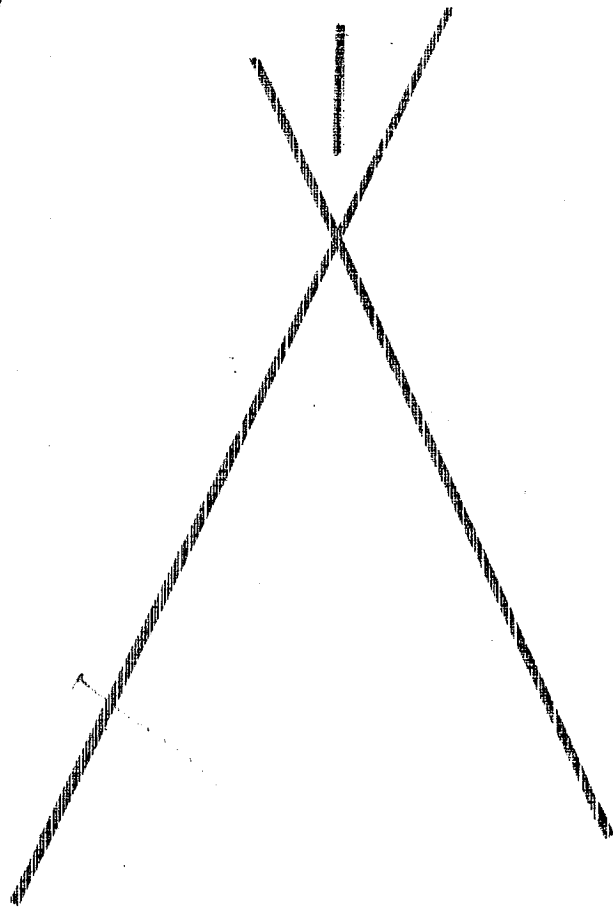


WORLD

WORLD



GOLDEN EMPIRE COUNCIL BOY SCOUTS OF AMERICA



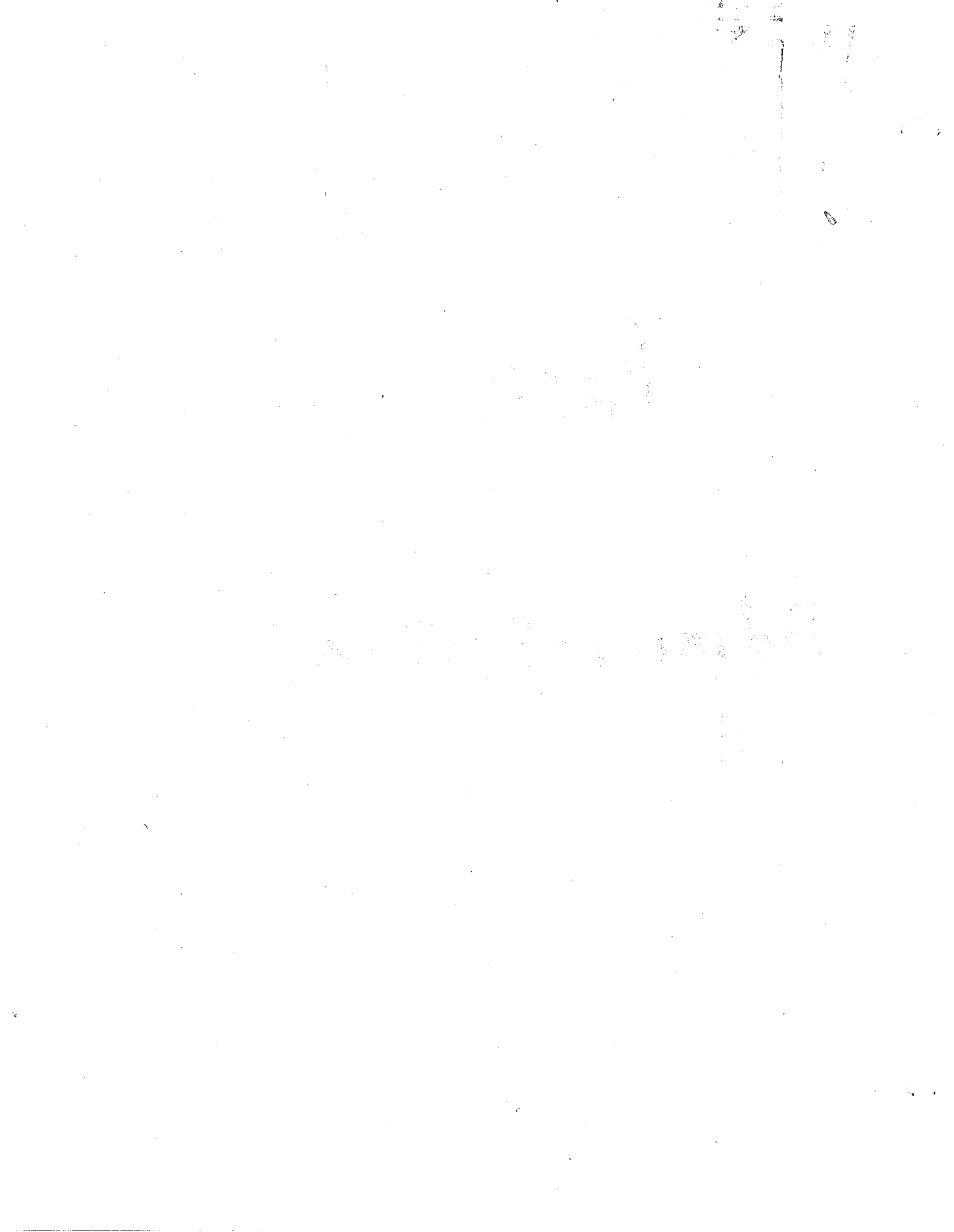
TABLE OF CONTENTS

PACK ADMINISTRATION	1 thru 27
DEN LEADER COACH	28 thru 43
DECEMBER . . . "DO YOUR BEST"	44 thru 58
JANUARY . . . "ADVENTURE IN GOOD HEALTH"	59 thru 65
FEBRUARY . . . "BLUE AND GOLD TRADITION"	66 thru 76
MARCH "ADVANCE IN RANK"	77 thru 86
APRIL "GOING PLACES"	87 thru 98
MAY "THINGS THAT GROW"	99 thru 105
JUNE "THE WORLD TOMORROW"106 thru 116
JULY "BACKYARD ADVENTURE"117 thru 123
AUGUST "CUB SCOUT FAIR"124 thru 132
SEPTEMBER . . . "INDIAN CHIEFS"133 thru 159
OCTOBER "COMMUNICATIONS"160 thru 167
NOVEMBER . . . "PIONEERS"168 thru 176
WEBELOS177 thru 226
GAMES227 thru 245
HANDICAP246 thru 257
MISCELLANEOUS258 thru 307
OUR FLAG308 thru 318



Pack

Administration



CUB PACK ORGANIZATION

Sponsoring Institution. Every Cub Scout pack belongs to an institution such as a church, school, PTA, service club, fraternal or patriotic organization; or a similar group chartered by the Boy Scouts of America to use the Cub Scout program.

Scouting Coordinator The institution names a scouting coordinator to represent it on the local Scout council. He also serves as an active member of the district committee and coordinates all phases of the Cub Scouting program in his institution.

Pack Committee The institution selects three or more men or women to serve as pack committee members. Den dads, who are also pack committee members act as liasons between their dens and the committee. The pack committee is responsible to the chartered institution for the sound operation of the pack.

1. Recruit Cubmaster and assistants.
2. Provide adequate and safe facilities.
3. Coordinate pack program with that of the chartered institution.
4. Assist in pack's annual review and recharter.
5. Provide a parents' training program.
6. Supervise pack finances and equipment.
7. Confer with the Cubmaster on questions of policy affecting the proper interpretation of Cub Scouting and requirements of the chartered institution.
8. Participate in district and council training events; training courses, roundtables, pow wows, den chief conferences, etc.
9. Keep adequate pack records.
10. Operate the pack in such a way as to insure its permanency.
11. Take pride in the appearance of the pack by securing proper use of uniforms, badges and insignia.
12. Develop pack procedures, such as date of pack meeting, monthly pack leaders' planning meeting, amount of dues and size of dens.

Pack committee members have dedicated a portion of their time and all of their capabilities to the guidance of boys. They have one motive ... to make Cub Scouting a happy game for boys, while providing them with citizenship training, character development, physical and mental fitness. They are interested in each individual boy and develop all their plans and make all their decisions in the light of that fundamental purpose. They look after the interests of the sponsoring partner as well as the boys.

The Den Dad This man's job is a very important one, calling for a man who is keenly interested in boys. As a regular member of the pack committee he helps carry out the projects decided upon by the committee. His most important function as a den Dad is to keep in touch with the other dads in his den, interesting them in their own sons, and enlisting their help in special activities. He usually cannot attend den meetings, but he takes the initiative in planning outings and helps the boys when his hobbies may contribute to their activities.

Cubmaster This man is the program leader of the pack. In cooperation with the pack committee chairman, he may be responsible for the organization of dens, and placing boys in dens. He helps train den mothers, den chiefs and parents. He participates in the monthly district Cub leader roundtable, Pow Wows and other training courses. He maintains a year-round program for the pack. He presides at pack meetings. He helps cultivate the interest of parents and builds the ideals

CUB PACK ORGANIZATION (cont)

of Cub Scouting into the boys' lives.

Den Leaders These men and women are responsible for the organization and operation of the dens. They take a personal interest in each boy and maintain a happy, friendly atmosphere in the den. They are alert to health and safety factors. They take advantage of all training opportunities such as roundtables, Pow Wows. They are familiar with the policies and practices of the Boy Scouts of America.

Den Leader Coach The den leader coach provides immediate training for new den leaders and a continuing assistance as they need it. She is the liason between the den leaders and the pack committee. She meets regularly with the den leaders providing them with program ideas and information, and counseling them about their problems and opportunities.

Pack Committee Chairman He presides at monthly pack leaders' planning meetings. He maintains a pack committee at full strength. He delegates responsibilities and duties to his committee and assures their fulfillment. He maintains contact with the Cubmaster and an awareness of pack program and activities. He supervises the recruiting of pack leadership. He reports regularly to the head of the sponsoring institution on progress and status of the pack.

Pack Advancement Person This individual is responsible for obtaining monthly advancement reports from den leaders (or den leader coach) and purchasing badges to be presented at pack meeting. He is responsible for investiture and advancement ceremonies at pack meeting. He coordinates with the Webelos den leader, the Cubmaster and the Scoutmaster, the Webelos graduation ceremony. He maintains accurate advancement records.

Pack Treasurer This individual is responsible for the establishment and maintenance of proper pack financial records. He is responsible for recommending and following an established pack budget. He initiates pack fund-raising projects as needed. He is responsible for the disbursement of all pack funds.

Pack Activities Person This individual can be the Cubmaster's right hand man in planning and conducting outdoor activities. He helps obtain responsible and safe transportation for these outings. He may act as pack Scout-o-rama chairman. He keeps other pack leaders informed of district and council Cub activities.

THE WORLD IS FULL OF WILLING PEOPLE:
SOME WILLING TO LEAD AND THE REST
WILLING TO LET THEM.

WHAT DOES CUB SCOUTING DO FOR BOYS?

1. Cub Scouting gives boys a lot of fun and enjoyment. Singing, hiking, playing games, yelling, making things, and of course, eating, are some of the activities. Happy boys are usually healthy boys.
2. Cub Scouting enables boys to learn many new skills. They learn to do things and how to take care of themselves. They become skillful with some of the tools of a technological age.
3. Cub Scouting gives boys a chance to live, dramatize and capture a sense of history. By participating in den skits at pack meeting, they have an opportunity to learn about and re-enact important events in our American heritage.
4. Cub Scouts learn some of the fundamental elements of teamwork as they share with one another. Self-discipline and self-control make it possible for everyone to have a better time. Team play is more fun than disorganized individual play. These are vital lessons.
5. Cub Scouting gives boys a chance for new experiences - an opportunity to visit businesses and organizations in the community which expands their understanding of how a community works.
6. Cub Scouts learn something about how to take responsibility for their appearance, for their conduct and for their own achievement. When such habits and patterns are set early in life, the boys continue to behave responsibly.

WHAT DOES CUB SCOUTING DO FOR FAMILIES?

1. When parents work with their sons and share with them as they participate in the Cub Scout program, they get to know them better. Out of doing things together, parent-son relationships grow firm. Discoveries are made, and each new day becomes a more exciting adventure.
2. As parents work with other adults in Cub Scouting, they make new friends and become acquainted with people they would not meet otherwise. Concern for the boys becomes a common bond between parents and unites them.
3. Community spirit is strengthened and community leadership is developed out of Cub Scouting adult efforts. Parents get a renewed sense of certainty and confidence in the future of our country when children and adults can work together in harmony and with purpose.
4. Cub Scouting provides a rich opportunity for families to grow together.

LAUGHTER CREATES A NEED
THAT ENCOURAGES ITS MULTIPLICATION

12 LAWS FOR PACK LEADERS

1. A Cub leader is RESOURCEFUL. He is a leader with imagination, initiative, and fresh ideas. Because of his many plans, projects, and creative imagination he feels a kinship with Victor Hugo, who said: "I need a thousand years to do what I have in mind". A Cub leader is ever conscious of the Biblical warning: "Where there is no vision, the people perish". Likewise, he is fully confident that where there is vision, originality and resourcefulness on the part of Cub leaders, the pack will surely prosper and progress.
2. A Cub leader is PERSISTENT. He takes heart in the words of Thomas Buxton: "With ordinary talent and extraordinary perseverance, all things are attainable". He knows that persistence is the forerunner of success, the father of victory, and the ancestor of accomplishment. A Cub leader is constantly aware of the truth that 'failure comes from following the line of least persistence'. When he is tempted to give up, a Cub leader gets his second wind; he 'keeps on keeping on'.
3. A Cub leader is DEPENDABLE. His word is his bond; his duty is a sacred trust, and his acceptance of a position is always a forerunner of a job well done. When he accepts a Scouting job, he is more concerned with shouldering responsibility than with receiving honors, more interested in serving than in seeking. He can always be counted on, never counted out. He is consistently a man of his word.
4. A Cub leader is PATIENT. He reflects the sage advice of William James: "The art of being wise is the art of knowing what to overlook". He realizes that 'a reaper is never hitched onto a plow', that patience is not only a virtue but a daily necessity; not an elective but a required course in the school of Scouting. He is patient with others because he is first patient with himself. He remembers that the mushroom appears overnight; the giant redwood requires the strength and patience of centuries.
5. A Cub leader is MATURE. He takes his Scouting job seriously, but he is able to laugh at himself, his foibles, his mistakes, and his shortcomings. A Cub leader knows that a sense of humor is the pole that adds balance to his steps as he walks the tightrope of life. He has learned to react maturely to the immature actions of others. He measures up favorably to Dr. Menniger's six criteria for the emotionally mature person. He...
 - a. Finds greater satisfaction in giving than receiving.
 - b. Finds satisfying and permanent loyalties in give-and-take relationships.
 - c. Uses his leisure time creatively.
 - d. Contributes to the improvement of home life and to community activities like church, school and other organizations.
 - e. Learns to profit from his mistakes and successes.
 - f. Is relatively free from fears, tensions and anxieties.
6. A Cub leader is ENCOURAGING. He is generous with well-deserved praise, prompt with well-earned commendation, and ever alert to recognize and appreciate the best efforts of everyone. He knows that an ounce of sincere praise is worth a pound of fault-finding. He remembers the advice of Goethe: 'Correction does much, but encouragement does more. Encouragement after censure is as the sun after the shower'. He inspires others to rise to new heights of achievement, to outdo themselves, to stretch, to stand on tiptoe, to break new records of advancement.

12 LAWS FOR PACK LEADERS (cont.)

7. A Cub leader is ADAPTABLE. He has a plan and works his plan, but he is always wise enough to change his course or adjust his sights when necessary. He is unafraid of difficulties and detours that may delay him but cannot discourage him. He frequently uses blueprints and booklets as guideposts, but he never lets them use him. He is guided by the lessons of experience, but he is not a slave of tradition. He has learned that to bend with the breeze is not always the same as compromise, and even compromise can often be the first step towards understanding and cooperation.
8. A Cub leader is GRATEFUL. He never takes for granted the responsibilities and opportunities that have been given to him; rather, he is grateful for the privilege of influencing the personality and character of those who will be the citizens of tomorrow. Like Cicero, a Cub leader recognizes the fact that 'a thankful heart is not only the greatest virtue, but the parent of all other virtues'. He is grateful to his God for the gift of life; to his fellow Scouters for the blessings of friendship; to the boys for the challenge and joys of leadership.
9. A Cub leader is OPTIMISTIC. He has a reason for every success, not an excuse for every failure. He goes out and rings the bell, never gives up and wrings his hands. He turns the impossible into the possible, never the possible into the impossible. He pleasantly ponders how high his kite will fly, never woefully wonders how soon his kite will fall. He is confident that opportunity is now here, not afraid that opportunity is nowhere.
10. A Cub leader is DEDICATED. He throws himself wholeheartedly and unreservedly into his Cub Scouting responsibilities, and can say with Nicholas Murray Butler, 'The 40 hour week has no charm for me. I'm looking for a 40 hour day'. He is conscientious but never contentious; determined but not dictatorial; dedicated by not demanding.
11. A Cub leader is ENTHUSIASTIC. He employs the magic of enthusiasm to inspire others to believe in him, to work with him, and to follow him. He walks with a spring in his step, he works with a sparkle in his eye, and he speaks with a note of confidence in his voice. He knows that Cub Scouts and Cub Scouters are in the same boat with Emerson, who wrote: "What I need most is something to make me do what I can". The 'something' that can cause boys to do what they can and ought to do is a Cub leader with the most contagious quality in the world ... enthusiasm!
12. A Cub leader is COURAGEOUS. He stands for what he believes to be right, even in the midst of conflict and criticism. His physical, mental and moral courage is contagious. He dares to be an individual whose honor and integrity are respected and admired by all who know him. He represents strength to the weak, faith to the faint of heart and confidence to the fearful. He believes in and personifies the words of Andrew Jackson: 'One man with courage makes a majority'.

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

SETTING PACK GOALS

Human beings are 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.

A 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 den and pack, if you have Cub Scouting's purposes uppermost in your thoughts, then things may work out O.K. But if other 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 that you had hoped for.

Since people tend to move toward whatever they dwell on, 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.

Here are some things to keep in mind when setting pack goals:

CONSISTENT ... Think of each goal as one piece of 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 den or pack 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 concerned. 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.

PRECISE ... Rather than setting a goal to increase membership, set it to increase membership by 5% or 10% or 15%. Your goals should be sufficiently flexible to take into account reasonable degrees of variability.

WRITTEN ... Write down your goals. Furnish copies to the people who will be helping you reach them. This written reminder will serve as a reinforcement.

BLOOM WHERE YOU ARE PLANTED

WHEN GOD CREATED MOTHERS

When the Good Lord was creating Mothers he was into his sixth day of "overtime" when the angel appeared and said, "You're doing a lot of fiddling around on this one."

And the Lord said, "Have you read the spec on this order"?
She has to be completely washable, but not plastic.
Have 180 moveable parts all replaceable.
Run on black coffee and leftovers.
Have a lap that disappears when she stands up.
A kiss that can cure anything from a broken leg to a disappointed
love affair.
And six pairs of hands.

The angel shook her head slowly and said, "Six pairs of hands...no way"!

"It's not the hands that are causing me problems", said the Lord. "It's three pairs of eyes that Mothers have to have".

"That's one the standard model?" asked the angel.

The Lord nodded. "One pair that sees through closed doors when she asks, 'What are you kids doing in there?'" When she already knows. Another here in the back of her head that sees what she shouldn't but what she has to know, and of course the ones here in front that can look at a child when he goofs up and say, "I understand and I love you" without so much as uttering a word.

"Lord," said the angel touching His sleeve gently, "Come to bed. Tomorrow

"I can't," said the Lord, "I'm so close to creating something so close to myself. Already I have one who heals herself when she is sick ... can feed a family of six on one pound of hamburger ... and can get a 9-year-old to stand under a shower".

The angel circled the model of a Mother very slowly.

"It's too soft," she sighed.

"But tough!" said the Lord excitedly. "You cannot imagine what this Mother can do or endure."

"Can it think?"

"Not only think, but it can reason and compromise," said the Creator.

Finally the angel bent over and ran her finger across the cheek. "There's a leak," she pronounced. "I told you you were trying to put too much into this model."

"It's not a leak," said the Lord, "It's a tear."

"What's it for?"

"It's for joy, sadness, disappointment, pain, loneliness, and pride."

"You are a genius," said the angel.

"The Lord looked somber, "I didn't put it there."

EVALUATION OF THE DEN AND PACK PROGRAM

Evaluation is the process by which Cub leaders can determine if their den and pack programs are meeting the boys' needs and desires, and are achieving the purposes of Cub Scouting.

Sometimes we get so wrapped up in activities that they become an end in themselves, rather than simply a tool to achieve the ultimate purposes of Cub Scouting. Sometimes we can't see the forest for the trees. This is the reason that evaluation is so important. It is an opportunity for leaders to stand back and look objectively at the over-all program as well as at individual activities. It is a chance for them to find out from others how well they're doing.

The easiest evaluation for a leader to make is to trust his or her own judgment. That's also the worst. What the leader thinks and what the group thinks are often far apart. Everyone sees things from different viewpoints. Just because a den leader likes to pour plaster, that is no indication that the boys will enjoy doing it week after week. You can't stay on the track unless you know where you are going and can evaluate what you are doing successfully to get there.

It is helpful to evaluate all pack and den activities. Evaluation should be done by everyone involved ... leaders, parents, boys ... and not by one individual alone.

Here are some guidelines:

1. Find out from others how you're doing. Don't trust your own judgement.
 - a. You want answers, not praise.
 - b. Ask parents for facts. Be sure you understand what they're saying.
 - c. Ask the boys.
2. Be sure you know what you're asking.
 - a. Determine what type question will get the kind of answers you need.
 - b. Avoid questions which will result in answers which offend or hurt feelings.
 - c. Avoid questions that prevent honest answers.
 - d. State questions in a positive manner:
 - (1) Is everyone pleased with the activity?
 - (2) Is everyone eager for the next activity?
 - (3) Was it planned well? Was all needed material or equipment on hand?
 - (4) Did it accomplish one or more of Cub Scouting's purposes?
3. Based on the answers you get, determine what improvements or changes need to be made. Make specific plans and assignments which will result in these changes or improvements.
4. Maintain a positive attitude. Look at the evaluation from the standpoint of constructive criticism - not negative criticism.

THE CONTAGION OF EXAMPLE
CAN BE STARTED
BY KNOWLEDGEABLE LEADERS

GUIDELINES TO SUCCESSFUL PACK OPERATION

The following guidelines have been followed successfully by many packs. We suggest you use this as a check sheet to determine where your pack operation could be improved:

1. Enthusiastic parent participation.
2. Trained den chiefs are desirable in the operation of all dens.
3. A definite emphasis on complete official uniform.
4. The hand clasp, salute, motto are emphasized and used frequently.
5. Recommended length of den meetings is one hour.
6. Variety in monthly pack meetings.
7. Each den has an active den dad.
8. Den leaders two-deep in each den, in other words a den leader and an active assistant den leader.
9. Cubmaster is the executive officer of the pack and is responsible for program.
10. An assistant Cubmaster is responsible for recruiting and training den chiefs.
11. Regular monthly pack leaders' planning meetings.
12. Regular monthly den leader coach/den leader planning meetings.
13. Regular annual planning conference, to plan for a full year in advance.
14. Adult leaders are correctly uniformed and wear uniforms to all meetings.
15. Cubmaster has completed basic training.
16. A pack secretary keeps records.
17. A pack treasurer handles financial affairs and keeps financial records.
18. Ceremonies used in the induction of new boys and parents and in advancement of each boy as he advances in rank.
19. Graduation ceremonies into Scouting.
20. At least one Webelos den - more if needed.
21. Leadership and performance of leaders and parents recognized regularly.
22. Badges of advancement presented to parents, who recognize their own sons by presenting them the awards.
23. Parents pass their son on achievements and electives.
24. Webelos leader or someone assigned by him passes Webelos activity badges.
25. Cubmaster and committee members encouraged to serve two years or longer.
26. Operate on the pack thrift plan. All parents have a voice in determining the budget of the pack.
27. Maximum membership in any den should be no more than eight boys.
28. All adult leaders encouraged to attend training courses and Roundtables.
29. Pack participates in district and council Cub Activities and training courses.
30. Pack goals set (such as National President's Unit Award).

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 reasonable 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 Application" 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.

SECURING POSITIVE ATTITUDES

Experienced teachers say that discipline is spelled L-E-A-D-E-R-S-H-I-P. The suggestions below help prove this point. Being a successful Cub Leader depends upon a combination of skills. Below are listed some simple, specific procedures for handling a group successfully. We believe they will help you become a more successful Cub leader.

1. Always start each meeting on a note of commendation, appreciation or anticipated good things to come.
2. Commend often. Blame seldom. Then commended some more.
3. Never 'dramatize' an undesirable incident.
4. Indirectly suggest a desired attitude. 'Everybody thinks that our den can get a lot done in a den meeting'.
5. Imply a desired attitude. 'I can always depend on John to be right on the job'. We all tend to live up to what is expected of us .. good or bad.
6. Seldom 'bawl out' a whole group. There should always be a loophole for the innocent.
7. Seldom punish a whole group. Express sincere regret when the action of some makes such drastic action necessary. Ask the guilty to assume the blame. (It's group pressure on them) Offer to exempt any who will give their word of honor that they are innocent, but first explain the significance of the word of honor.
8. Make no threats you do not intend to carry out. Better yet - make no threats.
9. When punishment is necessary, be impersonal but firm. Do not betray irritation or uncertainty.
10. The basis for constructive discipline is respect for personality. This is why sarcasm leaves scars. Everyone has an urge to express himself, to show that he amounts to something. Constructive discipline guides this expression into approved channels.
11. Never refuse a reasonable request unless it is likely to create and undesirable precedent, and then explain and express your personal regret.
12. Develop a sense of values. Don't make an issue out of some isolated incident which may or may not occur.

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 uniform 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"

"Den Leader's Book"

"Webelos Den Leader's Book"

"Cubmaster's Packbook"

"Wolf Cub Scout Book"

"Bear Cub Scout Book"

"Webelos Scout Book"

"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.

DO YOU PRACTICE EMPATHY?

All of us should learn to practice empathy. Empathy is the process of grasping or understanding the other person's point of view .. putting yourself in his shoes or viewing a situation through his eyes. It can be one of the most valuable and powerful characteristics of leadership which will strengthen and pack relationships and communications. Empathy is the most important tool of communications.

Everyone but a hermit practices empathy to some degree, but most of us can profitably extend its use to other areas in our lives ... home, business, church, school, Scouting ... and make it an increasingly automatic habit.

Empathy does not involve acceptance of the other person's viewpoint, but instead it is the development of an increasingly clear understanding of the way that person is seeing the situation. Don't confuse empathy with sympathy - the latter indicates acceptance - and this could get you into trouble. Often empathy and sympathy go hand-in-hand to some degree ... but they are not the same thing!

There are three definite steps in the practice of empathy, and it will help you to recognize and understand each stage:

1. Recognize that every person in the world has his own personal, unique, individual filter through which he perceives things. This filter is made up of education, childhood training, attitudes, prejudices and countless experiences.
2. Accept this fact as a good system. Be willing to allow the other person the right to be himself and to see life in his own way. This doesn't mean you should necessarily like the other person's point of view - just don't insist that everyone think exactly as you do.
3. Now that you've taken the first two steps, you can step into the other person's shoes and see how the world looks from there. Of course, you can never do this perfectly because we can never completely set aside our own point of view. But the entire process of communications between human beings can certainly be strengthened and enriched when those individuals communicating do grasp or understand the viewpoint of the other person.

You will find that as empathy becomes a habit, your ability to relate effectively to people, to motivate them, and to achieve goals will be multiplied manyfold.

... SOME PEOPLE WOULD RATHER BLOW THEIR OWN HORNS, THAN LISTEN TO THE BAND ...

ADVANCEMENT

Advancement! Does your pack receive its due return from the time and money expended on the program? Advancements are your return - your measurement of your overall success. If every pack analyzed its program with this in mind, there would probably be quite a few disappointments. Advancement in most packs could be greatly improved.

How do we achieve advancement? What can we do to insure our pack of a high percentage of advancement? There are no cut and dried solutions to this. Only by trial and error, using different methods, and then selecting the one best suited to your pack will get the job done. Most Cubmasters have faced the problem of a boy who has been in the pack two years and is old enough to be inducted into the Webelos den, but is still a Bobcat. Why? This same boy may earn almost every Webelos activity badge during the next year. Where did the pack fail? Probably the pack did not fail. It could easily have been 'parent failure'.

Parent failure ... failure to have enough interest to find out why other boys are advancing when their son isn't. Failure to have enough interest to work with their son a short time each week to help him pass achievements. One solution to this problem is an up-to-date parent orientation program. Every new parent should be told their responsibilities as parents in the pack, with emphasis on working with their son at home on advancement. Most parents want their son to do well, and would help if they knew just what was expected of them. Show the Parents Supplement to the parents, explain it, and ask them to read it.

When you make commitments to earn the National President's Unit Award, you make a commitment about advancement. This is your goal - something to work towards. These are some ways that you can achieve that goal:

1. Provide a quality Cub program full of action, fun and boy-appeal.
2. Insure parent involvement and participation, and understanding.
3. Keep accurate advancement records. Keep an eye on those boys who are not advancing and find out why.
4. Den leaders can provide incentives for advancement in den meetings by using the Instant Recognition badge and beads and den doodles and wall charts.
5. Incentives for advancement can be provided in pack meetings by the use of impressive, colorful, meaningful ceremonies.
6. Make certain that the boys who have earned awards receive them at the next pack meeting. Don't let them be disappointed or discouraged.

It all boils down to the fact that if the boys aren't advancing on the average of one rank per year, they are really not getting the program as it is intended. Provide a good program, encourage the boys along the way and give them the proper recognition for their achievement.

CURING PARENT INDIFFERENCE

Since the success of Cub Scouting depends basically on the cooperation of parents, it is a good idea to review their part in the program as a beginning of the cure for parent indifference. Cub Scouting is a program for Cub Scouts and their families with its activities and achievements taking place in the home under the guidance of and with the cooperation of the parents. One of the program's main purposes is to bring the boy and his parents closer together.

When a boy joins Cub Scouting, the parents obligate themselves to these things:

1. to serve as leaders in the pack and den when called upon.
2. to attend pack meetings regularly with their son.
3. to help their son progress in Cub Scout achievements and electives.

Securing parent cooperation in the den.

1. Don't recruit in haste and repent at leisure.
2. What you don't know may hurt you ... get acquainted with the parents.
3. Two hands are better than one .. recruit den dads as well as den mothers.
4. There is strength in numbers .. discuss den problems and plans at den parents' meetings.
5. A group that plays together, stays together ... promote Cub Scout/parent outings in the den.
6. Sign on the dotted line ... be sure parents are helping their sons on the advancement program and that they sign the boys' books.
7. Strut your stuff! Promote 100% attendance of parents at pack meetings.

Securing parent cooperation in the pack.

1. Easy come, easy go! Don't make it too easy to join. Be sure the parents understand their obligations before they join.
2. No parent, no badge. Don't give out badges unless one of the parents is there with the boy.
3. Ignorance is not bliss. Don't keep the parents in the dark - discuss pack plans and problems with parents.
4. In order to multiply, you must divide. Individual den leaders can be helpful in securing parent cooperation in the pack.
5. Everyone works, including parents. Appoint parents to help at each pack meeting - give everyone a chance to help.
6. A stitch in time ... personally follow up on delinquent parents to find out why they're not participating.
7. No gems in the rough, blooming unseen. Find out the skills and abilities of parents and put them to good use.
8. Foresight is better than hindsight. Plan a full year in advance at the pack annual planning conference.
9. Blow your pack horn. It pays to advertise. Be sure your sponsor and the public know about your pack program.
10. It's sugar that attracts the flies. Use theme ideas to promote and maintain parent interest and attendance. Put every parent on an ideas committee.

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 America 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 a guy who lives within his means, whether the Joneses do or not, and thinks his Uncle Sam should too. He doesn't want to 'fly now and pay later'.

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!

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 of 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 members, 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

The Den Chief (cont)

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 after pack meeting |
| Helps return meeting room to order | |

A CHALLENGE FOR YOU

There are many great strengths in the Cub Scout Program. A very critical and important strength lies in the ability of the Den Leader, Cubmaster and other Pack Leaders to develop and present Cub Scouting to the boys and their parents. This ability relies, to a great extent on the Pack Leaders' knowledge of the program.

It is not reasonable to tell a new leader that everything one needs to know is in the handbooks. By the time anyone gets through reading all the books there are on Cub Scouting, the boys would have passed the frog-in-the-pocket stage, figured out that girls aren't enemies and have made a down payment on 'the best deal in town' car.

It is also not reasonable to expect Cub Scouting to magically materialize because there are 8 boys in uniform hanging around someone's family room. The only thing magical about this scene would be if the new Den Leader accepted the re-arranged room after the boys left thru the window they had broken.

Someone has to explain, tell or show new leaders the how and why of Cub Scouting. It doesn't make any difference if you want to call this a learning experience, training or leadership development. The essence is that one Cub Scouter gets the message across to another Cub Scouter so that the boys and their parents enjoy Cub Scouting.

For the heck of an argument, let's call this "training". We'd then have basic training, intermediate training and advanced training.

The next few pages will give you an idea of the basic training requirements for the new leader you will also find some basic training requirements for the 'not so new' leader. And then you will find intermediate training which is available ... and finally ... you'll spot some hints about some advanced training that will put you right into orbit.

If you want training, or if you know of someone else who wants training, and you don't know who to ask ... phone the Golden Empire Council's Service Center: 481-4111. Tell the operator you need training.... give the operator your name, your Pack number and where your Pack meets.

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 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.

CITIZENSHIP THROUGH SERVICE

One of the primary purposes of the Boy Scouts of America is citizenship training. From its beginning, the Scout movement has tried to instill in boys the qualities necessary for responsible, participating citizenship.

Service, best exemplified by the daily Good Turn that has long been a tradition in Scouting, starts with the individual. Cub Scouts are directed toward individual service by taking part in service projects planned by the den and pack.

Let's start with this premise: The Boy Scouts of America is synonymous with good citizenship, and good citizenship is best exemplified by service in action. This premise can become a launching pad for your den and pack.

Conducting a Service Project Successful service projects don't just happen. No matter how badly it is needed or how carefully it is chosen, a service project can fail if it is not carefully planned and executed. Cub Scouts must feel that the project is worthwhile and must be interested in it. It must be within their abilities and still challenge them. Every project should require the knowledge and skills of the boys, and get them personally involved. The results should be clear, and the boys should be given recognition for a job well done.

Consider these things

Do you want a 'quicke' project that will take one day of concentrated work, or one that may last several weeks or months?

What about the projects done in the past? Will the boys still be enthusiastic?

What projects fit nicely into the Cub program and can be worked on during den meetings?

Do you want a project where you will cooperate with other agencies? Or would you rather go it alone?

What will it cost?

What materials are necessary? Where can they be obtained?

America's youth has become increasing service-minded. They don't want to talk about things ... they want to take positive action. Our challenge is to capitalize effectively on the increased enthusiasm of your; to provide the inspiration, the know-how, the method, the projects. We must meet this challenge or lose an important opportunity to help both boys and our country. We can help our Cub Scouts have the satisfying experience of meaningful service to others.

CODE OF ETHICS FOR VOLUNTEERS

As a volunteer, I realize that I am subject to a code of ethics similar to that which binds the professionals in the field in which I work. Like them, I assume certain responsibilities and expect to account for what I do. I will keep confidential matters confidential.....

I promise to take to my work an attitude of open-mindedness; to be willing to be trained for it; to bring to it interest and attention. I realize that I have many assets that my co-workers may not have and that I should use them to enrich the project at which we are working together. I realize also that I may lack assets that my co-workers may have, but I will not let this make me feel inadequate but will endeavor to assist in developing good teamwork.

I plan to find out how I can best serve the activity for which I have volunteered and to offer as much as I am sure I can give, but no more. I realize that I must live up to my promise and, therefore, will be careful that my agreement is so simple and clear that it cannot be misunderstood.

I believe that my attitude toward volunteer work should be professional, believe that I have an obligation to my work, to those who direct it, to my colleagues, to those for whom it is done, and to the public.

Being eager to contribute all that I can to human betterment, I accept this code of ethics for the volunteer as my code to be followed carefully and cheerfully.

Dr. Eillian M. Gilbreath

SOME OF YOU ARE VERY SERIOUS MINDED
BECAUSE YOU CARE SO MUCH.

SOME OF YOU ARE FUNNY BECAUSE YOU
CAN'T HELP IT.

SOME OF YOU ARE HARD-NOSED SON-OF-A
GUNS BECAUSE YOU WANT TO MAINTAIN
HIGH QUALITY.

SOME OF YOU CAN WELCOME A DIFFERENT
IDEA WITH OPEN ARMS.

SOME LIKE ARGUMENT TO SHARPEN UP THE
MIND.

SOME LIKE PEACE TO GIVE THOUGHTS TIME
TO ROOT AND GROW.

SOME OF YOU ARE HAPPY INSIDE NO MATTER
WHAT!

SOME ARE IMPATIENT WITH OTHERS.

SOME OF YOU SAY "THIS IS THE WAY WE
DO IT", TO SHARE.

SOME SAY "THIS IS THE WAY WE DO IT"
TO COMMAND.

YOU SPEAK WITH ACCENTS - SWEDISH,
SPANISH, ARKANSAS, MINNESOTA,
CITIFIED, COUNTRIFIED -

BUT YOU SPEAK THE SAME LANGUAGE, IT'S
CALLED LOVE FOR BOYS.

YOU ARE AMERICA AT ITS BEST AND

YOU ARE BEAUTIFUL!

POME
By Diane

STAND UP AND BE COUNTED

The Boy Scouts of America has celebrated its 66th birthday. That's a long time to be around. It's hard to imagine, but over fifty million men and boys and women and teenage girls have joined up during that time, so our guess is that Scouting must have something very special to offer.

The reason that we don't show our age is that when one generation of boys grows up, another comes along to take its place. Now we're into our third generation, and it's a good feeling to know that many Scout grandfathers are still here to share the words of the Scout Oath and Law with their grandsons.

Scouting has had its tough times. It has survived four wars, but lost many of its finest young men in them. Back in the early 30s a depression hit our country and some people said that Scouting just wouldn't last. Our first Chief Scout Executive, James E. West, thought different. He'd grown up an orphan and limped through life a cripple and never took kindly to quitters. He knew that Scouting was as durable as its ideals and that it was here to stay. So we pulled through that crisis the way we will pull through every other one.

We're chartered by the Congress of the United States, an honor we've earned by doing so many national Good Turns, that it would take all day to tell about them. During World War I we sold over two million Liberty bonds. We grew thousands of war gardens. We collected millions of tons of scrap metal and paper.

After the war our slogan was 'The War is Over But Our Work is Not'. Corny? Maybe. But we went on to give national service fighting a dread influenza epidemic. In the years between we've never let up. Right now we're cleaning up mountains of junk from our streets and rivers and wilderness trails and planting trees where no trees were before. We're using our energy to save our nation's energy.

Our open door policy started on February 8, 1910 - the day Scouting began in America. When we said 'Scouting is for all boys' we meant it. If some doors didn't open too easily, we kicked them open, because no Scouter likes to see a building standing empty at night when a lot of kids could be in there learning what leadership is all about, and coming to find out that if character doesn't count, nothing much does.

Back in 1925 one of our boys, who grew up in Grand Rapids, Michigan, walked in the door of Troop 15 that met in the Trinity Methodist Episcopal Church. He earned his Eagle badge there, and he's as proud of it now as he was then. In those days they called him 'Junior'. Now we call Gerald R. Ford 'Mr. President'.

Now and then our Scouting leaders issue policy statements to remind the American people what we stand for, and why. Scouts would call them promises, because boys know that when we make promises, we keep them. Let's look at a most important one: "It is the Boy Scouts of America's official position that its youth and adult membership in all categories and programs shall be open to all without regard to race or ethnic background. Permission to sponsor a unit will not be granted by the BSA to a group that establishes a rule or custom preventing any youth or adult from membership in its unit because of race or ethnic background. Scouting is a program for all American youth and, as such, it has an obligation to set an example in keeping with the goals of an open society".

STAND UP AND BE COUNTED (cont.)

That's not hard to understand. One man wrote about a Scout activity: "For two-plus days, Scouts from all parts of California tied knots, hoisted logs, folded flags, read maps, built fires, cooked, even panned for gold .. blind boys, deaf boys, boys with cerebral palsy, boys with muscular dystrophy, mentally retarded boys, one boy with a hole in his heart. Blind boys, reading Braille cookbooks, prepared their own meals. Crippled boys explained nature lore to mentally retarded boys. One blind boy, his Scout ax honed to a razor edge, whittled a length of wood into a tent stake. Try that sometime, and then count your fingers".

What this man saw wasn't a one time happening. All across America, right now, more than 250,000 handicapped youngsters are in packs, troops and posts doing things like that. These kids are black, white, red, brown, yellow .. and all the colors in between. Their leaders are wonderfully 'color blind' and go about their work so quietly that too few of us know about them.

The dead weight of poverty is what keeps kids in the slums. Yet they're not abandoned. Our Scouters are there, too, plugging away day in and day out, giving these kids the one slim chance to make a life for themselves. One black Eagle Scout summed it up best: "I have the confidence. I have the poise. I have the endurance to do and be anybody I want to be". That's Scouting!

In our annual report to Congress, it takes three pages to list all of our national partners. They're our churches and synagogues, schools and PTAs, civic and community groups. But whatever name they go by, they're people who care about their kids and other people's kids, no matter what their race or background.

Scouting has a 'contract' with these partners based on our faith in each other. It's reviewed every year. We call it a charter ... and it can go on year after year only if we both live up to our bargain to keep the doors open to any boy who does his best to live up to the words of the Scout Oath and Law or the Cub Scout Promise or the Explorer Code.

We know that there are enough problems facing our country to last us all for the next 66 years. But we Scouters, together with our national partners, can help tackle them one by one. It won't be easy. We can't do it by tearing down or belittling.

We can do it by hard work, faith and much humility ... and by bringing back the words of the Scout Oath and Law to more active duty in our lives and in the lives of our countrymen.

- Alden Barber, Chief Scout Executive
Scouting Magazine

WHAT ARE PARENTS?

Well past the innocence of babyhood, the delights of childhood, the trials of the teens, and the solemnity of marriage, we find a species known as parents. Parents come in assorted sizes, weights and colors. All parents have one object in mind - to tackle the task of rearing children so that they will turn out as perfect as possible - that is, carbon copies of the parents. From the moment a child is born to them, they go about their job doggedly. Each parent knows secretly that his child, regardless of sex, will one day become president of the United States.

Parents are composites; teacher, nurse, doctor, minister, walking encyclopedia, and idol at all times in the eyes of their children. They must shower love on, administer discipline to, instill courage in, show sympathy for, and keep the respect of their children.

They must learn to slide on a roller skate on the steps, trip over a toy car left in the driveway, step on a ball and jacks in the middle of the night, and show no homicidal intent.

Parents are strange creatures who can hardly wait for the time when they can get away from their children for a few days, yet call them the minute they are three miles out of town to tell them how much they miss them. They are frantic for school to begin in the fall, but are always waiting thirty minutes ahead of time for the school bus to bring their children home. During the day they can't understand how they "raised" such "little stinkers"; but at night when the kids are asleep, they marvel at their fabulous luck in having such little angels.

Parents are real experts in the art of excuses; for example, they are too busy right now, they will do something else instead of, they work, they have children, they don't drive, their car has a flat tire, the guy next door won't they've never done that sort of thing before, their parents didn't do it, or their spouse won't let them.

Parents are magical creatures. They can have the most beautiful house on the block, drive the newest car manufactured, or have the best job at the office; but when you want to see pride at its fullest, watch their eyes when they say "That's my boy".

UNDERSTANDING BOYS

To a boy, Scouting is a game... a magnificent game, full of play and full of laughter, keeping him busy, keeping him happy. That is the strength of Scouting. A boy becomes a Cub Scout for the sheer fun there is in it. The action in Scouting appeals to the boy's impulse to be doing something.

The basic principle in Scouting is 'learning by doing'. There is nothing negative in it. There are no 'don'ts'. Scouting doesn't say 'Don't rob a bird's nest'... but instead, 'Find out about birds'. It doesn't say 'Don't cut down trees', but instead 'Help save the trees'. That is talking boy language... stimulating, not prohibiting.

Boys like the adventure in Scouting. They like the adventure of tackling a job, alone or with the den. There is adventure in doing good turns. A boy finds companionship and fellowship in the den. There is always present the urge to achieve... a higher rank looms ahead... there is distinction to be gained.

Boys are alike in many ways. They are part human, part angel and part barbarian. They want everything except soap and work. They take the knocks of the world... stomach aches, injured toes and fingers, broken bones, and black eyes. But at the same time, they absorb the good of the world. And in a few short years when they become men, they cast aside their boyish ways to battle against the stern reality of life... and generally make good, participating citizens.

Even though all boys are alike in some ways, each one is an individual, and should be treated as such. Balance is the thing. Knowing where to draw the line is the thing. For out of it all, a boy must learn that sometimes he must assert himself, and sometimes he must give in for the welfare of his fellow Cub Scouts.

Boys will be boys, no matter where you find them. They play, run away, love to be outdoors, and do a host of things that are generally looked upon by their parents and leaders as a foolish waste of time. Boys all have the same creed... to enjoy every second of every minute of every hour of every day. A boy is like a puff of wind because he comes at the most unexpected time, hits in the most unexpected places, and leaves everything a wreck behind. He has an impelling desire to exercise on all occasions, he pulls the cat's tail; he tangles Sis's curls; he shoots paper wads in Sunday School; and he possesses a perpetual appetite. He has a dirty face, uncombed hair, and is ragged regardless of which side of the tracks he lives. But the time comes when he becomes a loyal and true citizen of his country. He lives his own life, makes up his own mind as to truth and honesty and best interest of others. God bless him!

Character in a boy is a slow growing thing. Every day of his life, everything he sees and does forms a small piece of his character. Give him the right and opportunity to be proud of himself. Teach him the value of helping other people. A Cub leader can help boys in some ways that no one else, not even their parents can. Help them to learn to stand on their own two feet and be men you can be proud of... and what's more important, men they can be proud of.

D
E
N

L
E
A
D
E
R

C
O
A
C
H



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 Cub Scouting her own talents and skills; her own background and interests. Your secret of success is your ability to coordinate 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 Leaders. If she feels that the Den Leaders 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 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.

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 Leaders. 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 Leaders 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 Leaders.
- 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 perserverance, 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 Leaders
- 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 Leaders
- Coffee hour to learn about Den Leading
- Extra material - program help
- Knows her material
- Goes to den meetings and helps if needed

PERSEVERANCE

- Doesn't fall over stubling 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.

COACHING

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

MOTIVATING

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

TEACHING

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

BELONGING

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

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 Leaders have gained knowledge and acquired skills to help the boys, and to determine your effectiveness in your own job.

RECRUITING DEN LEADERS

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

It is the preferred arrangement to have a Den Leader/Assistant Den Leader team for every den. This double leadership provides security for the den and makes a Den Leader's job easier. The assistant serves as a back-up in case of the Den Leader'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 Leader's position when a vacancy occurs. In this type of situation, your recruiting is limited to assistant Den Leaders, 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 Leaders 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 Leaders. The Den Leader'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 Leader. 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 Leader? Probably the most important is that she likes and understands boys. If she really likes boys, she'll enjoy her job as a Den Leader, 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 Leader is willing to help, even though her own son has graduated from Cub Scouting. Grandmothers make good Den Leaders, too. Consider all possibilities.

Now that you've found the best Den Leader 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 LEADER

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/DL meeting - purposes and results.
10. Explain Rountable
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 behavior 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 liaison between the Den Leaders 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 Leaders 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 Leaders 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 Leader 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 Leaders 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 Leaders 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 Leader 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 Leader 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 | 3. U.S. Flag | 5. Song Leader | 7. Game Leader |
| 2. Assistant Denner | 4. Den Flag | 6. Cheer Leader | 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.

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 teepee 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 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 placque, 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 sub-consciously. 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 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
"Trailmarkers"
Pow Wow
Cub Craft Conference

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

NATIONAL ORGANIZATION

Development of program
National events
Training materials
Publications and films
"Scouting"
"Boys' Life"
Cub Literature
Uniforms
Equipment

SELF-HELP

Study
Reading
Evaluation

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 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.

I. 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.

II. 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, practice on correcting these problems.

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.

Do
Your
Best

December 1981

CHRISTMAS GREETINGS OPENING

Nine Cub Scouts each hold a card spelling out G-R-E-E-T-I-N-G-S and have the appropriate message to read off the back of the card. Each boy exposes his letter as he reads his message.

Ask the audience to join and do as you ask them to do. Boys should pause for response.

G Glad to see you here tonight.
R Reach out your hand to a friend left or right.
E Everyone smile and shake his hand.
E Everyone smile and nod at another friend.
T Together, now stand up on your feet.
I I'd like for you all to take your seat.
N Now that we're all friends, we'll start the show.
G Goodwill is a feeling we'd all like to know.
S So now, we will say our greetings to everyone. We've tried to spread goodwill, and that we have done. So, Cubmaster _____, our program's begun. (this boy motions for Cubmaster to come up and take over.)

DECEMBER LIGHTS CLOSING CEREMONY

Cubmaster: This is the season of lights. It is a time when the days are shorter, and the nights are long. But somehow, things seem brighter. Shopping centers are bright with Christmas lights.

Thousands of homes have single candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter sky seem brighter.

But the most brilliant glow comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and the Law of the Pack.

Let us all stand and repeat them together.

CUB SCOUT CLOSING

May the spirit of Scouting and the light of Akela be with you and me until our paths cross again.

CHRISTMAS - OPENING CEREMONY

CUBMASTER: Tonight, we have a Christmas Tree - Our Christmas Tree and it has lights. However, the lights are not lit. We are going to light our tree with the Spirit of Scouting. We can find the spirit of Christmas by following the "Cub Scout Promise" TO DO OUR BEST".

(one light is lit as each of the seven boys read their part)

1. We can "DO OUR BEST" to act with Goodwill toward everyone.
2. We can "DO OUR BEST" to share what we have with others.
3. It we " DO OUR BEST" to be trustworthy, play fair and be dependable, we will find the Spirit of Christmas.
4. We can try to be understanding, to make an effort to understand ideas that are different from ours.
5. We can "DO OUR BEST", to be courteous. This is a part of the Spirit of Christmas.
6. We can be obedient to the laws and rules which are made for us to follow.
7. We can "DO OUR BEST" to be Reverent to God and each of us can worship in our own church.

CUBMASTER: Our tree is now lighted with the Spirit of Christmas. Let's all sing "We wish you a Merry Christmas and substitute the last line, "And we're so glad that you're here".

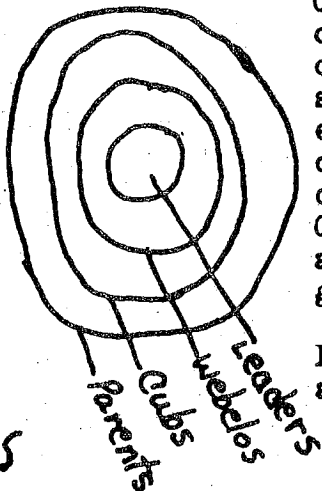
NOTE: This can be done on a live tree or a plain triangle cut from cardboard, make holes for the light sockets to slip through, can be taped on back. Turn bulbs so they are not lit.

CLOSING CEREMONY

Form large circles - Parents on the outside, next circle cubs, next circle Webelos and the leaders form the last or inner circle.

CUBMASTER: This is the last meeting of the year. We have had a fine time together. We look forward to a great year in _____. Christmas is a time of giving - not merely of gifts, but of one's love and joy. Happy and kindly thoughts toward others. Spreading the spirit of Christmas. Forgetful of self - others most of all. Celebrating this beautiful event in this manner and in this spirit, there is sure to be carried into the New Year and ennobling remembrance. There could not be a better time than this Christmas to invest in Good Will - good will toward all men. If nations did this, all nations would be great! It isn't the gift, but the giver, that makes Christmas so significant. It's others!

Let's all join in singing "Silent Night". (or any other appropriate Christmas Carol.)



DO YOUR BEST PRE-OPENING QUIZ

QUESTIONS:

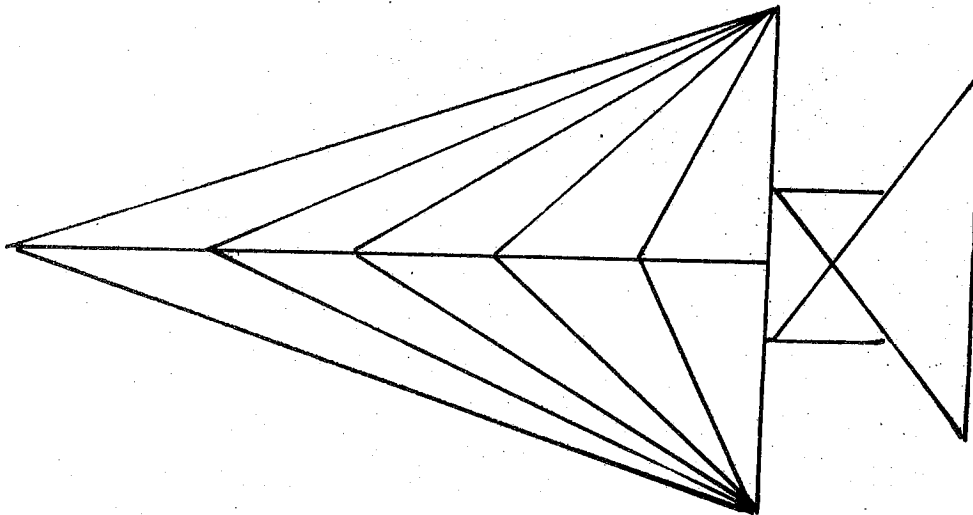
1. What falls and never gets hurt?
2. Can you spell hard water with three letters?
3. Why is snow different from Sunday?
4. Why is a stick of Christmas candy like a horse?
5. Which is the faster, heat or cold?
6. When is a ship like a huge pile of snow?
7. What is it that is seen 3 times each week, twice every day, but only once in a year?
8. What can everybody do at the same time?
9. How can you keep a rooster from crowing on Christmas?

ANSWERS:

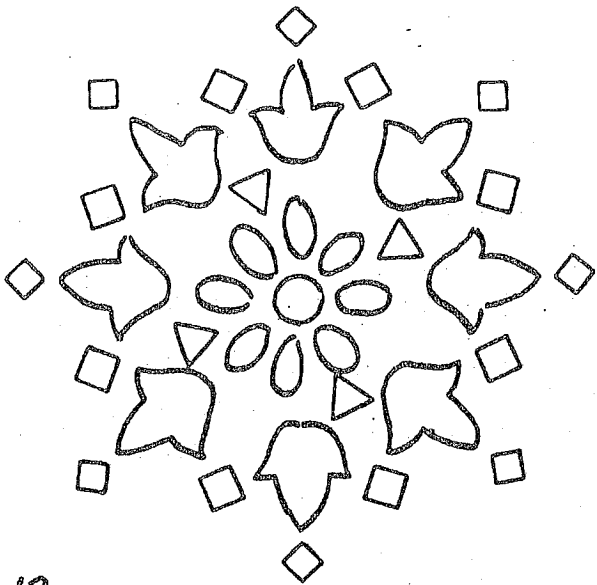
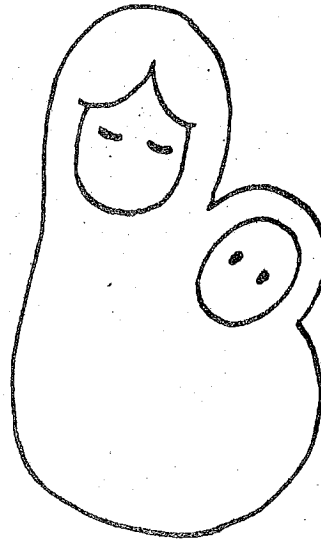
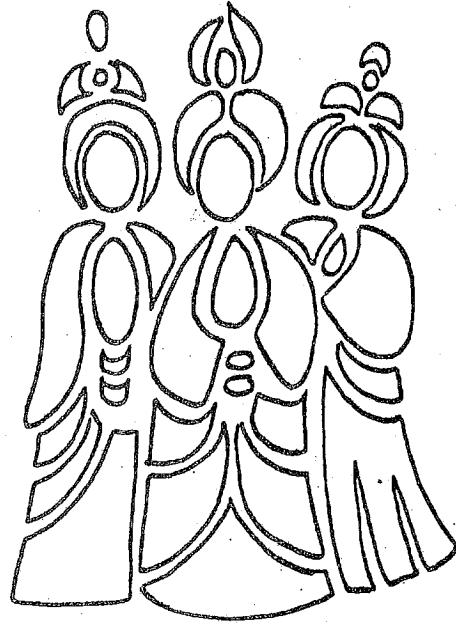
1. Snow
2. I-C-E
3. Snow can fall any day of the week.
4. The more you lick it, the faster it goes.
5. Heat must be, because you can catch cold.
6. When it is adrift.
7. The letter E
8. Grow older.
9. Chop off his head the day before.

TRIANGLE TREE

How many triangles can you find in this tree? (There are at least 30) but don't tell anyone till they have tried.



CHRISTMAS CARD PATTERNS



See *Cub Scout Fun Book* for pattern for snowflake cutout.

CHRISTMAS CARD PATTERNS



ENLARGE PATTERNS
TO DESIRED
SIZE

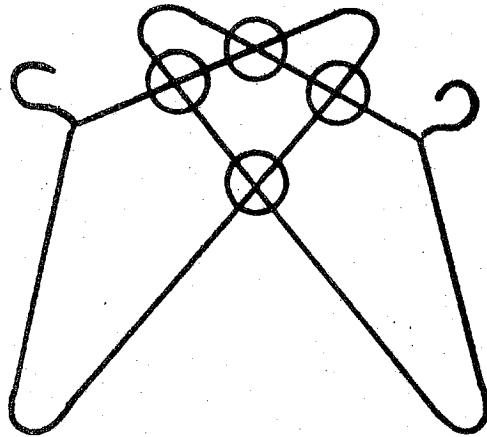
SANTA CLAUS WALL OR DOOR HANGER

MATERIALS NEEDED:

2 hangers (painted red)
thin cardboard
red, white, black, & pink felt or construction paper
white yarn or cotton ball
1" masking tape, glue, scissors
wire ties (such as for plastic bags)
6-12" piece of heavy cord

INSTRUCTIONS:

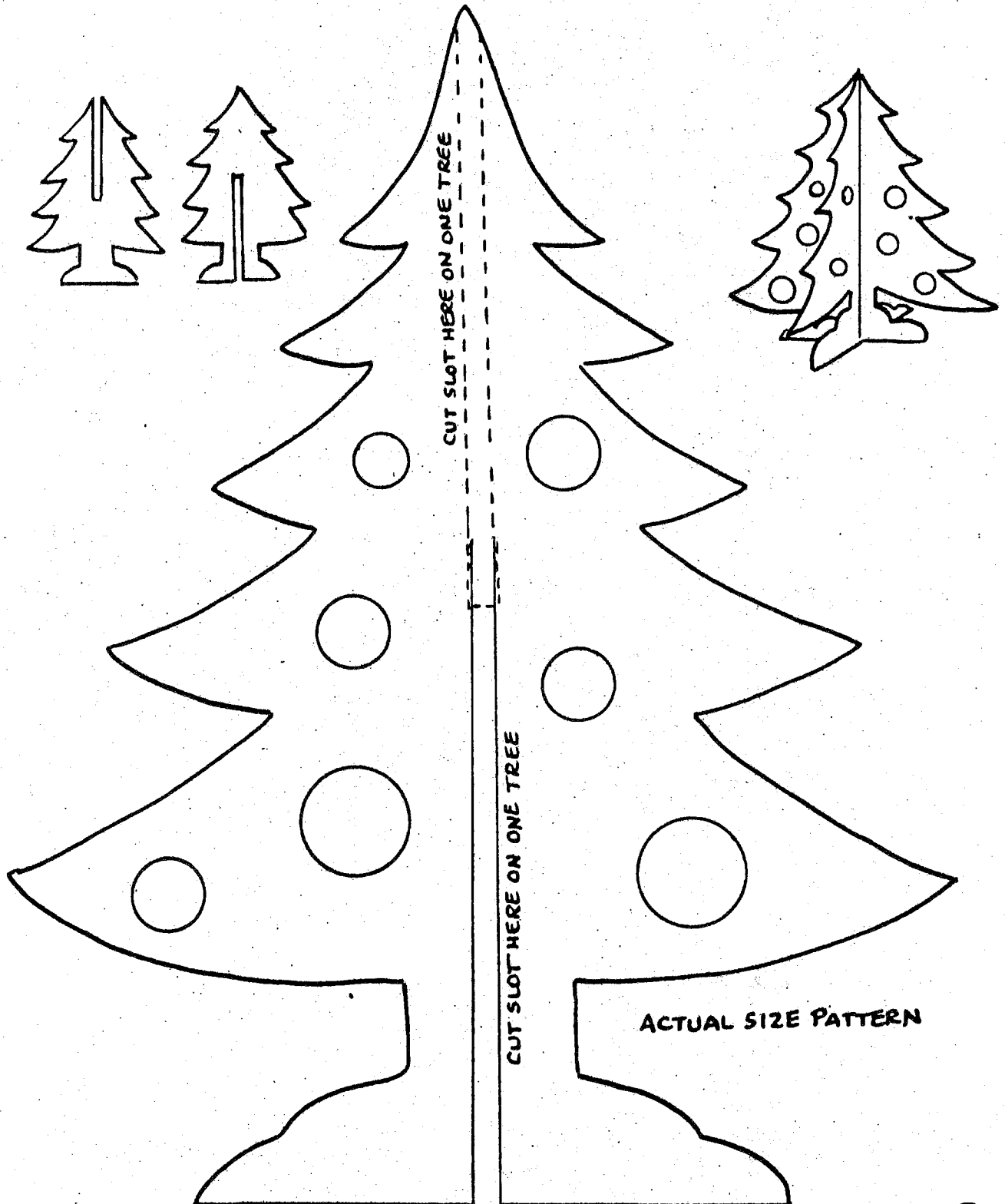
1. Paint 2 hangers red, allow to dry.
2. Cut out cardboard for head, mittens & cuffs, boots and cuffs, belt buckle.
3. Cut out felt or construction paper pieces to be glued onto cardboard backing.
4. Tie hangers in sections as shown on areas circled:

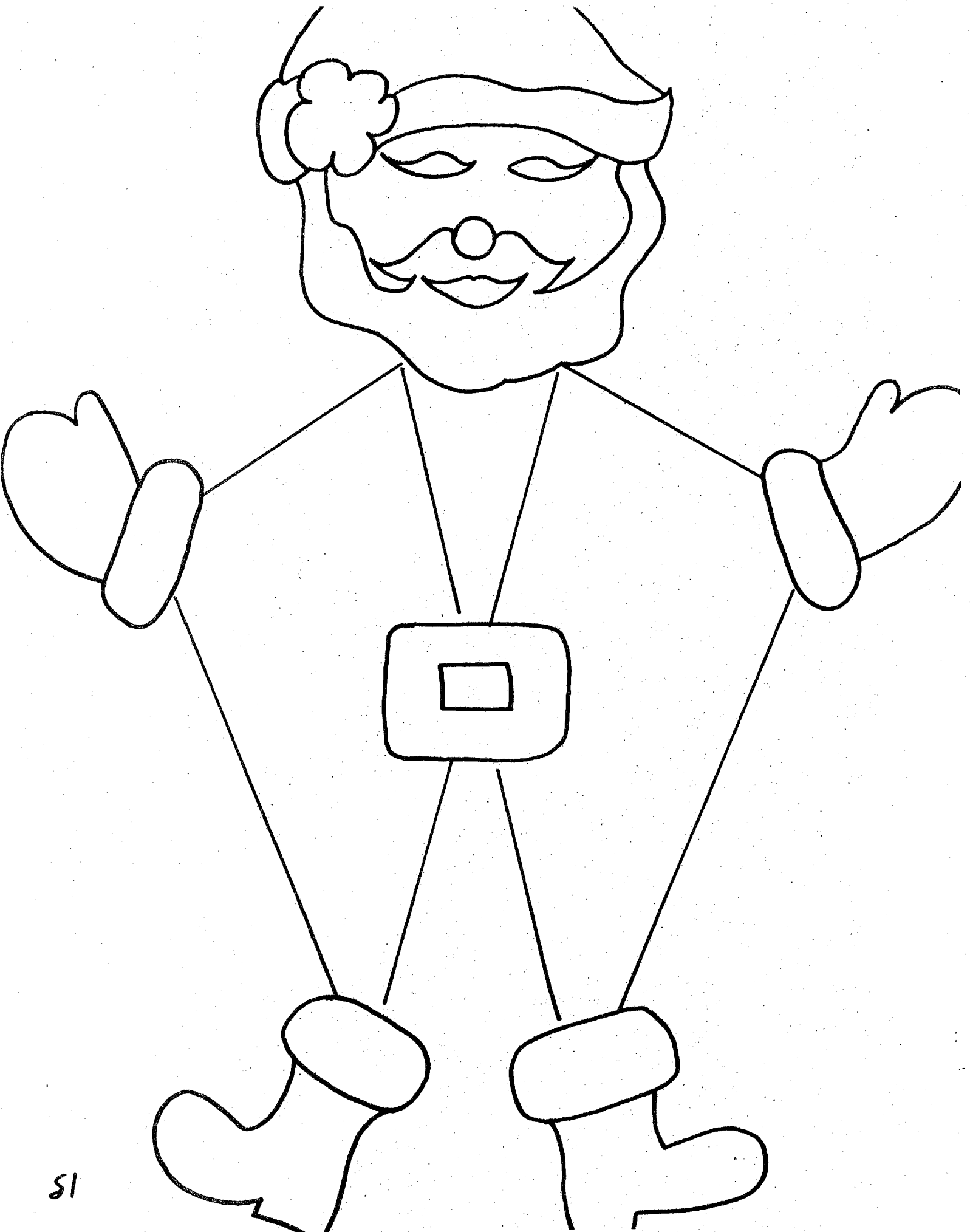


5. After felt or construction paper is glued onto backing, and cuffs glued onto mittens & boots, tape all pieces onto hangers.
6. Tie cord onto hangers behind Santa's face.

CHRISTMAS DECORATIONS

Use the pattern below to cut two trees from either 1/4" plywood or heavy cardboard. Be sure to cut the slit as shown so trees will interlock. One groove should be at the top of the tree and the other at the bottom. Glue two trees together. Paint and decorate as desired. (Cutting circle openings in tree is optional. It is attractive, but a little difficult to cut)





PINE CONE ANIMALS

EQUIPMENT

Scissors, knife

MATERIALS

Pine cones, all sizes
Glue
Felt
Cardboard
Large moveable eyes
Twigs and leaves for trimming
Buttons or other scrap bag findings
Acrylic spray

DIRECTIONS

- 1- Experiment with the pine cones by putting them together until a pleasing shape or figure is created.
- 2- Put pine cones together with glue
- 3- Add eyes and felt or cardboard features
- 4- Spray with acrylic spray

PINE CONE ELF

EQUIPMENT

Scissors, wire cutters

MATERIALS

Pine cone
Styrofoam ball, 2" (for head)
Moveable eyes
Felt
Glue
Cotton, yarn, or fright fur for hair, (cotton colored with pastel colors is nice)
Yarn for pom-poms

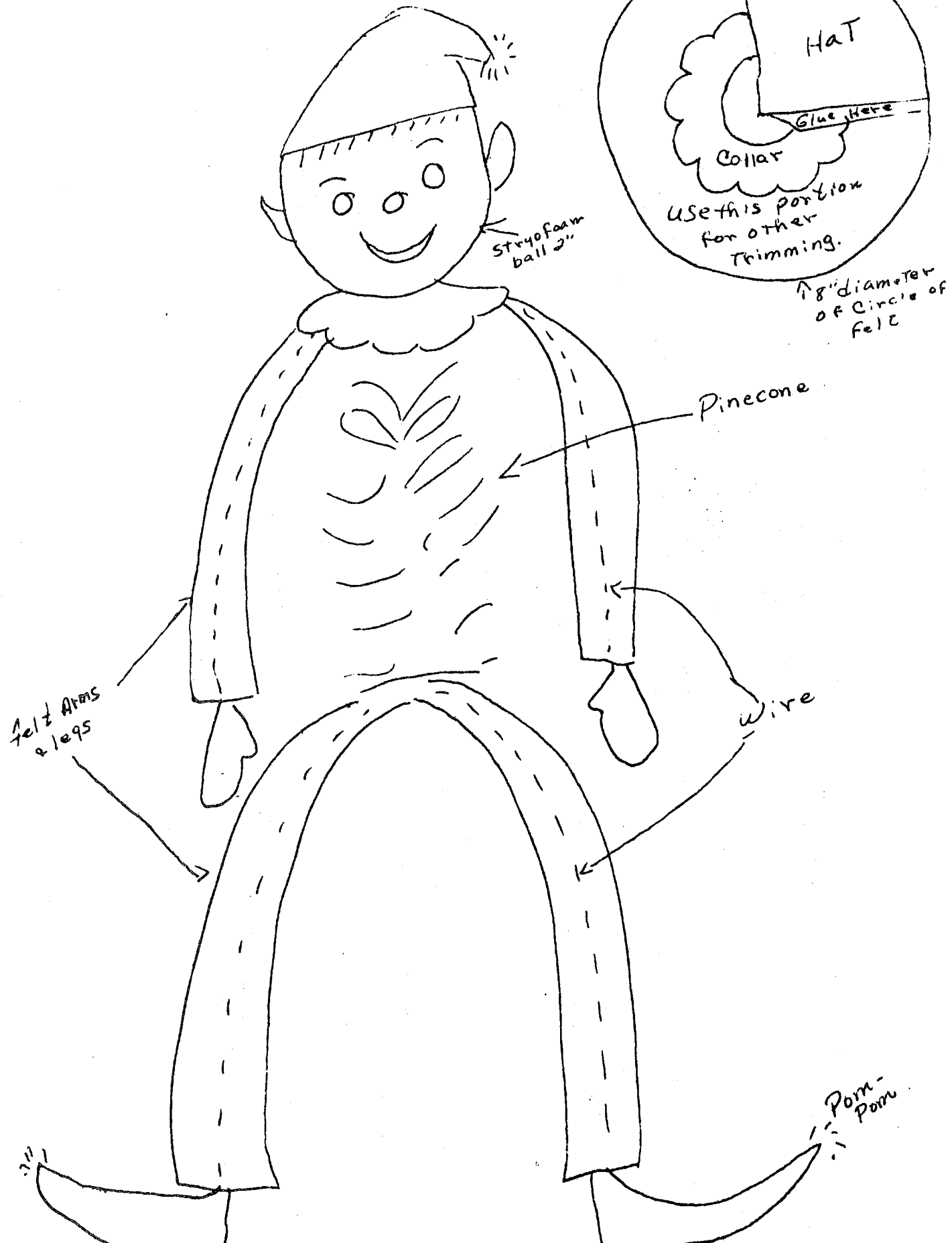
DIRECTIONS

- 1- Cut 2 strips of felt about 6"x 3/4" for the arms. Lay one strip on the table and place wire on top of it. Place the wire so that at least 1/2" of the wire is extending past the felt piece. Glue second piece of felt on top of the first felt and wire piece.
- 2- Cut 2 7" strips of felt for the legs. Repeat same procedure used for the arms, leaving 1/2" wire protruding for the feet.
- 3- Cut an 8" circle of felt as illustrated, cut a triangle 4-1/2" across and 4" vertical to form cone for hat.
- 4- Cut felt collar 3 1/2" in diameter from circle.
- 5- Using the styrofoam ball, decorate for the head. Add eyes, features and hair.
- 6- Assemble the elf, placing the arms on top of the small end of the pine cone, glue and wire head and arms in place.
- 7- Using glue and wire for feet, glue feet in place.
- 8- Add feet, hands, ears, pom-poms, or other decorations to elf.

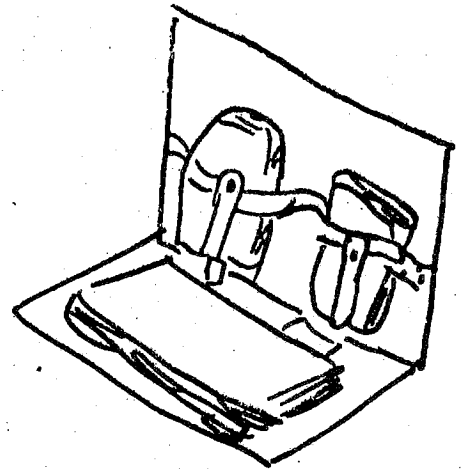
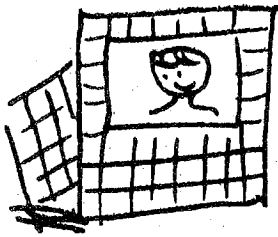
SPECIAL NOTE

The arms and feet of the elf can be made out of felt. If wire is used bend to shape hands and feet. Add pom-poms to wire.

Pine Cone Elf

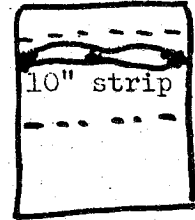
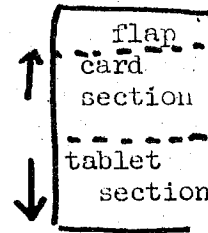
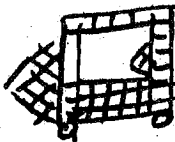
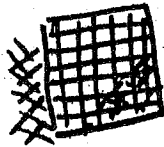


GIFTS



PICTURE FRAME

Use a plastic berry basket to make your frame. Bottom of basket makes the front of frame. Stand basket on its side; then cut away the entire top side. Trim down the other three sides to $1\frac{1}{2}$ " wide and cut off triangular pieces at side top corners. Cut an opening in front of frame for the picture. Sew on head feet at each lower corner. Paint.



PLAYING CARD CASE

Use a piece of leatherette or plastic 8" x 12". With pencil, lightly mark off into three sections, two 5" wide areas for the scorepad and decks of cards, and the third section 2" wide for the flap. For card section, cut three strips of leatherette 1" wide, making one 10" long and two $4\frac{1}{2}$ " long. About 1" below the card section. Sew the ends at each side, stitching along each edge of strip for 1". Tack center of strip to center of case. Place the two short strips on the case, sewing to cross strip and at edge of the case section. For the scorepad area, cut a strip 2" x $4\frac{1}{2}$ " and sew in place, $1\frac{1}{2}$ " from side of case. Staple together several sheets of papers 4" x 7" for pad. Slip bottom sheet under the strip. Fold up case, adding a button and a loop for closing.



DANDY HANDY HOLDER

Planned to hold nails, screw eyes, washers and other small odds and ends, this holder will be a welcome addition to Dad's workbench. You'll need two salt boxes and two quart milk cartons. Cut around each carton 1" from bottom on three sides and 2" from bottom on fourth side. Discard the tops. With the 2" sides on the ends, place the cartons side by side. Cut touching ends to fit around salt boxes, then following dotted lines, cut away one quarter of each box. Be sure to remove area where spout is located. Glue one of the salt boxes into the milk carton base; then glue the second salt box on top of the first, taping all to hold until thoroughly dry. Paint or cover with paper. Cover cut edges with trim.

DECEMBER

Do Your Best

HUNGRY SANTA. Draw a colorful Santa Claus head on a paper plate. Cut out a large hole for the mouth. Suspend the plate from a doorway and give each Cub Scout a supply of "snowballs" (table tennis balls). Object of the game is to throw the "snowballs" into Santa's mouth. The one having the most hits wins.

TARGET PRACTICE. When the Den Leader's Christmas tree is up, "decorate" it with large cardboard disks of various colors. They may be numbered, or each may have a forfeit written on it such as - "Do five pushups", "chin yourself once", "clean the shoes of all den members", etc. Each Cub Scout is given a "snowball" (a crumpled paper napkin). These snowballs are thrown, one at a time, at the disks. If the disks are numbered, the highest score wins. If forfeits are used, the boy who hits one must do the task written on the disk.

CHRISTMAS STOCKING. Form 2 or more teams, or use dens or the group as a whole. Put up a sign with the word "STOCKING" printed in large letters. The players listen to a clue given by the leader and then guess a word whose letters are all found in the word stocking. The players shout the word. For correct word the score is one, and for the wrong word a minus 2. Award the winning team a stocking full of candy.

CLUE

1. A small bed
2. A royal person
3. Something to spend
4. A useful metal
5. For a foot
6. A poem set to music
7. What birds do
8. To do wrong
9. Where dishes are washed
10. Above a store door
11. Something a bee does
12. Covering for body

WORD

Cot
King
Coin
Tin
Sock
Song
Sing
Sin
Sink
Sign
Sting
Skin

CANDLE TAG. Eight candles are drawn on the floor with chalk. One person is "it". He chases the others. When a Cub is caught, he is "it". Cubs may stand on a candle and be "safe." No Cub may stand on a candle for more than 30 seconds. The game leader sees to it that no Cub stands on a candle too long. Candles should be far away from one another.

AN EVENING OF CHRISTMAS CAROLS

Scene: Time is Christmas Eve. The place is a home where a Christmas tree is up, and they are ready for Christmas. You can use as many boys as you want and add lines or give some existing lines to others.

Characters: Jimmy, Jackie, Johnny, Joey (the youngest already has a sign reading "The End" pinned to the back of his pants. Don't let the audience see until end of skit.) Mother and Santa Claus are off-stage voices.

Jimmy: Boy, (looking out of window) it looks like it is going to be a WHITE CHRISTMAS. Do you hear the JINGLE BELLS?

Johnny: No. It's a SILENT NIGHT, Jimmy. Maybe you heard RUDOLPH THE RED-NOSED REINDEER.

Jackie: I'll bet he heard FROSTY THE SNOWMAN out walking in a WINTER WONDERLAND.

Jimmy: Boy, I can hardly wait till morning, cause SANTA CLAUS IS COMING TO TOWN! What do you want for Christmas, Johnny?

Johnny: Well, I WANT A HIPPOPOTAMUS FOR CHRISTMAS, but I don't know if Santa can take him for a SLEIGH RIDE.

Jackie: Boy, Mom'll love that! ALL I WANT FOR CHRISTMAS IS MY TWO FRONT TEETH! (He grins and shows audience where teeth are blacked out.)

Jimmy: I want a PARADE OF WOODEN SOLDIERS, and a LITTLE DRUMMER BOY, and some SILVER BELLS, and ... (Joey is looking very sad).

Joey: Gee, I'll bet I'M GETTING NUTHIN' FOR CHRISTMAS cause I SAW MOMMIE KISSIN' SANTA CLAUS. Besides I hit ANGIE THE CHRISTMAS TREE ANGEL with a JINGLE BELL ROCK.

All 3: Oh, Oh, it's going to be a BLUE CHRISTMAS for Joey.

Jimmy: That's ok, Joey, We're going to have the HAPPIEST CHRISTMAS TREE ever, and I'll share my toys with you. (He pats Joey on the shoulder and Joey smiles).

Mother: (off stage) Boys...time for bed. Remember, SANTA CLAUS IS COMING TO TOWN!

All boys: (They scramble and whisper madly...they they yell) Yes, Mother! (All come forward, stand in a line, face the audience, and sing.... WE WISH YOU A MERRY CHRISTMAS, we wish you a Merry Christmas, We wish you a Merry Christmas, and a Happy New Year!

(offstage bells are heard).

Santa: (offstage) HERE COMES SANTA CLAUS. (Boys run off, Joey turns so audience can see "the End" sign pinned on back of his pants.

CHRISTMAS ADVANCEMENT CEREMONY

Need: Cardboard or plywood cutout of Christmas tree with holes drilled for tree lights. Tape cord to back, plug in and unscrew bulbs so that they are out until appropriate time.

Cubmaster or Awards Chairman: "As we look at our tree this evening, we see that it is dark with only one light on, (screw in top light). This is the light that represents the Arrow of Light award.

Let's see if there are boys here tonight who can help us light the way to the top of the tree... to the Arrow of Light, the highest award in Cub Scouting.

(If there are Bobcats to be inducted, call them forward at this time and light the bottom light on the tree).

These boys have learned about the Cub Scout trail; they have learned the Cub Scout Promise and the Law of the Pack. They, with their parents, are learning about Cub Scout advancement and the family participation it needs. We want to welcome you to our pack and welcome you parents also, as you begin to climb the Cub Scout trail with us. (Present the Bobcat patch to parents to pin on the boys).

Once a boy has become a Bobcat, he is ready to climb. If he is 8, this means he will do the 12 achievements required for the rank of Wolf. Some of these require the knowledge of the United States flag, of keeping strong, of safety, and being helpful to his family. The following boys have completed all twelve of these achievements. (Call forward the boys and their parents). Now we may turn on the light representing the Wolf Rank.

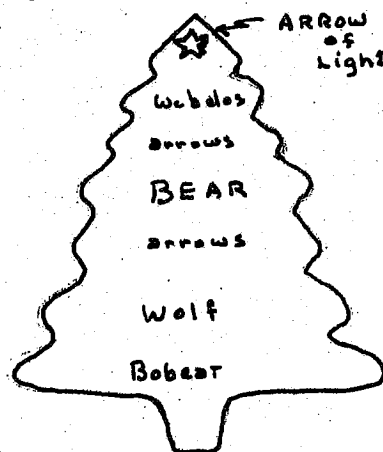
As the boy grows older and becomes nine, he is stronger and more able to climb higher. Just as it is more difficult to climb to the upper branches of a tree, so the achievements are harder for the Bear rank. (Call forward the boys receiving the Bear and their parents). Now we will light the light representing the Bear rank.

(Follow the same procedure for the arrow points and the Activity badges).

These boys have helped us light our tree, but it is still not bright enough. Since these boys received help from their parents and leaders let's turn on lights for them also. (Turn on the rest of the lights).

Now our tree is complete. As you have seen, it has taken the boys, plus their parents and leaders, to complete it. With the same effort you have shown before, keep working on the highest rank in Cub Scouting, the Arrow of Light.

Congratulations to you and your parents for the work you have done.



SONGS

CHRISTMAS SONG

Tune: Rudolph, the Red-Nosed Reindeer

Here's to the Cubs in our den,
As they follow, help and give;
All of the boys in our den,
Know just how a Cub should live.

Now that it's time for Christmas,
We've been very helpful boys,
We've gathered lots of old things,
Fixed them up like brand new toys.

Saved our pennies every meeting,
Bought a lovely Christmas tree;
Trimmed it up to take to our
Den-adopted family.

Bright and early Christmas morning
When they see our shiny toys;
We'll be happy that we shared our
Christmas joy with other boys.

(Also see "Santa's Coming", Cub Scout Songbook, p. 43)

ON TOP OF OLD SMOKEY

On top of old Smokey
All covered with snow
There lived a young Cub Scout
Who was going too slow.

He wanted his Wolf badge
He wanted it bad;
But he never could get it
Because of his Dad.

His Dad would not help him;
He never had time,
So this poor little Cub Scout
Was forced to resign.

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.

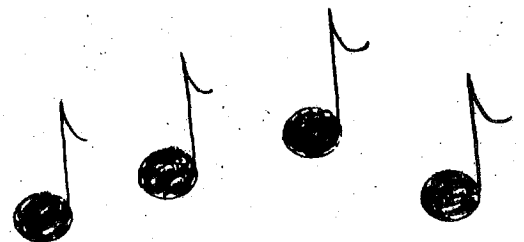
Wrap the gifts, trim the tree,
Mind your Mom and Dad.
You'll get presents if you do,
Boy, won't we be glad?



(continued)

Dads, remember this story
And help your young son;
So he'll earn his Wolf badge,
And you will have fun!

- Rufus McKnight Jr.



Adventure

IN

Good Health

January 1982

PACK CEREMONIES

OLYMPIC OPENING

The games open with a grand march into the arena, with each den carrying its den flag. When all are in place, have a solitary runner bearing the 'flame' arrive and pass it to the Cubmaster. The Cubmaster calls on the Olympics chairman to lead the athletes in this version of the Olympic Oath. (See "Crafts" section for sample torch)

"We promise .. that we will take part .. in these Olympic Games .. in the true spirit of sportsmanship .. and that we will respect and abide .. by the rules that govern them .. for the glory of sport .. and the honor of our den."

Lead the audience in the Pledge of Allegiance.

ADVANCEMENT

Setting: A tiered Olympic winners' platform, made from heavy boxes, in front of the audience.

Cubmaster - In the Olympics, athletes from all parts of the world compete for the Gold Medal. They all 'do their best'. Today we have several Cub Scouts who have competed with themselves and beaten the challenge of the achievements and electives for advancement. They, like the Olympic athletes, have done their best.

(One at a time, call the boys who are receiving badges, arrow points, and activity badges, forward to stand on the top box of the winners' platform. Have the parents stand on the lower boxes.)

It is my pleasure to present you with your winner's symbol. (Awards could be fastened to gold medals hung on a ribbon. The Cubmaster gives the medal to parents, who place it around their son's neck) The important thing to remember is that anyone who does his best is a winner.

CLOSING

All Olympic participants again march past the audience by dens, with the pack champions in the lead. They circle back and stop before the audience and join them in singing "America". Cubmaster gives a brief closing thought on the importance of doing your best in life, as well as in athletic competition. He then declares the Cub Scout Olympics closed.

CLOSING THOUGHT

Cubmaster - Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many worthwhile 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 bodies, 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 personally fit.

PACK CEREMONIES

OPENING

Setting: 7 Cub Scouts, carrying various types of exercise equipment, speak the following lines.

1st Boy - To keep your body strong and healthy
Is more important than being wealthy.

2nd Boy - When you are fit, you feel so good,
And try to do the things you should.

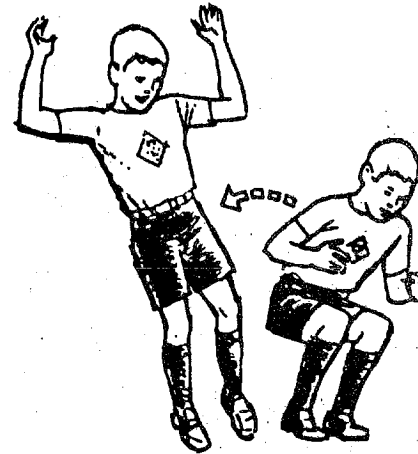
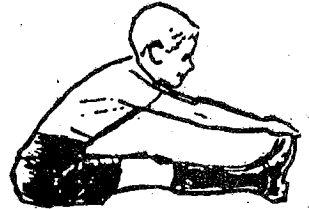
3rd Boy - It helps us lend a helping hand
To needy folks around our land.

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 boys into men,
Cub Scouting is where is all begins.

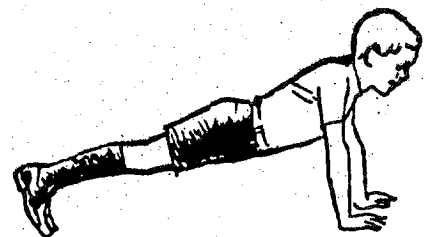


CLOSING THOUGHT

Cub Scouts, it wasn't long ago that we heard some people say: "The sky is the limit." That meant that a man could make anything of himself that he wanted ... at least on earth. Well, that limit is now off. There is almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have showed us that.

Colonel 'Buzz' Aldrin, the second man to walk on the moon, was a member of Troop 12 in Montclair, New Jersey. He said to a group of Scouts: "Set your goals high and settle for nothing less than accomplishment. Don't settle for mediocrity."

How well you perform as a man will depend on how you accept the new challenge which says, "The sky is not the limit". A Cub Scout who does his best in everything he undertakes now is preparing himself for that new challenge. If you want to aim for the stars, you must remember that you are building your launching pad right now by your willingness and initiative in every task you tackle.... at home, in church, in school, and in Scouting.



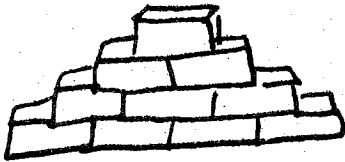
MANY MUSCLES

- CHARACTERS: 6 Cub, 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 CUB: (Lifting dumbell) "Because I like many muscles".
- CUB: (Walks over to next boy) "Why are you doing that?"
- 2nd CUB: (Skipping rope) "Because I like many muscles".
- CUB: (Walks to next boy) "Why are you doing that?"
- 3rd CUB: (Lifting barbell) "Because I like many muscles".
- CUB: (Walks to next boy) "Why are you doing that?"
- 4th CUB: (Doing pushups) "Because I like many muscles".
- CUB: (Walks to last boy) "And why are you doing that?"
- 5th CUB: (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.



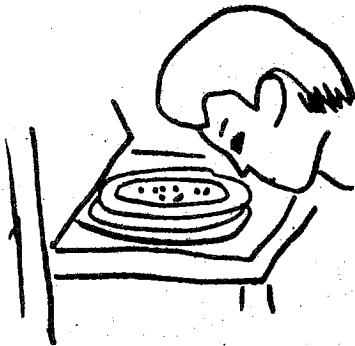
"MUSCLE BUILDING" GAMES

Bending, stooping, lifting and running are the exercises in these games. Each game is played by two teams. Set up two identical tasks for each game, one for each team. Each member of the team performs the task given; then he returns to his team. The team finishing first is the winner.



BRICKLAYER

For each team, set up a pile of 10 "bricks" (use empty milk cartons. Put some gravel in each carton to give it some weight. Then close the top of the carton so that is flat, folding over the top and using strips of masking tape to hold it down. At the word, "go" the first member of each team stacks the bricks in rows, by placing four bricks on the bottom and one less on each succeeding row. Then he knocks down the pile for the next player, and runs to the end of his team's line.



PEARL DIVER

Set up a chair for each team. Place a stack of paper plates on each chair, and 8 "pearls" (small candies) on the top plate. Each player places his hands behind his back and picks up one candy at a time with his teeth, eating it before picking up the next one. When his candies are gone, he picks up the paper plate with his hand, and carries it with him, when he goes back to his team, leaving a fresh plate of "pearls" for the next player. Stand by with lots of candies for this one, as you will have to replace them for each player.



MOVER

For each team, place a small chair, a small table, and a wastebasket together. Each player moves the items, one at a time, to a designated spot about five feet away; then he returns them to their original position.

MINER

To make an ax for each team, cut two curved blades, 18" long and $2\frac{1}{2}$ " wide at the center, from corrugated cardboard. For handle, use a wooden dowel, about 30" long. Shave 2" at one end to flatten it, and glue the blades over the flattened sides. Staple and glue the ends of the blades together.

Place about 10 large stones on the floor, have each player move the stones from one place to another, about three feet away, using only the pointed ends of the blade to pull the stones. When all the stones have been moved to the designated spot, the player carries them back to their original place before returning to his team.



INSTANT GAMES

(No equipment or preparation needed)

I PACK MY BAG - One boy starts the game by saying, "I pack my bag, and in it I put apples (or anything that begins with 'a')." The next player says, "I pack my bag and in it I put apples and bananas." Each additional player must repeat what was named and add with something for the next letter of the alphabet. Mistakes earn a "black mark". Winner is boy with fewest black marks.

LONG GLUM - See who can keep from smiling! Den Chief or Leader make faces and laugh until Cubs begin smiling. These smilers join in and help to make others laugh.

SHOE SCRAMBLE - Each boy removes one shoe and places it in a pile at one end of the room. Assemble the starting line at an opposite point. The Cubs hobble to pile, find their shoes, put them on and race back.

MEASURING WORM - Cubs stand, reach forward and fall on hands; and keep hands in place while drawing legs to meet them, and continue.

GOSSIP - How news changes as it goes from mouth to mouth! Whisper a brief message to first player, who whispers it to the second, and so on. No restatement permitted. Have the last player give the message as he heard it.

SIMON SAYS - When leader says, "Simon says, do this" (one step forward, jump up, etc.), the Cubs follow instructions. When the leader does not precede his statement with "Simon Says", the Cubs do nothing. For failure to follow "Simon Says", order or following an order not preceded by "Simon Says", the Cub is automatically out. The faster - the funnier!

NO HANDS - Tell Cubs to fold his arms, lie down on the floor, and get up without using elbows or hands.

CAN'T BE DONE - Tell Cubs to line up with their heels against the wall. Drop an article in front of them and tell them to pick it up.

PHYSICAL FITNESS GAMES

WHEELBARROW RACE On signal "go" teams race to a turning point. Boys reverse positions, and new wheelbarrows race back on hands to the starting line.

POSITION CIRCLE Place "poison", carton, in center of small circle. Boys join hands, move back and forth around circle, and try to force others into circle.

CRAB RELAY RACE Dens line up for relay. First boy in each den crawls crab-style in line fifteen feet away, stand up, and return to tag next boy, who continues.

KANGAROO HOP RELAY Cub Scouts assume semisquat position. Keeping their feet together, they spring forward to cover a set distance. First den done wins.

PHYSICAL FITNESS GAMES (continued)

ROOSTER FIGHT

Each Cub Scout hops on one leg holding the other. To win, he must make opponent lose balance or step out of circle by bumping shoulders.

FROG STAND

Boys assume knee-bend position-legs apart, hands flat on ground, and elbows braced. They rock forward until bodies balance on hands.

GORILLA RELAY RACE

Cub Scouts spread feet shoulder width, bend down, and grasp ankles. They walk forward, keeping knees extended and legs straight.

HOPPING RELAY RACE

Boys line up for relay. One from each den hops twenty-five feet on left foot to marker and hops back on right foot to tag next boy.

BAREFOOT MARBLE RELAY

Line up dens. First boy runs to line fifteen feet away. He grasps and carries one marble with toes of each foot, returns to tag next boy.

PULL OVER

Boys grasp right hands, brace feet, and each tries to pull the other over a center line on the ground. Vary by changing hands.

BLAST OFF

Try this on your boys. On countdown from ten, Cub Scouts coil bodies. On zero count, all yell "blast off" and jump high into the air, landing on feet.



ADVENTURE IN GOOD HEALTH

BARBELLS: These are very simply made with two half-gallon plastic bottles and a long wooden dowel. If the bottle opening is large enough, you may use a broom or mop handle instead. Cut an opening to fit the end of the dowel in the bottom of each bottle, leaving one side connected to make a tab. Insert gravel in the bottles to give weight and then slip one bottle over each end of the dowel, bending the tabs out and taping them to the ends of the dowel. Tape the necks of the bottles to the dowels too.

EXERCISE SHOES: Take an old pair of house shoes and sew weights all around. Large washers make good weights. If you can fasten them down well, fishing weights are also very good.

EXERCISE MATS: For exercise mats, you can use old sleeping bags or one of those inflatable rafts left from last summer.

TENSION HANDGRIPS: Place the closed end of five clip clothes pins together side by side, and glue to a popsicle stick. Allow to dry thoroughly. Glue an additional popsicle stick on top, glue a popsicle stick to each side of the other side of the handgrip. To work the handgrip, place the open end between the palm and fingers, bending the tops of the fingers over one side of the handgrip, squeeze to open the closed end of the handgrip.

CHEST PULL: For this exercisor, you'll 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 one end of 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.

MAKE AND USE THESE MUSCLE BUILDERS TO BE IN A GREAT SHAPE!!!

THREE-LEGGED PACK RACE

Need: Rope or heavy cord for tying legs

To Play: You can run this contest on an individual basis or with dens running against each other relay fashion.

Tie each Cub Scout up with his Dad or another man or if necessary, mother with one of the boys legs tied to one of the adult legs, side by side. On signal, they make their way to the goal line across the room or yard and make their way back. The first team to complete, wins.

**B
L
U
E**

and

**G
O
L
D**

**T
R
A
D
I
T
I
O
N**

February 1982

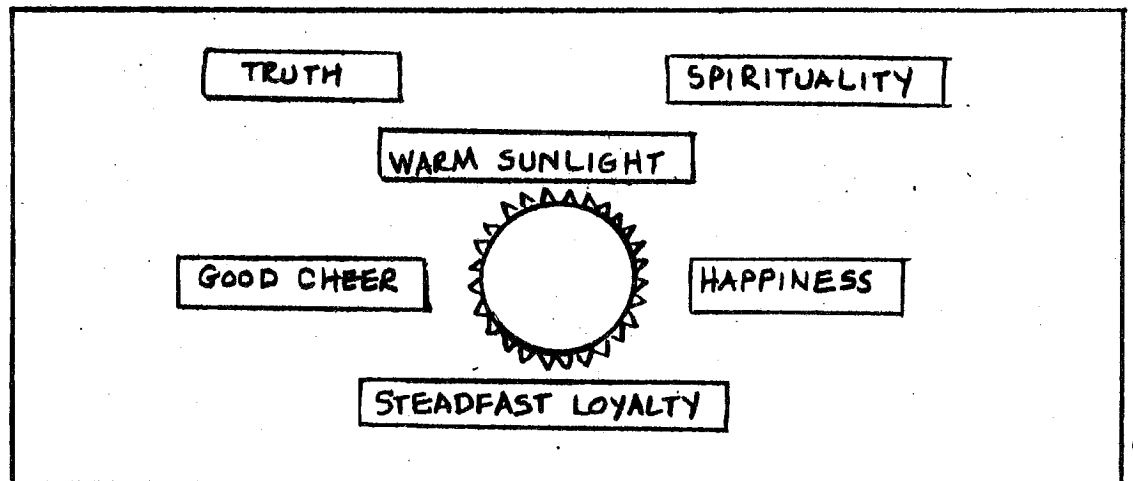
BIRTHDAY BSA

STORY OF THE BLUE AND GOLD
(Opening or Closing)

Personnel: 8 Cub Scouts

Equipment: Blue flannel board; cards for flannel board (TRUTH, SPIRITUALITY, STEADFAST LOYALTY, WARM SUNLIGHT, GOOD CHEER, HAPPINESS)
Yellow sun for flannel board.

- 1st CUB: Back in the good old days the waving of 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 Cub Scouts.
- 2nd CUB: (pointing to blue flannel board) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.
- 3rd CUB: (placing 'Truth' card in upper left corner of board) Truth means we must always be honest.
- 4th CUB: (placing 'Spirituality' card in upper right corner) Spirituality means a belief and faith in God.
- 5th CUB: (placing 'Steadfast Loyalty' card across bottom) Steadfast loyalty means being faithful and loyal to God, country, and your fellow man.
- 6th CUB: (placing sun in center of board) The gold stands for the warm sunlight. (places 'warm sunlight' card across top of sun)
- 7th 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' cards on each side of sun.)
- 8th Cub: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us remember our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.



PACK CEREMONIES

OPENING

Setting: Cubmaster dressed as Indian Chief stands by an artificially-lit campfire

Cubmaster - Great Spirit, what is the meaning of Blue and Gold?

1st Indian Runner - (Den chief dressed as Indian brave runs into room carrying a jar of blue colored water) Great Chieftain, the blue is from the sky, representing loyalty and truth. (He places jar by campfire and stands back)

2nd Indian Runner - (Den chief dressed as Indian brave runs in carrying a jar of yellow colored water) Great Chieftain, the gold stands for good cheer and happiness. (He places jar by campfire and stands back)

Cubmaster - Thank you, Great Spirit, for these two brave runners who have traveled a long way down the trail. Will den _____ please present the colors? (Followed by Pledge of Allegiance)

OPENING

Setting: Cub Scouts dressed as Indian Chief, medicine man, flag bearer, and 3 or more braves. You may use an artificial campfire and Indian costumes.

Indian chief, braves, and medicine man are seated. Chief holds up both hands until all are quiet. As each brave says his part, he raises his hands upward to the sky.

Indian Chief - O Great Father in the sky, listen to thy people.

1st Brave - We thank thee, Great Creator, for the light of the sun each day.

2nd Brave - We thank thee for the beauty of this world and the plants and animals we enjoy.

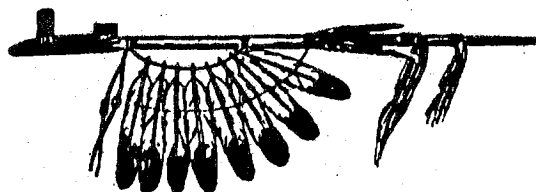
3rd Brave - We thank thee for the night and the rest it brings.

Indian Chief - O Great Father of all Cub Scouts, bless us and be with us tonight.

Medicine Man - (Jumps up, shakes rattle, and shouts) Rise up, all you braves. Rise up our white brothers. (He motions to audience to stand) We lower our tribal den flag to honor the great flag of our white brothers.

Flag Bearer - (Enters and presents American flag to Indian Chief) This is the most beautiful flag in the world. It stands for freedom, liberty, and happiness. Take it, honor it, respect it, love it always, for it is yours and mine.

(He leads audience in Pledge of Allegiance)



(continued)

PACK CEREMONIES

ADVANCEMENT

Personnel: Cubmaster is dressed as an Indian Chief; an adult is dressed as a medicine man, and another adult is dressed as an old fur trader with saddle bags. Medicine man and Indian Chief at front of room.

Medicine Man - There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!

Fur Trader - (Looking wild, wooly, and hurried, enters room carrying saddle bags) Is this the meeting of Cub Scout pack _____?

Cubmaster - Yes, it is. Who are you?

Fur Trader - I'm the rider from the trading post.

Medicine Man - I'm heap glad to see you.

Fur Trader - Well, I hope you're ready to trade.

Medicine Man - Hmmm. I have 3 blue beads for (name) who has earned the Bobcat rank.

Fur Trader - Good enough. Where is the varmint?

Cubmaster - Will (name) and his parents please step forward? Congratulations on your hard work!

Medicine Man - I have 3 red feathers for (name) who has earned the Wolf rank.

Fur Trader - Good deal!

Cubmaster - Will (name) and his parents please step forward?

(continue presenting awards in similar manner)

Cubmaster - (To fur trader) Thanks for getting here on time with all our awards. The boys really appreciate it.

Medicine Man - Ugh!

Fur Trader - My pleasure, son. Now I gotta be gettin' along. So long!
(He exits)

SCOUT BENEDICTION

MAY THE GREAT SPIRIT
BE WITH US
TILL WE MEET AGAIN

(arms lifted to the sky)
(bow from the waist)
(stand straight with arms folded)

(continued)

PACK CEREMONIES

OPENING

Cubmaster asks audience to stand and join in singing "I've Got That Cub Scout Spirit" (*Cub Scout Songbook*)

Audience remains standing while den presents the colors. Cubmaster leads them in Pledge of Allegiance.

Note: You might like to call on a pack alumni (if present) or the oldest boy in the pack to lead the Pledge of Allegiance.

SCOUTING'S BIRTHDAY ADVANCEMENT CEREMONY

Cubmaster: Scouting began in England in 1907 with a small group of boys. Lord Baden-Powell, the founder, took these boys to Brownsea Island off the coast of England for 12 days of adventure in camping and pioneering. He was testing his idea for an organization for boys. That was how Scouting began.

Tonight we have some boys who are beginning their adventure in Cub Scouting. (Call names of new Bobcat candidates and ask them to come forward with their parents) Baden-Powell based his idea for Scouting on some principles which he had been taught as a boy - things like trust and loyalty, helpfulness, courtesy and cheerfulness. In Cub Scouting we have these same principles in the Cub Scout Promise and the Law of the Pack.

Will you repeat the Cub Scout Promise with me? (Boys do) Now I'll ask all the Cub Scouts here tonight to stand, give the Cub Scout sign and repeat with me the Law of the Pack. (They do. Cubmaster then presents Bobcat badges to parents and congratulates both boys and parents) You boys have now started your Scouting adventure, just like the boys on Brownsea Island.

A Chicago publisher named William D. Boyce was lost in a London fog one evening in 1909. A boy appeared and offered to take him to his destination. Mr. Boyce offered a tip, but the boy said: 'Scouts do not accept money for doing a Good Turn'. This interested Mr. Boyce in Scouting, and he brought it back home to America.

We have some boys here tonight who have been doing their daily Good Turns and working hard on achievements and electives. They have earned their Wolf badges and arrow points. (Call boys and parents forward to receive awards) Your Wolf achievements and electives are helping you along the Scouting trail.

Scouting had been in America only a few years when younger boys and their parents asked for a program of their own. That's when Cub Scouting was started. It has been growing ever since. Tonight we have some boys who are really growing too. They have completed the requirements for Bear badges and arrow points. (Call boys and parents forward to receive awards) You boys are also moving along the Scouting trail.

ADVANCEMENT CEREMONY (continued)

Baden-Powell left a message for Scouts before he died. In that message he said: 'Try and leave this world a little better than you found it.' We have some Webelos Scouts who are doing just that. They have been working hard on the requirements for the Webelos badge and activity badges, exploring fields of knowledge that will be helpful to them all their lives. (Call forward boys and parents to receive awards) I hope you will continue to do your best on the Scouting trail.

Scouting has spread to 114 nations. This year Scouting celebrates its 71 birthday. It is also the 51st birthday of Cub Scouting. From that handful of boys on Brownsea Island so long ago, Scouting has grown into a brotherhood of more than 15 million boys and adults around the world. Be proud that you belong to such a great organization.

OUR HERITAGE CLOSING

This ceremony is effective if done with lights out and a spotlight on the Cub Scout. A den leader or den chief unbinds the boy while the Cubmaster standing in the back of the room, reads the script.

Setting: A uniformed Cub Scout stands blindfolded, gagged and bound at the wrists.

Cubmaster - This is an American boy. The American Revolution won him his freedom. (unbind wrists) The Constitution guarantees him freedom of speech. (remove gag) A free education has given the ability to see and understand. (remove blindfold) Help Cub Scouting teach him to preserve and to enjoy his glorious heritage, and to become a good citizen.

CLOSING

Cubmaster - Cub Scouts, we are celebrating the 51st anniversary of Cub Scouting in the United States. Everywhere boys are taking time to listen to the story of Scouting and to rededicate themselves to the aims and purposes of Scouting. The Cub Scout program of the Boy Scouts of America was designed to meet the needs and desires of younger boys. In 1930, there were 5,102 Cub Scouts registered in the United States. Today more than 15 million boys and adult leaders belong to Scouting in 114 different countries. This is a good time to rededicate ourselves to the goals of Cub Scouting - goals of character, citizenship, and fitness. Will you stand and repeat with me the Cub Scout Promise?

How I live today makes all the difference in the world.

PACK CEREMONIES

CLOSING

The Cubmaster or other adult reads Baden-Powell's farewell message which was found among his papers after his death.

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 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" is the 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 to do it.

Your friend,

Baden-Powell

*It takes a heap of working with a boy to make a man,
A heap of care and patience, and you've got to understand
That he won't be any better than you were as a lad,
Unless a spark is kindled to show him what is bad.
He looks to you for guidance, and he looks to you with pride,
It's up to you to demonstrate; you can't just let it slide.
For with that eager mind of his, he watches you each day;
And judges you by what you do, not just by what you say.*

AKELA, THE LEADER

Display this life-size Akela as the official host at your Blue and Gold Banquet.

Akela, the symbol of a good leader, reminds us of our American heritage and encourages Cub Scouts to be good citizens, strong for America. Akela hold a scroll-type display chart on which arrows, giving historical facts either about America or Scouting, can be hung.

To make body, stack several cartons on tops of each other, letting the top carton serve as shoulders. Glue cartons together with open sides toward the back. Working through open side will make it easier to attach arrow at top of shoulders.

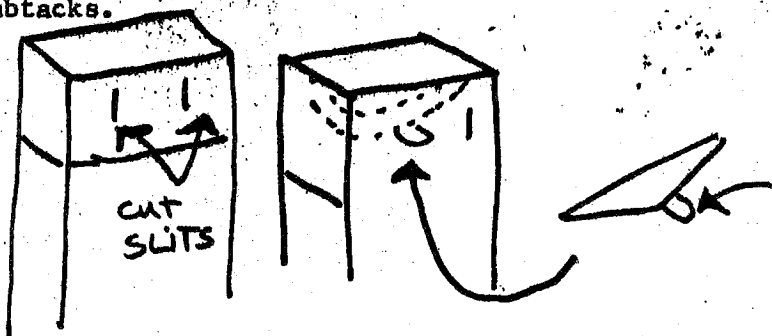
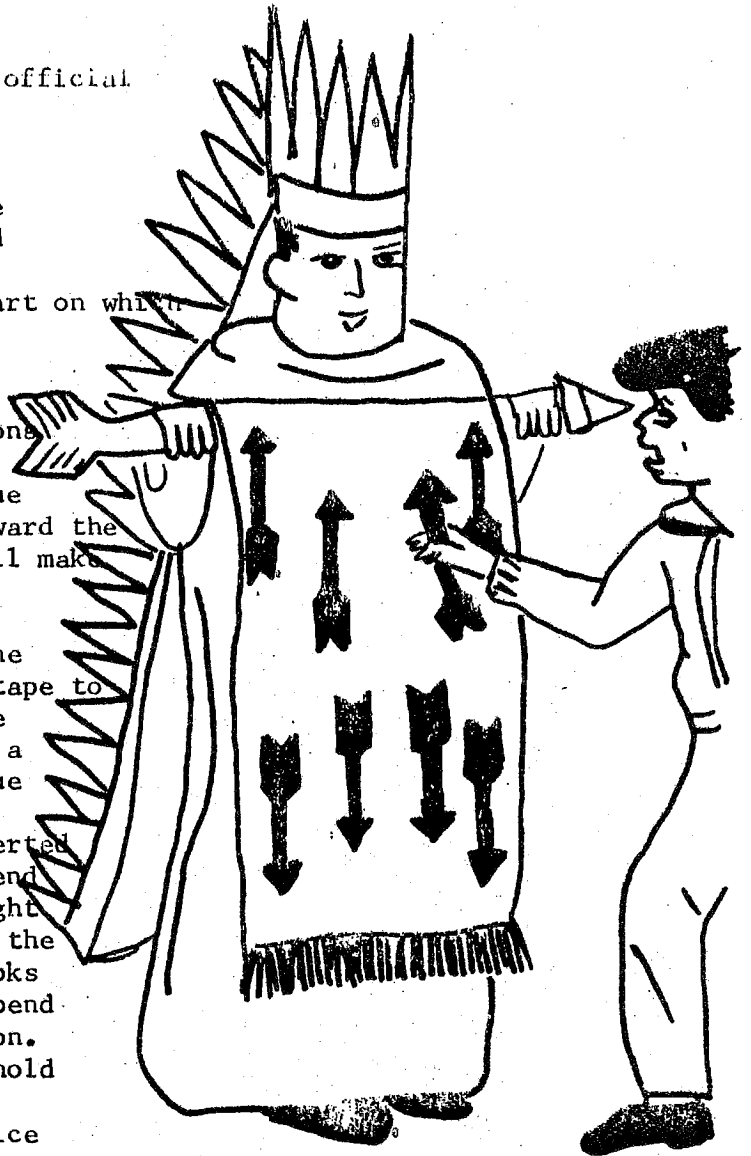
Use a long cardboard rolls for the arrow. If roll is not long enough tape to cardboard rolls together. Paint the arrow or cover with paper. Cut out a paper arrowhead and feathers and glue them to the ends of arrow.

The arrow rests in two hooks inserted in slits cut in the "shoulders". Bend the hooks on two coat hangers at right angles. Insert the hangers through the open back of top carton and push hooks out through the slits. If needed, bend hangers so they fit inside the carton. Also tape hangers inside of box to hold securely in place.

For the head, use a large round ice cream carton, a potato chip can or a tube or corrugated cardboard. Glue the head to body; add a feather headdress cut from paper.

Drape and pin a large Indian blanket around the shoulders. Cut arms and hands from construction paper and pin to blanket at shoulders. Bring the hands up and glue in place, so Akela appears to be holding arrow.

From an old sheet, cut a display chart; fringe at bottom and attach top to large arrow with thumbtacks.



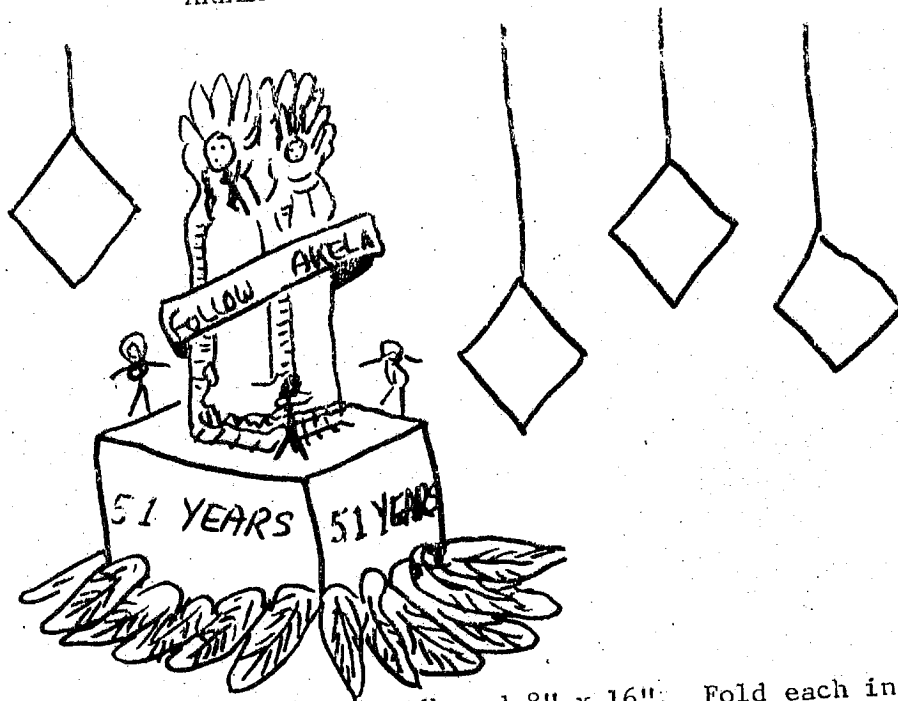
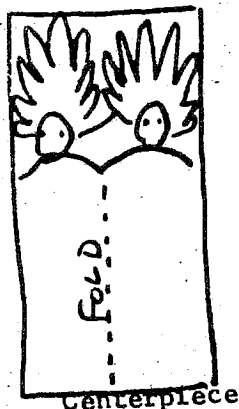


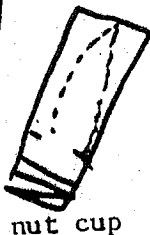
FIGURE: Cut two pieces of dress box cardboard 8" x 16". Fold each in half lengthwise, bending against a straight edge. Trace the figure of Akela on the cardboard, and cut out. Paint reverse side black. Paste on tan paper for face and add features. Cover headdress with individual fringed foil feathers and make contrasting headband with rosettes and pendants at the side. Set sections upright, and tape together and wrap with foil, trimming off excess around neck and shoulders. To simulate a robe wrapped around Akela, add a section of foil fringed along the edge) from shoulders to feet. Insert tan paper hand.

BASE: Cover a large box with blue crepe paper. Add gold "50" and 7" x gold feathers. Attach Akela and Cub Scouts (see favors).

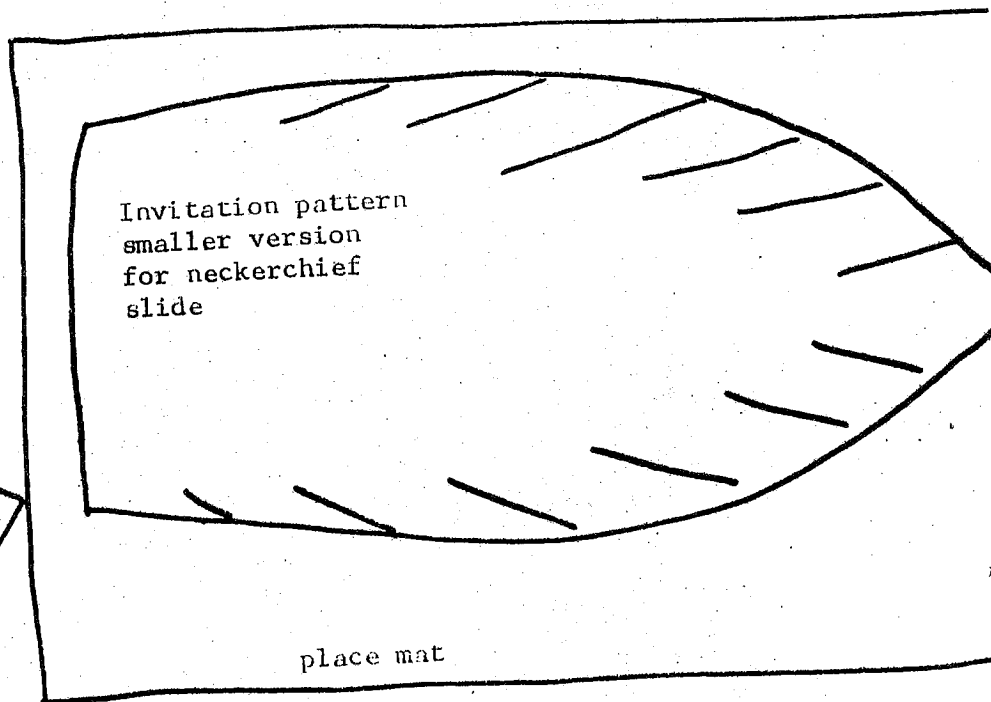
HOOP: Cover a 2" x 30" strip of cardboard with blue crepe paper. Add "Follow Akela" in gold letters. Hang from the headdress with thread.



Centerpiece



nut cup



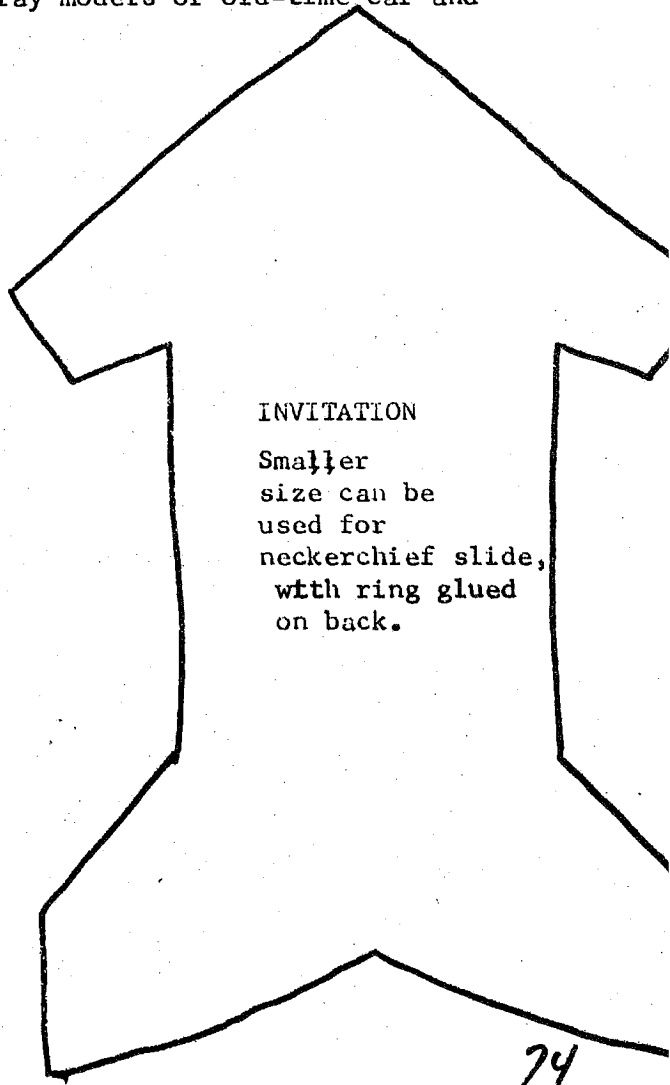
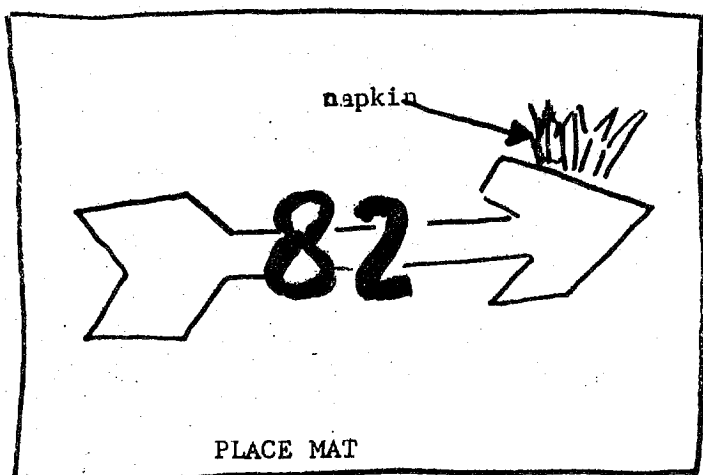
WEBELOS CENTERPIECE



ARROW: Cut a piece of suit box cardboard 12" xx 17". Fold in half lengthwise. Draw an arrow on each half, with top of arrowhead and "feathers" along folded edge to form a hinge. Cut out. To keep arrows from spreading, attach string or tape from bottom edge on one shaft to other. Paint arrows blue, or cover with blue paper.

FEATHERS: Cut two semicircles ("suns") from gold paper about 12" across. Paste one "sun" to inside of arrow along shaft. Cut 6 pairs of gold foil feathers about 7" high. Glue each pair together with a pipe cleaner down center. Fringe diagonally from top to 1/2" from bottom. Print achievements down the center of both sides. Tape feathers along top edge of "sun", cover back with other "sun". Add big gold to shaft.

ENDS: :Cover "Jello" boxes with blue paper and trim with gold diamonds. Add "1912" to the front of one and "1982" to the other; decorate other three sides with Cub Scout insignia. Spray models of old-time car and rocket gold. Set on top.



INVITATION
Smaller size can be used for neckerchief slide, with ring glued on back.



NUT CUP & NAPKIN RING

CEREMONY

"STORY OF CUB SCOUT COLORS"

Personnel in Indian dress: Akela, 2 Indian braves, a brave narrator, remaining boys, braves seated around Council fire, tent in background.

Equipment & arrangements: Tripod with pot suspended over fire, small container, such as coffee can that will fit inside large pot and hold a Cub Scout neckerchief; dry ice packed around small container, it will vaporize and cause a smoking effect when water is added. Have two clear bottles, one with blue water, one with yellow water. Most important - parents of braves.

Procedure: Akela stands behind smoking ceremonial fire. Narrator (seated at fire with braves) speaks: "Many, many moons ago, the great Chief Akela called a Council to see what could be done to make the Mattatuck Tribe the best of all the tribes. Braves came from the North, (pause as 2 or more braves enter and place totem pole in position); Braves came from the south (more braves enter); Braves came from the East (braves enter) and braves came from the West (rest of braves enter). After many hours Akela called his two most trusted braves to the Council fire. (Two braves enter and stand on either side of Akela).

Narrator continues: He told the first Indian brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun.

First brave leaves.

Narrator: He told the second Brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky.

Second brave leaves.

Both braves return immediately. One carries a bottle of blue water, and the other a bottle of yellow water that were located just outside the room. They come in and kneel, one on each side of the fire, and hold up the bottles of colored water for everyone to see.

Akela to First Brave: Pour some of the beauty of the sky into our Council mixing pot. (Brave with yellow water pours some over the dry ice in large container - being careful of neckerchief in small can.

Akela to Second Brave: Pour some of the beauty of the sky into the Council mixing pot. (Brave pours while boiling action starts again.

Akela: (raising right hand) From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer.

Akela stirs pot, reach in, pulls Cub Scout neckerchief from small pot. He holds the neckerchief open so everyone can see it.

Akela speaks: And that is why the Cub Scouts use the colors blue and gold. Now let us meet the Cub Scouts and parents who help us keep the blue and gold of Cub Scouting alive and growing.

WHO'LL COME A-SCOUTING?

(Tune: Waltzing Matilda)

Once a mighty soldier, beloved by his fellow men
Under the shade of the flag of the free
Took some boys and trained them,
Made them strong and brave and true.
Who'll come a-Scouting, a-Scouting with me?

Chorus: Keep on a-working, never a-shirking,
Carry out the rules as he wanted them to be,
And we'll sing as we put our shoulders
And our brains to work,
Who'll come a-Scouting, a-Scouting with me?

Soon the little band grew, swelling great in number,
Through other countries, one, two, three.
Then around the world it spread,
Stronger, ever stronger,
Who'll come a-Scouting, a-Scouting with me?

Chorus: Keep on praying, keep on saying,
If we work hard enough, then we'll stay free,
And we'll sing as we put our shoulders
And our brains to work,
Who'll come a-Scouting, a-Scouting with me?

- Campfire Songbook, Canada

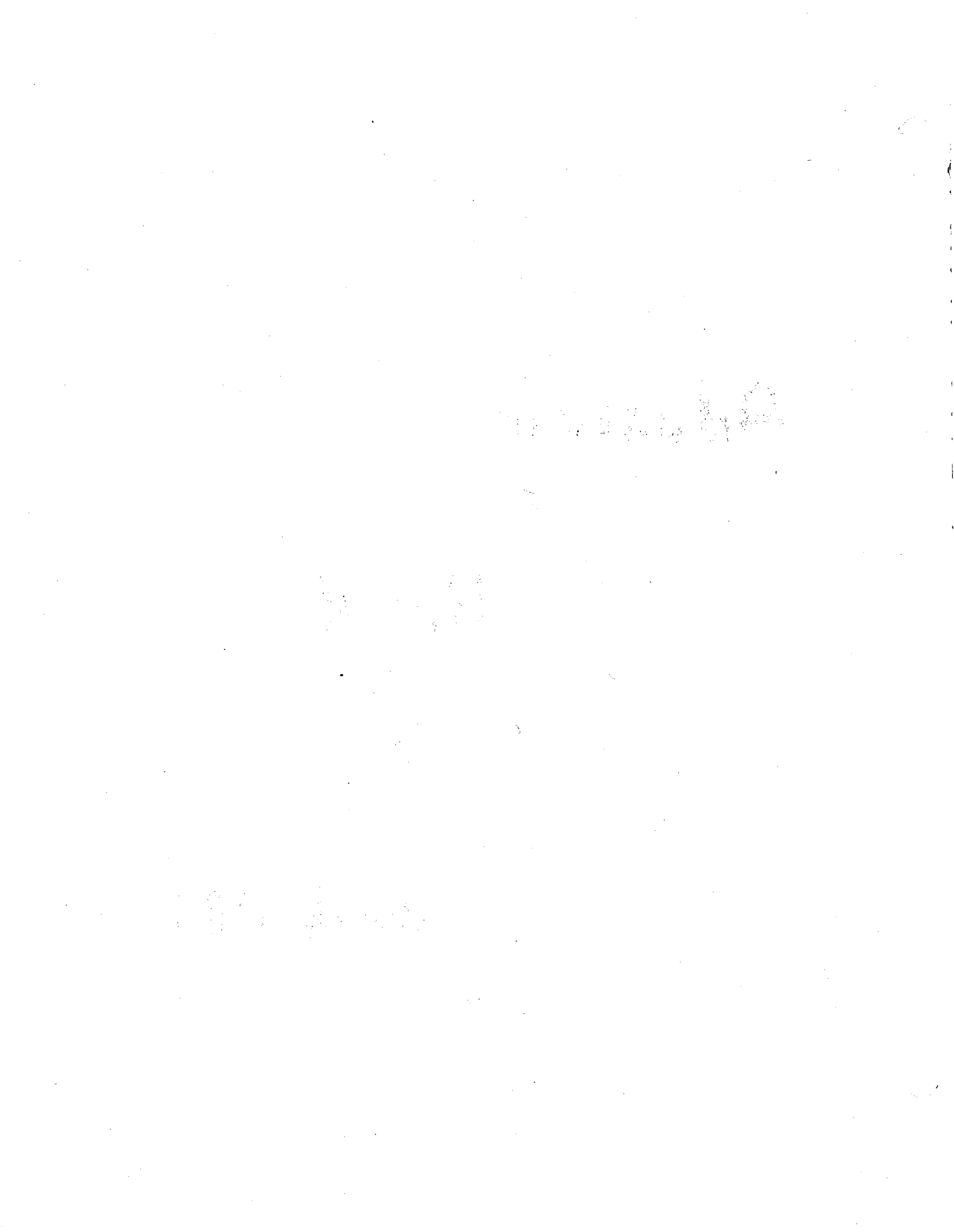
BIRTHDAY B. S. A.

(Tune: On Top of Old Smoky)

1. We were all at the banquet
On Blue and Gold day
The whole family came there
To eat and to play.
2. Then somebody told me
We're 45 years old,
I could not believe
What I had been told.
3. Then they brought out a cake
With candles atop
I counted the candles,
And I didn't stop
4. Now how could a Cub Scout
Be age forty-five?
When I get that old,
I won't be alive.
5. Then somebody told me
An astonishing fact,
That the Boy Scouts of America
Is much older than that.
6. My Den Mother told me
That I should'nt fret,
That's the age of Cub Scouting,
I'm not that old yet.

Advance
in
Rank

March 1982



OPENING CEREMONY

Den Mother: The Cub Scout promises to do his duty to his country. Our country is different in many ways from other countries. We would like to review for you some of the things that are different but that make it the greatest country in the world.

1st Cub Scout: We call it the United States, and we're bound together by our Constitution and our language. Yet in many ways we're a group of separate kingdoms.

2nd Cub Scout: We practice more than 250 different religions and observe thousands of different hunting laws, tax laws, and labor laws.

3rd Cub Scout: Our land grows palm trees and pine, redwoods and beach plum, vanishing key deer and whooping cranes.

4th Cub Scout: Our people say "you all: and "youse."

5th Cub Scout: We catch shrimp and sell stocks - live in lean-to's, skyscrapers and stucco bungalows.

6th Cub Scout: We are a very diverse land, but these are some of the things that make the United States great.

7th Cub Scout: Let us rise and sing "America, The Beautiful."

* * * * *

OPENING CEREMONY (Can be used for closing)

Leader portrays "Mother Nature", who says:

"Everything living and properly cared for grows; It needs warmth, water, care, protection. Cub Scouts grow. What does a Cub Scout need?"

1st Cub: He needs food to grow.

2nd Cub: He needs a home for shelter.

3rd Cub: He needs a man to be his friend.

4th Cub: He needs to go to school to grow mentally.

5th Cub: He needs to go to church or synagogue to grow spiritually.

Mother Nature: It is our job to see that we do not take away any of nature's needs in this world of ours.

(Add other needs for more parts, depending on the number of boys you wish to use in the ceremony.)

TORCH OF HOPE

Materials needed

1. Plastic Gallon Container (bleach, softener, etc.)
2. Sharp knife or razor
3. Dri-Mark or Magic Marker - Red, Yellow, Black
4. Approximately 1 foot of wire
5. Metal coffee can cover or similar metal
6. Electric drill and 1/8 inch bit

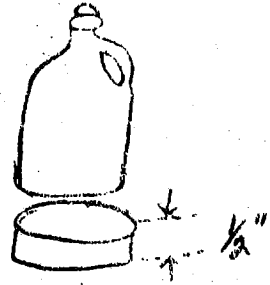


FIG. 1

INSTRUCTIONS

1. Cut bottom of gallon container approximately 1/2 up from bottom
2. Cut to look like fire
3. Using red, streak area shown for simulating flames
4. Using yellow, make a solid band approximately 2 inches all around as shown. Do not touch red
5. Blend yellow and red to make orange. Trim flame edges in black
6. Drill 1/8 inch holes in cap approximately 3/4 inch apart then through the bottom. Drill the coffee can cover as such.
7. Screw top on and assemble with wire using pliers.



FIG. 2

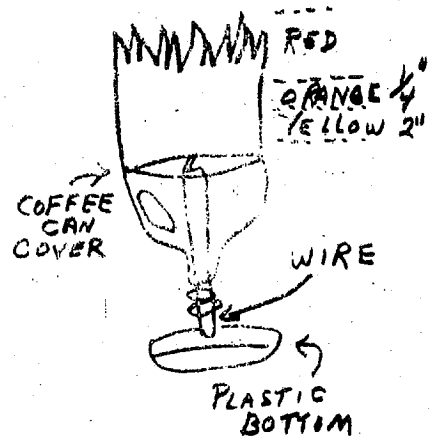


FIG. 3

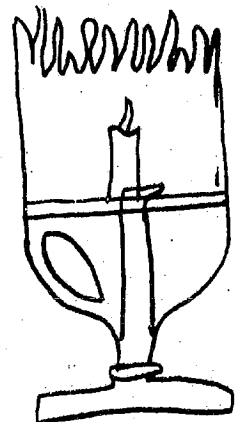


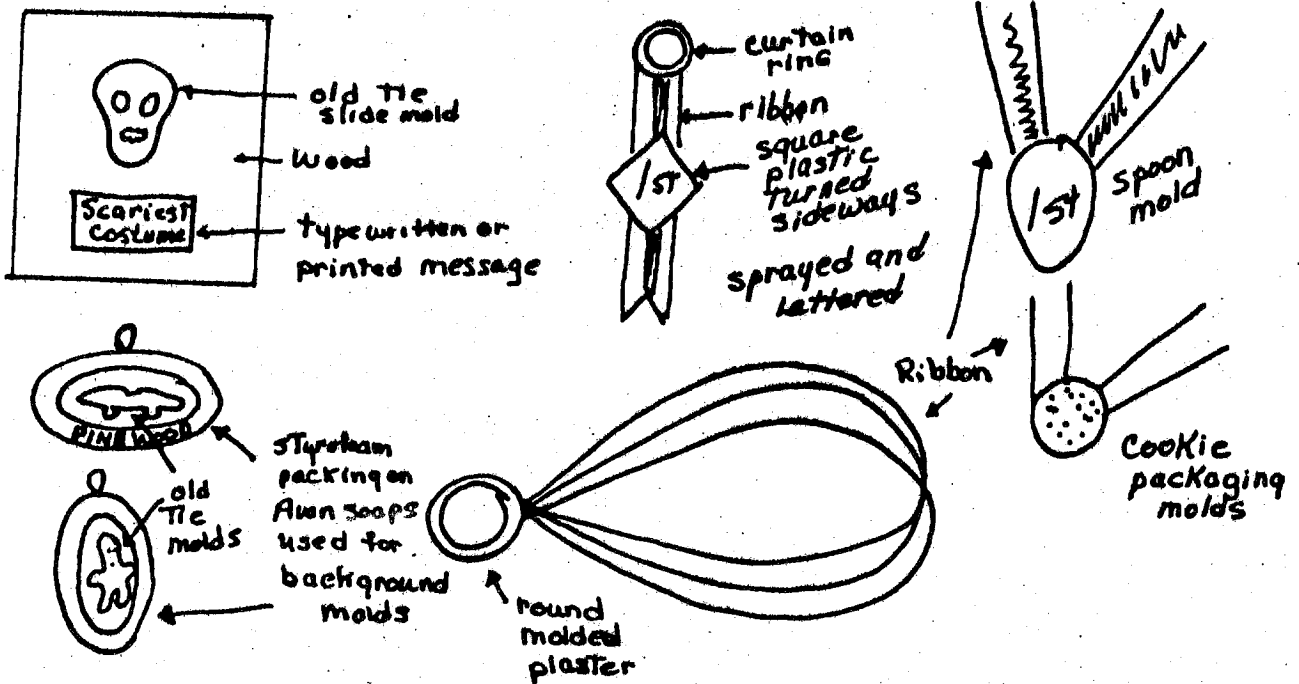
FIG. 4

I find this easy to make--torch gives life to my induction ceremony. After going through the induction ceremony around the Council fire, (and all other lights out) I light up the torch of hope. You'll notice the eyes of the new boys will light up too. As I touch each new Cub on the head, I impress them that they are now receiving more responsibility to do their achievements, obey their Den Mother, and honor the cub uniform.

Many small speeches can be built around this inspiring torch of hope.

ADVANCE IN RANK

A variety of awards, medals and doodles can be made with a little plaster and your imagination. Plaster may be molded in many different shapes using lids, spoons, old tie slide molds and packaging. When spray painted and attached to a background they make nice looking awards at a minimal cost.



Adding felt to the back of plastic always adds an extra measure of security when glueing as well as improving its finished appearance. When making medals, often a mold made from packaging cookies, etc., is decorative enough without adding lettering or design. Spray painting in gold (first) silver (second) bronze (third), brass or copper (fourth) and so on will denote places of winners and will afford many prizes at low cost.

ADVANCE IN RANK

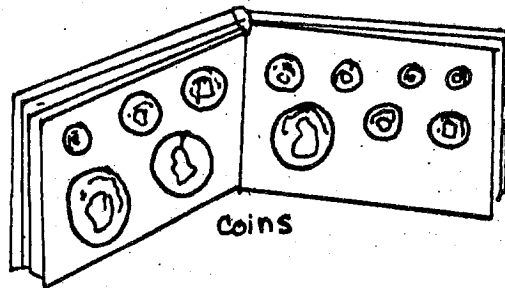
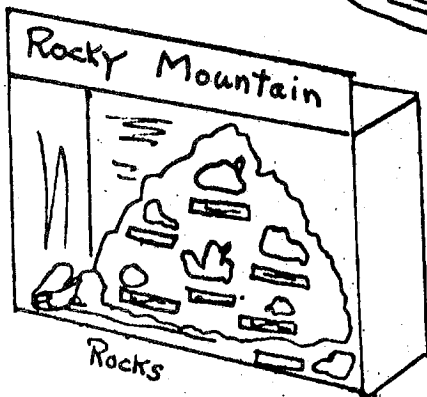
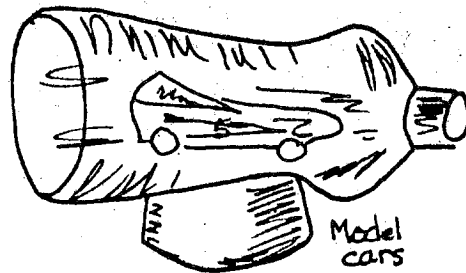
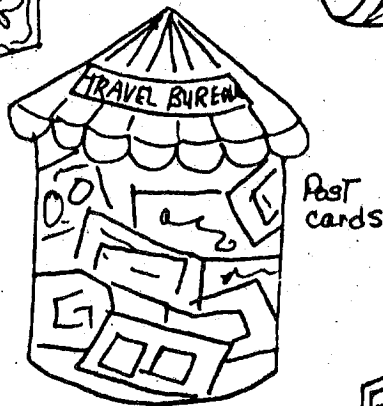
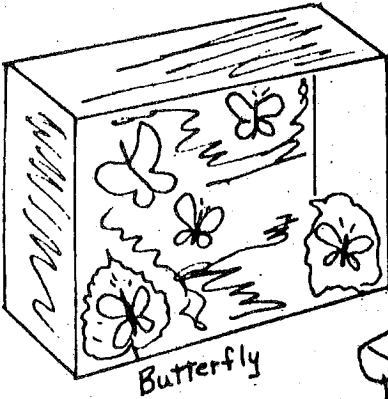
COLLECTIONS

Materials:

- Your favorite collection
- Large carton or box
- Paint and water
- Glue

For rock collection, crumple newspaper and form mountain inside back of box and glue securely. To stiffen mountain, mix 2 parts glue to 1 part water and brush on 4 or 5 coats over newspaper. Paint mountain and box with scenery to make scene complete. Glue rock samples to mountain, label rocks and walls, "Rocky Mountains".

The same can be done for almost any kind of collection. Coins can be glued to cardboard, made to look like a billfold, post cards to a bedroom trash can, model cars in plastic bottles (carefully cut out bottom, put in car, and carefully glue bottom back on.)



Advancement Ceremony - Here is an advancement ceremony without the Indian emphasis. It is very simple and requires no special costumes or stage effects. The ceremony is put on in an open space in front of the audience.

1. The Cubmaster or an Assistant asks if there are Dens which have boys ready for advancement in rank.
2. Dens having Cub Scouts ready for advancement stand, and the Den Chief gives the name of the boy and the rank which he seeks.
3. The boys of each Den bring forward the advancing Cub Scout and present him to the Cubmaster. The Den then returns to its place leaving Cub Scout Jones (the advancing boy) with the Cubmaster. Cub Scout Jones salutes the Cubmaster.
4. When all the advancing Cub Scouts are in front with the Cubmaster, the Pack is called into a half square or half-circle, with the open side toward the audience.
5. The Pack stands at attention, and salutes the advancing Cub Scouts who return the salute.
6. The Cubmaster speaks, "Cub Scouts of Pack (no.), these Cub Scouts have completed the Achievements for the ranks which they seek. Shall we honor them?"
7. Pack replies, "Are they ready?"
8. The Den Chiefs step forward and say that their Cub Scouts are ready.
9. Cubmaster: "You have heard the Den Chiefs say that these Cub Scouts are ready."
10. The Pack asks, "What about the Promise and the Law of the Pack?"
11. Cubmaster: "You have heard the Pack's question. Are you ready to pledge yourselves to the Promise and the Law?"
12. Cub Scouts answer, "We are ready."
13. Cubmaster: "Then let us repeat together the Promise and the Law of the Pack."
(The boys and leaders repeat the Promise and Law.)
14. Cubmaster: "We would like to have the parents of these boys come forward."
(Parents come forward.)
15. Cubmaster: "We have saved for you the privilege of presenting the badges to your sons. We appreciate the fine interest you have shown in the accomplishments of your sons."
(Parents present badges.)

16. Each Den gives its Den yell for their member who has received his badge.



GAMES

RUN, SHEEP, RUN, or SHEEPYARD - Any number of players. One player throws a stick as far as possible, shouting, "Run, sheep run". The player who has been chosen "It" gets the stick and leans it against the goal. Meanwhile all the other players run away and hide. If the one who is "It" saw any player while the stick is on the goal, he calls the player's name, throws the stick as far as possible from the player he has seen, shouts "Run, sheep, run" and runs to hide while the new "It" gets the stick and leans it against the goal. The game begins anew as soon as any player is caught. While "It" is searching in any one direction for hidden players any player may run in from another part of the field, throw the stick as far from "It" as possible, shouting "Run, sheep, run", thus giving all the players a chance to run farther from the goal, or hide themselves more securely.

THE MINISTERS CAT - The players sit in a circle. The first player says "The ministers cat is an active cat". The one who sits to the right describes the cat with another word beginning with the letter "a" and so on around the circle. When the first player's turn comes he starts to describe the minister's cat with an adjective beginning with "b". Anyone who cannot supply a word goes out. Go through the alphabet until the players agree to stop.

MY GRANDFATHERS TRUNK - Everyone being seated in a circle, somebody begins by saying, for instance:

- #1 I pack my grandfather's trunk with a pair of spectacles.
- #2 I pack my grandfather's trunk with a pair of spectacles and a silk hat.
- #3 I pack my grandfather's trunk with a pair of spectacles, a silk hat and a dime novel.

And so on, each person repeating all articles already mentioned, beside adding a new one. If anyone fails to repeat the list correctly he drops out of the game, which keeps on until no one can repeat the list correctly.



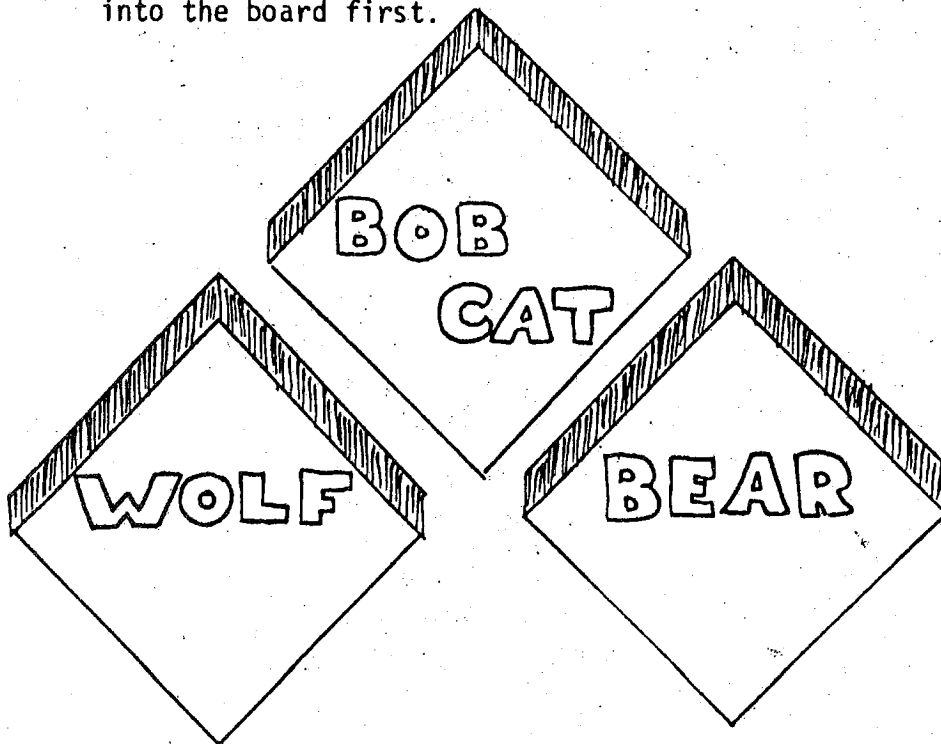
GAMES

THINK FAST - Divide the group into two smaller groups. Ask the following questions and, after each, score a point to the side that gives the correct answer first.

- | | |
|--|-----|
| 1. What letter is in a beverage? | "T" |
| 2. What letter is in a bird? | "J" |
| 3. What letter is in a vegetable? | "P" |
| 4. What letter is in a question? | "Y" |
| 5. What letter is in a body of water? | "C" |
| 6. What letter is in a sheep? | "U" |
| 7. What letter is in a slang expression? | "G" |
| 8. What letter is a verb of debt? | "O" |

OBSERVATION GAME - Here is a good game for the whole pack to play. Line up the pack by dens facing two chalked circles about ten paces from the starting line. In one of the circles arrange in a pattern miscellaneous articles such as a bottle, a book, a knife, a whistle, etc. On signal, have the den run and pick up the articles from the first circle, and place them in identical positions in a second circle. The next den should run and, in the same way, return the articles to the first circle, and so on. Count accuracy of position and speed to determine the winning den.

NAIL DRIVING CONTEST - Cub Scouts love this one. Use a 2 x 4 of desired length. Start nails in the board about 18 inches apart. Give each Cub Scout a hammer and see who can pound two nails into the board first.



ADVANCE IN RANK

BOBCAT INDUCTION CEREMONY

EQUIPMENT: Bobcat investiture board with candles (see next page)

PERSONNEL: Cubmaster, Bobcat candidates, parents

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

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

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

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

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

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

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

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

The remaining candles on the board stand for the ranks of Cub Scouting. We will light the Bobcat candle, and as additional awards are presented tonight, we will light the other candles.

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

THAT'S WHY WE'RE IN
CUB SCOUTING

Tune: Deep In the Heart of Texas

The fun things in life,
Our family's delight!
(clap hands four times)
That's why we're in Cub Scouting.

We do our best,
To pass each test;
(clap hands four times)
That's why we're in Cub Scouting.

Just me and my son,
Work, play and have fun,
(clap hands four times)
That's why we're in Cub Scouting.

We think our pack's great,
We keep it first-rate;
(clap hands four times)
That's why we're in Cub Scouting!

DO YOUR BEST

Tune: Do-Re-Mi

DO - to us, means Do Your Best,
RE - are cheers for all the fun,
MI - is what I do myself
FA - means father, mom and son;
SO - what happens to our pack,
LA - with lots of this and that?
TI - together, to the top!

(clap, clap)

Then that brings us back to DO
(repeat above)

DO . . RE . . MI . . FA . . SO . . LA . . TI
DO . . DO YOUR BEST!

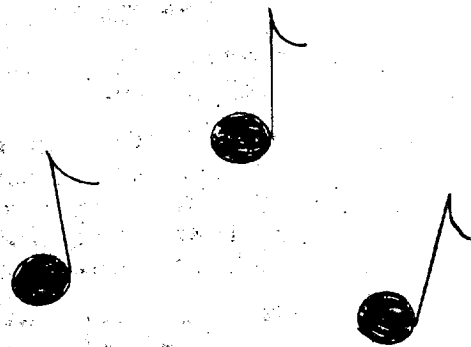
- Balboa District
Pow Wow Book

HURRAH FOR THE CUB SCOUTS
Tune: Bell Bottom Trousers

Once there was a little boy; he was
only nine.
He didn't comb his hair, and shoes
he'd never shine;
Then he joined our Cub pack, and
learned to do his best;
Now he's neat and shiny, just like
all the rest.

Short pants or long pants; shirt of
Cub Scout blue;
We are the Cub Scouts, sturdy and
true.
Wolves, Bears, and Webelos,
We all do our best,
Even the Bobcats strive to pass
their test.

Hurrah for the Bobcat, and the Wolf
and Bear;
And for the Webelos, happy, game
and fair.
Soon they'll be Boy Scouts, loyal and
true,
Hurrah for the Cub Scouts, the gold
and the blue.



Going

Places

April 1982

1000

1000

1000

GOING PLACES

OPENING

Going places leads us to interesting discoveries
It will take us to uncharted places
It will show us the sights and the scenes
Join us tonight in this Cub Scout theme.

CLOSING

There isn't a trail that is too long to take, if you really want to take it, and you know at the beginning of that trail what the difficulties may be.

A trail can be any endeavor that you start off on. Don't ever start down a trail in your life without believing that you will finish the trail and come out on the other side.

If you live your life this way, every day can bring new trails, start you out on new adventures and make your life a really good journey.

ADVANCEMENT RECOGNITION

See "Akela's Totem" in the Den and Pack Ceremonies Book.

If you are having a Pinewood Derby this month, you may want to put advancement badges on parts of a Pinewood Derby Mobile. Make a mobile with a dowel, thread and such supplies as miniature race cars, checked flags, racing trophies, etc. Tie these on to the dowel in a balanced fashion. Hang the mobile from a convenient place.

When the time comes to make your awards, make appropriate reference to the work each boy has done to earn his badge (see "Six Steps to Scouting" in the Den and Pack Ceremonies book). Then take down the appropriate badge and award to the parents to be given to the boy. If he has his uniform on, it should be pinned on then. Be sure to acknowledge with a proper applause stunt.

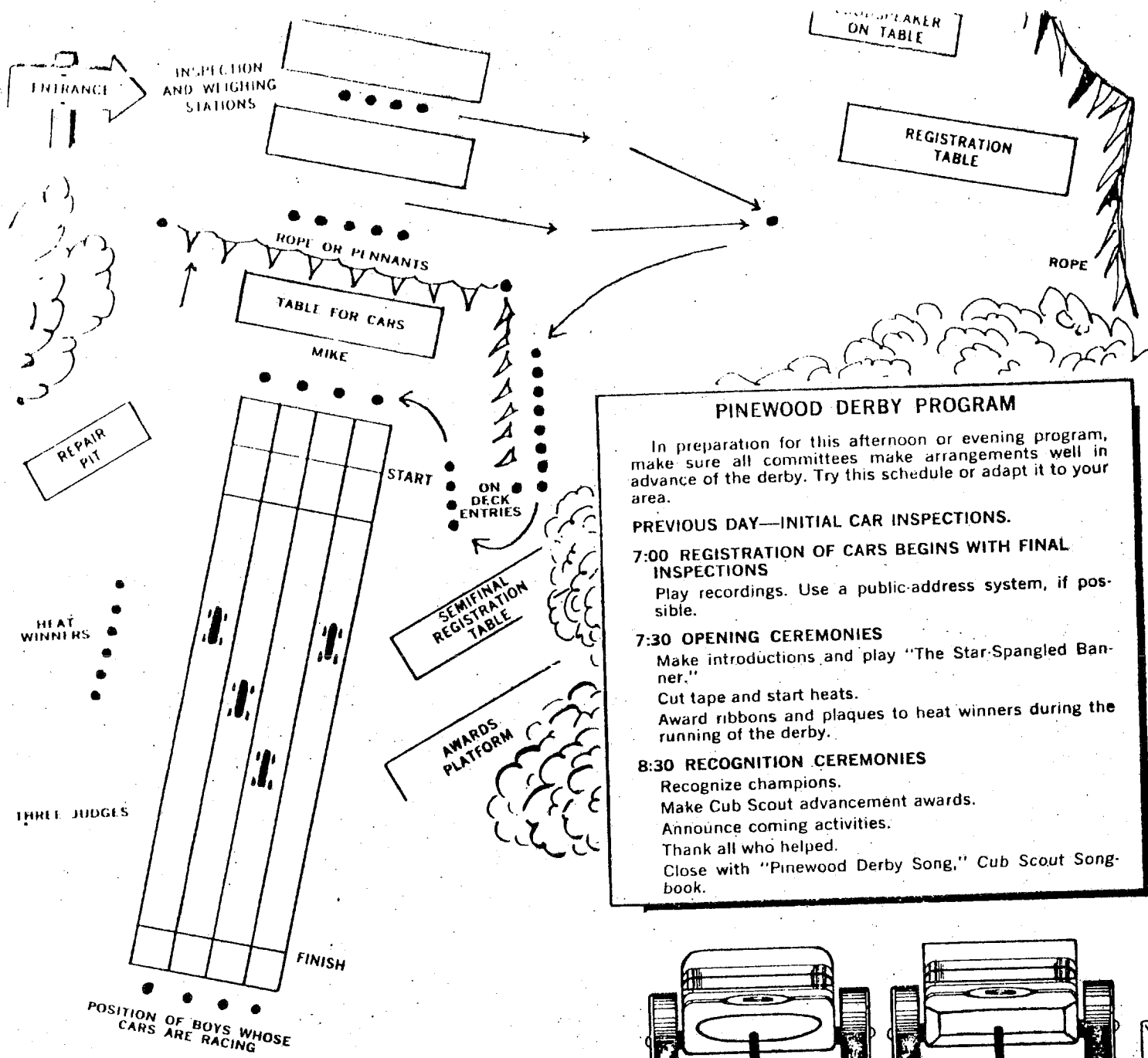
WHERE TO GO...WHAT TO DO

See things made: Visit manufacturing firms such as aircraft, auto, appliance or electronic firms; chemical, paper, plastic, paint, furniture or toy plants; or other small industries such as handcrafts.

How Your City Runs: Power, light, water, gas, sewage plants; police and fire stations, city hall, courthouse; telephone, post office, hospitals; newspaper plants and radio stations.

How Your City is Fed: Truck farms, dairy farms, bakeries, food processing, canning and bottling plants; beverage, candy and ice cream firms; city markets; restaurants and pizzerias; food distributors.

Outdoors: Parks, forests, arboretums, botanical gardens, cemeteries, game preserves, or wild bird sanctuaries, hiking and nature trails, ball games, field meets; pools, lakes, rivers, zoos, circuses, special outdoor displays and exhibits, military installations and recreational areas suitable for family picnics, cook-outs and games.



PINWOOD DERBY PROGRAM

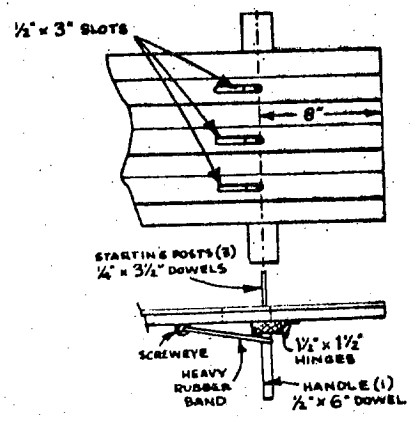
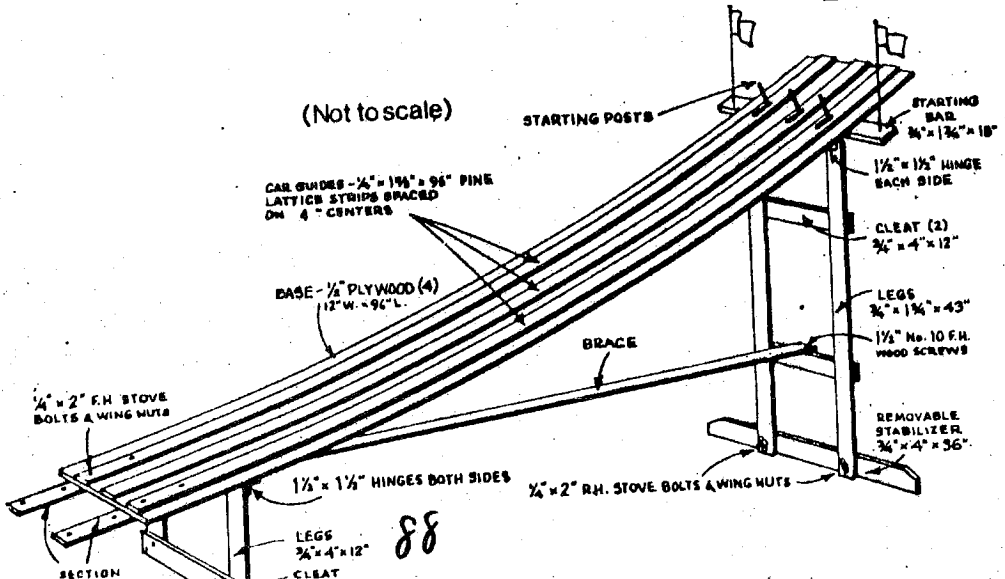
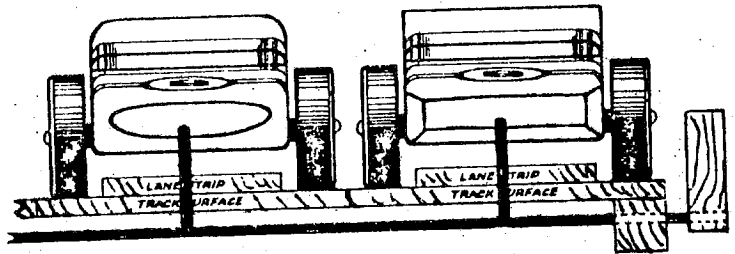
In preparation for this afternoon or evening program, make sure all committees make arrangements well in advance of the derby. Try this schedule or adapt it to your area.

PREVIOUS DAY—INITIAL CAR INSPECTIONS.

7:00 REGISTRATION OF CARS BEGINS WITH FINAL INSPECTIONS
 Play recordings. Use a public-address system, if possible.

7:30 OPENING CEREMONIES
 Make introductions and play "The Star-Spangled Banner."
 Cut tape and start heats.
 Award ribbons and plaques to heat winners during the running of the derby.

8:30 RECOGNITION CEREMONIES
 Recognize champions.
 Make Cub Scout advancement awards.
 Announce coming activities.
 Thank all who helped.
 Close with "Pinewood Derby Song," Cub Scout Song-book.

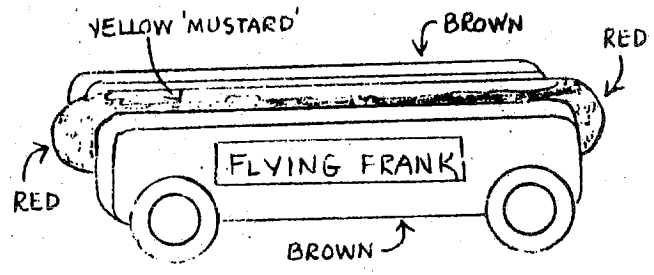
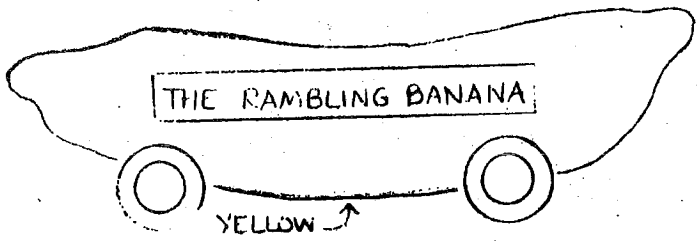
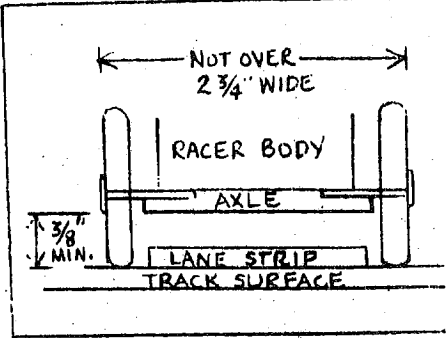
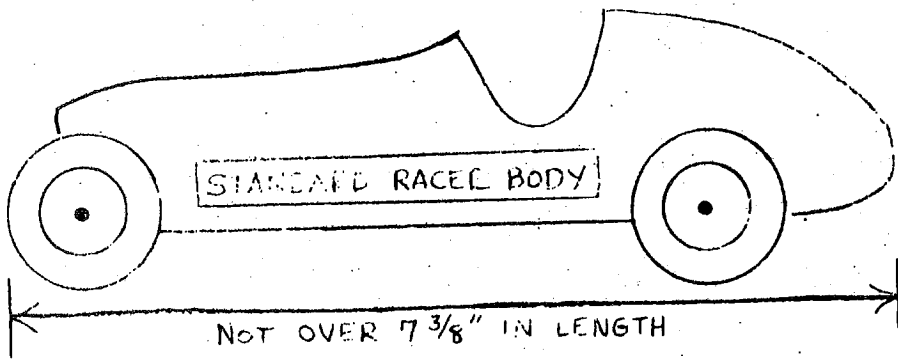


88

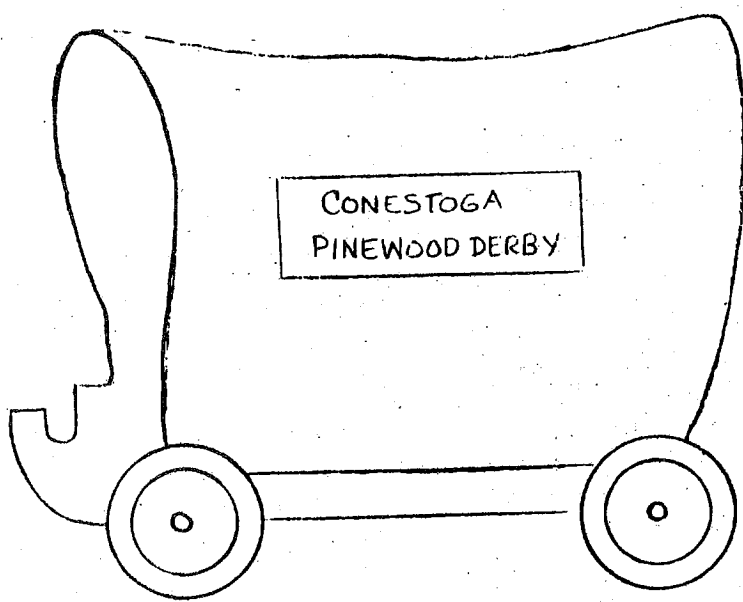
PINEWOOD DERBY OFFICIAL RULES

1. Width: Overall width shall not exceed 2 and 3/4 inches.
2. Length: Overall length shall not exceed 7 and 3/4 inches.
3. Height: Shall not be more than 3 and 1/2 inches at any part of the car.
4. Weight: Shall not exceed 5 ounces, nor weigh less than 4 and 1/2 ounces.
5. Cars must be built by the boys under parents' guidance. Father may rough cut the outline.
6. No loose weight or material of any kind is permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body chassis.
7. Wheel bearings, washers, bushings, oil, grease -----STRICTLY PROHIBITED----- dry graphite only permitted.
8. Springs: The car shall not ride on any type of springs.
9. Wheels must be from regulation kit, not purchased separately. Wheels will NOT be shaved or sanded finely.
10. The front of the car will not be allowed to protrude past the starting peg.
11. Details: Details such as steering wheels, drivers, decals, paintings, and interior details are permissible as long as these details do not exceed maximum weight of car. Any professionally machined or professionally finished racer will be disqualified - example: fiberglassing.
12. Attachments: The car must be free wheeling with no starting devices.
13. Axles: Axles will be limited to the nails that originally came with the kit. Rules of the kit will be followed with the exception of use of oil. In the event the kit did not contain any nails, then it is up to the individual to obtain similar type nails to be used as axles. No piano wire or any smooth plated (nickel, chrome, etc.) rods will be allowed. Final decision will rest with the registration and/or inspection committee.
14. Inspection: Each car must pass inspection by the registration and sign-up committee before it may compete. Inspectors have the right to disqualify those cars which do not meet these specifications.
15. Registration: After a car has been approved and registered it must be placed on the registration table and remain there until the number of that car has been called to run. Permission to remove the cars from the registration table must be received from table monitors. A number will be placed on the bottom of the car and the boy will receive a tag with a like number on it. This is the racing number that will be announced. Each boy should be cautioned not to lose his tag. This will only slow up proceedings.
16. Heats: Each car will be allowed to race on each lane of the track that it is assigned to run on. The car that receives the least points after running on each lane will be declared the winner. Points will be awarded as follows: First place - 1, Second place - 2, third place - 3, Fourth place - 4. If there are four cars in the race, each car will race four times. If there are three cars in the race, each will race three times, etc.
17. Winners: When the first and second place winners of a race have been declared, these two cars will be placed back on the registration table until it is time to run against other winners. This practice will continue until the derby is terminated.
18. The following races will be held: 1 - 8 year-olds, 2 - 9 year-olds, 3 - 10 year-olds, 4 - adults as a group. There will be first, second, and third place winner for each group, and a participation ribbon for all contestants.

PINEWOOD DERBY VARIATIONS



See Den & Pack Activities section of this book for other specifications and regulations for running Pinewood Derby race.



(Be sure to take into consideration the extra weight of the wire and fabric. Standard weight still applies)

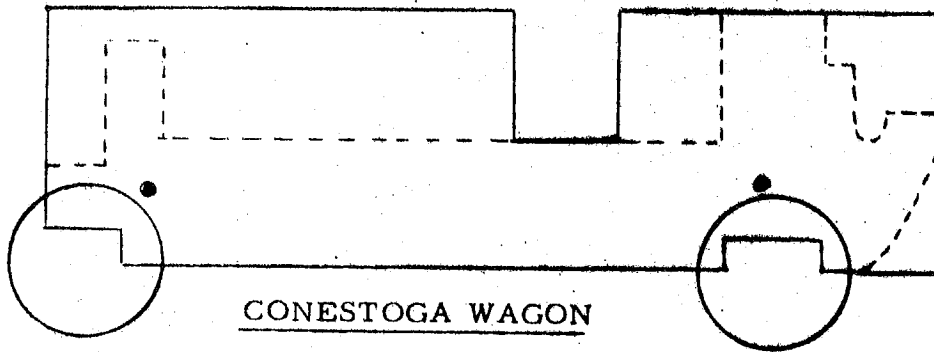
Conestoga Pinewood Derby

Use the regular pinewood derby kit. The only additional material you will need is a piece of heavy white fabric approx. 10" x 6 1/2", and a coat hanger or piece of wire (two 10" pieces)

See drawing on following page for outline of wood block. When it is ready, make holes in wood and glue in wire. Cover wire frame with fabric, turning back edges and glueing on inside. Also glue fabric securely to wagon frame.

Attach wheels and you're ready to race.

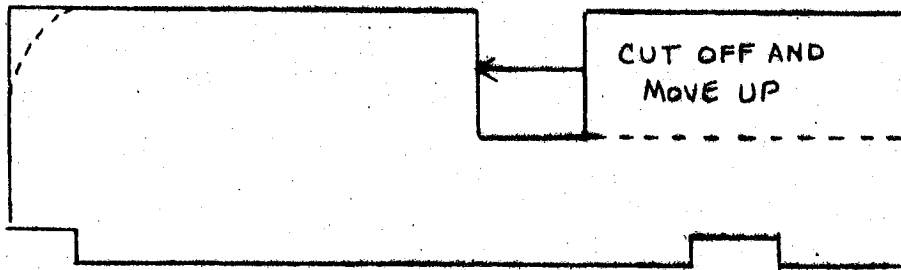
PINEWOOD DERBY VARIATIONS



CONESTOGA WAGON

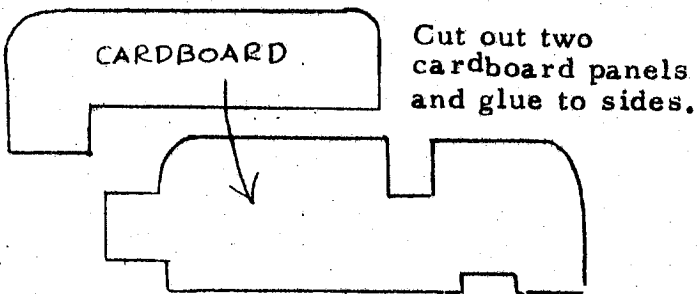
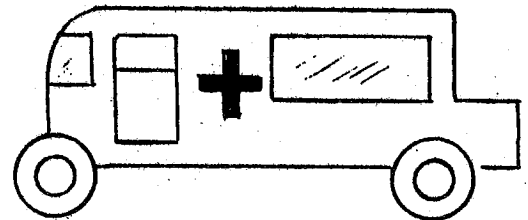
These variations are all made from the standard Pinewood Derby kit.

Solid line indicates original block of wood. Dotted lines indicate cutting lines for the variations.

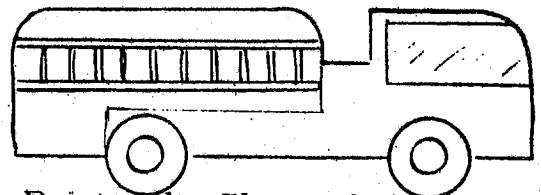


AMBULANCE

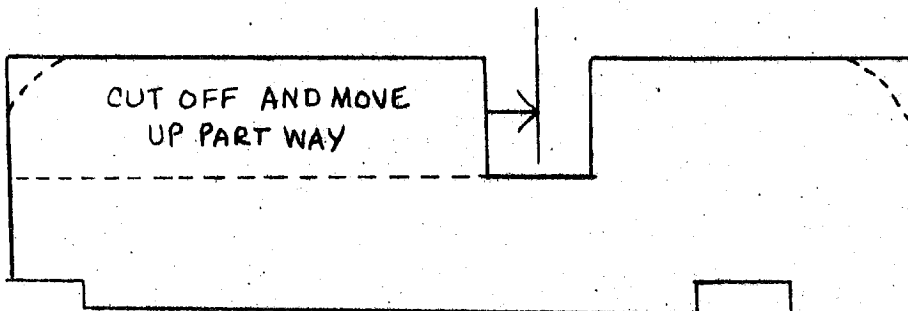
Paint white with red cross. Outline doors and windows with black marking pen.



Make ladder from balsa and toothpick pieces



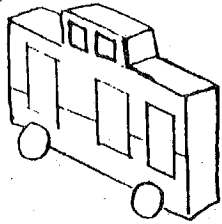
Paint red. Glue on ladders



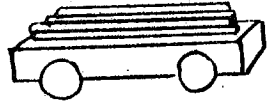
FIRE TRUCK

MATCHBOX TRAIN

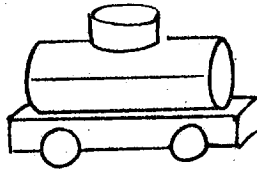
This miniature train, chugging across the page is made of penny matchboxes.



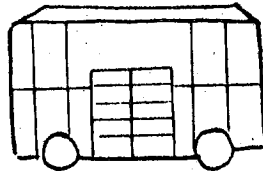
CABOOSE



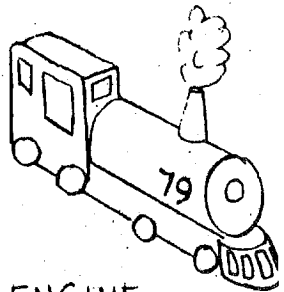
FLAT CAR



TANK CAR



BOX CAR



ENGINE

ENGINE. For the front part of the engine, use one quarter of a matchbox, cut lengthwise, and covered with black paper. Glue a small pill bottle, wrapped in black paper, lengthwise to this base. For the cab section, use a second matchbox, cut in half crosswise. Cover with black paper. Glue two parts of engine together. Glue white paper windows on cab and a curved paper cowcatcher with black markings at front of engine. The headlight is a button and the smokestack is a small plastic cap. Add a wisp of cotton smoke. Wheels can be buttons or thumbtacks.

BOX CAR. Use a full matchbox, covered with colored paper. Pencil on door and other details. Add wheels.

TANK CAR. Use about 1/3 of a matchbox, cut lengthwise for the base of the tank car. Use a plastic pill bottle for the tank with open end covered with a paper circle. Glue bottle cap on top in center. Add wheels. Paint entire car silver.

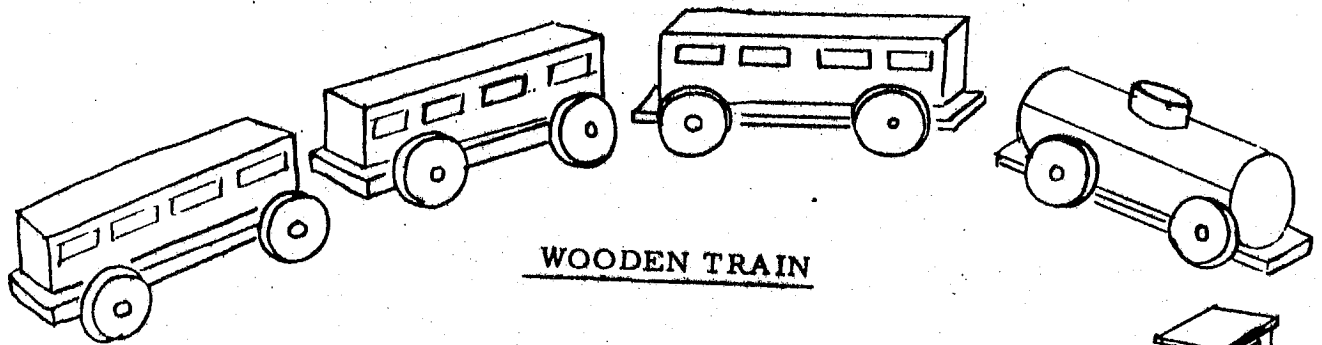
FLAT CAR. This car is the same as the base of the tank car. Cover with black paper and add wheels. Use pieces of matchsticks for logs.

CABOOSE. Cut away the top corners at front and back of matchbox. Cover with red paper and glue on white paper windows. Draw on details and add wheels.

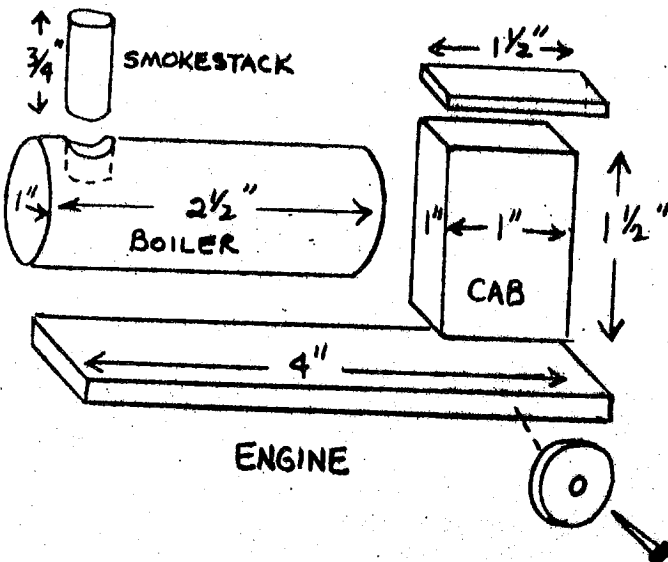
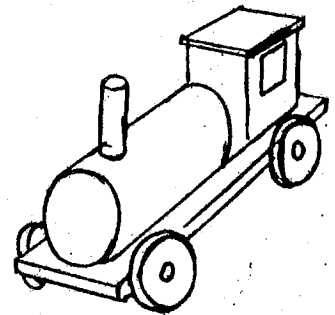
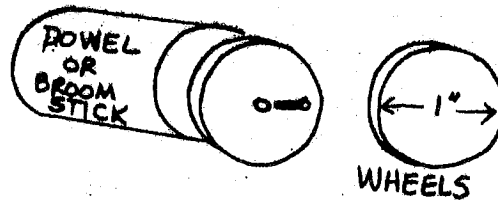
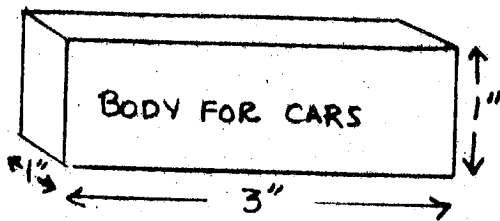
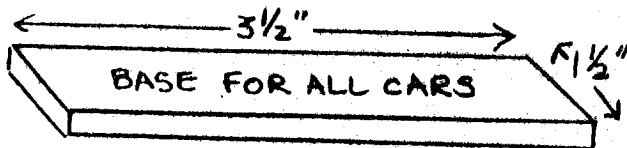
The cars can be coupled together with pieces of bent pipe cleaner. Make a track of two lengths of matchstick bamboo with matchstick ties glue under the rails.

- Pack-o-Fun Magazine

WHY NOT MAKE SEVERAL OF THESE TRAIN SETS OR THOSE ON THE FOLLOWING PAGE TO TAKE TO A CHILDREN'S HOSPITAL ... AS AN "AFTER-CHRISTMAS" GIFT?



WOODEN TRAIN



This train is cut from scrap lumber.

The wheels are slices of a wood dowel or broomstick 1" in diameter. A hole is drilled in the center of the wheel, large enough so that it will move freely around the nail which holds it to the base of the car.

The wood parts should be sanded well and sealed with wood sealer. Then they can be painted as desired.

This would make a nice Christmas gift for a younger brother ... or would be a suitable gift to take to a childrens hospital.

Wolf: Elect. 9

TRAVEL TRICKS

A vacation by automobile, whether of several weeks duration or merely a week-end jaunt, may include long, dull stretches in which children are apt to get restless. Various diversions planned before hand, 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.

GAMES

State License Bingo-- Make a list of about 30 states. Cut shirt cardboards in half and rule them into squares--five across and five down. Print the name of a state (abbreviate if necessary) in all squares except the center one which is free. Make a number of cards, with no two exactly the same. Each player takes a card and puts a small check with a pencil when he sees a license plate from that state. The first to complete a row on his card wins the game. The pencil checks can be erased for the next competition.

TREASURE HUNT-- Make several lists of ten items which might be seen along the road, varying the lists somewhat. Give one to each player. The first to see all the items listed is the winner.

BILLBOARD SPELLDOWN-- Select short sentences or words with the same number of letters and assign one to each player. He tries to see how quickly he can spell out his sentence using the first letters of words in the billboards as they flash by. The first to complete his sentence is the winner.

LICENSE COUNT-- This is a game in which everyone can collaborate. Using the first number of the license plates you see, count to 10; then use the first two numbers of the license plates to complete the count to 25. Similarly, the alphabet might be spelled out from the first letters of words on billboards and signs.

AUTOMOBILE HUNT-- Prepare a list of as many cars as you can think of. Check them off as you see them. Your choice of a game and the exact rules for playing will probably depend on the number of players, their ages and surroundings--whether in the country where cars are infrequent or in the city where traffic is great.

COLLECTION

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.

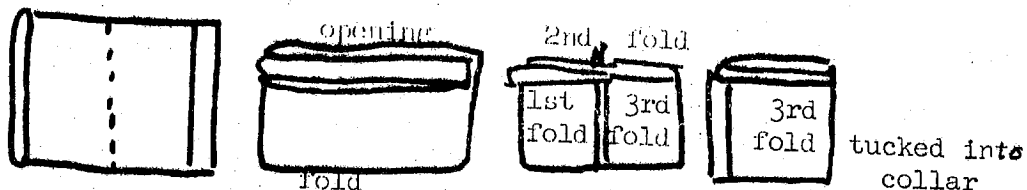
Collections may be of nature specimens--leaves, wild flowers, seeds, stones, soil, shells; printed matter--postcards, maps, matchbooks, stickers and souvenir books; or the fruit of active hobbies--snapshots, autographs and recipes. If you plan to make a collection, make certain that you have taken along suitable containers and any other equipment that will be necessary. In acquiring nature specimens, select them with care and at the end of each day, reject all but one or two of the best. Soil samples can be kept in envelopes, or if colorful, put in layers in a bottle and used for a paperweight or book-ends. To keep the samples in layers, sift one at a time into a screw top jar and pack it down firmly with cotton or facial tissue until you are ready to add the next sample. For any type of collection, do keep a careful record of where each specimen was obtained.

LOG BOOK

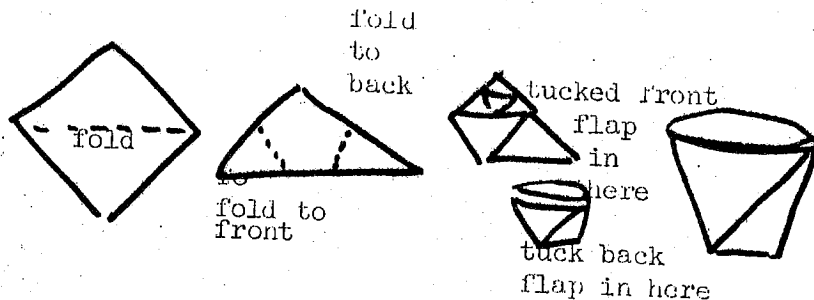
Your log book may be merely a summary sheet of the statistics of your trip or a journal kept in diary form. The journal is particularly nice for youngsters who may want to make use of their summer travels in connection with school projects and themes the following year. For the summary sheet, make a 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.

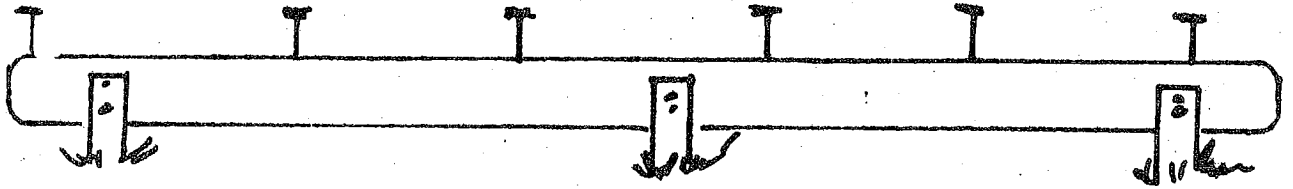


DRINKING CUP-- An emergency drinking cup can be made from any kind of clean, firm paper. Fold a square in half, diagonally. Fold one side as shown and tuck the point of the triangle inside the top of the fold. Then turn the cup by tying a string to the top, at one side, and attaching a small ball of 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.

So long! Have a wonderful time!

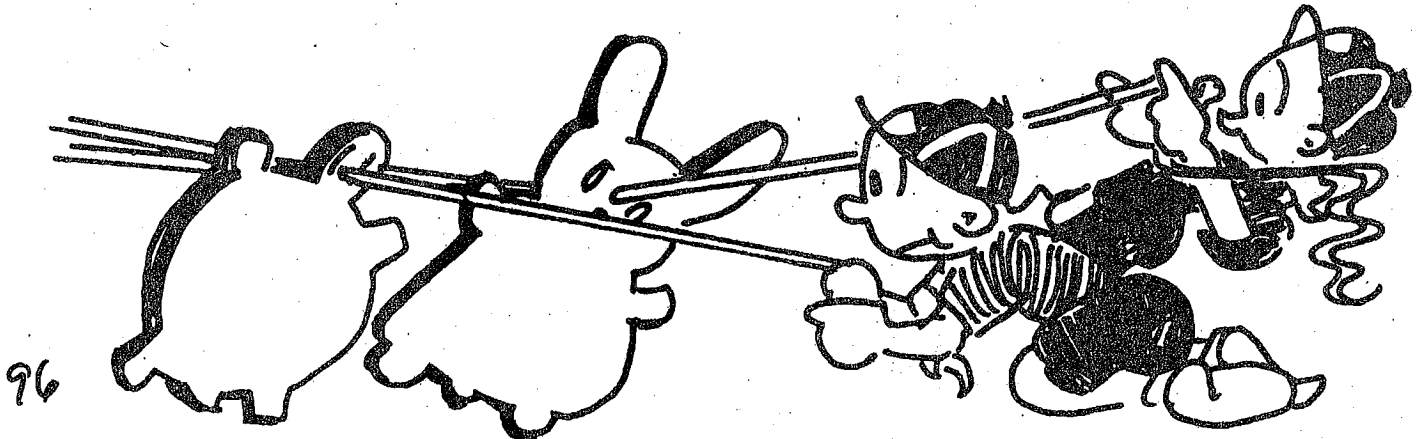
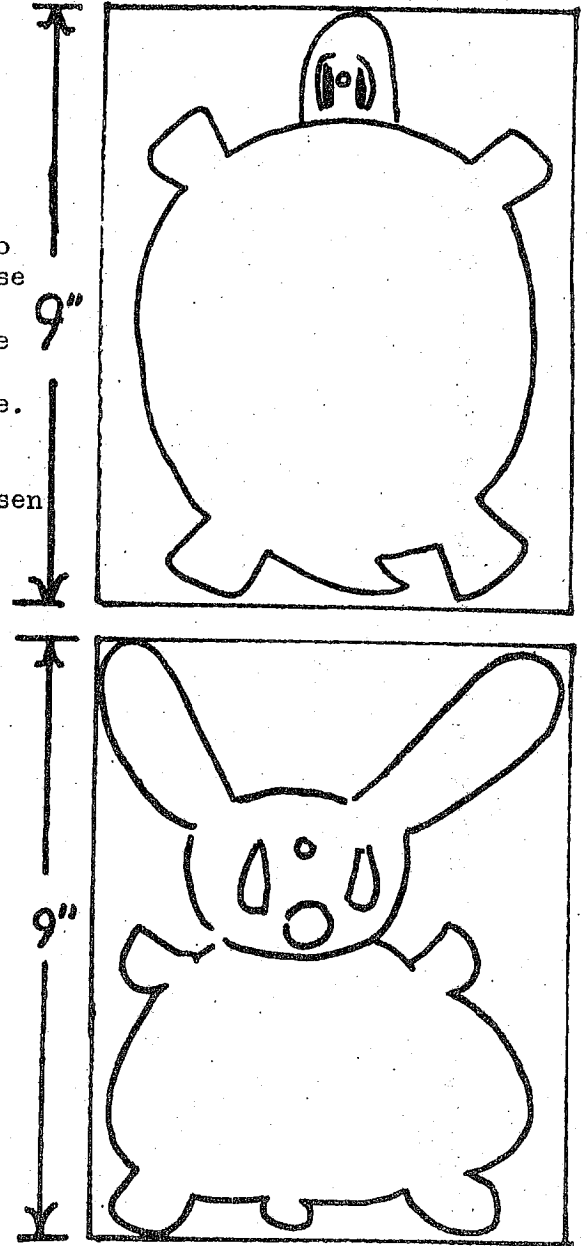


TURTLE RACE

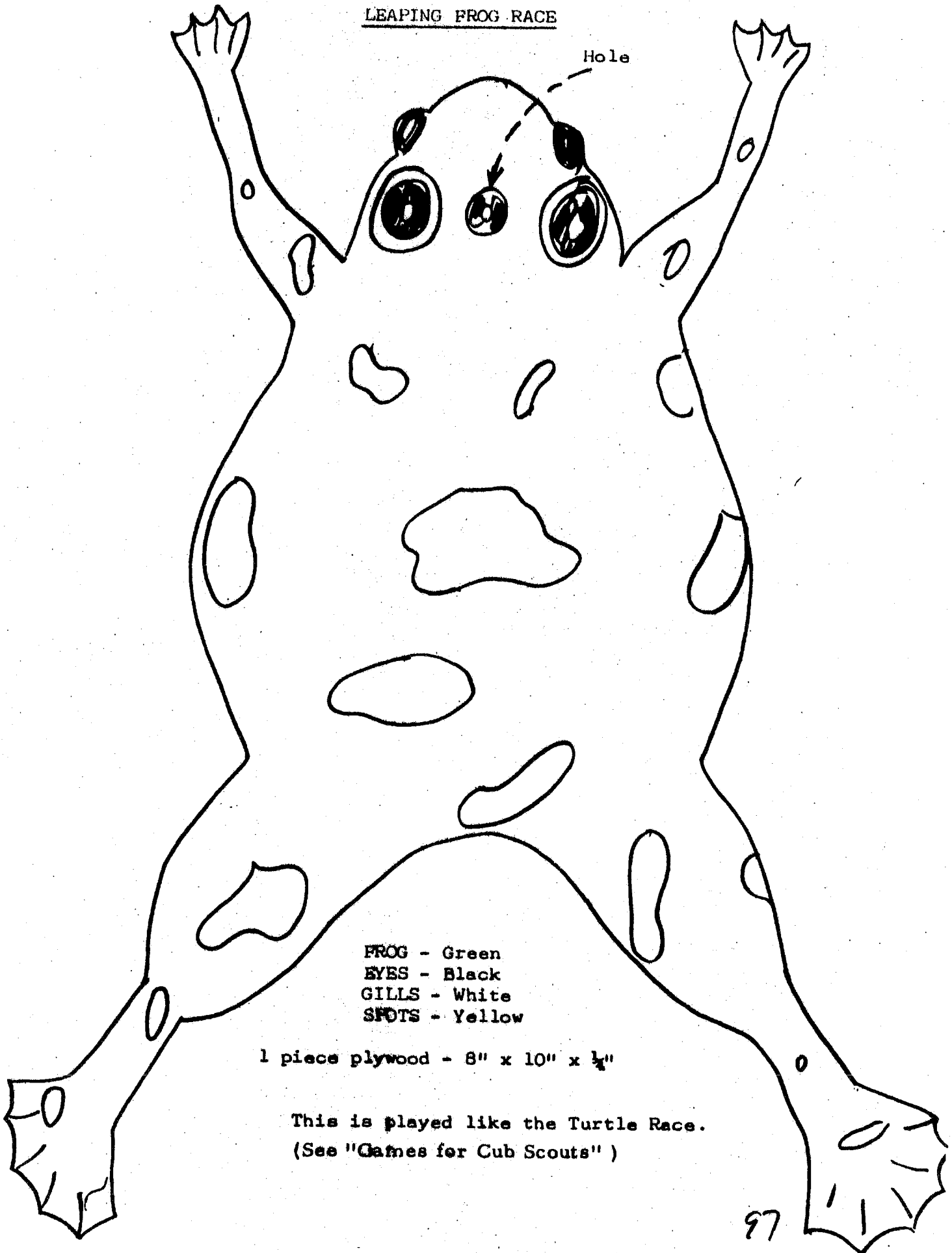
HERE IS A RACE EVERYONE LIKES. For best results use $\frac{1}{2}$ to $\frac{3}{4}$ inch plywood. Use 20 to 30 ft. of heavy twisted cord or chalk line. Make the hole slightly larger than the cord to be used. Cub Scouts love to decorate and paint their names on their turtles. Use good turtle colors - browns, greens, yellows, etc. The edges should be rounded off with sandpaper. Tie the cord to a rigid crossbar at a height from the ground equal to the height of the hole in the turtle. Put nails in the top edge to hold the rope for each turtle. If used indoors or on concrete use rubber "feet" to give traction on smooth floors and to lessen the sound.

Start the turtles leaning or flat on ground with their heads toward the players. The turtle is made to "walk" toward the player by pulling gently on the cord, thereby lifting the head and body, which drags the feet forward. Relaxing the line lets the cord slip through the hole. Repeated lifting and relaxing "walks" the turtle to the finish line. Jerking on the rope or excited play causes the turtle to lean in the wrong direction and slows down progress. Grownups play this game as excitedly as the Cub Scouts.

GET THE TURTLES OFF TO AN EVEN START!



LEAPING FROG RACE



FROG - Green
EYES - Black
GILLS - White
SPOTS - Yellow

1 piece plywood - 8" x 10" x $\frac{1}{4}$ "

This is played like the Turtle Race.
(See "Games for Cub Scouts")

THE COMFORTS OF TRAVEL
(Tune: Clementine)

- G
1. There are airplanes which we call jets
D7
Flying now across the sky,
D7 G
Here and there and everywhere
D7 G
You can travel, flying high
- Chorus: G
But be careful, Cub Scout friends,
D7
For highjacked your plane could be
D7 G
And you'll end up in the wrong place
D7 G
From where you had meant to be.

2. If by bus you like to travel
You will find all comforts there
There's a restroom where you can groom
And conditioners for fresh air.

But remember, there's a meal stop
When the busy lines you fight,
And sometimes you will be lucky
If there's time to get a bite.

3. And there's always your own auto
Which can drive most anyplace,
Seeing sights and resting nights,
You can drive at your own pace.

But of course you must remember
All the traffic and headaches,
Making you so very tired,
That you may slam on your brakes.

- Wisdom Trail and North District Roundtable
Circle Ten Council

THINGS THAT GO
(Tune: Row, Row, Row Your Boat)

Ride, ride, ride your bike
Pedal for goodness sake
Up and down, Up and down,
How the legs do ache.

Ride, ride, ride your horse
Following the trail,
Oh no, I fell off,
I'm glad the horse can't tell.

Ride, ride, ride the bus,
Ride it here and there,
Seeing all the pretty sights
Without a driving care.

Fly, fly, fly a plane,
It's really lots of fun,
Gliding high up in the sky,
Just see that setting sun.

- Joyce Newell

ALSO SEE CUB
SCOUT SONGBOOK

PINEWOOD DERBY
SONG, p. 74;

TRAIN SONG, p. 76

CUB SCOUT TRAVE-
LERS, p. 76

RUNAWAY TRAIN,
p. 79

JOHN BROWN'S
FORD, p. 31

Things

That

GROW

May 1982

TO OUR MOTHERS - Opening

This is an appropriate ceremony for opening or closing a Pack Meeting that occurs at the time of Mother's Day.

Personnel: A mother, a Cub Scout, a Reader (male)

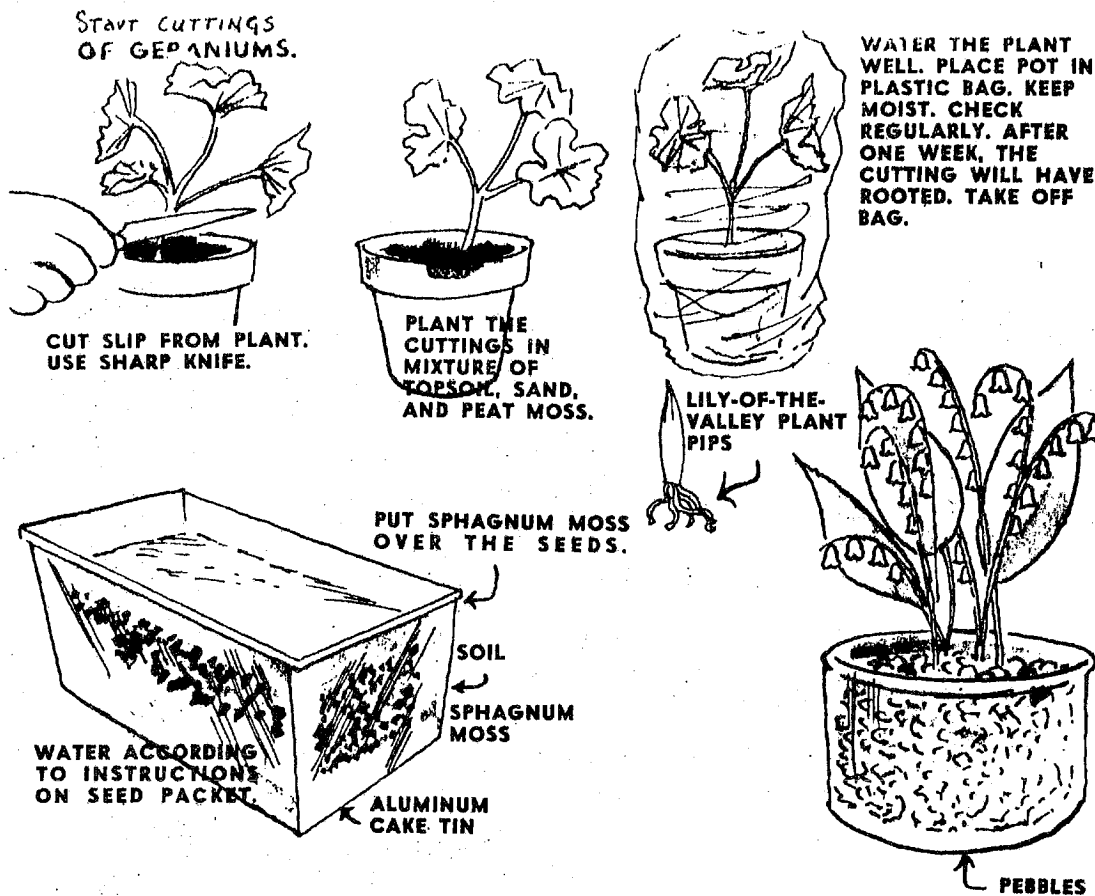
Equipment: Spotlight, armchair

Arrangement: A Cub Scout sleeps in an armchair with a book in his lap. A mother stands beside his chair looking down at him. Spotlight on them. Reader is concealed.

READER: This month we pay tribute to our mothers. We appreciate their importance in our home life and in our Cub Scouting. May I read a poem entitled "A Cub Mother's Prayer" by Mary C. Branning?

He's just a little laddie, God,
This blue-eyed Cub o'mine.
Take Thou his hand along the way,
Help him be square and to obey.
Bless all these busy Cubs, dear God!
Grant they true Cubs may be...
For if they follow all Cub rules,
They won't stray far from thee,
Bless all, dear God, who guide them,
Crown each effort, noble, true ...
Sustain the good Cub mothers,
They need thy blessings, too!

Centinela District



PACK MEETING

Gathering period

The committee should provide plenty of table space so each den can exhibit its many projects. Items should be plainly marked and properly labeled. Boys explain each item. See that boys have space to show window boxes, plant containers, collections, soil displays, seeds, fertilizer, soil-testers, bottle gardens, terrariums, aquariums, and sweet-potato or avocado vines.

Divided meeting

BOYS' MEETING—Cub Scouts, den chiefs, and some dads, under the leadership of the assistant Cubmaster, meet in a separate room to prepare for their stunts for the grand entrance. If there is time they may play Seed-Planting Relay; Potato Race; and Cabbage, Bug, Sprayer, page 11.

PARENTS' MEETING—Ask parents to encourage boys to continue many of the projects they have started. Review highlights of next month's theme.

Main Part of the Meeting

OPENING—Start with a grand entry of the boys (wearing their vegetable and fruit costumes). At intervals, a boy may parade dressed as a garden pest with a long spearlike weapon which he pretends to jab into vegetables. Have the boys parade around the room several times. Then have everybody stand facing the flag and give the pledge of allegiance. Following this, the pack

sings "A-Gardening We Will Go" from *Cub Scout Songbook*. Each den sings one verse.

SONG PERIOD—Ask one of the dads to lead some peppy songs.

DEN STUNTS—Just as the Cubmaster introduces the dens for their stunts, a character labeled "Johnny Appleseed" comes up to him, mumbles something, and then starts through the audience distributing little packets labeled "appleseed." The parade of stunts continues. One den shows a cornfield growing (using the newspaper trick to make a paper tree); another sings "Old MacDonald Had a Farm"; a third pantomimes familiar garden tasks; and, finally, a fourth conducts a guessing contest for the audience (using garden charades). "Johnny Appleseed" appears again, this time chewing on an apple. As he goes through the crowd, he distributes an apple here and there.

CEREMONIES AND RECOGNITION—Induct new families and recognize others for their achievements.

CLOSING—To catch the interest and imagination of the Cub Scouts, the Cubmaster describes the coming month's theme. Then everybody stands and sings the "Cub Scout Advancement Song" from the *Cub Scout Songbook*. While everybody stands quietly, the Cubmaster says something like this: "We have had a wonderful month together watching things grow. Let's guard our forests from fire, plant more trees, and do our best to keep America beautiful." He then wishes everybody a "good night."

THEME: "THINGS THAT GROW"

DISCOVERY OF THE JOLLY GREEN GIANT

Divide the audience into four groups and as narrator read the story, each group makes their appropriate sound which the narrator has assigned to them when he says the key words. Let each group practice their sounds once before starting the story so they understand exactly what to say.

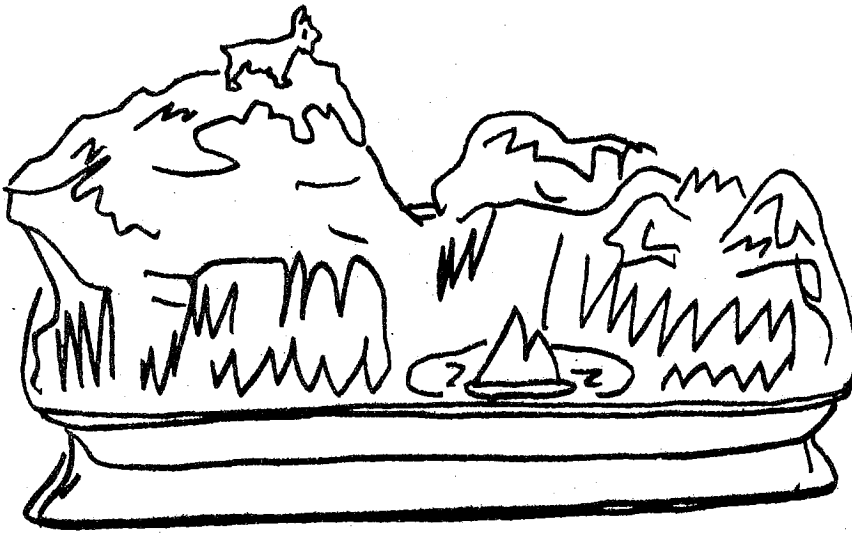
JOLLY GREEN GIANT - - - "Ho-Ho-Ho"
VEGETABLES - - - - - "Crunch, Crunch"
WATER- - - - - "Sprinkle, Sprinkle"
GREEN THUMB- - - - - "Dig and Plant, Dig and Plant"

Many man years ago, in fact, so many years ago that nobody can remember when it was, the expression GREEN THUMB _____ was started to describe those rare people who could plant and care for growing things and WATER _____ them just enough so they would grow up into healthy plants. Now it seems there was a curious little boy named Johnny who lived near a big VEGETABLE _____ farm from which the finest crops were cared for and raised to take to market to sell. It seems that the finest VEGETABLES _____ were raised on this farm. Certainly the farmer who owned it must have a GREEN THUMB _____, at least that's what johnny heard everybody say. But the mystery was that nobody ever saw the farmer WATER _____ his fine crop of VEGETABLES _____ but still they thrived and were some of the finest in the land. So little Johnny decided that he must solve the mystery of how this farmer's plants got WATERED _____ and grew so well.

Thus, one night when there was a full bright moon, little Johnny slipped out of bed and quietly made his way over to the big VEGETABLE _____ farm which was not far away. As he approached the farm he thought he could hear the sound of running WATER _____. He was breathless! Was little Johnny about to solve the mystery of how the farmer had gained his GREEN THUMB _____ with little or no care to his VEGETABLE _____ plants. As he peeked around a large corn stalk, Johnny could hardly believe his eyes. There right before him was the biggest JOLLY GREEN GIANT _____ that anyone could imagine! There he was sticking his enourmous GREEN THUMB _____ into the damp earth which he had just finished WATERING _____ and dropping seeds into the holes.

So now little Johnny knew where the expression GREEN THUMB _____ had come from. Suddenly he realized that the fine VEGETABLES _____ from the farms were truly cared for by the JOLLY GREEN GIANT _____, who would reach up into the sky and pull the rain clouds down to WATER _____ the VEGETABLE _____ plants and used his giant GREEN THUMB _____ to plant seeds and pull the weeds from among the plants. That night little Johnny felt 10 feet tall, in fact, almost as tall as the JOLLY GREEN GIANT _____ as he hurried home with his newly found secret. He was just bursting to spread the news to all the world about his discovery of how the VEGETABLES _____ are WATERED _____ and cared for by someone who really and truly has a GREEN THUMB _____. THE JOLLY GREEN GIANT _____. So, to this day those people who can grow things successfully are said to have a GREEN THUMB _____ and little Johnny is proud of the fact that he was the one who discovered the JOLLY GREEN GIANT _____! At least he thinks he was the first to make that discovery.

Written Joyce Newel



Mountain Dish Garden

Make this attractive little mountain scene for an interesting display. This would be a good opportunity for the boys to use some of those rocks that all boys seem to collect.

Any dish or pan of the desired size can be used as a container. We used a plastic foam tray 4 1/2" x 8", such as is used for packaging meats and vegetables. We inverted a second identical tray and glued it to the underside to protect the table.

If you have a rock collection and want to use some unusual rocks for your garden, this will add to its beauty. However, we used ordinary stones and gravel of various sizes to make our mountain peaks. For the gleaming lake, use a shiny tin can lid or a small pocket mirror.

Arrange the lake and mountains in the container before adding soil or greenery. Moss and other low-growing tiny plants would be suitable, but here again, choice specimens are not necessary. Bird seed might work nicely for this purpose. We suspect that our miniature forest was really made up of little weeds!

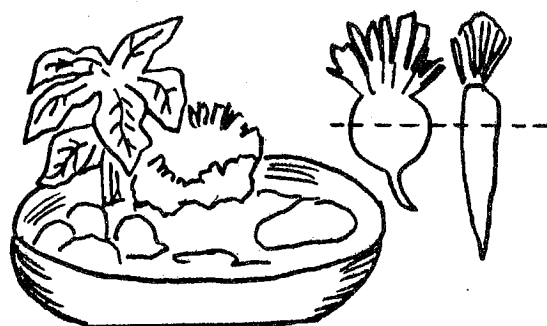
Paint the tops of the taller mountains white to represent snow-capped peaks. Using the actual size pattern shown, cut out a tiny mountain goat from white paper and glue him in place on one of the mountain slopes.

For a little sailboat, use a 3/4" piece of plastic clothesline or soda straw. Cut a slit in it and insert a paper sail. Glue boat on lake.

Use an eye dropper to water your little garden, giving it a thorough soaking to start and watering every day for at least the first week.

DISH GARDENS

Beet and Carrot Creation. Provide a round or square dish or pan, some pretty rocks, one carrot and one beet. Fill dish $\frac{2}{3}$ full of water. Cut off all but one inch of the beet and carrot tops. Cut off lower half of the vegetable too. Arrange carrot and beet with rocks in water. Place in the sun. The top part of the vegetables will grow and form lovely foliage. Small figurines may be placed in the garden.



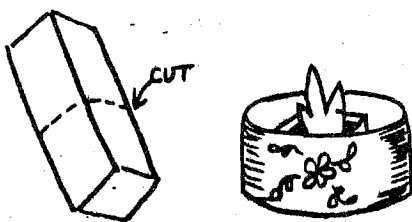
Turnip and Sweet Potato Garden. Select a medium-size sweet potato and cut in half. Prepare turnip in same manner as the beet and carrot above. Place vegetables in a dish or pan so they will protrude above water. Rocks and figurines may be added. Some water will be absorbed by the plants as they grow so keep the dish about $\frac{2}{3}$ full of water.

MARINE GARDEN

Collect pretty seashells, pebbles, colored rocks or coral. Put several handfuls of sand through a strainer. Place sand in bottom of goldfish bowl, bowl or jar. Arrange sea shells, rocks, etc. on sand. Dried seaweed and tiny star fish may be added.

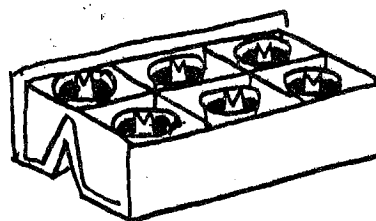
CITRUS PLANTER

Cut a milk carton in half, about 3 inches from the bottom. In this bottom part place a few rocks and some sandy soil. Place several grapefruit seeds in soil. Keep seeds moist. Place carton in can or box which has been decorated with foil or construction paper. Planter should be kept in the sun.



NASTURTIUM BOX

Cut an egg carton in half and place a small paper nut cup in each partition. Fill cups with soil and put a nasturtium seed in each one. Keep soil moist and plants will mature and bloom.



"THINGS THAT GROW"

NATURE QUIZ

How many of the following questions in nature can you answer correctly? Three choices are given for each answer. Only one is correct. Place a check next to the correct answer.

1. All birds have:

WINGS _____ TWO LEGS _____ TEETH _____

2. An annual flower blooms:

EVERY YEAR _____ TWICE A YEAR _____ ONLY ONCE _____

3. A monsoon is a:

FLOWER _____ ANIMAL _____ WIND _____

4. In a hive, the worker bees are called:

DRONES _____ WORKERS _____ QUEEN BEES _____

5. A starfish has:

3 ARMS _____ 4 ARMS _____ 5 ARMS _____

6. A salamander is a:

SHRUB _____ AMPHIBIAN _____ FISH _____

7. A snake's shedding of skin is called:

PELTING _____ MOLTING _____ STRIPPING _____

8. A geyser is a volcano or boiling:

WATER _____ OIL _____ LAVA _____

9. Rats belong to the family of:

FELINES _____ RODENTS _____ REPTILES _____

10. Watering soil to make it fertile is called:

ROTATION _____ SELECTION _____ IRRIGATION _____

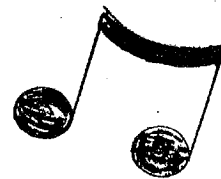
11. A whale is a:

FISH _____ AMPHIBIAN _____ MAMMAL _____

"THINGS THAT GROW" continued

THEY WERE ONLY PLAYING LEAP FROG

Tune: John Brown's Body



A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
And they all went marching home.

2. One photographer photographed another photographer's back.
3. One hedgehog edged up the hedge, as the other hedgehog edged down.
4. A spider spied a spider on another spider's back.
5. One flea fly flew up the flue, while the other flea fly flew down.
6. One sly snake slid up the slide, while the other sly snake slid down.
7. One big bug bled black blood, while the other big bug bled blue.

- Boy Scouts of Canada
Campfire Songbook

THE LITTLE WHITE DUCK

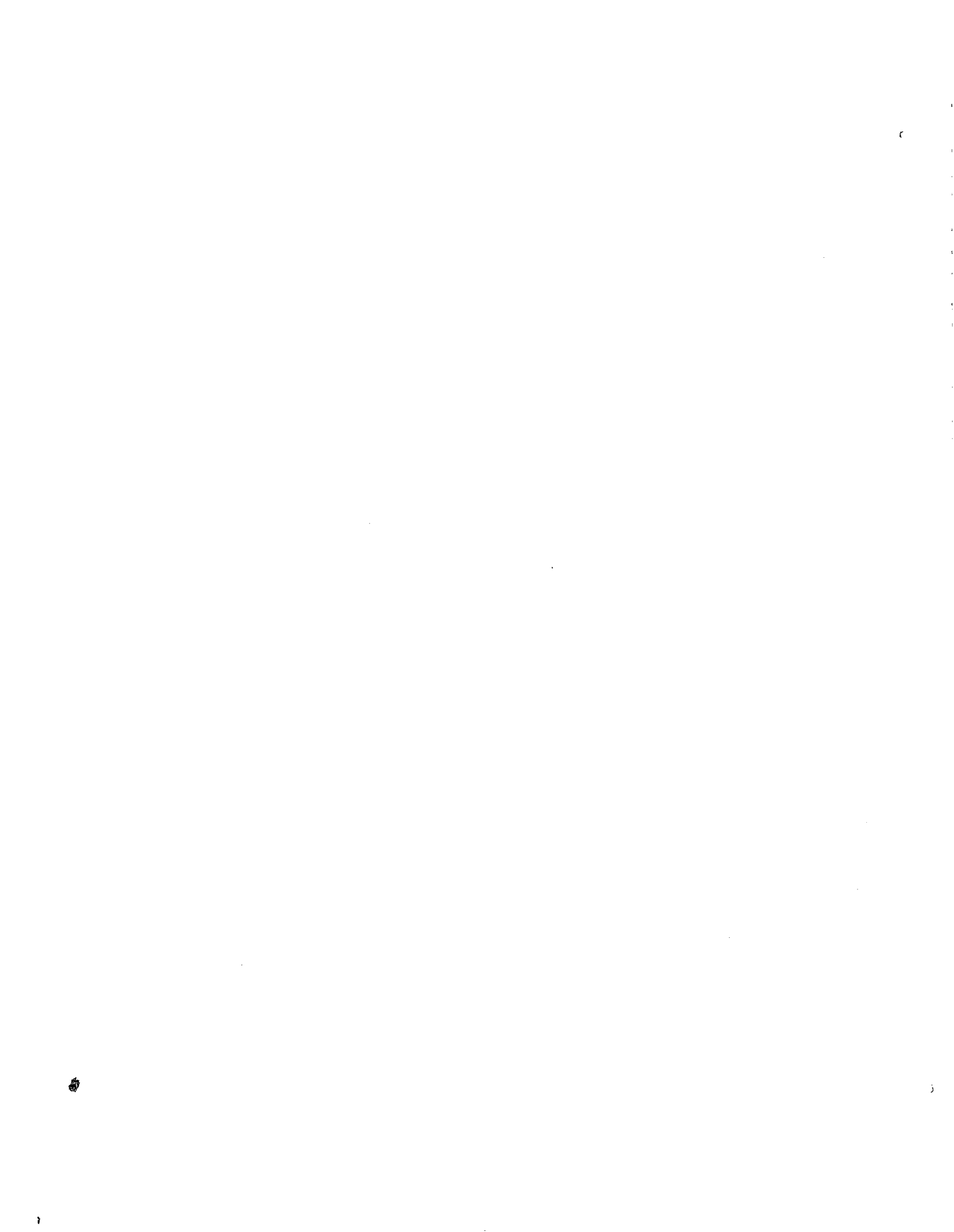


There's a little white duck, sitting in the water,
A little white duck, doing what he oughter;
He took a bite of a lily pad, flapped his wings
And he said "I'm glad I'm a little white duck, sitting in the water,
Quack, quack, quack".

There's a little green frog, swimming in the water,
A little green frog, doing what he oughter.
He jumped right off the lily pad, that the little duck bit,
And he said "I'm glad I'm a little green frog swimming in the water,
Glump, glump, glump".

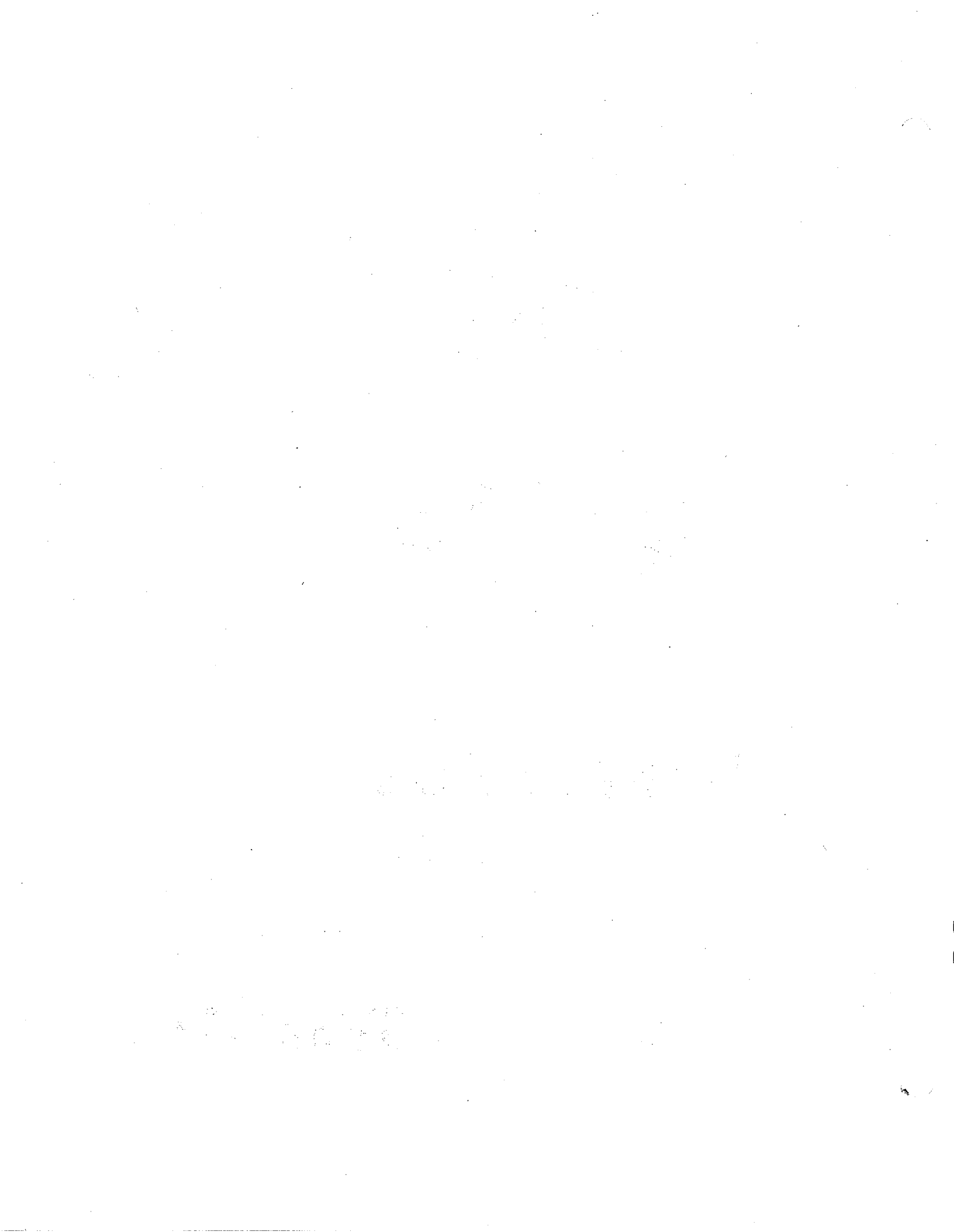
There's a little black bug, floating on the water,
A little black bug, doing what he oughter.
He tickled the frog on the lily pad that the little duck bit
And he said "I'm glad I'm a little black bug floating on the water,
Chirp, chirp, chirp".

There's a little red snake lying in the water,
A little red snake, doing what he oughter.
He frightened the duck and the frog so bad, he ate the bug
And he said, "I'm glad I'm a little red snake, lying in the water,
Wriggle, sss, wriggle, sss, wriggle, sss."



The
WORLD
Tomorrow

June 1982



ADVENTURES IN SPACE

(Can be used as Opening, Closing, or Skit).

MOON	Today is the day for adventures in Space. Cub Scouts 'round the world are entering the race. To the moon they will come on this special outing To tell of the fun they have in Cub Scouting.
AMERICAN BOY	I'm the boy from the U.S.A., Give us a ball, and we're ready to play.
HAWAIIAN	Aloha! From the land of pineapple and sunshine, I bring laughter and music fine.
DUTCH	I have a Cub Scout brother, a nice young tyke, I left him home with his finger in the dike.
ALASKAN ESKIMO	In the land of the Northern Lights, Fishing is one of our delights.
FRENCH	I'm from France where we're known for eating, The best place to do this is in a den meeting.

Program Helps, 1972-3

OPENING CEREMONY

- Personnel: Pilot, Co-pilot, and passengers
Equipment: Spaceship made of cardboard with a door large enough for the boys to get through. Silvered Space suits for each boy.
- Pilot: (from inside) Prepare for landing! Fasten your seatbelts. Ten seconds to landing.
- All: (from inside make noise of rockets and then silence)
- Pilot: Open the hatch (door opens) pilot steps out then everybody gets out. (When all boys are out the pilot then says:) I declare this planet to belong to the United States of America. Co-pilot, get the flag. (Co-pilot gets flag out of spaceship).
- Co-pilot: I plant this flag in the name of the United States of America. (He then puts flag in stand)
- Pilot: Everybody please stand and repeat the Pledge of Allegiance. Ready.....Begin.

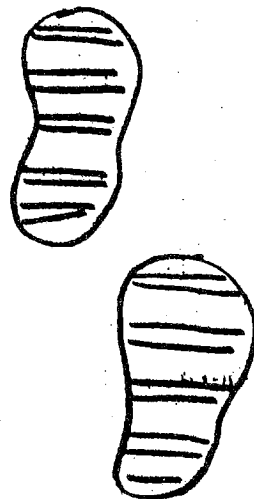
CLOSING CEREMONY

A den of eight Cub Scouts are lined up across the stage as the curtain opens. They are dressed in Cub Scout uniform except for their hats. Each holds an astronaut's helmet in his hands. The following poem can be read by a narrator or each Cub can say his two lines. As first two lines are read, each Cub puts his astronaut's helmet on his head.

MANY A CUB SCOUT TIS TRUE
HAD DREAMED OF BECOMING AN ASTRONAUT,
AND WE MUST ALWAYS REMEMBER
THESE DREAMS MIGHT NOT BE FOR NAUGHT
FOR MOST OF OUR ASTRONAUTS
WERE SCOUTS WHEN THEY WERE YOUNG
THE TRAINING THAT SCOUTING GIVES
HAS MANY PRAISES TO BE SUNG.
JUST AS MEN IN SPACE EXPLORATION
TACKLE THEIR JOBS WITH COURAGE AND A FIRM HAND,
WE SHOULD TACKLE OUR EARTHBOUND PROBLEMS
TO MAKE THIS A BETTER LAND.
FOR WE CAN PRESERVE OUR ENVIRONMENT
BY INCREASING OUR KNOWLEDGE EACH DAY
AND USING OUR COURAGE AND IMAGINATION
IN THE SCOUTING AND ASTRONAUT WAY!
SO LET US EVER HAVE PRESENT
THOSE FAMOUS WORDS IN OUR MIND,
ONE SMALL STEP FOR MAN--
ONE GIANT STEP FOR MANKIND

ALL:

(Each boy lays a pair of large astronaut footprints down in front of him and he takes a step to stand on them as the curtain closes)
- Joyce Newell



MARTIAN ADVANCEMENT CEREMONY

EQUIPMENT: Martian land deeds (see below) prepared for each Cub Scout eligible to receive a badge, arrow point, or activity badge.

Large scroll (proclamation) to be read by Cubmaster.

ARRANGEMENT: Cubmaster stands at head table on which are placed copies of Martian Land Deeds for each boy receiving an award. Cubmaster holds large scroll in hands and reads:

PROCLAMATION: We, of Mars, in the interest of establishing a permanent and desirable civilization, will provide a Martian Land Deed to any earthling who can qualify for space travel and exploration by earning one or more Cub Scout badges listed on the deed. Said deed will provide one acre of Martian land for every listed badge earned by a Cub Scout.

(Calls names of boys receiving awards, identifies the award they have earned and makes presentation of deed, which has badge attached)

MARTIAN LAND DEED

In recognition of advanced training and preparation for space travel, we of the planet Mars grant _____ acres of land to Cub _____ for earning the badge (or badges) listed below:

- | | |
|--|-------------------------|
| Bobcat Badge _____ | Engineer Badge _____ |
| Wolf Badge _____ | Forester Badge _____ |
| Bear Badge _____ | Geologist Badge _____ |
| Arrow Points _____ Gold (#) Silver _____ | Naturalist Badge _____ |
| Arrow of Light Award _____ | Outdoorsman Badge _____ |
| Aquonaut Badge _____ | Scholar Badge _____ |
| Artist Badge _____ | Scientist Badge _____ |
| Citizen Badge _____ | Showman Badge _____ |
| Craftsman Badge _____ | Sportsman Badge _____ |
| Athlete Badge _____ | Traveler Badge _____ |

Wherefore, we set our hand this _____ day of _____, 19 _____.

Cubmaster

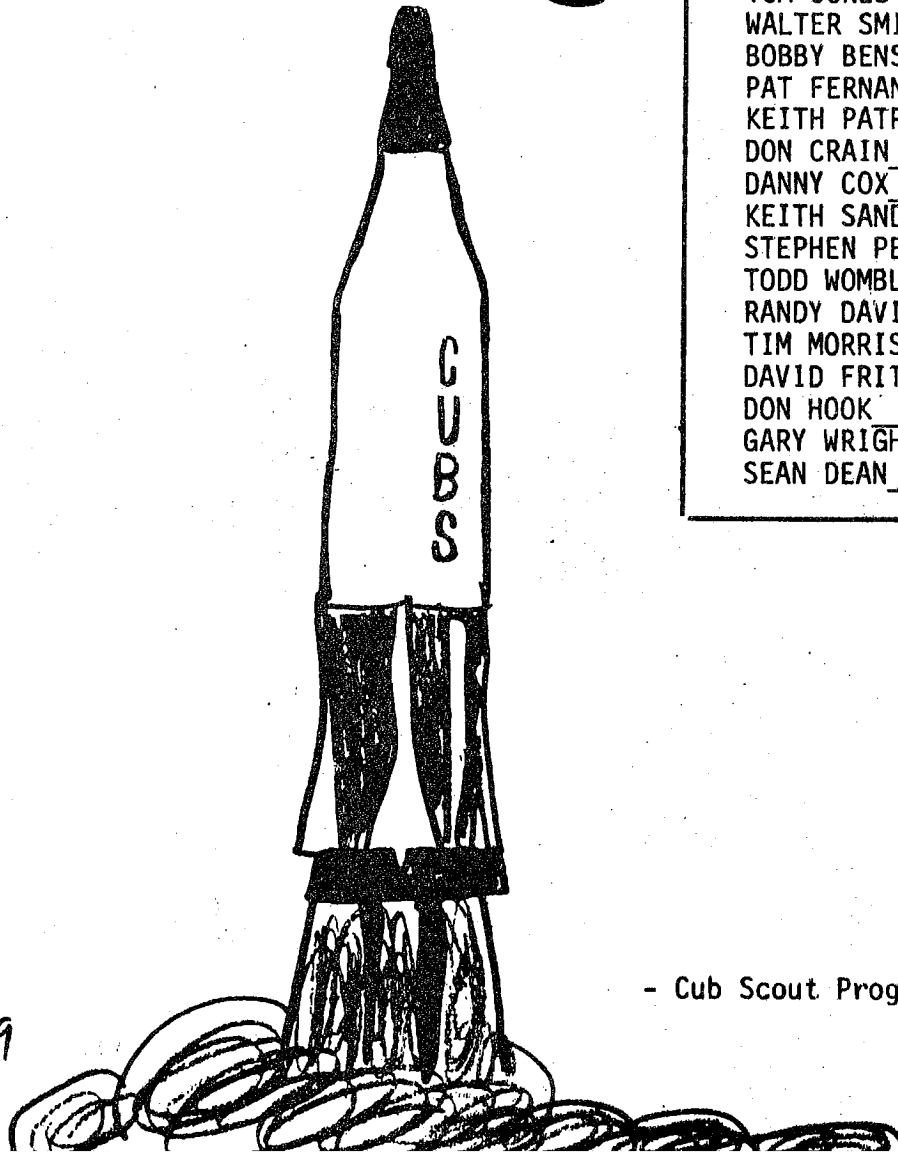
Committee Chairman

BLAST OFF INTO WEBELOS

The "Blast-Off Board" illustrated below could be used by the pack to display the names of every boy in the pack who becomes a Webelos. This large display board is placed in full view at each and every pack meeting. It inspires all to serve their God and country just as Americans like our astronauts have. When a Webelos complete his "orbit" (Webelos badges and/or Arrow of Light Award) he places on his space capsule a gold star to signify a successful mission.

Having completed this orbit, he finds himself better equipped to make the initial assault on the ranks of Boy Scouting.

BLAST OFF!

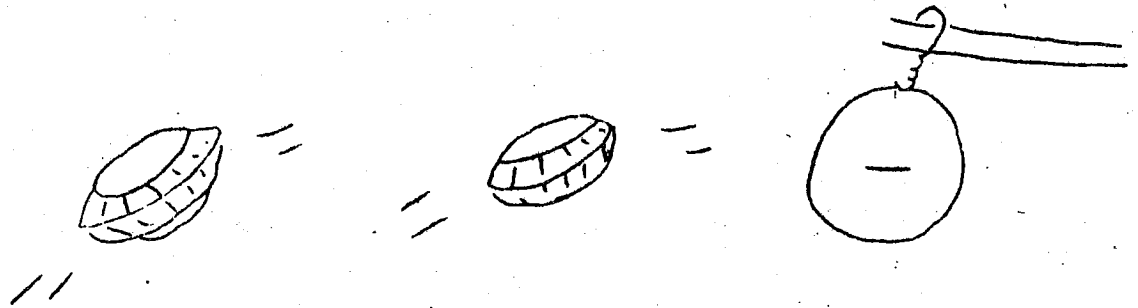


..... INTO WEBELOS!

TOM JONES	_____	▲
WALTER SMITH	_____	▲
BOBBY BENSON	_____	
PAT FERNANDEZ	_____	
KEITH PATRICK	_____	
DON CRAIN	_____	
DANNY COX	_____	
KEITH SANDERS	_____	▲
STEPHEN PERRY	_____	▲
TODD WOMBLE	_____	▲
RANDY DAVIS	_____	
TIM MORRIS	_____	
DAVID FRITCHIE	_____	▲
DON HOOK	_____	
GARY WRIGHT	_____	▲
SEAN DEAN	_____	

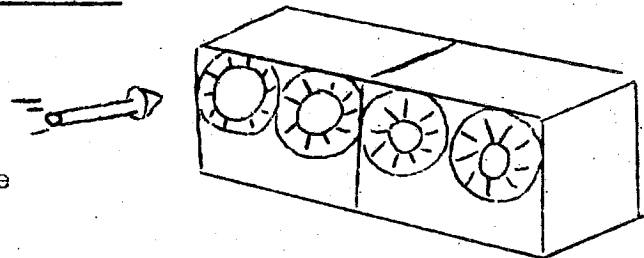
FLYING SAUCERS

Staple or glue two paper plates rim to rim. Make a hoop from a wire coat hanger and suspend it from a tree limb or a frame. Stand ten feet back and sail the "Saucer" through the hoop.



SHOOTING ROCKET

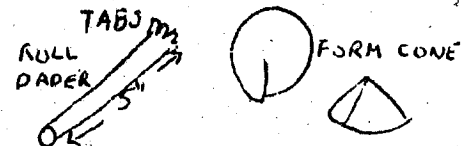
For this game you will need two medium sized cartons, and four 9" paper plates. Remove one side from each carton: stand the cartons, open sides facing out, side by side on a table.

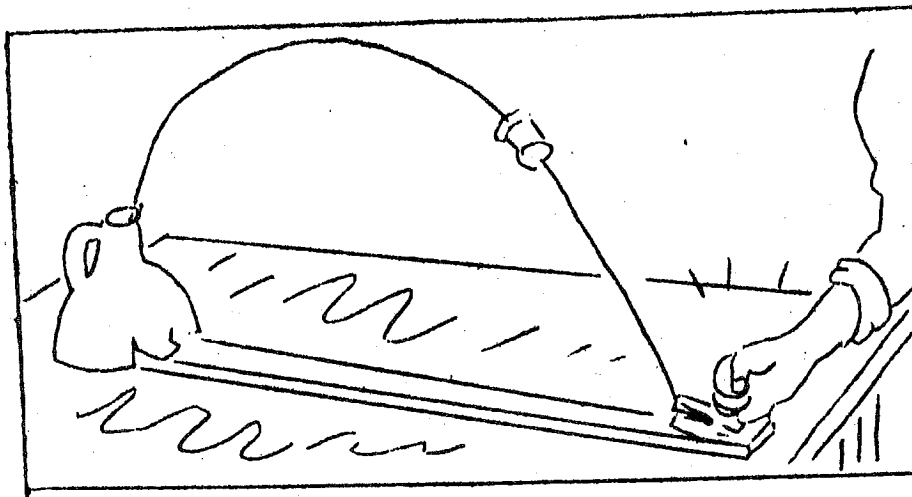


Next, in center of each plate, cut a round hole in the following diameters: 7", $5\frac{1}{2}$ ", $4\frac{1}{2}$ " and 3". On the rim below 7" hole mark a large figure 1, a 2 below $5\frac{1}{2}$ " hole, 5 below $4\frac{1}{2}$ " hole, and 10 below 3" hole. Attach the top rims of the plates to top of the cartons, starting with 7" opening and ending with 3".

For the rocket, roll and glue construction paper 4" x 5" into a tube, 5" long and 1" wide. Cut slits at one end and fold out for tabs. Cut a 3" paper circle, slit to center; overlap cut edges to make a cone 2" wide at bottom. Glue to tabs on tube.

To play the game, players stand 4 feet from cartons and try to shoot the rocket through the holes, starting with the largest hole and working along to the smallest hole. Each player gets four tries on each turn, and scores according to numbers on the plates through which he shoots. Player to reach a score of 25 first wins the game.





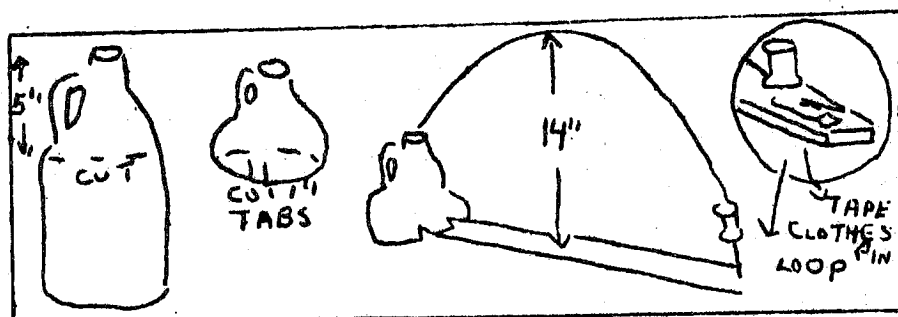
MOON SHIP FLIGHT

The materials needed for this game are a strip of wood at least 25" long, the top 5" portion of a plastic bottle, 36" of wire (at least 16 gauge), a wooden spool, and a clip clothespin. You may paint your game when finished if you like.

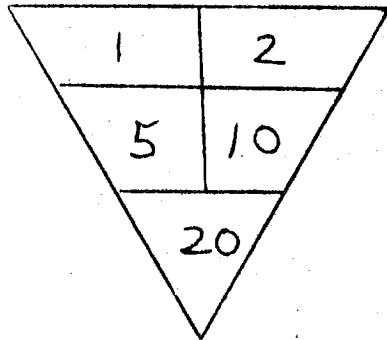
When cutting off the top of bottle, make 1" tabs on each side as wide as your wood strip, and nail tabs to wood to hold bottle securely in place. The bottle will represent the moon in your game. Near the top of bottleneck, punch a hole and insert end of wire, twisting a knot on end to hold wire in place. Slip the spool (moon ship) onto the wire. Form the wire into a curve and with a brad, fasten other end of wire to other end of wood strip. The wire arch should be about 14" high at highest point.

At end of wood strip where wire is attached, tape clothespin with closed end facing moon. Position pin so closed end will be directly under spool when it is pushed to lower end of wire arch. To send your moon ship on its way, hit the prong of the clothespin with your fist. Each player is allowed five hits for each turn. Each time the ship reaches the moon, player scores 100 points. The player scoring the highest number of points is the winner for each round.

If you want to make your game a little more exciting, paint different colored areas along the arch of the wire. If the ship gets only as far as a blue area, for instance, and not to the moon, the player gets ten points. Have each color represent a different point value.

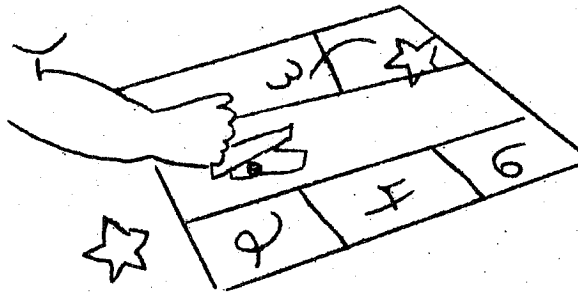


FLYING SAUCER GAME



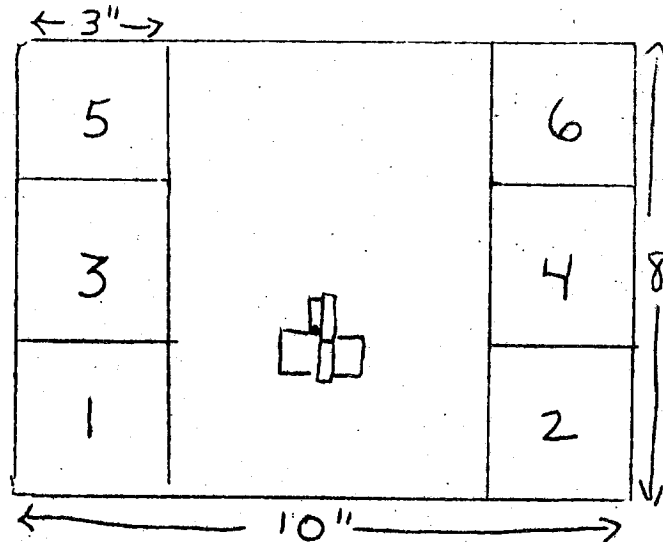
Make a board similar to shuffleboard with scores shown. For "Flying Saucers" use aluminum foil pie tins. To play, toss pie tins from a distance of 8 to 10 feet. Each player has three turns. Pie tins landing on lines are not scored, but player is given one additional chance.

SHOOTING STARS



For this game, an 8" x 10" piece of heavy cardboard is needed, plus a clip clothespin and two stars cut from the side of a plastic bottle. Have the stars about 1" across and number "1" on one side and "3" on the other side. Number the other star "2" on one side and "4" on the other side. Center the clothespin about one inch from the edge of the 10 inch side, with prongs extending outward, and tape in place.

Next rule off a 3" wide strip along each 8" side. Divide each strip into three equal sections and number from 1 to 6. To play the game, the player places a star on closed end of the clothespin and hits prong with fist. If the shooting star lands on one of the numbered spaces the score is the sum of landing number plus number on the exposed side of the star. Player then shoots second star. The first to reach 50 points wins.



A TRIP TO THE MOON

Costumes--each boy wears helmet of some kind--covered with aluminum foil. burlap sprayed in silver. Each boy carries a pillow case. Captain's suitcase is a little larger. (Crew lines up facing audience, Captain stands sideways.)

CAPTAIN: "It is now five minutes to blast off. Because the success of this trip depends on us, I cannot allow you to take excess baggage. So line up men and let me inspect your luggage.
(Captain moves to first man.)

CAPTAIN: "What are you bringing?"

1st MAN: "Sir, I am the navigator. I need my instruments to guide us on our trip." (He takes a large box of wires and junk out of sack.)

CAPTAIN: "Columbus didn't need all that stuff to discover America. Leave it here." (turning to next man) "Alright what do you have?"

2nd MAN: "Sir, I am your space doctor, I just have a First Aid Kit."

CAPTAIN: "No siree, you can't bring all of that and you don't have time to repack it. Leave it all here."

2nd MAN: "But sir-----"

CAPTAIN: "The Captain's word is Law." (Moves to next man)

3rd MAN: "What do you have?"

3rd MAN: "Sir, I am your dietician and I carry all the tubes of food." (shows all kinds of tubes.)

CAPTAIN: "We are just going to the moon not Mars, just take this one and leave the rest here."

3rd MAN: "But sir, this is not enough-----"

CAPTAIN: "Alright let me check the next man."

(The Captain goes through the same routine with each man.)

4th MAN: Engineer---excuse---tools are too heavy

5th MAN: Radarman---excuse---can't stand that weird light

6th MAN: Radioman---excuse---headphone weighs too much

7th MAN: Spacewalker---"Sir, I need my line for mu walk in space."

CAPTAIN: "You can't take it--make sure you get a sandwich before you open the space door."

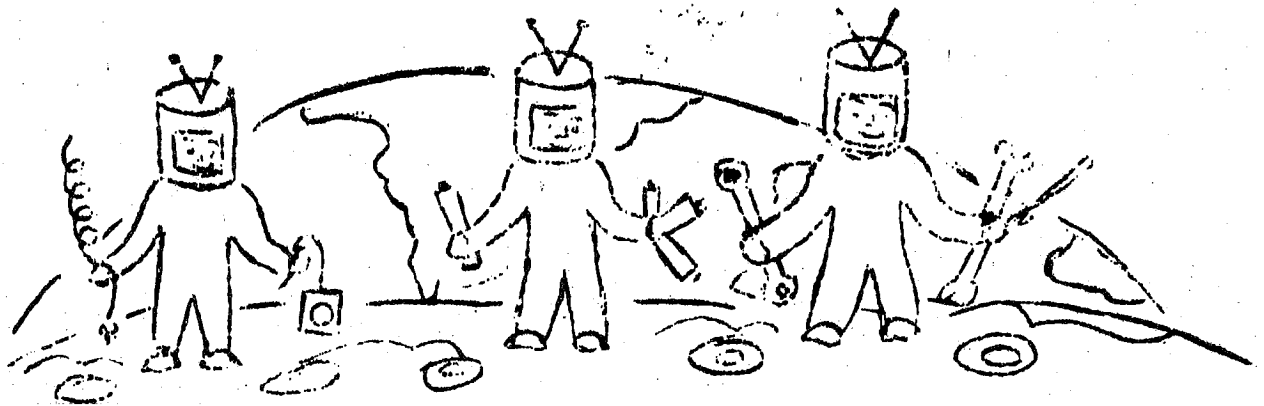
VOICE OFFSTAGE "One minute to blast-off, please board."

CAPTAIN: "Alright men, this is it. Right face, forward march."
The crew marches off stage.

CAPTAIN: (Looks around and says to audience)

"Boy, I'm glad I'm the Captain. I can take what I want."
He goes to his luggage and pulls out a giant teddy bear, tucks it under his arm, smiles at audience and walks off stage.

CURTAIN



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 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 rubberband 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!

Note: See Cub Scout Activities book for additional information on Space Derby.

SPACE DERBY LAUNCHER

Timbers:

A	4	3/4" x 3 1/2" x 72" pine
B	2	3/4" x 3 1/2" x 40" pine
C	2	3/4" x 1 3/4" x 40" pine
D	4	1/2" x 12" x 24" plywood

Fastenings:

1	2	2 1/2" butt hinges
2	4	1/4" x 5" carriage bolts
3	4	1/4" x 4 1/2" wing nuts/wash.
4	8	1/4" x 2" wing nuts/wash.
5	8	#10 screw eyes

Launching Gate:

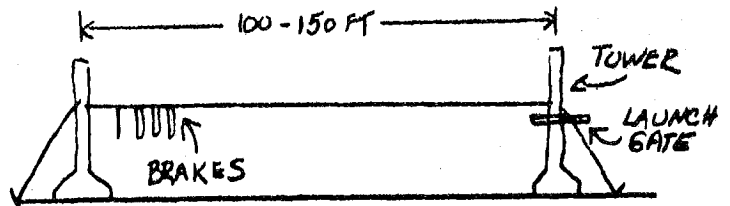
E	1	3/4" x 1 3/4" x 24" pine
F	2	3/4" x 1 3/4" x 18" pine
G	1	3/4" x 1 3/4" x 36" pine
H	8	1/4" x 3" wood dowels
J	4	1/4" x 5" wood dowels

Fastenings:

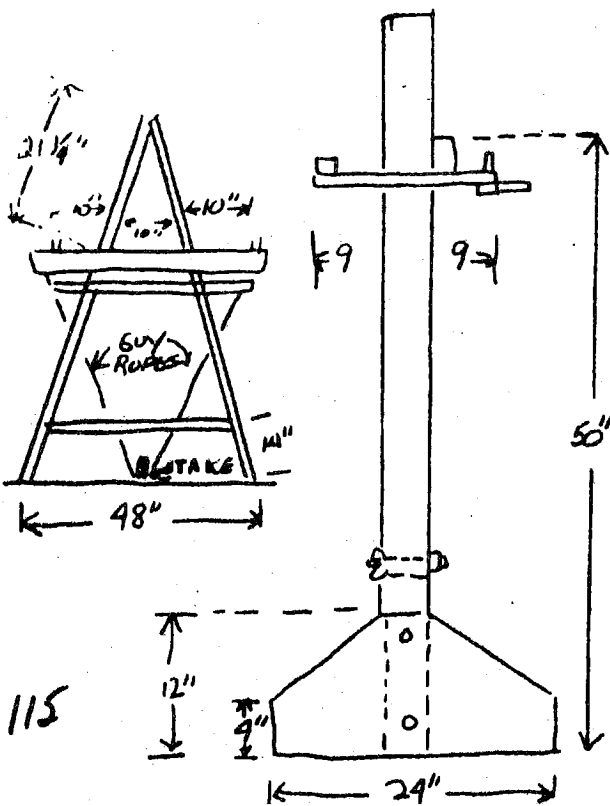
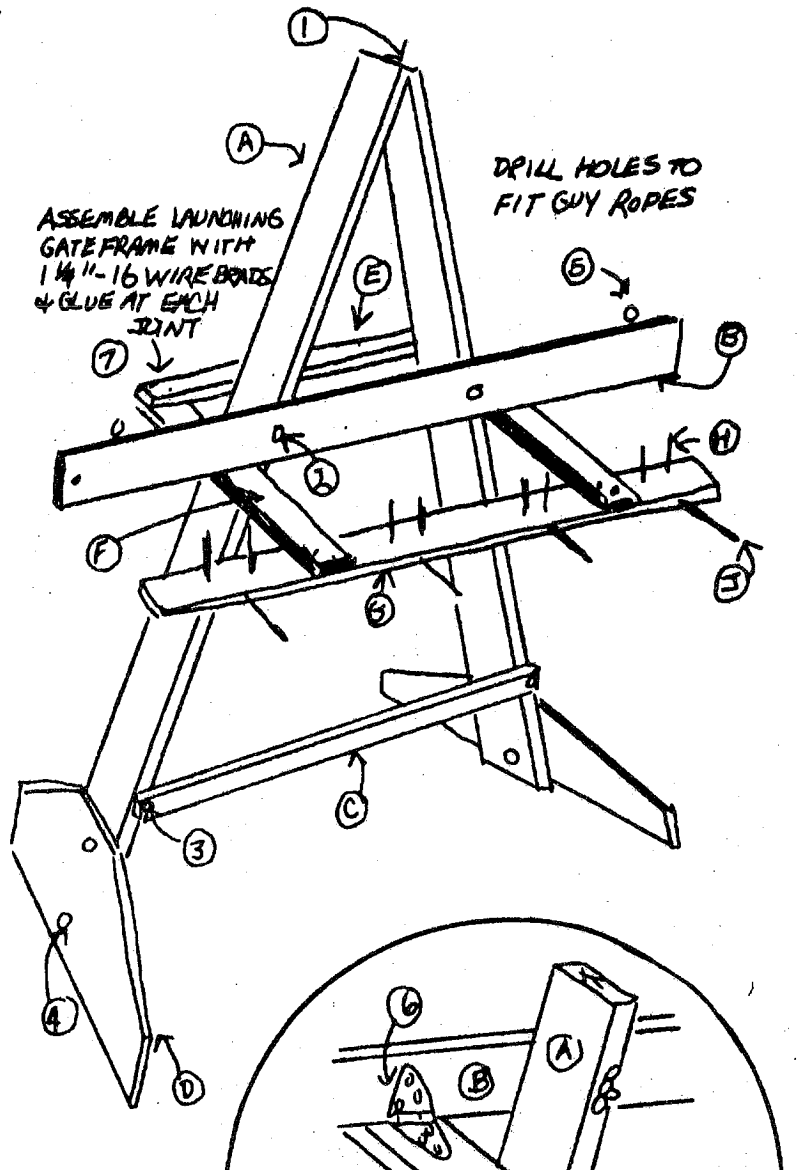
6	2	2" strap hinges
7	8	1/4"-16 wire brads
White glue		

Miscellaneous

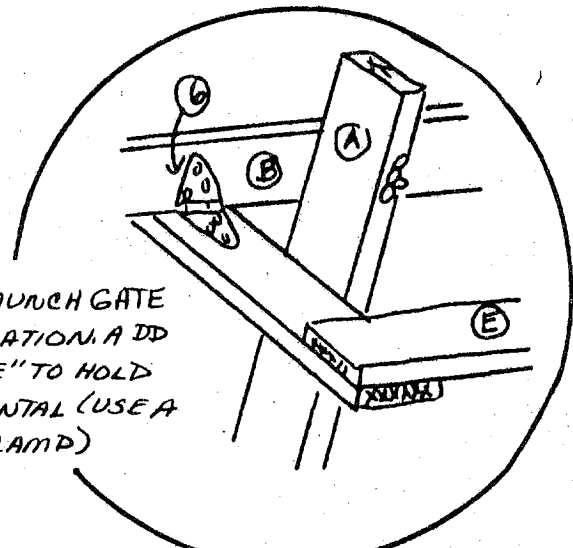
600 ft. 50 lb. test monofilament fish line; 3/17" or 1/4" rope (guy ropes)



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.



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



SPACE SHIP DERBY RULES

1. Space ships will be limited to the equipment that originally came with the kit.
2. INSPECTION: Each space ship must pass inspection by the registration and sign-up committee before it may compete. The inspectors have the right to disqualify those space ships which do not meet specifications.
3. REGISTRATION: After each ship has been approved and registered, it must be placed on the registration table and remain there until the number of that ship has been called to run. Permission to remove space ship must be received from the table monitors. A number will be placed on the bottom of the ship and the boy will receive a tag with the number on it. This is the racing number that will be announced. Each boy should be cautioned not to lose his tag. This will only slow up proceedings.
4. Starting officials will place the space ships on the tracks.
5. HEATS: Each space ship will have the propeller wound 50 times by a racing official. Each ship will be allowed to race on each lane being used in the heat. First ship will receive 3 points, Second ship 2 points. Third ship 1 point. And Fourth Ship no points. The space ship with the most points at the end of the heat goes into the finals. In case of ties, points will be awarded. First tie: $2\frac{1}{2}$ points. Second tie: $1\frac{1}{2}$ points; Third tie $\frac{1}{2}$ point, to each ship in the tie.

SCORE CHART

Space ships will rotate clockwise so that if there are four ships in the race, each one will race four times; likewise, if there are three ships in the race, each will race three times, etc.

1st place space ship:	3 points..	If tie:	$2\frac{1}{2}$ points each
2nd place space ship:	2 points.	If tie:	$1\frac{1}{2}$ points each
3rd place space ship:	1 point	If tie:	$\frac{1}{2}$ point each
4th place space ship:	NO POINTS		

The ship with the most points goes into the finals and will be returned to the registration table and will not be removed until the number is called again to race. If two space ships have the same points, they will both run in the finals, etc.

HEAT NUMBER

	1st place	2nd place	3rd place
Lane 1			
Lane 2			
Lane 3			
Lane 4			
Total points:			



Back yard

Adventure

July 1982

PACK CEREMONIES

OPENING

Use this recipe as the basis for a ceremony:

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

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

ADVANCEMENT

Cubmaster - We have several Cub Scouts to honor today for the hard work they have done since our last meeting. With the paper plates, we have the Bobcats. (Call boys and parents forward. Pull Bobcat pin/badge attached to a paper plate from a picnic basket. Present awards and give congratulations.

(Present other badges in same manner: Wolf - napkins; Bear - paper cups; Webelos badge and activity badges - plastic forks; arrow points - plastic spoons, etc.)

You have seen all of the things that help make a picnic meal fun - except the food. These young men and their parents represent the thing that makes the pack grow and thrive. They are as important to a pack as food is to a picnic. Let's wish them well as they continue on their trail to Boy Scouting.

CLOSING

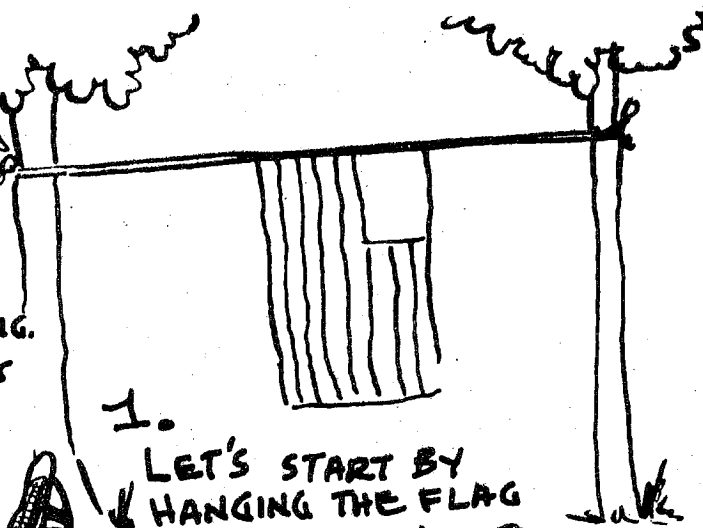
The Pledge of Allegiance is always a good way to begin or end a pack meeting or activity. If it is at night and you forgot to bring your flag, remember there is a U.S. flag standing on the moon, planted there by a former Boy Scout. It is appropriate to stand and salute this flag even though it can only be seen through the imagination.



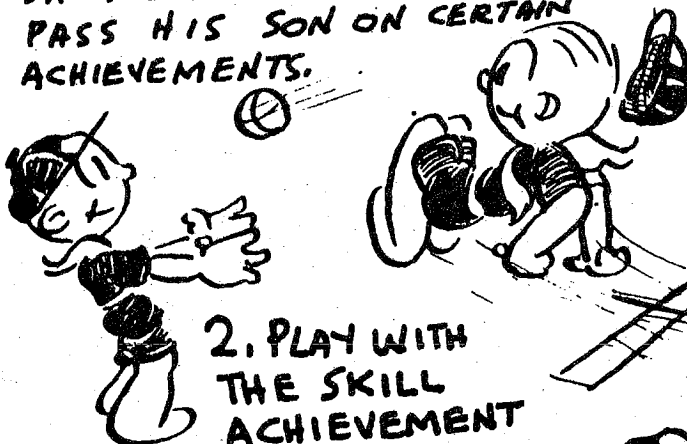
ADVENTURE Trail

IF DAD RUNS HIS OWN SON THROUGH THAT'S GOOD CUB SCOUTING. IT'S FUN - IT'S A GAME. IT GIVES DAD A CHANCE TO INSTRUCT OR PASS HIS SON ON CERTAIN ACHIEVEMENTS.

1. LET'S START BY HANGING THE FLAG CORRECTLY



2. PLAY WITH THE SKILL ACHIEVEMENT



3. THE CUB SCOUT MAKES THINGS. TRY A CATAPULT, A RAFT OR BOAT. MAKE FROM MATERIALS FOUND ON GROUND.



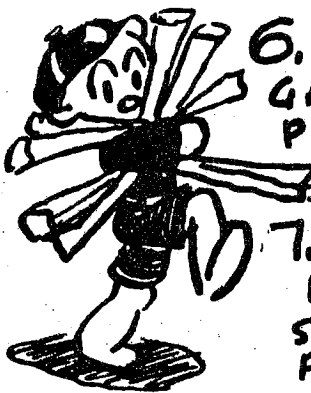
4. COIL AND THROW A ROPE HIT A 2' MARK 20' AWAY.



5. A CUB SCOUT COLLECTS THINGS.



6. A CUB SCOUT HELPS. GATHER FIREWOOD OR PICK UP PAPERS ON THE GROUND.



7. A CUB SCOUT IS CLEAN SHOW THE PROPER WAY TO WASH



8. OUTDOOR CHEF

YOU DON'T LOOK TOO HOT!



TREASURE HUNT

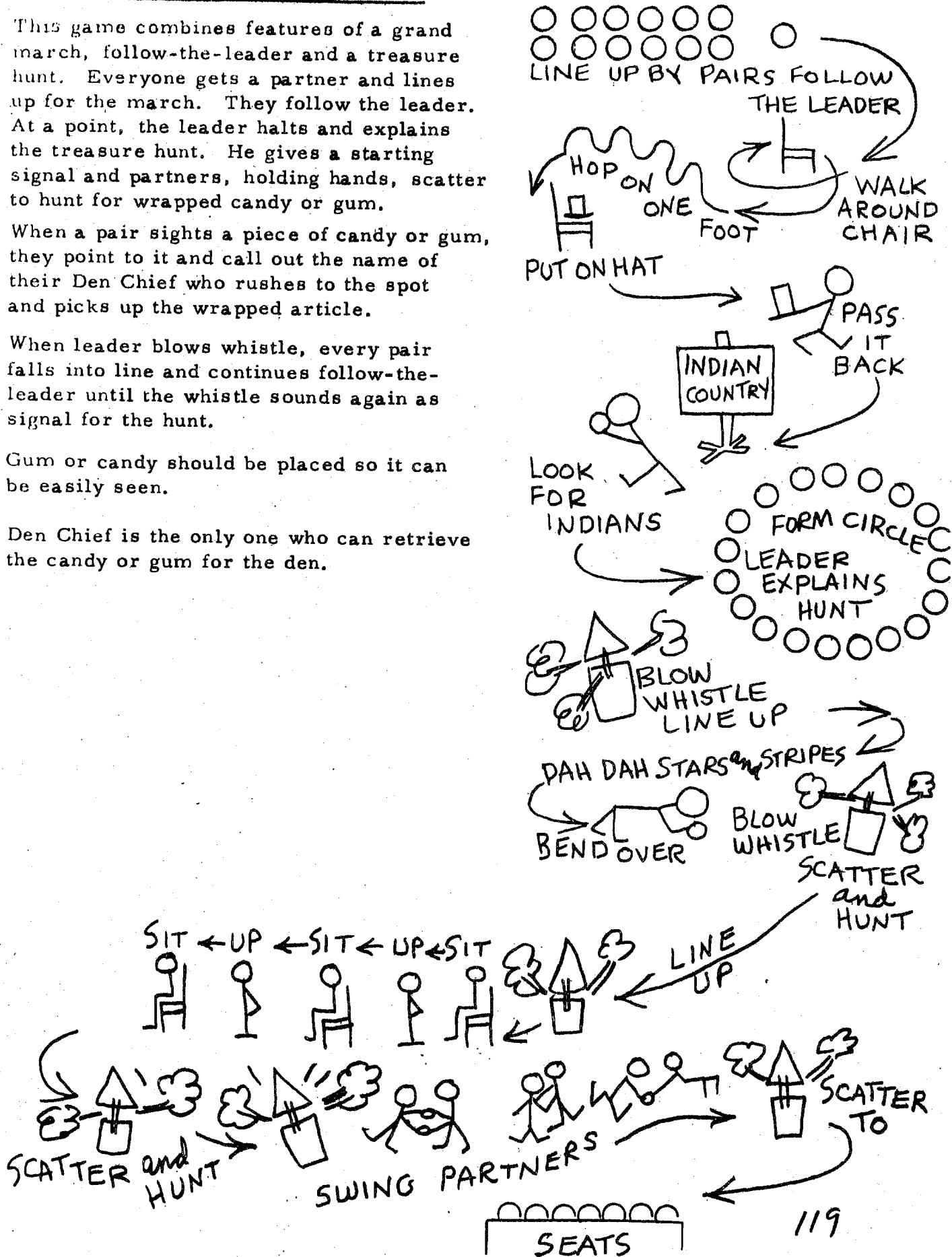
This game combines features of a grand march, follow-the-leader and a treasure hunt. Everyone gets a partner and lines up for the march. They follow the leader. At a point, the leader halts and explains the treasure hunt. He gives a starting signal and partners, holding hands, scatter to hunt for wrapped candy or gum.

When a pair sights a piece of candy or gum, they point to it and call out the name of their Den Chief who rushes to the spot and picks up the wrapped article.

When leader blows whistle, every pair falls into line and continues follow-the-leader until the whistle sounds again as signal for the hunt.

Gum or candy should be placed so it can be easily seen.

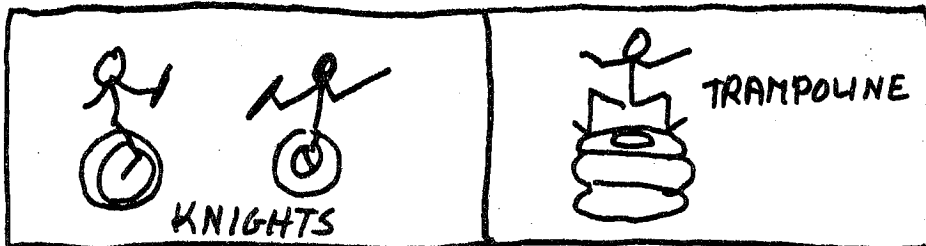
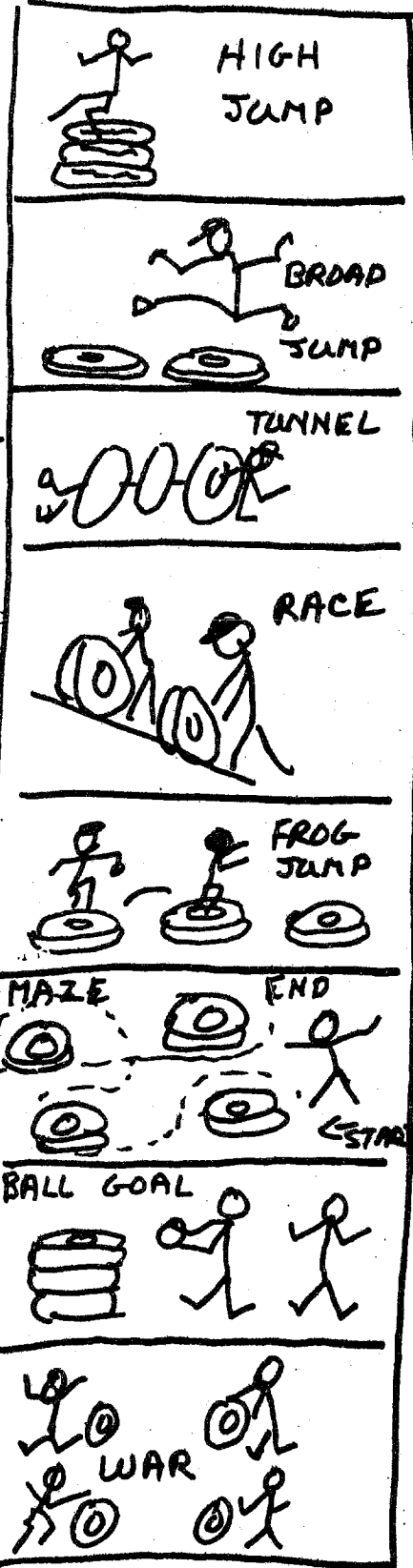
Den Chief is the only one who can retrieve the candy or gum for the den.



"BACKYARD FUN WITH TIRES"

Here are a few suggestions for games for one or more players. Many other games will, quite naturally, be invented by the players as they use their tire toys.

1. HIGH JUMP: Place one tire on ground. Players line up and in turn start from a marked point and jump the tire. When all players have jumped, another tire is added, and the jumping begins again. The one clearing the highest stack of tires is champion.
2. BROAD JUMP: This is played the same as high jump, except the tires are placed flat on the ground with tires added lengthwise until the winner is determined.
3. TUNNEL: (Obstacle) Prop the tires together. Players, one at a time, must crawl through without knocking down any tires.
4. RACE: Each player places his tire at a marked starting line, and at a given signal, gives a strong push to his tire. The tire that goes farthest without falling over determines the winner.
5. FROG JUMP: Players line up in front of a line of tires. At a signal, first player jumps frog-style into the first tire and speeds on to second tire. Second player jumps into first tire, and so on down the line. Each must keep going to clear the path for "frog" behind him. (Or make a relay.)
6. MAZE RUN: Players take turns running the maze. Place tires in a zig-zag. Player starts at first tire to second tire, then third and so on, without stopping. The one to finish without losing his balance wins.
7. BALL GOAL: Stack 3 or 4 tires evenly. Players line up 6 or 8 feet from tire stack, and take turns with a large ball. Count 1 point for each goal made. The winning score is 10 points.
8. TIRE WAR: Players stand in a circle facing each other, with their tires 6 feet apart. At a given signal they shove their tires toward center. Tires left standing win.
9. KNIGHTS: 2 players, using cardboard dowel from clothes hangers for swords, balance on tires with feet inside rim (feet must not touch ground). Knights battle with swords to knock opponent off balance. First to do so is winner.
10. TRAMPOLINE: Use either 1, 2, 3, or 4 tires stacked (depending on age and competence of player.) Jump while counting. Try to count to 100 without stopping. This is a good muscle builder. Also try rotation around the tire as you bounce.



HIKING GAMES ARE LOTS OF FUN

When did you last watch a colony of ants? Or investigate a hollow tree? Or an unbeaten path? These are a few of the things that you rediscover when you go hiking. The fun of hiking lies in observing everything around you as you walk. Try some of the games listed below on your next hike, then make up some of your own.

Obstacle Course - Some boys have never climbed a tree, walked a log, gone through a fence, chinned themselves on a tree trunk. To give them this experience, pick a trail which will provide such an obstacle course. Don't destroy any property or trespass.

Once Around the Block - Hikers go 'once around the block' then their observations are tested. Who has seen the most round things? What kinds of trees were seen? What did you see that was orange? Etc.

Night Hike - In areas where it is safe to go walking at night, try a hike after dark. Flashlights may be carried. See how different things look, smell and sound at night. Being out in the unfamiliar dark is an adventure in itself.

Big Game Hunt - See how many different animals you can find. Decide ahead of time if birds and insects are to be included. Boys will learn to identify different species.

String Along - Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. You may be in for a surprise, for it is not unusual to find 20 or more things! Now stretch a string in a line. See how many different things touch it.

Come to Your Senses - Hike, stopping often to see, hear, feel, smell and, with caution, taste things along the way. Feeling is a special delight; touch the bark of trees, moss, flower petals. Sniff the air for things you never smelled before. Listen for sounds you might never have heard otherwise.

A Wonder-Full Hike - At each destination point or rest stop, each person tells of the "most wonderful" thing he has seen on the way. Stops can be as frequent as you desire.

Stop and Spot - While hiking the leader stops and says, "I spot a _____" naming a familiar object. Everyone in the group who sees the object raises his hand. This is a good observation game.

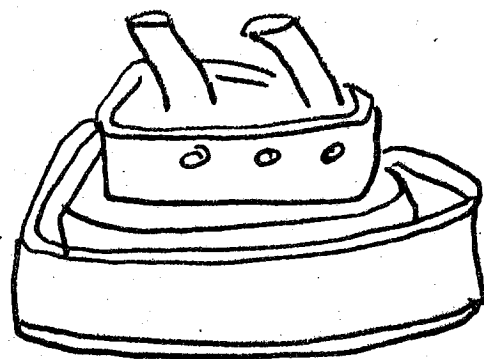
Craft Hunt - Look for and collect natural craft materials: cones, driftwood, seed pods, dried weeds, stones, etc. (Don't take living materials, for many plants will die if uprooted) You will have fun hunting and will enjoy making things from your materials later.

HAM CAN BOATS

Materials:

3, 5, 7-pound ham cans

Seal the cut edges. The cans may be painted with enamel or acrylics. Paint cardboard pieces with several coats of enamel to make water-resistant. To attach each mast, fill a jar lid with plaster of Paris. Insert the bottom of the mast into the plaster and let set. Glue the jar lid inside the boat. Use household cement for all gluing.

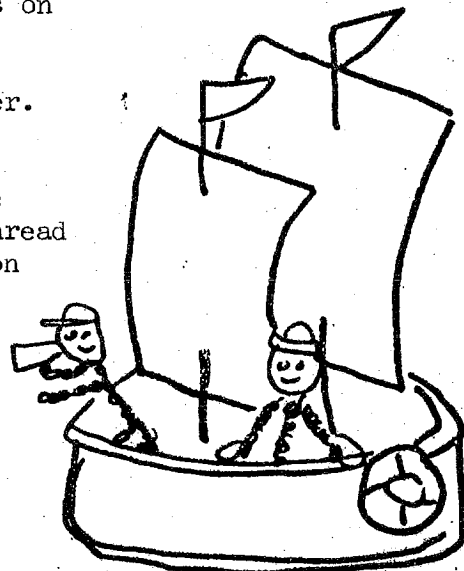


STEAMER

All three sizes of cans. Paint the cans, 7-lb. can for the hull. Invert and glue 5-lb. can inside. Invert and glue 3-lb. can on top of the 5-lb. can. Add portholes on sides of steamer. Cardboard roll for smokestacks--3" long. Cut ends at an angle so smokestacks are slanted on top of steamers. Paint and glue to steamer.

SAILING SHIP

5-lb. can for hull. Masts -2 thin wooden dowels. One 11" long and one 14". Glue masts inside the hull. Thread sails, cut from plastic coated shelving paper. Glue on flags. Life preserver-cut a 2" circle from plastic bottle; remove 1" circle in center. Wind the ring with string completely. Insert the ends of string under wrappings. Glue 4 pieces of colored string around life preserver at even spaced intervals. Hang on side of boat.

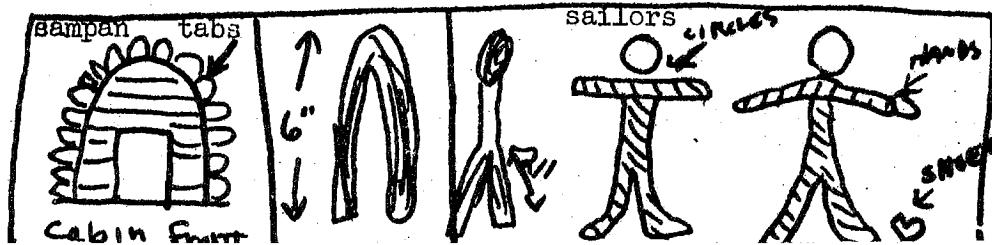
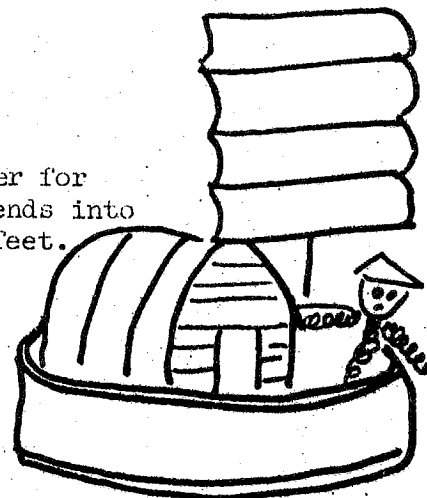


ORIENTAL SAMPAN

5-lb can for hull. For roof on cabin inside the sampan, cut a strip of cardboard, 5" x 14". Paint strips: bend to shape an arch, gluing and taping the ends inside the hull. Cut pieces of cardboard with tabs for back and front of cabin. Cut door in front, mast in front of cabin, 14" long. Sail from plastic coated shelving paper. Draw lines crosswise, glue to mast.

SAILORS

Fold two pipe cleaners, 12" long, in half. Twist together for the head and body to within 2" of the free ends. Divide ends into pairs and twist together for the legs; bend the ends for feet. Arms, twist two 5" pipe cleaners together; twist center around the body. Head, cut two 1" circles from plastic-coated paper. Glue circles over the top of body. Add yarn hair and paint on features. Cut pairs of hands and shoes from paper and glue to body



AQUARIUM PAPER WEIGHTS

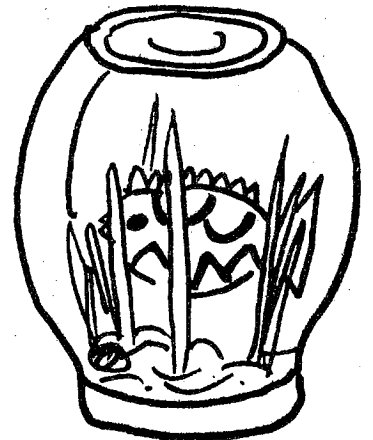
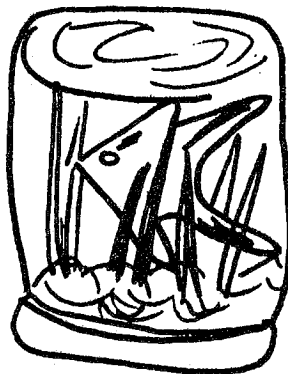
The scene is arranged and glued in the lid of a small jar; then the jar is filled with water and glitter, and the lid glued on. Be sure to wash and rinse the jar and lid thoroughly before starting.

Use small, round jars with screw-on lids, such as those from cherries or marmalade, or junior-size baby food jars. Use household cement for all gluing and acrylic paints for painting. Paint the outside of the lid. Glue a few tiny pebbles and shells in the lid, keeping the arrangement a way from the sides of the lid so that you can screw the lid back on the jar. Using a sharp knife, cut grass and seaweed from plastic foam egg cartons or foam trays. (If you use trays, paint them green.) Glue them to the stones and shells in the lid. Now, temporarily place the jar over the lid to see how it will look, and to be sure the arrangement fits in the jar. Remove the jar. Glue a few tiny shells on the seaweed.

Cut fish from foam egg cartons or trays. (Paint trays bright colors.) Insert and glue a piece of thread into the bottom of each fish. Glue the other end of the thread inside the lid. To make sure the fish fit inside the aquarium, place the lid on the jar (aquarium is upside down) so the fish hang inside. Remove the lid.

Fill the jar with water. Pour one or two teaspoons of silver glitter into the jar. Then, coat the inside rim of the lid with glue, and screw the lid tightly onto the jar.

Wipe the excess water off and set the jar upright (with the lid on the top side); for at least an hour, until the glue is dry. Then turn the jar over, shaking gently so the glitter swirls in the water.





CUB
SCOUT
FAIR

August 1982

IDEAS FOR THE FAIR

- PEEPHOLE GALLERIES: Each boy may be asked to prepare a peephole shoebox with an appropriate sign.
- PUZZLE SHOP: Ask 2 or 3 boys and their dads to make giant-sized puzzles as described in Den Chief's Denbook.
- CRAFT EXHIBIT: Invite each boy to bring his best craft article.
- FARM MACHINERY SHOW: Prepare a large wall display of color photos of farm machinery. (Can be secured from local farm-implement dealers. Photos of cars may be used for an auto show.)
- LIVESTOCK EXHIBITS: Have each den collect colored pictures of various breeds of horses, cattle, dogs, sheep, pigs, cats, or ?
- GUESSING JAR: Use jar of beans and participation cards.
- RECRUITING & INFORMATION BOOTH.
- REFRESHMENT STAND: Sell soda, popcorn, cookies, coffee, etc.
- BALLOON MAN: Inflate and sell colored balloons.
- BICYCLE EXHIBIT: Attach tags to a bike, showing safety points. Display a chart showing rules for safe riding and proper hand signals.
- PRODUCE EXHIBIT: Have boys bring best local vegetables or fruits.
- MOTHERS' COOKIE SALE: Mothers bake cookies and committee sells them with cookie recipe provided by mother.
- GENERAL PROGRAM COMMITTEE: arranges materials and recruits judges to run the activities.
- PUBLIC ADDRESS STAND AND RECORD PLAYER.
- CEREMONIES: Have advancement and participation awards.

GAMES

Tug-O-War, Stilt races, Top Spinning, Catch the Greased Pig (use a greased football), Catch the Calf's Tail ('tail is looped on boy's belt and others try to get it).

OPENING

Stop the recorded music during opening ceremony. Gather the crowd into a central area. Sing Calliope Song from the Cub Scout Songbook. (Have words written on large piece of butcher paper for all to sing-along). Present the colors and lead the Pledge of Allegiance. Restart the recorded music and announce that the fair is now open.

CLOSING

Form all Cub Scouts into a circle with their families behind them and lead them in the Cub Scout Promise, followed by singing Good Night, Cubbers from Cub Scout Songbook.

PET PARADE

This stunt may be performed on stage, with each player taking one sound. It may also be done as an audience participation stunt, with the audience divided into 8 groups.

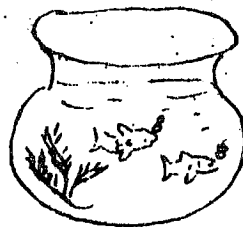
- | | |
|---|------------------------------------|
| DOG - - - - - (Arf, Arf) | MOUSE - - - - (Squak, Squeak) |
| PARROT - - - - (Pet Parade, Pet Parade) | GOAT - - - - - (Maa, Maa) |
| CAT - - - - - (Meow, Meow) | CROW - - - - - (Caw, Caw) |
| GOLDFISH - - - (Pop, pop, pop) | ROOSTER - - - (Cock-a-doodle-doo!) |

There was a great rejoicing among the children of the town of Hamstead when it was announced that there would be a Pet Parade. For weeks beforehand, they talked of little else. Jim built a special float for his DOG ___; Dick taught the words "Pet Parade" to his PARROT ___, and Peggy sewed a complete clown costume for her CAT ___. Even the GOLDFISH ___ were excitedly awaiting the great occasion. Morris, the newsboy's white MOUSE ___, when informed of the parade, practiced until he could quiver his whiskers so rapidly they were hardly visible. Other favorites -- a GOAT ___, a CROW ___ and a ROOSTER ___ -- were brushed, combed and overfed in preparation for the event.

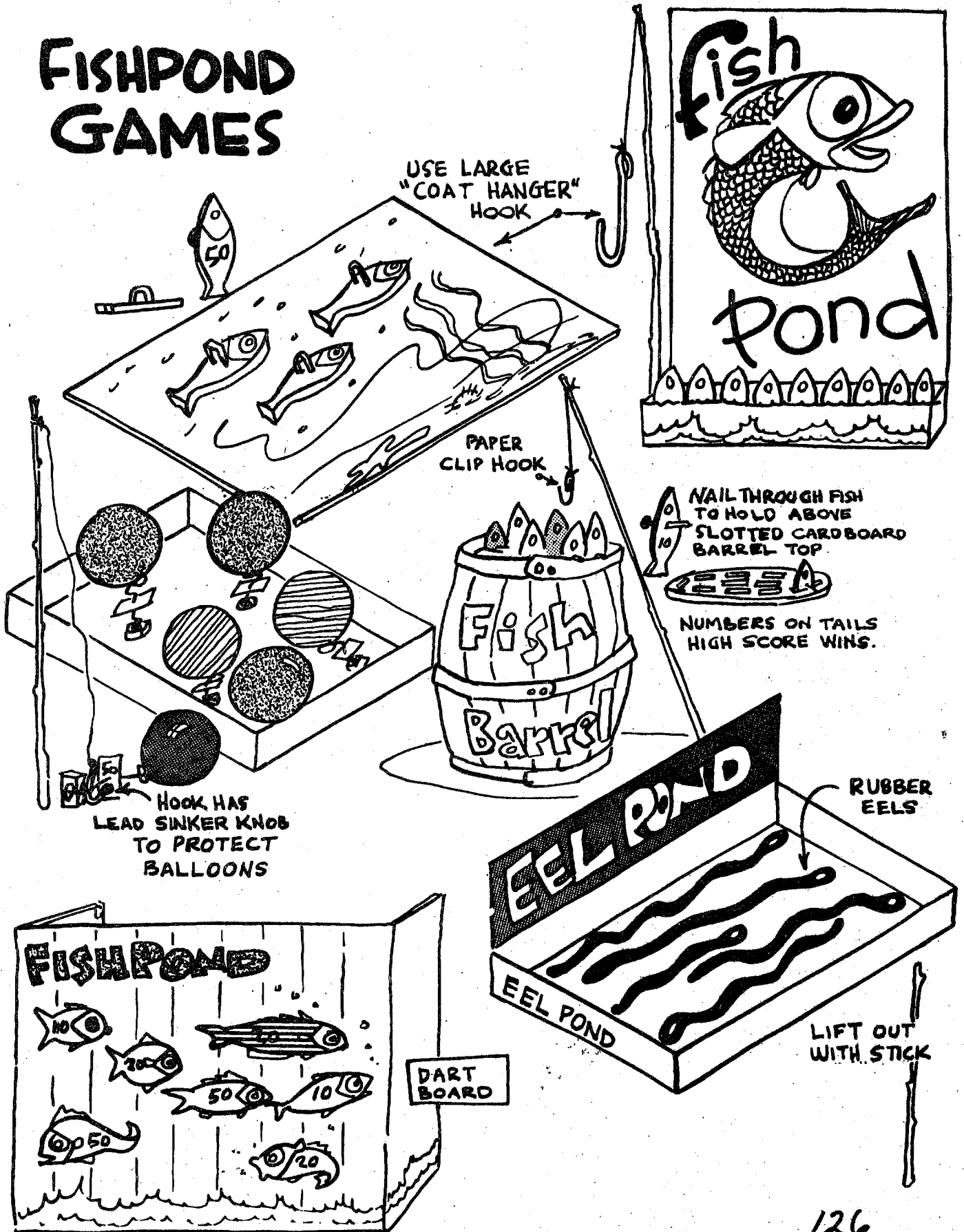
At last the great day arrived! The townspeople lined the sides of the street, whistles blew, and the parade began. Down the street came Jim and his DOG ___, Dick and his PARROT ___, Peggy and her CAT ___. Morris, the MOUSE ___ quivered his whiskers faster than he had ever done before. The CROW ___ and the ROOSTER ___ sang with delight, and the GOLDFISH ___ gurgled happily in their specially decorated bowl. The people laughed at the antics of the GOAT ___. The sun shone brightly and all seemed well ... but suddenly, there was a strange movement along the parade of children and animals. Dick had forgotten to lower the door of his pet's cage and out flew the PARROT ___ in great excitement. Annoyed by the barking, she took a sharp tweak in the nose of Jim's DOG ___. In a frenzy, the DOG ___ jumped from his float and leaped up at the CAT ___, who dashed out of Peggy's arms. They ran among the children, upsetting cages and terrifying the GOLDFISH ___ and the ROOSTER ___. Morris, the MOUSE ___, was so startled his whiskers stopped quivering, and the GOAT ___ began chewing the cage of the CROW ___.

The noise was deafening! Years later people remembered that terrible day! For miles around, they said, you could hear the DOG ___, the CAT ___, the PARROT ___, the MOUSE ___, the GOAT ___, the CROW ___, the ROOSTER ___ and even the GOLDFISH ___! You could hear them all at once too! (Everybody) And that was the last time Hampstead had a Pet Parade.

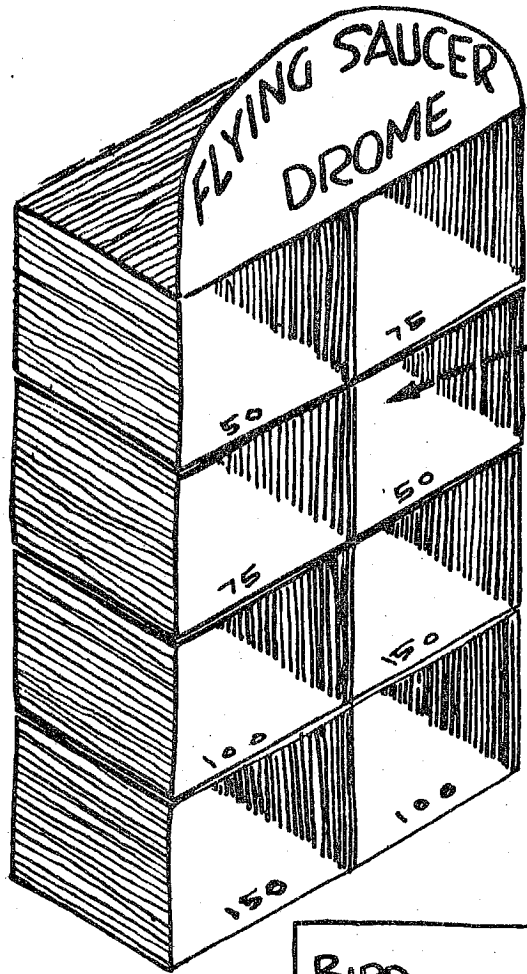
Balboa District Pow Wow
Pow Wow Book 1968



FISHPOND GAMES



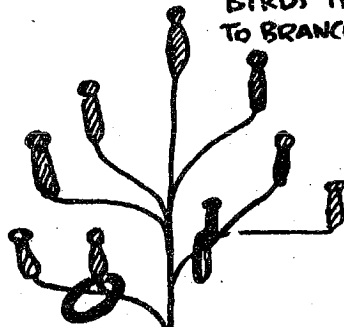
CARDBOARD CARTON GAMES



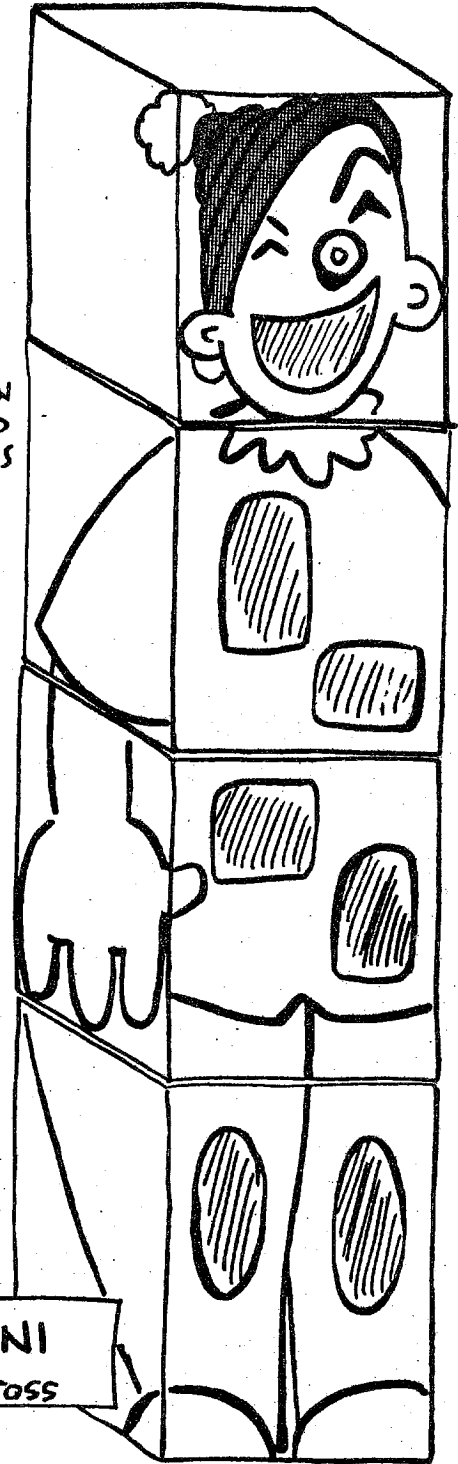
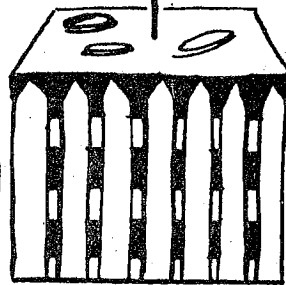
PAPER PLATES
THROW



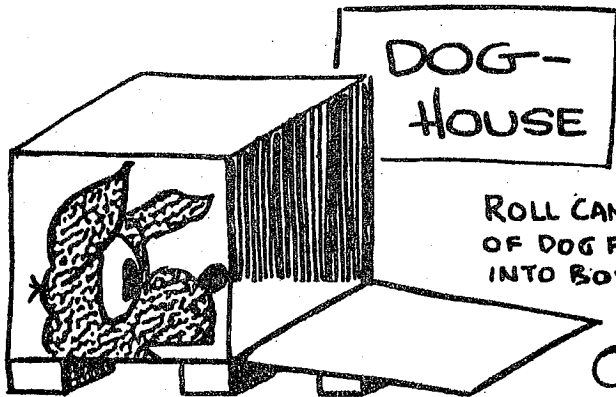
CLOTHESPIN
BIRDS TIED
TO BRANCHES



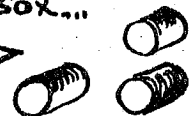
BIRD
CATCHERS
JAR RING THROW



BAGGININI
BEANBAG TOSS

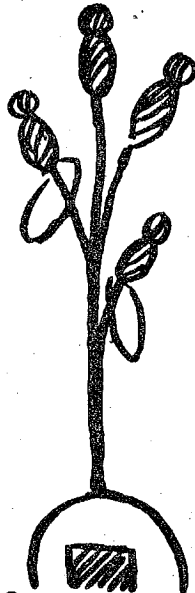


ROLL CANS
OF DOG FOOD
INTO BOX...

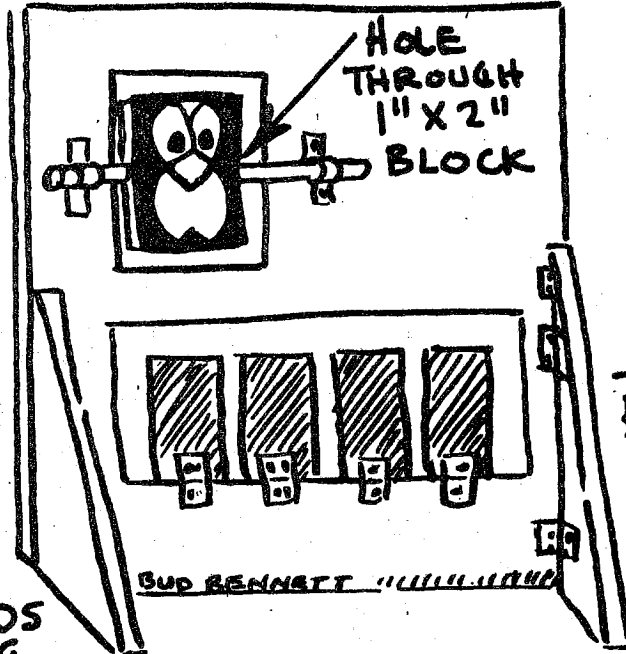


TOSS 'N' BOARD

CUT FRUIT JAR RINGS



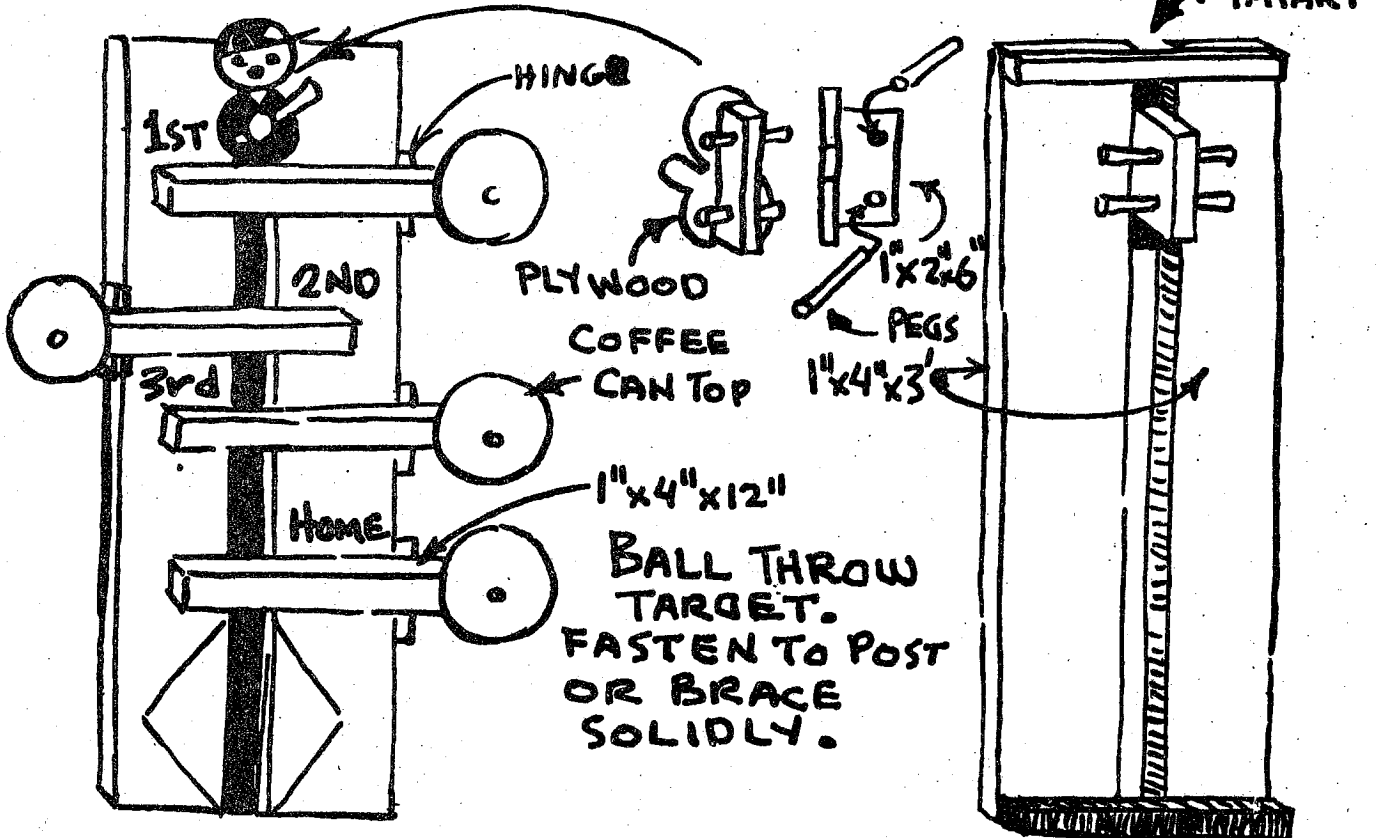
WRAP LIMB ENDS WITH CLOTH & TAPE TO MAKE BIRDS FOR RING TOSS.



HOLE THROUGH 1" X 2" BLOCK

BUD BENNETT

BACK OF BEAN BAG OR BALL BOARD



HINGE

1st

2nd

3rd

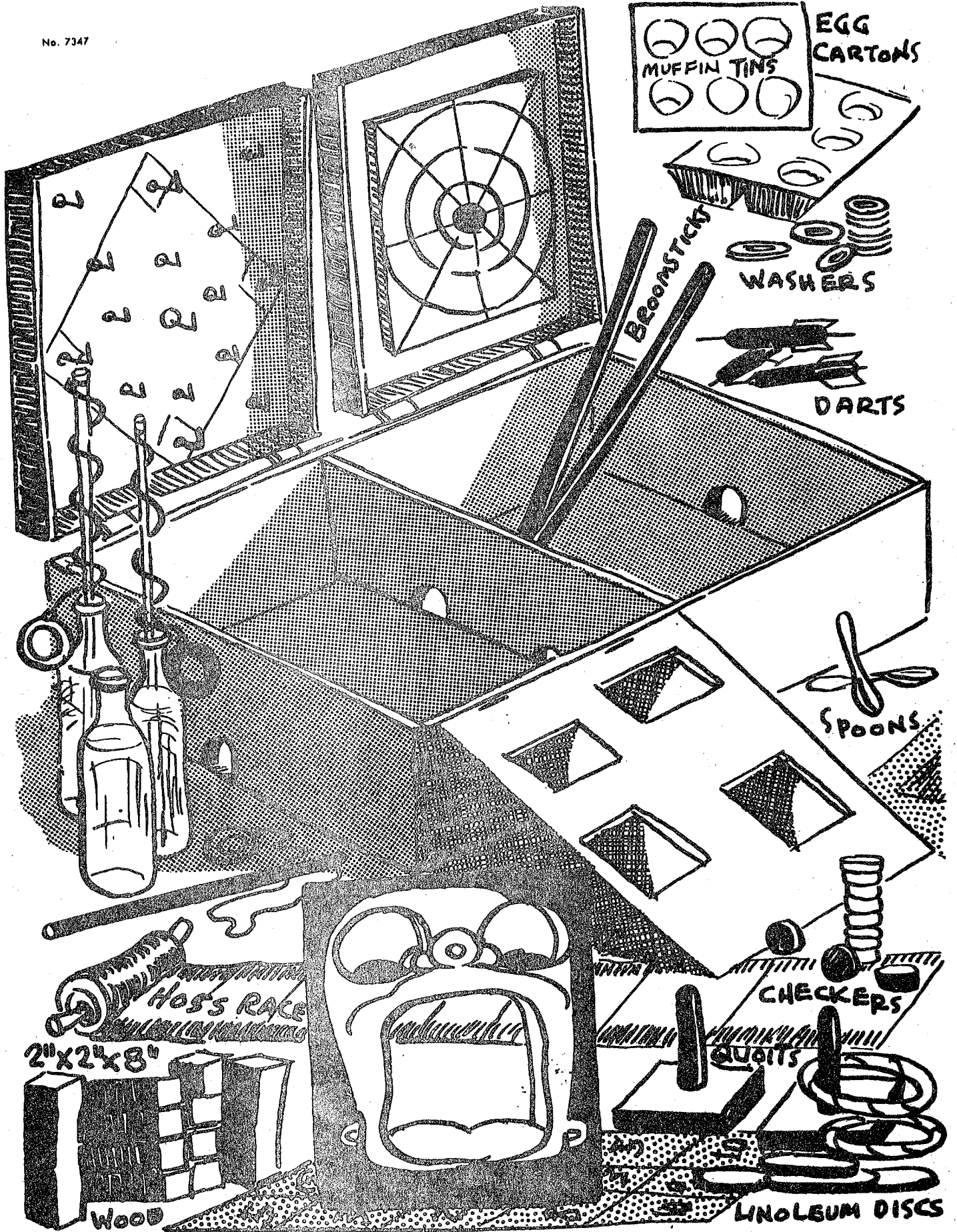
HOME

PLYWOOD COFFEE CAN TOP

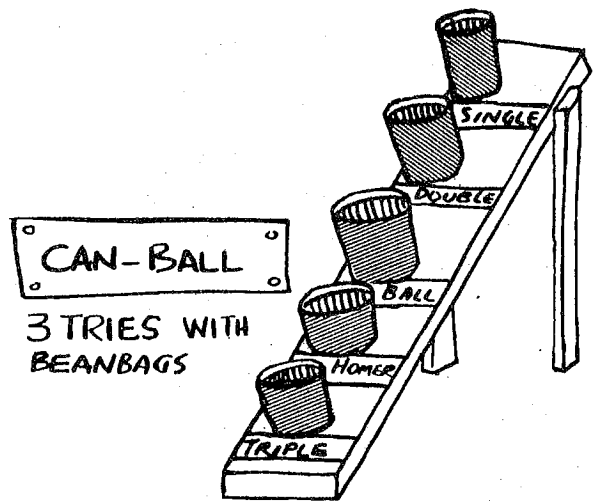
1" X 2" X 6" PEGS 1" X 4" X 3"

1" X 4" X 12" BALL THROW TARGET. FASTEN TO POST OR BRACE SOLIDLY.

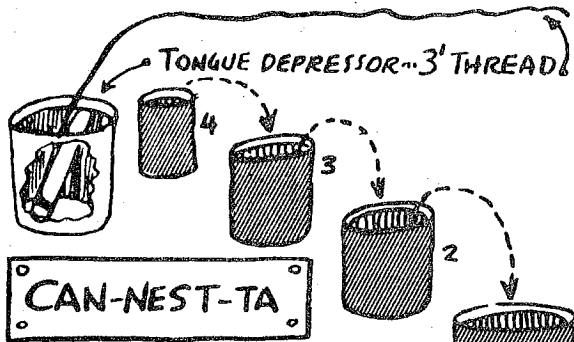
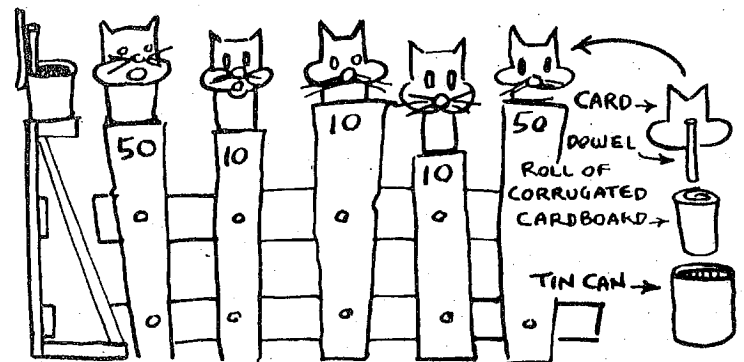
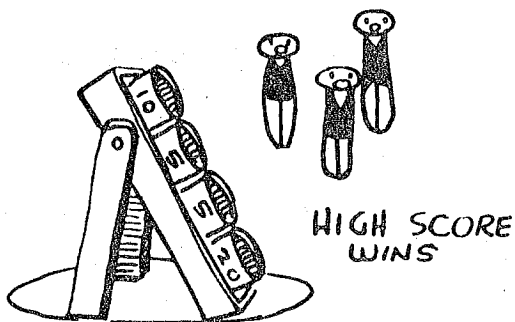
1/4" APART



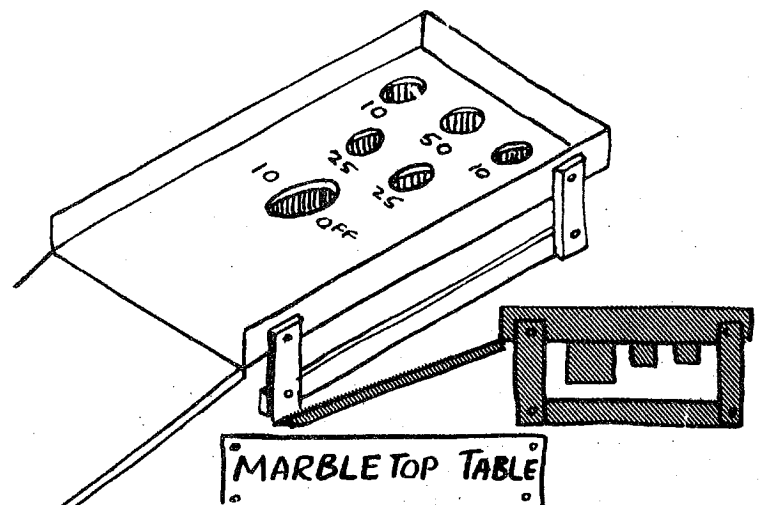
TIN CAN GAMES



PIN-INTO

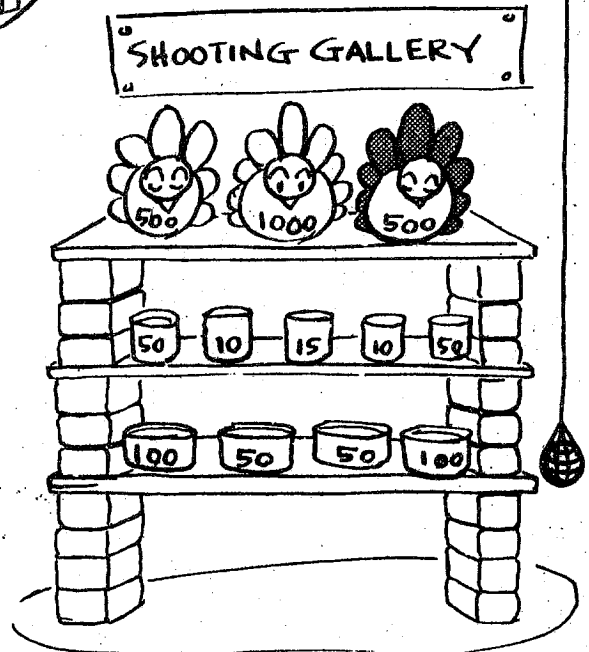
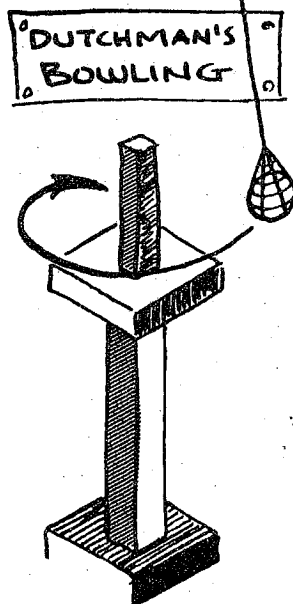
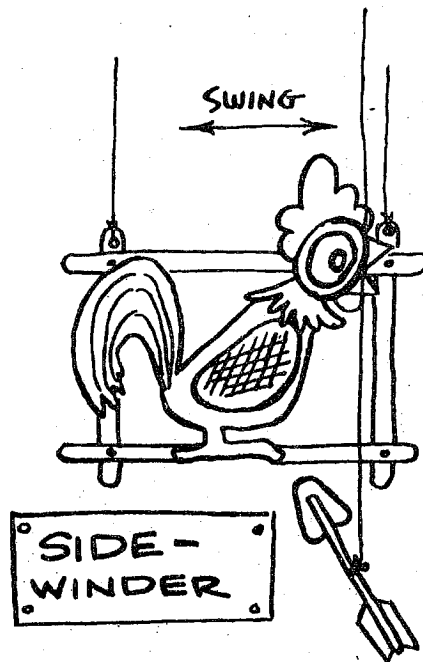
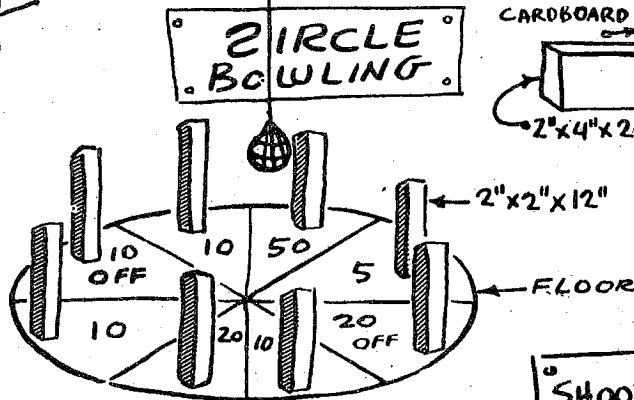
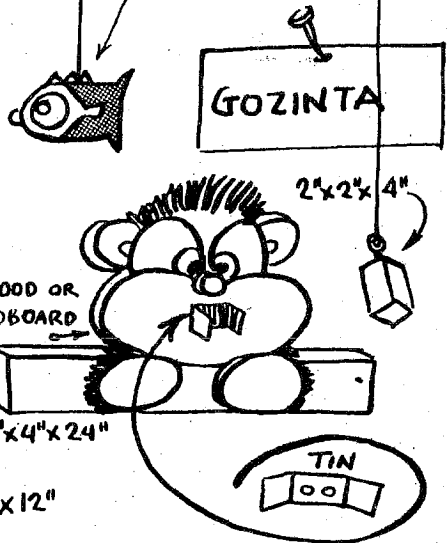
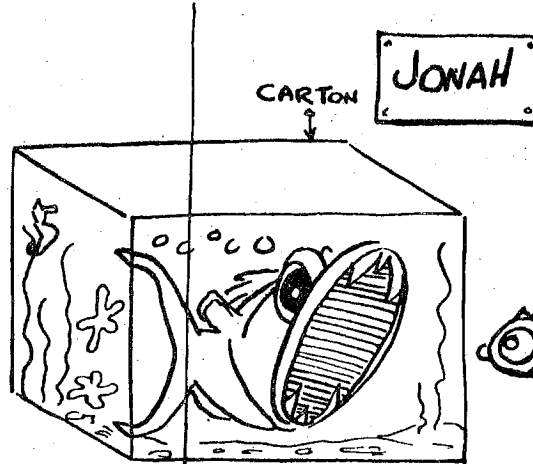
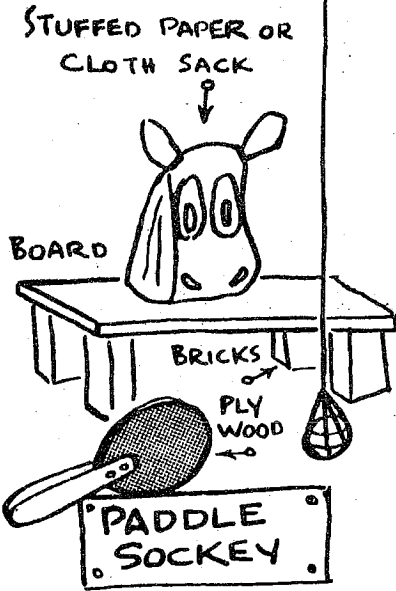


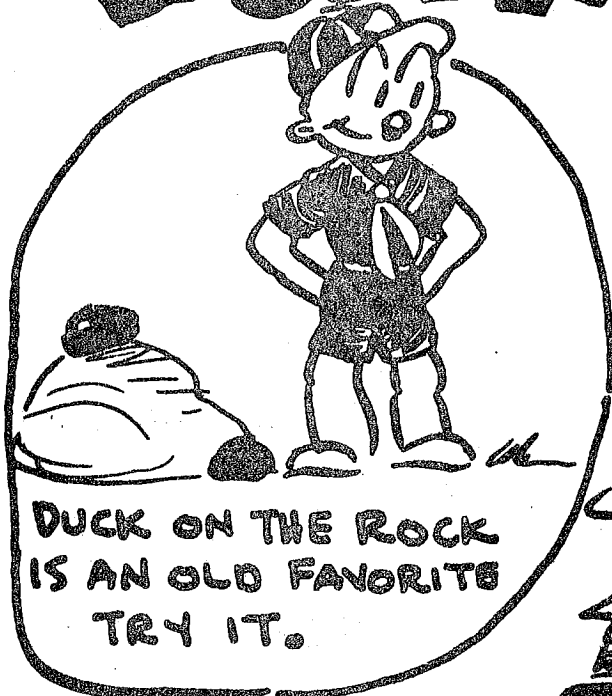
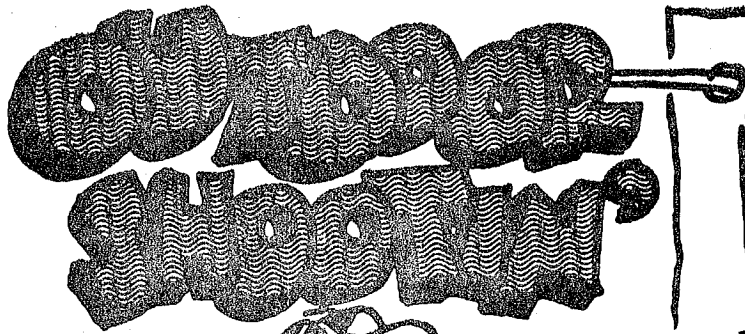
LIFT CANS ONE AT A TIME WITH THE STICK AND NEST THEM. THE EASY WAY IS TO REST THE STICK ON THE LIP OF THE CAN... MOVE IT TILL IT OVERBALANCES AND DROPS INTO CAN... THREAD END DOWN. LIFT SLOWLY AND NEST CAN NUMBER 2 INTO 1, 3 INTO 2, 4 INTO 3.



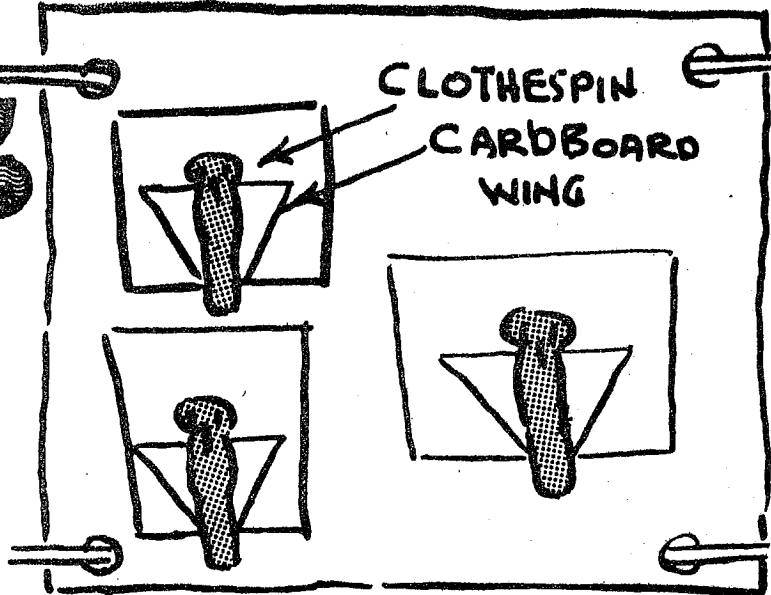
ROLL MARBLES INTO CANS... HIGH SCORE WINS... MAKE TABLE OF CARDBOARD CARTONS OR PLYWOOD.

SWINGING GAMES

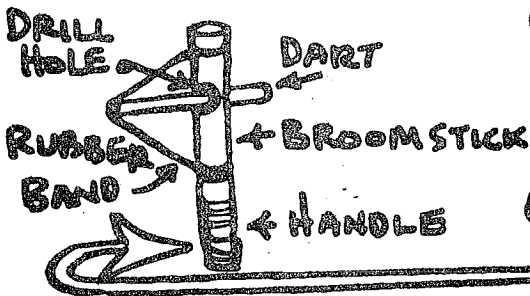
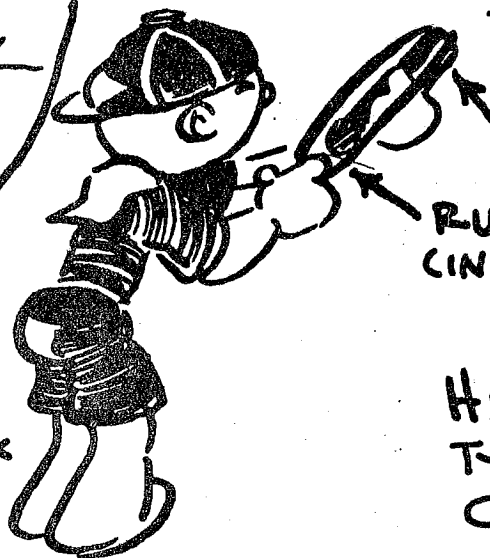




DUCK ON THE ROCK IS AN OLD FAVORITE TRY IT.

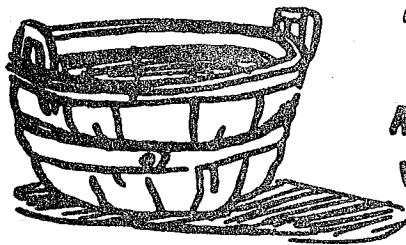


CLOTHESPIN
CARDBOARD WING
SIDE OF CARDBOARD BOX HUNG BETWEEN TREES - POLES OR STICKS
PIECE OF BROOM STICK (NOTCH END)
RUBBER BAND (INNER TUBING).



HERE IS ANOTHER TYPE TARGET GUN

THROWING STICK



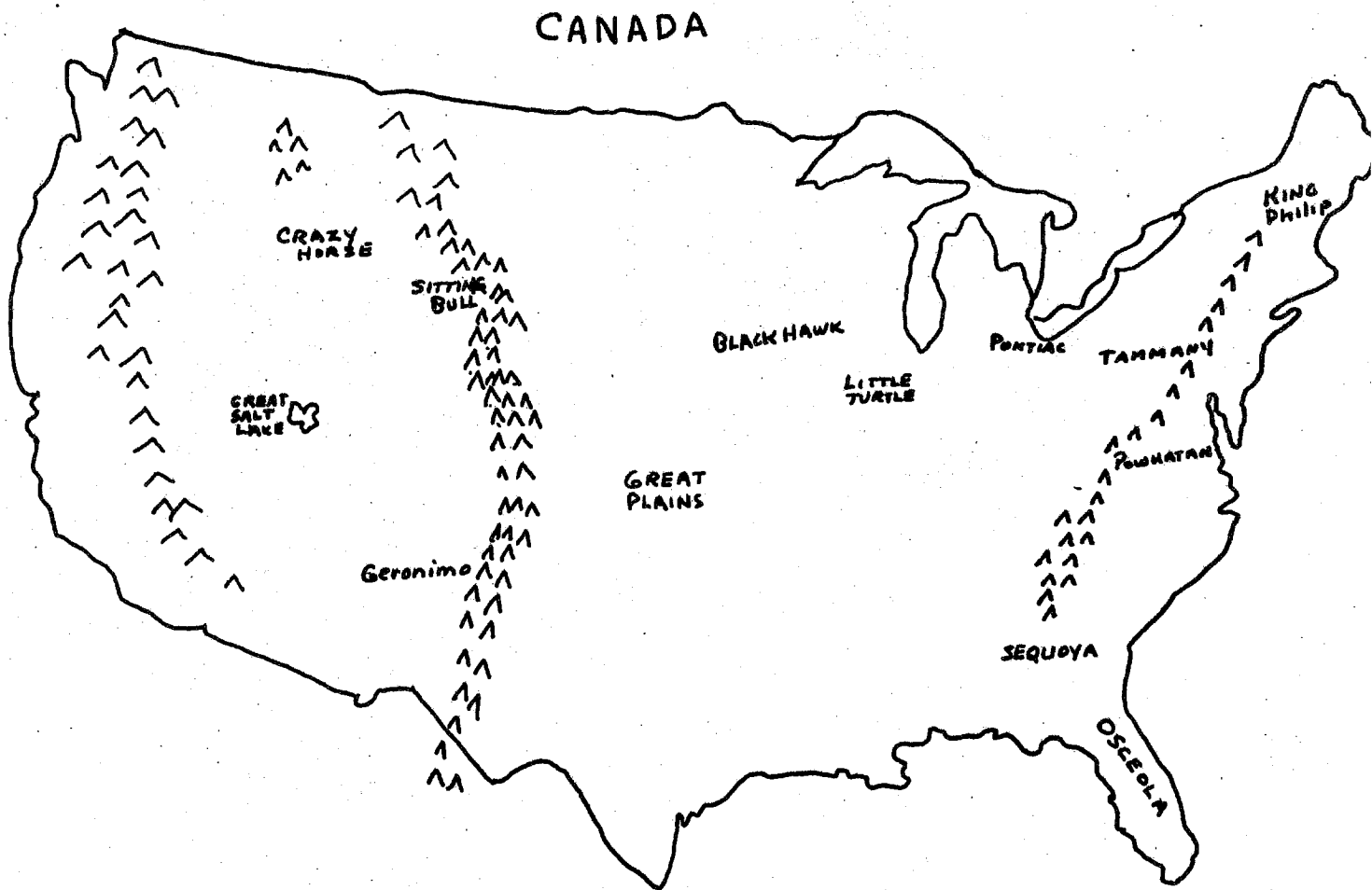
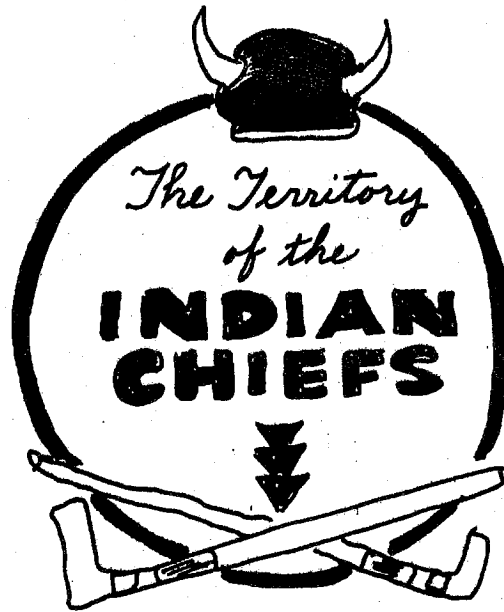
PUT PENCIL STUB OR PEG IN LOWER END OF MAILING TUBE, TO ACT AS STOPPER. DROP BALL IN BARREL - RAISE AND RELEASE WITH SNAP, IT WILL TAKE PRACTICE TO HIT THE BASKET.



INDIAN

CHIEFS

September 1982





OSCEOLA, SEMINOLE

When the Government tried to force the Indian tribes to move westward, Osceola united the Seminole tribes and led them into the Everglades in the late 1830's. Their descendants live there today.



PONTIAC, OTTAWA

Pontiac tried to take over the fort at Detroit by trickery. Failing that, he tried to blockade supplies from getting in. That failed. So he retired to the forests and hunted game.



SEQUOYA (the lame one), CHEROKEE

Using symbols for sounds in the Cherokee language, Sequoyia developed a written form for his people and then taught it to the tribes.



GERONIMO, APACHE

Goyathley, The One Who Yawns, became known as Geronimo when he united the Apaches and led them on the warpath against all white men in revenge for the massacre of the women and children while their men were trading in Mexico.



KING PHILIP (Metacomet), son of MASSASOIT, WAMPANOAGS
Metacomet was tauntingly named King Philip by the whites of the colonies of Massachusetts, Connecticut and Rhode Island in the 1600's for his refusal to sign treaties with any but their king. When the whites wantonly killed one of his braves, he led Indians against them in retaliation.



TAMMANY, LENNI-LENAPE

Tammany established trade with the settlers, became good friends with William Penn, who paid for the land the Indians gave up to the white settlers.



BLACK HAWK, SAUK

Black Hawk unsuccessfully led his tribesmen back across the Mississippi river in an attempt to re-take the lands from which they had been driven in Illinois to Iowa.



POWHATAN, Powhatan Tribes

Powhatan bowed to the wishes of his daughter, Pocohantas, and spared the life of the brave Capt. John Smith after he had been captured by Opecanough, Powhatan's brother. He then signed a treaty with the captain at Jamestown, Va.



CRAZY HORSE, OGLALA TRIBE OF SIOUX NATION

The Army built Fort Kearney in the Powder River Country in the heart of the Indian hunting grounds. Crazy Horse victoriously led his braves in setting a trap for the brash braggart, Fettermen, and vanquishing the soldiers for a time.



LITTLE TURTLE, MIAMI

Michikinikwa, Chief-Who-Never-Sleeps, was known as Little Turtle by the Confederation of Nations (Kickapoo, Ottawa, Wyandot, Iroquois, Chippewa, Potawatomi, etc.) which he formed. Twice they successfully drove the army out of Ohio. Then they fell to Gen. Anthony Wayne at the Battle of Fallen Timbers and signed a treaty with him.



SITTING BULL, SIOUX MEDICINE MAN

Raging after the massacre of the Helpless ones of Black Kettle's village, Sitting Bull led the Sioux against General Custer. When Custer and his men were far into the valley, Sitting Bull charged. There was no white survivor of the Battle of Little Big Horn.

OPENING CEREMONY

Arrangement. 4 boys dressed in Indian costumes carry artificial torches. Artificial campfire which can be lighted by connecting an electrical cord is used. There is a light bulb inside the campfire and the bulb is covered with red cellophane.

CUBMASTER: (dressed as Indian Chief) Let the North Wind enter

(One of boys enters carrying torch. He stands by fire and says his line. Others do likewise as they are called in.)

NORTH WIND: The North Wind that brings the cold, builds endurance.

CUBMASTER: South Wind, enter.

SOUTH WIND: The South Wind brings the warmth of friendship.

CUBMASTER: East Wind, enter

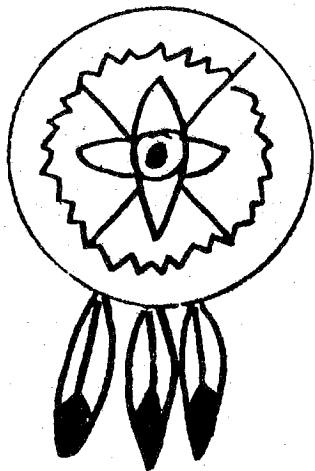
EAST WIND: The East Wind brings the light of day.

CUBMASTER: West Wind enter.

WEST WIND: The West Wind from the direction where the sun sinks, brings night and stars.

CUBMASTER: The Four Winds will light our council fire.

(All four boys touch their artificial torches to fire at the same time. At this same moment, electrical cord is connected offstage, lighting bulb).



PACK CEREMONIES

CLOSING

This American Indian version of the Twenty-Third Psalm can be read by the Cubmaster or a den chief in full Indian costume. Darken the room, and use an artificially lit campfire. Cubmaster stands behind campfire with arms folded in front of him, chest high, to conceal a card which he can read.

The Great Father above is a shepherd chief.
I am His and with Him I want not.
He throws out to me a rope, and the name of the rope is Love.
He draws me to where the grass is green and the water is not dangerous,
and I eat and lie down satisfied.
Sometimes my heart is very weak and falls down, but He lifts it up
again and draws me to a good road.
His name is Wonderful.
Sometime - it may be soon, it may be longer - He will draw me into a
place between the mountains.
It is dark there, but I will not draw back.
I will be afraid not, for it is there between these mountains that the
shepherd chief will meet me and the hunger I have felt in my heart
through this life shall be satisfied.
Sometimes He makes the Love rope into a whip, but afterwards He gives
me a staff to lean upon.
He spreads a table before me with all kinds of food.
He puts His hands upon my head and all the tired is gone.
My cup He fills until it runs over.
What I tell you is true. I lie not.
These roads that are ahead will stay with me through life and afterwards
I will go to live in the big teepee of the Shepherd chief forever.
Amen.

INDIAN PRAYER CLOSING

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

ADVANCEMENT CEREMONY

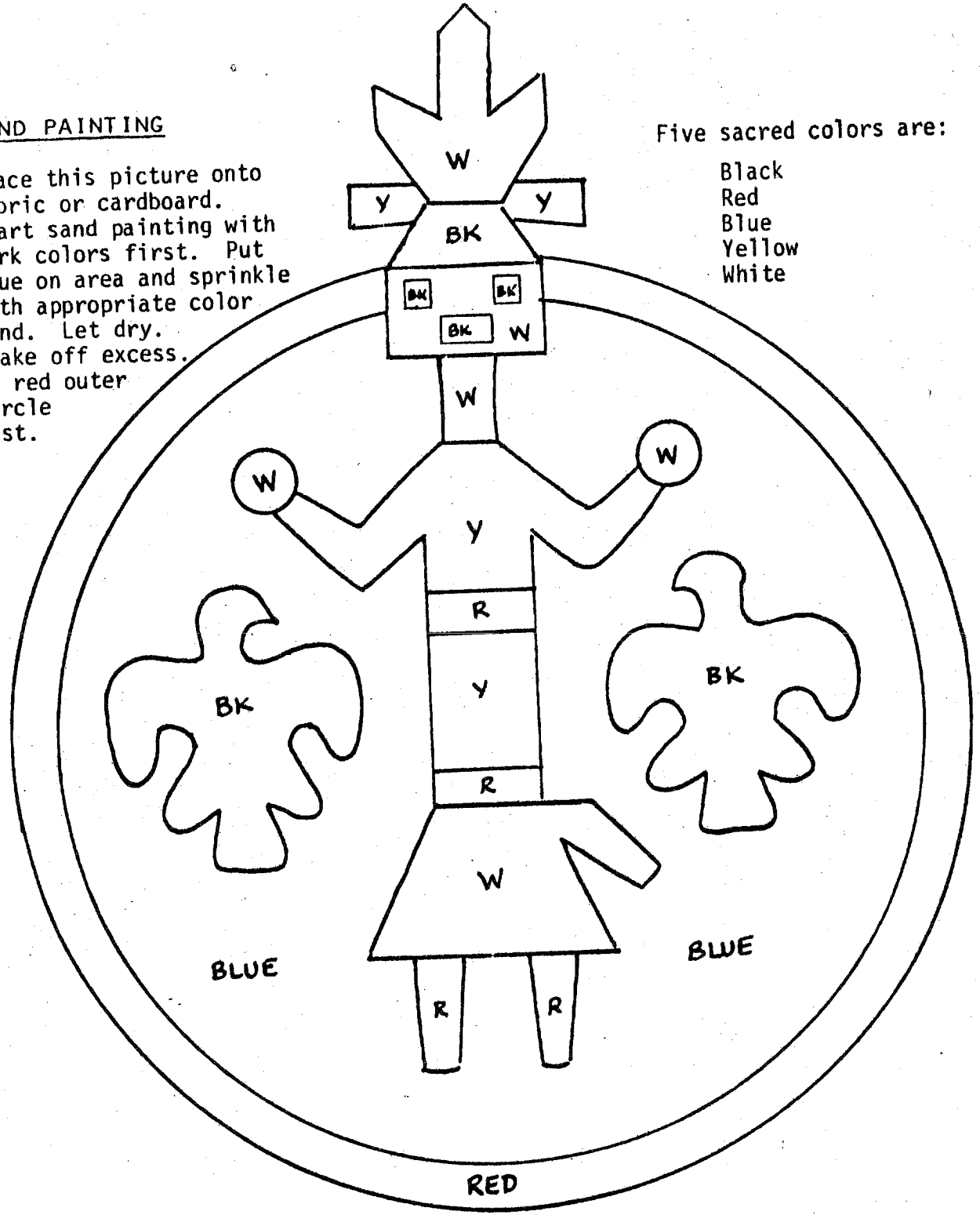
- Props: Akela costume; tom-tom.
- Setting: Fire is glowing. Akela stands behind fire, and is flanked by Awards Chairman and ACM who beats tom-tom.
- Akela: Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council.
- (Cub Scouts 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: (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 of boy) after crossing Bear Ridge, hunted well to earn a gold arrow and a silver arrow. (Name of boy and (Name of boy) 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: (To boys) Can you truthfully say you have followed the Cub Scout Promise and have tried to Do Your Best?
- CS: 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 hunters?
- Awards: I have. (He presents awards and boys return to seats.)

SAND PAINTING

Trace this picture onto fabric or cardboard. Start sand painting with dark colors first. Put glue on area and sprinkle with appropriate color sand. Let dry. Shake off excess. Do red outer circle last.

Five sacred colors are:

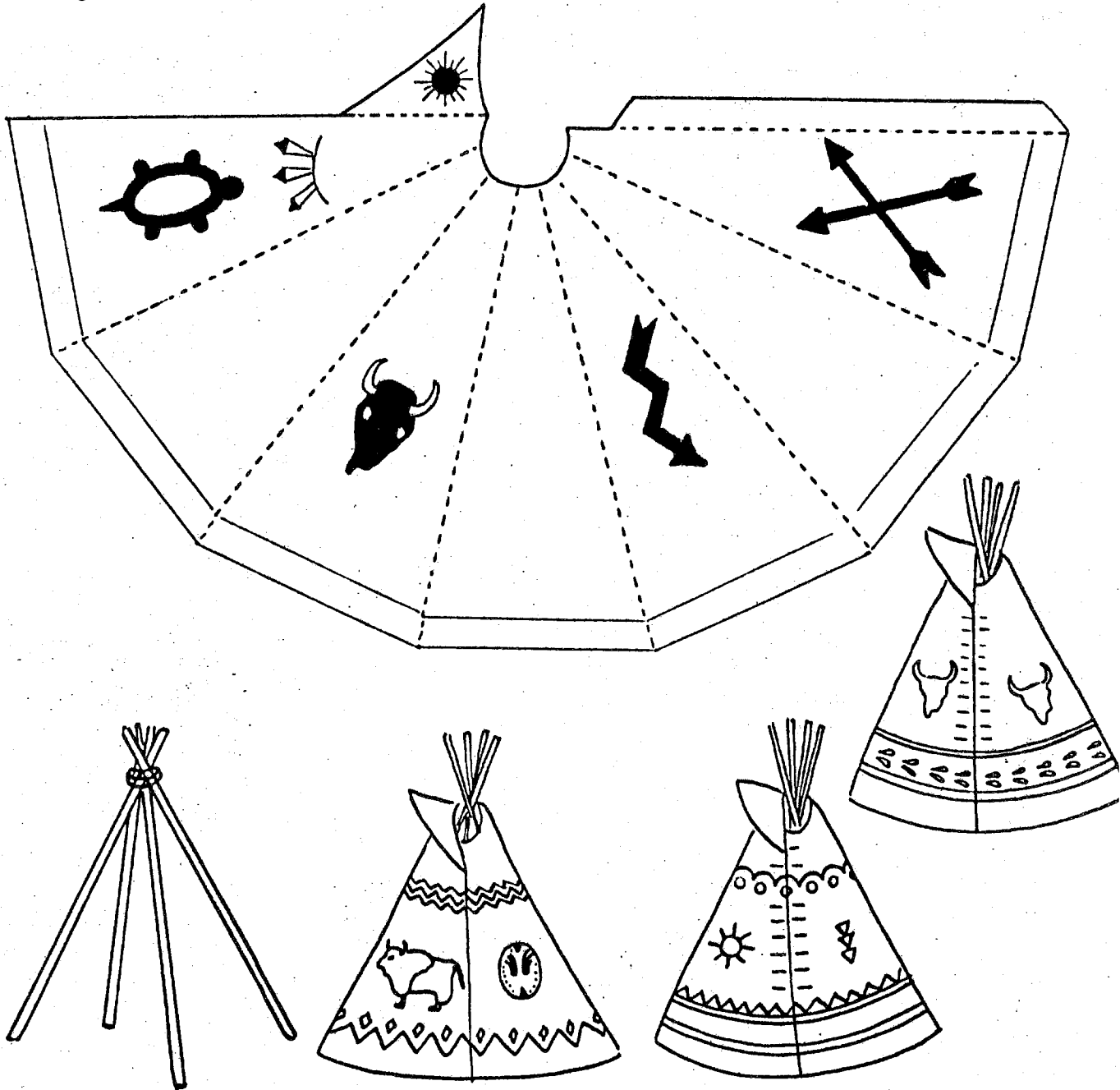
- Black
- Red
- Blue
- Yellow
- White



Bead Chant is one of the oldest and most colorful of the Navajo sand paintings. The medicine men paint the story of Beggar Boy (Nah-whah-di Dah-hi) who was taken by the Great Thunderbird, War Eagle, to his next in skyland. In gratitude to Beggar Boy for saving his two sons, War Eagle instructed the young brave in special secrets of the sand painting art. He told Beggar Boy to return and show them to his people. According to Navajo legend, this is the first painting taught to Beggar Boy by War Eagle and shows the young Indian in the Eagle's nest in skyland.

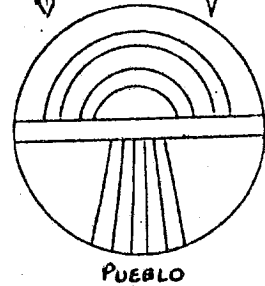
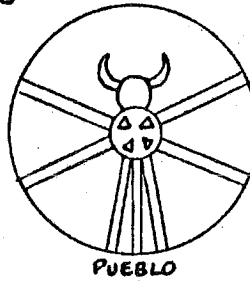
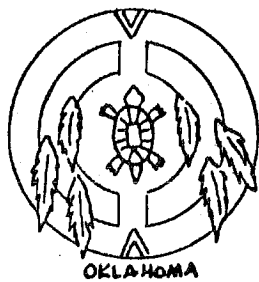
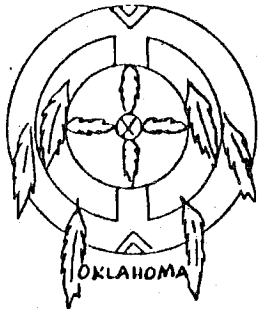
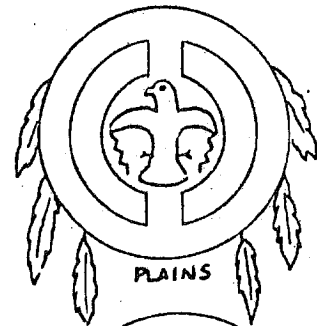
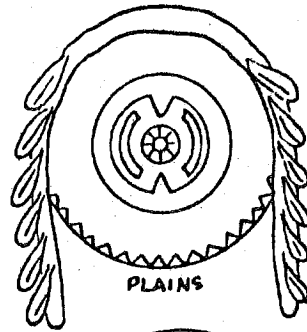
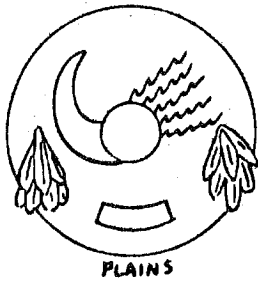
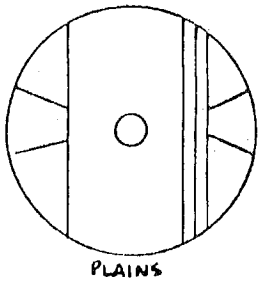
TEEPEE

The pattern below can be used to make a table-model teepee or enlarged to any size up to a full size teepee. Cut smaller models from brown construction paper. Decorate with colored marking pens. Fold on dotted lines and glue together. Set over a tripod of toothpicks, hibachi sticks, or small dowels, depending on the size of the teepee. For the life-size model, dye an old sheet tan or brown. Enlarge pattern and cut from sheet. Fasten four large poles together near the top to form a tripod shape. Fit the fabric over poles and lace together with strong cord, as needed.

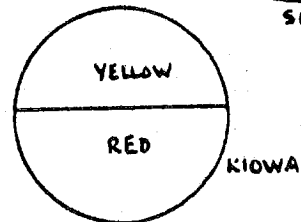
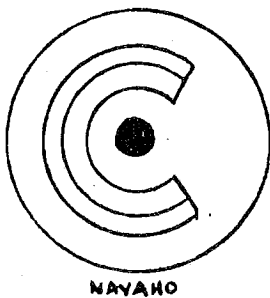
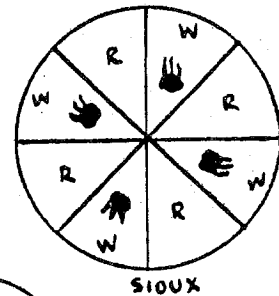
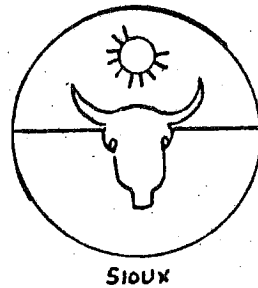
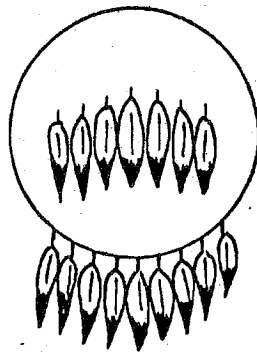


See *Wolf Cub Scout Book* for ideas for Indian designs.

WAR SHIELDS



BLACKFOOT

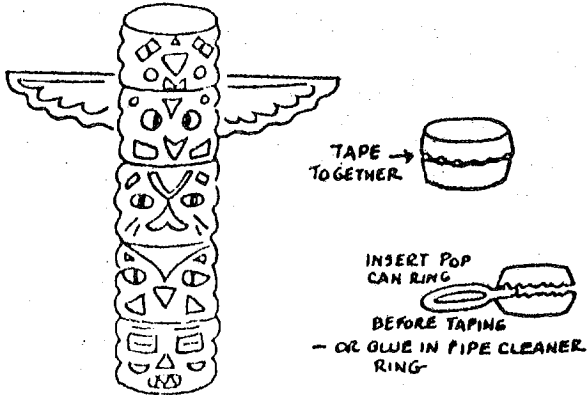


The Indian's shield was his most prized possession. The shields measured no more than 18" in diameter. War shields were used in fighting and at other times as well. For ceremonial use, as in dances, special shields were made to resemble the real thing. The above are authentic designs.

Cut shield from corrugated cardboard. Add a cardboard or tape hand-hold on the back. Paint with tempera paint. Add real feathers or some cut from construction paper.

NECKERCHIEF SLIDES

TOTEM POLE SLIDE

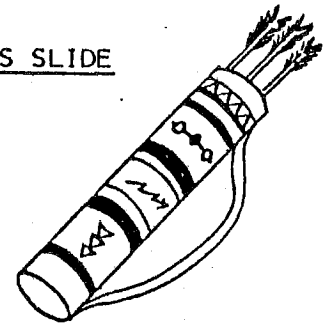


FOR EACH SECTION OF THE TOTEM, USE 2 BOTTLE CAPS TAPED TOGETHER, RIM TO RIM.

USE POP CAN RING OR CIRCLE OF PIPE CLEANER FOR SLIDE RING. INSERT BETWEEN TWO BOTTLE CAPS BEFORE THEY ARE TAPED TOGETHER. SECURE WITH A BIT OF PLASTER OR GLUE ON THE INSIDE.

PAINT TOTEM ADDING FEATURES. WINGS OR BEAKS CAN BE CUT FROM COLORED CONSTRUCTION PAPER AND GLUED TO TOTEM.

QUIVER AND ARROWS SLIDE

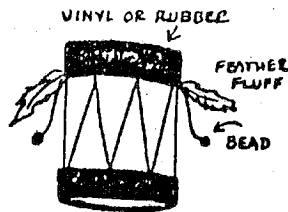


THE QUIVER CAN BE MADE FROM A SMALL CYLINDER OF VINYL, CARDBOARD, LEATHER, OR A PIECE OF AN OLD PLASTIC TOOTHBRUSH HOLDER COULD BE USED. PAINT AND DECORATE AS DESIRED. IF YOU WISH, THE QUIVER COULD BE COVERED WITH FELT. ADD A SHOULDER STRAP, USING A PIECE OF CORD OR NARROW FELT STRIP.

FEATHERS ARE KITCHEN MATCHES (HEADS REMOVED). TINY BITS OF REAL FEATHER FLUFF COULD BE GLUED TO THE ENDS, OR MAKE FRINGED FEATHER ENDS FROM CONSTRUCTION PAPER. GLUE INSIDE QUIVER.

PUNCH TWO HOLDS IN BACK SIDE OF THE QUIVER. GLUE IN A PIPE CLEANER RING FOR SLIDE RING.

TOM TOM SLIDE

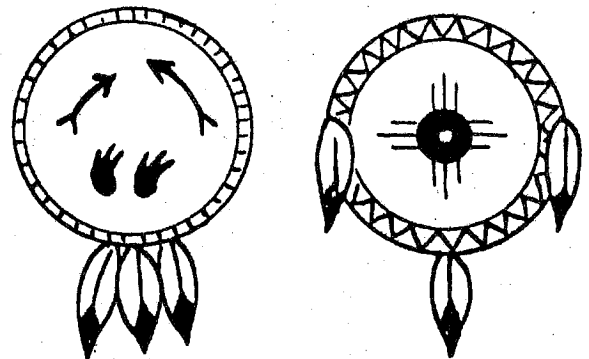


USE A LARGE WOODEN SPOOL OR A SECTION OF CARDBOARD ROLL. ATTACH A POP TOP RING OR RING OF PIPE CLEANER TO BACK FOR NECKERCHIEF TO FIT THROUGH.

DESIGNS CAN BE DRAWN ON SPOOL WITH COLORED MARKING PENS. CUT OUT TWO CIRCLES OF BLACK VINYL OR RUBBER TUBING LARGE ENOUGH TO COVER ENDS OF SPOOL AND EXTEND OVER SIDES. GLUE TO TOP AND BOTTOM OF SPOOL. LACE WITH HEAVY BLACK THREAD TO RESEMBLE THE LACING OF A DRUM.

ADD SOME FEATHER FLUFFS AT THE SIDE, AND LACING WITH WOODEN BEADS ON THE END.

SHIELD SLIDE



CUT A SMALL CIRCLE (APPROX. 10" DIA.) FROM CARDBOARD OR PLASTIC BOTTLE SCRAP. GLUE PIPE CLEANER RING TO BACK FOR KERCHIEF TO FIT THROUGH.

PAINT SHIELD AS DESIRED (SEE P. K-32 FOR IDEAS). ADD REAL FEATHER FLUFFS OR CONSTRUCTION PAPER FEATHERS.

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.

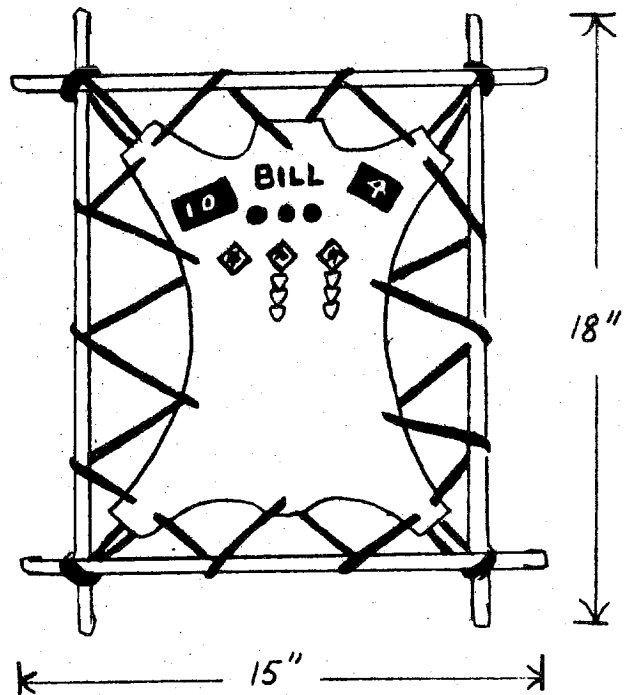
- Materials needed:
- 13 X 16" piece of leatherette, suede or other similar material
 - Two 18" dowels or sticks
 - Two 15" dowels or sticks
 - Four 12" pieces hemp twine or rawhide lacing
 - One 90" piece hemp twine or rawhide lacing
 - Four 12" pieces bell wire

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.



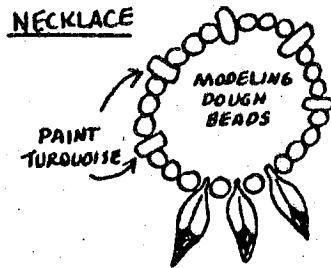
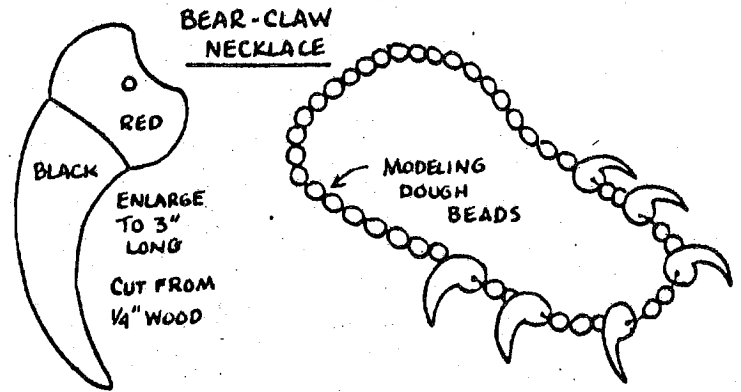
INDIAN ACCESSORIES

JEWELRY

INDIAN BEADS ARE EASILY MADE FROM MODELING DOUGH (SEE RECIPES ON P. K-4) BEFORE DOUGH HARDENS, USE A TOOTHPICK TO MAKE A HOLE FOR THE CORD. A WAXED THREAD IS BEST FOR STRINGING THESE BEADS. BEADS WHICH ARE MOLDED INTO UNEVEN CHUNKS AND PAINTED TURQUOISE LOOK LIKE THE REAL THING.

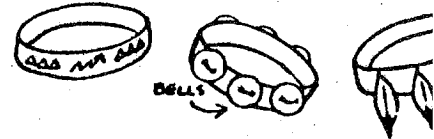
THE BEAR CLAW NECKLACE IS A FAVORITE OF MOST CUB SCOUTS. PLASTIC BEAR CLAWS ARE COMMERCIALY AVAILABLE, OR THEY CAN BE CUT FROM 1/4" PLYWOOD AND PAINTED.

BRACELETS AND ANKLETS CAN BE MADE FROM LEATHER OR VINYL STRIPS, OR CUT FROM PLASTIC MILK BOTTLES. BELLS, FEATHERS, BEADS AND INDIAN SYMBOLS CAN BE USED FOR DECORATION.

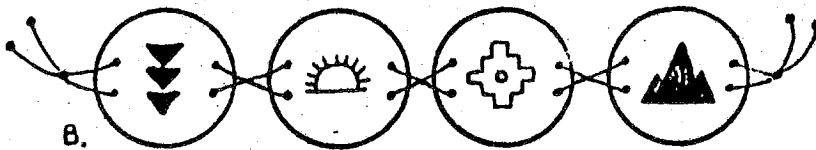
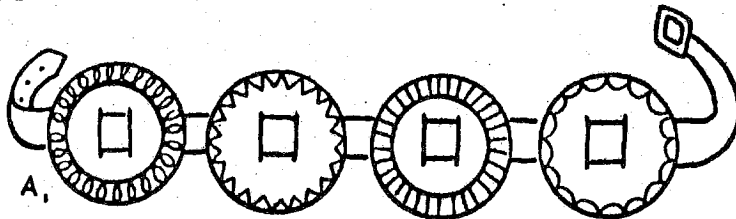


ANKLETS OR BRACELETS

CUT RING FROM PLASTIC BOTTLE
DECORATE



CONCHA BELT

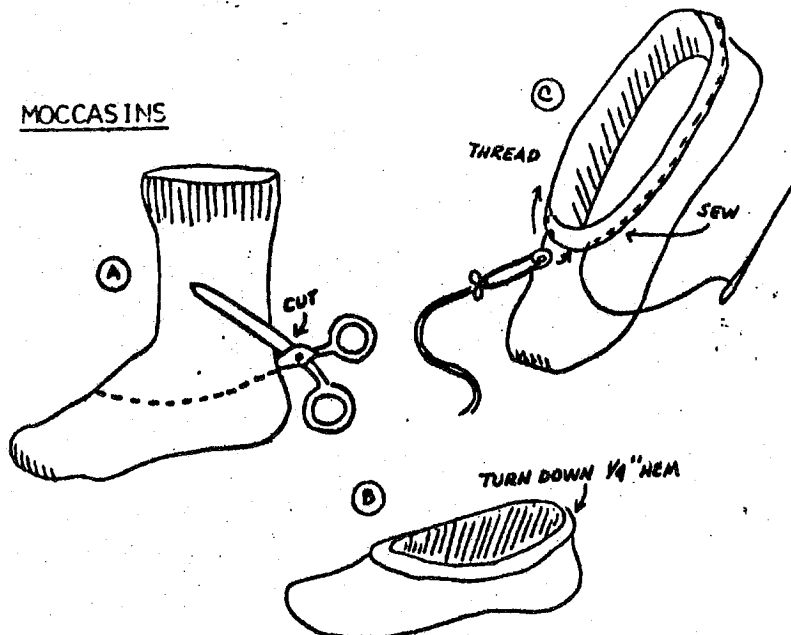


CUT CONCHAS FROM EITHER CARDBOARD OR PLASTIC BOTTLE SCRAPS. USE 6-8 CONCHAS FOR EACH BELT. THEY CAN BE EITHER OVAL OR ROUND IN SHAPE.

CONCHAS CAN BE STRUNG ON A REGULAR BELT AS SHOWN IN FIGURE (A) OR LACED TOGETHER WITH HEAVY CORD OR YARN (B).

DESIGNS CAN BE DRAWN ON CONCHAS WITH MAGIC MARKER OR CRAYON, OR PAINTED IF YOU PREFER.

MOCCASINS



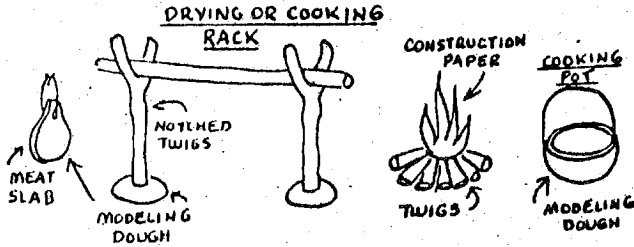
CUT MOCCASINS FROM AN OLD SOCK. CUT AWAY THE TOP PART (A). FOLD A 1/4" HEM ON OUTSIDE OF SOCK TO MAKE A CASING FOR THE DRAWSTRING. (B)

SEW HEM NEAR EDGE, LEAVING OPENING IN CENTER FRONT LARGE ENOUGH FOR DRAWSTRING. USE AN OLD SHOELACE OR PIECE OF COLORED YARN FOR THE DRAWSTRING. IF YOU TIE IT TO A SAFETY PIN, IT WILL BE EASIER TO THREAD THROUGH CASING. (C)

DECORATE TOES OF MOCCASIN WITH BEADS.

MODEL INDIAN VILLAGES

PLAINS INDIANS



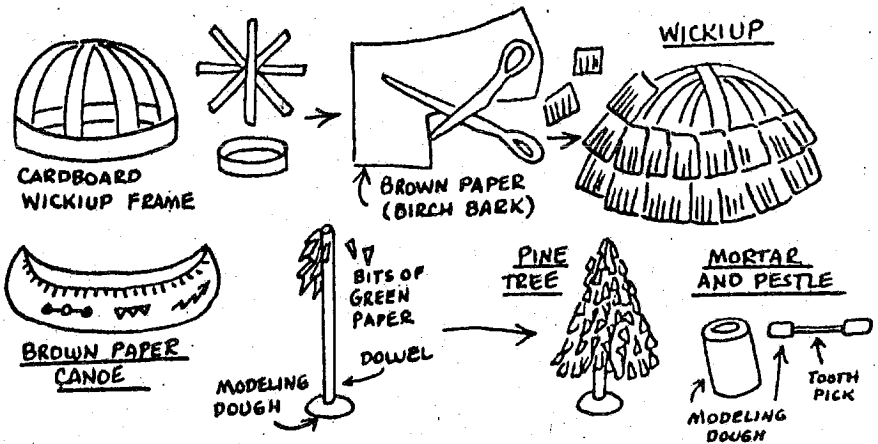
MAKE SEVERAL PAPER TEEPEES (P. K-33). USE THE MODELING DOUGH RECIPES ON P. K-4 TO MODEL OTHER ITEMS. SMALL TWIGS ARE USED TO MAKE DRYING/COOKING RACK AND FIRE.

WOODLANDS INDIANS

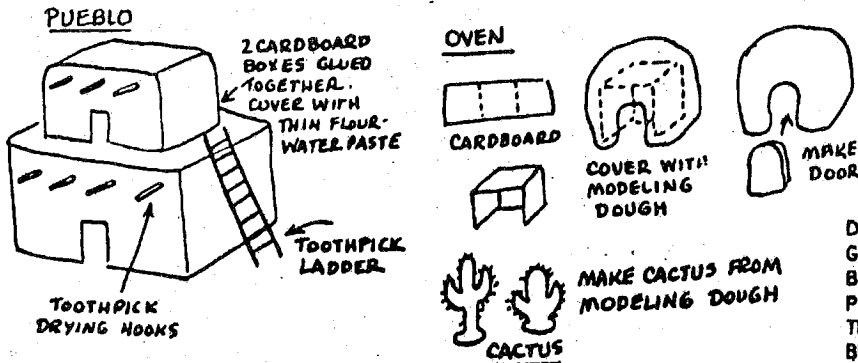
WOODLANDS INDIANS LIVED IN WICKIUPS NEAR RIVERS OR STREAMS. THEY USED CANOES FOR TRAVEL.

ONE OF THEIR MOST IMPORTANT FOODS WAS CORN, WHICH WAS DRIED AND POUNDED INTO MEAL WITH A MORTAR AND PESTLE. THE MORTAR WAS MADE FROM A LOG ABOUT 3' HIGH, HOLLOWED OUT AT ONE END. MAKE THE MORTAR AND PESTLE FOR THE MODEL VILLAGE FROM MODELING CLAY (SEE K-4) AND TOOTHPICK

MAKE SEVERAL WICKIUPS AND PINE TREES AS SHOWN IN DRAWING. TO MAKE YOUR VILLAGE AUTHENTIC, BUILD UP A RIVER BANK FROM MODELING CLAY. USE BLUE PAPER TO RESEMBLE THE STREAM AND PUT A COUPLE OF CANOES IN THE WATER. USE A COOKING RACK WITH COOKING POTS OVER A FIRE. ADD INDIAN FIGURES.



DESERT INDIANS

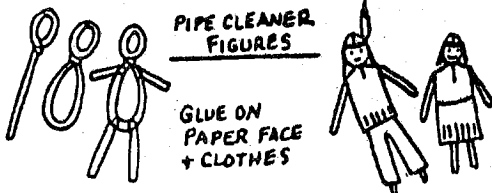


DESERT INDIANS MIXED CLAY WITH DRIED GRASS AND WATER TO MAKE ADOBE FOR BRICKS TO MAKE HOUSES. THEN THEY PLASTERED WHOLE OUTSIDE OF HOUSE WITH THIN MIXTURE OF CLAY AND WATER. THEY BUILT THEIR ADOBE HOUSES ON FLAT-TOPPED HILLS CALLED MESAS.

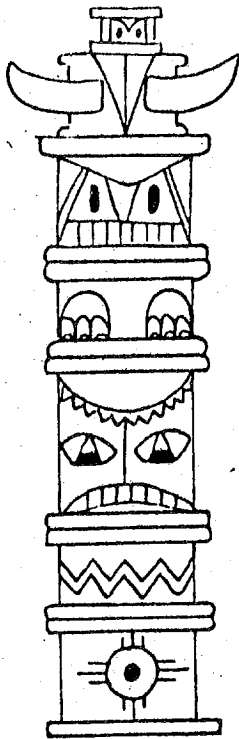
MAKE ADOBE HOUSES FROM CARDBOARD BOXES, COVERED WITH THIN COAT OF FLOUR-WATER PASTE AND PAINTED BROWN. MAKE AN ADOBE OVEN USING CARDBOARD FRAME OVER WHICH MODELING DOUGH IS MOLDED.

MAKE CACTUS FROM MODELING DOUGH.

INDIAN FIGURES CAN BE MADE FROM PIPE CLEANERS. GLUE ON PAPER FACE AND CLOTHING.



TOTEM POLES



TOTEM POLES CAN BE MADE BY STACKING SPOOLS (AS SHOWN AT LEFT), STACKING CANS (FOR A LARGER TOTEM) OR FROM A CARDBOARD ROLL.

IF USING SPOOLS, USE ASSORTED SIZES FOR A MORE ATTRACTIVE TOTEM. ADD CARDBOARD BEAK OR WINGS. GLUE TOGETHER WITH WHITE GLUE. LET EACH BOY ASSEMBLE HIS OWN AND PAINT IT AS HE WISHES.

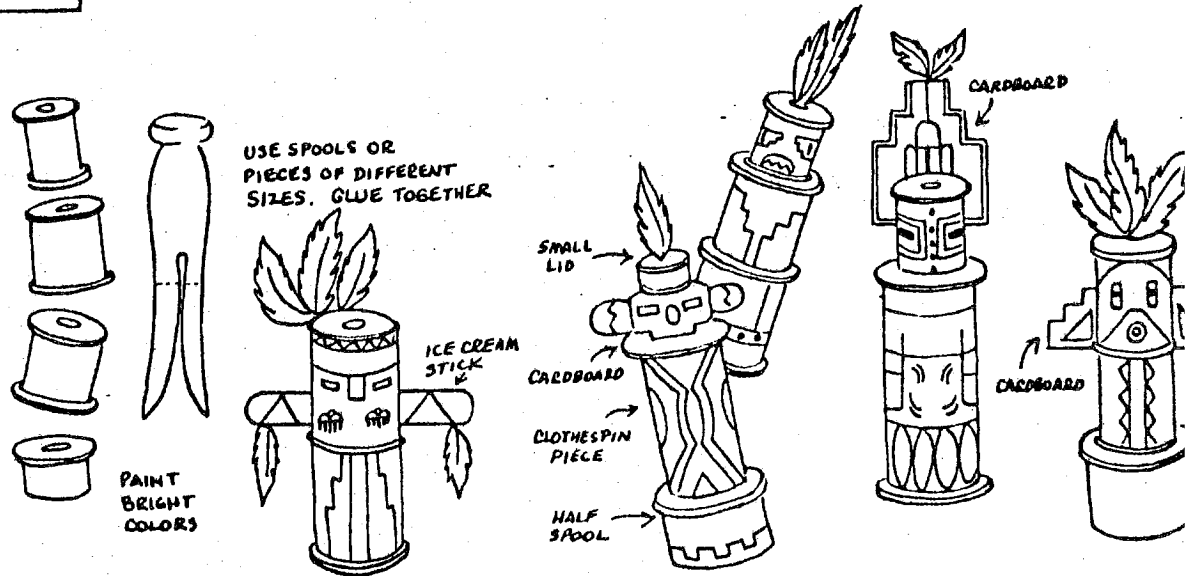
THE NORTHWEST COAST INDIAN TRIBES WERE PARTICULARLY NOTED FOR THEIR TOTEM POLES. SOME WERE ERECTED IN MEMORY TO THE DEAD. OTHERS PORTRAYED THE OWNER'S FAMILY TREE OR ILLUSTRATED SOME MYTHOLOGICAL ADVENTURE.

TOTEM VARIED IN HEIGHT FROM ABOUT 40-70'. THE LARGER ONES WERE AS MUCH AS 3' IN DIAMETER. EARLY TOTEMS WERE PAINTED BLACK, WHITE, AND RED. WHEN TRADERS BROUGHT IN FACTORY-MADE PAINTS, OTHER COLORS WERE USED.

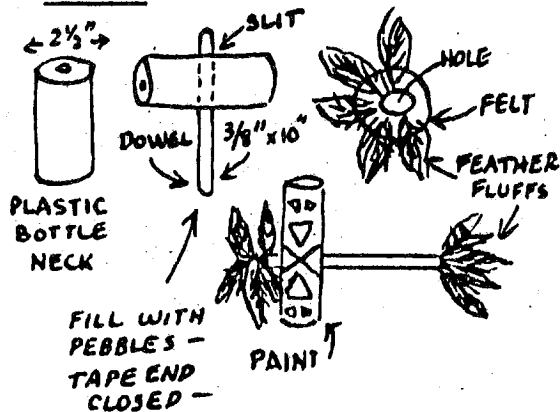
KACHINA DOLLS

THE HOPI INDIANS CARVE DOLLS OF THEIR GODS AND SPIRITS. THEY BELIEVE THAT THE KACHINAS ARE PEOPLE WHO VISIT THEM DURING THE FIRST PART OF THE YEAR. DURING THIS TIME, THE MEN WEAR COSTUMES AND MASKS TO REPRESENT THE KACHINAS AND PERFORM DANCES IN THEIR HONOR. THEY MAKE DOLLS WHICH ARE MINIATURES OF THE KACHINAS THEY REPRESENT. THESE DOLLS ARE GIVEN TO THE GIRLS AS GIFTS DURING THE DANCES. THERE ARE BETWEEN 200 AND 250 AUTHENTIC KACHINAS, BUT CUB SCOUTS WILL HAVE DESIGNING THEIR OWN.

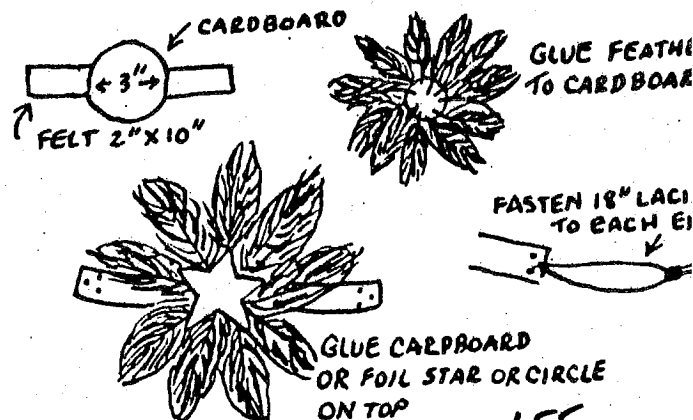
KACHINAS ARE NOT WORSHIPPED AS GODS, BUT ARE SIMPLY TOYS OR USED AS DECORATIONS FOR THE PUEBLOS. AUTHENTIC KACHINAS ARE CARVED FROM THE ROOT OF COTTONWOOD TREES, BUT CUB SCOUTS CAN MAKE THEM EASILY FROM CARDBOARD ROLLS OR SPOOLS.



RATTLE



ARM BAND



INDIAN GAMES

As with many primitive cultures, the games played by the young were generally related to skills they would find important in adult life. Their wrestling games gave them strength and agility. Javelines, archery and other accuracy events prepared them for the quest of food and warfare. It might be said that games, contests and daily activities of the Indian children were classes or schooling that would prepare them for the rigors of adult life in the wilderness.

TURN AROUND

This game was played by many tribes and the rules are basically the same. Four (4) wooden sticks about 5 to 7 inches long and dyed red are balanced on the back of the hands, palms down. The player then tosses the sticks into the air, spins around one full turn and then tries to catch the sticks. Each player is given three turns and the total number of sticks caught is the score. Twelve (12) being the highest possible score.

ZUNI KICK STICK

This is a foot race in which each player kicks a small wooden stick around a prescribed course. The first player to cross the finish line kicking his stick is the winner. The stick is decorated by painting or burning Indian designs on it so as to be easily recognized by its owner. (Five (5) inch sections of old broom or mop handles are excellent).

QUOITS

A corn cob is balanced on end upon a flat stone. Another flat stone is balanced on top of the corn cob. Small articles that were to be bet (beads, arrowheads, bones, seashells, etc.) were placed upon the top stone. From an agreed upon distance the players would toss small flat pebbles at the structure in hopes of knocking it over. The player who caused the items to fall would win them. Some Indians still play this game today, but coins, penknives and other more modern betting items are placed on top.

CORN COB DARTS

With an awl, make 4 small holes in one end of a dried corn cob. Into these holes insert tightly feathers with the tips curved from the center. As a target, anything you desire may be used. Scoring likewise may be decided upon by the group.

INDIAN WRESTLING GAMES

HAND WRESTLING

Wrestlers place the outside edge of their right foot together and grasp right hands. Each player then attempts to throw his opponent off balance.

WRESTLING FROM THE KNEES

Wrestlers kneel facing each other, grasping each others hands, palms to palms, fingers intertwined they try to push each other over on to their backs.

ARM WRESTLING

Laying on the ground facing each other, players grasp right hands, or left hands. The object is to force your opponent's hand to the ground.

LEG WRESTLING

Opponents lay on their backs, belt to belt only reversed positions, on the count of three they swing up the leg closest their opponent, hook at the knee and try to flip their opponent over.

RING WRESTLING

First player grasps his own hands in front of himself. Opponent interlocks his arms with first player and grasps his own hands. The objective is to force opponent to break his grip.

BACKWARD PULL

Two players with backs to each other grasp opponent's hands and tries to pull other fellow across a line drawn between them.

IROQUOIS TUG OF WAR

(two teams of equal numbers)
Team captains face each other and firmly grasp a short wooden dowel (alternating hands). The second man stands behind his captain and grasps his own hands around the captain's chest, right arm over captain's right shoulder and left arm under captain's left arm. Other players are positioned the same way behind the second player. At the word "go" each team tries to pull the other across a line drawn between them.

It is best to place strongest man first, then next strongest etc.

SEEYAHNAH

(American Indian Song - May be sung as a Round)

See - yah - nah, see - yah - nah, see - yah - nah
see - yah - nah, See - yah - nah yo ho

The musical notation is on a single staff in 2/4 time with a key signature of one flat. It features two melodic lines. The first line starts with a first ending bracket over the first two measures, followed by a second ending bracket over the last two measures. The second line begins with a repeat sign and ends with a double bar line.

ARISE

(Zuni Indian Song)

Rise, a - rise, a - rise! Rise, a - rise, a -
rise! The dawn is here, day is call - ing thee; The
dawn is here; life is call - ing thee. Ev - er grate - ful,
ev - er wor - thy be, Ev - er faith - ful, ev - er stur - dy be.

The musical notation is on a single staff in 4/4 time with a key signature of one flat. It consists of four lines of music. The first line ends with a repeat sign. The second line ends with a double bar line. The third and fourth lines end with double bar lines.

- Sing! American Camping Ass'n

"CLIMBING THE MOUNTAIN"

from
Woodland Tales
by
Ernest Thompson Seton

Afar in our dry southwestern country is an Indian village; and in the offing is a high mountain, towering up out of the desert. It is considered a great feat to climb this mountain, so that all the boys of the village were eager to attempt it. One day the Chief said: "Now boys, you may all go today and try to climb the mountain. Start right after breakfast, and go each of you as far as you can. Then when you are tired, come back; but let each one bring me a twig from the place where he turned."

Away they went full of hope, each feeling that he surely could reach the top.

But soon a fat, pudgy boy came slowly back, and in his hand he held out to the Chief a leaf of cactus.

The Chief smiled and said, "My boy you did not reach the foot of the mountain; you did not even get across the desert."

Later, a second boy returned. He carried a twig of sagebrush.

"Well," said the Chief. "You reached the mountain's foot but you did not climb upward.."

The next had a cottonwood spray.

"Good," said the Chief. "You got up as far as the springs."

Another came later with some buckthorn. The Chief smiled when he saw it and spoke thus: "You were climbing; you were up to the first slide rock."

Late in the afternoon, one arrived with a cedar spray, and the old man said: "well done. You went half way up."

An hour afterward, one came with a switch of pine. To him the Chief said: "Good; you went to the third belt; you made three quarters of the climb."

The sun was low when the last returned. He was a tall, splendid boy of noble character. His hand was empty as he approached the Chief, but his countenance was radiant, and he said: "My father, there were no trees where I got to; I saw no twigs, but I saw the Shining Sea."

Now the old man's face glowed too, as he said aloud and almost sang: "I knew it. When I looked on your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes, and rings in your voice. My boy, you have felt the uplift, you have seen the glory of the mountain.

Oh Ye Scouts, keep this in mind, then: the badges that we offer for attainment are not "prizes"; prizes are things of value taken by violence from their rightful owners. These are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got in climbing the mountain.

Communications

October 1982

COMMUNICATION

through the ages.



Stone
Tablets



Gestures and
Sounds



sticks and
stones



Log Drum



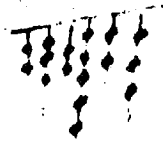
Smoke Signals



Papyrus
scrolls



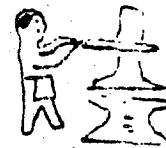
Speech



Knotted
Strings



Writing



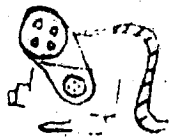
Printing



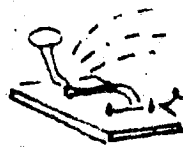
Heliograph



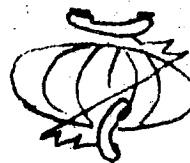
Lighthouse



Moving
pictures



Telegraph



Radio-
telephone



Teletype



Television

These are some of the ways man "talks" with other men and some of the inventions that have made communication faster and more accurate. Most of these methods are still in use in some parts of the world.

The purpose of this theme is threefold: to learn something about methods of communication, to learn to communicate better through speaking, writing, and various kinds of signals, and of course, to have fun.

There will be plenty of opportunities this month for fun as Cub Scouts develop skits and stunts based on communications, build simple radios or telephones, and play some communications games.

ACTIVITIES

The Cub Scouts might collect information, clippings, or references to the various forms of communicating down through the ages. The following list should provide some ideas for exhibits, skits, and posters.

Communication by dancing	Printing from movable type
Cave dweller paintings	Pony Express
Smoke signals	Mail Train
Incan Quipu (knotted strings)	Photography
African Drum Signals	Telegraph cable
Foot Messengers	Phonograph
Notched stick records	Telephone
Indian rug weaving	Radio and Television
Clay tablets (Babylonian)	Tape Recorders
Papyrus or parchment scrolls	Teletype
Paper-making of Chinese	3-dimensional movie
Roman Orators	Radar

EXAMPLES OF COMMUNICATION TECHNIQUES

Newspapers	Carrier pigeon
Drum Signals	Yodel
Radio or Tape Recorder	Camera (pictures)
Coded messages	Letters

VISITS

Newspaper Plant
Airport Tower
TV or Radio Station
Telephone Company

SKITS/STUNTS

Photo Display
Demonstrate a Project
TV or Radio Comedy Show
Sign Language
Walkie-Talkie Show
Charade

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Akela, Great Spirit

Equipment: Artificial campfire, tom-tom

Arrangement: Curtain opens showing Akela sitting by campfire. Tom-tom is beating softly.

Cubmaster: Chief Akela of the Webelos Tribe, I have before me (number) Cub Scouts who have lived by the Cub Scout motto, kept the Cub Scout Promise and obeyed the Law of the Pack. They have each completed the requirements of their respective ranks. I now present and recommend each for his advancement.

Great Spirit: Tonight we honor those Cub Scouts who have grown in knowledge and have achieved a higher rank in Cub Scouting. How have they grown in knowledge? In much the same manner as Akela.

Akela was the big chief of the Webelos - tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion. His father was the son of the great yellow sun. He was called the 'Arrow of Light'. His mother, from whom he learned all those wondrous things that mothers know, was called 'Kind Eyes'.

When Akela was a young boy, he was taken on short trips into the forest among the great trees and the streams. Here from the Wolf he learned the language of the ground, the tracks, the fields, and the ways of food. From the Bear he learned the secret names of the trees, the calls of the birds and the language of the air. Just like Akela, you have learned much along your trail to advancement.

Akela: Cub Scouts, you have lived by the Cub Scout motto, kept the Cub Scout Promise, and obeyed the Law of the Pack. I am happy to see you come before this pack to receive your badges.

(curtain closes)

Cubmaster: Just as Akela's parents helped him as he grew, so have your parents helped you achieve your new rank. I know that they will be proud to share this honor with you. Will these boys and their parents come forward? (call names. present badge to mother)

Now I will ask that you boys give the Cub Scout sign and repeat after me:

"We boys now promise ... to go back to our dens ...
and to do our very best to work on electives ...
and to keep advancing regularly.

Thank you and congratulations!

COMBINATION CEREMONY FOR BEAR TO WEBELOS AND WEBELOS TO SCOUTS IN LARGE GROUPS.

Personnel - Cubmaster (Akela), 2 or more Indians, Bear and Webelos Den Chiefs, Bear and Webelos leaders, Scoutmaster and some Scouts.

Equipment - Bridge, tom-toms, certificates, Webelos neckerchief, cap, colors, Arrow of Light bridge, campfire.

AKELA: When a boy becomes a Cub Scout he starts on an upward trail. I say upward because as he grows older he advances in Cub Scouting. He does not join a Cub Scout pack and then wait idly for 3 years until he becomes a Boy Scout. Tonight we have a group of Bear Scouts wishing to become Webelos Scouts and in turn, our Webelos Scouts are now wishing to become Boy Scouts. Will the Webelos Scouts and their Den Chief and leader please come forward? Indian Scouts will you please line these boys in front?

(Boys line up in straight line facing pack with Webelos leader and Den Chief on each end.)

AKELA: Indian Scouts will you please bring forward Mrs. _____ and Mrs. _____ of Dens _____.

AKELA: Mrs. _____ and Mrs. _____ do you have Cub Scouts ready to become Webelos Scouts?

BEAR

LEADERS:

Yes we do. They have worked hard and wish to advance to Webelos Scouts. Will Cub Scout _____ and his parents come forward?

AKELA: Indian Scouts will you please help all the Bear Scouts and their parents to come forward and form a line facing the Webelos Scouts?

AKELA: Indian Scouts, will you now pass to the Webelos Scouts the new parts of the Webelos uniform? (pass out neckerchief, cap, badge colors to Webelos den.)

AKELA: (To parents of Bear Scouts). You have played the most important part in developing the character of these candidates. I give to you the honor of removing Cub Scout neckerchief and cap from your son.

AKELA: Webelos Scouts, do you welcome these boys into Webelos?

WEBELOS
SCOUTS:

We do.

WEBELOS
LEADER:

You're sure to have fun with us because we do lots of exciting things, like hikes and dad and son campouts. We welcome you by presenting you your Webelos neckerchief - wear it proudly. Your Webelos cap and badge colors tell everyone that you are an older boy, getting ready for the adventures of Boy Scouting. Webelos Scouts and Indian Scouts will you now present these items to each of the new Webelos Scouts? (After this is done.) I believe your former Den Mother has a few words.

BEAR TO WEBELOS AND WEBELOS TO SCOUTS CEREMONY (Continued)

BEAR

LEADER: We have enjoyed having you with us. I'm sure you will do as good work in the Webelos den as you have in ours. We wish you all luck.

AKELA: Indian Scouts, will you now help the parents of these new Webelos back to their seats and the new Webelos to form a semi-circle on the floor? (parents return to seats, boys sit on floor Indian style.)

AKELA: Webelos have a wonderful meaning-- "We'll be loyal Scouts." Webelos is the highest rank a Cub Scout can reach. The Webelos Award, The Arrow of Light, is the only award of Cubbing that the boy may wear after he becomes a Boy Scout. Webelos leader (name) will you present the Arrow of Light?

WEBELOS

LEADER: It is an honor tonight to present the Arrow of Light to the following boys _____ (Arrow of Light passed out.)

AKELA: Now that you are completing your Cub Scouting, we are happy to see you graduating into the Scout troop. Webelos leader (name) you have had much to do with the progress of these Webelos Scouts. Do you think them worthy of the Scouting trail?

WEBELOS

LEADER: I count them worthy. Will the parents of (name each boy) please come forward? (Have parents stand behind their boys.) As a symbol of the growth of your son and his entrance into Boy Scouts, I will now, with the help of the Indian Scouts, divest him of his Webelos Scout neckerchief. (Each boy's neckerchief is removed, each boy hands it to his mother.)

AKELA: (To parents) One of the greatest purposes of Cub Scouting is to develop comradeship between parents and sons. It is now my pleasure to present you and your son with a certificate of graduation. (Akela and Webelos leader hand out certificate, with Cub Scout handshake.)

AKELA: Will Scoutmaster (name) please come forward and stand at the other end of our bridge to receive these Scouts. Mr. Scoutmaster, these are Webelos Scouts of good character and will cooperate with you in Boy Scouts. We recommend them to you. Will you receive them as Boy Scouts?

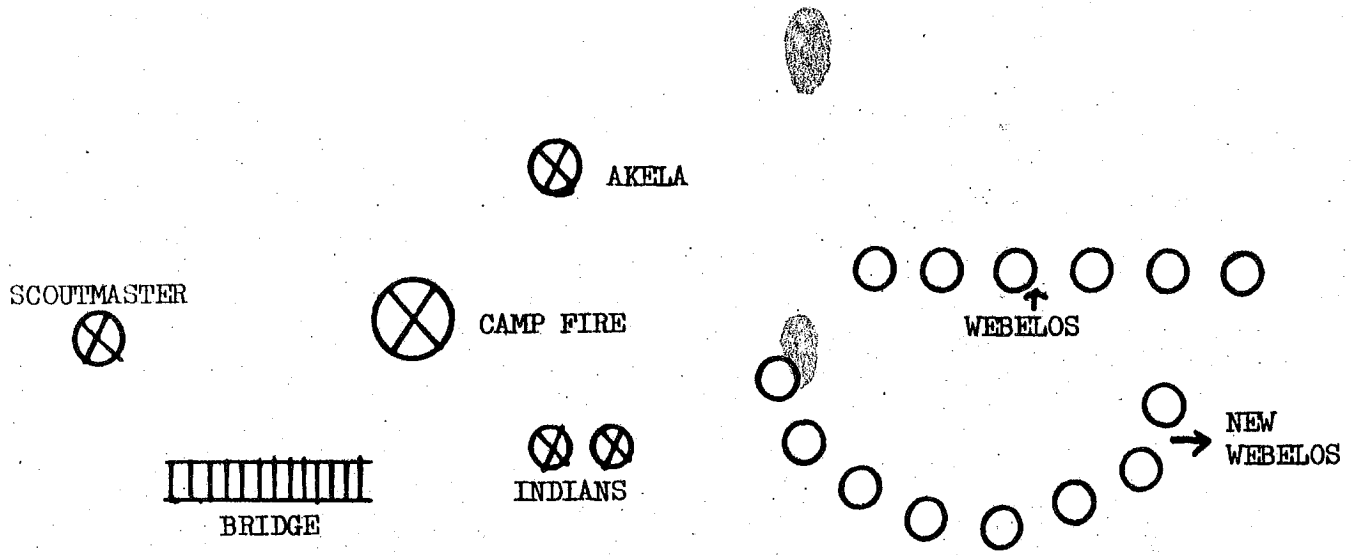
SCOUT-
MASTER:

We welcome these Webelos Scouts into Boy Scouts.

AKELA: Farewell, Webelos Scouts, we have enjoyed working with you. We wish you success in Boy Scouts on your Scouting trail. Indian Scouts, will you please guide these Webelos and their parents across the bridge to meet their new Scoutmaster?

Scoutmaster, along with some Scouts, welcome boys and parents, Boy Scout neckerchiefs may be presented at this time.

BEAR TO WEBELOS AND WEBELOS TO SCOUTS CEREMONY (Continued)



INSTRUCTIONS FOR PHONE NOTE PAD

Materials for Phone Note Pad:

- A. 1/4" A - B INT Fir Plywood
- | | | |
|-----------------|-------------|----------|
| 1. Side | 2 1/2" x 9" | 2 pieces |
| 2. Bottom | 3" x 9" | 1 piece |
| 3. Writing Base | 3" x 4 1/2" | 1 piece |
- B. 1/8" Pressed Board (Masonite) 1 smooth face
- | | | |
|--------------------|-------------|---------|
| 1. Writing Surface | 3" x 4 1/2" | 1 piece |
|--------------------|-------------|---------|
- C. Other
- | | | |
|--------------------------------|-----------|-------------|
| 1. 3/8" wide Craft Stick | ----- | 2 each |
| 2. 3/8" Diameter wood dowel | 2 7/8" -- | 1 piece |
| 3. 1" Roundhead #10 wood screw | ----- | 2 each |
| 4. 3/4" lg. wire brads | ----- | as required |
| 5. Elmer's Glue | ----- | as required |

Directions for Phone Note Pad:

Nail the two 2 1/2" x 9" (1/4" plywood) pieces together with 3/4" brads. Use two brads, align edges of pieces, hold and nail through one piece and partway through the other. Layout for 1/4" hole and slot and corner radii and stop.

Center punch for 1/4" hole and drill straight through both pieces. Cut slots to hole and the two radii. Smooth and sand edges of both pieces, before separating. Cut 3/8" diameter dowel to length. Mark Center of each end and center punch.

Select a drill slightly smaller in diameter than #10 wood screws and carefully drill holes in each end approximately 3/4" deep. Maintain alignment of drill with axis of dowel.

Cut 4 1/2" x 3" size pieces out of the 1/4" plywood and pressed wood. Glue the pressed wood to the 1/4" plywood.

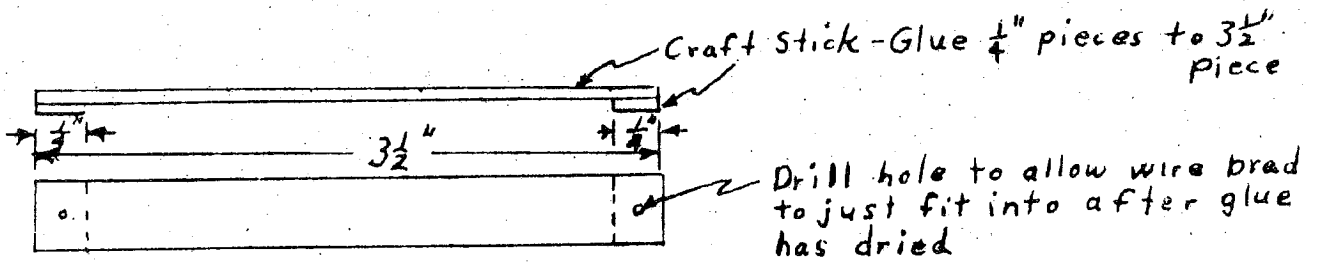
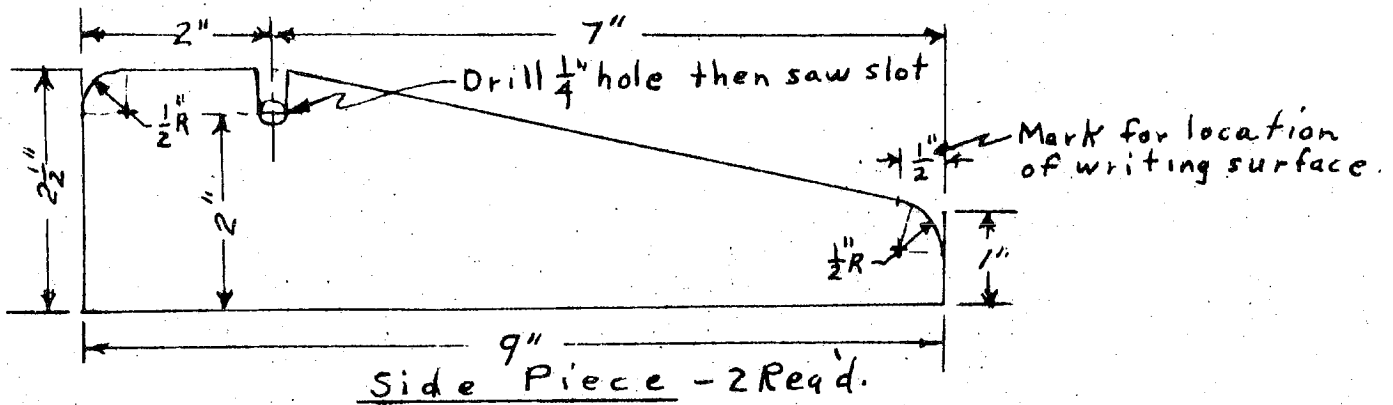
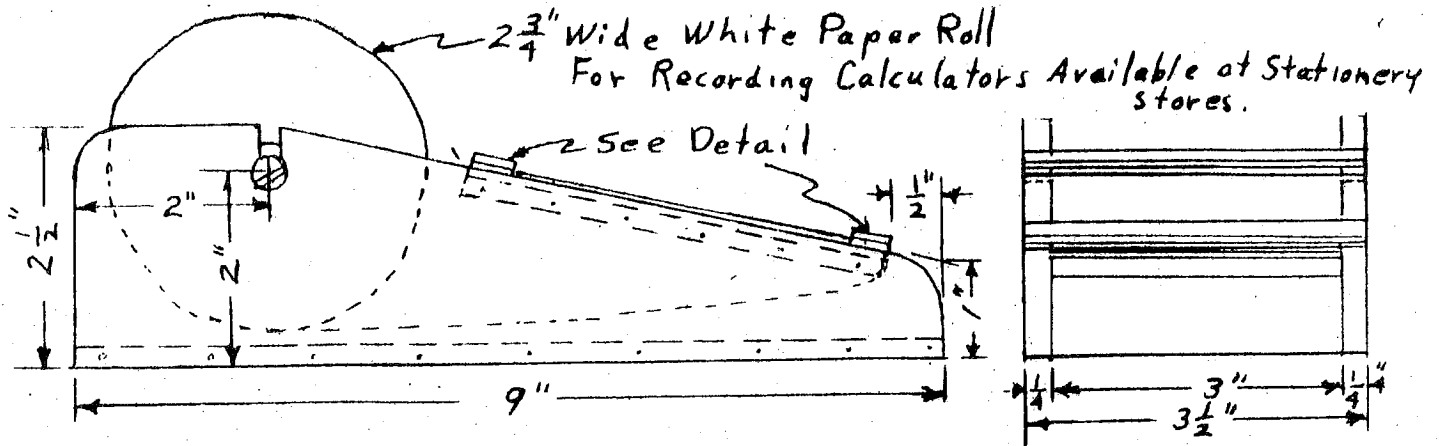
Construct the two paper guides. Cut the 3" x 9" bottom piece. Fasten the side pieces to the bottom using glue and the brads. Before assembling the writing surface to the sidepieces, round the edges over which the paper slides then glue and nail to the sides setting the lower edge at 1/2" mark.

Glue and nail, with single brad each end, the paper guides. Align paper guide edges with ends of writing surface.

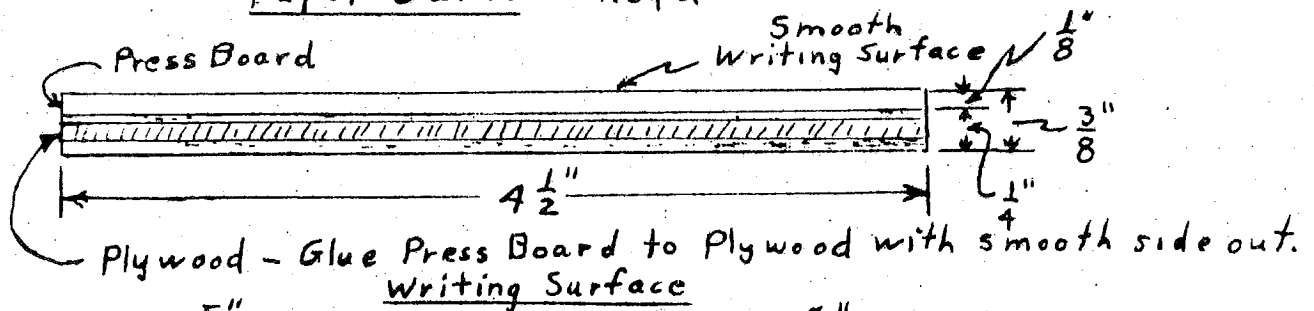
If paint is used do not paint writing surface. Slip dowel into paper roll and thread paper through guides as shown. A magnetic pencil holder could be attached to the side to keep a pencil handy.

"You can tell you are on the right track..... it is usually uphill."

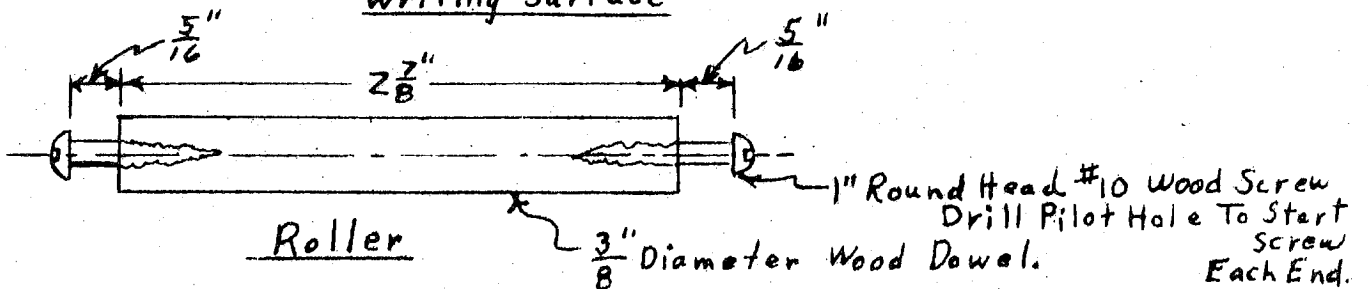
PHONE NOTE PAD



Paper Guide - 2 Req'd.



Plywood - Glue Press Board to Plywood with smooth side out.
Writing Surface



Roller

3/8" Diameter Wood Dowel.

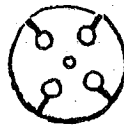
**P
I
O
N
E
E
R**

November 1982

PIONEER DAYS

NOVEMBER THEME

Churn—In pioneer days, every household had a churn for making butter. This miniature is made from a glass jar with a metal top. Cut a dasher out of a piece of tin can to fit the jar.



THIS MONTH'S THEME HELPS
CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
WOLF	5	2, 11
BEAR	6, 8, 10	

THE PIONEER DAYS theme opens wide horizons of learning and fun for Cub Scouts. The settlement of America took nearly 300 years (from roughly 1600 to the late 1800's), so there are very broad possibilities in this theme.

sibilities in this theme.

Every section of the country had its pioneers, of course, and probably the story of the pioneers in your area will be most interesting to your Cub Scouts. Leaders should be able to find ample material about local pioneers (or at least those of the state) at a public library or from a local historical society.

The ideas suggested on these pages are applicable to most areas. Crafts, tools, utensils, and clothing were similar in most areas of the country, although they naturally varied according to the period.

To add a romantic flavor to the study, dens may want to concentrate on one of the mountain men like Kit Carson or a riverboat figure or some other legendary person from America's frontier days. An incident from their lives can be adapted to a den skit for the pack meeting.

Here are a few such figures:

- Daniel Boone—18th-century scout and settler of North Carolina, Virginia, Tennessee, Kentucky, and Missouri.
- Johnny Appleseed—19th-century preacher who went about the Ohio Valley area planting apple trees.
- Davy Crockett—19th-century frontiersman and politician.
- Jim Bowie—frontiersman who invented the Bowie knife.
- Brigham Young—who led "Mormons" to Utah in 1846 in the greatest single migration in American history.
- Jim Bridger—19th-century mountain man and trapper.
- Jim Beckwourth—Negro western explorer and one

of the famous "mountain men"; Sierra Nevada mountain pass is named after him.

Other such legends are suggested in Achievement 10, American Folklore, in the *Bear Cub Scout Book*.

The den may want to concentrate on a group of people such as the first permanent colonists at Jamestown, Va., the Pilgrims in Massachusetts, the early New England whalers, the fur trappers both East and West, the homesteaders who settled in the Midwest, or the California Gold Rush in 1849.

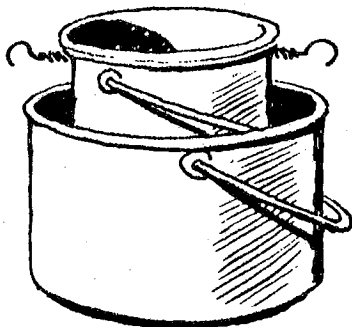
Packs in Hawaii might learn about the Polynesian explorers who discovered and colonized the islands, the landing by Capt. James Cook in 1778 that opened up the islands to the rest of the world, or King Kamehameha who united Hawaii in the early 19th century.

Puerto Rican Cub Scouts will be interested in learning about Columbus' discovery of the island in 1493 and its settlement by Spaniards who subdued the Indian inhabitants in the 16th century.

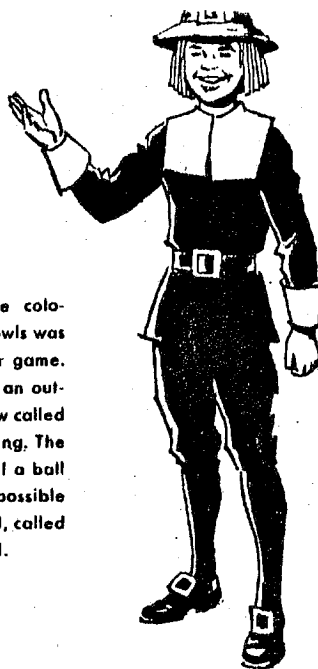
Packs in Alaska can have a lot of fun re-creating the early fur trader's life or the gold rush which began in 1880.

The pack meeting this month should be a montage of American pioneer history with skits and stunts, a puppet show telling the story of a pioneer legend, and demonstrations of some pioneer skills and games. Sing the songs of early America such as "Pop Goes the Weasel," "Yankee Doodle," "Home Sweet Home," "Oh, Dear, What Can the Matter Be?" and "Skip to My Lou."

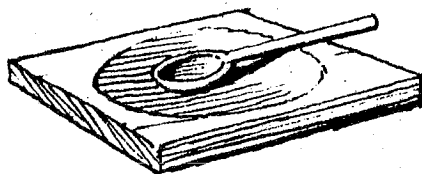
Candle-Dipping — Cub Scouts will need help for this pioneer skill. Under the Den Mother's supervision, melt the paraffin in a double boiler, which can be improvised using a large coffee can or pot, as shown. Pioneers made wicks of rolled cotton, the silky down from milkweed, or tow string. You can use heavy cotton twine. Allow extra length for tying the wick to a rod for dipping. Tie a nail (for weight) on the bottom of the candle. Simply dip the string into melted paraffin, dipping and cooling until the candle builds up to the desired thickness.



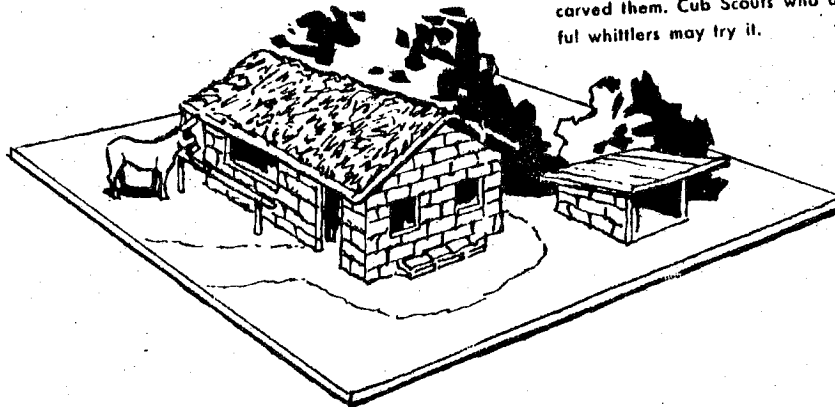
Bowls—In the colonial period, bowls was a very popular game. It is similar to an outdoor game now called spot-ball bowling. The object is to roll a ball as close as possible to another ball, called the spot-ball.



Midwest made homes of sod. The sod was cut into blocks 12 to 18 inches wide, 2 to 3 feet long, and 4 to 6 inches thick. These "bricks" formed the walls. A ridgepole from the end walls supported framework over which branches covered with sod formed the roof. A model can be made using stiff clay or mud in place of sod.



Pioneer Utensils—Spoon and trencher (platter) used by pioneers. Often boys carved them. Cub Scouts who are skillful whittlers may try it.



Play Pioneer Boys' Games

Pioneer boys played a number of games quite similar to those your boys play today. Two hundred years ago, boys were playing marbles, pitching horseshoes, spinning tops, running foot races, and wrestling.

They also played tag games; leapfrog; hopscotch; blindman's buff; and hop, skip, and jump.

Marksmanship was essential on the frontier, both for food and defense, but boys of Cub Scout age did not have rifles. Instead they learned to shoot with the bow and arrow and, by the time they were 10 years old, could hunt small game with the bow.

These games and sports should suggest activities for your dens this month. If your pack meeting room is large enough, or, if you are meeting outdoors this month, you might schedule an archery tournament among den champions. Use rubber-tipped arrows. Tournaments in shooting, foot racing, horseracing, and wrestling were highlights of any large gathering of frontiersmen. If archery is not practical for your meeting place, schedule a tournament among den representatives for such dual contests as hand wrestling and Indian wrestling. See Achievement 8, Cub Scout Fitness, in the *Bear Cub Scout Book*.

Costumes and Props

The clothing and household goods of the pioneers naturally varied by periods and by climate. For most of the pioneers and mountain men who pushed westward during the late 18th and 19th centuries, appropriate dress was a loose hunting shirt without buttons made of linsey-woolsey, a warm and tough material. It had wide sleeves. Over it was worn a shoulder cape, often fringed with bright cloth. The pants were of buckskin, sometimes fringed along the outer seams.

Most frontiersmen wore moccasins. Their winter headgear was a fur cap—often, but not always, a coon-skin cap with tail.

Burlap will serve well to simulate the hunting jacket and cape. Any dark pants will do, and a fur cap (perhaps borrowed from mom) will complete a young pioneer's costume.

For a suggested Pilgrim costume, see the drawing.

Thanksgiving Goodwill

Thanksgiving is a time for giving thanks. Cub Scout leaders may be able to restore some of the original meaning by emphasizing Thanksgiving as a time of joy and, also, a time of thanking God for His Blessings. This may be done at den meetings by stressing the "Cub Scout gives goodwill" idea during the Den Mother's closing thoughts at the meeting.

It may also be done by den or pack projects this month that will aid less-fortunate people—perhaps a used clothing collection for the Salvation Army or Goodwill Industries, or gathering canned goods and other nonperishable foods for distribution by charitable agencies.

Johnnycake

Corn was the staple food for most American pioneers. In many homes it was served three times a day in various forms. At breakfast, it might be johnnycake, which was made with a batter of cornmeal, buttermilk, soda, salt, and shortening. Here is a recipe for johnnycake.

1 ½ cups cornmeal	1 tsp. soda
1 tsp. salt	2 eggs, beaten
1 tbs. flour	1 ½ cups milk
2 tbs. vegetable oil	

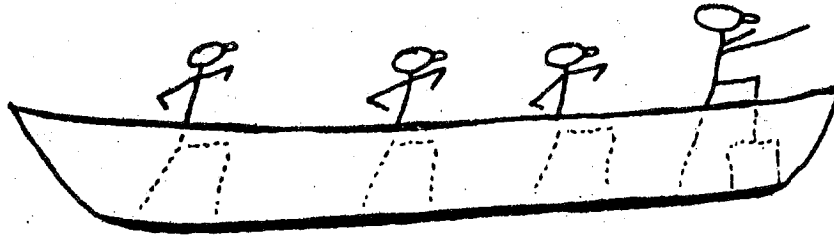
Mix all together with a few swift strokes. Drop the batter by spoonfuls on hot oiled griddle. Fry until golden brown on each side.

Pioneer Music

Check your local library for books of folksongs with roots deep in American history. "Skip to My Lou" is one such song (it was popular in the early 19th century) which has been revived in recent years.

OPENING CEREMONY

CUB NARRATOR: "The rich history of our country is full of trail blazers, men and women who blazed the way from wilderness to space, showing others new and better ways. There was Columbus, the Pilgrims, Washington, Lincoln, Thomas Edison, Albert Einstein and John Glenn. They all had problems before success finally came. Following is a little known story about the Father of our country (George Washington) and his crossing of the Delaware:

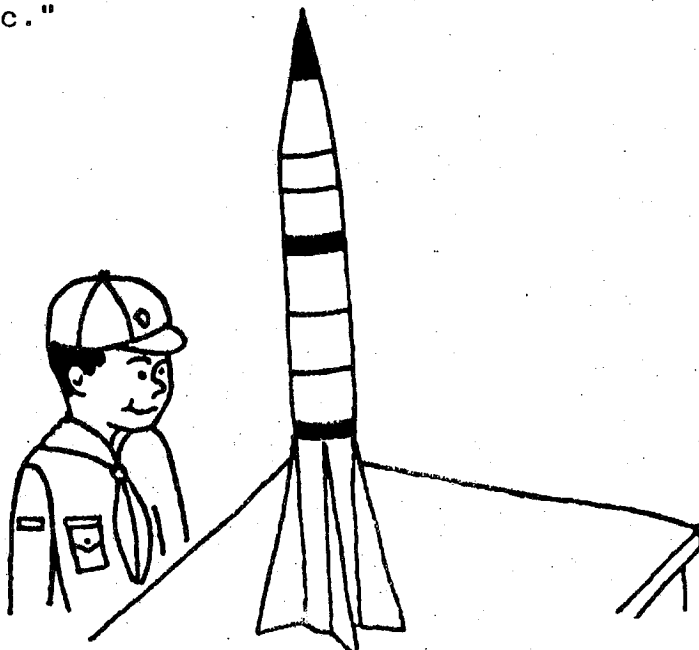


(The boat is surrounded by Washington's men, pushing the boat while Washington yells, "Shove off!" They are unable to move the boat until suddenly it lunges forward, at which time Washington and all his men fall backward).

NARRATOR: "Yes, George Washington had his problems, but he did get started. And now, so have we. On with the program!"

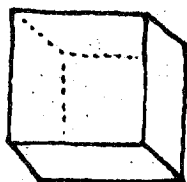
(Elaborate on the above. Have Washington "shove off" several times while the boys grunt and make noises like they're having real trouble; go through it a few times before you finally present it, adding your own ideas, making it fun for everyone. If the boys doing it enjoy it, those observing will, too.)

Variation: Have Washington in boat on stage alone shouting "Shove Off!" Then one boy comes out to help, then another and another until all boys are out and finally the boat does go, signifying "you can't do it alone. It takes the entire family, den, pack, etc."

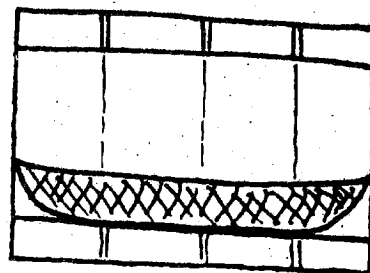


DIRECTIONS FOR BOAT

1. Obtain a 2" X 12" board, about eight feet long.
2. Cut the outline of the boat from a large cardboard box.



Separate seams of box
to make one flat piece.



3. Staple or tack the cut out boat to the 2 X 12, which is resting on 1/2" dowels to enable it to move.
4. Place a stool or box in the front of the boat for Washington to place his foot on.
5. Do not use any other hard objects in the boat. When the boat lunges forward the boys should fall safely against each other - not against hard objects.
6. One of those trying to cast the boat off should be "Q" ed to actually move the boat forward by pushing on the 2 X 12 at a designated time (this is when all those inside fall backward - easy does it).



OPENING CEREMONY - THANKSGIVING

Cubmaster: They came as strangers to a wild land, and none of them knew which day would be their last.

Never in the old country had they known such winter; the wind so cold, the food so scarce; the enemy night so filled with dread. Never had they worked so hard, paying with aching backs for every shelter raised against the cutting wind. Everywhere they went, famine and death watched them with pale expectant eyes. And by the end of that bitter year, there was hardly one among them who had not lost to the cold earth someone he could not live without.

Then these men and women who had nothing, sat down to a hearty feast, filled with gratitude for what they had. We who follow them sometimes wonder why. Did they know some secret of happiness, denied to us, that made them so glad for so little?

And then we think back . . . back to some personal wilderness we have all been through in our time. Perhaps there was once a day when simply to feel the sun again, to smell another morning's freshness, to hear a child laugh again was miracle enough . . . a time when just to find oneself alive was a gift beyond belief. They had their lives; no man has more. They had freedom too. They were where they chose to be. All the days ahead were theirs to use as they pleased. They owned themselves; no man owns more.

Remembering this, we join their feast, brothers to all the wise men whom trouble has taught to look at what they have, and not at what they lack.

INSPIRATIONAL CLOSING - A BOY

He is a person who is going to carry on what you have started.

He is to sit right where you are sitting, and attend, when you are gone, to those things you think are so important.

You may adopt all the policies you please, but how they will be carried out depends on him.

Even if you make leagues and treaties, he will have to manage them.

He will assume control of our cities, states and nation.

He is going to move in and take over your churches, schools, universities, and corporations.

All your work is going to be judged and praised or condemned by him.

Your reputation and your future are in his hands.

All your work is for him, and the fate of the nation and of humanity lies in his hands.

It is well that we pay him some attention.

HOW DID YOU GET HERE?

Den Chief introduces the skit by saying "Transportation played a very important part in the settling of America. How did you get here?" Any number of Cub Scouts can participate by dividing the lines accordingly.

CUB #1: If the Pilgrims came over on the Mayflower, how did the Scouts get here?

CUB #2: I don't know. How?

CUB #1: On Handy Crafts. (As he says this, a Cub comes on stage with a sample of a handicraft project and a sign identifying it)

CUB #3: If the Pilgrims came on the Mayflower and the Scouts came on Handy Crafts, how did the doctors get here?

CUB #4: I don't know. How?

CUB #3: On Blood Vessels. (Cub dressed as a doctor enters)

CUB #1: How did the students get here?

CUB #2: On Scholar Ships. (Cub enters carrying a load of books)

CUB #3: How did all the ordinary people get here?

CUB #4: On Citizen Ships. (Cub enters carrying a "Don't Forget to Vote" sign)

CUB #1: I know how the barbers got here.

CUB #2: How?

CUB #1: On Clipper Ships. (Cub enters dressed as barber, with towel, razor)

CUB #3: How did all the movie stars get here?

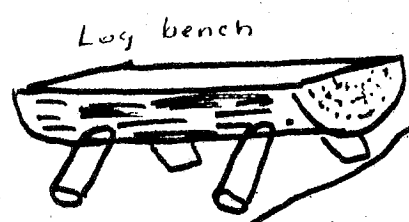
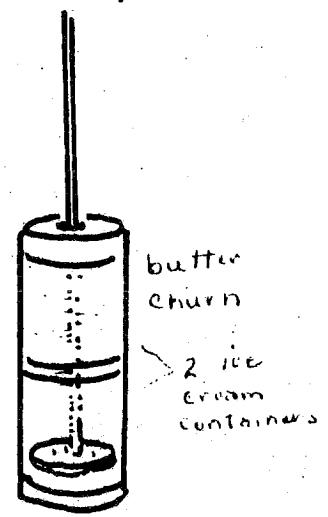
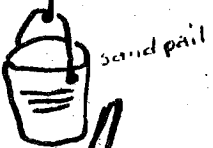
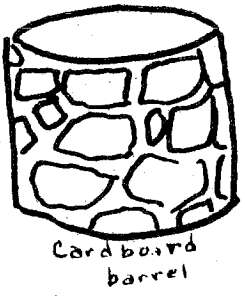
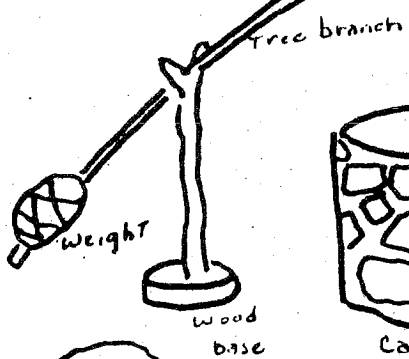
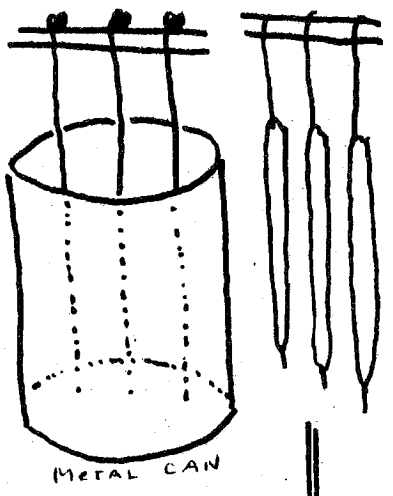
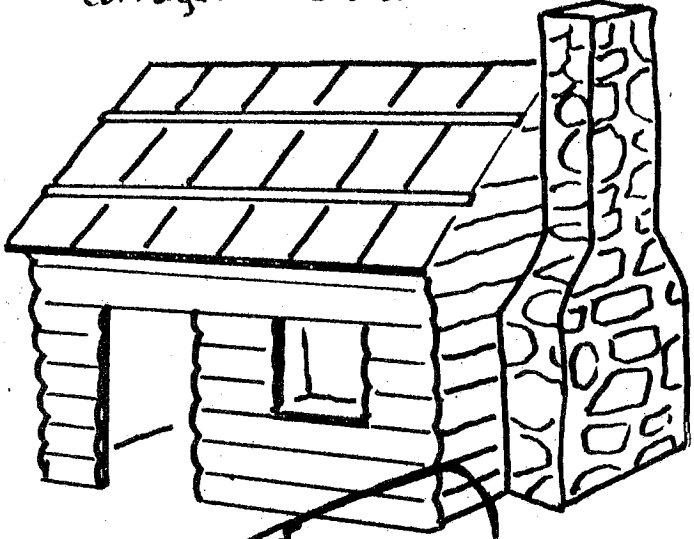
CUB #4: On a Show Boat (Cub enters well dressed, wearing sunglasses)

CUB #2: I'll bet you can guess how all the hot heads got here. (Cub runs on stage shaking his fist and pretending to quarrel with every one)

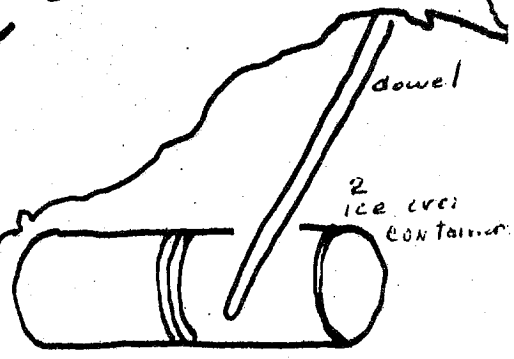
ALL: On Steam Ships, of course. (They bow as curtain closes)

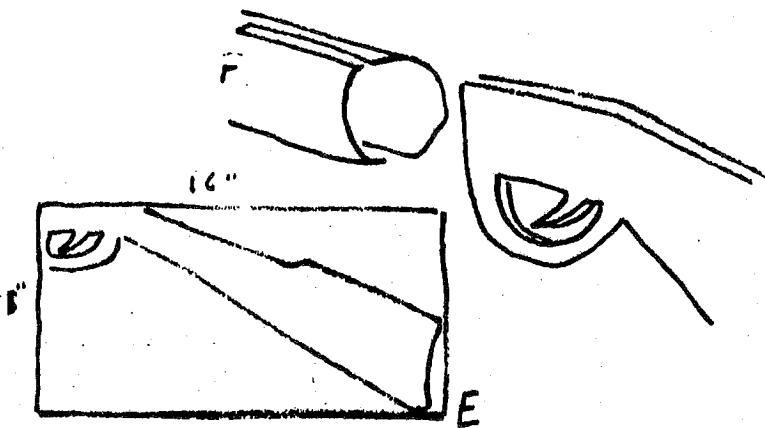
roof and walls
Corrugated cardboard

CANDLE DIPPING



PILGRIMS

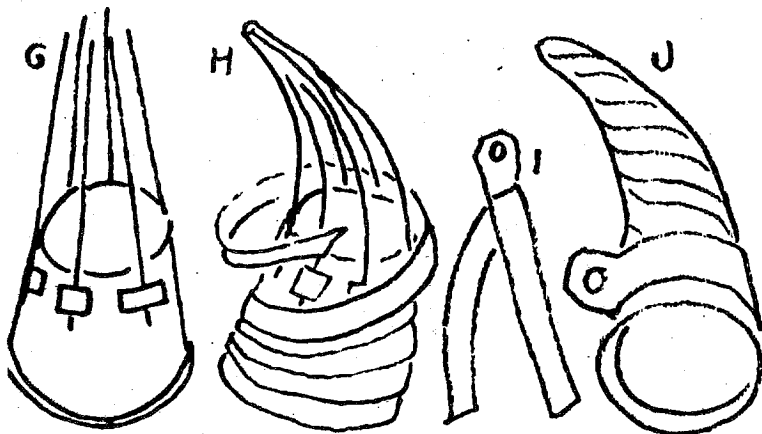




MUSKET

For Gun barrel, tape cardboard mailing tubes together to make a 26" length. Wrap a 1" strip of Gray Crepe. Cut butt from corrugated cardboard (paste two thicknesses together to make it sturdier) following diagram E. Brush surface with thin coat of paste and cover with brown crepe paper.

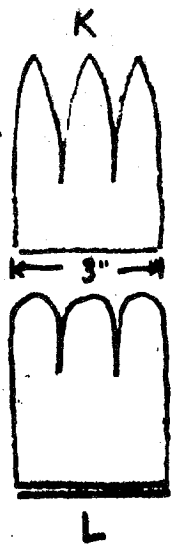
Make two 2" deep slits in one end of barrel wide enough to fit butt and paste together (F). Add gun sights and other adornment for more realism if you wish.



POWDER HORN

Tape six 5" lengths of #7 wire around a small Dixie cup (G). Curve wires to form horn shape and tape tips together. Wrap with a 1" strip of brown crepe cut across the fold. Apply paste at intervals so strip will stay in place (H). Cut a strip of beige gummed crepe 1" wide and long enough to go around horn plus two inches. Fold in half. Moisten about one inch on each side of fold and stick together. Punch a hole thru fold (I) and stick strip around horn (J). Cut a circle of brown gummed crepe to fit cup opening and stick in place.

For shoulder strap, make a length of brown crepe twist using a 2" width. Paste one end to horn tip & tie other end thru ring.



TURKEY SHOOT

Cub Scouts can stage a shooting match with balloon turkeys to show their skill with darts or bow and arrow.

To make turkeys, blow up round balloons and knot securely so air cannot escape. Cut feet from cardboard and cover with yellow gummed crepe. Slip slit over knot so balloon will stand. Cut wings from crepe paper (K). Gather straight edge and tape to balloon. Cut a 6" width of Crepe across fold. Scallop one edge (L). Cut off a 15" length. Gather straight edge and tape to balloon for tail feathers. Fan out feathers.

Cut head from red construction paper. Add eyes and beak of gummed crepe and tape to balloon.

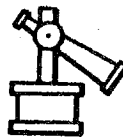
Line up turkeys on a shelf or a board set across two chairs. Protect background or wall from darts and arrows with piece of beaverboard.

W
E
B
E
L
O
S



CENTIMON 1983

SCIENTIST ACTIVITY



SPORTSMAN ACTIVITY



SCHOLAR ACTIVITY



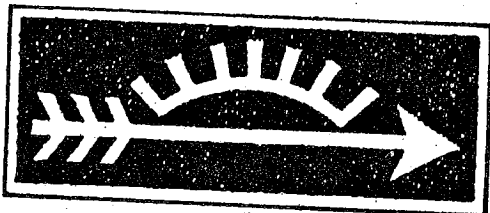
NATURALIST ACTIVITY



OUTDOORSMAN ACTIVITY



ARTIST ACTIVITY



Arrow of Light award is earned in the Webelos Scout advancement program.



GEOLOGIST ACTIVITY



AQUANAUT ACTIVITY



FORESTER ACTIVITY



ENGINEER ACTIVITY



CRAFTSMAN ACTIVITY



CITIZEN ACTIVITY



ATHLETE ACTIVITY



SHOWMAN ACTIVITY



TRAVELER ACTIVITY



THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, its chieftain.

"Whooo" called the owl in the darkness. The small 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. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

Now with the 'boom' of the big drum, all was quiet. The night was very still. The great ceremonial fire, when lighted, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told of the strength of his father, the powerful Arrow of Light. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, and ways to food. Through dance and gesture he told how he next faced 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 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 teach our boys to be fair, our great tribe will continue to be strong".

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud guttural 'How'. The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying 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 tribe pledge was given . . . "To live and help live" was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.

WEBELOS INDUCTION CEREMONY

The transfer of boys from the regular dens into the Webelos Den should be an impressive ceremony, because it is a big step toward Boy Scouting. You'll want to talk over the ceremony with your Webelos Den Leader. He may have suggestions for spotlighting the occasion and encouraging more Cub Scouts to look forward to their year as Webelos Scouts.

Equipment: The Pack Flag, Webelos Den Flag, Webelos Colors, Webelos Scout Handbook

Cubmasters: Tonight we have a Bear who has reached the age of 10 and is transferring to the Webelos Den. Before we call this boy and his parents forward, I will ask that our pack flag be brought to the center of the stage by Webelos Scout _____ (Name) and that Webelos Den Leader _____ and Webelos Den Chief _____ come forward with their den flag. (When they are in position, Cubmaster resumes.)

Now, will Bear _____ come forward with his parents and Den Mother and stand at the left of the Webelos flag.

Webelos Den Leader _____, will you state the purpose of the Webelos Den?

Webelos Den Leader: The purpose of the Webelos den are to help the boys earn Cub Scouting's highest award -- The Webelos award -- and to make them ready to become Boy Scouts when they are 11. Our den meets at my home (gives address from 8 PM each (day of week)). We take part in the regular pack activities. We work on the activity badge areas in fields all the way from swimming to science and earn activity badges for those. We also visit Boy Scout troops to help boys decide which troop they want to join. We have a lot of fun in the outdoors, too.

I will call on our Webelos Den Chief, _____ to present the Webelos colors to the new Webelos Scout, _____ (Webelos Den Chief hands the den flag to the Webelos Den Leader to hold.)

Webelos Den Chief: Bear _____, we welcome you into our Webelos den. We have fun working for activity badges and trying to earn the Webelos Award. We will be working and playing together. A lot will be expected from you. I am glad to present the Webelos colors which will replace the den number on your sleeve. Here is your Webelos Scout Handbook. (If incoming member does not already have it.) Its pages will lead you into many hours of pleasure and knowledge. May it be your constant companion. Welcome to our Webelos Den.

(The Webelos Scout's former Den Mother steps forward)

Den Mother: (Boys name) _____ has been glad to have you as a member. We have had much fun together. Now your former den mates wish for you much happiness and success in your new den. (Den Mother salutes or shakes hands with him).

Cubmasters: Mr. and Mrs. (Webelos Scouts parents) _____, you have helped _____ along the Cubbing trail, this far. It is important now that you continue to go along with him and become thoroughly familiar with the Scout trail in our Webelos Den. We will soon have the pleasure, I know, of presenting your son with Webelos activity badges and with the Webelos Award if he earns them.

Cubmaster calls for the pack yell. Flags are replaced and the group retires.

A WEBELOS GRADUATION CEREMONY

Boys Needed: Boys who have completed the Webelos requirements and are 11 years of age.

Leaders Needed: Cubmaster, 6 Den Mothers, or members of the Pack Committee.

Materials Needed: One candle for Cubmaster (Akela's Light) and 6 other candles. Number of Webelos badges are required.

Set Up: Cubmaster stands before the council fire. Webelos graduates sit in semi-circle before him. Den Mothers or Pack Committee persons taking part stand on either side of Cubmaster.

CEREMONY

Cubmaster: Webelos is the highest rank in Cub Scouting. To become a Webelos a boy must be ten years old. He must pass his tenderfoot requirements for the Troop which he intends to join. Webelos is the name of an Indian tribe. The letters Webelos are the first letters of "We'll Be Loyal Scouts". The Arrow of Light is the insignia awarded for advancement along the trail from Webelos all the way to Boy Scouts.

#1 Speaker: Akela was a great Indian chief, he had many Indians in his tribe, because he was a peace loving chief and tried to do what he thought was best for his people. He thought that if he could do something to hold the interest in his people they would be even greater and peace loving than before. Light a blue candle (1) representing the spirit of Cubbing - that spirit of Giving Good Will and Doing Your Best. The Cub has started the Scouting Trail of adventure. He is now a Bobcat.

#2 Speaker: I represent in lighting this blue candle (2) the Wolf Cub Scout, This is the first award a boy who is eight years of age works for. He must pass 12 achievements. He has now learned to follow the trail of the wolf tracks through the great forest of

A WEBELOS GRADUATION CEREMONY Continued

#3 Speaker I represent in lighting this blue candle, the Bear Cub Scout. This is the first award a boy of nine years of age works for. He must pass 12 achievements. The Bear Trail has been more difficult to follow. The Bear Cub was in trouble every once in a while. He may have put his nose in a bee hive, but you didn't see him do it twice.

#4 Speaker I light the white candle, representing the spirit of Scouting. Remember the Spirit of Cubbing and Scouting are one and the same. The spirit of the entire Scouting organization is service, high ideals and fellowship.

#5 Speaker I light the yellow candle representing the Webelos rank. Webelos mean "We'll Be Loyal". Loyal to our country, our home and our God.

CHORUS I present these Webelos badges which are worn on your Scout shirt. It is an honor for me to present these Cubs as Webelos. Notice we are leaving unlighted (1) candle representing the Tenderfoot Scout. To remind you Webelos Cubs of something, yet, another grand adventure which will open to each of you on your eleventh birthday.

GOOD LUCK!

OPENING

Use the Webelos Den conduct this opening. Include a snappy demonstration of flag etiquette. Use small flags. Give pledge of allegiance.

NOTE: Use America from Stopping Den and Pack Ceremony as

CUIMASTER: As we face each other, let us look at the candle flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. (After pause, continue) Now join me in rededicating ourselves in our Cub Scout promise. (All repeat the promise)

WEBELOS GRADUATION CEREMONY

FIRST CUB SCOUT: I'm a little Bobcat
As you can plainly see,
I've learned my Law and Promise
So a full-fledged Cub I'd be.

SECOND CUB SCOUT: Now I am a Wolf Cub
With a Gold Arrow too,
Soon I'll have a silver one
To sew on my shirt of blue.

THIRD CUB SCOUT: I'm in my second year now,
And a Bear Cub I've become
I've even earned some denner stripes,
When you work, they'll give you one.

FOURTH CUB SCOUT: Webelos is the name for me,
And now it is the time,
They teach us to be Boy Scouts,
And the dads keep us in line.

FIFTH CUB SCOUT: At last I am a Boy Scout
And my Cubbing days are done.
When I think back the last 3 years,
It really has been fun.

NOTE: You can use Cub Scouts, holding poster cards of each rank, or this can be done very well with puppets.

WEBELOS GRADUATION CEREMONY

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.)

AQUANAUT ACTIVITY BADGE



To most ten year 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 water 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.

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. Have boys take turns using the equipment, or have them use their own. Start off with the fins and show them the difference in speed with and without them. Have the boys practice seeing in the water with the masks on and learning how to breathe. Next, the boys can try the snorkel, in shallow water (learning to breathe) before venturing into deeper water.
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 the boys a chance to practice these methods.
5. Have the boys learn the four basic rescue methods as illustrated by the words: "Reach", "Throw", "Row", "Go", "Tow". Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring boy, or other lifeline.
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 are: Don't panic.....think.....save your strength.
9. Learn about water pollutants in the lakes and rivers in our area. How do they affect water used for consumption and recreation?
10. Study the Safe Swim Defense Plan.

The following are some good beginner games:

1. Catching ball in shallow water.
2. Passing water ball while standing in the water.
3. Tunnel ball-passing a ball back and between the legs.
4. Cat and mouse -- cat outside circle, mouse inside.
5. Spoon and Ping-Pong ball relay
6. Kickboard race to 25 yards away.
7. Kickboard relay - width of the pool.
8. Relay race in shallow water -- running and gliding on stomach.

PACK ACTIVITIES

Exhibit: Mask, fins, snorkel, boat equipment, practice-breathing dummy.
Demonstrate: Swimming strokes, rescue assists, artificial respiration



AQUANAUT ACTIVITY BADGE

SAFE SWIM DEFENSE PLAN. One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved:

1. Qualified Supervision. A responsible adult in complete charge. If he has not had water safety training, he must have assistants who are trained.
2. Physical Fitness. Every boy should have a physical examination each year.
3. Safe Area. Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.)
4. Lifeguards on Duty. Two who are capable swimmers stationed ashore with life lines (such as 100 feet of No. 5 sashcord).
5. Lookout. Someone who can see all swimmers from shore.
6. Ability Groups. Divide Webelos Scouts into non-swimmers, beginners, and swimmers. Make sure each group stays in its area.
7. Buddy Plan. Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together everytime they hear the call "buddies". They check in and out of the water together.
8. Discipline. Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.

YOU CAN SET UP A SAFE SWIM AREA

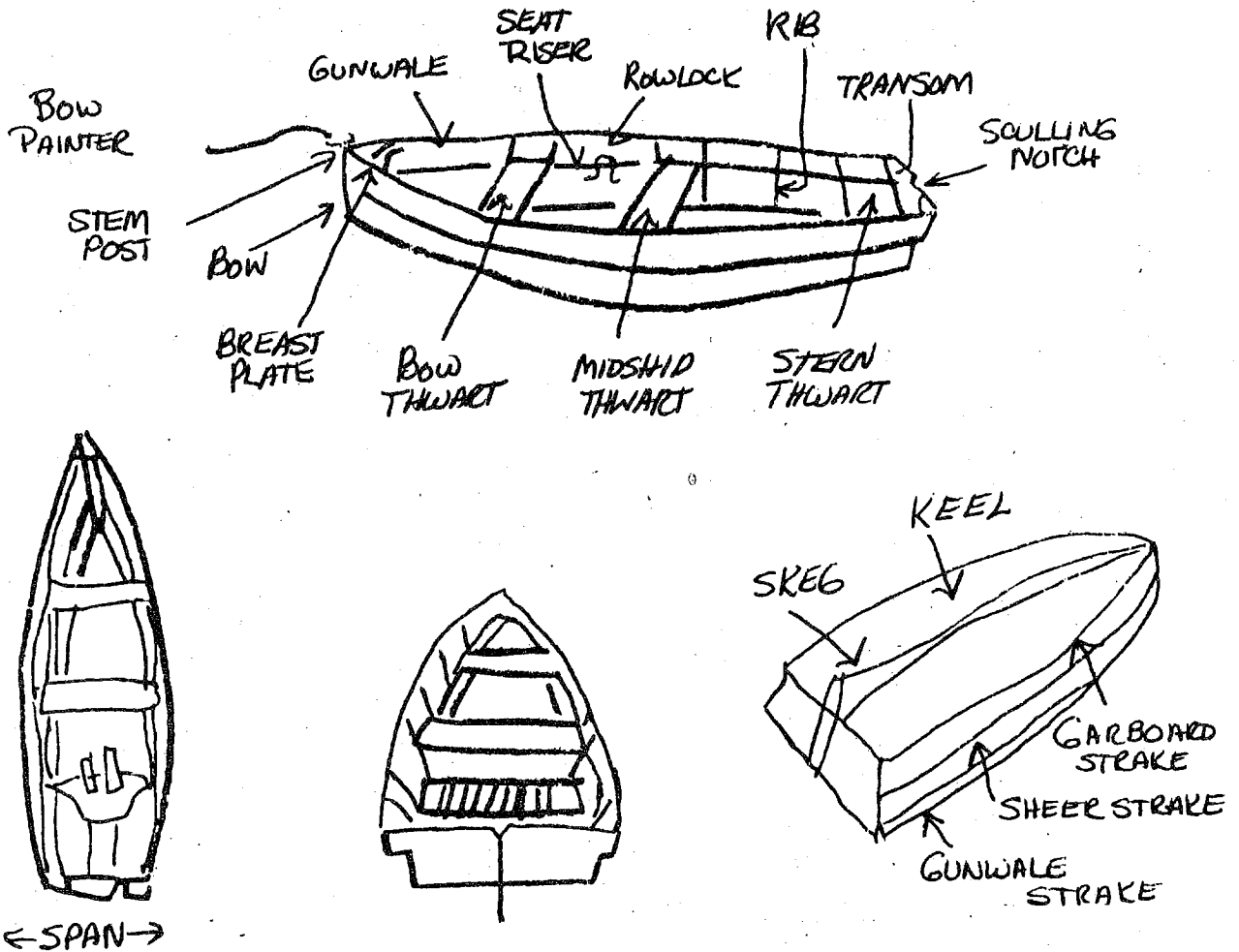
There is an easy, quick way to make a swimming area safe. Minimum equipment includes: two 50-foot lengths of No. 5 sash cord (not clothesline), 200 feet of binder twine, a hand axe, a pocketknife, and a pencil. Organize swimmers in a line holding hands to check the bottom of the area, under 6 feet in depth to be used. Use a strong swimmer to scout the area, up to 12 feet, by looking for deep holes, rocks, stumps or dangerous debris. He should work at the end of a life-line bowline around shoulder with buddy tending line at shoreside. Use binder twine to mark off and enclose the areas for non-swimmers and beginners. Support the line with deadwood floats cut by hand axe. Large rocks tied with twine make good anchors at the outside corners where bouys should be placed. Inflated balloons or plastic bleach bottles work well, too. Do not use glass bottles because of possible breakage.

See "Safe Swim Defense", #7369; "Swimming and Waterfront Activities" #26-037



ROWBOATS

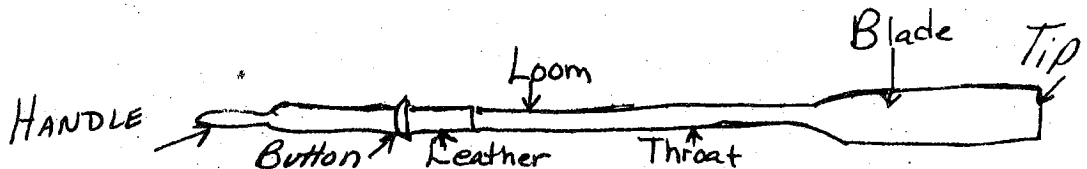
The following terms apply to parts of rowboats, regardless of how the boat is constructed or what the materials are.



Rowboats can be capsized or swamped. It usually takes an effort to do it. If it should happen - **STICK BY THE BOAT!!!** The boat will float and will easily support or carry you until someone comes to help. You are safe to **HANG ON!**

Aluminum rowboats are light, rugged and require little maintenance. Flotation units are usually built in. Fiberglass boats also use flotation units. They require little care but can be heavy to handle.

With oars you propel the boat. Rowlocks hold the oars in place. The parts of an oar are illustrated below.



186 Oars are made of straight grained spruce or hardwood. Spruce, while light, wears quickly. Hardwood oars are heavy but last longer and can take more hard knocks.

 AQUANAUT ACTIVITY BADGE

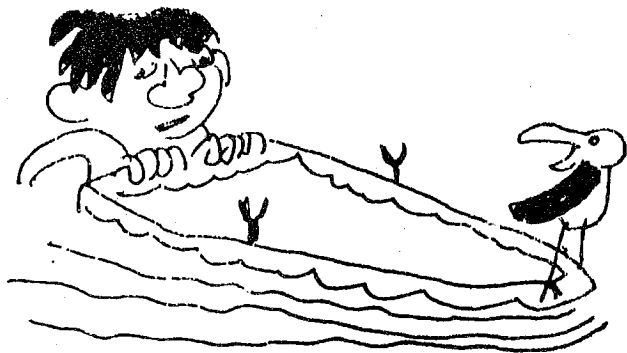
ROWBOATS (Continued)

Safe in a rowboat. In some ways a rowboat is like a person. It can carry you but it can carry only so much. It can be caught off balance. It gets hurt if it slams into anything. Take care of the rowboat you go out in. It will then take care of you and bring you back.

Each person sitting in the boat must have his own life preserver. Don't crowd too many people in one boat. That is unsafe, takes the fun out of boating, and makes more work for the rower. One person on a seat is enough. Once you are in the boat, sit. Never stand up.

Hang onto a swamped boat. Rest for a while, then try to get back into the boat. OR Point the boat at the shore. Hold onto the back and kick your feet.

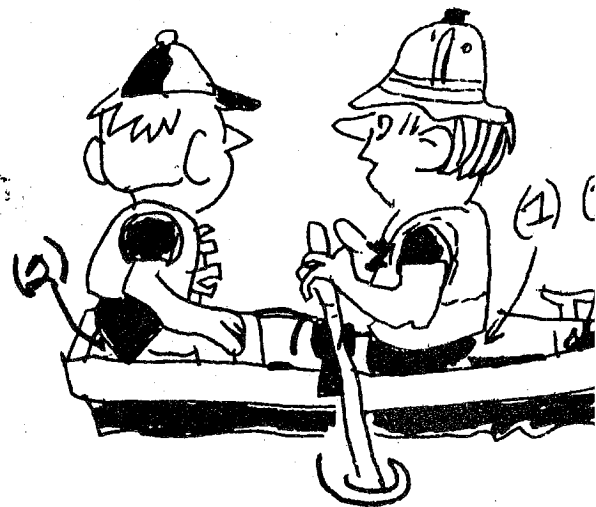
Padding a water-filled boat is easier when the passengers spread out to keep the boat level.



When getting into a rowboat step into the center.

From a high place step first onto the center of a seat.

DO NOT JUMP!



The rower usually sits on the middle seat (1). His passenger sits on the stern seat (2). If he has another passenger, he sits on the forward seat (3).

- Boys' Life Magazine

SCUBA GEAR

Materials:

Plastic bottles, boxes, cardboard, white glue, string, paper fasteners.

OXYGEN TANK

Glue 2 oatmeal boxes together. Cut ribbon (1") to fit around each shoulder for straps. Glue ends of straps to center of tank. Glue cardboard ring around the tank to cover ends of straps. An inverted margarine tub and a 4 oz. squeeze bottle for the top of tank. Punch holes in the tub and bottle to insert wire for joining them together. Attach a "hose" punch a hole in bottom of squeeze bottle; insert one end of a piece of clothesline in hole. Insert other end into hole made in a ribbon spool (2½" wide). Ribbon spool is regulator. Cover opening on front of spool with a bottle cap.

FACE MASK

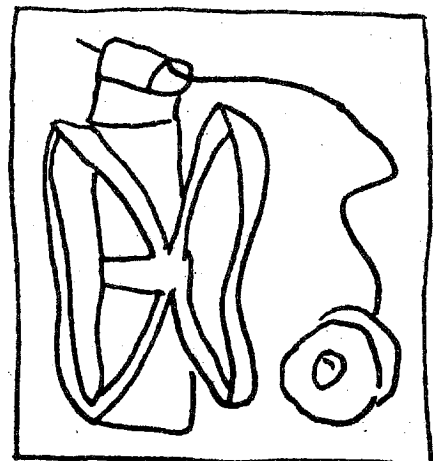
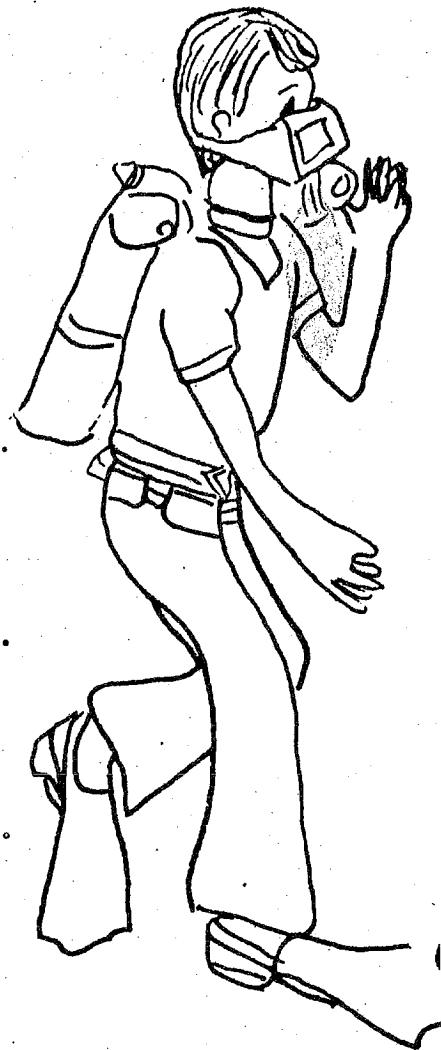
Cut mask from bottom of gallon, square plastic bottle, leave head straps at side. Cut out center of mask. Place piece of nylon net over the back of opening and tape in place. Use a paper fastener to join the ends of the straps at back of head. For extension on which to connect the regulator from oxygen tank, remove top of pudding box and 1" at each end. This leave tabs at the top of front and back of box. Make slits in bottom of face mask to insert tabs. Overlap the tabs inside face mask and glue together. Make hole in front of box to insert 2" piece of coat hanger cardboard roll, glue.

WEIGHT BELT

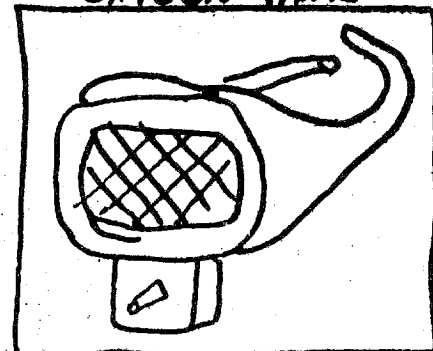
Cut a strip, 1½" wide, from plastic bottle to fit around your waist. Add paper fastener for a buckle. For "weights" use small boxes, such as those from cough drops. Tie loosely to belt.

FLIPPERS

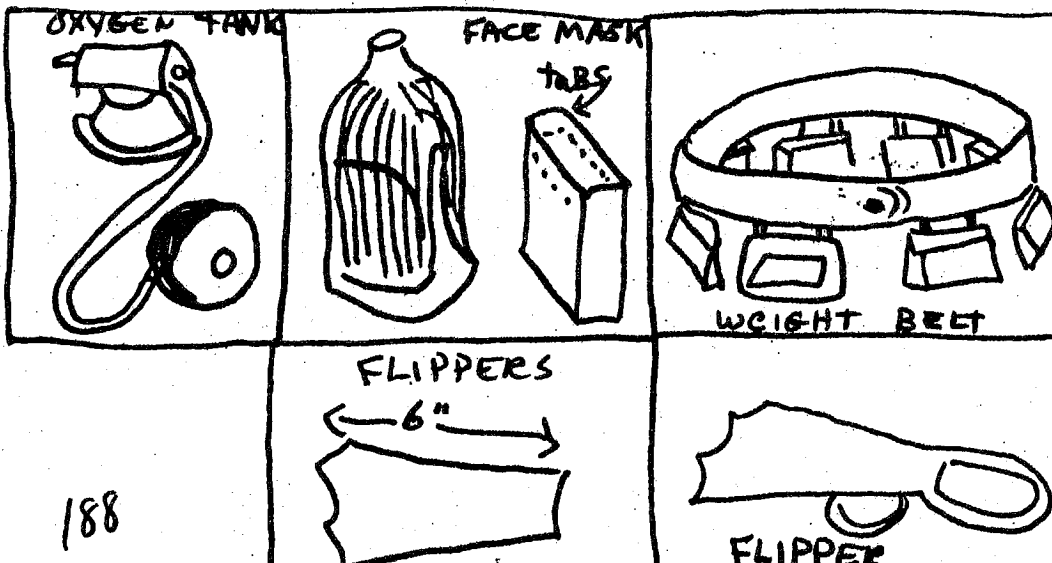
From cardboard, cut 9" flippers, 1" wide ribbon straps for ankle straps with paper fasteners and sew the foot straps in place.



OXYGEN TANK



FACE MASK



ARTIST ACTIVITY BADGE



For many people, art is a vocation - the way they make their living. For others it is a recreational activity which may develop into their livelihood or just into a lifetime hobby. The Artist Activity Badge won't make an artist of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you may wish to enlist the help of an expert Dad or an art teacher. Beginner's books on art will also be helpful.

DEN ACTIVITIES

1. Let the boys study a color wheel and practice combining paints making shades and tints with tempera or water color. Ask boys to make a profile of a family member and an original picture at home.
2. Attend an art exhibit or visit an art museum.
3. Invite an art instructor or an artist to den meeting to talk about art (basic and designs). He will be able to answer any technical questions on the requirements for the badge which may come up.
4. Design is basic in all art. Have boys make two designs each of straight lines, curved lines, and a composite of both types of lines.
5. Have each boy make a pencil sketch of a bottle, dish or other still object.
6. Hold an "Art Can Be Fun" night for the Webelos den families.
7. Have modeling clay and material on hand for making models. Start simple sculptures to be finished at home. (See Webelos Scout Book)
8. Make mobiles.
9. Have boys make drawings during a nature hike - of birds, animals, trees, insects, plants, etc.

PACK ACTIVITIES

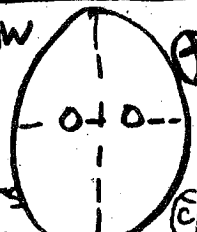
Exhibit: Drawings, paintings, designs, mobiles, sculptures.

Demonstrate: Mixing paints, beginning a sculpture, and making a mobile.

ARTIST ACTIVITY BADGE

CARTOON FIGURES

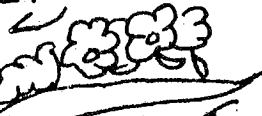
FIRST DRAW
A CIRCLE
OR OVAL
DIVIDE IN
FOUR PARTS



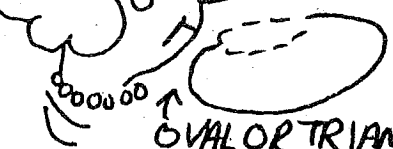
LOWER EYE LINE

RAISE
EYE LINE

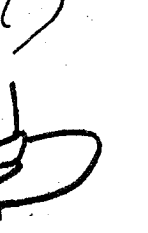
EYES BELOW
CENTER



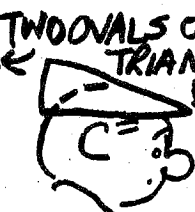
KEEP HAIR
SIMPLE



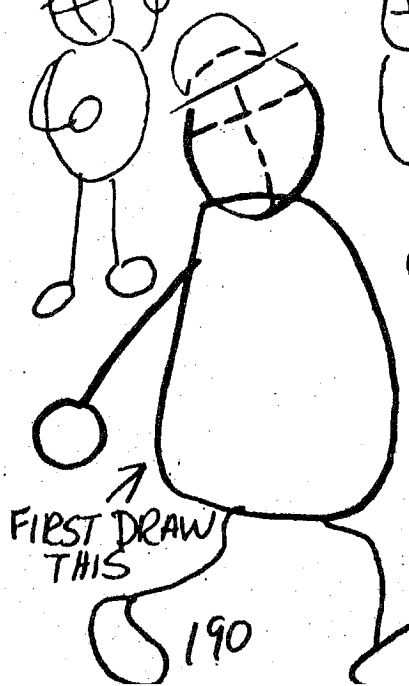
OVAL OR TRIANGLE



TWO OVALS OR
TRIANGLE



BY THESE FORMS
AND CREATE YOUR OWN FIGURES



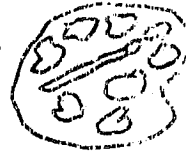
FIRST DRAW
THIS



THEN
THIS

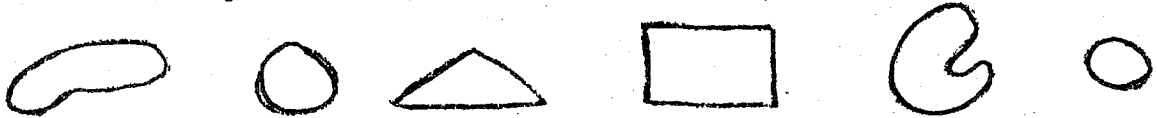


ARTIST ACTIVITY BADGE



DESIGN:

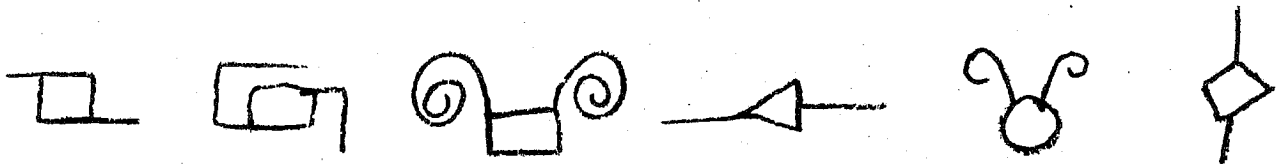
Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in patterns such as those shown below. All of the designs are alike in one respect. They have one interior and one exterior.



Your string could also be laid out in the designs shown below. All of these designs are alike in one respect. They have two interiors and one exterior. Each one is really a different version of the other. The most important location in each design is Point



The following designs are also different versions of the same thing. Each one is a simple closed figure in the center with two "legs" attached to it.



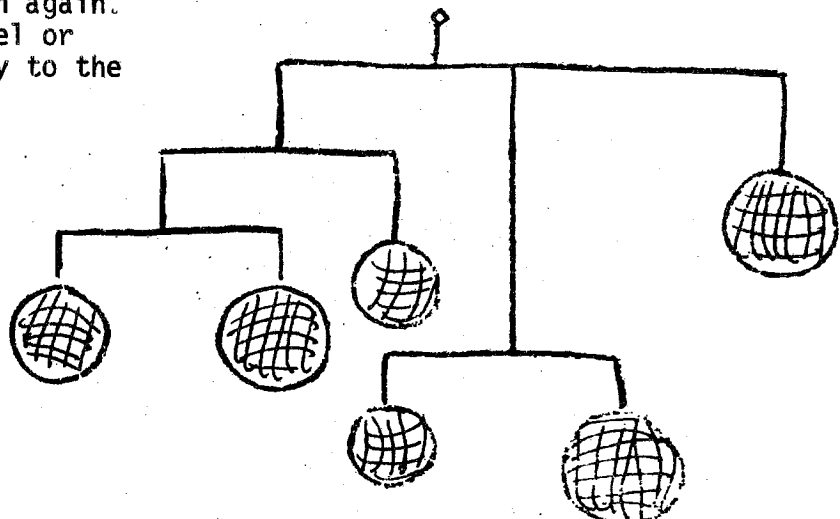
MOBILE:

This mobile is made by covering a small inflated balloon with flour paste, then wrapping it with colored cotton thread or mercerized crochet cotton, then coating it again with flour paste. Dab off excess. Let air out of balloon with pin after paste has hardened and remove balloon.

Balloons should be well covered with thread and paste. If string collapses when air is removed from balloon, then remove balloon and insert new balloon, inflate it till strings are tight again. Add more thread and paste.

Let dry and let air out of balloon again. Cover balls with clear spray enamel or shellac. This will help give body to the balls.

SEE WEBELOS SCOUT BOOK FOR INFORMATION ON ASSEMBLING MOBILES, POINT OF BALANCE, ETC.



ARTIST ACTIVITY BADGE



MAKING A METAL SAILING SHIP

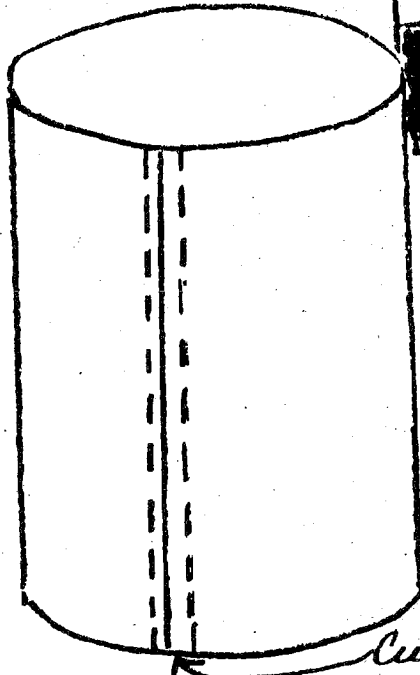
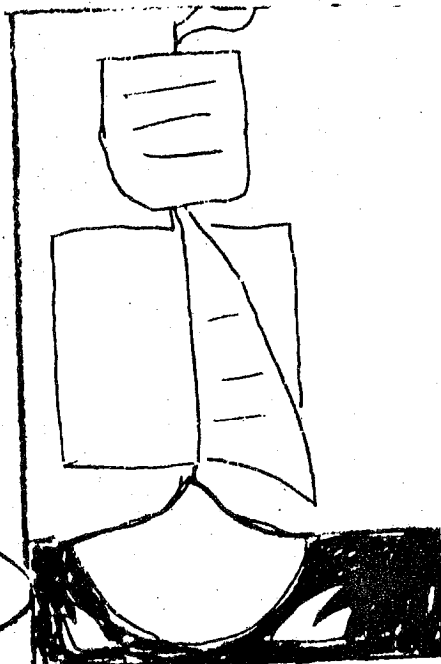
An artist puts his imagination to work with many kinds of materials. Here is a pleasing decoration that can be made from a used tin can and a piece of scrap wood.

Use a two pound coffee can, or obtain cans (#10) from your school cafeteria. The wood for the background is 12" x 15" x 1/2". Sand the wood and paint or stain any color. A dark background is best. Attach a wire to the back with small screws to hang.

You will need a pair of tin snips, some 1/2" finishing nails, a tack hammer, a nail set or large blunted nail and a crayon. Use cotton gloves to handle the sharp pieces of tin.

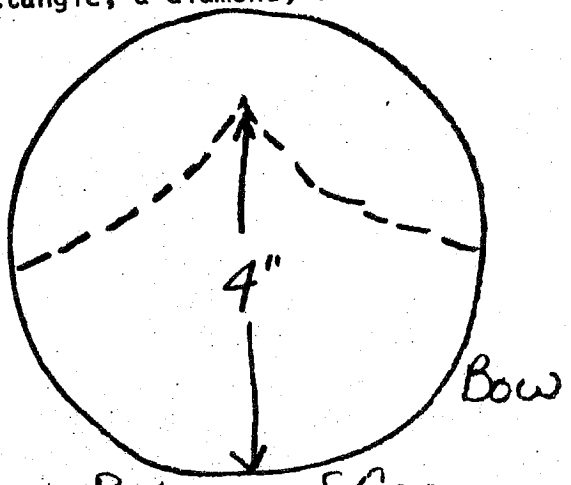
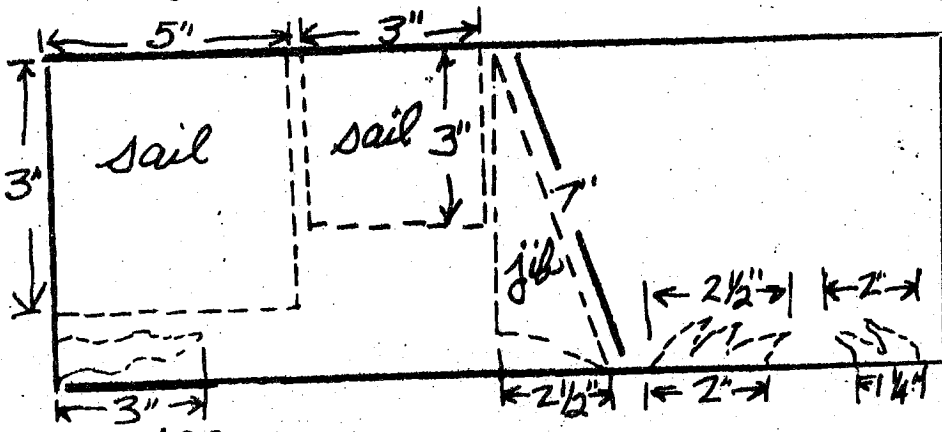
DIRECTIONS:

1. Cut out the bottom of the can. Draw the pattern for the ship's bow on it with crayon and cut out with tin snips.
2. Cut out the seams of the can and flatten it with your hammer. Don't worry about hammer marks.
3. Draw patterns for sails, water, and pennant on flattened metal, and cut them out.
4. Shape and add texture to the metal for the hull and sails by hammering the painted side with a nail set or large blunted nail and your tack hammer. Paint or hammer designs on the metal. Leave the water and pennant smooth.
5. Place the design on the background wood. Mark the position for each piece lightly with a pencil.
6. Before nailing the pieces in place, make holes for the nails from the painted side of the metal. Avoid flattening the curve of the sails and hull when you fasten the design to the wood. The background block may be a rectangle, a diamond, or an oval.



2 lb coffee can

cut out seam



ATHLETE ACTIVITY BADGE



Webelos Scouts are bursting with energy and eager to impress their Webelos leader with their physical prowess. Since most 10 year old boys already have the physical skills necessary to pass this badge when they first enter the den, it is a natural first activity badge. Athlete is one of four optional badges which may be used to fulfill the requirements for the Arrow of Light. The Webelos leader may make this badge a basic foundation for a good relationship with the boys for the coming year by giving his den some encouragement and praise as they bore down to earn this one.

If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any ten year old will recognize the important part his body plays in his life. This badge gives the leader a chance to impress on the boys the importance of keeping physically fit.

Make up a permanent Fitness Progress Chart (such as the one on the following page) and retest the boys at different times throughout the year. They will be interested in bettering their records. Use the information below as a guide:

Rating	Sit-Ups (number)	Pull-Ups (number)	Broad Jump Ft. In.		50-Yd. 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

DEN ACTIVITIES

1. Attend a high school or college athletic event.
2. Invite a professional athlete to den meeting to discuss exercises, training rules and why they are important. If you are unable to obtain a professional athlete, how about a college athlete.
3. Practice light, loosening-up exercises to be done before strenuous exercises.
4. Review requirements with boys and have a demonstration on correct way to do exercises.
5. Help the boys set up a regular schedule of exercises with a chart for keeping records of activity and improvement.

PACK ACTIVITIES

Exhibit: Individual fitness records, indoor gym equipment.

Demonstrate: Fitness tests, exercises, dual contests. (See Webelos Scout Book

ATHLETE ACTIVITY BADGE



A HEALTHY ATTITUDE. Living the Cub Scout Promise and the Law of the Pack is a big help in keeping a Webelos Scout mentally and physically strong. When a boy does his best to be cheerful, helpful, friendly, he'll find that worries and irritations disappear. He will discover a feeling of success, confidence and excitement in his everyday life. A wise man once said, "As a man thinketh in his heart, so he is." When boys "think" themselves strong and do something about it, they are well on their way to being strong.

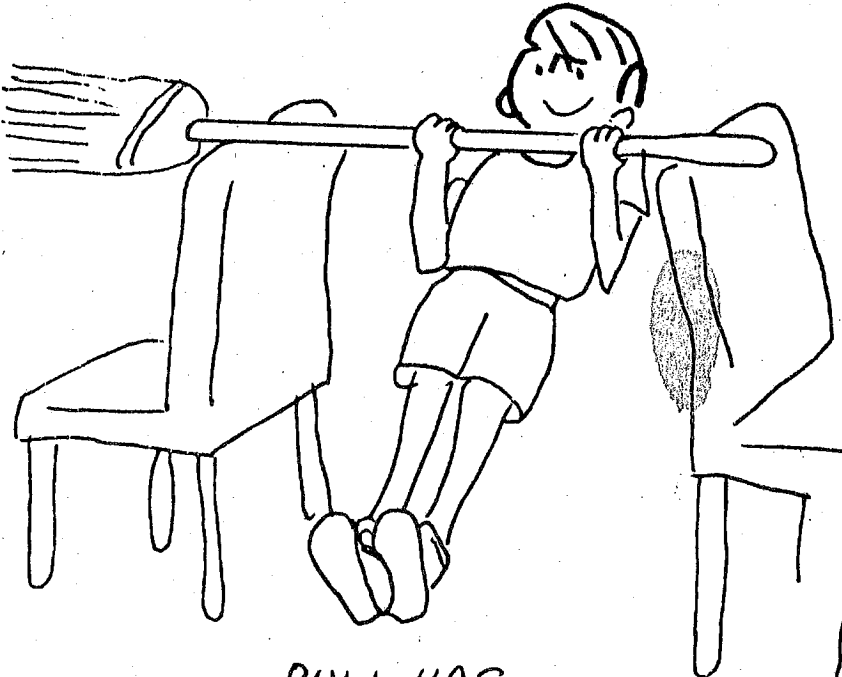
Mental and emotional health are very important. They affect our ability to accept new challenges and responsibilities and to get along with others. We live in a world that is rapidly changing. To many people, this is unsettling. For some, it is like riding a bike. After a couple of falls one could find himself bruised and decide not to continue. Most people continue and learn how to handle their bike. Meeting new challenges and accepting new responsibilities fall into the same category. A boy learns through experience; he develops skills and can proceed with reasonable confidence. True, sometimes he may find himself literally dumped over the handlebars. But if he picks himself up, checks to see what happened and why it happened, make any necessary repairs, then he can proceed with more confidence...confidence gained through experience.

INDOOR GYM EQUIPMENT. If you have a basement with an exposed beam, put up a chinning bar. The simplest type is a broomstick fastened to the beam with a rope. 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 tin cans filled with cement and placed at the ends of the dowels. Two quart plastic containers filled with sand make good dumbbells. An old inner tube (not inflated) makes an excellent muscle builder for arms, legs, back, and chest.

OUTDOOR OBSTACLE COURSE. This helps keep a boy in shape. Make a rope climb by hanging a 10 foot one inch rope from a tree. To help develop balance, set a 10 foot 2x6 walking plank securely in the ground. Five or six old tires make an excellent zig-zag course which will help the boy develop balance while building up his leg muscles. The object is to step from tire to tire as he runs the course. Stagger tires one full pace apart. Make a "crawl through" by using an old barrel turned on its side. Cardboard boxes will also work.

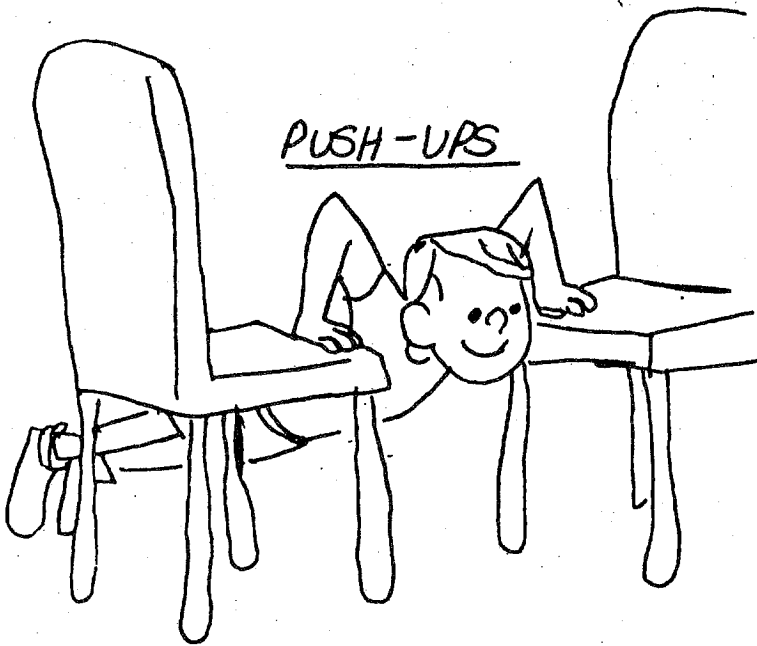
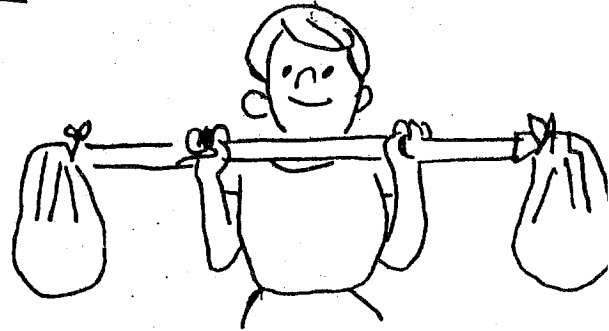
SUGGESTION: Most of the requirements for the Athlete Activity Badge can be done before den meetings as a pre-opening activity. If you spread these out over several den meetings you can be working on other badges at the same time. For example: Requirement #5 can be worked on along with the Aquanaut Badge; Requirement #6 can be worked on along with the Outdoorsman Badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.

ATHLETE ACTIVITY BADGE

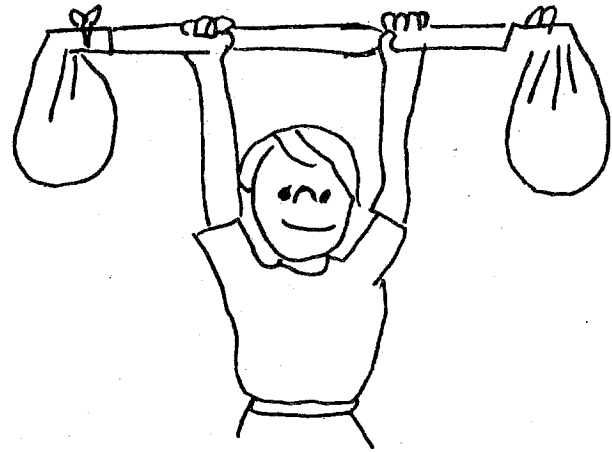


PULL-UPS

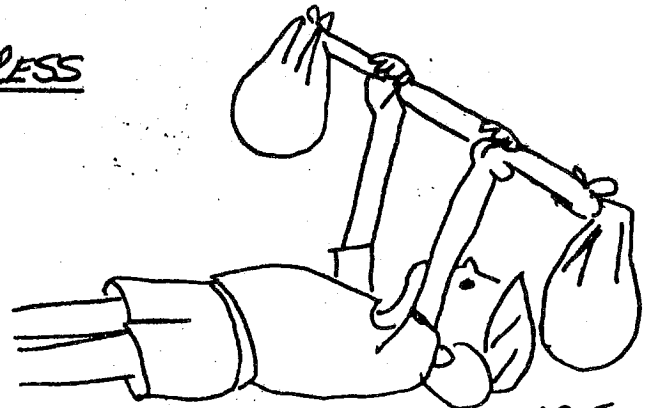
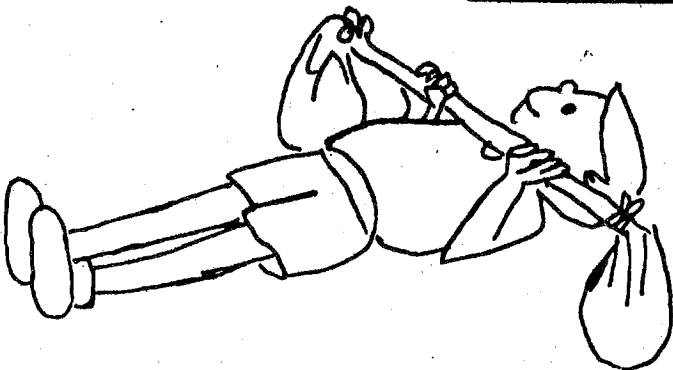
STANDING PRESS



PUSH-UPS



PRONE PRESS



CRAFTSMAN ACTIVITY BADGE

Pretzel Dog

This craft would make an excellent present for the boys' parents.

The pattern shown at right is the actual pattern and can be made from wood scraps.

Directions:

Saw 4 legs, 1 head, and 2 ears out of a piece of 3/8" plywood. The body should be wide enough to allow the legs to be glued to the bottom of the piece of wood.

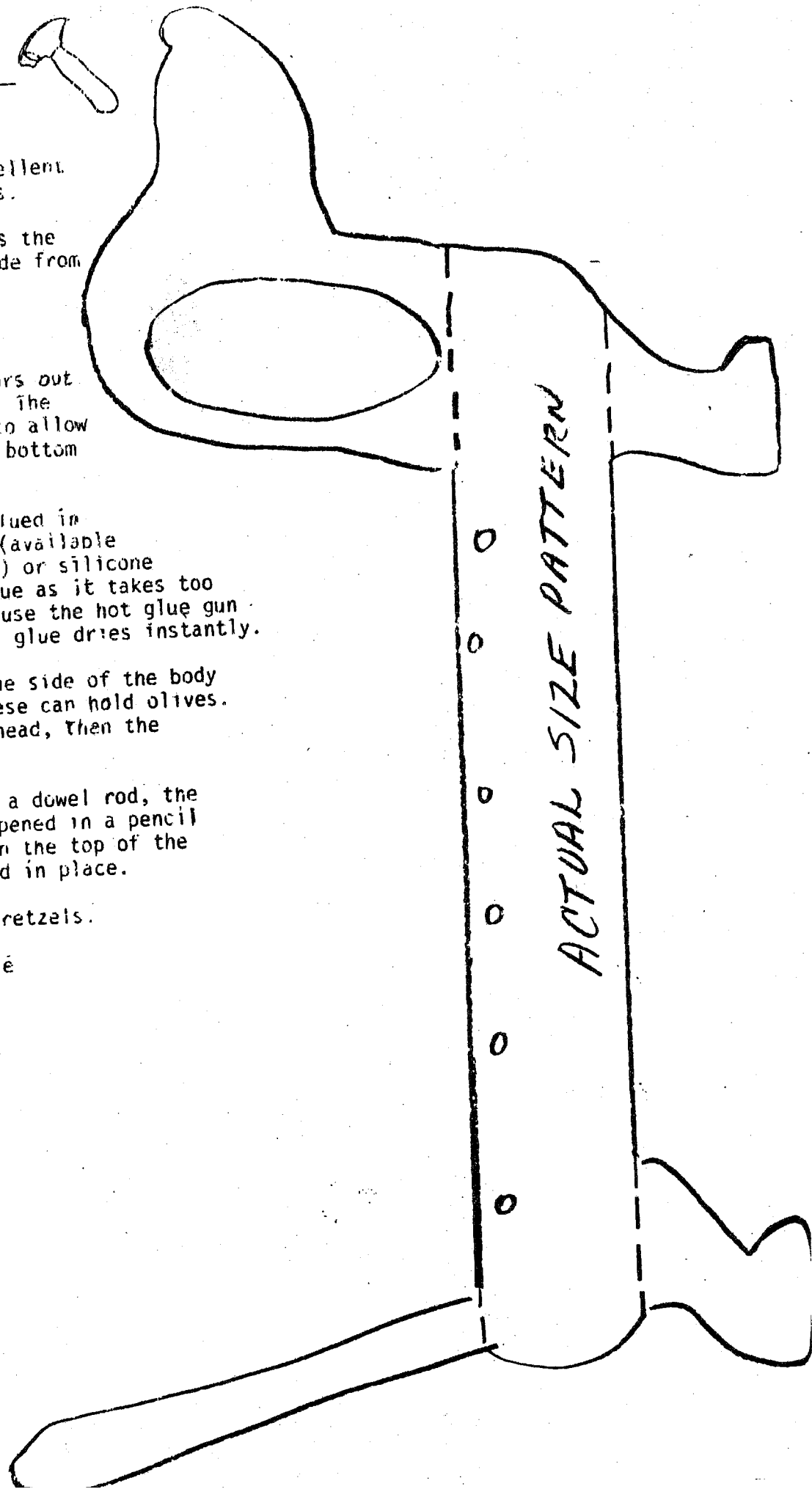
All pieces of the dog are glued in place. Use a hot glue gun (available at craft or hardware stores) or silicone glue. Don't use Elmer's glue as it takes too long to dry. Let the boys use the hot glue gun under supervision. The hot glue dries instantly.

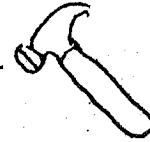
Drill six small holes on one side of the body and insert toothpicks. These can hold olives. Next glue the ears to the head, then the head to the body.

Glue on legs. The tail is a dowel rod, the end of which has been sharpened in a pencil sharpener. Drill a hole in the top of the body and glue the dowel rod in place.

The tail is used to hold pretzels.

— Daryl Fritchie



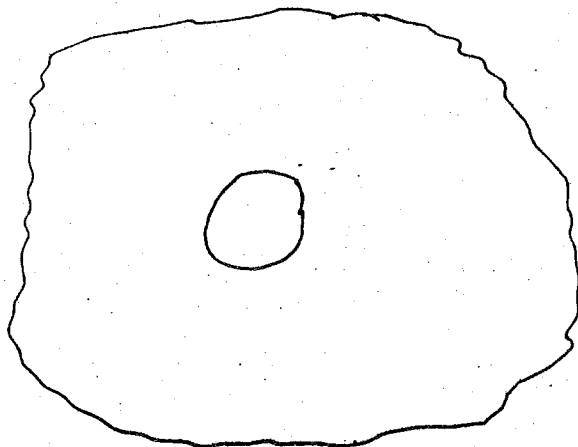
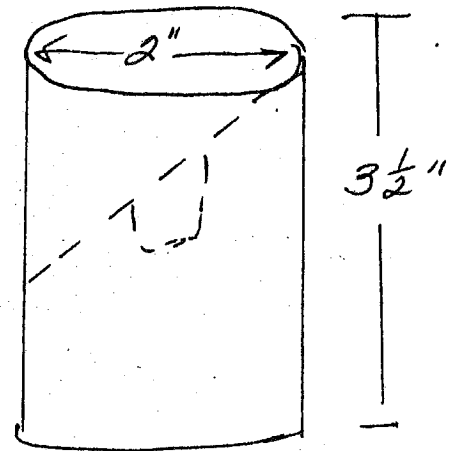


Cedar Pen Holder

This pen holder is made from a piece of cedar approximately 3 1/2" tall and 2" in diameter. Cut the piece at a slight angle as shown in illustration. Peel the bark off and let the cedar age for several days, then sand to obtain a smooth finish. The cedar must age because it sanded when green, the red wood will bleed in to the white wood.

Drill a hole approximately 1/2" deep in the middle of the wood. The depth depends upon the size of the pen that will be inserted in the holder. Remove clip from the top of the pen and glue top into the hole that you have drilled. You now have a pen holder suitable to give as a present to someone.

The pen holder may be coated with clear varnish to give it a shine.



Flag Stand

Cut a slice of a tree limb, such as cedar, any thickness desired. If cedar is used, be sure to let the piece age for several days. Then drill a hole in the middle of the piece. Sand until smooth. Coat with clear varnish or stain as is for the rustic look. Insert a flag in the middle.

This would make a good Blue and Gold table decoration.

- Daryl Fritchie



CRAFTSMAN ACTIVITY BADGE

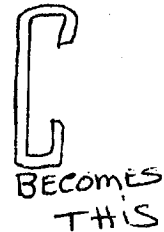
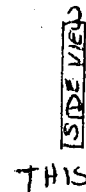
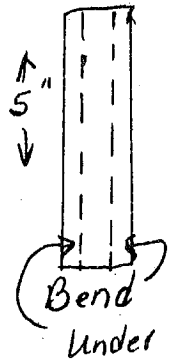
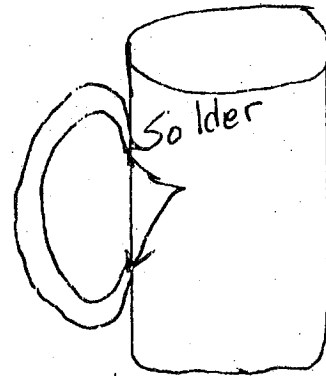
Tin craft is one of the requirements of this badge and is fun to do with the proper tools. It is not dangerous and the boys can have a lot of fun with it using the tools illustrated on the following pages. Tin may be obtained from a can company. Simply ask the store or company manager for scraps and he will probably be glad to give them to you. In working with tin, use a pair of tin snips. In cutting tin, use short strokes rather than long strokes such as in cutting with scissors.

TIN CAN MUG

Cut the top off of a canned drink container and smooth the edges so that it can be used to drink out of.

Make a tin handle by using a strip of tin 5" long. Bend the edges under on either side using Daryl's Tin Bender. Hammer the edges completely flat with a mallet.

Bend the tin strip into the shape of a handle by using the Tin Handle Maker. This is done by raising the handle and by placing one end of the strip at point "C". Gently lower the handle and let close over the strip. The tin strip will bend into a handle. Bend each of the two ends of the strip under about 1/4" with pliers and then solder to the side of the can.

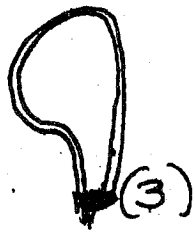
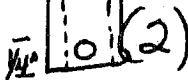
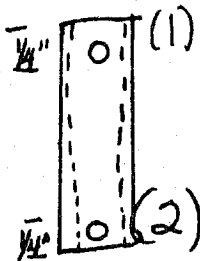
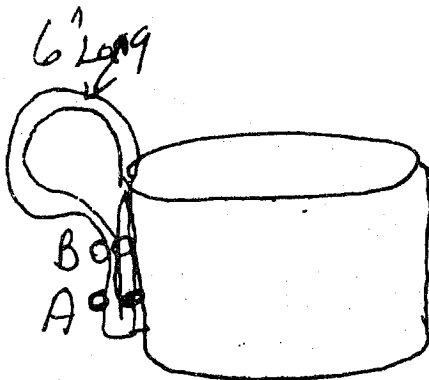


TUNA CAN CONTAINER

This craft satisfies the requirement "Make something useful from tin and rivet it".

Materials needed include: 1 tuna can; 1 tin strip 6" long and 3/4" wide; one gripper tool (available at sewing or hardware stores); one pop rivet tool and rivets (found at hardware stores); one drill.

Directions: Bend edges of handle under using Tin Bender. Punch a hole in each end of the handle strip with the gripper tool as shown. Then bend over so that holes match (Fig. 3). Punch a hole in the tuna can with gripper tool at point "A". Now match the holes (Fig. 3 with "A") When the three holes are lined up, seal together with a rivet using the pop rivet tool.



The bottom rivet is now in place and will hold the handle in position. You are now ready for the next step. Drill a hole (at point "B") through the three pieces of tin. Rivet together with the pop rivet tool. You now have a container which may be used as a drinking cup or container for sugar, coffee, etc.

- Daryl Fritchie

CRAFTSMAN ACTIVITY BADGE



HANDY MALLET

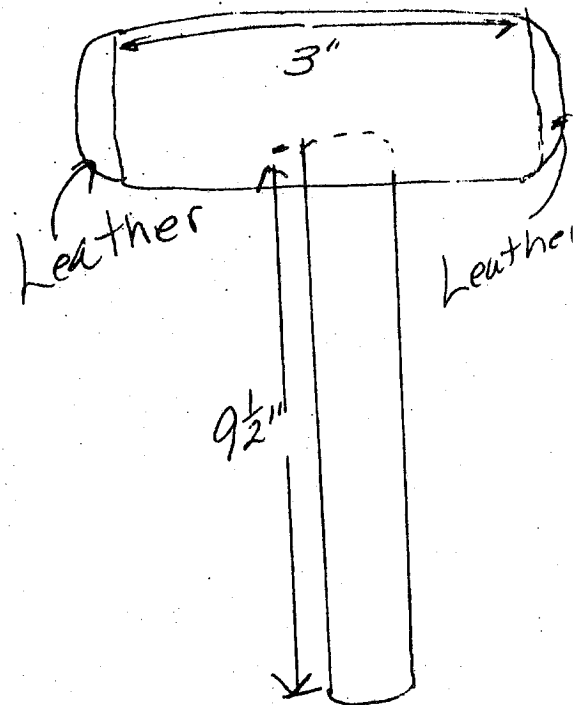
This is a very handy tool to be used in working with tin or leather. It is simple and easy to make.

Materials Needed:

- One piece broom handle or wooden closet clothes hanging bar 3" long and 1 1/2" in diameter.
- 2 circles leather 1 1/2" in diameter
- 1 dowel rod 9 1/2" long

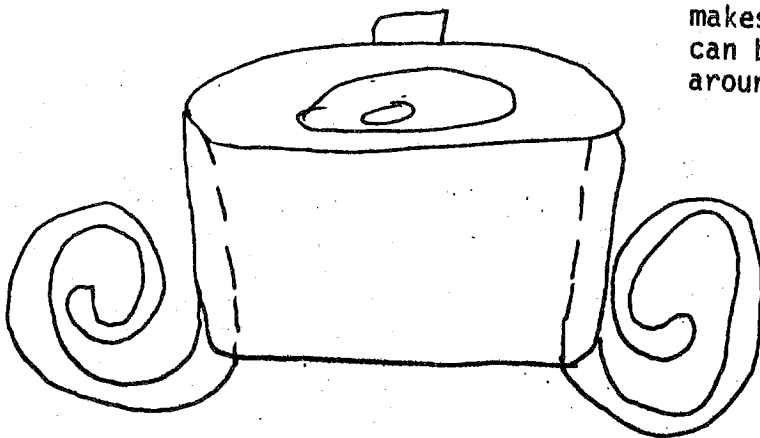
Directions:

1. Drill a 1/2" deep hole into the broom handle as shown.
2. Glue dowel into handle.
3. Glue a leather circle onto each end of the broom handle. That's it!



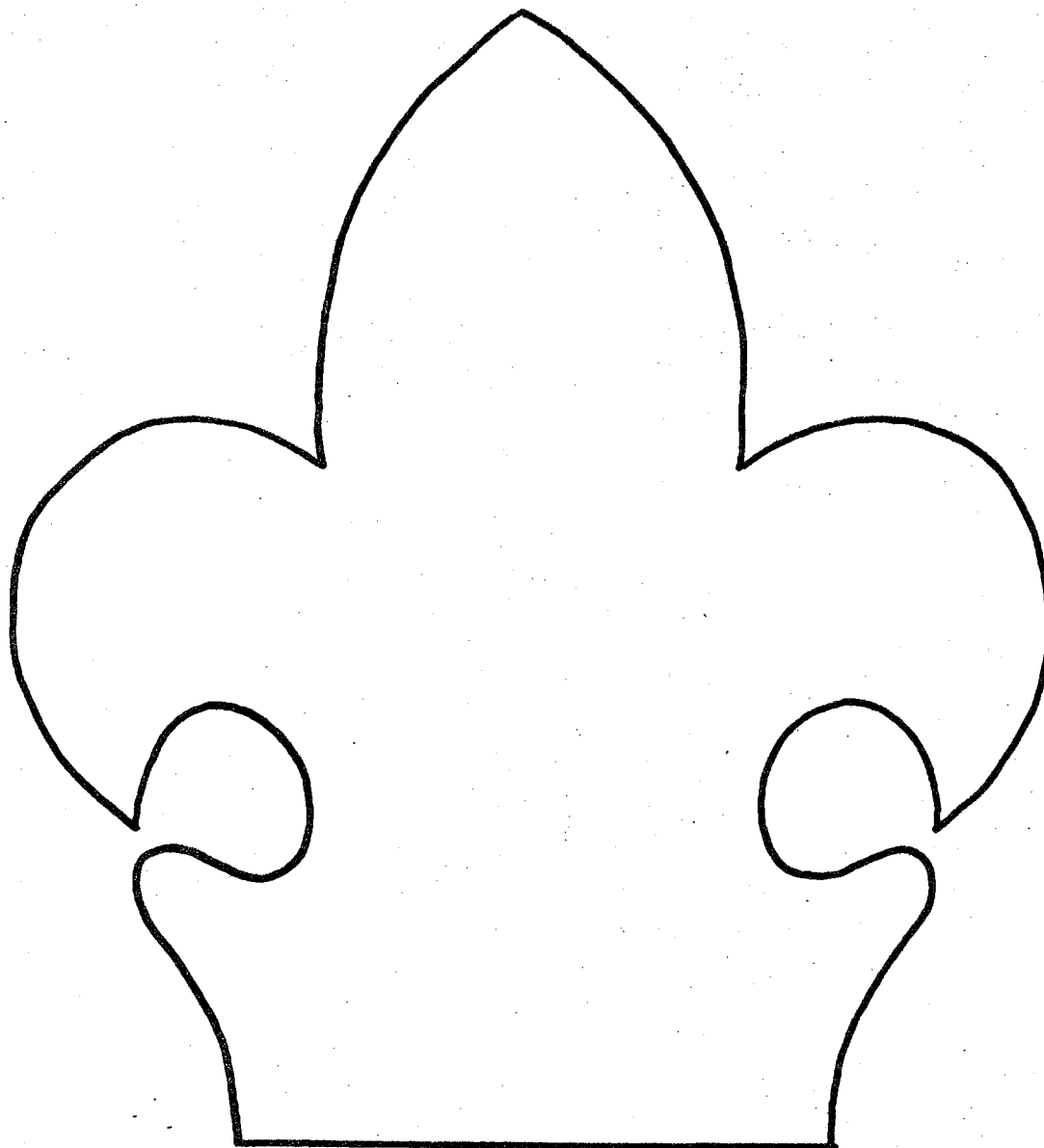
TIN CAN HOLDER

This is a very simple craft. Bend metal strapping tin into shape and set a tuna can on. Use three "legs" per can for stability. This makes an attractive candle holder. The tin can be wound into a spiral shape by wrapping around a dowel rod or broom handle.



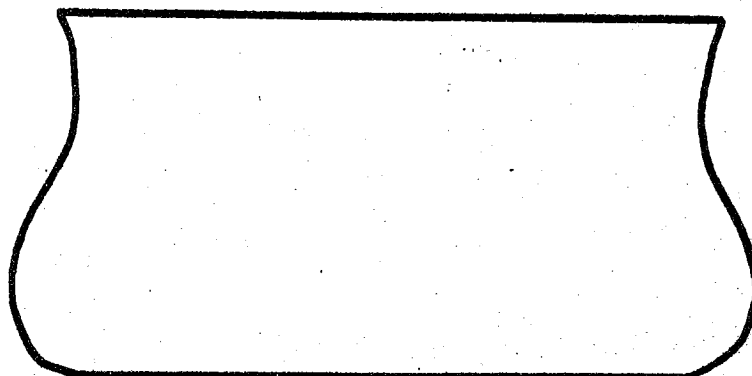
- Daryl Fritchie

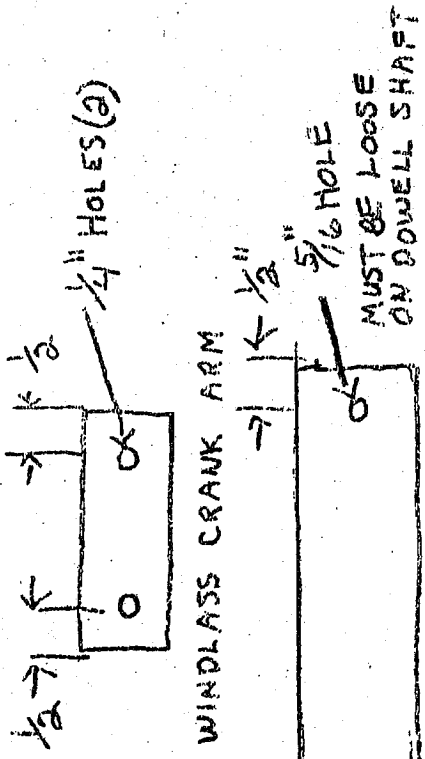
SCOUT BOOKEND PATTERN



Cut 2 of each from plywood; sand smooth and varnish so grain shows. Purchase BSA decal, and place on each bookend.

Attach as base with wood glue and 1" very thin nails (finishing type). Nail holes may be sealed with wood putty if they are set deep. Resand and varnish.





WINDLASS CRANK ARM

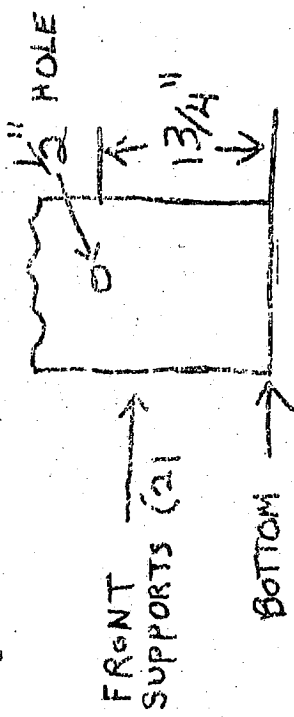
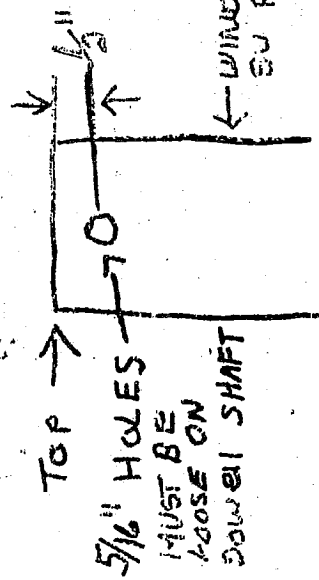
$\frac{3}{8}$ " HOLE
 $\frac{1}{2}$ " DEEP
 (TO MOUNT SPOON)

$\frac{1}{2}$ "
 $\frac{5}{16}$ " HOLE
 MUST BE LOOSE ON DOWELL SHAFT

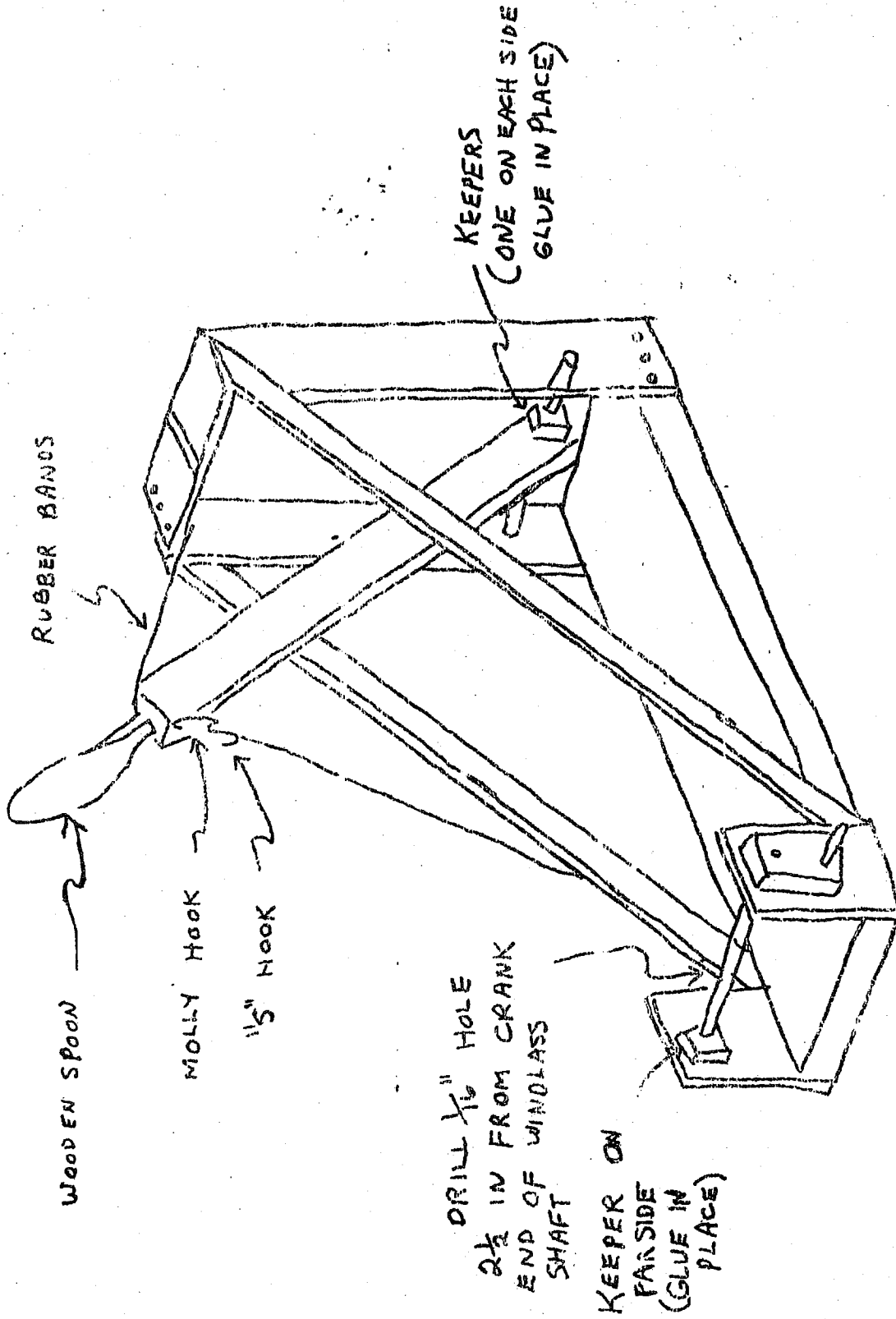
CATAFULT ARM



ANGLE BRACES (2)



DESIGNED BY
 CHUCK WEST
 BALBOA POW WOV





FORESTER ACTIVITY BADGE

Ten year old boys and trees are natural companions. To these boys, a tree is good for climbing, swinging from or building a tree house. Through the Forester Badge, it is hoped that the boys' appreciation for trees may be expanded.

In earning the badge, the boy may learn how trees grow, or how to identify them or how to plant and care for them. Hopefully he will learn how important a role they play as one of our natural resources. A total of 125,000 forest fires are started each year by careless people. The Webelos Scout should learn how to prevent becoming a part of that statistic. Later, when he becomes a Scout, the boy may wish to continue the study of trees with the Forestry Merit badge. It is certain he will spend a lot of time in the woods; hiking, camping and adventuring. This is just the beginning of his life-long friendship with trees. He should learn not to use his knife or axe on live trees; the difference between green and dry wood, and which is best for campfires.

DEN ACTIVITIES

1. Collect leaves for definite identification. Boys could mount them or make leaf prints.
2. Bring a log to den meeting or find a tree stump and have the boys count the annual rings to determine the age of the tree. See if they can tell something about the kind of weather - dry or wet spells - through which the tree lived by looking at the rings.
3. Visit a lumber yard or saw mill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
4. Check with a local forester about advice on planting projects and seedlings.
5. Plant a tree.
6. Make a tree survey in your area.
7. Ask a fireman or ranger to tell the boys about wildfire and how to prevent and control it.
8. Teach the boys to measure tree diameter and height.

PACK ACTIVITIES

Exhibit: Forest plants; posters of tree's life history; leaf prints.

Demonstrate: Tree planting methods; show samples of wood.

BOYS' LIFE REPRINT BOOKLET, NO. 26-053 "Forester Activity Badge" IS USEFUL.



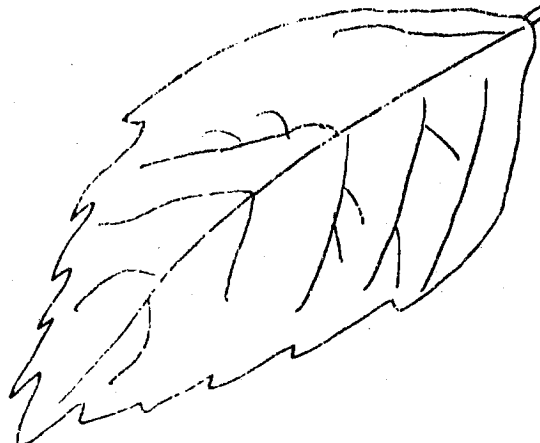
IDENTIFYING TREES

If you want to become expert in identifying trees, learn to look for seven features in each tree you see. Trees growing in the wild are of many different ages, and young saplings do not look much like the fully developed tree. That's when the seven identification points can become useful. Look first of all at the shape of the tree and its general size. Next, examine the shape of its leaves and the way they are placed on the stem. What kind of veins and what sort of texture do the leaves have? If it is blooming, note the shape, color, and size of the blossoms.

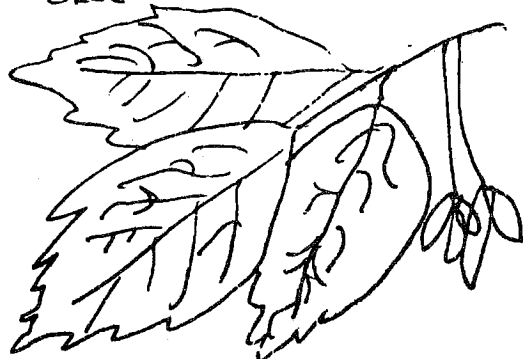
After the blossoms have gone you may see the fruit, which contains the seeds of the tree. Look at these carefully, for they are good clues. The twigs, likewise, with their color and other markings are useful for identification, especially in winter. The shape of the buds, their position on the twig, their size, smell and texture are important. The bark is also a clue, although this often changes with the age of the tree. The illustrations below show these points on the common box elder.

TWIGS:

THICK GREEN LEAVES
GROW OPPOSITE EACH
OTHER.



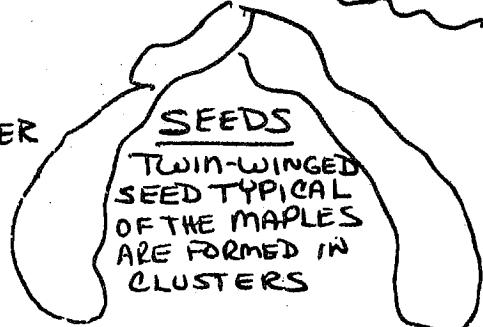
LEAVES: THE ONLY MAPLE
WITH COMPOUND LEAVES
EACH STEM HAS 3 TO 7
LEAFLETS WITH COARSE
TEETH. LEAVES ARE YELLOW
GREEN



FLOWERS PALE
YELLOW GREEN IN
CLUSTERS OR SLENDER
DROOPING GROUPS

SEEDS

TWIN-WINGED
SEED TYPICAL
OF THE MAPLES
ARE FORMED IN
CLUSTERS



BARK GRAY-
BROWN THIN BROWN
INTO RIDGES THAT
GROW IN DEPTH AS
TREE AGES

SHAPE: ITS WIDE
SPREADING SHAPE
AND MEDIUM
HEIGHT (40 TO 75')
MAKE IT A POPULAR
SHADE TREE

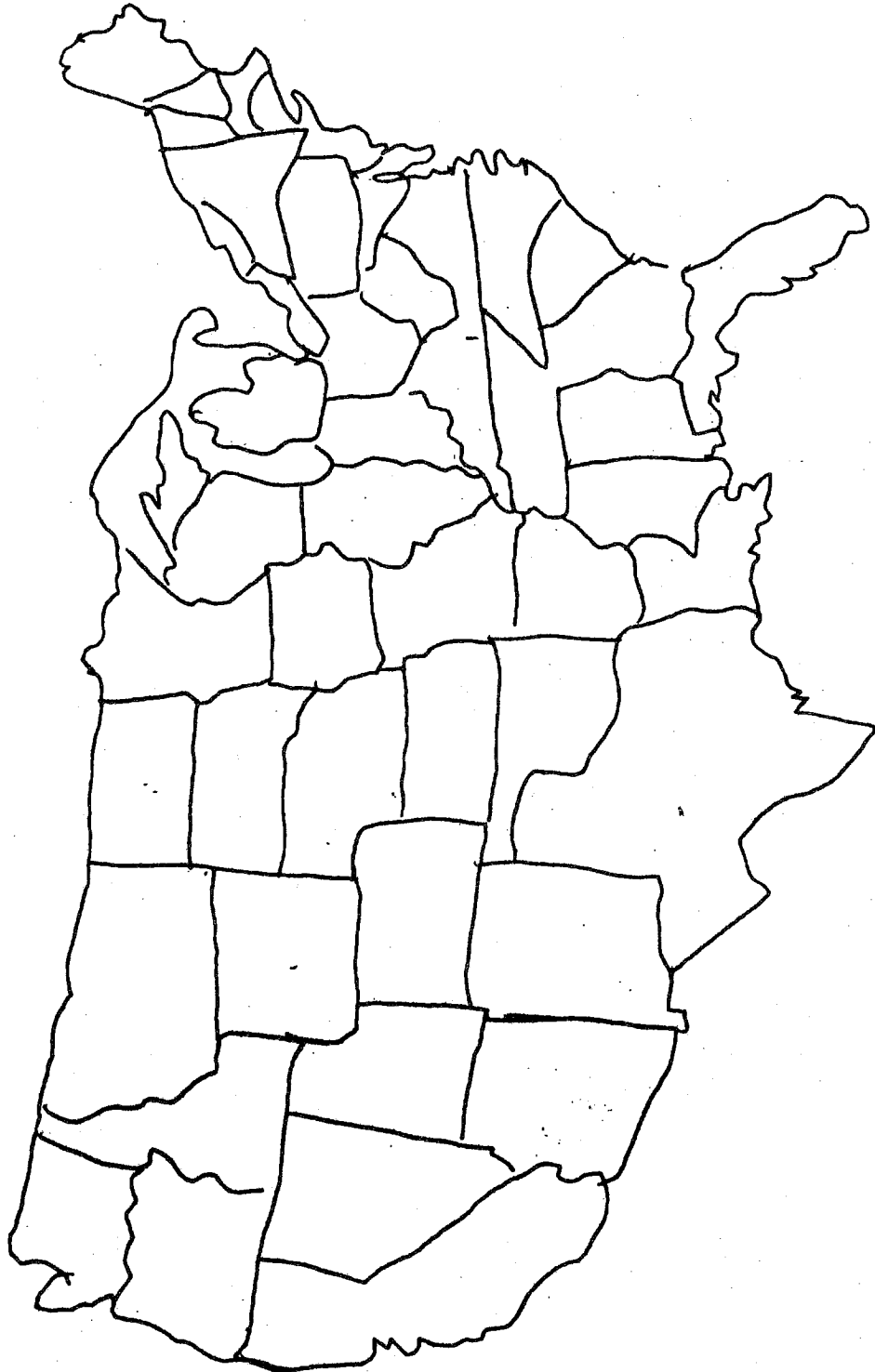
BOX ELDER

A BROAD AND UNUSUAL
MEMBER OF THE MAPLE
FAMILY.

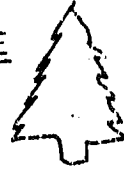


FORESTER ACTIVITY BADGE

Use the map below to illustrate North American Bird flyways for the Naturalist Activity Badge and the major forests of the U.S. for the Forester Badge.



FORESTER ACTIVITY BADGE



Six Forest Trees and Useful Wood Products:

Cedar - shingles

Redwood - weather resistant lumber

Longleaf Pine - chief lumber producing pine of the southern U. S. - also turpentine and tar.

Pecan, Oak, Ash - (Hardwood) furniture

White Pine - pulpwood for paper and lumber

Douglas Fir and Ponderosa Pine - chief lumber producing pine of the Pacific states - also telephone poles.

THE MAJOR SOFTWOODS ARE DOUGLAS FIR AND SOUTHERN PINES
PRODUCTION OF LUMBER IN THE U.S. - ABOUT 85% FROM SOFTWOODS, and 15% FROM HARDWOODS.

Six Forest Plants Useful to Wildlife:

Wild flowers, such as honeysuckle - nectar for bees to make honey.

Wild berries, such as blueberries - food for birds and animals.

Grasses and Mosses - food for deer and other animals

Hollow trees (cottonwood) - homes and shelters for small animals.

Chestnut trees - food for wild turkey

Pine trees - red cockaded woodpecker, an endangered species, nests only in pine forests.

Cypress trees - ivory billed woodpecker (almost extinct) lives on woodboring insects that tunnel under bark of dead Cypress trees.

FOR ADDITIONAL IDEAS:

See Boys' Life Reprint Booklet #BL-94 "Nature Hobbies and Activities"

Visit the L. B. Houston Park Nature Area in Dallas (formerly called the Elm Fork Nature Area). Guide booklets may be obtained from the Dallas Museum of Natural History at Fair Park. Call HA 1-2160 or Ha 1-2169. This is a field trip well worth your while,



GEOLOGIST ACTIVITY BADGE

Most boys, at one time or another, have a rock collection of some sort. Some of them may be surprised to learn that the study of Geology deals with rocks, and it can be fun. The Book (Webelos) contains information on volcanoes, geysers, and the formation of mountains so that the boys will acquire a fairly good knowledge with only a little assistance.

This is one of the badges that seems to be oriented toward increasing the boys' awareness of the outdoors. While working on the badge, the boys will learn how the earth was formed, how rocks and minerals are used and how a Geologist works.

If you can locate a rockhound in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. Perhaps one of the dads is a Geologist and if so, he can be of great help.

DEN ACTIVITIES

1. Have boys start rock collections.
2. Have boys begin drawings of causes of volcanoes, geysers and earthquakes.
3. Go on a rock hunt to an old quarry, highway cut or riverbank, perhaps with a rockhound along as a guide.
4. Identify rocks and minerals collected on rock hunt.
5. Make a volcano (Boys' Life Reprint #26-082, Geologist & Scientist Badges)
6. Make a buckskin nugget pouch to carry rocks (BL Reprint #26-082)/ This is not for the Geologist Badge alone. It will complete one of the requirements for the Craftsman badge.
7. Make a mineral hardness kit. (See Boys' Life Reprint #26-082)
8. Have a geologist come to den meeting to demonstrate use of geologists' tools.
9. Have a contractor come to talk to boys about materials used in home building such as slate, limestone, brick, marble, cement, gypsum, etc.
10. Visit an industry that uses geological materials.

PACK ACTIVITIES

Exhibit: Rock and mineral displays; drawings of volcanoes, posters on cause and effect of earthquakes.

Demonstrate: Hardness test for minerals; rock tumbling

- Indian Nations Council

WEBELOS ENGINEER

REQUIREMENTS: Do Five of the following:

- * List 10 different things engineers do.
- * Visit a construction job. Tell your Webelos Den Leader about a set of plans you looked at. (Get permission before you visit).
- * Measure the length of a property line. Explain how property lines are determined.
- * Make a drawing of how electricity gets to your house.
- * Make drawings of three kinds of bridges. Explain them.
- * Make and show how a block and tackle works.
- * Build and show how a catapult works.
- * Draw a floor plan of your house. Include doors, windows, and stairways.

CATAPULT

MATERIALS:

Base	12" x 3" x 3/4"	Pine
Front Vert. supports (2)	8 3/4" x 1 3/4" x 1/2"	Pine or Redwood lath
Front Support Top	3 1/2" x 1 3/4"	Pine or Redwood lath
Windlass Supports (2)	3" x 1 3/4" x 1/4"	Pine or Redwood lath
Catapult Arm	10" x 1 1/4" x 3/4"	Pine
Angle Braces (2)	12 1/4" x 3/4" x 1/4"	Pine Molding
Windlass Crank Arm	2 1/2" x 1" x 1/2"	Pine
Windlass Shaft	4 1/2"	1/4" Dowell
Windlass Crank Handle	1 1/4"	1/4" Dowell
Catapult Arm Shaft	3 1/2"	1/4" Dowell
Keepers (3)	3/4" x 3/4" x 1/4"	Pine, Masonite, etc.
Wooden Spoon	(cut handle to fit catapult arm)	
"Molly Hook" and "S" Hook	for windlass cable and release mechanism.	

Cut-down orange crate material is ideal.

WEBELOS GEOLOGIST

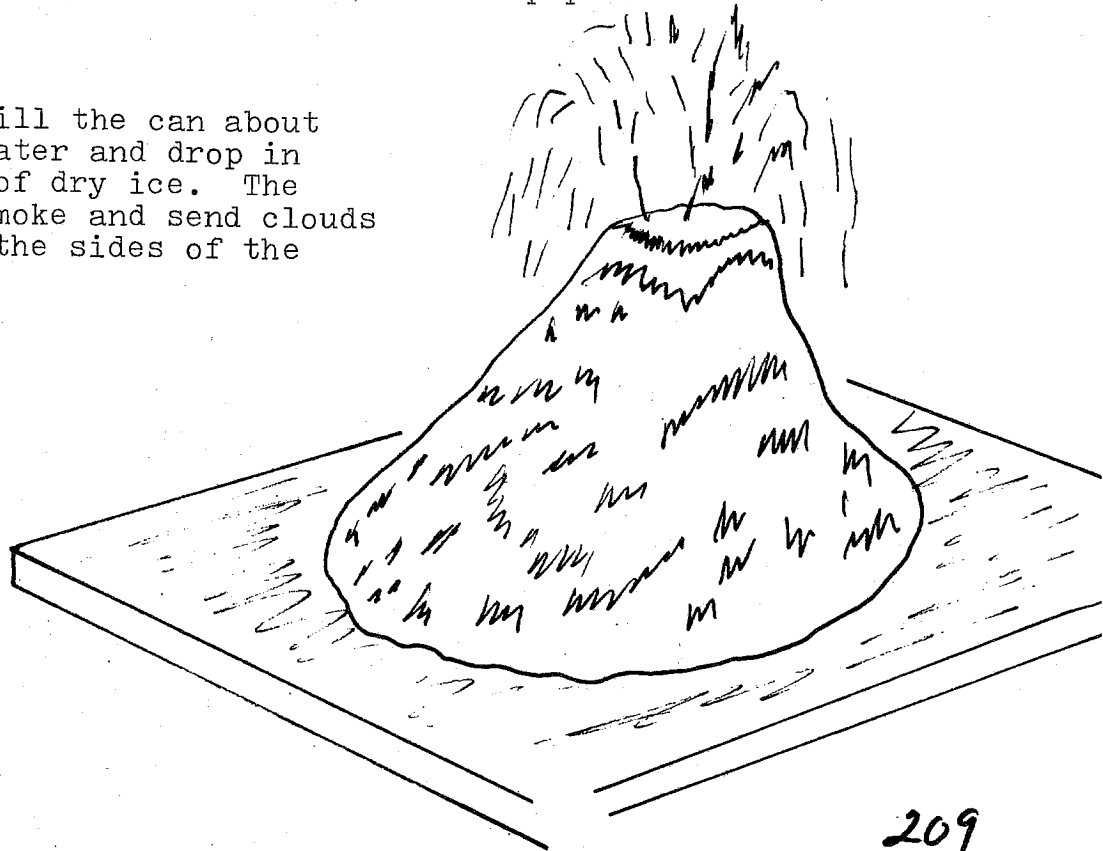
TO QUALIFY FOR THIS BADGE, DO FIVE OF THE FOLLOWING:

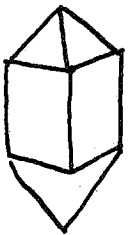
- * Give examples of rocks and/or minerals that produce the following: metals, glass, jewelry, road construction products, fertilizer.
- * Collect five geologic specimens that have important uses to men.
- * Make scale of mineral hardness using common objects. Demonstrate using the scale by finding the relative hardness of 3 mineral specimens.
- * Make a list of some of the geologic minerals used in the construction of your home.
- * Make a drawing that shows the cause of a volcano, geyser, earthquake
- * Explain one way in which mountains are formed.

VOLCANO

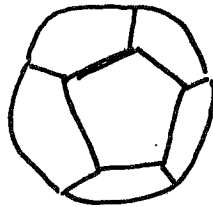
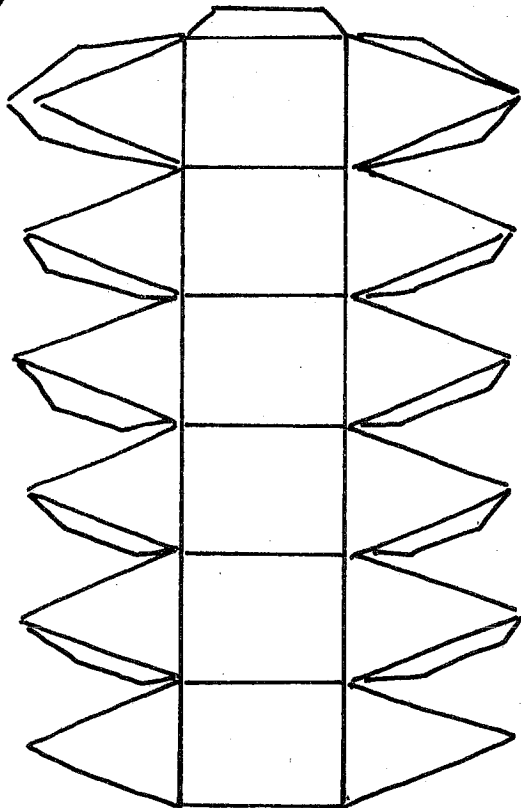
A few days before, prepare the board to hold your volcano experiment. Use piece of plywood or anything on hand that is suitable. It should be about 36" square. Cover plywood with 2 or 3 layers of waxed paper and tape underneath to hold. For the volcano, use 3 packages of crepe paper: bright orange, mint green, and brown. Cut the packages in $\frac{1}{2}$ " strips into large bowl, add 4 cups water. Slowly pour in what you need from a 5 lb. bag of plaster of paris until consistency is like clay. Working quickly, put mixture onto board which has been covered with waxed paper. Mold into a volcano shape, making a depression deep enough for a frozen orange juice can for the center. Let dry thoroughly, and remove the waxed paper.

EXPERIMENT: Fill the can about half full of water and drop in a small piece of dry ice. The dry ice will smoke and send clouds of steam down the sides of the volcano.

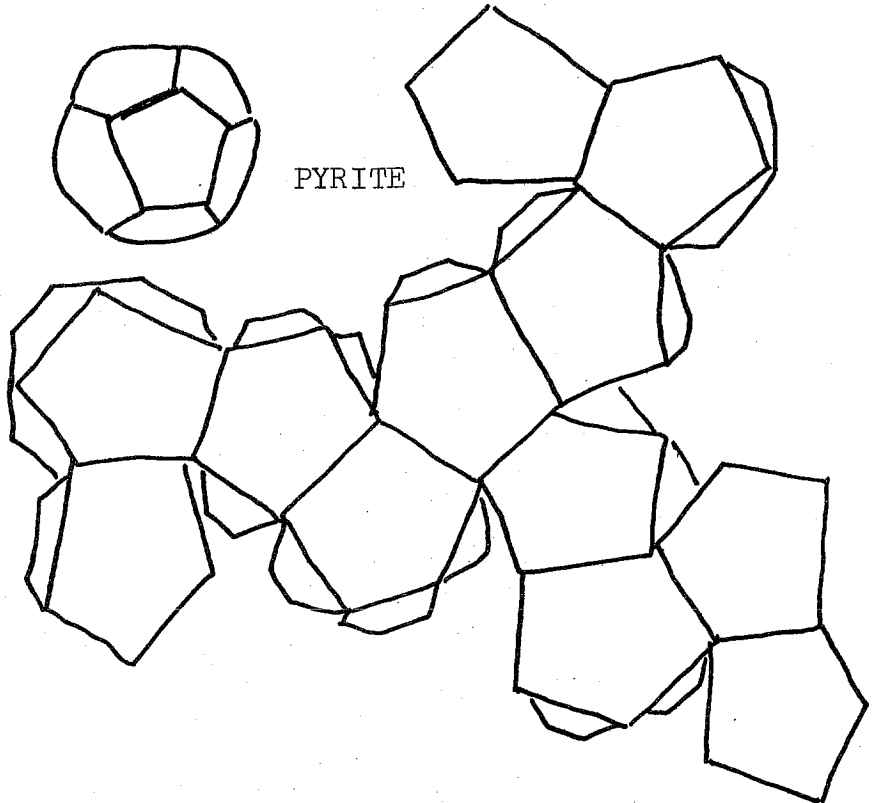




QUARTZ

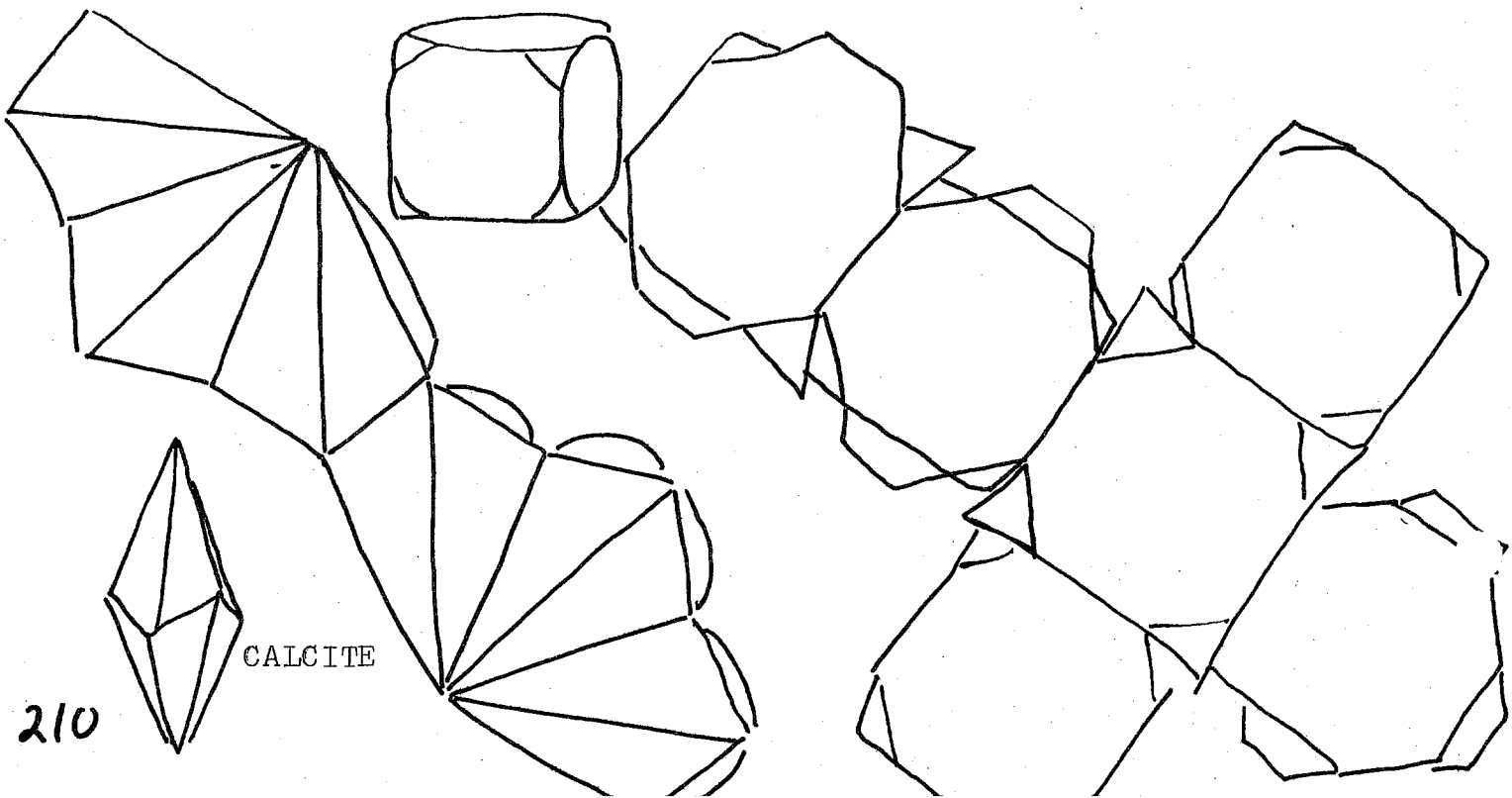


PYRITE

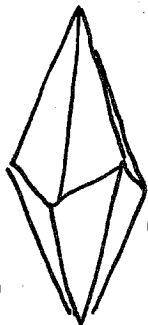


Make model crystals using the patterns on this page. If possible, get samples of the actual crystals for comparison.

GALENA



CALCITE



NATURALIST ACTIVITY BADGE



Most Webelos age boys are fascinated by wild creatures. Working on the Naturalist 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 around us.

This introduction to the world of nature will prepare the boys for further adventure in Scouting where they 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 or early 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 BL Reprint #26-054 Naturalist)
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. (See BL Reprint #26-054)
4. Take a nature hike and look for animal tracks; make plaster casts of tracks.
5. Study wildlife homes (See BL Reprint #26-094 "Nature HOBBIES")
6. Make bird feeders, 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. Make a visit to a zoo or visit nature exhibits such as the Museum of Natural History. See the mounted wildlife there.
10. Make a leaf and nut collection.

PACK ACTIVITIES

1. Exhibit: Insect zoos, terrariums, nature books, coast of animal tracks, bird migration maps, leaf and nut collections.

Demonstrate: Mounting insects for collections, making plaster casts, give oral reports on poisonous plants and reptiles.

TIPS FOR LEADERS: Plan you den meetings with lots of OUTDOOR activity, but first observe these precautions:

1. Be sure the boys can identify poisonous plants, insects, reptiles.
2. Cover outdoor activities section of Webelos Scout Handbook.
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 and wide to study strange and dangerous reptiles. In the United States, we have some of the rarest poisonous reptiles in the world. 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 Texas are Copperheads (Southern Copperhead, Northern Copperhead, Broadbanded Copperhead, and Trans-Pecos Copperhead); the Cottonmouth Water Moccasin; Rattlesnakes (Western Canebrake Rattler, Banded Rock Rattlesnake, mottled Rock Rattler, Blacktailed Rattler, Mohave Rattler and Prairie Rattler); and the Coral Snake.

BE SURE TO WRITE FOR THE BOOKLET, POISONOUS SNAKES OF TEXAS AND FIRST AID TREATMENT OF THEIR BITES, published by Texas Parks and Wildlife Department. It is Bulletin #31.

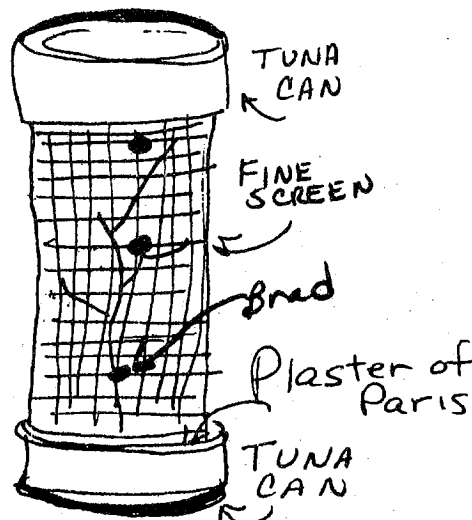
For information on Texas Wildlife, write to: TEXAS DEPT. OF PARKS AND WILDLIFE
JOHN REAGAN OFFICE BUILDING
AUSTIN, TEXAS 78701

Ask for the packet on Texas Wildlife and for the snake booklet. No charge.

COLLECTORS CAGE

Supplies Needed: Fine hardware cloth
two tuna cans
two or three brads
plaster of paris
tin snips

The top may be removed to put pets inside.



NATURALIST ACTIVITY BADGE

BIRD SILHOUETTES

Developing an interest in birds and bird identification while you are young can lead to a career of bird study or a lifetime of birdwatching pleasure. One of the basic things for the beginner is to learn how to recognize some of the more common birds by their silhouettes. Since body shape and size, tail length, the presence or absence of a crest and habitat choice all give clues to each bird's identity, this task may not prove too difficult.

First consider the bird's tail. It may be forked like a barn swallow, pointed like a mourning dove, or round-tipped like a bluejay's. Is it long like a mockingbird, medium length like a robin's, short like a meadowlark's, large like a grackle's or extremely long, thin and forked like a scissortail's? Does the bird use it as a brace against a tree trunk in the woodpecker fashion?

Next, consider the bird's size. It is large--as large as a crow? Or as small as a hummingbird? Or as slender as a swallow, or as chunky as a quail?

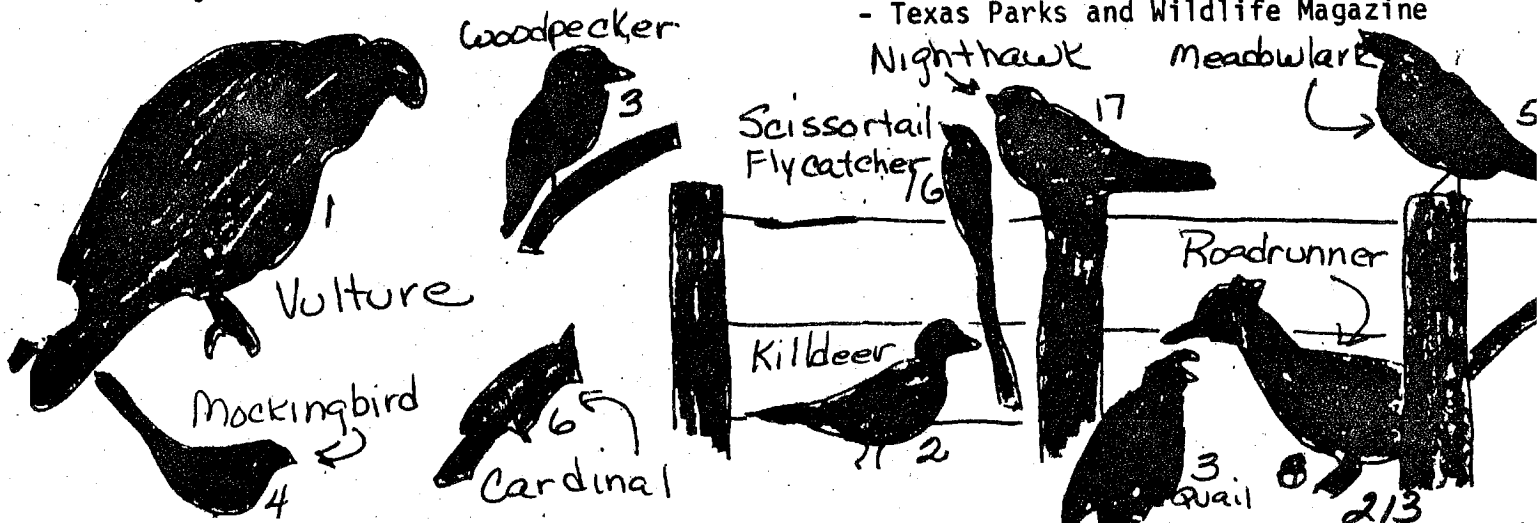
Now, look at the bird's head. Does it have a large pointed crest like that of the blue jay? cardinal? Or is the crest small like that of the bobwhite quail? Does it have a ragged looking crest like that the kingfisher has, or does it have the plume of the Gambel's quail? If there is no crest, look at the shape of the head. Does it have the round, ping-pong ball shape of the dove or the streamlined head of the mockingbird?

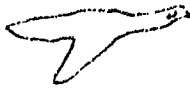
A look at the bird's beak can also be helpful in identifying the bird. Hawks and owls have the large, hooked beaks of the meat-eaters, while the vulture, which feeds on carrion, has a less sharply hooked beak. Woodpeckers have long, strong beaks for pounding away at trees all day, while the kingfisher has a long pointed beak to enable it to catch fish more easily. The poor nighthawk has an extremely small beak for a bird of its size. But its mouth opens wide to enable it to scoop in insect

Beaks can also help you tell the difference between two similar silhouettes, such as the blue jay and the cardinal. Both are medium sized with similar body shapes and crested heads; however, the cardinal has the short thick bill of the seed eater, while the jay has a longer thinner beak.

Flying birds present a different kind of silhouette, and it may be difficult to tell the difference between many species. But you should still be able to tell the difference between many species. Cranes, for instance, fly in a "V" formation as do geese. Cranes fly with their long necks and legs outstretched. Geese also extend their long necks, but their legs do not extend beyond their tail feathers and their wings are not as slotted as cranes.

- Texas Parks and Wildlife Magazine





OUTDOORSMAN ACTIVITY BADGE

This badge is one of the most important in the Webelos program because it gives the Webelos Scout a preview of what lies ahead for him in Scouting. The activities that the Webelos Scout will do with his father and his Webelos Den Leader in earning this badge will influence his feelings about camping and the out-of-doors in general. And since the Boy Scout program emphasizes hiking and camping, it is important that the Webelos start off right, that they have fun as they learn to make themselves comfortable in the out-of-doors with a small amount of equipment.

The best way to work on this badge is on a den campout with the Webelos Den Leader and the boys' fathers. Policies of the Boy Scouts of America encourage overnight campouts. This is not full-fledged Scout camping, but is only a taste of what is to come when the boys join a troop.

DEN ACTIVITIES

1. Have a tent-making project of a simple tarp tent which will provide adequate shelter for two boys. (See Webelos Scout Book and this book for instructions).
2. Do fire laying for regular wood fires or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.
3. Build a charcoal stove from a #10 can obtained from school cafeterias. Vent them at the top and bottom with can opener and help your Webelos to build a fire in them.
4. Show the boys how to make an improvised sleeping bag or bed.
5. Make sure the boys are familiar with fire safety principles which include no flame lights in tents and no liquid starters for charcoal fires.
6. Show the boys how to make a list of items they will need for camping.
7. Learn several cooking techniques, including the foil pack method.
8. Have a den cookout.
9. Go camping.
10. Make up a den first aid kit.

A number of kits are on the market, but as a Webelos Den project, you can make one for the den. The first aid kit is best packed in a waterproof container such as a plastic refrigerator box. Here are some items that can be considered standard: soap; box of adhesive dressings (assorted sizes and waterproof); adhesive tape; sterile gauze bandages (small and large); burn ointment; small scissors; tweezers, and a packet of needles; safety pins; ammonia inhalant capsules; chapstick; salt tablets; snakebite kit; and poison ivy lotion.

PACK ACTIVITIES

Exhibit: Homemade tents, first aid kit, improvised sleeping bag, posters or charts on safety.

Show: Slides from an overnight campout; explain contents of first aid kit; the foil pack cooking technique.



OUTDOOR COOKING

This can be great fun even make the difference as to whether a trip is enjoyed or not. One of the greatest boons to the outdoor cook, especially one who doesn't like to do dishes is aluminum foil. Practically everything you can do with pans can be done with aluminum foil.

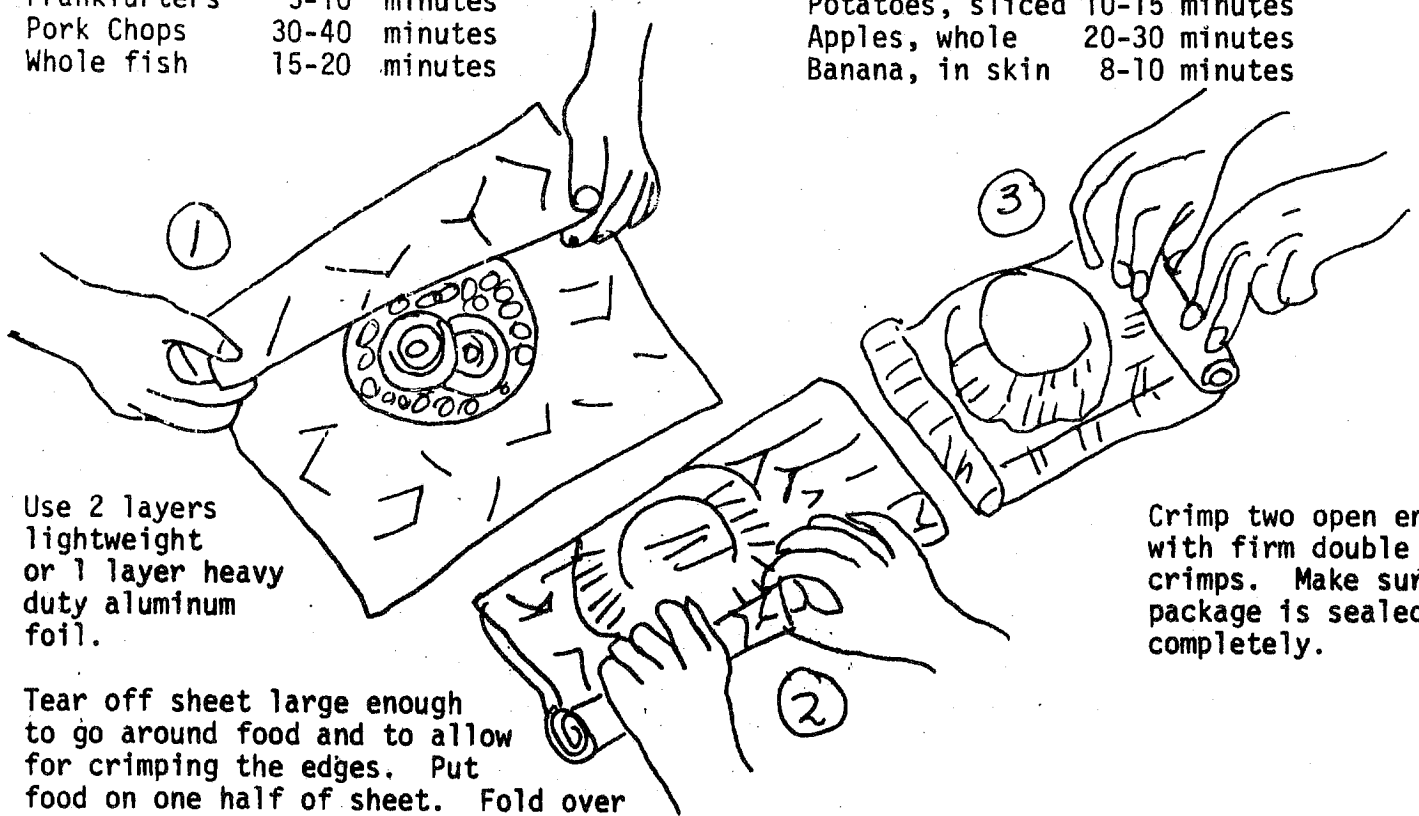
Here are a few things to remember about foil cooking. It has the same principles and advantages as pressure cooking: you must have an air space and your cooking retains its juices; it is quick and healthful.

Have a bed of hot coals, never a flaming fire. Start your fire well ahead of the proposed eating time and allow it to die down to glowing embers. You will need a shallow bed of glowing coals which will last for the length of time required for cooking. Next in importance is the way you wrap and seal the food. Carefully follow the instructions and illustrations below. The important thing is to keep the wrapping airtight to keep the moisture in. This way you cook by steam and retain all of the juices. Follow the timetable below for cooking. Foods that require different cooking times should be wrapped separately. When food is done, rake the packages out of the coals. Unwrap or make a criss cross slit in the top layer of foil, open up and use the foil wrapping as your plate.

Cooking Times

Hamburger	8-12	minutes
Beef, 1" cubes	20-30	minutes
Chicken pieces	20-30	minutes
Frankfurters	5-10	minutes
Pork Chops	30-40	minutes
Whole fish	15-20	minutes

Carrots	15-20	minutes
Corn ears	6-10	minutes
Potatoes, whole	45-60	minutes
Potatoes, sliced	10-15	minutes
Apples, whole	20-30	minutes
Banana, in skin	8-10	minutes



Use 2 layers lightweight or 1 layer heavy duty aluminum foil.

Tear off sheet large enough to go around food and to allow for crimping the edges. Put food on one half of sheet. Fold over other half. Crimp long edges in tight seal

Crimp two open ends with firm double crimps. Make sure package is sealed completely.

OUTDOORSMAN ACTIVITY BADGE



RECIPES

Foil Dinner: Lay a large flat hamburger or pork chop on a sheet of heavy-duty aluminum foil; cover with slices of raw potato, onion, and carrots; season with butter, salt, and pepper; wrap food with foil as shown on previous page. Cook for about 20 minutes over hot coals, turning twice.

Hobo Popcorn: Serves eight. 8 squares heavy aluminum foil, each 6 by 6 inches; 8 teaspoons cooking oil; 1/2 cup popcorn; string. In center of each foil square, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with margarine.

Fruit Cobbler: Serves 8-10. Use three #303 cans sliced peaches or 5 regular cans sour cherries (sweeten cherries with 2 cups sugar); 1/2 box white or yellow cake mix, 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.

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 evenly and securely and place on grill or coals. Turn corn frequently. Cook about 30 minutes. Husk and serve with salt, pepper, and butter.

Twixer Biscuits: Open a box of Bisquick and make a depression in the contents so that you can pour a little water into the hole. Stir it gently with a "Twixer" (a clean forked stick) until it forms an egg-sized ball. Remove it from the twixer, flatten it, and wrap it around a clean preheated stick to bake as a twist over the coals. If you prefer, you may form it into a biscuit and bake it in aluminum foil.

For extra flavor, make a depression in the dough and fill it with jam, jelly, or cheese, then wrap with foil and bake over the coals for 10 minutes. For pizza, flatten the dough and spread on tomato paste, thin slices of cheese, salt, pepper, and oregano. Wrap with foil and bake in the coals.

Marshmallow Treats: Lightly toast marshmallows on a pointed stick over coals. Toast chocolate-flavored marshmallows and place between chocolate chip cookies. Stuff the centers of large glazed doughnuts with marshmallows. Run a pointed stick or skewer through the doughnut and marshmallow and toast lightly.

Baked Apples: Core an apple and place it on a square of aluminum foil. Fill the core with raisins, brown sugar, and a dash of cinnamon. Wrap foil around and bake for 10 minutes in hot coals.

Favorite recipe: Use 1 Elephant (medium size), 2 Rabbits (options!), 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 degrees 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.

HIKER'S SOUP

With bouillon cubes so easy to carry, hot bouillon is recommended for cold weather hikes. Simply heat water to boiling point. Add one cube for each serving. Boil 5 mins. and serve. For added touch, drop a cube in instant rice, barley noodles or vegetables cut fine and cook until soft or tender. An egg may be beaten and added gradually, which will make the bouillon just that much more nourishing.

TWO PRINCIPLES TO REMEMBER....in preparing trail lunch: adequacy of food value and lightness of weight.

An orange, lemon, pickle, or tomato will quench thirst.

Always pack your trail lunch BEFORE breakfast. Guess why?

In cold weather, plan one-pot lunches composed of meat and vegetables. Weight of the ingredients can be divided among the hikers. Chile con carne can be purchased in brick form; add water and heat. Add can of beans. Feeds 8 - 10.

GORP: Nuts, dates, semi-sweet chocolates, raisins, dried fruit bits, cubes of dry cheese, M & M's, cocktail bit type miniature crackers... bag it for lunch.

BIRDSEED: Put sugar-coated cereal, candy-coated peanuts, chocolate (M & M's) put in plastic bag for munching on the trail.

NUTS AND BOLTS: Mix together some raisins, peanuts, chocolate, and graham-cracker pieces. Put in plastic bag.

HONEY BARS: Make up ahead of time. You'll need a half cup of each of the following: raisins, dried apricots, peanuts, or almonds. Put fruit through a grinder, chop peanuts or almonds and mix together. Add a half teaspoon of lemon juice and enough honey to bind the fruit and nuts together. Shape into bars and wrap in foil.

JERKY: Make up your own. Delicious to nibble on.

1 flank steak - about $1\frac{1}{2}$ lbs.
1 tsp. seasoned salt, liquid smoke or barbecue salt.
 $\frac{1}{3}$ tsp. each: garlic powder, black pepper
1 tsp. accent
1 tsp. onion powder
 $\frac{1}{4}$ cup each: Worcestershire sauce, soy sauce
Trim off fat. Semi-freeze to slice it with the grain, into $\frac{1}{8}$ " slices. Marinate overnight in glaze dish in sauce, covered. Lay strips of meat on oven rack with foil underneath to catch drips. With oven door open slightly, roast at lower temp ($125-140^{\circ}$) for 8 - 12 hours.
Makes $\frac{1}{2}$ lb. jerky.

COOKOUT HELPERS

CORN POPPER: For the handle, remove the hook from a wire coat hanger and straighten the remaining wire. Bend this wire in half; bend the ends of the wire out about 1" from each end.

For the popper, use two foil pans. Place them together rim to rim. Using fine wire, attach the bent ends of the handle to one side of the popper. Punch holes for wire thru both rims, twist ends of wires to hold securely. To hold popper closed while in use, secure rims opposite handle with metal spring clamp. Tape other end of handle and wrap it with pipe cleaners to protect hands from heat.

COOKOUT HELPERS (cont)

SANDWICH TOASTER: Use a wire coat hanger; remove the hook, straighten the remaining wire and bend in half. To hold the sandwich, use two round metal lids, such as those found on cottage cheese containers. The lids should be about $4\frac{1}{2}$ " across. Cut out the center of each lid, leaving the rim. Wire a rim to each side of the coat hanger about $1\frac{1}{2}$ " from the bend. Have each rim between the hanger wires with tops of rims facing the sandwich. For handle on each end, bend another piece of hanger wire about 13" long. Tape each handle in place, wrapping it with pipe cleaners. Before using the toaster, burn any paint off the rims. Place sandwich between rims. Hold handles together firmly while toasting.

WIENER STICK: With a pair of pliers straighten out a coat hanger about 13" long- the lighter the wire the better. Use spools and pliers to make handle on one end of wire. Handle should be long enough to fit comfortably into your hand. Sandpaper the point of the wiener stick or hold it in a fire long enough to burn off the paint. Then jab the point into the ground to polish it. Be sure the holder is long enough so that you can stand back from the fire when using it.

TONGS: A pair of tongs may be made by cutting 2 pieces of lath or thin board 20" long. A small block of wood an inch thick and 3 or 4" long is inserted between the two laths and nailed into place.

MUGS: Boys can make their own mugs from juice cans. Paint and decorate as desired. Handle is made of cord and shellacked to make it rigid.

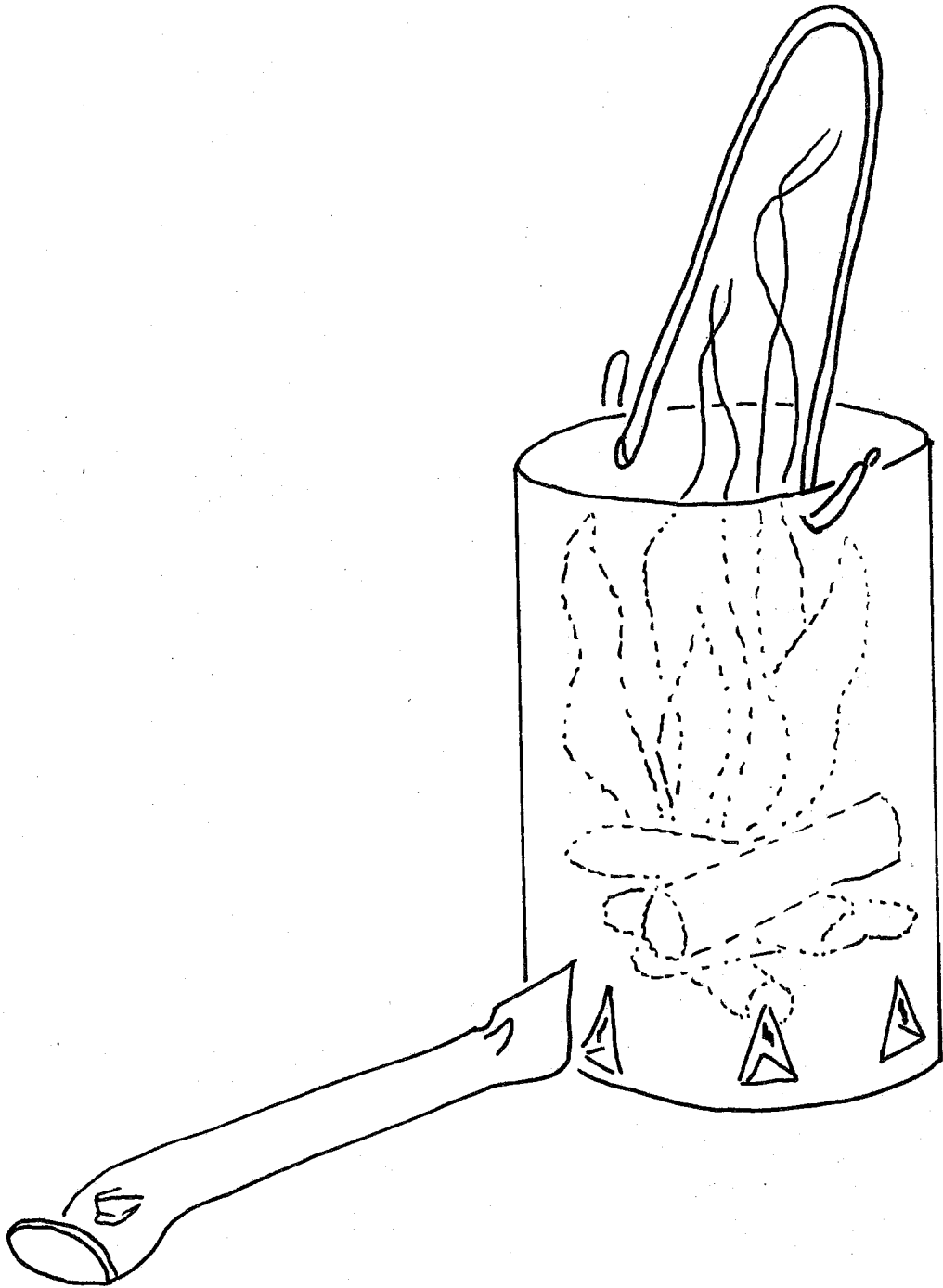
HOBO STOVE: The size of the can selected will depend on the size of the stove you desire. It is suggested that a gallon can or larger be used. If a handle is wanted, punch two holes near the top of the can. Insert a piece of wire and bend ends upward. Use a beer can opener to punch a few holes near the bottom of the can. These holes will permit oxygen to enter the can and cause the fire to flame.

BUDDY BURNER: This old favorite is a remarkably clean and useful self-contained unit. It can be made at no cost and is a versatile little stove for outdoor use. To make, use a large can about 7" tall and 6" in diameter for the stove itself. (This is common commercial size can, available from bakeries or restaurants).

The top surface becomes the stove for frying hamburgers, bacon, eggs, pancakes or chops just as on any skillet. Along one side of upper edge, make about 6 holes with triangular type can opener for smoke to escape from inside can. At bottom of can, make opening about 4" square to verticulate the burner placed under the can. To make the burner unit, use a low round can such as the larger size salmon can and coil it up to fit inside the can. Fill the can to the top with melted parafin from discarded candles. Light corrugated cardboard wick and place under the stove for the heating unit.

See picture next page.

HOBO STOVE





SCHOLAR ACTIVITY BADGE

The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a 10-year-old.

You will need to find out who works at the school and how the education chain-of-command works in your locality. The school secretary can usually be very helpful. Also, the Education Service Center will be glad to furnish you information. P.T.A. officers will also be able to help you get information. Try to find out some of these things:

- What jobs are there at school for the boys to do?
- What extra-curricular activities are available?
- What community activities is the school used for?
- Who are the people on the office staff, cafeteria staff, custodial staff? What are their responsibilities?
- What are some of the problems of the school and how can you help?

IDEAS FOR DEN MEETINGS:

1. Invite a teacher or principal to one of your den meetings. Not only will this provide you some expert help, but it will give the boys a chance to relate to this adult on an informal basis outside the classroom.
2. Let the boys talk about what's going on in school. Don't try to change any of their ideas, but guide the discussion in such a way that they will see the value of an education.
3. Prepare a chart of the school system and explain and discuss with boys.
4. 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.
5. Discuss possible den service projects for the school.
6. Take a tour of the Education Service Center.

IDEAS FOR PACK MEETING:

Exhibit: Chart of school system, old school books alongside current ones.

Demonstration: Oral report on field trip. Explain chart of school system, oral report on responsibilities of employees of school.

(See "*Webelos Den Activities*" for more ideas)

NOTE: Most of the work on this badge will be done by the boy in school, but don't let this deter you from planning interesting den meetings. You needn't limit the meetings to discussions. You might take a trip to a highschool and college to show the differences from elementary school. The service project will make the badge seem more real to the boys. Also consider ways of helping under-privileged children by providing books, clothing, etc.



TRAVELER ACTIVITY BADGE

Earning the Traveler badge will help a Webelos Scout discover new things, learn about new places, and see some of the nearby areas rich in local history.

Through the badge requirements, the boys will learn to read maps and time-tables of railroads, where possible, busses, and airlines serving your area. This information they can use in planning trips from their home to other cities. They will learn comparative cost of air, rail and bus travel. They will learn how to pack a suitcase and check to see if the family car is equipped with an adequate first aid kit.

DEN ACTIVITIES

- Help the boys locate places of interest on road maps which might be included in their travel plans.
- Prepare a first aid kit for the family car, with each boy furnishing his own supplies.
- Visit the airport, tour one of the passenger planes.
- Plan a den trip by public transportation. Let the boys help plan the route, estimate costs, and help in ticket purchase. Keep the cost moderate.
- Have the boys develop a set of rules for family travel (subject to parents approval) including such things as using seat belts, behavior, responsibilities, etc.
- Be sure to let boys report on family trips ... and get their ideas how the trip could be changed or improved next time.

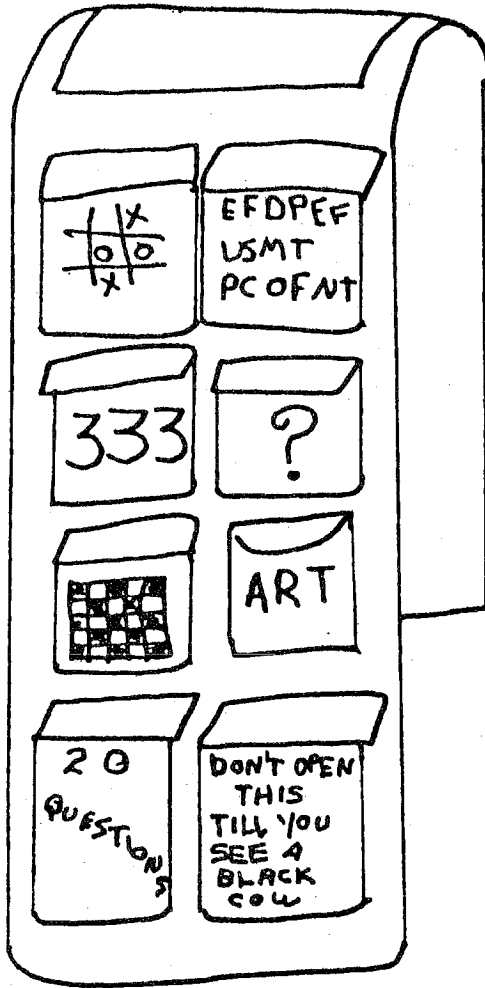
Safe Driving Tips For Families

- Allow enough time so you don't feel rushed. On long trips allow time for frequent stops.
- Have your car checked - Tires, Brakes, Lights, Turn signals, Wipers, to insure proper functioning.
- Use seat belts - they save lives.
- Be alert to hazards - adjust driving speed accordingly.
- Use courtesy abundantly - every where - at intersections, while being passed or passing, and at night with headlights.
- Follow the rules of the road - signs, signals, and road markings for a safe enjoyable trip.



Drive Safely - - - -

TRAVELER ACTIVITY BADGE (continued)



SHOE BAG GAME KIT

Webelos Scouts 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 coloring
20-question 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 car. 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 | Soap |
| Sterile gauze dressings | Baking soda |
| Cravat bandage | Tweezers |
| Sunburn ointment | Small scissors |
| Insect repellent | Jackknife |

WEBELOS GAMES:

AQUANAUT

WATER CIRCLE TOUCH BALL: Equipment - one beach ball.

The players stand two or three feet apart and toss or pass a ball around the circle. One player inside the circle tries to get possession of the ball. If he touches it at any time the player in the circle who last touched it must take his place. The most important thing is safety - so keep it safe and all will have fun.

ARTIST

DRAW THE CLOWN FACE: Equipment - 8 x 10 sheet of paper, felt pen, blindfold for each player.

Each boy is blindfolded and asked to draw a picture of a clown. After each boy has finished the boys try to find their own drawing. You may have many winners, and you may not have a winner at all.

ATHLETE

INDIAN ARM WRESTLE: Equipment - Two strong-armed boys.

Try to force your opponent's hand to the ground or raise his elbow. Try changing hands. There are other good contests in the *Webelos Scout Book*.

CITIZEN

NEWSPAPER STUDY: Equipment - One current newspaper per team.

Teams in corners, each with the same day's issue of a newspaper. On signal teams start a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. Team with most clippings in given time wins (smart team leaders distributes pages among his team members.)

CRAFTSMAN

WHO IS THE CRAFTIEST: Equipment - Genius kit

This game uses a genius kit that the leader puts together. The boys must use the following tools to assemble their genius kit:

Saw	Rule
Hammer	Wrench
Screw-driver	Drill

WEBELOS GAMES:

ENGINEER:

CATAPULT THROW: Equipment - Catapult that each boy has made and a ping pong ball.

Each boy will operate his own catapult. Give prizes for the longest throw, shortest throw, and the highest throw.

FORESTER:

NAME THE TREE: Equipment - A paper sack full of different leaves.

Have the Den Chief pull a leaf from the sack, the first boy to correctly identify the leaf gets to keep it. At the end of the game the boy with the most leaves is the winner. Have them make a scrapbook to keep and show at pack meeting.

GEOLOGIST:

KING OF THE ORE: Equipment - None

This game is played by one boy naming something that a house is made of, he must name the ore or metal and it's use. If he is right, he is King and he stands in the center, until someone gives the King another geological material used in the building of a home then that boy becomes King. (The answers can be found in the *Webelos Scout Book*.)

NATURALIST:

INSECT HUNT: Equipment - Insect net and jar with lid

A trip to the woods and a game of who can catch and correctly identify the most insects.

OUTDOORSMAN:

TENT UP AND TENT DOWN Equipment - One tent for each team

This is a good father-son or three to four boys for each team game. Object of the game is to see which team can set up their tent in the fastest time. (The tent has to stay up!)

WEBELOS GAMES

SCHOLAR:

SCOUT LAW DART BOARD

Equipment - Dart board and darts. The dart board should have spaces with numbers through twelve.

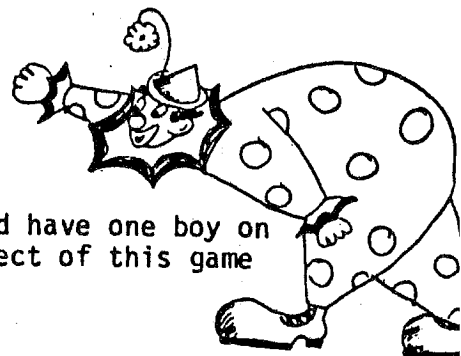
Each boy, in turn, throws a dart at the dart board and scores a point if he can recite the point of the Scout Law represented by the number in which his dart sticks. Score one point for each correct throw and identification. Permit each boy to continue throwing until he misses, either in his throw or in his identification of the Law.

SHOWMAN:

TELL-A-STORY

Equipment - None

Line up boys of two teams facing each other and have one boy on each team tell a story one at a time. The object of this game is to make the other team laugh.

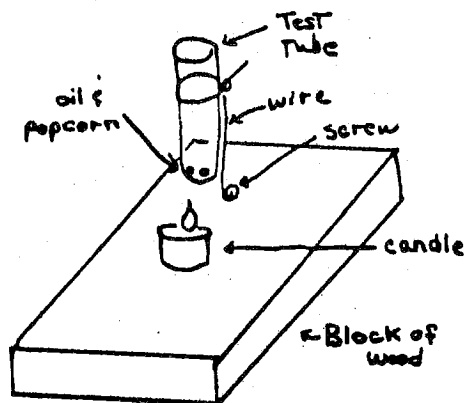
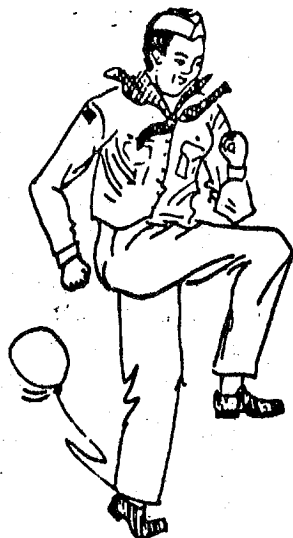


SCIENTIST:

POP THE CORN

Equipment - One test tube, pop corn popper and pop corn.

The first one to get his corn to pop is the winner, he must pop two kernals. Each boy must put corn in the test tube and light his own candle.



WEBELOS GAMES (continued)

SPORTSMAN:

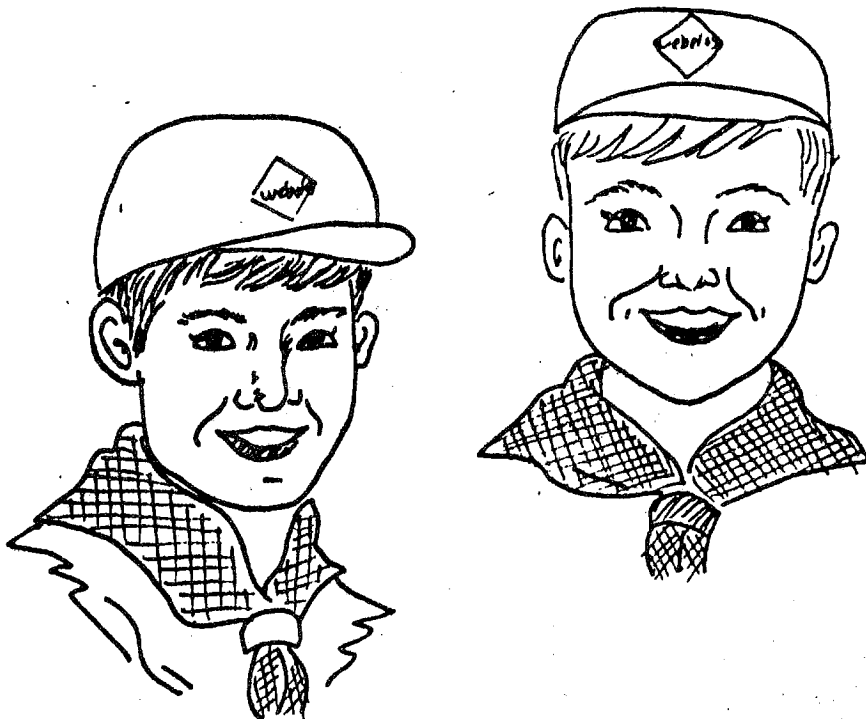
ONE O'CAT: Equipment - A bat and ball

Home plate and first base are set up. One player is batter, the others catcher, pitcher and fielders. The batter is out when he makes three strikes or when a fly or foul ball is caught. When he makes a hit, the batter must run to first base and return home before the ball is returned to the catcher, who must touch homeplate to put him out. When the batter is put out all players move up in rotation. The batter moves out to right field. If a player catches a fly, he replaces the batter.

TRAVELER:

YOU'RE GOING TO TAKE A TRIP Equipment - Small flags or markers
and blindfolds for each boy.

For this game you will need two teams of three or more boys. Each boy has a blindfold so that he cannot see. One boy will be the leader of his team and will have to guide his teammates and pick up small flags along the way. (The Webelos leader has put these markers in the back yard ahead of time so that no one will know where they are.) Make two identical trails. The team that comes back with the most markers is the winner.



Games

GAMES

Games are the sunny side of Cub Scouting. Skills and interests developed in childhood teach self-confidence, independence, and an ability to get along with others. Children learn through play.

Games are an integral part of Scouting's programs because they are an important teaching method. Games accomplish Cub Scouting's objectives of physical fitness and character enrichment, and at the same time develop the whole boy. One who is physically strong, mentally awake and morally straight.

Games teach a Cub Scout to follow rules, to wait his turn, to respect the rights of others, to give and take, to play fair; all found in the purpose of Cub Scouting. To a boy, a game is one of the serious things of life. The purpose of games then, is to give true character training, because a boy is fully alive when he is at play and is therefore receptive and teachable.

Consider first the physical aspect, the release of surplus energy within the physical ability of the group. A game must be satisfying to the strongest and yet not overtax the weakest. It should have a definite relationship to the Cub Scout's health. In fact, it should stimulate growth and the development of practically every muscle and at the same time materially assist the bodily functions; circulation, respiration, digestion and the nervous system are stimulated by active outdoor games.

The next value to be considered is the mental value. The activities boys participate in must contain elements of excitement, competition and accomplishment. With other boys, he must learn to play..and to play it fair. He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games help develop quick thinking, alertness and strategy.

Cub Scouts must learn to play with other boys, and to control their emotions. Games can act as a beneficial 'safety valve' which allows the release of pent-up stress and tension in a controlled atmosphere, where such release is not considered unusual behavior.

Boys at play are truly 'alive', intense, receptive. Their interest and concentration is probably never higher. One of the most important learning experiences derived from games is the character development aspect where the necessity for the cooperation of all, abiding by the rules and sense of fair play are forcefully demonstrated.

Giving boys a chance to lead games makes possible the development of an excellent source of assistance for any leader, as well as helping them develop their potential as leaders and in accepting responsibility and accountability before their peers. Boys play games

naturally and instinctively. Little do they realize how they are developing their potentials. The leader's responsibility is to utilize this natural instinct to its fullest and involve the boys in a program of games which are challenging, healthy, and above all, FUN!!!

(GAMES FOR CUB SCOUTS is a valuable resource for game ideas)

TELL THE TIME (Quiet Game)

Pack in circle. Old Wolf (with watch) asks them to sit down when they think 30 seconds have passed. Pick out first Cub down, Cub closest to actual time, and last Cub down. Repeat once or twice and possibly double the time limit.

SKIN THE SNAKE

The Pack is in relay formation. Each Cub stoops over and puts his right hand between his legs to grasp the left hand of the Cub behind him. At a given signal, the last Cub in each line lies down on his back, keeping his feet together between the legs of the player in front of him. The line moves backwards, straddling the bodies on the floor. Each boy lies down in turn. When finished, all are lying on their backs. The last boy in each line rises to his feet and straddles forward up the line, the rest following as their turn comes. A den that breaks grasp is disqualified.

STOP - CAUTION - GO

Played with three colored torches - Red - Yellow - Green. When green light is shown Cubs may run anywhere in the room. Caution light - Yellow - they scurry behind lines drawn down the side of the room. Red light - All freeze.

CHANGING PLACES

Large circle. Cubs two arms distance or more apart. They are numbered consecutively, from one, onwards, and then "shuffled", so that the numbers no longer run consecutively. One Cub who was out of the room, during the numbering then takes his place in the middle. The Cub Master calls out any two numbers. The players answering to these must run across and change places, the center Cub trying to fill the vacant place while they are doing so. If he succeeds, the player whose place he has occupied goes into the center, and the game proceeds as before.

WASHING DAY (Relay)

A rope is stretched across the club-room near one end, waist high, and at the other end of the room Cubs are divided into equal groups (two or more groups), seated, in Indian file.

On the starting line, at the feet of each No. 1 player, are clothes pins (one for each boy in line).

On the word "Go" each No. 1 player picks up one clothes pin, fixes it to the rope, runs back for another pin and so on, until he has succeeded in attaching all pins to the rope. He then runs to the back of his line, and as he passes No. 2 he taps him on the shoulder.

No. 2 then runs forward and removes one pin from the rope, placing it at the starting line, and so on, until he has removed each pin in turn and placed it at the starting line.

The game is continued until each player has either attached or removed the pins.

The group to finish first wins.

WHERE IS IT?

Two of the Pack are blindfolded and each given a stick. The rest of the boys form a circle, holding hands. A coffee can lid is placed in the circle. At "Go!" the "blind" Cubs tap about with their staves until one of them finds the tin. The first to find it wins. This could be played with two teams, rather than individually.

BURSTING THE BAGS (Relay)

Teams of equal numbers, in Indian file, are lined up at one end of the club-room, the leading player of each team toeing the starting line.

Opposite each team, at the other end of the club-room, is a bundle of baker's paper bags.

On the word "Go" each leading player rushes to his bag depot, picks up one bag and returns beyond the starting line, where he inflates the bag and bursts it in the appropriate fashion.

The explosion is the signal for the second player to rush for a bag, and the game is continued until each player has exploded a bag and the teams are in their original formations.

If a player arrives at the starting line with more than one bag he must restore the extra bag or bags before he blows up and explodes his ration of one bag.

The team to finish first wins.

(This could be done with balloons)

TWO AND THREES (Circle)

Beginning games.

With the exception of two players, Cubs form up in pairs in file on a circle facing the center, with a fair space between the pairs.

One of the two remaining players chases the other around the pairs. To secure sanctuary the "fugitive" player must jump in front of a pair, then the back player of that pair immediately becomes "fugitive," and so on. When a "fugitive" is touched the chaser and the "fugitive" change about, the previous "fugitive" chasing his opponent.

STORK TEN PINS

One group, storks; another group, hunters. The storks stand in a row, on one foot; the hunters in turn roll a ball, trying to hit a stork on the foot or ankle. The stork dodges by hopping. A hit is scored when a stork is touched by the ball on the foot or ankle, or when he puts the other foot on the ground. One point is scored for each hit. The sides change after each inning.

CHRISTMAS GAME

JIGSAW

Cut up a supply of old Christmas cards into jigsaw pieces. Divide group into teams of two boys each. Give each team a jigsaw card in an envelope. First team to assemble card correctly wins. Then let teams exchange cards and try again.

CATCH THE DONKEY

Each Den nominates a "Donkey" and turns him loose in the "field". Dens line up at end of hall, and each member is given a length of rope. A Knot is named, and as soon as the lengths are tied together, the Denner and Assistant Denner run to catch, tie and drag home one of the loose donkeys of another Den. Lots of fun, even for grownups.

BANG-O

Add a little more interest to the favorite game played in your group by having each participant try to carry a balloon intact all through the game.

DEAD AHEAD

Dens line up at the end of the room. A balloon is placed some distance away. Each Den tries to guide their man, who is blindfolded and crawls along, to the balloon. No names may be used only the words left, right and ahead.

WEEKLY PROJECTS

Here are some examples of weekly projects - make a button; obtain the CM's signature between two certain dates; invent a yell; make a mousetrap, carve something.

Vary the projects - some crazy, some requiring brainwork, some requiring handwork. Award points for competition if you wish, but always mark on effort.

THE ELEPHANT HUNT

A reef-knot inter Den competition.

Dens are drawn up in Indian file, each player holding a length of rope. Facing each Den is a chair which represents a wild elephant roaming through the jungle. On the word "Go" each leading player runs to his elephant and secures one of its legs by a reef-knot. Realizing that his rope is not long enough he shouts "more rope", and the remainder of his team run forward, and each player, in turn, attaches his rope by a reef, whereupon the captured elephant is dragged back to the starting line.

The Den to finish first, with all knots correctly tied wins. If any knot is incorrectly made the elephant is adjudged to have escaped.

GETTING READY (Sense Training Game)

The pack is formed into Competition Dens and numbered. Each Cub has a number plus the name of an article of Cub's uniform.

Akela reads the story (see below) and when the number or name of a Cub occurs in it, the Cub's with that number or name run to a given line and back. Score one point for the winner and total the points for each Den at the end of the game. The Cub's could be named, from 1 to 6, as follows: 1 is also cap; 2 is neckerchief; 3 is belt; 4 is uniform; 5 is socks; 6 is handkerchief.

GETTING READY (cont.)

Use the following story, or make up your own.

"Norman finished supper and rushed to his room to change to his Cub uniform. He had only 5 minutes before he had to leave. It took 1 minute to get out of his play clothes, including socks. In 2 minutes he had washed, cleaned, brushed his teeth, and was ready to dress. He got it all done in 3 minutes, straightened his neckerchief, put on his belt, got a fresh handkerchief, pulled on his socks and put on his cap. It took 6 minutes so he had to run to be on time".

This game can also be adapted to fit titles such as Mowgli's lair, Bagheera's Hunting Ground, etc.

ALPHABET SCAVENGER HUNT

Each Den on its own to collect the most "junk" within stated time. Each item must start with a different letter, e.g. ant, bark, grass, etc.

WHO IS IN THE BOX?

A cardboard box, big enough to hide a Cub is brought into the room. The leader tells one Cub to leave the room. While his is out, the leader hides one of the other Cubs in the box. The Cub is then brought back into the room and has to guess who is in the box. The Cub in the box can make any noise to distract the other Cub.

WALK ON FENCE

Draw a chalk line on the floor and pretend it is a fence. Feet must be placed one in front of the other with arms outstretched to keep the balance. Cubs who tumble off the fence must start again.

NOISY MUG

Cubs at one end of the room are blindfolded. A coin is dropped into a tin in different parts of the room and each Cub must walk to the exact location of the sound.

STEPS (Open formation)

Beginning game.

Players take up positions standing anywhere on the floor of the club-room, except behind forms, etc.

They may not move other than as described later.

A blindfolded Cub moves about the floor attempting to catch the players. Any player who is in danger of being caught may move in any direction - one, two or three steps to avoid him.

Whenever a player has completed a total of three steps he may not move again. When a player has taken his first step he places his right hand on his hip; after his second step his left hand on hip, and after his third step he folds his arms, stands still, and hopes for the best.

When a player is caught he changes places with the blindfolded Cub, who takes his place amongst the others.

The game is then resumed, each player being again entitled to a total of three steps.

CHRISTMAS GAME

TRIM THE TREE

Divide the Pack into two groups, line them up in relay formation. Attach two large sheets of paper to the opposite wall, give each boy a crayon of a different color. On signal, first Cub runs up to his paper and outlines a Christmas tree. Next Cub runs up and draws in a stand. Other Cubs in turn draw in an ornament or light. First team to finish trimming its tree wins.

CHRISTMAS GAME

REINDEER BUTTING

Cubs line up for relay. Each "Rudolph" butts orange to goal line with head, then runs back with it and gives it to next Reindeer.

THE UNLUCKY DIP

All players sit in a circle or around a table. Each player has a small piece of paper and a pencil. On the word "go", he writes upon his piece of paper the name of an animal or object that makes a noise, such as a donkey, a motor car, a train, a factory hooter, a bird, etc. All the papers are collected and mixed up in a hat. Each player then draws a paper in turn and endeavours to make the noise made by the fird, animal or object described thereon.

He fails to score if the other players are unable to recognize what bird, animal or object the noise is intended to represent.

The Den with the most points wins.

PUPPY DOGS' TAILS (outdoor)

Formation: - Players are formed up in a line in Indian file, each having his arms round the waist of the player in front.

Theme: - "All of you have seen a playful puppy dog careering around trying to catch his own tail. Just as he is about to catch it, the tail suddenly twists itself away and, as no self-respecting dog likes to be seen going about without any tail, the body does all that it can to assist the tail to escape. So on the puppy goes chasing round and round determined to catch his tail or know the reason why.

"Now we will paly at "Puppy Dogs' Tails"

"(Tommy Jones) at the front is the puppy dog's head, the rest of you are the body, except (Billy Smith) at the end, who is the tail".

Notes: - Do not have too long a line of players

Do not play the game if there are sharp corners, or valuable china ornaments, liable to be bumped into.

Have a new "head" and "tail" each time.

Get Rid of That Cap (Circle)

(Beginning Game)

Cubs stand in a circle, close together with hands behind backs. Another Cub, who is "IT" stands in the centre of the circle. On the word "Go" a Cub cap is passed round the back of the circle by the players, and at any time "IT" may point to any player and say "You". The player indicated must immediately bring both of his hands forward. If he holds the cap he becomes "IT". If not "IT" continues his efforts until he is successful, or until the agreed on time limit has expired, when another player becomes "IT".

TWOS AND THREES

With the exception of two players, Cubs form up in pairs in file on a circle facing the center, with a fair space between the pairs. One of the two remaining players chases the other around the pairs. To secure sanctuary the "FUGITIVE" player must jump in front of a pair, when the back player of that pair immediately becomes "FUGITIVE" and so on. When a "FUGITIVE" is touched the chaser and the "FUGITIVE" change about, the previous "FUGITIVE" chasing his opponent.

RING ON A STRING

Circle - A long piece of string runs through the hands of all the players, and is secured by a reef knot. A ring has previously been threaded on the string, and concealed in the hand of one of the players. A Cub takes his place in the center, and all the players move their hands backwards and forwards, as if passing the ring. If the Cub spots the player who is holding the ring, he may smack the hands of that player, who must instantly hold them up. If the ring was in his hands, he changes places with the Cub in the center. The ring must be on the move all the time, and must not remain in any boy's hands. It may be passed in either direction.

ANKLE TAG

Cubs mill around the room. To escape being tagged by "IT" each Cub must grasp another by the ankle. The Cub whose ankle is grasped, is however, liable to be tagged unless he has hold of some one else's ankle. The Cub who gets tagged is "IT".

HOT POTATO

Form a circle. Akela tosses bean-bag to the "IT". As soon as it is tossed, all the other cubs break from the circle and run until the "IT" catches the bean-bag. The "IT" yells "HOT POTATO" and throws the bag trying to hit a Cub. If successful the Cub who was hit becomes "IT". The circle is reformed and the game starts again. "IT" should aim at the feet.

Variation -

The Cubs stand in a circle, each with a chair behind him. A bean-bag is tossed and caught, around the circle. A Cub waiting in another room blows a whistle and the Cub who has the bean-bag is looser and must sit down. The game continues.

ONE-LEGGED RELAY

The first Cub of each team is given a colored band. At signal, he carries the band to a mark about 45 feet directly in front of him. When he reaches the mark he ties both his ankles with the band and returns to his team by hopping. First team finished is the winner.

MIXER RELAY

Form relay lines. First Cub in each line sticks a penny match box coer over his nose. He transfers it to the nose of the Cub behind him without using his hands or feet, so on down the line. Team to finish first wins.

BEAN RELAY

Cubs are divided into teams. A pile of dried beans is placed in front of each team. Across the room at the goal line is a plate for each team. The first Cub on each team is given a table knife. He puts as many beans as possible on his knife without using his hands; runs (?) to the goal line; slides the beans into his team's plate and runs back to give the knife to the next runner. Any beans which drop along the way must be picked up without using the hands. Team with the most beans on their plate wins.

RING TOSS

Clamp clothespins around rim of a bucket or wastebasket. From 10 feet away, Cubs try to toss jar rings over clothespins. The one to ring the most pins wins.

INDOOR GAMES

Beanbag Pick Cubs sit in a circle on the floor. Give each a saucer with 2 toothpicks and 12 beans. On signal see who is first to lift out 5 beans.

Beanshooter From a distance of about 4 ft. have Cubs try to blow wooden safety matches into a small pan set on a table. The Cub places them 1 at a time in the end of a straw, takes aim and blows. 10 points for each match in pan.

Five Dots Give a Cub a piece of paper. Have him place 5 dots on it wherever he wants. He should give the paper to another player. Each player tries to fit in a drawing of a person - head at one dot, hands at 2 dots and feet at 2 dots.

Log Cabin on a Pop Bottle Divide players into 2 (or more) groups. Give each player 10 toothpicks. The object is for each player to alternately place a toothpick across the top of the bottle until his stack falls. His side must then take all the toothpicks knocked off. The first group to get rid of their toothpicks wins. If a player knocks off just one toothpick he picks up just one.

Grab It Arrange den in a circle and on the floor in center place less clothespins than number of Cubs. Choose one to serve as storyteller. He starts the story. Whenever he says the word AND, all players grab a clothespin. Everyone except the Cub who was too late gets a point. Change storytellers so that all have a chance. Encourage interesting stories.

Blow Feathers Each Cub has a feather and on signal he blows feather up in the air. The Cub keeping his up longest wins.

Ping-Pong Blowout Cubs line up on one side of the room with straw and ball. The first to blow his ball (through straw) across the room wins.

Blow Out Candle Through the Bottle Ask if anyone can blow out a candle through a bottle. Ask if anyone can blow - show them and let them try. (Air travels around the bottle)

Fire Cubs remove caps, neckerchiefs, shoes and belts - stack them neatly and sit down. On call "Fire" all get up and dress. Last one dressed properly wins.

Physical Fitness Circle Walk, hop, crawl, small as possible, tall as possible all in a circle.

INDOOR GAMES (cont.)

Jar Ring-straw Toss Cub holds soda straw in his mouth while partner tosses jar ring. Straw holder may move to help thrower, but not to use his hands. Partners with highest score win.

Indoor Track Meet Footrace Have each Cub stand in one line with feet touching each other, heel and toe. Den with the greatest time standing wins. Running Highwistle The Cub who can hold a whistled note with one breath wins. Long Glum Pick a Cub from one den vs. another den. The player who can keep from smiling longest, while others jeer and laugh wins. Wide Stretch Line up the dens with arms extended so that the players are touching, fingers to fingers. Winner has the longest line. Bean Toss Give each Cub 10 beans and have him try to throw them, one at a time, into a quart jar from a chalkline on the floor. Slipper Throw Have the contestants lie flat on their backs and throw slippers over their heads with both feet.

NATURE GAMES

One-Leaf Trail A trail is laid using one kind of leaf as a marker and letting the stem point in the direction to be followed. At the end of the trail, the players hunt for the tree whose leaves were used.

Autumn Leaves Den is divided into two teams that line up on opposite sides of a chalk line on which a dozen or so leaves are laid. On signal, both teams attempt to blow the leaves across to the other's territory. The winning team has the fewest leaves on their side at the end of 2 minutes.

Spotting Mother Nature Use this game to develop nature and conservation skills, alertness and observation. Ask the Cubs to watch for things that grow, crawl and fly and make a list of them. The Cub with the most items on his list wins. This could be done during a nature hike.

Animal Hunt Place a small toy animal somewhere in the play area and tell the Cub Scouts to start looking for it. When a Cub sees it, he sits down quietly and does not disclose the animal's location.

Nature Scavenger Hunt Give the Cubs sealed envelopes containing these directions: "Your Den Leader is desperately ill and the following are needed within the next 15 minutes to make her a get-well potion: 4 acorns, 10 dandelion seeds, 6 pine needles, 4 live ants, etc." Whoever gets the largest number of items during the 15 minutes wins.

NATURE GAMES (Cont.)

Birds Fly The audience stands, placing hands on hips. The leader says that various animals fly. Players make flying motions with their elbows if the animal named can fly. They remain motionless if the animal named does not fly. When any of the group makes a false move or motions, he sits down. To add to the confusion, the leader should call names rapidly and move his elbows every time.

Seed Planting Relay This is a variation of the heel-toe race. Each Cub in turn follows a line drawn on the floor by placing the heel of one foot against the toe of the other. About every 3 feet he must stop and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back, touches the next person who plants his seed in the same manner. First team to finish the relay wins.

FUN GAMES RIDDLES AND TRICKS

Buzz-Fizz Start by having the first player say one, the next says two, the next three and so on, When a player comes to five or a number with five in it, he says "BUZZ" and when a player comes to seven or a number with seven in it, he says "FIZZ". (57 would be a buzz-fizz). When a player mixxes, he drops out and the next one starts over with one.

Quiz Game 1. At what time was Adam born? A little before Eve.
2. What is it that can run and can't walk and has a tongue and can't talk? A wagon. 3. On what side is a pitchers handle? The outside. 4. What is the best bet ever made? ALPHABET. 5. What increases in value when it is turned upside down? The figure 6.
6. What is it that never talks but nevertheless always tells the truth? A mirror. 7. In what western city is a boy calling his mother and laughing? O-ma-ha. 8. What insect can be found in school? Spelling Bee.

Think Fast Divide into 2 groups. Ask the following questions and after each, score a point to the side that gives the correct answer first: 1. What letter is a beverage? T. 2. What letter is a bird? J. 3. What letter is a vegetable? P. 4. What letter is a question? Y. 5. What letter is a clue? Q. 6. What letter is a body of water? C. 7. What letter is a slang expression? G. 8. What letter is a verb of debt? O.

Bend to Pick Up a Coin Have Cubs line up against wall with feet on floor and heels against wall. Have them bend over without moving their feet to pick up the coin.

RIDDLES AND TRICKS (cont.)

Deep Impressions Tell someone that you can bite harder than he can. Have him bite into a paper napkin as hard as he can. After he has done this, take the paper and look at the teeth marks thoughtfully. Finally, smile and say, "Boy, you really bit on that one".

Dime on Nose Have a Cub lie flat on his back with a dime on the point of his nose and try to dislodge it by wiggling his nose.

Think Think of a number between 1 and 5. Multiply it by 2, add 10, divide by 2, subtract your number, and the answer is 5.

The Long Newspaper Tell the group that you can put a newspaper on the floor so that 2 people can stand on it, and yet be unable to touch each other. This is done by placing the paper in a doorway, half inside and half outside of the room and then closing the door over it.

RAINY DAY GAMES

Hiking in place Mark a 16" circle for each Cub on floor. One Cub stands in each circle. Two Cubs act as judges. On the word 'hike' each Cub hikes in place, inside his circle. His pace should be kept brisk. Any boy who slacks should be disqualified by the judge. Hikers must also be careful to keep strictly inside their circles. If any part of the foot goes over the circle line, the boy is out. After the boys have hiked for two or three minutes, the hiking stops on the call 'halt'. The winner is the one who best kept up a brisk pace, snowed the most tyle, and didn't get a heel or toe outside of his circle.

Jogging in Place This game is the same as the preceding one, except that the arms are held to the sides just above waist level. The steps should be higher and brisker. The feet remain inside the 16" circle and any jogger who steps outside is disqualified. The jobbing should be done smartley and rhythmically on the balls of the feet. It must also be done without slowing down, or the jogger is out. The judges decide the winner, selecting the one who has done the best jogging for two or three minutes without getting outside his circle.

Biking in Place Each Cub stands inside his 16" circle. He lifts his legs as though riding a bicycle at a fair speed. To make the workout more difficult he must keep his hands extended level with the waist, as though holding on to the handle grips of a bike. He

Biking in Place (cont.) must use only the balls of his feet and keep strictly within his circle. Those who allow any part of the foot outside the circle are disqualified. After two or three minutes, the judges choose a winner based on the basis of best biking style and pace.

Skipping Rope Mark a six-foot circle on the floor. The only equipment needed for this workout is a short length of fairly heavy rope, just long enough to skip with comfortably. Skipping rope is a favorite form of exercise used by many athletes. It should be started rather slowly and the pace increased until the going really becomes tough. Skipping with both feet together, then separately, and then with hops and quick steps alternating, not only is fine exercise but also helps develop quick footwork.

RELAY GAMES

Back-to-Back Relay Divide Cubs into relay teams. Two Cubs of each team race at one time. They stand back-to-back and link arms so that one will walk forwards and the other backwards. At the starting signal, the two sets of partners head for the goal line and then come back, with the player who has been walking backwards now walking forwards. They touch off the next couple and the race continues until one team has finished.

Cup and Bottle Relay This is a very exciting and very 'wet' relay, so it should be played outdoors. Form two relay teams with a bucket of water and a cup at the head of each line. At the foot of each line, place a bottle. At starting signal, the player nearest the bucket dips up a cup of water and passes it down the line. The last player in line pours it into the bottle, runs to the head of the line and so on until the bottle is filled.

Rainy-Day Wash Relay First Cub in each relay team is given a gym towel. Two players from each team hold up a skipping rope at the finish line to resemble a clothesline. At signal, the first Cub runs to the line with his towel, places it over the line so that the bottom edges of the towel are even, changes places with one of the line holders. The former line holder runs back, touches off the second Cub who runs to line, removes towel and takes it back to next player. The game continues until all have competed. The same players may hold the clothesline throughout the game, but it is more interesting if they change each time the towel is placed on the rope.

RELAY GAMES (cont.)

Beanbag-Hobble-Kick Each relay team is furnished a beanbag and an inner tube rubber band. The relay is run in pairs. The first pair places the rubber band over the ankles of their adjacent feet, hobbling them together. They kick beanbag to goal line and back. Then they remove their hobble and pass it on to the next pair. First team to finish is the winner.

Explosion Relay Divide into two relay teams. Line up at equal distances from two stacks of paper sacks. Each Cub takes a turn racing to the stack in front of his line, blowing up a paper bag, breaking it with his hand and racing back to tag the next player on his team. The first team to finish wins.

Donkey Kick A small, flat piece of wood or a stick is used for this game. A player holds his leg up with the bottom of his foot held in back. The game leader then balances the stick on the upturned sole. The player now kicks his foot and sails the stick as far from his back as possible. The longest kick wins.

Step Guess Players are paired off and set at various distances facing each other. Couples must now try to guess how many steps they both must take to reach each other. As soon as they agree on the total number of steps, they walk towards each other while counting their steps aloud. When they reach the agreed total, they must stop where they are. Each couple performs this in turn. The three couples who come closest to each other remain in the play for another try. The leader sets them at different distances and they try again. The couple standing closest is the winner. Any couple over-estimating so that they bump into each other, is automatically out of the game.

Feed the Seals Players divide into 2 groups. One group is the seals and get down on their knees. The other group stands above them as the zoo keepers. The zoo keepers all hold a single leaf which represents a fish. At the "go ahead" signal, the zoo keepers drop their leaves, and the seals try to catch them by slapping them between their palms. The seals are not allowed to grab with their fingers. They must catch the leaves between open palms. Also, they may not move the position of their knees, they may only bend their bodies. Seals who successfully catch a fish, continue for another try. This goes on until only the champion fish catching seal is left. He is then given a reward - all the fish that are left. Make sure that the leaves are dropped from a height that makes it moderately difficult for the seals to catch them.

INDIANS WORD SEARCH PUZZLE

These Indian words can be found either vertically, horizontally or diagonally.

W O O B E A R C L A W E E P E T
M E T O T I E S O O P A P M C O
B R A V E R Q O R S F R B O A M
E O N Y C E L R O Q E M R C E T
I S I G N L A N G U A G E C P O
H E H E O T N T K A T Y E A I M
C H C K C S C O A W H U C S P K
O L A N C U E T C O E C H I E F
N A K W O B Q L H O R U C N C S
C O U P S T I C K P S O L O A D
H W C O N C K W A H A M O T E L
B O N E W A R B O N N E T R P E
E N A M E N I C I D E M H I A I
L I L U R T W O L A F F U B N H
T O R R A R M B A N D I L E S S

ARM BAND
ARROW
BEAR CLAW
BOW
BRAVE
BREECH CLOTH
BUFFALO
BUSTLE
CHIEF
COUP STICK
CONCH BELT
KACHINA
LANCE

MEDICINE MAN	TEPEE
MOCCASIN	TOM TOM
PAPOOSE	TOMAHAWK
PEACE PIPE	TOTEM
SHIELD	TRIBE
SIGN LANGUAGE	WARBONNET
SQUAW	

THINGS THAT GO

V F E R R I E L C Y C I B I Y C T
A E C I G M U B O T R U A F C I R
T R A C T O R U T R O L L E Y N A
D R N H O T O S R U K E L R C U I
G I O T A O B H I C S E O R L A N
L S E L V R B A C K K H O I P T O
R E P M A C L T Y E A W N S L E D
I H T U H Y C R C L T R A W A K H
Y E U N I C Y C L E E S K H N C C
A E R A C L C Y E V S H I E E D A
W L E K T E J C T A K I T E O R R
B I S A T E L L I T E P A L V N A
U N R E D I L G K O N N O G A W P
S L E E T U H C A R A P L A N E S

BALLON
BICYCLE
BOAT
BUS
CAB
CAMPER
CANOE
CAR
ELEVATOR
FERRIS WHEEL

GLIDER
JET
KITE
MOTORCYCLE
PARACHUTE
PLANE
ROCKET
SATELLITE
SHIP
SKATES

SLED
SUBWAY
TRACTOR
TRAIN
TRICYCLE
TROLLEY
TRUCK
UNICYCLE
VAN
WAGON WHEEL

Handicap



CUB SCOUTING FOR THE MENTALLY HANDICAPPED

The following material on Cub Scouting for the Handicapped is taken entirely from a training course. It has purposely been left in this form for anyone that may have the desire to pursue this field in Scouting. For those of you interested in the den level there is still the information you will want and need.

Introduction

I would like to welcome everyone here tonight. All of you are either presently working with or have shown a desire to work as Cub Leaders in the program for mentally handicapped children. You have set yourselves a very demanding task, but the rewards which you receive in return are in direct proportion.

Through this training you will learn about the Cub Scout Program, its purposes and goals; you will get a brief history of Scouting for the handicapped and its importance in the development of the boy, certain characteristics which are generally found in the Scouts, the value of the right attitude in a leader, and then how to set up your own Cub Program for the boys and how each part of the program is used and why.

Cub Scout Song

Sing KUM BA YAH using the words of The Law of The Pack with hand motions. Explain that by using this method, the boys will learn the Law much easier as they relate to music very well.

Poem

(The reading of this poem is used for motivation and to set the mood for the importance of this session. It is the one that is used by the National Association for Retarded Children)

"The child is there
Beyond the hurt and handicap...
Beyond the defect and the difference...
Beyond the problem and its probing...
How can we reach him?
How can we set him free?"

The Cub Scout Program

What is Cub Scouting? Well, it is a program designed to help the Growth and the development of boys between the ages of 8 and 11. It is a family oriented program which through the use of songs, games, crafts and most of all fun, achieve the purposes for which Scouting exists. The program was developed by the Boy Scouts of America to support its objectives of character development, citizenship training, and mental and physical fitness. Always keep these goals in mind. We have a great tendency to say because we are not working with "normal" boys, that our aims are different. This is not so; with handicapped boys it is even more important to keep those factors in the front of us.

When I list the following purposes, I want you to think about each one very carefully. Many of you who have been exposed to mental retardation will find that many of these purposes are familiar to you. Most of them are goals that have been set by professional people who are responsible for the training of the handicapped.

1. Influencing the development of the boys' character and spiritual growth.
2. Developing habits and attitudes of good citizenship.
3. Encouraging good sportsmanship and pride in growing strong in mind and body.
4. Improving understanding within the family.
5. Strengthening the ability to get along with other boys and to respect other people.
6. Fostering a sense of personal achievement by developing new interests and skills.
7. Showing how to be helpful and do one's best.
8. Providing fun and exciting new things to do.
9. Preparing boys to become Boy Scouts.

The boys must always see Scouting a fun and exciting, but it is your responsibility to see that the program as you present it is fulfilling these purposes.

Organization

Let me very briefly run through the organization of the Pack and the people and institutions that are involved.

We will start with the den which is usually comprised of 6-8 boys. Each den has a leader, possibly an assistant, a Den Dad, and a Den Chief who is a First Class Scout. All of you work as a team to assure a more efficiently run program. (Elaborate as needed if there are questions.)

The den is part of a larger group called a Pack. It is made up of several dens and meets once a month. The Pack Leader is the Cubmaster. He is responsible for planning the pack program, working with the pack committee, keeping in touch with the dens, and running the pack meetings.

The pack is sponsored by a Chartering Institution which can be a Church, PTA, Service Club or some other civic group. The sponsor appoints a pack committee that sets policy, names the top leaders of the pack, handles finances, and serves generally as a board of directors.

The chartered institution works in close cooperation with the national Boy Scout Headquarters through a man called the Institutional Representative. This man's job is two fold: He must see that the pack follows the policies set down by the B.S.A. and that the sponsor fulfills its commitment to the pack.

THE DEN

As stated previously, the den usually consists of 6-8 boys as this number has been found to be the best through much trial and error. With 8 boys you have enough to make games fun and run good relays, etc. while at the same time having few enough boys to assure each boy getting the attention he needs.

Your den meeting is divided into seven parts:

1. Before the Meeting-The Den Mother and Den Chief make final preparations and the Denner arranges the meeting place.
2. While the Cub Scouts Gather-Dues are collected, achievements and electives checked, and a game or puzzle is started to occupy the boys until all have arrived.
3. The Opening-Employ a simple ceremony such as the Cub Scout Promise or a Cub Scout song or yell to let the boys know the meeting has started.
4. Business Items-Include the posting of records on the Cub Scout Advancement Chart, discussing the den's part at the pack meeting, and planning special den activities.
5. Activities-At each den meeting include at least one game. Occasionally the Den Mother may read a very short story related to the month's theme. The den's part in the pack meeting is practiced. Craft projects also are started in this period for the boys to finish later.
6. The Closing-Consists of announcements and a brief Den Mother's thought. A short ceremony, such as the living circle, winds up the meeting.
7. After the Meeting- At this time you should discuss the meeting with the Den Chief, to see if you could have improved on it, and start making plans for next weeks meeting.

Now, what I have just read to you is taken verbatim from the Den Leader Training Manual. There is no reason to change this format when working with handicapped boys. Those of you who have been involved with Scouting for the handicapped can attest to this. I want to particularly stress this very strongly. Too many times we say, "Oh, well, they're talking about normal boys and this doesn't apply to my boys." Don't make that mistake. You are not only making your job as a leader more difficult, but you are cheating the boys themselves.

(At this time display the books contained in a Pack Library plus the Program Helps and Scouting Magazine and Boy's Life.)

Planning the Den Meeting

Cub Scouting's recommended planning system is based on themes, one for each month. You can follow these themes or if the pack committee decides they want to substitute another idea for a particular month, they may do so. These are only suggestions, but are of immense help. If you are just starting a new den or pack, you will have to forego planning a program around themes and work with the boys on their Bobcat Requirements.

After that, you may find that you will want to use the suggested program, or you may decide to work on the Achievements. This will depend on the boys' ability and yours as a leader. Most of your themes incorporate several achievements and electives. When you use a theme to achieve advancement, it makes it more fun for the boys, so whenever possible use the two together.

Because you may want to change a craft or activity, you will have to get together with the other leaders in the pack at the beginning of every month and plan your den meetings step by step. By doing this your program will run smoothly and therefore be more successful. If you do not know what you are doing, you will lose the interest and control of the boys.

In order to get new ideas and resources, attend your Roundtables, Pow-Wows, and Training Sessions offered. All of us get stale and run out of gas. These programs are set up for your benefit-use them.

The Cub Scout program, its purposes, its organization, the den, and the planning of the den meeting is a very simplified version of Den Leader Training offered to all Den Leaders. I sincerely urge those of you who have not had a chance to go to the training to do so. What I have given you is only a small part of it, and you cannot do justice to yourself or the boys without being the best possible leader, and this means taking advantage of any training you can get.

Questions

(Take a short coffee break)

* * * * *

Introduction

From this point on, we will be talking exclusively about mentally handicapped boys. I realize that some of the boys have multiple handicaps so that sometimes there is a physical problem as well, but for this session we will go on the premise that the mental handicap is the primary one. In this part of our training we will try to answer some of your questions and also give you ideas and theories to make your job easier.

History

The first mentally handicapped unit was registered in 1951, so as you can see, in the framework of history, we are relatively new. The word "pioneer" really expresses it best. Until recently, there was no formal training program for people working with these boys and they had to rely solely on their own judgment and resources. Because the public is slowly but surely being made aware of the "forgotten" children, and because of through this awareness, understanding of mental retardation is reaching the public, more and more people are asking "How can I help?"

These are the people who have organized Scouting for the mentally retarded because they saw the merits of the program. In Faribault, Minnesota a fraternity at St. Olaf's College rides a bus once a week thirteen miles to the Faribault State School for the Mentally Retarded where they have organized a Pack, Troop, and a post.

In Fairmont, West Virginia, one man, a central office foreman for the C & P Telephone Co. had read a folder on mental retardation distributed by the local Council for Retarded Children and upon reading the poem that was read to you at the beginning of this session, found himself impressed with the need for volunteers to work with these youngsters. The words and questions in the poem left a deep impression on him. He is now the Scoutmaster of Troop 106.

Prisoners in State Penal Systems have organized Scouting in various Institutions in Maryland, Oregon and other states where these boys are really forgotten.

As you can see, there are many people and organizations working with the handicapped, but when you consider that out of 2.8 million retarded boys, only 175,000 are being reached through Scouting, we still have a long way to go.

Why Scouting for the Handicapped

The logical question at this point is, "Why Scouting for the handicapped?" What can it do for these boys? What possible difference can it make in their lives?

Most retarded children like to play, and when they do, they usually develop mentally, physically and socially. What we as adults overlook sometimes is that generally a retarded child has to be taught how to play. He does not do it spontaneously and because of this particular form of happiness has been denied him. Too many retarded children have spent much of their time just sitting doing nothing.

Too often in the past when the child was diagnosed as retarded, parents as well as friends lost sight of the fact that there was any potential for development at all and thereby denied their child what was given automatically to other children.

The retarded child benefits from all types of attention and training, and physical activity seems to satisfy many of his needs. New evidence indicated that physical fitness increases the child's ability to learn. He seeks several basic things that all boys seek: Love, Acceptance, Achievement, Development, Creativity and Discipline. How does Scouting fulfill these needs?

Dr. Gunnar Dybwad, former executive director of the International Association for Retarded Children stated, "If Scouting is good for normal boys of Scouting age, it is absolutely essential for retarded boys of that age." Scouting can challenge boys who cannot run, jump, swim, or hike like other boys. The challenge is from boyhood spirit, and all boys regardless of their handicap have boyhood spirit.

For Scouting, the desire is there because the "child is there." Because the desire is there, the determination to reach the child is there and this begets the ingenuity to go around and over barriers. Participation in Scouting is one of the major activities through which mentally retarded children can be helped to attain their optimum development. It gives them a sense of personal worth and dignity. It offers them many excellent group experiences enabling them not only to develop sound character and good citizenship, but an opportunity to put these attributes into practice.

The supreme effort is given for what a boy seeks in a gang of boys - it is to belong, to be accepted and to learn with it some skills. It is what he calls fun, and what his leaders say is tonic to upgrade his health, his self-reliance, and his adjustment to the world in which he, as a handicapped boy, must live. It is the opportunity to establish relationships outside of the previously sheltered life within the home and the school. For those who will one day be integrated into the "normal" community, this is particularly important. Scouting helps these boys to prepare themselves for assuming as full and active role in the community as possible.

Scouting fulfills the first basic need, love, because the leader is someone who will talk to him, simply and patiently; someone who will listen to him no matter how hard it may be to understand him; someone to comfort and encourage him when he is disappointed. This in turn satisfies another basic need, acceptance.

By belonging to a group of boys in a den he feels acceptance. He does not join groups spontaneously even though that need to belong exists. Within this group he learns that he is accepted as he is which many times is a completely new experience. When he receives praise for doing something right, that too, is a form of acceptance and this leads on to the third basic need, achievement.

Through the advancement program in Scouting a boy is rewarded for doing his best and achieving. Everytime a craft is finished, or a song is learned, etc., the boy will get a better awareness of himself through the ability to accomplish a task. This gives him the selfconfidence so many times found lacking.

Lastly, Scouting provides social activity or fun with others which is necessary. It wasn't too long ago that it was felt that all a retarded child needed was basic comfort and nothing else, but fortunately times are changing. We know now that human potential is determined not by nature alone, but by each individual's response to his environment. It follows that an improved environment can change the course of life. It is nature and nurture that shape human lives - a fact that makes all the difference in current attitudes and actions toward the retarded.

If for a minute we go back to the purposes of Scouting that we discussed previously, we see that these purposes apply even more so in Scouting for the handicapped.

Characteristics of the Boys

We should only touch briefly and very generally on the characteristics of the boys. We must go on the assumption that no one sitting here is a doctor or a special education major trained to handle the medical aspects. This is a very dangerous temptation. "A little knowledge is a dangerous thing" and as Leaders, this little knowledge would only tend to make us categorize and pigeon-hole the boys. The important thing for you to remember is that handicapped boys are more LIKE other boys than they are different.

There are three classifications of Retardation:

Educable: 55-80 I.Q. This boy melts into the community upon maturity. He doesn't read very much, but he will be able to earn a living doing a simple job that is done by rote.

Trainable: 25-55 I.Q. This boy will be dependent on someone at maturity. He will be able to earn a living, but in a closely supervised job such as stock clerk, a job that is routine.

Severely Retarded: Some of these boys will one day learn to do only the very basic taking care of personal needs. Their abilities are extremely limited.

The degree of retardation will vary from child to child and the causes will be just as varied, but in the boys' functioning you will find some combination of the following:

1. Lack of rich experimental background.
2. Fragmented and distorted understanding of their environment.
3. Poor use of their hands, lack of coordination.
4. Poor use of language.
5. Inability to deal with abstract ideas.
6. Inadequate use of senses of touch, smell, taste, sight and hearing.
7. Inability to follow directions.
8. Inability to make choices.
9. Inability to tolerate changes.
10. Susceptibility to overstimulation.
11. Distractibility; inability to tune out irrelevant stimuli.
12. Lack of motivation.
13. Refusal or inability to recognize limitations.
14. Withdrawal and passiveness.
15. Feelings of inadequacy and insecurity.
16. Abnormal fear of failure.
17. Generalized feelings of anxiety.
18. Inability to understand or accept themselves.
19. Poor sense of identity.
20. Low level of tolerance for group work.

Attitudes: You will find that the mentally retarded boy has a great deal of love to give and offers it freely. As you gain more experience you will find that this is the one characteristic that stands out above all others. These boys are also very loyal and trusting once you have gained their confidence and you will find that through their love and trust for you, they will accomplish many things you would not have imagined possible in the beginning. There is a big misunderstanding about aggressive behavior in the mentally retarded. As in a normal unit there will be boys who are more of a discipline problem than others. Do not associate this solely with the handicapped. True, in a few cases, hyperactivity or emotionally disturbed syndromes are a result of nerve damage, but by and large handicapped boys are more easy to control. Many times aggressive behavior is a result of frustration at the inability to accomplish a certain task. This can be overcome with patience and understanding.

Most retarded boys are socially undeveloped, partly because of their handicaps and also because they have been shielded in the home or isolated in the schools.

They are easily discouraged and for this reason achievement whether it is a rank in Scouting or simply the acquiring of a skill in a game, must be made attainable.

The mentally retarded boy learns more slowly than others, and is limited in what he can learn. That's all. He is a child with the same human needs that we all have--only more so. He needs somebody to make him feel important as a person. He can do amazing things. He doesn't need sympathy--he needs to be accepted on an equal basis.

Attitudes of Leaders

There is a great danger in pigeon-holing a boy if your attitude is negative rather than positive. Ask yourself, "What are the capabilities of these boys," instead of "How badly handicapped are they?" One question implies a reaching out, while the other question implies no advancement. There are three key words which if you keep in mind, will enable you to give the boys the kind of program they need and deserve: PATIENCE, FLEXIBILITY, AND EMPATHY, not Sympathy.

Wise leaders expect problems, but do not consider them over-whelming. They see the handicapped boy as a boy with an individual difference. There are other individual differences between boys: One boy is too fat; another too skinny; one has bad teeth; another has an emotional problem. The handicap is not as important as the leader's will and the boys' willingness. Working with these boys teaches us the value of patience, understanding, and friendship.

The one thing that must be done is the casting aside of preconceived notions. Preconceived ideas get in the way of important and otherwise obvious truths. For example, the handicapped boy, whether mentally retarded or physically limited, is interested in Scouting for the same reasons any other boy is. Fun and enjoyment.

While leaders must be enthusiastic about helping handicapped youngsters, they must at the same time fully appreciate the special demands that will be made on their patience, understanding, and skill. They should get to know the boy as well as the implications of his handicap. He has personality traits, too, and if a leader is to get to know the boy, he must know his personality as well as his handicap. The more the adult leader knows about the boy, his home conditions and individual strengths and weaknesses, the better he can meet the needs of the boy.

Leaders should not overestimate the handicap of a boy and underestimate his determination to be like other boys. Proper motivation by adults, coupled with wisdom and ingenuity will help the boy who is handicapped to complete more of the requirements. Push the boys as far as possible. Don't pamper them too much. They discourage easily. They will always expect concessions, if given too easily.

Success with the handicapped is attributed to many things. Those mentioned most frequently are patience; planning program to meet the needs of the boys; planting the seeds of determination to win; finding out what the individual boy does best and working from there to other areas of success; enlisting the cooperation of parents and community organizations; and finally, keeping the program within the range of the group with which one is working.

Scouting goals and programming have value for all boys who want to be Scouts. The results can't be measured right now, but remember Scouting is one of many factors in a boy's experience and individual development. Our job as leaders is to guide the boys through experiences of Scouting as they develop in many ways.

YOUR PROGRAM

A handicapped boy is more LIKE other boys than he is different. Anything that a leader does to separate them and make them unnecessarily different is a mistake. Being like other boys is important. For this reason, it would be unfair to give a boy anything but genuine Scouting. None of the requirements should be watered down, or eliminated, although the speed at which they are met and the means of explaining them may be adjusted and simplified. The official policy of the Boy Scouts of America is to keep the program the same for ALL boys so that no single member is branded as handicapped and different. The main thing is to provide the boys with fun and enjoyment.

You will find that because Cub Scouting is a flexible program, many of the requirements can be fulfilled by all boys. By implementing the program, you will find that every boy in your den will have fun and receive a great deal from the program. The family will be better off because they participated in the activities of the pack.

Generally, the requirements in the Cub Scout handbooks and Program Helps can be easily understood by a mentally retarded boy when read and explained to him by an adult. If you use the books already available, and go through the achievements, only allowing substitutions where absolutely necessary, you will be able to offer the boys real Scouting. In the achievements which require reading, you will find it easier to possibly cut out pictures and have the boys tape them to a board as for example in the Wolf Achievement 3, "Keeping Healthy." (Give demonstration.)

There are two very important factors involved in planning your program and they are: repetition and routine. These are vital tools in making a child feel secure and at the same time giving him the confidence to venture forth. You must be attuned to the time to change an activity because although repetition is necessary for teaching, mentally handicapped boys do become bored. There are certain questions you should ask yourself when introducing something new... "Was it frustrating because it was too big a jump from a familiar activity? Was it within the scope of his physical and mental abilities? Did he understand what you wanted of him?"

Leaders of the mentally retarded say their activities are not much different than those for non-handicapped. They generate the will to do by creating the right atmosphere.

Physical Fitness Circle

TEACHING CUES

When a leader is teaching a new skill or activity, he should take a look at the nature of the "sensory" information to be used. By this, I mean are you going to appeal to the visual senses, the tactual senses, the olfactory senses or the verbal senses. Are you going to use a combination? Because the "channel capacity" of the boy is limited, it is a little difficult for him to handle too many different types of input at once.

While with normal boys, verbal communication is important to learning, it is more helpful when working with mentally handicapped boys to make use of visual

aids. The important thing to remember here is that when you are showing how to do a skill or activity, remember the mirror trick. These boys have trouble in transferring from a skill that is seen done on their right side, to their left side. Always face in the same way that the boys are faced, or when working with an individual, he should be guided by the leader reaching around him from his rear.

Emphasis should be placed, particularly at the beginning, on the acquiring of effective work methods. It is in the planning of ways to do certain activities that the boys will lay the groundwork for later success or failure. They need to know how to arrange themselves in relation to the activity, how to lay out materials, what to pick up first, and how to hold an object in a construction activity. They need to be told to look at their hands when drawing, and whom to watch when playing a game.

TYPES OF ACTIVITY

Games

Games serve many purposes. They build Scouting spirit and loyalty. Games can build physical fitness, coordination, teamwork and enjoyment. They should be kept quite simple and require little organization. They are kept simple to avoid frustration and discouragement.

Purpose: Games have rules which are explained and enforced by the leader. Everyone in society must learn to abide by rules of acceptable behavior and by laws which are enforced by leaders. It is especially important for a retarded boy to learn to accept authority; because it is in later life when he will make few decisions for himself and the degree to which he is accepted by society may be determined largely by his conformity to social behavior prescribed by authorities.

Cues: Retarded boys cannot follow complicated verbal directions of a game. A leader must show how it is played, demonstrating the directions as he talks. For example: "I'll roll the ball to Pete", as he rolls the ball to Pete.

At first a child may understand only partially the directions given, and therefore might lose interest in the game. This doesn't mean he can't learn it. As stated previously, many retarded boys have to be taught how to play, and therefore they must learn to grow into a game. Once the routine of a game is learned, the boys love being accepted into the organized play and feel comfortable and safe acting within rules. They have the fun of doing something and the fun of being part of a group. Games help the boys to express their personalities.

It is very important to alternate active and quiet games so that children may have a chance to "let off steam" and then relax. Through wise selection of a variety of games, leaders can help a handicapped boy to develop in all areas -- physically because almost all games require some movement, mentally because players must remember some rules and routine and be alert for a turn, socially, because the very word games indicates association of two or more people, and emotionally, because a player is accepted by other people and because he has fun.

Let me interject something here; much of what I am saying to you is very obvious to most of us. They are things we take for granted when working with normal

learn to wait for the right time to start the next line; if singing a motion song, he must learn the right motions to use and when to use them, and when marching, he must learn to stay in line and try to keep in step with the others. Also, by doing these things, a child increases his attention span. Where many children cannot sit and listen to you talk for two minutes or cannot concentrate on a project for any appreciable length of time, very few children are reluctant to finish a song or march.

Music helps to develop a rhythmic sense which goes a long way towards increasing physical ability. Marching, gliding, "walking like elephants," or doing some other exercises to music develops muscles and co-ordination.

ADVANCEMENT

As stated before, the Cub Program should not be watered down. Though it might take longer for the handicapped boy to earn his awards, he will appreciate them more by knowing that he has had to make an effort. Since it is extremely important that the accomplishment of tasks be appreciated, and the boy be encouraged, sometimes the time involved in earning a badge will defeat your purpose. In this case, a little ceremony where something like a neckerchief slide is presented to boys who should be recognized for the effort shown is a good idea. Remember, time means little to these boys and if they have finished four or five Achievements and it has taken three months to do this, then it is time for some form of recognition. It doesn't have to be elaborate, but it should be sincere.

Special recognition for individual requirements must not conflict with the standard uniform and insignia requirements and that is why awards should only be those things which can be used without changing the uniform. Also, there is no reason why these boys should be labeled as "different" - they face enough of that throughout their lives.

Closing:

I AM GOD'S CHILD

I cannot speak with words you'd understand
But somehow I know that God holds my hand;
I cannot make you know my needs, my wants, my fears;
But He knows my purpose here, so brush away your tears.

I cannot hold a conversation with real words as such
But I hope you know I love you by every look and touch;
I cannot tell you why I have tantrums and act so wild -
But I wish I could tell you that I too am God's child.

boys, and the word normal is a bad word to use. Never-the-less, we should all remember that when working with retarded children we hope through Scouting to increase each boy's potential and since most times you cannot appeal to a handicapped boy's intellect, you have to appeal and develop through his senses.

Through crafts, we can see how through feeling different materials, a boy's sense of touch is quickened. He learns things like wood is hard, paper and cloth are flexible, paint is runny, paste is sticky and gooey. Some things smell others don't.

One of the most important things that can be accomplished through the use of crafts is the developing of muscles, especially the small ones that are probably not used very much. Think for a moment about the things you use your hand muscles for. How many opportunities does a handicapped child have to do those very things? Crafts also help to develop eye-hand coordination. Many of these skills, as basic as they may seem to you or to me, are the very skills these boys may be using if they ever have the chance to work in a sheltered workshop or protected industry. Many of these boys are hired to paste on labels, folding handbills, etc.

Don't be discouraged if you find that the interest span is at first very short. It usually improves with time. Take it step by step. Begin by working for just a few minutes on a project and increase your time to what you consider is best for your particular den. Help the boys to plan what they will do on their crafts from meeting to meeting.

As with a normal den, know your craft. Have one already made that can be placed in full view of the boys. This way they will be more interested and will see what they are trying to achieve. Also, you will discover by having to make it yourself beforehand, where the trouble spots might be and whether or not your directions are valid.

SONGS

Music is terribly important to retarded children. Very often it is the first means of communication they were aware of from the time they were in their mothers' arms. Subconsciously, a child relates to these moments. A child who is sung to is loved and love means security.

Singing is also an expressive experience. Many people will express themselves through song and show emotions in that way whereas they won't in the more conventional ways. Songs are happy, silly, sad and solemn.

The importance of songs is much harder to express than the importance of the other activities previously talked about. Now we are talking about something that creates a feeling within us, a feeling that is usually warm, happy, a feeling of sharing with others around us who are listening or singing at the same time we are.. This general feeling of "music" is contagious. It often catches the spirit of the handicapped child before anything else reaches him.

When a retarded boy learns to sing a simple song with other boys, because of this feeling of happiness and warmth, he begins to enjoy belonging to a group and associates group activities with a feeling of belonging and happiness.

Self-control can be increased through music.

Miscellaneous

SECRET

A WORD ABOUT AUDIENCE PARTICIPATION

There are many different kinds of audience participation stunts which can serve to get the whole audience involved in doing something together. Some types serve the purpose of letting the people stand and take a stretch by going through motions under the direction of a leader or a narrator.

Others are in the form of a story with some just for pure nonsense fun or some with very worthwhile points. In this type the audience is usually divided into groups according to the number of key words in the story and after each key word is read, the narrator pauses for the appropriate group to make their given words and or motions. This type can also be adapted for a den of boys to use as skits.

Still other audience participation stunts may be written in the form of a poem which the leader chants in a sing song voice with force and the audience repeats each line after him in same manner. These can be sung or read.

Some types have serveral different ways they could be used, and some are written in the form of a poem with key words scattered throughout which the groups respond to. Still others require the audience to repeat lines and motions as narrator takes them on various journeys.

Even rounds and certain audience participation songs could be considered as an audience participation stunt. Just remember that each type of audience participation has one goal in mind and that is involvement -- a key word. Involve your audiences which helps keep your pack meetings from giving the dragging appearance. Try all different styles of audience participation stunts for variety and most important, present them in an enthusiastic manner so that the audience will be enthusiastic too.

A few of the stunts in this section you may have seen in a pow wow book or rountable helps in previous years. However, most of them have been written for this pow wow book and are appearing here in print for the first time. Some could be used for several different themes or with any theme. Boys in a den can have fun doing some of these during a meeting to help them let off steam. No matter how you may choose to use or adapt them, you and your cubs can have FUN together with these.

APPLAUSE STUNTS

Applause stunts are a good way to involve your audience. They are a good way to recognize a person or a den for an accomplishment. They also give people a chance to move around and work off steam.

- Motorboat Applause: Knife hand out from you in a swishing manner while fluttering tongue on roof of your mouth.
- Jet Plane Applause: Hold palm of right hand straight and move in swooping motion from right to left, back to right and then to left. Give a good loud "zoom" with each motion.
- Home Run Applause: Simulate swinging a bat at a ball, shade your eyes with your hand and yell, "Thar she goes"!
- Three Strike Applause: Turn head to side sharply while saying "STRIKE" Do this three times and end with "YOU'RE OUT!"
- Picnic Applause: Make like the army of ants who come to eat up your picnic lunch. Hold out left arm and with two fingers of right hand walk them down arm toward hand while saying "HUP TWO THREE FOUR" When fingers reach opened palm grab them while saying, "GOTCHA!"
- Mosquito Applause: With hand slap yourself on neck, arms, legs, while saying "OOO AAH AAH"
- Sail Boat Regatta Applause: Hold right hand palm up in front of face and blow across it with a series of puffs.
- Paul Bunyan Applause: Pretend to hold axe over shoulder then bring it down quickly while saying "CHOP". Do this three times then shout "TIMBER", holding arms out in front of you while looking up. Jerk back as you catch the tree while saying "KERPLOP".
- Ghost Applause: Wail like a ghost three times, "WHOOOOO, WHOOOOO, WHOOOOO." Hold arms up like a ghost.
- Squeaky Door Applause: Hold out arm moving it slowly from right to left while saying "SQUEEEEEEEK". When over to left side, lift up left hand and clap hands together sharply as a door slammed shut.
- Bow and Arrow Applause: Make motion as if shooting an arrow and say "ZING...ZING...ZING: Pretend to release an arrow on each Zing.
- Rudolph Applause: Put your thumbs to your head with fingers up, forming antlers. Then wrinkle your nose while saying "BLINK, BLINK, BLINK, BLINK."

APPLAUSE STUNTS (continued)

- Pinewood Derby Applause: Hold right hand above head and bring it down with hand pointing in front of you as a pinewood car going down a track while saying "SWOOSH" "THUD".
- Patriotic Applause: Shout U.S.A. and thrust hand with doubled fist skyward while shouting HOORAY, ONWARD AND UPWARD.
- Stamp Collectors Applause: Hold left hand in front of you, palm up. Place 1st two fingers of right hand to mouth as if licking a stamp and then strike the palm of your left hand smartly with them. Do this several times rapidly.
- Thomas Edison Applause: Hold both hands together in front of you as if flying a kite. Jerk back suddenly while saying "ZAP ZAP ZAP" (lightening)
- Paul Revere Applause: Pretend to be riding a horse while moving up and down while saying, "THE BRITISH ARE COMING, THE BRITISH ARE COMING!"
- A Big Hand Applause: Everyone hold up one of their hands with palms open.
- A Round of Applause: Everyone clap hands while moving hands in a large circle.
- A Rousing Hand: Hold hand with palm open in front of you about waist high then thrust it high into the air, going up and down several times.
- Half a Hand Applause: Hold up one hand with palm open and with other hand cover half of the open hand.
- Class Z Applause: Do same as Class A (Group Meeting Sparklers) except on last clap instead of clapping hands turn around and slap hands behind you.

- Torrey Pines Pow Wow '75



HINTS AND HELPS FOR DECOUPAGE TECHNIQUES

1. Prepare your board - Grind or sand the edges. We use a bench grinder and even Cub Scouts can do this quickly and easily. If you try burning the edges, make sure all ashes and soot are removed or the soot will get all over your picture.
2. Coat the picture - with thinned white glue before placing it on the board or prepared surface and let it dry. Then use white glue to apply on the board. Be sure to let this dry thoroughly before proceeding.
3. The next step - is up to you and your preference. You can use multiple coats of thinned white glue (1/2 & 1/2 ratio) letting each coat dry before the next ... or you can use the Polymer, Decoupour, or Epoxy type pour coatings and be finished in one step. The white glue gives a dull, matte type finish. The Polymer coating gives a shiny finish. One gallon of glue is \$7.00 or \$8.00 versus 1 gallon of Polymer for \$25.00. We buy it by the gallon because we do lots of projects. You'd only need a pint for the den projects as a rule.

CLEAN-UP -- The brushes used with the white glue process clean up with soap and water. The brushes used with the Polymer need acetone to clean up. We usually use the Welder's Acid brushes because they are only about 5¢ and can be thrown away.

What To Apply To The Wood:

A project I have used successfully is to take a photo of each Cub Scout at the den meeting in their uniform and have it developed. Then the next den meeting you have the prints ready. Before the meeting, in my leisure time, I peel off the backing paper carefully with my fingernail or razor blade. The blade is used to start the paper at the best layer. When this is done you will have a thin paper with the Matte finished photo ready to apply to the board.

Any greeting card picture that is suitable for the season can be used to make various plaques for gifts. You follow the same general procedure, as described above. Peel back paper off, making it as thin as possible. When cutting out the picture the cuts should cut in detail. For instance if the picture has a furry kitten or fluffy puppy then cut along each strand of hair to give a feathered effect. The same process with birds. When you pour on the Polymer or brush on the glue the hairs or feathers stand up giving a 3 dimension effect. The only trick is to be sure to get the layers on thick enough to cover the hairs that are standing up.

I have one of these plaques for each season and I hang a new one for each month ... New Year's, Valentines, St. Pat's, Easter, Mother's Day, Father's Day, July 4th, Summer, School, Halloween, Thanksgiving, Christmas. Or you can have one for each of the four seasons.

The next hints are from various books of Decoupage, the previous hints are our own private trial and error encounters (mostly error) .

BASIC DECOUPAGE TECHNIQUES FROM THE TIME LIFE CRAFT SERIES VOL. 5

The first step in the process is to prepare the base surface. Sand the surface, with the grain of the wood and use TACK cloth to remove residue.

BASIC DECOUPAGE TECHNIQUES (cont.)

2. Seal the surface .. You can use a spray acrylic spray or brush on liquid sealer.
3. Prepare the selected prints .. Spray the prints with the acrylic spray to keep the colors from running. This is the point that most craftsmen sign their work with paint or india ink. If you do sign it be sure to let it dry and spray with sealer.
4. Embedding the prints ... Three types of finish are available ... Water base (acrylic) lacquer, and varnish. The water base is synthetic and good for children's projects because it dries quickly. Lacquer is fast drying. It produces a high gloss finish, but should not be handled much. Flow on the lacquer with a brush. Do not go over any area you have just coated. Depending on the humidity, two or three coats can be applied each day. Each coat must dry before the next is applied. Continue coating until a thick, glasslike finish is achieved. Let it dry 24 hours before handling it.

Clear gloss varnish is the most durable decoupage finish, unfortunately it is slow drying. The day after the first coat of varnish is applied, dust with a tack cloth, and apply a second coat. Add one coat a day until ten coats are applied. Then wet sand using #400 or #600 sandpaper. When sanding over the print areas, you must level the finish without sanding into the print, easy does it. Whitish crumbs will fall off as you wet-sand. Don't panic this is part of the process known as milking. When the surface feels smooth and even, check for small, shiny spots. These indicate spots missed in wet-sanding. Remove them with #0000 steel wool. Then wipe the piece thoroughly with a tack cloth. Continue to coat with varnish, only one coat a day. Just how many coats you apply will depend on the appearance you wish to achieve and how deeply you want the print embedded. Whether you use water base, lacquer, or varnish coat the undersides, insides, and all other areas with 2 coats to prevent warping.

WAXING: With a lint free cloth, rub on fine furniture paste wax or decoupage wax. Never use spray on wax, it contains chemicals harmful to the finish. When the paste wax is dry, buff with a soft cloth.

FINAL OPERATIONS: Felt may be applied to the bottom with white glue.

TIPS: Work on a clean table, covered with brown paper, clear plastic, or aluminum foil. Newspaper would smudge the work; waxed paper might cause "fish-eyes" (little spots of wax that repel varnish.) Avoid working near open windows, dust might fly in, and dust is the prime enemy when you are trying to create a smooth finish. Of course, always work with clean hands.

THINNING OUT VERY THICK PRINTS: Seal the front with spray. Coat the wrong side with white glue, and let dry. On the wrong side, peel up a corner. Place a pencil across it. Roll corner around the pencil until it is tight. Keep rolling until the full layer of peeled-up paper is removed. The print should then be thin enough to use. Rub the wrong side with fine sandpaper to smooth the surface and eliminate any thick spots

DECOUPAGE (cont)

WHAT AND WHERE TO BUY EVERYTHING YOU NEED

Almost everything you need is easily obtained in your local hardware or art supply store.

1. SANDPAPER, very fine black sandpaper - NOT fine, but VERY fine. It is called WetorDry sandpaper and it's made by 3M, but any brand name will do it it is very fine. You will need only one piece of this for a small object such as a plaque or box, but for a piece of furniture you will do well to by a whole pack for a little over a dollar. You will also need a piece of medium-heavy sandpaper. You would not need a whole pack of this even for a large object.
2. SMALL FLAT PAINT BRUSH, natural bristle, not expensive. If you are using oil paint, you might want to use two brushes, especially if you are not superbly talented at cleaning your brush after it has been used for several coats of oil paint.
3. KRYLON. When I first started doing decoupage, I would spray the entire design, when glued in place, with Krylon. This was to prevent the color from fading, or whatever it says on the can that the stuff does. After a year or so, I kept forgetting the Krylon and soon eliminated it all together. However, while I have never had a box returned to me, I can't say that years and years from now the colors won't all disappear because of my over sight. So, for your first venture you might as well invest the dollar ninety-eight. If you are on a tight budget and don't know if you'll use the Krylon for any other art work, skip it.
4. VARNISH. Buying varnish is tricky business. Now who would think that buying varnish would be tricky? Well believe me it is. There are all kinds of varnishes and you really have to know what you're doing before embarking on a varnish-buying venture. Here you have another decision to make. What kind of look do you want? Should it be a ghightly glossy look or a dull sheen? Should it look old or contemporary? I am very prejudiced on the subject of varnish, but before brainwashing you with my prejudices I will do my best to present all the facts in as unbiased a manner as possible.

There is only one varnish that is not right for decoupage. That is spar varnish. This is used for exteriors - almost strictly for boats. Any varnish that says "for interior wood" on the can can be used. There are two kinds of varnish that are especially used for wood. One is high-gloss all-purpose clear varnish, which is fine, does not have to be thinned and can be easily obtained. I prefer the other, which is a satin-sheen varnish. I like my work to have an old look and the satin-sheen gives a matte-like finish. You may try both in this way:

One day I bought the high-gloss varnish by accident and used it before discovering it wasn't what I wanted. It dried more quickly, which is one advantage, but not that quickly. Anyway, I wasn't about to start my project over after going that far, so I put the dull varnish right over the high gloss (after it had thoroughly dried) and it completely covered it as though I had never used the other. My point here is that you can put a coat of one varnish on to see if you like it and the second coat can be the other kind. A small can, pint size, is about a dollar. No matter how much work you intend to do, never buy large cans of varnish because it spoils once the can is open. Remember to close the can tightly. Even then, a film forms on the surface and should be removed each time you varnish. This doesn't happen to much with the all-purpose clear.

DECOUPAGE (cont)

5. ANTIQUING. Only if you choose to.

HINGES, CATCHES AND ALL OTHER GOOD THINGS.

The hardware store is another favorite place of mine. If you want to add that extra special something to your box, check out the various hinges and catches at your local store. A fancy brass lock or catch can be the touch on your box that makes it look very special. Hardware stores usually carry a variety of brass accessories.

CUTTING

If you are making a design of cutout pieces rather than simply applying a whole picture, you should use small cuticle scissors for cutting. I have tried using an exacto knife and a razor blade and have found that neither do the job as effectively as a cuticle scissors. I don't think that there is a "right" way to cut. What feels best is right for you. You may find that to start in the center and work out is helpful because it enables you to hold the outer page while cutting the center. If you are doing any intricate cutting, you will have to practice a little to cut accurately. I know that sounds like kindergarten craft, but try it. For a first project I would recommend staying away from anything too lacy and small to be cut easily.

When you do cut something very intricate or delicate you can best get into the tiny spaces by using the point of your scissors and poking it in the center. Then work outward from the center of your poked hole until the little space is cut out. It is most successful if your scissors are kept sharp. If you have trouble, you might use a magnifying glass to see the area to be cut. The kind that go around your neck so that your hands are free might work. I've seen them advertised in magazines but have never used one.

CHILDREN AND DECOUPAGE

Lately I have received many letters from young people who are interested in decoupage. It occurred to me that decoupage is a marvelous craft for children since the materials and process are familiar to them. After all, children have been painting, pasting and cutting since nursery school.

I do not recommend decoupage for children under seven years old because it is difficult for them to maneuver the scissors. If little children are learning decoupage, or you are teaching a class of children under twelve, I recommend selecting large pictures to be cut. It would be easier if they started with a very simple project.

It is important to have the children select a project they like and will be proud of when it is finished. My daughter Lisa decoupage a rock. First she found a really great rock. What's a really great rock? This one was white, about as big as a fist and pretty smooth on one side. She cut out the little figures from a Joan Walsh Anglund book and pasted them on top of the rock. She didn't paint the rock at all. After she pasted the pictures on with white paste, she put a coat of varnish over the picture. Then she set it aside to dry overnight. In the morning she put another coat on the rock. When she thought the picture felt smooth she sanded the rock very carefully with fine sandpaper. This is a very good way to start doing decoupage because the project is finished before too long. This is important with children. They should see the finished results quickly. A small round piece of felt could be glued onto the

bottom

MAKE-UP FOR CUB SCOUTS

You have written your skit, selected your cast, and the boys have been busily making costumes. Now, what's left? Make-up, of course! Here are a few simple tricks to help you use make-up to its best advantage with the boys.

First, why use make-up?

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

Theatrical make-up can be expensive, and since most Cub leaders work on a limited budget, we're going to concentrate on inexpensive make-up and substitutions.

Make-Up Base

A simple recipe for a make-up base is equal parts of liquid cleansing cream and powdered sugar. Combine the two, first sifting the sugar to remove lumps, mix well, and you have a simple white base which can be used for Clown White. Tint with a few drops of green food coloring for Monster make-up. Add red, yellow or blue .. or make all three, and you have Indian war paint. This make-up is non-toxic and wipes off easily, leaving little trace of color behind.

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 eyebrow pencil to mark in creases. More lines add more years.

Cornstarch powdered into the hair helps make older characters, Remember, hair begins to grey at temples first and in streaks.

Tips

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

Apply make-up after character is in costume.

Use make-up cape or towel to protect costume.

Keep plenty of tissue and cleansing cream on hand for make-up removal.

Remember .. boys like to pretend, but they don't want to be sissies!

WHY COSTUMES?

Costumes can help set the theme or the mood of the whole skit. They have the magical ability to transform a boy into a man from outer space, a pirate an astronaut, a clown, an Indian, an exotic animal, or anything else his imagination suggests!

Cosutmes can be as simple or as elaborate as you and the boys would like for them to be. Cloth costumes are quite durable, but the cost is more and also you (or Mom) spend more time making them, rather than letting the boys have the fun.

Types of Costumes

Crepe paper can be used effectively in costume making. It is a relatively inexpensive cotume material and can be glued, stapled, sewn, draped and folded. Its ability to stretch is also an important factor. Simple tunics, shifts, vests and hats can be fashioned quite readily. With its wide range of colors, crepe paper has many boy-making possibilities.

Costumes made from old clothing are an easy source for mothers, den mothers and boys. Don't throw out those old tights, T-shirts, Dad's old robe, felt hats, etc. Save feathers and sparkly trim for knights' costumes; scraps of bright material, cast-off toy guns, foil for deputy badges, vinyl for leather vests and trim will be useful for costumes on cowboy themes. Use your imagination before you use your trash can!

Cardboard boxes make excellent costumes for clowns, animals, vegetables, robots, etc. Cut holes for the head and arms in advance, then let the boys paint them with latex and trim with temera paint.

Paper sacks can be used effectively for both costumes and masks. Save large and outsized sacks for future use. They can be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

Don't forget that a simple sign to identify your characters can be as effective as a costume. Props such as a carboard moustache, eye patch, bandana, carboard sword for a pirate, can do a great deal to costume your characters and set the mood for your skit.

Rembember to keep your costumes and props at the Cub-age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume-making!

- Judy Fowler

QUICK WIGS

These easily assembled wigs are just the thing for Cub Scout skits, masquerades or Halloween 'trick-or-treating'. As a base for the wig, use the top of a nylon stocking, gathered along the cut edge to form a skullcap. Or, cut and use the crown from an old felt hat. For hair use cotton yarn, untwisted rope or strips of crepe paper 1/2" wide.

Curly Locks - For short or long curly hair, curl narrow gift wrapping ribbon and sew to stocking base. (Cotton stocking could also be used)

Bald Headed Man - Use old bathing cap (white or flesh colored) for base. Paint or glue a fringe of yarn hair around edge.

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.

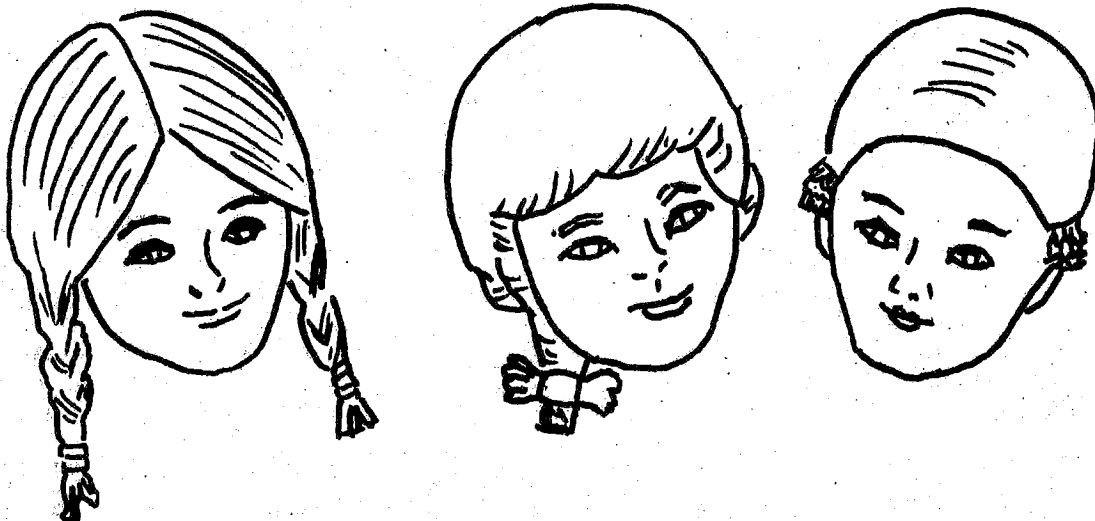
Scarecrow - Sew uneven lengths of heavy cotton rug yarn or raffia to cap base, or to a band which can be sewed inside old hat.

Indian - Arrange black yarn or crepe paper strips across entire base and stitch through center to make 'part'. Bring strands down to ears, braid, wrap and tie with bright cloth.

Princess - Follow directions for Indian wig, using yellow yarn or crepe paper strips. Do not braid. Add conical paper hat, with small attached veil.

Old Man - Use white cotton stocking cut and sewed to form skullcap. Glue white cotton balls all over skullcap.

Braids - Stretch about three strips of crepe paper, 3/4" wide. Twist each strip around and around. Now braid the three strips together.



CEREMONIAL PROPS

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

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

A blue and gold tablecloth. This will add color to your head table which holds the badges and other ceremonial equipment. Make the tablecloth to fit from yellow or gold fabric and trim it with blue binding. Use washable fabric, so it will be easy to take care of.

Electric candles. These can be made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on your head table.

Candles. Candle ceremonies are impressive. The color of the candles can have special significance. Logs, log slices or pieces can be used as candleholders, as well as holders made from wood, plaster, metal, etc.

Indian headdress. These are sometimes difficult and time-consuming to make, but most Cubmasters think it is well worth the effort. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform is adequate, unless you wish to make other Indian costume parts.

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

Bridge to Scouting. A bridge can be built from logs or scrap lumber, using dowling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge and being met by the Scoutmaster of the troop they are joining. It is a good idea to build the bridge so that the poles can be removed for easy storage.

Arrow of Light. This can be cut from scrap plywood, painted yellow and mounted atop another piece of plywood for the base. Holes can be drilled to hold candles.

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

See Staging Den and Pack Ceremonies book for description and illustrations of other ceremonial props and equipment.

STAGING CEREMONIES

The length of time a boy can concentrate on any one idea is often called his span of attention. In Cub Scout age boys, this span is short - so keep your ceremonies short and simple. Include boy-parent-audience participation. Use easy-to-remember lines. Keep props and equipment simple. A part need not always be recited word for word - just get the general idea of what is to be said clearly in the mind of each person so that everything will run smoothly.

A ceremony should have dignity to show parents that Cub Scouting is serious about its principles and objectives. It should be impressive enough to capture the Cub Scout's imagination. Remember that a Cub Scout lives mostly in an imaginary world. Building ceremonies around his make-believe characters increases his desire for greater achievements and knowledge. Keep your ceremonies strictly Cub Scouting.

The ceremony should be planned so as to be easily observed and understood by all present. Don't use complicated stage play, introductions or long speeches. These all take time and memorizing and often lead to embarrassing mistakes. Spotlight the Cub Scout and his achievements.

Nothing happens in a ceremony unless you make it happen. The script should be in large type, double spaced, and placed where the leader can glance at it quickly and easily during the ceremony. Because he will coordinate everyone's action, he should be familiar with the ceremony so that he can give a cue - smoothly cover up a mistake and keep the action fast and moving.

Don't forget that the audience must be cued (tipped off) if it is expected to join in singing a song or repeating the Cub Scout Promise, etc. If the Living Circle is to be formed, if candles are to be lit or put out, if room lights are to be turned off or on - cue the persons concerned. Delegate responsibility. Make things happen.

One of the most important ceremonial occasions in the life of a Cub Scout is when he graduates into the troop. This occasion should be marked with a very impressive ceremony which will be meaningful not only to the graduating Cub Scouts but to the younger Cub Scouts as well. This particular occasion is the one most often overlooked by packs in planning ceremonies ... and it is one of the most important.

Planning is the key to meaningful ceremonies. Ceremonies in Cub Scouting don't just happen. They require effort in planning and execution. Ceremonies can be short and to-the-point, and still be impressive through the use of props, equipment and costuming. They are important to the boys ... so they should be important to all of us.

Staging Den and Pack Ceremonies book is your best reference for a variety of ceremonies. Also see Cubmaster's Packbook and Den Leaders' books for additional ceremonies.

"HOW TO" CRAFT RECIPES

FINGER PAINT - Mix 1/2 cup liquid laundry starch with 1/2 cup water. Add to 1 quart boiling water, stirring to paste. Use 1/2 cup powdered tempera to add color.

OR

Combine 1/2 cup laundry starch with 3/4 cup cold water in pan. Soak one envelope of unflavored gelatin in 1/4 cup cold water. Add 2 cups hot water to starch mixture and cook over medium heat, stirring constantly until it comes to a boil and is clear. Remove from heat; blend in softened gelatin and add 1/3 cup powdered detergent. Stir until thick. Add tempera to color.

PRINTING INK - To make your own ink, mix to consistency of thick paste 1 part boiled linseed oil, 1 part varnish and 2 parts powdered tempera.

BLUE AND GOLD MINTS - These are edible, and very tasty! Cream 6 tablespoons butter, 2 teaspoons peppermint or spearmint flavoring, dash of salt and 7 tablespoons water (color with food coloring). Add 2 pounds powdered sugar. Blend with mixer and knead with an additional pound of powdered sugar. Cut or shape mints. Spread on cookie sheet and refrigerate. For patriotic tone, make red white and blue.

SAWDUST MODELING DOUGH - Mix 4 cups sifted sawdust, 1/4 cup plaster and 1 1/4 cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay - moist enough to mold and stick together. To store, keep in plastic bag in refrigerator.

BREAD MODELING DOUGH - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paints. Store in plastic bag in refrigerator.

TRANSFER PRINTING - Mix together 1/2 cup hot water, 2 tablespoons turpentine, 1 teaspoon liquid detergent, a few drops of ammonia and a few drops of kerosene. Cut out a newspaper picture (glossy picture will not work) and coat with solution. Let it stand for a few minutes. Then place picture face down on paper or cloth and rub over it lightly with the back of a spoon. Picture will transfer.

CARVING COMPOUND - Mix together 4 parts vermiculite, 1 part cement and 1 part sand. Add enough water to make a heavy paste. Pour into a mold. Blocks can then be cut and carved with a pocket knife.

MACRAME

Macrame is a craft that has little use for any kinds of tools other than your own hands which makes it perfect for den activity. All the work is done with your fingers. Macrame may look hard, but you'll be amazed that it is done mostly with a few major knots. After you have the major knots down pat (and you'll find that your Cubs will be able to do it better than you), learn slight variations to each knot and you'll really be flabbergasted at what you can do.

It is a good idea to learn the knots on cheap string and a twig. Make little samples of each knot and the variations. They'll be good for reference for you and your Cubs as you are working on a project.

There is a wide variety of string you can use, most of it you can get at the local hardware store. The types of string most commonly used for tying are hemp, linen, cotton string, and butcher's twine. Juet, sisal, and drapery cord are also used a lot. Plain unbleached string is probably the least expensive and can be dyed. Follow the directions on the fabric dye box and it works very well. Yarn is also inexpensive and can be corked very well by the Cubs.

To decide how long a piece of string you'll need for your project, a little bit of math is involved. First you take the desired finished length and multiply that number by eight. That will give you the length each string should be. It may seem like a lot, but the string is going to be folded in half when mounted, and the knots use a lot of string. Here's an example: say you want to make a belt and the finished length is 40 inches. Multiply 40×8 and that give you 320 inches, or 26 feet and 8 inches for each string.

Besides the string you'll also need pins, either straight pins or "T" pins. Purchase these at any department, fabric, or hardware store. You will also need scissors and a ruler or yardstick. You will need a piece of corkboard, styrofoam, pillow, cardboard, or anything that the pins will stick into without pulling out too easily. A good thing to use -- and they are FREE -- is the cardboard or styrofoam center of a bolt of material. The fabric stores usually just toss them out and are glad to give them to you if you ask.

You are also going to need something to hold your strings and mount them on. Examples: Popsicle sticks, dowels, rings, beads, another piece of string, twigs, coat hangers, chains, curtain rods, or wire. A lot of people like mounting their pieces on driftwood. Try anything!

Different colored strings add interest to your masterpiece, but you can also use beads, mirrors, sequins, feathers, shells, bells, leather scrapes, rings, and ceramic pieces. Thrift shops, flea markets, and garage sales are good places to pick up these items cheaply.

Now you are all ready. Just start tying knots and you can create belts, hanging planters, key chains, headbands, rings, etc., etc., ect.!!!!!!!

FOR A SUCCESSFUL CEREMONY

KEEP IT SIMPLE

HAVE EVERY BOY PARTICIPATE IF POSSIBLE

EMPHASIZE ACTION RATHER THAN WORDS. KEEP SPEAKING PARTS TO A MINIMUM

USE SOUND SYSTEM FOR SPEAKING PARTS

BE CERTAIN THE AUDIENCE CAN SEE AND HEAR

PRONOUNCE NAMES DISTINCTLY AND CORRECTLY

AVOID MASS CEREMONIES FOR PRESENTATION OF AWARDS. EACH BOY IS AN INDIVIDUAL AND SHOULD BE RECOGNIZED AS SUCH.

PREPARE AWARDS AND BADGES IN ADVANCE IN THE ORDER WHICH THEY WILL BE PRESENTED

PIN ON PIN-TYPE AWARDS. PRESENT BADGES. HOLD PLACQUES UP SO AUDIENCE CAN SEE

ALLOW BOYS TO HELP PLAN THEIR CEREMONIES

PRACTICE. PRACTICE. PRACTICE

USE YOUR IMAGINATION AND BE CREATIVE

References for Ceremonies

Pow Wow

District Roundtables

Boy's Life

Scouting Magazine

"Cubmaster's Packbook"

"Staging Den & Pack Ceremonies"

"Group Meeting Sparkelers"

"Den Leaders Book"

"Den Chiefs Book"

a page from Jimmy's Diary:

Thursday, July 20

Our Cubmaster and the others decided the Cub Scouts didn't want to have any Cub Scouting this summer so we aren't having any. I think this is too bad 'cause we have got more time than ever. I guess the Cubmaster and Den Mothers are kind of tired only I wish THEY hadn't decided WE didn't want any Cub Scouting this summer.

"Course we don't have any trouble thinking up things to do, only it seems like they're always the wrong things. We think up some swell things to do, and then we do 'em and get ourselves into some awful fixes.

Like the other day when Billy dared us to a game of follow the leader. Boy that sure was an awful mess. Everthing went O.K. 'til Billy led us along on top of old Mr. Jones's fence. All of sudden it busted and Billy fell in Mr. Jones's tomato plants and I fell in Mr. Jones's chicken coop and you should a heard those chickens squawk. Fred got hung up on a nail by the pants and the harder he wiggled the more they ripped and right in the middle of all that Mr. Jones came out and chased us. And then he called up all our paps and when we got home we all got licked - all but Fred and he got scratched where his pants got caught so his pop couldn't lick him but he got sent to bed without any supper.

The other day Jacky got some marshmallos and we decided to roast them and we got a lot of branches from Billy's last years Christmas tree that was still in his yard and made a small fire out behind his garage. But when we lit it, it just went up like an explosion! We got scared and so did the lady next door I guess 'cause she called the fireman and the engins came clinging up the alley and they got out some stingwishers and put it out and it didn't do anything but burn off one door. After it was out the fireman talked to all our folks and we all got licked again. Gee I been licked so much this summer I gess I'm getting num.

That's what I mean when I say we don't have any trouble thinking up things to do. Its after we do 'em that we have the trouble. I hope that next summer the Cubmaster and the other grownups won't be so tired and wont decide we don't want any Cub Scouting.

I think maybe they are working harder this summer than when we have Cub Scouting.

THIS DOOR

This opening ceremony can be used in almost any adult meeting. It requires only a door or a picture of a sketch of a door as a prop. The narration can be read in two to three minutes. If special effects are desired, the room can be darkened and a spotlight fixed upon the door with the narrator remaining in the background.

THIS DOOR....

It can let people in, or it can keep people out....

THIS DOOR.

THIS DOOR....

Could be on a Church, a school, a home, or it could be on a dirty cellar, an abandoned building, or reform school....

THIS DOOR.

THIS DOOR....

Could be opened to more boys in existing units, or it could be slammed in their face.

THIS DOOR.

THIS DOOR....

Could carry a welcome sign, or be quarantined, full house, keep out....

THIS DOOR.

THIS DOOR....

Can open into the warm light of a training session, or it can be kept locked and dark....

THIS DOOR.

THIS DOOR....

For a boy could open to a great, wide wonderful world, or it could open to a jail....

THIS DOOR.

Watch the boys 8, 9, and 10 years of age as they come up to this door....

The happy, the carefree, the troubled, the crippled, the hurt, the lame....

The blind, the deaf, the dumb, the black, the white, the red, the yellow, every single boy....

This door opens to only one of every three, two boys are turned away....

Away from the door that opens to adventure, to wholesome experiences.

Doors must be opened for boys....

Boys will seldom go up and knock on the door.... They do hang around outside and wait to be invited in. What boys do and what they think cannot be left to chance. Open that door for just one more.... Open that door for just one more.... Open that door for just one more....

WEBELOS DEN CHIEF SELF-EVALUATION

Use this checklist with Webelos den leaders and den chiefs.

1. Do I meet with the Webelos den leader before each den meeting in plenty of time to plan my part in it?
2. Do I always arrive on time for Webelos den meetings?
3. Do I always wear my uniform to all den and pack meetings?
4. Do I find ways to make the Webelos denner feel important by using him as my right-hand man?
5. Do I make the Webelos den fun by using different games and ceremonies each week flavored with the skills and terms related to the Webelos activity badges and program?
6. Do I help lead my Webelos den at pack meetings?
7. Do I make sure that my Webelos den activities lead up to but do not include Scout activities?
8. Do I cooperate with my Webelos den leader in every possible way?
9. Do I use my Scout skills to help the den leader and Webelos Scouts on hikes, overnight camp-outs with dads, and other outdoor activities?
10. Do I encourage my Webelos Scouts to advance by earning activity badges and help them learn the Webelos award and Arrow of Light requirements?
11. Do I consult with the Webelos den leader regarding disciplinary problems?
12. Do I carry my share of responsibility for the Webelos den activities?
13. Do I conduct myself in such a way that the Webelos Scouts will like me and will want to become Scouts?
14. Do I tell the Webelos Scouts about Scout activities so they will be eager to join a troop?
15. Do I realize that the Webelos den leader is the person most responsible for the Webelos den?
16. Do I help graduating Webelos Scouts join a troop by inviting them to visit troop meetings with their fathers?
17. Do I always treat my Webelos den leader with respect?
18. Do I build up the Webelos den leader in front of the Webelos Scouts?

DEN CHIEF SELF-EVALUTION

Use this checklist with den leaders and den chiefs.

1. Do I meet with the den leader or Cubmaster regularly to plan den meeting programs?
2. Do I always arrive on time for the weekly den meetings?
3. Do I always wear my uniform to all den and pack meetings?
4. Do I make the denner feel important by using him as my right-hand man?
5. Do I meet with the den leader after each den meeting to discuss plans for the next one?
6. Do I make the Cub Scout program fun, using different games and tricks instead of doing the same thing each week?
7. Do I help lead my den at the montly pack meeting?
8. Do I make sure that my den activities do not include Scout activities?
9. Do I cooperate with the den leader in every possible way?
10. Do I always treat the den leader with respect?
11. Do I encourage the Cub Scouts to advance in rank?
12. Do I consult the den leader on all disciplinary problems?
13. Do I build up my den leader in the eyes of the Cub Scouts?
14. Do I carry my fair share of the responsibilities for den activities?
15. Do I have the Cub Scouts pay special tribute to the den leader on birthdays and other special occasions?
16. Do I conduct myself with the Cub Scouts in such a way that they will like me and want to join a troop when they are old enough?
17. Do I find time to tell the Cub Scouts about Scout activities so they will want to become Scouts?
18. Do I realize that the den leader is the one responsible for the den because of being an adult?
19. Do I encourage the Cub Scouts to join a Webelos den when they are old enough?
20. Do I keep my eyes open for new tricks, stunts, and activities to suggest to the den leader?

TEN COMMANDMENTS OF GOOD LISTENING FOR CUB LEADERS

1. STOP TALKING - You cannot listen if you are talking. Polonius (Hamlet) said; "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 reply.
4. REMOVE DISTRACTIONS - Don't doodle, tap or shuffle papers. Will it be quieter if you close 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. So not interrupt him. Don't start for the door, or walk away.
7. HOLD YOUR TEMPER - An angry man gets the wrong meaning from the 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. Don't argue. If you win, you lose.
9. ASK QUESTIONS - This encourages him and shows that you are listening. It helps develop points further.
10. STOP TALKING - This is the first and last commandment, because all others depend on it. You just can't do a good listening job while you are talking.

**** GOD GAVE MAN TWO EARS BUT ONLY ONE TONGUE, WHICH IS A GENTLE HINT THAT HE SHOULD LISTEN MORE THAN HE TALKS ****

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.

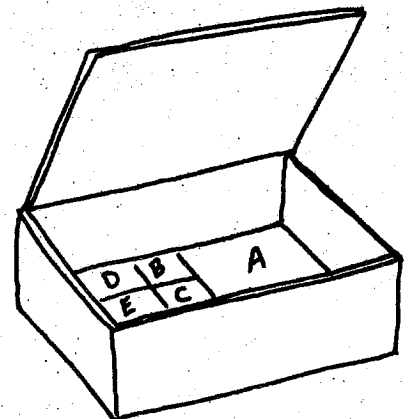
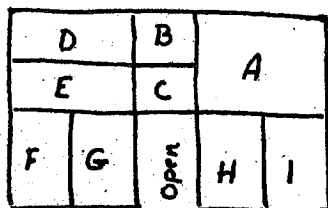
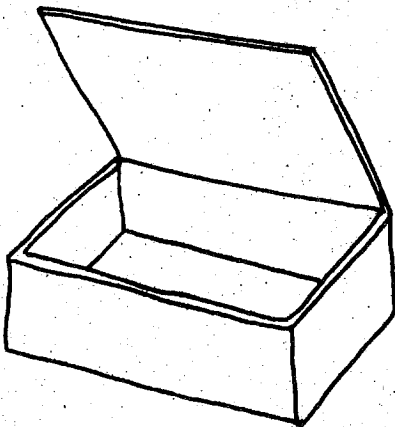
CIGAR BOX PUZZLE

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.



MY FATHER WAS A MERCHANT

This is a sure-fire group-participation stunt and easy to put over. Take your time -- let 'em fan for a few seconds before adding the "scissors." This will give you a chance to look around the room and comment on people who are not fanning.

LEADER: My father was a merchant. He used to bring me many fine presents from his store. One night he brought me a fan.

(Everybody starts fanning motion with one hand. This is continued throughout the stunt.)

One night he brought me a pair of scissors.

(Everybody starts snipping motion with two fingers in addition to the fanning.)

One night he brought me a sewing machine.

(Everybody starts pedaling sewing machine with both feet, also continue fanning and snipping.)

One night he brought me a rocking chair.

(Everybody starts to rock, also fan, snip and pedal)

One night he brought me a cuckoo clock.

EVERYBODY: Cuckoo! Cuckoo! Cuckoo!

GATHERING OF THE NUTS

The narrator selects a cast for this icebreaker. As persons are chosen, they come forward and rehearse their sounds and motions.

The cast and sounds or actions include: HORNS -- "Toot, toot"; DRUM -- "Boom, boom"; CYMBALS -- "Clang, Clang"; CURTAINS -- Two people stand together, then part; TREES -- Wave arms and go "whoo, whoo"; SUN -- stand up and sit down; MOON -- stand up; and WOLF - Howl.

(The narrator reads the following story, pausing at indicated breaks for audience participation.)

As our play begins, we hear the sounds of the orchestra, the HORNS ... and the DRUM ... and the CYMBALS ... When the CURTAINS part ... we see an outdoor setting with the TREES ... rustling and the SUN ... going down and the MOON ... coming up. A WOLF ... appears and howls at the MOON ... The CURTAINS close ... (The narrator shakes his head and exclaims) What a gathering of nuts!

FAMILY INDUCTION CEREMONY

Challenge your new Cub Scout parents when their son is inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used following the regular Bobcat Induction:

Personnel: Cubmaster, four pack committeemen, committee chairmen and parents of new Bobcat.

Equipment: Candleholder, four candles.

Arrangement: Pack leaders stand at one side of candleboard; parents on other side.

CUBMASTER: (To parents) I welcome you and your son to Cub Scout Pack _____. The success of Cub Scouting depends upon the boy's family relationships. To all the new parents in our pack, we offer a challenge. As members of our pack committee light candles, hear the challenge.

1ST COMMITTEEMAN: (Lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Scouting.

2ND COMMITTEEMAN: (Lights candle) Learn to live together better ... as Cub Scouts in a den, as families, as neighborhoods, and as a nation.

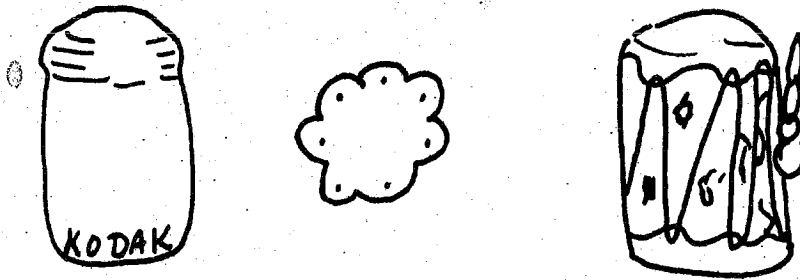
3RD COMMITTEEMAN: (Lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition and security, moving with your son into Scouting upon his graduation from Cub Scouting.

4TH COMMITTEEMAN: (Lights candle) Extend and strengthen the influence of the institution on boys, parents, and the community.

CHAIRMAN: We welcome you and your family into our pack. There is a place for you, Mr. _____, on the pack committee. Good luck and good Cub Scouting with your son.

TOM TOM NECKERCHIEF SLIDE

To make this slide you need a 35MM film can. Take the lid off and set it aside to use in some other project. With a felt tip pen make whatever indian designs you want all around the can. Next cut two circles of material. Leather, felt, leatherette, canvas, etc. could be used. Cut the circles with scallops as in the illustration. Poke holes in the center of each scallop. Then place one circle of material on the top of the can and one on the bottom and now you're ready to start lacing it. I used plastic coated wire but plastic lacing, yarn, colored string, etc. could be used. Next paint an indian design on the top. Marking pens also work fine for this. Using a small piece of dowell, wrap the end with material and tie. This makes your drum beater. Tie it all at the side of the Tom-Tom as in the illustration. Now glue a ring on the back and it's ready to wear.



CLAY POTTERY

Flour and salt clay, painted with tempera, can be used to make native-looking pottery. The designs are painted on after the clay is dry. It will take several days for the clay to dry after it has been applied to a base. Since the clay has to be cooked, Mom can mix up a batch for the kids. If necessary, the clay can be stored for several days in plastic bags.

CLAY RECIPE: Mix one cup of Salt, 1/2 cup of flour and one cup of water together in a saucepan. Heat over a very low flame, stirring constantly until the mixture is thick and rubbery. As the mixture cools, it becomes less sticky. (If you think it is too sticky, work in additional flour). You can divide the clay into several portions and add food coloring to each.

To make a vase, cover an appropriately shaped bottle with the clay.
For a decorative plate, glue two paper plates together and apply the clay to the top, sides and bottom.
For a decorative cup, use an unwaxed paper cup and cover it, inside and out, with the clay.

SCENERY FOR CUB SCOUT SKITS

The Black Knight gallops across the stage ... in the background the castle of King Arthur can be seen ... two cowboys saunter past a corral ... a scarecrow peeks out from behind a cornfield. Look exciting? Of course it does ... and Den 3 did it themselves ... with a refrigerator carton, some latex paint, lots of imagination and the able assistance of you, their den leader.

Scenery for Cub Scout skits is simple to make, fun for the boys and adds greatly to the realism of your skit.

A few simple guidelines will help you and your den make colorful and imaginative scenery for practically any skit you choose!

1. Locate cardboard by scouting the local furniture, appliance stores or warehouses in your area. Use large pieces of cardboard from refrigerator, appliance or mattress cartons.
2. Score cardboard with a sharp knife when necessary to cut and/or bend to shape.
3. Use a craft knife, shears or kitchen scissors to cut cartons. (Cutting will usually be the job of the den leader)
4. Mark guidelines for cutting and painting with a heavy pencil or marking pens. (Sometimes a simple drawing of the desired finished product is helpful)
5. Nail wooden lathes to back of heavy scenery when more support is needed.
6. Paint on blank or unpainted side of cardboard whenever possible. (Sometimes the lettering will bleed through your paint)
7. Use latex to cover large areas and apply with roller. (Latex is cheap often the boys can bring left-over latex from home; and it washes off hands and clothes easily)
8. Tempera can be used to tint latex when desired shade cannot be found. Also use tempera for trim and detail work on top of latex.
9. Don old clothes or Dad's old shirt for painting smocks; stand back and let the boys do the work!!
10. Keep your scenery simple, so it will be fun for the boys and you.
KISMIF.

SPECIAL EFFECTS

A 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 accordin-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 pieces 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.

SPECIAL EFFECTS (cont.)

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 - 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 throught 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.

- Sue Turner

HONOR THE FLAG

In a Parade. When the flag of the United States is carried, it should be accompanied by an honor guard. When carried with other flags, it should be centered in front of the others, or to the right if all the flags are in line. It is never dipped in salute to any person or thing. (When the flag passes in parade, as well as when it is hoisted or lowered, everyone faces it and comes to attention. Men remove their hats and place their right hands over their hearts; women hold their right hand over their heart; Scouts in uniform salute: whether inside or out, whether wearing a cap or hat).

Indoors, on a Staff. The flag on a staff may be placed in two different ways where a speaker and audience are involved. Place the flag on the platform of an auditorium at the speaker's right. Or place the flag on floor level with the audience, on the audience's right.

Hanging on a Wall. When you hang the flag horizontally or vertically on a wall, the union should be to the top at the flag's own right (to the left as you look at it). Never use the flag as drapery. Use red, white and blue bunting instead: Blue on top, then White with Red on the bottom.

Group of Flags on Staffs. In a group of flags on staffs, the flag of the United States goes in the center (at the highest point) if the flags are arranged fan-shaped or if its staff is longer than the others.

Flown From Flagpole. The flag of the United States should be flown every day when weather permits, specifically on holidays. When hoisted with another flag, such as a state, city, or Scout flag, the flag of the United States goes to the top.

In a Line of Flagpoles. When flown in a line of flagpoles of the same height, with the flags of states or communities, the flag of the United States goes to its own right, in the position of honor. It is hoisted first and lowered last. When flags of two or more nations are displayed, the flags should be of approximately the same size and the poles the same height. International use forbids flying the flag of one nation higher than that of another in peace time.

Hoisting the Flag. The flag of the United States is hoisted briskly in the morning, but not earlier than sunrise. It is lowered slowly in the evening, but not later than sunset. Occasionally, to produce a patriotic effect, the flag may be flown at night; it should then be illuminated.

To Indicate Mourning. To indicate mourning, the flag is displayed at half-staff. Hoist it to the peak first for an instant, then lower it to half-staff. When you are ready to take it down, raise it to the peak first, then lower it slowly.

EXPLANATION OF THE PLEDGE OF ALLEGIANCE - OPENING

We often recite the Pledge of Allegiance without really listening to or understanding the words we are saying. If I may, may I recite it and try to explain the meaning of each word:

I - Me, and individual, a committee of one.

PLEDGE - Dedicate all my worldly goods to give without self-pity.

ALLEGIANCE - My love and devotion.

TO THE FLAG - Our standard - Old Glory - a symbol of freedom. Wherever she waves there is respect because your loyalty has given her a dignity that shouts 'Freedom is everybody's job'.

OF THE UNITED - United .. that means that we have all come together.

STATES OF AMERICA - States .. individual communities that have united into 50 great states - 50 individual communities with pride and dignity and purpose; all divided with imaginary boundaries, yet united to a common purpose - love for country.

AND TO THE REPUBLIC - Republic .. a state in which sovereign power is invested in representatives chosen by the people to govern ... and the government is the people; and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS,

ONE NATION UNDER GOD - Meaning so blessed by God.

INDIVISIBLE - Incapable of being divided.

WITH LIBERTY - Which is freedom - the right to live one's own life without threats, fear of some sort of retaliation.

AND JUSTICE - The principle or qualities of dealing fairly with others.

FOR ALL - For all ... which means, boys and girls, ladies and gentlemen, it's your country as much as it is mine.

Will you all please stand and repeat with me the Pledge of Allegiance.

- from Red Skelton's recording.

CRAFTS FOR CUB SCOUTS

Boys like to make things, even those molded plastic toys or models put together with glue. These, along with paint-by-number kits create more tedium than artistry, but they are certainly popular with some boys. The challenge to Cub Scout leaders is to find a craft suited to the monthly theme, holiday, or special activity, which is within the abilities and interests of Cub Scout age boys, and is fun for them to make.

Finding crafts is not a problem. Cub Scouting literature is full of them, roundtables provide them, and women's and children's magazines also include suitable ideas.

There are guidelines which should be followed in planning crafts for Cub Scouts:

1. Keep crafts simple and inexpensive. Costly kits or materials are rarely appreciated by the boys any more than simple projects made from scrap materials. Since den leaders work with a limited budget, cost is big consideration.
2. Crafts should be practical. Learning to braid is good. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible, fit the monthly theme.
3. Crafts should teach some skill such as carving, modeling, painting, measuring, fitting, etc. Merely glueing pieces together is not enough. Cub Scouts like boy-type crafts - they like to hammer, saw, lace leather, paint, etc. And they like to learn how to do new things.
4. Crafts should be progressively more challenging. Try to avoid repeating crafts projects which the boys made the previous year, unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.
5. A variety of materials and methods should be introduced through crafts projects. Pouring plaster is fun, but not every week. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
6. Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in den meeting and let the boys take it home to finish with parents' help.
7. Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage, or outdoors for the messier crafts.
8. The craft must be the boy's work, not the leader's. In some cases, leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or time consuming for boys. But remember, the boys need to be able to say: "I made it!"

A father, grandfather or neighbor with a basement or garage workshop can be recruited to assist with crafts. Precutting major pieces on the power saw will enable the boys to sand, assemble, and paint their gifts in time for Christmas. Hobbyists may be invited to work with the boys for short periods, teaching them new skills.

CRAFTS FOR CUB SCOUTS

Remember these things:

1. Provide instructions or patterns and show boys how to use them.
2. Show the boys how to cut materials, put them together, and finish them with sand paper, polish, paint, wax, varnish, etc.
3. Have a completed craft project made in advance, ready to show the boys.
4. Provide assistance as needed, but let the boys do the work. Encourage help from parents.
5. Ask boys to bring some of the crafts materials from home.
6. Set rules and enforce them, such as cleaning up, use of tools, etc.
7. Encourage all boys to 'do their best'. Discourage sloppy work.
8. Display crafts projects at pack meeting, so the boys can show off what they have made.

SAFETY RULES FOR TOOLS

- | | |
|---|---|
| 1. USE EACH TOOL FOR THE JOB IT WAS INTENDED AND THE WAY IT WAS INTENDED TO BE USED. | 4. DON'T WEAR LOOSE CLOTHING OR JEWELRY WHICH CAN GET CAUGHT IN MOVING PARTS. |
| 2. MOST ACCIDENTS OCCUR TO THE HANDS, FACE OR FEET. PROTECT YOUR EYES; KEEP FINGERS AND HANDS AWAY FROM THE CUTTING EDGES OF TOOLS; SECURE OR CLAMP DOWN THE WOOD ON WHICH YOU ARE WORKING. | 5. NEVER USE ELECTRICAL TOOLS IN DAMP OR WET LOCATIONS. (POWER TOOLS ARE RESERVED FOR ADULT USE ONLY) |
| 3. BE PATIENT AND NEVER USE FORCE. DON'T WORK WITH TOOLS WHEN YOU ARE TIRED OR ANGRY. | 6. KEEP TOOLS SHARP, CLEAN AND OILED. |
| | 7. UNPLUG ALL ELECTRICAL TOOLS WHEN YOU ARE FINISHED AND PUT THEM OUT OF REACH OF CHILDREN. DON'T LEAVE TOOLS UNATTENDED. |

HOW TO ENLARGE AND REDUCE PATTERNS

Many of the patterns in this book are small, due to space limitations, and will need to be enlarged. Follow these simple instructions and you will have few problems.

If the design is not already marked off in squares, make a tracing of it. Then mark the tracing off in squares. For a small design, use 1/4" squares. For a larger design, use 1/2" or 1" squares. Determine the size of the reduction or enlargement. On another sheet of paper, mark off that same number of squares in the larger size. Remember that to make your design six times larger than the original, each new square must be six times larger than the original squares. Carefully copy the design onto the new grid, square by square.

If you are enlarging a pattern to 1" squares, it simplifies things to use 1" grid graph paper which is commercially available.

PAINTING TIPS FOR LEADERS

TEMPERA PAINT

TEMPERA IS A WATER-BASE PAINT AND IS BEST FOR USE WITH CUB SCOUTS. THIS PAINT GOES A LONG WAY AND IS EASY TO CLEAN UP. POWDERED TEMPERA IS THE LESS EXPENSIVE. ADD 1 TEASPOON OF LIQUID DETERGENT TO CUT DOWN ON STAINING.

POSTER PAINT

COMBINE 1/2 CUP CORNSTARCH WITH 3/4 CUPS 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 POWDERED DETERGENT. COOL. PUT IN JARS FOR DIFFERENT COLORS. ADD COLOR BY USING EITHER FOOD COLORING, ALL PURPOSE DYE, OR TEMPERA PAINT.

ACRYLIC PAINT

ACRYLIC PAINT IS AVAILABLE IN BOTH TUBES AND JARS. THE JAR PAINTS ARE USUALLY BEST FOR CUB SCOUTS. PAINT CAN BE THINNED WITH WATER, BUT AFTER PAINT IS DRY, IT IS WATERPROOF. BRUSHES CLEAN WITH WATER. PAINT IS NON-TOXIC. GOOD FOR PAINTING PLASTER; NO FINISHING COAT IS NECESSARY.

PAINT SUBSTITUTES

FOOD COLORING MIXED WITH WATER OR LIQUID STARCH IS A QUICK SUBSTITUTE FOR WATER PAINTS. OR SHAVE CRAYON BITS AND DISSOLVE IN TURPENTINE - ONE PART CRAYON TO 2 PARTS TURPENTINE. CRAYON PAINTS WON'T RUN TOGETHER AND HAVE A SOFT APPEARANCE THAT LOOKS LIKE OIL PAINTING.

PAINT BRUSH SUBSTITUTES

WHEN PAINTING LARGE OBJECTS, SUCH AS SCENERY FOR A SKIT, USE A SPONGE DIPPED IN TEMPERA. FOR PAINTING SMALL OBJECTS, A Q-TIP CAN BE USED INSTEAD OF A BRUSH.

SPRAY PAINT

A PLASTIC SPRAY BOTTLE IS A GOOD CONTAINER FOR DOING MASS PAINTING WITH DILUTED TEMPERA PAINT OR POSTER PAINT. SPRAY OBJECTS INSIDE A CARDBOARD CARTON WITH NEWSPAPERS UNDERNEATH SO PAINT DUST WILL BE CONFINED TO INTERIOR OF BOX.

PAINTING PLASTIC

MIX POWDERED TEMPERA WITH LIQUID DETERGENT INSTEAD OF WATER OR STARCH. THE PAINT WILL ADHERE TO THE PLASTIC BETTER.

PAINTING STYROFOAM

BE SURE TO USE THE TYPE OF PAINT WHICH WILL NOT DISSOLVE STYROFOAM. SEE INSTRUCTIONS ON CONTAINER.

PAINTING PLASTER

FIRST SEAL WITH A COAT OF CLEAR PLASTIC SPRAY. PLASTER IS ABSORBENT AND TEMPERA WILL SOAK IN UNLESS IT IS SEALED FIRST. (SEE BELOW FOR DETAILS ON FINISHING COATS)

PAINTING WOOD

NEVER PAINT OR VARNISH RAW WOOD. GIVE IT ONE OR TWO COATS OF THIN SHELLAC OR WOOD SEALER FIRST.

FINISHING COATS

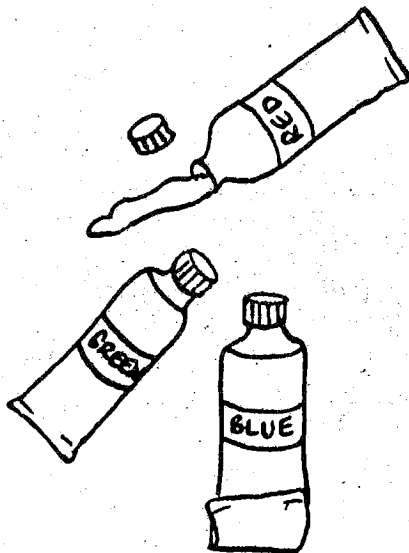
OBJECTS PAINTED WITH TEMPERA OR POSTER PAINT WILL HAVE A DULL FINISH. IF YOU WANT A SHINY FINISH, SPRAY WITH CLEAR PLASTIC, CLEAR VARNISH, OR GIVE IT A COAT OF WHITE GLUE DILUTED WITH WATER. THIS WILL PROTECT THE PAINT, KEEP IT FROM SMEARING, AND MAKE IT WATERPROOF. ACRYLIC PAINT DOES NOT NEED A FINISHING COAT.

CLEANING BRUSHES

DIFFERENT TYPES OF PAINT REQUIRE DIFFERENT CLEANING SOLVENTS. TEACH CUB SCOUTS HOW TO CLEAN THEIR BRUSHES PROPERLY. WHEN PAINTING WITH VARNISH, OIL PAINT, OR ENAMEL, CLEAN BRUSHES WITH TURPENTINE. WHEN PAINTING WITH SHELLAC, USE SHELLAC THINNER OR DENATURED ALCOHOL. WHEN PAINTING WITH LACQUER, CLEAN BRUSHES WITH LACQUER THINNER. WHEN PAINTING WITH TEMPERA, POSTER PAINT, OR ACRYLICS, CLEAN WITH WATER.

PROTECTION WHILE PAINTING

USE A PLASTIC TABLE CLOTH, DROP CLOTH, OR NEWSPAPERS ON THE FLOOR AND UNDER THE PROJECT BEING PAINTED. BOYS CAN WEAR ONE OF DAD'S OLD SHIRTS AS A PAINT SMOCK TO PROTECT THEIR UNIFORMS. MANY PAINTING MATERIALS ARE COMBUSTIBLE. STAY AWAY FROM OPEN FLAMES. USE SPRAY PAINT IN A WELL-VENTILATED AREA. FUMES ARE DANGEROUS.



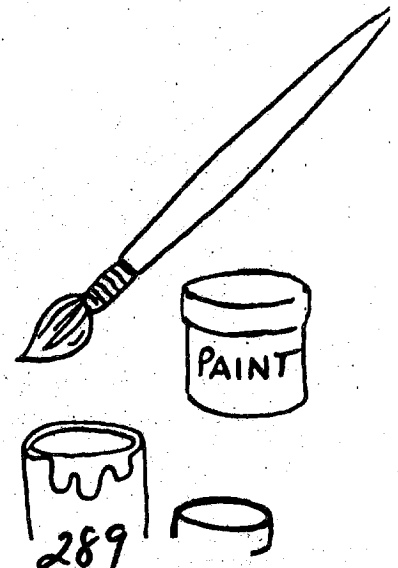
FINGER PAINT RECIPES

FINGER PAINT #1

MIX 1/2 CUP LIQUID LAUNDRY STARCH WITH 1/2 CUP WATER. ADD ONE QUART BOILING WATER, STIRRING TO PASTE. USE 1/2 CUP POWDERED TEMPERA TO ADD COLOR.

FINGER PAINT #2

MIX 1/2 CUP LIQUID STARCH TO 1 QUART BOILING WATER. STIR OVER HEAT UNTIL THICK. ADD 1/2 CUP LIQUID DETERGENT. STIR WELL. PUT INTO SMALL JARS. COLOR WITH TEMPERA OR FOOD COLORING.



CRAFTS TIPS FOR LEADERS

GLUE

TO SAVE MONEY, BUY GLUE IN LARGE CONTAINERS AND POUR IT INTO SMALLER CONTAINERS SO EACH BOY WILL HAVE HIS OWN TO WORK WITH.

THE BEST GLUE FOR PLASTIC (MILK CARTONS) IS CLEAR SILICONE. SCOTCH CONTACT CEMENT IS GOOD FOR BONDING AND HAS AN 'ANTI-SNIFF' INGREDIENT. EGG WHITES ARE GOOD FOR BONDING PAPER KITES. TACKY GLUE IS BEST FOR USE ON STYROFOAM OR POLYFOAM. ELMER'S GLUE IS GOOD FOR WOOD AND PAPER.

TO MAKE A HEAVY DUTY GLUE, MIX CORNSTARCH WITH REGULAR WHITE GLUE UNTIL MIXTURE IS AS THICK AS DESIRED.

CRACKED MARBLES

HEAT MARBLES IN A 375° OVEN. REMOVE AND POUR INTO A BOWL OF ICE WATER AND WATCH THEM CRACK. THESE MARBLES CAN BE USED IN MANY CRAFTS PROJECTS.

COLORING SAWDUST

USE WATER-BASE PAINTS TO COLOR SAWDUST.

PLASTIC BOTTLE NECKS

WHEN USING PLASTIC BOTTLES IN CRAFTS PROJECTS, SAVE THE NECKS. THESE MAKE GOOD NECKERCHIEF SLIDE RINGS.

DYEING FEATHERS

SOAK FEATHERS IN DILUTED AMMONIA SOLUTION FOR 20 MINUTES. RINSE IN WARM WATER AND PLACE IN SOLUTION OF 2 CUPS VINEGAR AND 1 GALLON WATER. ADD ALL-PURPOSE DYE. SIMMER UNTIL DESIRED COLOR IS REACHED. (FEATHERS WILL BE SOMEWHAT LIGHTER COLORED WHEN DRY). RINSE IN COOL WATER, HOLDING BASE OF FEATHER UP. SPREAD ON PAPER TO DRY. TO FLUFF FEATHERS, PLACE IN A SHOEBOX WITH A HOLE CUT OUT OF THE BOTTOM AND SHAKE OVER A STEAMING KETTLE. YOU CAN ALSO PUT THEM IN A TIGHTLY CLOSED PILLOW CASE AND FLUFF IN AN AUTOMATIC CLOTHES DRYER SET AT LOW TEMPERATURE.

INEXPENSIVE ANTIQUING

USE BLACK OR BROWN LIQUID SHOE POLISH AND WIPE OFF THE EXCESS BEFORE IT DRIES. THIS IS ESPECIALLY GOOD USED ON ALUMINUM FOIL PROJECTS, BUT ALSO WORKS ON SEALED PLASTER PROJECTS. IT IS ALSO POSSIBLE TO USE A DARK BROWN SCRATCH COVER POLISH FOR ANTIQUING.

DYEING MACARONI, BEANS, RICE

TO DYE UNCOOKED MACARONI, BEANS OR RICE FOR CRAFTS PROJECTS, RINSE IN COLD WATER, THEN SOAK IN SLIGHTLY DILUTED FOOD COLORING UNTIL PROPER SHADE. THE RICE AND BEANS CAN SOAK FOR A WHILE, BUT WATCH THE MACARONI CAREFULLY.

PUNCHING HOLES IN PLASTIC

USE A HOT ICE PICK OR NAIL. IF USING THE NAIL, HOLD IT WITH PLIERS OR SOMETHING SIMILAR SO YOU DON'T BURN YOUR FINGERS. (THIS IS OFF LIMITS FOR THE BOYS)

CUTTING PLASTIC

TO CUT PLASTIC MILK CARTONS, COPING SAWS OR JIG SAWS WILL CUT THE THICK PORTION EASIER THAN SCISSORS OR KNIVES, WHICH CAN BE USED TO CUT THE THINNER PART.

WORKING WITH TIN

RUB THE EDGES OF THE TIN WITH STEEL WOOL AND YOU WILL BE LESS LIKELY TO CUT FINGERS ON SHARP EDGES.

SEED NECKLACES

SAVE CANTELOUPE SEEDS AND PUMPKIN SEEDS. STRING WITH TOGETHER, WITH COLORED BEADS IN BETWEEN, TO MAKE INDIAN NECKLACES.

DECORATING PLASTIC

WHEN USING FELT-TIP MARKERS TO DECORATE PLASTIC BOTTLE CRAFTS, FIRST SANDPAPER THE PLASTIC LIGHTLY. THE MARKERS WILL ADHERE BETTER. THEN GIVE IT A LIGHT COAT OF HAIR SPRAY TO SEAL.

MODELING DOUGH RECIPES

SALT/FLOUR MODELING DOUGH

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. KNEAD UNTIL STIFF. STORE IN REFRIGERATOR.

BREAD MODELING DOUGH

REMOVE OUTER 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. THIS CAN BE COLORED WITH TEMPERA PAINT. STORE IN PLASTIC BAG IN REFRIGERATOR.

CORNSTARCH MODELING DOUGH

MIX 2 CUPS TABLE SALT AND 2/3 CUP WATER. SIMMER OVER MEDIUM HEAT, STIRRING CONSTANTLY UNTIL MIXTURE IS HEATED. REMOVE FROM HEAT AND ADD MIXTURE OF 1 CUP CORNSTARCH AND 1/2 CUP COLD WATER. MIX HARD. ADD FOOD COLORING, IF DESIRED. STORE IN PLASTIC BAG IN REFRIGERATOR.

BAKER'S CLAY

MIX 4 CUPS FLOUR, 1 CUP SALT, 1 1/2 CUPS WATER TOGETHER WITH FINGERS IN BOWL. ALWAYS USE CLAY WITHIN 4 HOURS OF MIXING. IF CLAY FEELS STIFF, ADD WATER. KNEAD FOR 5 MINUTES. MOLD OBJECTS. BAKE ON COOKIE SHEET IN 350° OVEN FOR AN HOUR. TEST FOR DONENESS WITH A TOOTHPICK. WHEN OBJECT IS COOLED, PAINT WITH TEMPERA AND GLAZE. THIS IS GOOD FOR MAKING CHRISTMAS TREE ORNAMENTS.

PILLSBURY MODELING MIXTURE

MIX 2 CUPS SALT, 1 CUP FLOUR, 1 2/3 CUPS WATER. COOK OVER MEDIUM HEAT, STIRRING CONSTANTLY UNTIL MIXTURE IS HOT. (3-5 MINUTES) SPREAD OVER CAN, BOX, OR OTHER ITEM WITH SPATULA OR KNIFE. ROLL OR PRESS IN MACARONI WITH FINGERS. PLACE CONTAINERS IN 200° OVEN FOR 1 HOUR OR UNTIL MIXTURE HARDENS. SPRAY COLOR DESIRED.

SCRAP MATERIALS AVAILABLE AT LITTLE OR NO COST

ALUMINUM SHEETS (FLEXIBLE) - ASK LOCAL LITHOGRAPHING COMPANIES. GOOD FOR METAL CRAFT.

ASBESTOS SIDING - SIDING CONTRACTORS HAVE BROKEN PIECES. GOOD FOR HOT PADS.

BLUEPRINT PAPER - BLUEPRINT COMPANIES. GOOD FOR LEAF PRINTS.

BOWLING PINS - SOME BOWLING ALLEYS GIVE DISCARDS AWAY. GOOD FOR MAKING FIGURES, GAMES.

BUTTONS AND BEADS - GOOD WILL, SALVATION ARMY.

BOLTS (EMPTY CARDBOARD) - FABRIC STORES.

BOTTLES (BLEACH) - LAUNDRIES

BOXES - GROCERY STORES. GOOD FOR SCENERY & PROPS.

CANS (GALLON SIZE) - RESTAURANTS, CAFETERIAS.

CANVAS - CANVAS MANUFACTURERS.

CARDBOARD - GROCERY STORES, SERVICE STATIONS. GOOD FOR SCENERY AND PROPS.

CARDBOARD CARTONS (LARGE) - APPLIANCE STORES, FURNITURE STORES.

CARPET SCRAPS - CARPET COMPANIES. GOOD FOR COVERING DEN STOOLS.

CERAMIC TILE - ASK TILE DEALERS FOR BROKEN PIECES. GOOD FOR MOSAIC CRAFTS.

CIGAR BOXES - TOBACCO STORES, DRUG STORES.

CONCRETE BLOCKS - ASK MANUFACTURER FOR BROKEN, FLAT PIECES. USE FOR BOOKENDS, DOOR STOPS.

CORK - CHECK WITH GASKET MANUFACTURERS FOR SCRAPS OF SHEET CORK. GOOD FOR COASTERS, PLACEMATS.

FABRIC SCRAPS - CLOTHING MANUFACTURERS, TAILORS.

DRAPERY SAMPLES - DRAPERY SHOPS.

FILM CANS AND SPOOLS - PHOTOGRAPHY SHOPS.

FOIL PAPERS - ASK FLORIST FOR SCRAPS FROM POT WRAPPINGS.

GLASS - GLASS SHOPS

GLASS FURNITURE SLIDES - GOOD WILL, SALVATION ARMY.

ICE-CREAM CARTONS (3-GAL) - FOUNTAINS, RESTAURANTS, ICE-CREAM STORES. GOOD FOR WASTEBASKETS, MASKS, HELMETS.

INNER TUBES - GAS STATIONS, GARAGES. GOOD FOR PHYSICAL FITNESS GADGETS.

JARS - GOOD WILL, SECOND HAND STORES, GARAGE SALES.

LEATHER SCRAPS - LEATHER COMPANIES, UPHOLSTERERS.

LINOLEUM SCRAPS - LINOLEUM COMPANIES, FLOORING FIRMS.

LUMBER SCRAPS - LUMBER YARD OR CABINET MAKERS.

MAPS - TRAVEL AGENCIES, AIRLINE TICKET OFFICES.

PLASTIC SCRAPS - SOME BOAT MANUFACTURERS HAVE WINDSHIELD SCRAPS.

PLASTIC TUBES - HOSPITALS, DOCTORS

PLASTIC BOTTLES - DRUGGIST, PHARMACY.

POSTERS - TRAVEL AGENCIES, AIRLINE OFFICES

POPSICLE STICKS - DAIRIES

ROPE - VENETIAN BLIND REPAIR SHOPS SOMETIMES HAVE 1/4" CORD.

SAWDUST - CABINET SHOPS AND LUMBER COMPANIES.

SHADE ROLLERS - WINDOW SPECIALTY SHOPS, VENETIAN BLIND REPAIR SHOPS.

SOFT DRINK CARTONS (CARDBOARD) - GROCERY STORES. GOOD FOR STORING PAINTS.

SPOOLS - TAILOR SHOPS, DRESSMAKERS.

TILE - ASK TILE DEALERS FOR BROKEN PIECES.

TIN CANS (LARGE) - RESTAURANTS

TIRES - GAS STATIONS, GARAGES - GOOD FOR OBSTACLE COURSES.

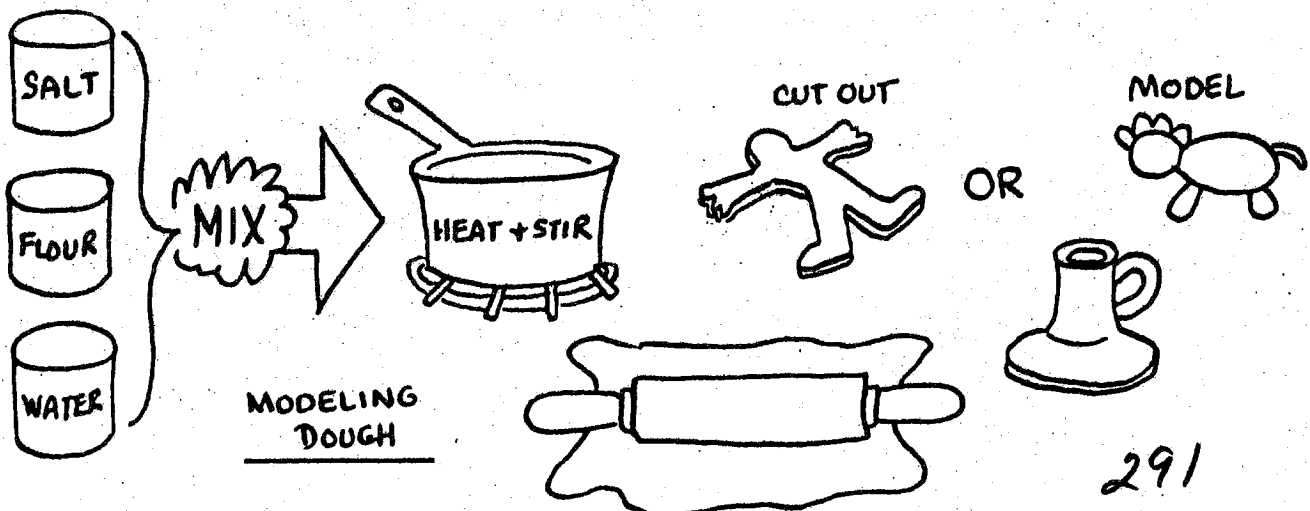
UPHOLSTERY SAMPLES - UPHOLSTERY DEALERS AND AUTOMOBILE UPHOLSTERERS.

VENETIAN BLIND SLATS - VENETIAN BLIND REPAIR SHOPS.

WALLPAPER SAMPLE BOOKS - WALLPAPER DEALERS OR PAINT STORES. GOOD FOR COVERING WASTEBASKETS, SCRAPBOOKS.

WIRE - ELECTRICAL CONTRACTORS, APPLIANCE REPAIR SHOPS. ASK FOR USED WIRE.

YARN SCRAPS - YARN AND NEEDLEWORK SHOPS.



PLASTER CASTING

Plaster casting is a technique which most den leaders learn. It is especially suitable for pouring neckerchief slides, but can be used for making casts of animal tracks and various gift items.

Types of Plaster - Plaster of Paris may be used, but casting plaster from a hobby store or molding plaster from a lumber yard is less expensive and stronger. Dental and orthopedic plaster are the best available, but the cost may be prohibitive.

Molds for Plaster - Commercial molds are made from either rubber or plastic. You can also make your own molds using commercially available molding compound.

Preparing Molds - 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. It is also possible to rinse out 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 the plaster cast.

Mixing Plaster - Fill the mold with water, then pour that water into a disposable container such as a paper cup. 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 the 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 time. To slow down the 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 the mold against a table so that air bubbles rise to surface. Allow 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 and several days for larger ones) before painting it. Any rough edge may be sanded when the plaster is hard.

Painting Plaster - Many kinds of paint will soak into plaster because it is porous. 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. 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 glossy finish. Avoid mixing lacquers and enamels - the paint will bubble and peel.

For an antique finish, paint the object with blue-green tempera. Allow to dry. The coat object with dark brown shoe polish and wipe it off with a soft cloth. If too much of the polish soaks in, try spraying over tempera with clear plastic before applying shoe polish. This will give a copper finish. Commercial antiquing finish are also available.

SAND ART

Sand Painting - Sand painting is a very old Southwest Indian art in which the medicine man paints on the ground by skillfully letting colored sands flow through his fingers. Sand painting is an important part of the Navajo religion. Transfer design to board which has been cut to appropriate size, sanded, and either painted or stained in advance. Color clean white sand with either food coloring or tempera paint. Apply white glue to one small part of the design at a time and apply sand. Shake off excess. Work in small areas, so glue will not dry before sand is applied. Wait a few minutes between colors so sand will set and colors will not mix. A second layer of sand can be added for depth. Give the finished picture a final protective coat of clear spray varnish. Add a hanger at the top of the board.

Sand Sculpture - Sand sculpture is a variation of sand painting.

Materials - Colored sand (commercially available, or color your own)
A container for each color of sand
Container for sculpture (start with small jars, progress to larger)
A sharp object (such as knitting needle, pencil, wire)
A bent spoon.

Coloring Sand - Mix sand with food coloring and a little water until liquid is absorbed. Spread it out on a cookie sheet covered with foil, using a separate sheet for each color. Dry in sun or put in 300° oven for about two hours. After sand is completely dry, sift until smooth with no lumps and store each color in a separate container.

General Instructions

1. Pour a layer of white sand in jar. Rotate jar between hands to level sand.
2. The colored design is built up next to the inside edge of the jar. A center core of white sand is maintained to back up your work. A funnel is useful for this. Be sure the center core always stays higher. This will not only support your work on the edges but will also eliminate using too much colored sand.
3. It helps to make a colored sketch of the design before beginning sculpture, so there will be something to look at.
4. Use only small amounts of colored sand in spoon. Hold spoon next to inside edge of jar and let sand filter down side of jar.
5. As you work with each layer of sand, rotate jar while it rests on table. It is best to work with jar at eye level. Do not pick up and set down jar because this will cause sand to shift and mix with other colors.
6. Vary depth of sand around edges to depict mountains, valleys, deserts, clouds, and other designs.
7. When design is complete, fill jar all the way to the top with white sand.
8. Let sculpture set several hours to settle. Then seal top with paraffin or a commercial sand sculpture sealer.

Sand Casting - Line the bottom and sides of a cardboard box with aluminum foil. Scoop sand into box. Sprinkle water on sand so it is wet enough to make a hole if you poke your finger into it. Press desired design into sand, using cups, spoons, lids, or other objects for modeling tools. Pour plaster into sand mold. Let set until thoroughly hardened. Remove plaster object from sand. Some of the sand will adhere to give it an unusual finish.

SAND ART (continued)

MOUNTAIN LANDSCAPE SAND SCULPTURE

START WITH A LAYER OF WHITE SAND IN BOTTOM OF JAR.

PUT A SMALL AMOUNT OF BROWN SAND IN SPOON. HOLD SPOON NEXT TO INSIDE EDGE OF JAR AND LET BROWN SPRINKLE DOWN TO FORM MOUND. CONTINUE WITH BROWN SAND ALL THE WAY AROUND THE JAR, VARYING THE DEPTH OF THE MOUNDS INTO AN UNEVEN DESIGN.

THEN SWITCH TO GREEN SAND. (REMEMBER TO KEEP THE CENTER CORE BUILT UP HIGHER THAN THE LEVEL WHERE YOU ARE WORKING) MAKE AN UNEVEN LAYER OF GREEN ALL THE WAY AROUND THE JAR.

MAKE ANOTHER LAYER OF BROWN. ALWAYS KEEP THE SPOON TOUCHING THE INSIDE EDGE OF THE JAR. ALWAYS WORK WITH A SMALL AMOUNT OF SAND.

MOUNTAIN - MAKE A MOUND OF DARK BLUE OR PURPLE SAND. MAKE ANOTHER ONE ON OTHER SIDE OF JAR. (KEEP CENTER CORE HIGHER) MAKE AS MANY MOUNTAINS AS YOU LIKE. ADD A BIT OF WHITE SAND ON TOP OF MOUNTAIN FOR SNOW-CAP.

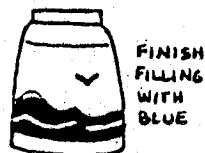
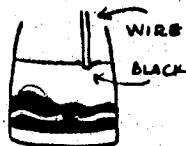
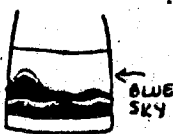
SKY - ADD LIGHT BLUE SAND FOR SKY. BE SURE TO HAVE PLENTY OF BLUE SAND AVAILABLE, SINCE JAR WILL BE FILLED TO TOP.

BIRD - USE KNITTING NEEDLE OR WIRE TO MAKE INDENTATION IN BLUE SAND. FILL WITH A SMALL BIT OF BLACK SAND. USE NEEDLE AGAIN TO PUSH BLACK DOWN IN CENTER. FILL UP WITH BLUE ABOVE. (BE SURE TO KEEP CENTER CORE BUILT UP HIGHER) ADD AS MANY BIRDS AROUND THE EDGE AS YOU WISH.

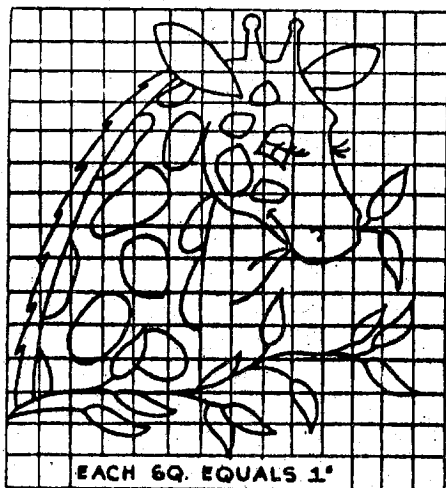
CONTINUE FILLING UP REMAINDER OF JAR WITH BLUE SKY SAND. KEEP CENTER CORE BUILT UP HIGHER.

LEVEL BLUE SAND ALL THE WAY AROUND THE JAR. THEN FILL JAR ALMOST TO TOP WITH WHITE.

LET SAND SCULPTURE SET. SEAL.



GIRAFFE SAND PAINTING



SELECT A PICTURE OR DESIGN PATTERN SUCH AS THE GIRAFFE SHOWN. CHILDREN'S COLORING BOOKS ARE A GOOD SOURCE OF PATTERNS.

FOLLOW INSTRUCTIONS ON PREVIOUS PAGE FOR PREPARING BOARD AND COLORING SAND.

GIRAFFE IS YELLOW, WITH BROWN SPOTS. EYES ARE BLACK. LEAVES ARE GREEN.

COLOR YARN OR HEAVY CORD CAN BE USED FOR OUTLINING OR TO FILL IN SMALL AREAS.

STRING ART

Materials Needed

- Wood - Anything from old tree bark to other types of wood. Pressed wood is recommended.
- Tacks or Nails - Small nails, upholstery tacks or brads.
- Simple pattern, Carbon paper, Pencil
- Hammer
- Thread - Crochet thread, sewing thread, yarn, or string.
- Glue or clear nail polish

Directions

1. Prepare wood by cutting to desired size and covering, painting or staining. (See suggestions below)
2. Trace lightly around the pattern on the piece of wood.
3. Hammer nails or tacks no closer than 1/4" apart along the outline. Do the inner nails first. It isn't necessary to pound nails all the way into the board. They look best when uniformly spaced and about the same height. (See suggestions below)
4. Start by tying thread to first nail. Then wind it around the other nails until the design is filled in to desired fullness. Change colors as necessary.
5. When thread is tied off or cut, the end of the string should be glued to the under side of the nail with glue or clear nail polish.

Suggestions

- Wood can be covered with plain wallpaper, fabric, leather, vinyl, linoleum, or contact paper. Or it can be stained or painted before applying the design.
- A short ruler or piece of paper notched at desired length is useful in spacing nails uniformly and making them the same height.
- Check with hobby shops and crafts stores for string art patterns. Also, children's coloring books are a good source for patterns. Keep pattern simple. Any detailed backgrounds should be eliminated.

STENCILING

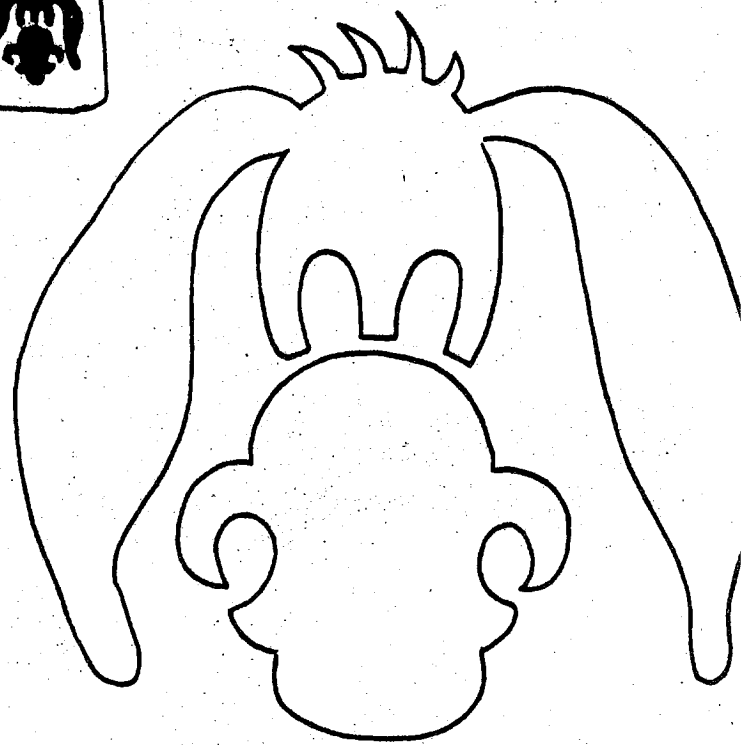
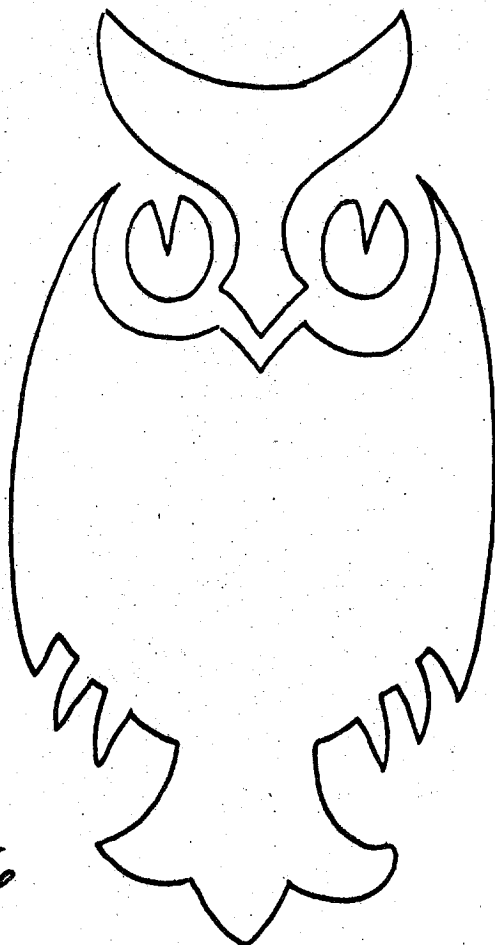
Stenciling can be done on fabric, wood, paper, or metal. Stenciled Christmas cards are a good project for Cub Scouts. Or designs can be stenciled on T-shirts or on scarves.

Paint - Thick paint, such as acrylic, latex or heavy tempera. (If items are to be washed, use a fabric paint)

Stencil - Cut from cardboard with a sharp hobby knife, give 3 coats of shellac before using. Or, cut from commercial stencil paper. Or, make your own stencil paper, using bond paper which has been dipped in melted paraffin several times. (Since a sharp knife blade is required for cutting, den leaders will want to prepare the stencils in advance)

Procedure

1. Surface to be stenciled should lay flat. Stencil should also lay flat so the paint will not spread under edges. Tape stencil to fabric or paper so it will not move. When stenciling T-shirts, be sure to pad behind front of shirt so paint will not run through to back of shirt.
2. Use a stiff brush - either a flat paint brush with stiff bristles or a round stippling brush.
3. Brush paint from stencil onto fabric or paper. Paint away from stencil. Painting towards stencil may cause paint to run underneath.
4. Experiment with the stencil on scrap paper before attempting the actual project.



SPATTER PRINTING

Spatter printing is a crafts technique enjoyed by Cub Scouts. Prints can be made of leaves or ferns collected on a nature hike. Designs can be spattered on Christmas cards.

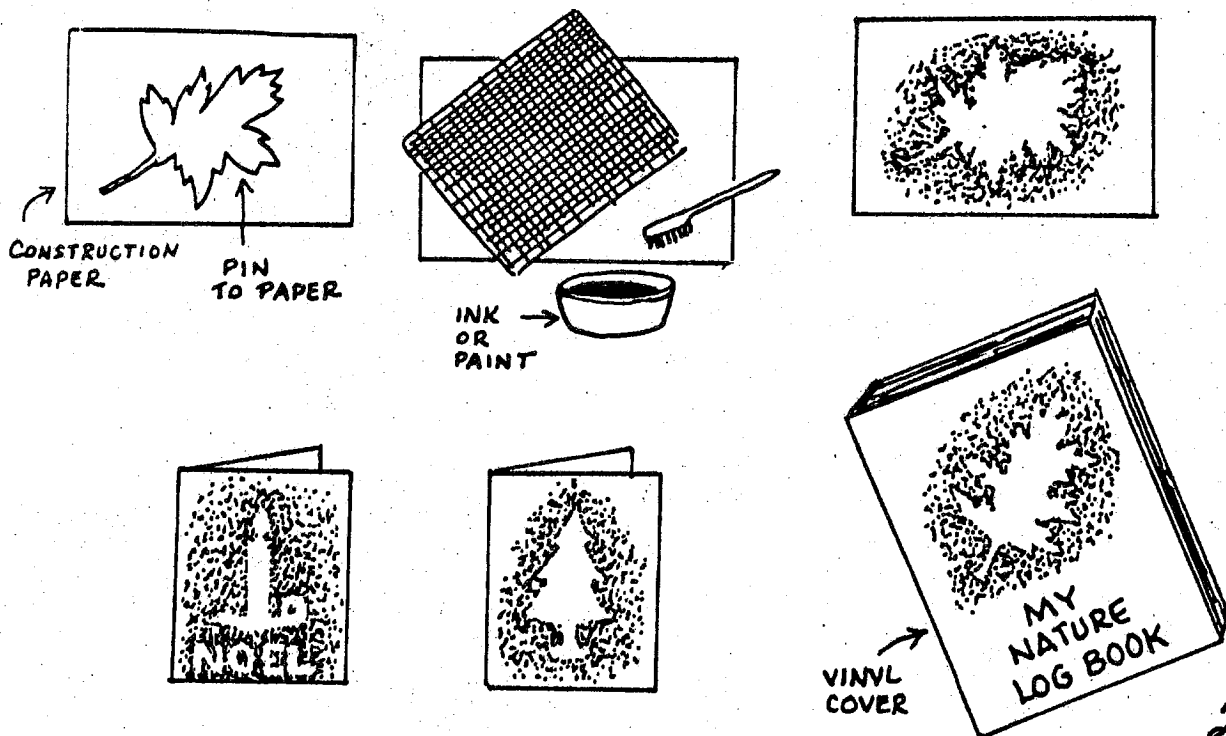
Materials

Object or cut-out design to be spattered
Paper for printing - heavy paper, such as construction paper, is best
Screen wire (approx. 8" x 10")
Old toothbrush
Colored ink, shoepolish or paint

Directions

1. Spread working area with newspapers for protection.
2. Place object to be spattered (leaf, flower, cut-out design) on paper and secure with straight pins.
3. Holding screen about 6" above the paper to be printed, brush across screen with toothbrush which has been dipped in ink or paint. Brush away from yourself.
4. Spatter heaviest color around design.
5. Let paint or ink dry, then remove object or cut-out from paper. The result should be an attractive print.

Suggestion - Try using white shoe polish to spatter leaves on colored construction paper.



BLOCK PRINTING

Materials

Pane of glass
Piece of inner tube or
linoleum
Scissors or knife
Block of wood
White glue

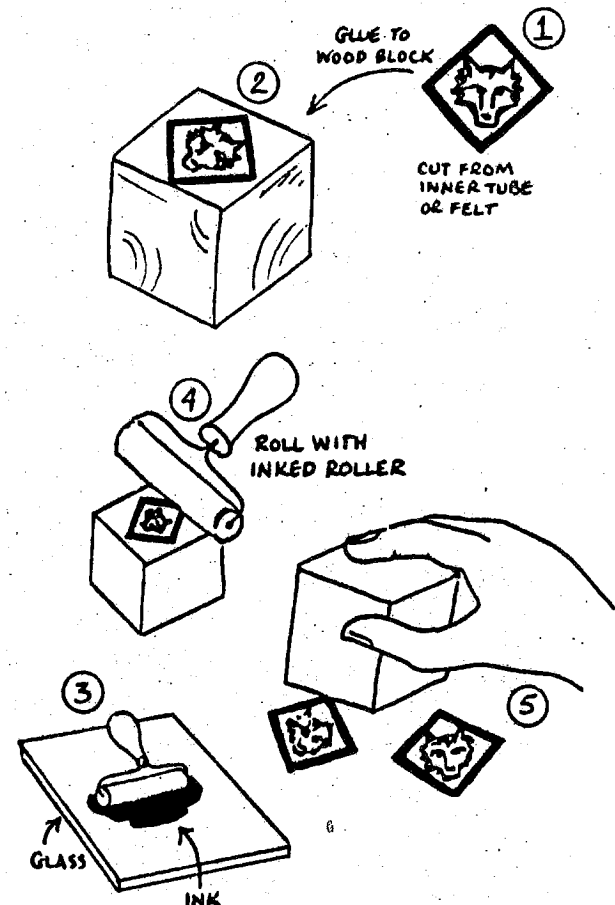
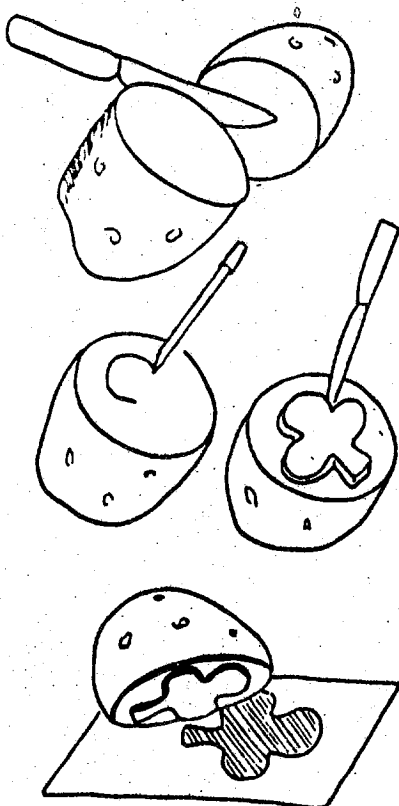
Oil-base printing ink
Brayer (roller)
Rags or paper towels
Turpentine
Paper or fabric to print on

Instructions

1. Draw design on paper and trace it on inner tube, piece of felt or piece of linoleum. Cut out. (Knife will be needed to cut linoleum)
2. Glue this design to top of block of wood. Let dry.
3. Squeeze a small amount of ink onto pane of glass. Push brayer over glass until it is evenly covered with ink.
4. Roll brayer over the design on the block.
5. Press the block down firmly on paper or fabric.

Remember: Design will print the reverse of what you see on the block. If there is any lettering or a design that has a right and left, it should be glued to block backwards.

Variation - To make a potato block print, cut a large potato in half. Draw design on potato surface with felt tip marker. Scoop away part of potato that surrounds drawn design. Use poster paint instead of printing ink.



FUN WITH SOAP BUBBLES

Regular Soap Bubbles

Mix a solution of detergent, water and glycerin in a ratio of roughly 1:3:3. Blowers can be anything from regular drinking straws to bubble pipes, wire egg dippers from Easter egg dye packages, a slotted spoon, or anything else you might like to try.

Longer Lasting Bubbles

Mix together and heat in top of double boiler 2 oz. cold water and 1 Tablespoon unflavored gelatine. When gelatine has thoroughly dissolved and all bubbles have disappeared from it, add 1 teaspoon glycerin and 3/4 teaspoon liquid detergent. Solution must be kept warm while making the bubbles.

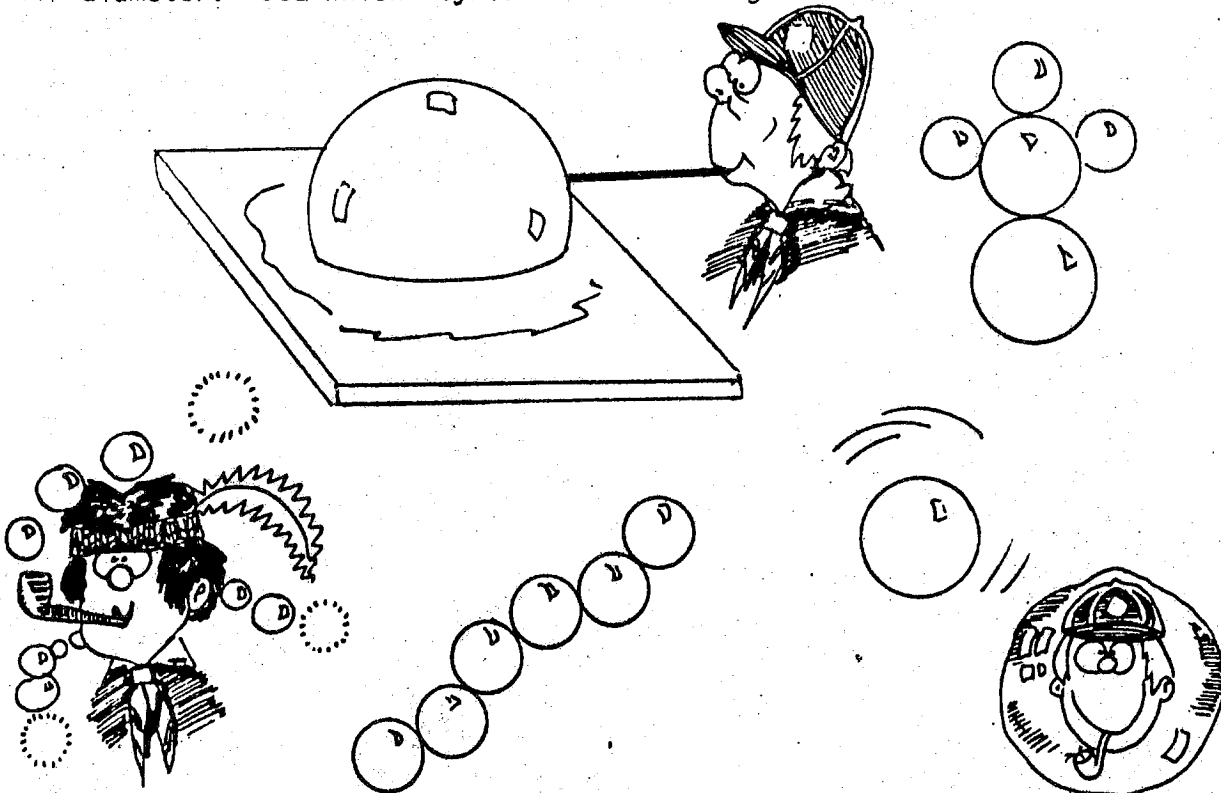
The glycerin helps make the bubbles more pliable and easier to work with.

Finished bubbles can be mounted on cards or rolled around on a table. Try making figures and animals with several bubbles.

Bubbles on a Platform

Use a surface such as a pane of glass or similar flat, slick surface. Coat glass with bubble solution and drop a spoonful of the solution in the middle of the glass. Coat the end of a drinking straw with the solution. Insert coated end of straw in the puddle on the glass and blow gently, raising the straw as you blow so that the end is just inside the bubble. Be careful to see that the bubble does not touch the dry part of the straw.

It is possible to blow giant bubbles in this manner - some as large as 1 foot in diameter. See which boy can blow the largest.



SHADOWGRAPH

Here are a few general suggestions on how to make this type of stunt effective.

1. Use a white cotton cloth or sheeting for the screen. This must be stretched tightly. Actors show sharper and smaller as they get nearer to the screen.
2. Use only one light, as bright as possible, with no other bright lights in the room. Place the light on the floor in back of the sheet behind the cast. For a change of acts or scenery, simply turn off the light and turn one on in front of the curtain.
3. Stand with profiles turned toward the curtain. Make sure that nearly all action takes place in this position.
4. An actor may exit to the right, walk back of the light, and re-enter from the left make up as another character. If anyone jumps over the light, it will appear that he flew into the air.
5. The principal characters should have some distinguishing feature such as queer hats, a large nose, exaggerated clothes, or the like. Facial profiles, big hands and feet, and properties such as surgical instruments, the tooth in the dentist act, and others may be fabricated from cardboard or papier-mache.
6. Music and funny sound effects should not be overlooked.



ADVENTURES WITH CHALK

BOY, THE THINGS YOU CAN DO WITH A 15¢ box of ordinary colored chalk you will never believe.

PLACEMATS

Chalk drawing on manila paper can be turned into colorful placemats by coating them with shellac. Brush one coat of shellac on each side and finish with a second coat on the top. The first coat will blend the colors slightly and give a painted look.

CHALK PAINTING

Dipping the end of the colored chalk into a liquid before applying it to manila paper will produce an effect like that of paint. There is no powdering of the chalk and therefore no waste or rub-off later. If the chalk is dipped into water or buttermilk as you draw, the result will resemble casein paint. For a texture more like that of oil paint, dip the chalk into a wallpaper paste solution made by mixing 4 teaspoons of dry paste to 1 cup of water. If the end of the chalk becomes hard while working, rub it on sandpaper to create a fresh surface. An amazing realistic "oil painting" will result if the manila paper is first coated with salad oil. Pour the oil into a shallow dish and rub it over the paper with a small rug. While the oil is still wet, draw your picture with chalk dipped into the wall paper paste mixture.

PARCHMENT GREETING CARDS

Fold typewriter paper twice. In halves and in quarters. Open out and cover both sides with salad oil. Color sections A and B on one side of the paper. The most beautiful effect is obtained by using rows of three related colors and blending with fingers. Use a different set of colors for the other two sections. Set paper aside for a day or two to dry. Refold, with chalked surfaces inside. Write message on inside with tempera or black ink. The front fold may be trimmed slightly or scalloped along two edges and decorated with tempera, pictures, or stickers.

CHALK BLOTS

Fold a sheet of paper in half lengthwise; then open out. Dip colored chalk into the wall paper paste described previously and apply large dots of different colors at the fold. At the bottom of the page rub a larger amount of green chalk. Refold the paper and smooth outward from the fold. Inside you'll find a flower or what do you think it is???????

MAGNETS -----BOAT GAME

Make two little boats from a cork by cutting it in half lengthwise. Push 2 thumbtacks into the bottom of each boat. Magnetize 4 needles, stroking all of them in the same direction. Cut 2 tiny sails from wax paper and push onto two of the needles. Push point of needle into center of each boat. Push eye end of other needle into eraser end of pencils. Float the boats in an aluminum or plastic pan. Let pairs of players compete to see who can draw his boat from start to finish line the fastest, without touching the needles to the mast. If they touch, the boat must be returned to the starting point. If small, regular magnets are suspended from a pole and used for the control. The game can also be played with plastic boats to which an unmagnetized needle has been taped.

AUDIENCE PARTICIPATION

Audience Participation means getting everyone involved and since Cub Scouting is a family involvement program, audience stunts are a natural for Pack Meetings. There are many different kinds of stunts -- stories, songs, yells -- but the rules to follow with any of them are to have the stunts short, snappy, and lots of fun for everyone.

* * * * *

* * * * *

* * * * *

* * * * *

MY AUNT CAME BACK

(An Audience Participation Stunt)

In this audience participation stunt, the leader chants the words, and at the end of each stanza, he adds a motion which the audience also does. Begin by having the audience stand, then they "fan" themselves, "cut" with sheers, etc. until at the end the audience is constantly doing all six motions at the same time -- and laughing so hard they can hardly stand up. This is a great stunt to try at your next Pack Meeting.

My Aunt came back from old Japan;
She gave to me an old silk FAN.
(Make fanning motion with right hand)

My Aunt came back from old Tangeers;
She gave to me a pair of SHEERS.
(Make cutting motion with left hand)

My Aunt came back from the New York Fair;
She gave to me a ROCKING CHAIR.
(Rock back and forth on your heels)

My Aunt came back from Holland, too;
She gave to me a WOODEN SHOE.
(Stomp right foot repeatedly)

My Aunt came back from old Hong Kong;
She gave to me the game PING PONG.
(Move head to right and then left)

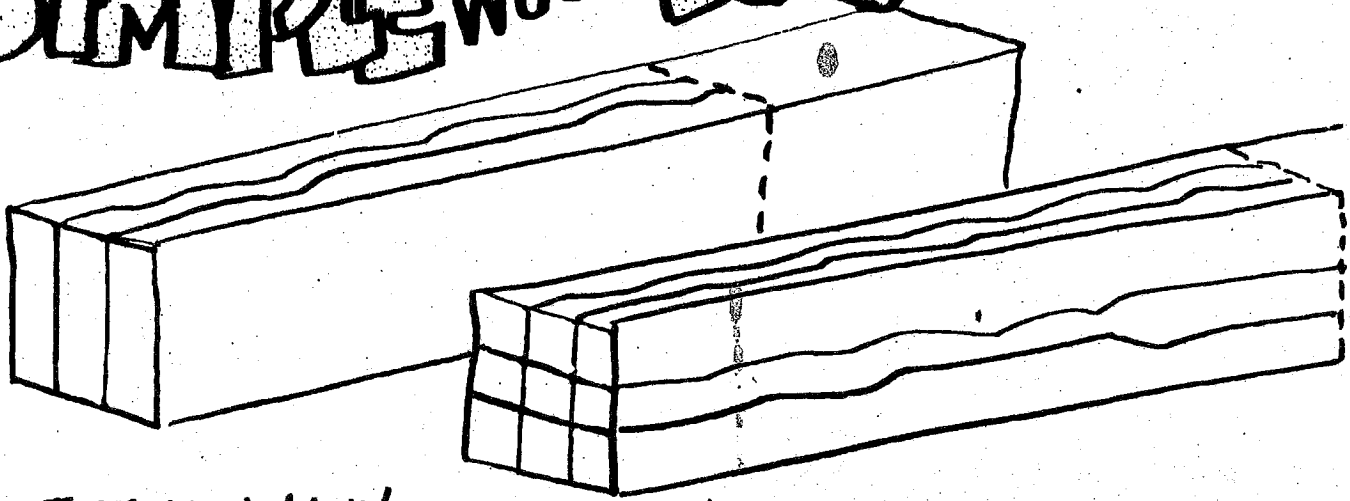
My Aunt came back from Kalamazoo;
She gave to me some GUM TO CHEW.
(Make chewing motion with mouth)

My Aunt came back from Timbuktu;
She gave to me some . . .
(Leader points to audience)

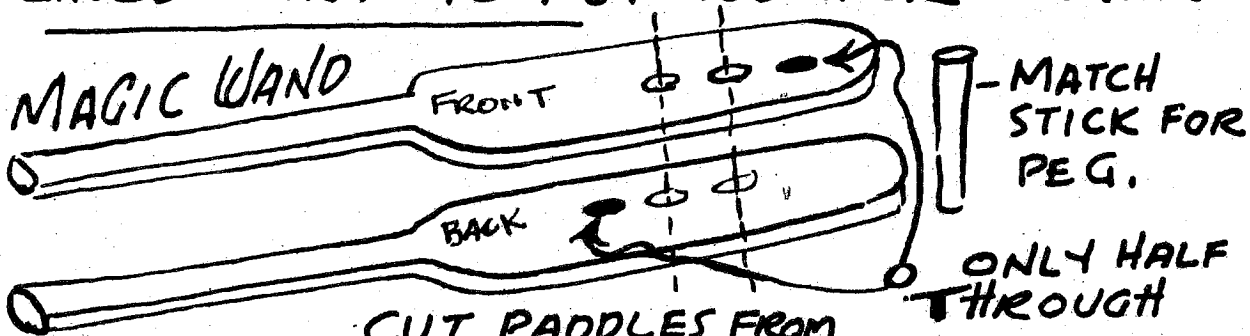
. . . NUTS LIKE YOU!!!

-Larry Fletcher
Mene Oto District

SIMPLE WOOD PUZZLES

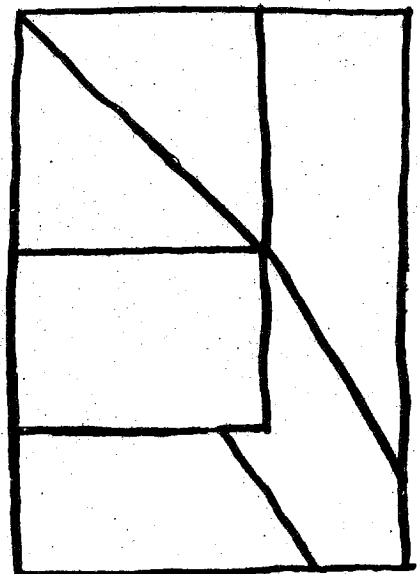


CUT TWO WAVY LINES TO DOTTED LINE - TURN BLOCK OVER - CUT TWO MORE WAVY LINES - CUT OFF ON DOTTED LINES - TRY TO PUT TOGETHER AGAIN.



CUT PADDLES FROM THIN PIECES OF WOOD - DRILL TWO HOLES CLEAR THROUGH... DRILL ONE AT THE END ONLY PART WAY THROUGH - TURN STICK - DRILL ONE ON OPPOSITE END PART WAY THROUGH. INSERT PEG IN CENTER HOLE - TURN STICK - NOTE PEG NOW APPEARS TO BE IN THE END HOLE

MAKE THIS SIMPLE 'TABLE' PUZZLE OUT OF PLYWOOD IT'S A TIME CONSUMER...



SKITS

A skit is a dramatized joke or funny situation with a 'snapper' line at the end. Skits offer the opportunity for a boy to develop his creative ability and to broaden his base of aptitudes.

KEEP CUB SCOUT SKITS FUN.

Fun makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the Cub. What is fun? It seems odd, but that constant griper who is very unfunny gives us a good definition of fun with his usual complaint that 'nothing ever turns out right'. When 'nothing ever turns out right' the audience laughs. All of us laugh at the unexpected.

To avoid problems:

1. Keep it simple.
2. Keep it short (3 to 5 minutes)
3. Avoid long memorized dialogue
4. Use simple props
5. Let every boy participate.

MAKE YOUR AUDIENCE HEAR.

A skit is short and everything depends on the lines ... especially the snapper lines. Decide which lines are the most important. These lines should be learned 'especially' well and spoken slowly, clearly and loudly. Cub voices are not loud!

The actors should never turn their backs on the audience while they are speaking. They should move around as much as possible and use sweeping gestures and exaggerated actions. When the audience laughs, the actors should pause a moment before going on with their lines.

Don't worry about props, scenery or costumes. Props can be made from cardboard and signs can be put up to indicate scenery. Costumes can be made by adding appropriate accessories to everyday clothes. Most costumes which are intended to be cut from fabric and sewn, can also be cut from crepe paper and glued or stapled by the Cubs themselves.

HOW TO WRITE A SKIT:

1. BOY WANTS SOMETHING Friendship, a gold mine, a game trophy, to find a lost world, or something else.
2. BOY STARTS TO GET IT By canoe, plane, horseback, on foot, or some other way.
3. OBSTACLES STOP BOY Crocodile, native head hunters, a secret enemy, a false friend, or any other problems.
4. BOY ACHIEVES GOAL Through an act of kindness, bravery, wisdom, magic, unexpected help or some other way.

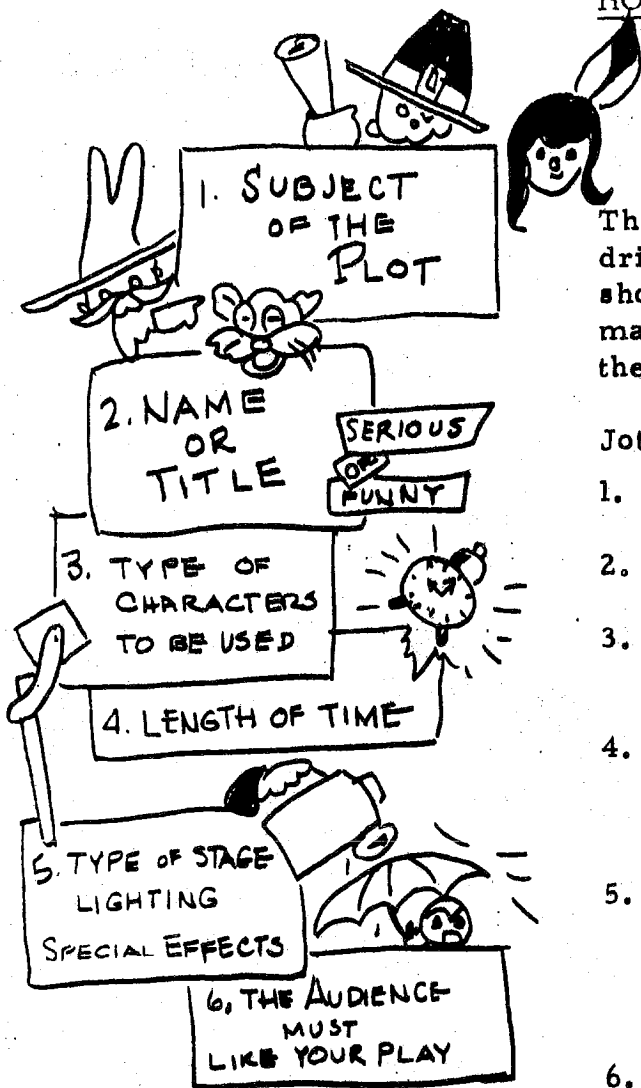
HOW TO WRITE A SKIT

Been wondering how to put your ideas into skit form? Where to start? What to do?

The steps and suggestions below aren't a cut and dried cure-all. To get off to a good start you should know your facilities, your subject, how many boys you have in your den and what parts they will play.

Jot it down:

1. The subject of the plot.
2. The title, whether serious or funny.
3. The kind of actors you'll use - puppets or live Cubs.
4. How much time will you have? Write a skit timed for twenty minutes. Boil it down to five, saving only the best lines.
5. Your stage: Is it an open floor, a platform at one end of the room, or a real stage? Know the kind of lighting you will have, what special effects you can use.
6. Remember - the crowd must like your play, so write it to fit them. Keep the scene changing to a minimum.



HINTS

In writing your skit, use stage directions liberally. Tell who goes where and who does what.

Stimulate interest and surprises as you go along. A "walk-on" in each scene will spark interest. A "walk-on" is a character hunting a rabbit or bird, blowing up a balloon, or engaging in some other nonsense.

If you have more actors than the story calls for, sandwich in musical numbers, dances, songs, or magic between acts. Such extra material, including "walk-ons", should relate to the play for continuity's sake.

Create a mood with scenery, paint in grays if spooky or sad; colors if gay.

Avoid long speeches!! Use gestures and pantomime freely, with exaggeration.

PANTOMIME



Pantomime is the expression of a thought, emotion or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak.

Encourage the group to think about how any thought or feeling or action can be shown without words. Try the following:

THIS IS HOW I FEEL

Everybody sits quietly and thinks about how he'd feel - then get up and show how he'd walk -

- if he had to go into a room where a baby was sleeping.
- if he's done something he was ashamed of doing.
- if he were on skis.
- if he had a nail in his shoe.

Or how he'd feel - if it's very hot. - if he's scared.
- if it's very cold. - if he's pleased.

THIS IS WHAT I DO

Vocations - baker, policeman, doctor, lawyer, dentist, plumber, barber.
Suppressed Desires - actor, ball player, boxer, swimmer, singer, dancer.

HOW WOULD YOU LIFT?

- a very young lady
- something very hot
- something heavy
- something very fragile
- something big and bulky
- something cold

THE FIVE SENSES

Hearing - a sudden thundercrack
- a far away bell
- a whisper
- dance music

Tasting - food to see if it's
- properly seasoned.
- hot soup
- bitter medicine

Seeing - an old friend approach
- an auto crash
- a house on fire
- a Christmas tree

Feeling - fresh paint
- sandpaper
- waves on the beach
- warmth from the stove

Smelling - a burning dinner
- a skunk
- smoke from unknown source
- a Thanksgiving aroma

HOW WOULD YOU LOOK?

- if someone gave you a ferocious lion?
- if someone gave you a beautiful ring?
- if you lost that? - found it again?
- if you slipped on ice?
- if your report card was all "A's"?
- if someone pinched you?
- if you smelled something bad?
- if you saw someone kick a dog?

DEN ACHIEVEMENT CEREMONY

This ceremony was written to be used with a den doodle or it can be adapted to use with the Den Achievement Wall Chart.

Set up den doodle in convenient spot in meeting place where all can see it. Have boys stand facing the den doodle in a circle around it or in a semi-circle or lined facing it.

DEN LEADER: We have a boy (or boys) today who is ready to add another achievement doodle to his string on our den doodle. He has been working hard and has passed off another achievement in working toward his _____ (wolf or bear) badge.

If _____ (boy's name) will come forward now, our Assistant Den Leader, _____ (name) will present him with his doodle which he will then add to his string.

ASSISTANT DEN LEADER: (Hands it to boy as he comes forward and faces other boys). Congratulations, _____, you're doing fine on your Achievements. Keep up the good work.

DEN LEADER: O.K., fellas, while _____ is adding his doodle to his string on our den doodle, our den chief _____ is going to lead us in our Den Achievement pledge. (Assistant Den Leader helps boy stringing doodle if he needs it).

DEN CHIEF: Let's all give the Cub Scout sign and repeat with me:

We, the boys of Den _____
Promise to do our best,
To keep working on our Achievements,
And to make our den stand out from all the rest.

(Teach this to the boys so they can learn it for use in the ceremony).

DEN LEADER: Now that _____ has added his new achievement doodle to our den doodle, let's all give him _____ big How's. (Match number of "hows" to number of doodle). Let's all give him _____ big How's.

This simple ceremony could also be changed for variety and sometimes the boys could give their den yell in place of Achievement Pledge or could add yell on at the end. Also a den song could be sung instead of the pledge.

Our

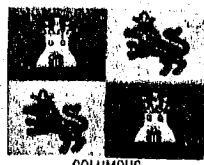
Flag



Following the Flag Through

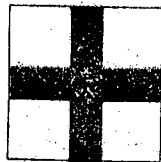
American History

DISCOVERY



COLUMBUS

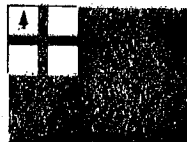
REVOLUTIONARY FLAGS



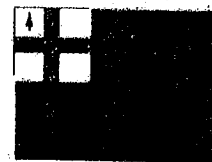
ANDROS



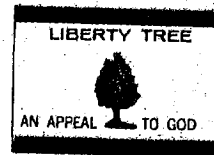
BEDFORD



NEW ENGLAND



BUNKER HILL



LIBERTY TREE



TAUNTON



CONTINENTAL



CULPEPER



DONT TREAD ON ME
GADSDEN



FIRST NAVY JACK

THE STARS AND STRIPES

SOME FAMOUS 19th CENTURY FLAGS



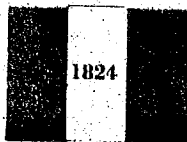
OLIVER PERRY



TEXAS NAVY



CONFEDERATE BATTLE FLAG



ALAMO



CAMBRIDGE



JULY 4, 1959 (49 Star Flag)



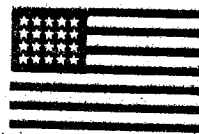
JUNE 14, 1777



FIFTEEN STARS AND STRIPES



ALASKA (49th State)

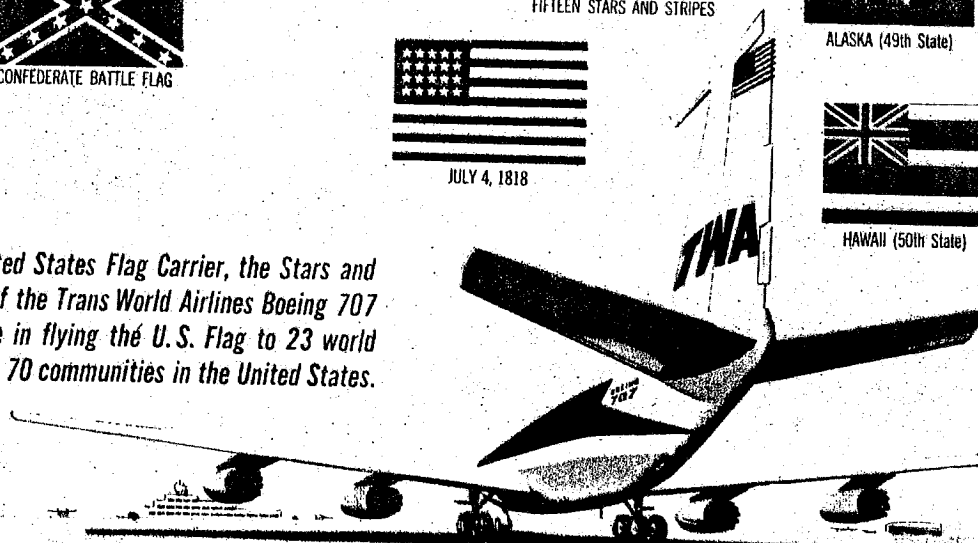


JULY 4, 1818



HAWAII (50th State)

Denoting TWA as a United States Flag Carrier, the Stars and Stripes on the rudder of the Trans World Airlines Boeing 707 symbolizes TWA's pride in flying the U.S. Flag to 23 world centers overseas and to 70 communities in the United States.



FOLLOWING THE FLAG THROUGH AMERICAN HISTORY

Nearly five centuries of colorful heraldry are represented as we "Follow the Flag through American History". The flags displayed on the reverse side are representative of banners significant in the still unfolding drama of history . . . from the period of discovery through the evolution and growth of the nation as depicted by the flags of Alaska and Hawaii. Many other banners were devised and carried as symbols of the times, but the flags displayed here serve to highlight the thread of American history. Following is a brief description of each.

DISCOVERY

Among the flags of the discovery period in American history, one of the best known is the Royal Standard of Spain flown by Columbus on his voyage to the New World in 1492. Flag is a quartered banner of red and white, with the symbols of Castile and Leon. Personal emblem of Columbus (not shown), also flown from the masthead, was a pennant with a green cross superimposed on a white field.

Among other colorful emblems of the discovery period were the John Cabot flag, the Viking flag, the Fleur-de-lis of France, and the orange, white and blue of the Netherlands flown by Henry Hudson.

REVOLUTIONARY FLAGS

Andros: Used in 1686 when Edmund Andros became governor of all New England, flag was the red cross of St. George, with the gold crown and letters JR (Jacobus Rex), monogram of King James.

Taunton: Significant of the times, colonists began to display independent feelings by a series of flags showing a gradual disassociation from the flag of the Mother Country. Among these was the flag first flown at Taunton, Mass., in 1774, the British red ensign of the time, with the words "Liberty and Union" superimposed.

New England: Used in 1775, the banner carried the red cross of St. George, with the New England pine tree symbol in the upper left corner of the cross.

Bedford: Carried into the battle of Lexington and Concord, April 19, 1775 by the Minute Men from Bedford, Mass., the flag shows an arm and sword thrust out from a cloud, with the words, "Vince aut Morire", meaning "Conquer or Die".

Continental: Appeared in 1775 with the red field and a plain white canton, with the New England pine tree emblem added later.

Bunker Hill: This flag was one of the first colonial banners to include the New England pine tree, with further evidence of independent spirit indicated by the change of field from red to blue. It was one of the flags flown by Colonial troops at Bunker Hill, June 17, 1775.

Liberty Tree: Came into being in 1776, when General Gage ordered Boston's famed Liberty Tree, rendezvous site

of "Sons of Liberty", cut down in reprisal for the Boston Tea Party.

Culpeper: Used in 1775 by the Minute Men of Culpeper County, Virginia. The rattlesnake device, also used on several Revolutionary War flags, signified vigilance and a fighting spirit when aroused, hence the mottoes "Liberty or Death" and "Don't Tread on Me".

Gadsden: Believed to have been hoisted at the mainmast of the "Alfred" in 1775, as the personal banner of Commodore Esek Hopkins, Commander of the American Navy. Flag was presented by Col. Christopher Gadsden, southern patriot. Words, "Don't Tread on Me" signified that it was as dangerous to tread on America as it would be to tread on her symbol.

First Navy Jack: With creation of the Cambridge Flag (see below), the red and white striped banner of the colonies came into use. First Navy Jack was flown on the jackstaff of the "Alfred" in 1775. Cambridge Flag also flew from the "Alfred".

THE STARS AND STRIPES

Cambridge, or Grand Union Flag: As colonial forces solidified, the first beginnings of a national flag evolved with the Grand Union, or Cambridge Flag. It carried a field of thirteen alternate red and white stripes, signifying union of the thirteen colonies. First in use in 1775 in the new American navy, the flag was also hoisted at Cambridge, Mass., by General George Washington on January 2, 1776. It continued to be the national flag of the Revolution until adoption of the Stars and Stripes in 1777.

June 14, 1777: Adopted by Congress on June 14, 1777, this became the first official Stars and Stripes. Stripes came from the field of the Grand Union flag, and stars are believed to have been taken from the Washington coat of arms. Congress did not specify arrangements of the 13 stars, which lead to later versions of the field.

Fifteen Stars and Stripes: Admittance of Vermont and Kentucky to the union brought addition of star and stripe for each. This flag of 15 stars and 15 stripes flew at Fort McHenry, near Baltimore, on the night of September 13, 1814. This was the famed "Star Spangled Banner" watched through the night by Francis Scott Key, inspiring him to write the words of the National Anthem.

FAMOUS 19TH CENTURY FLAGS

From the birth of the Star Spangled Banner, the flow of history continued through stirring events of the nineteenth century. Although apart from the evolution of the present Stars and Stripes, these representative nineteenth century flags are memorable for the historical events they symbolize.

Oliver Perry: Unfurled by Perry at the battle of Lake Erie, Sept. 10, 1813, the flag carried words spoken by Captain James Lawrence—"Don't Give Up The Ship"—as he lay wounded during battle between the "Chesapeake" and "Shannon" on June 1, 1813.

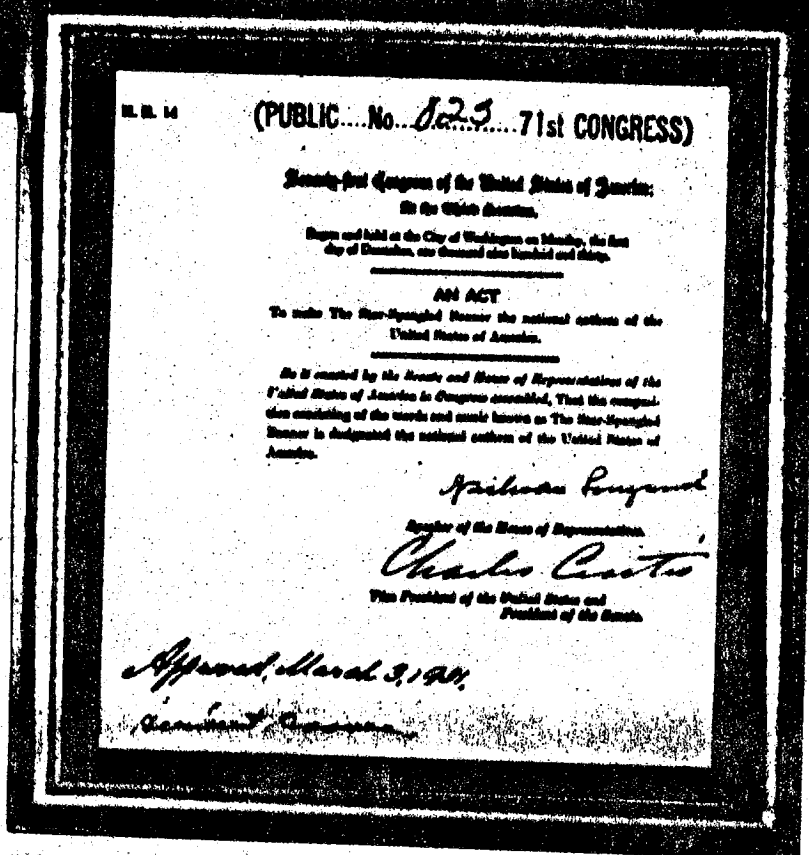
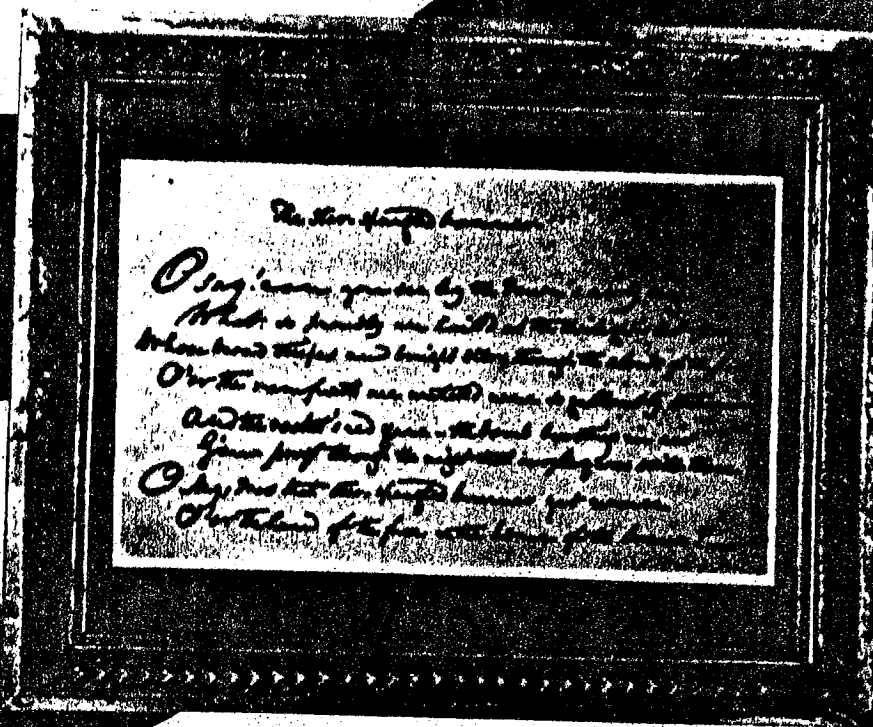
Alamo: Banner devised by Texas when she declared independence from Mexico in 1835. "Remember the Alamo" has become legendary battle cry since brave but futile defense of Alamo in 1836. Figure 1824 refers to constitution of 1824 honored by Texas.

Texas Navy Flag: Adopted as the Texas naval flag in April, 1836 and approved by first Texas congress in December of that year, the banner is first "lone-star" flag bearing governmental sanction. Flag was later replaced by new emblem which became state flag of Texas.

Confederate Battle Flag: When soldiers had trouble distinguishing the Stars and Bars from the Stars and Stripes at the first battle of Bull Run (Manassas), July 21, 1861, General P. G. T. Beauregard designed the famous Battle Flag of the Confederacy. Flag was originally oblong, but later made square with variations in size for branch of service. Flag shown later became the Confederate Naval Flag.

July 4, 1818—July 4, 1959: The idea of adding a stripe to the flag for each new state became impractical, and on April 4, 1818, Congress passed a law which restored the flag to the original 13 horizontal stripes, and specified that one star be added to the blue union on admission of every state into the Union, on the Fourth of July next succeeding the admission of the new state. Thus developed "Old Glory", which as of July 4, 1959 carries 49 Stars with the admission of Alaska to full statehood.

Following historical precedent, a 50th star for Hawaii should appear on July 4, 1960. The State flags of Alaska and Hawaii are shown as a salute to the newest members of the United States of America.



THE STAR SPANGLLED BANNER

BY JAMES H. WINCHESTER

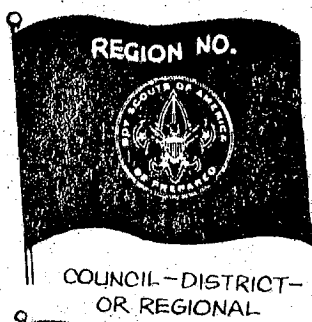
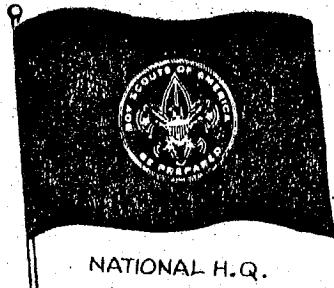
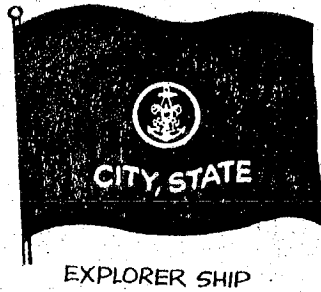
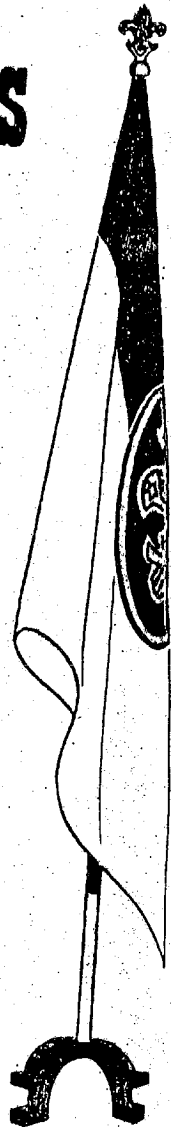
As our National Anthem, a poem inspired by a battle, "The Star-Spangled Banner" reflects a deep faith in all that is America. Proudly hailing a love of country, its words and music stir patriotism, even as the banner itself, emphasizing the ideals of individual liberty, justice and opportunity for all, symbolized the heritage and continuity of a free people.

The United States had been a nation for 38 years when in September of 1814 Francis Scott Key, a 34-year-old Maryland-born lawyer, was inspired to such immortal phrases as "broad stripes and bright stars" and "land of the free and the home of the brave."

It was a time of crisis for the new Republic. During the Napoleonic wars, Britain had impressed Americans on the high seas into the British Navy and seized American ships suspected of trading with continental Europe. In retaliation, the United States Congress, at the request of President James Madison, had reluctantly declared war in 1812 on the British. At first, with England directing its major energies toward France, the fighting in America was at a stalemate. In April, 1814, however, Napoleon was defeated and exiled to Elba. Britain turned its big guns on the United States.

(Above) A drawing of Francis Scott Key, author of "The Star-Spangled Banner," together with his original words and the Congressional act designating the song as our national anthem. (Right) Early drawing of Key observing Fort McHenry from a British ship.

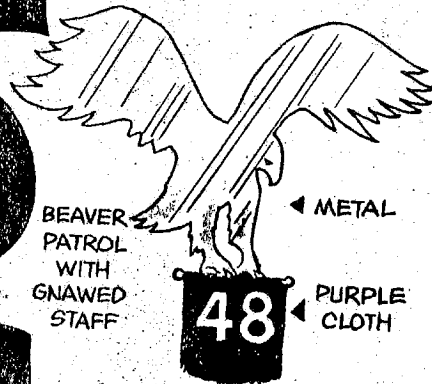
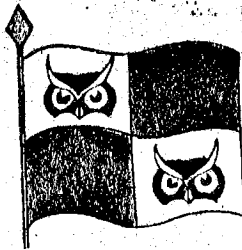
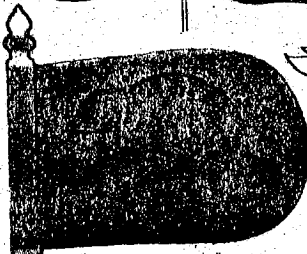
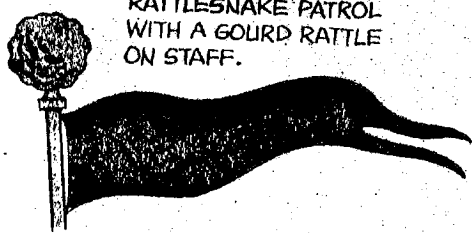
OFFICIAL SCOUT FLAGS



PATROL FLAGS

MAY BE BOUGHT FROM A FLAG MANUFACTURER—BUT YOU'LL HAVE A MUCH MORE UNUSUAL, DISTINCTIVE AND INDIVIDUAL PATROL FLAG IF YOU MAKE YOUR OWN.

HERE ARE A FEW SUGGESTIONS:



FLAG CODE VIOLATIONS

THE NATIONAL FLAG SHOULD *NEVER* BE USED AS PART OF THE COVERING OF A MONUMENT AT AN UNVEILING, ALTHOUGH IT MAY TAKE A PROMINENT PART IN THE CEREMONY.

THE FLAG SHOULD NOT BE USED TO COVER A TABLE, A DESK OR BE DRAPED OR FESTOONED AS A DECORATION.

THE FLAG SHOULD ALWAYS BE ALLOWED TO FALL FREE.

THE ONLY EXCEPTION TO USING THE FLAG AS A COVERING IS WHEN LAID ON THE CASKET AT CERTAIN FUNERALS.

THE FLAG SHOULD NOT BE USED AS ANY PORTION OF A COSTUME OR ATHLETIC UNIFORM. THE WEARING OF A REPLICA OF THE AMERICAN FLAG TO DESIGNATE THIS COUNTRY'S REPRESENTATION IS PERMISSABLE.

THE FLAG SHOULD NOT BE EMBROIDERED ON CUSHIONS OR HANDERCHIEFS AND THE LIKE, NOR PRINTED OR IMPRESSED ON ANY ARTICLE DESIGNED FOR TEMPORARY USE AND DISCARDED.



THROUGH THE YEARS, CONGRESS AND MOST STATES HAVE PASSED LAWS PROVIDING PENALTIES FOR INFRACTIONS OF THE FLAG CODE.

THE UNITED STATES CONSTITUTION AND ITS AMENDMENTS GUARANTEEING FREEDOM OF THOUGHT AND EXPRESSION HAVE, AT TIMES, BEEN INTERPRETED TO NEGATE THE PENALTY PROVISIONS OF THE FLAG CODE.

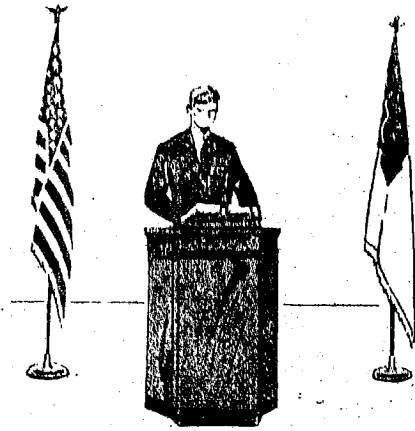
HOWEVER, EVERYONE SHOULD BEAR IN MIND THAT GOOD TASTE, COURTESY, AND COMMON DECENCY ARE DUE TO THE SYMBOL OF THOSE FREEDOMS THAT PROTECT THE RIGHT OF DISSSENT...YOUR FLAG!

RED, WHITE AND BLUE BUNTING SHOULD BE USED FOR DECORATIVE PURPOSES, THE BLUE ABOVE AND THE RED BELOW SEPARATED BY THE WHITE STRIP. A SIMULATED SHIELD MAY ADD TO THE PATRIOTIC EFFECT.



TO THE **RIGHT** IS THE
PLACE OF HONOR
★ ★ ★ ★ ★

THAT IS THE FUNDAMENTAL RULE
GOVERNING THE LOCATION OF THE
NATIONAL FLAG IN ALL SITUATIONS
WHEN IT FLIES FROM A STAFF.



WHEN DISPLAYED ON A STAGE,
PLATFORM OR CHANCEL OF A
CHURCH, THE NATIONAL FLAG
SHOULD BE TO THE SPEAKER'S
RIGHT. ANY OTHER FLAG, ON
HIS LEFT.

THIS IS CORRECT EVEN IF
THERE IS ONE OR MORE
NATIONAL FLAGS WITH THE
AUDIENCE, PROVIDED THE
FLAGS ARE ALL ON STAFFS.

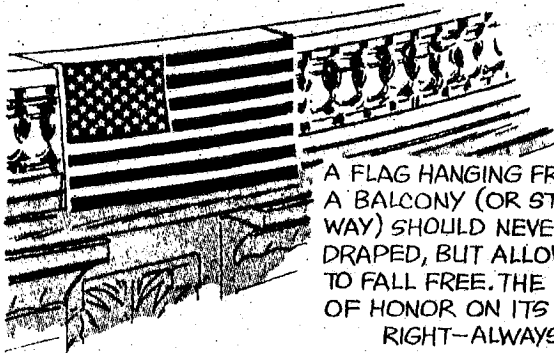
THIS IS CORRECT ALSO IF
THE AUDIENCE OR CONGRE-
GATION IS ON THE SAME
LEVEL AS THE SPEAKER.

IF THE NATIONAL FLAG IS
NOT ON A STAFF, DISPLAY IT
FLAT AGAINST A WALL WITH
THE BLUE UNION, (POINT OF
HONOR) TO THE FLAG'S OWN
RIGHT.

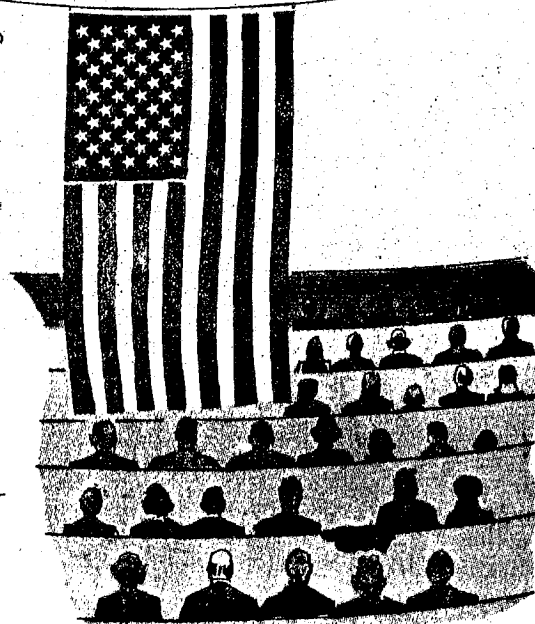


IF THERE IS A NATIONAL FLAG WITH THE AUDIENCE,
IT SHOULD BE ON THEIR RIGHT FACING THE SPEAKER,
ANY OTHER FLAG ON THE AUDIENCE'S LEFT. COLOR
GUARDS WITH THE NATIONAL FLAG **AND** AN ORGANI-
ZATION FLAG MAY KEEP BOTH FLAGS TOGETHER AT
THE RIGHT OF THE AUDIENCE WITH THE NATIONAL
FLAG ON THE RIGHT OF ANY OTHER.

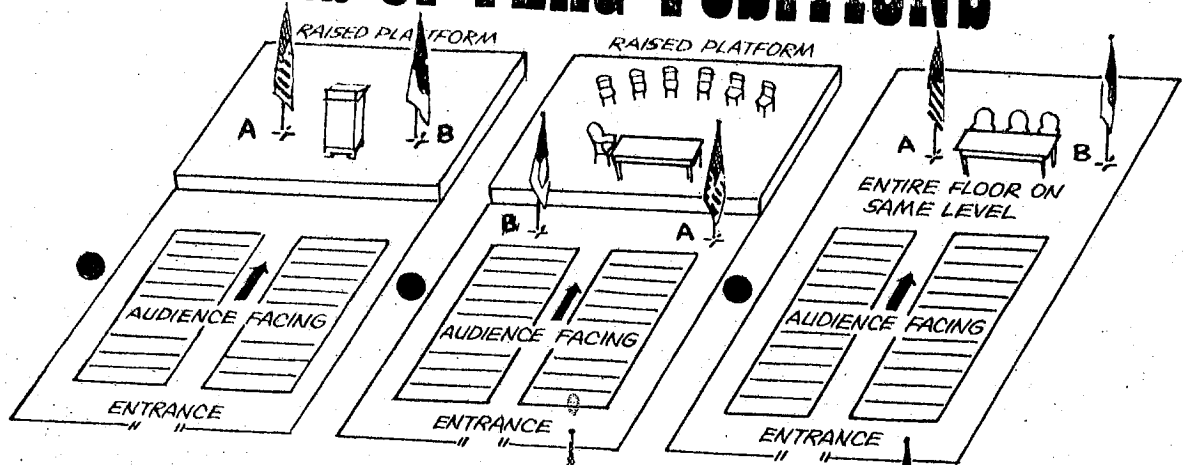
A FLAG HANGING OVER AN
AUDIENCE SHOULD FACE TOWARD
THE MAIN ENTRANCE TO THE
AUDITORIUM—THE POINT OF
HONOR ON THE FLAG'S OWN
RIGHT (TO THE LEFT
AS SEEN BY THE
PEOPLE ENTERING).



A FLAG HANGING FROM
A BALCONY (OR STAIR-
WAY) SHOULD NEVER BE
DRAPED, BUT ALLOWED
TO FALL FREE. THE POINT
OF HONOR ON ITS OWN
RIGHT—ALWAYS.

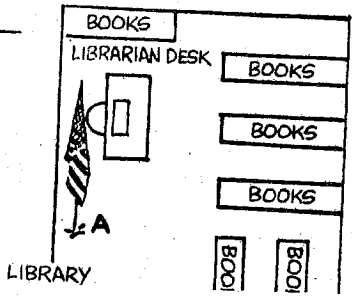
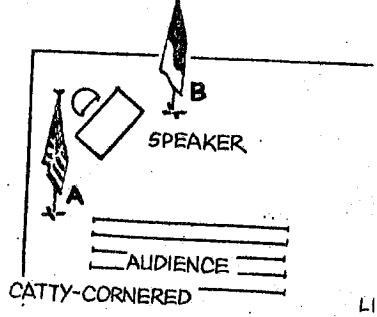
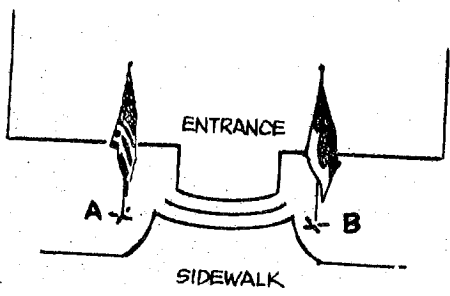
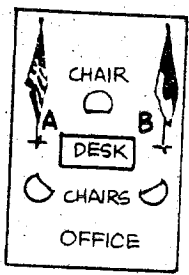
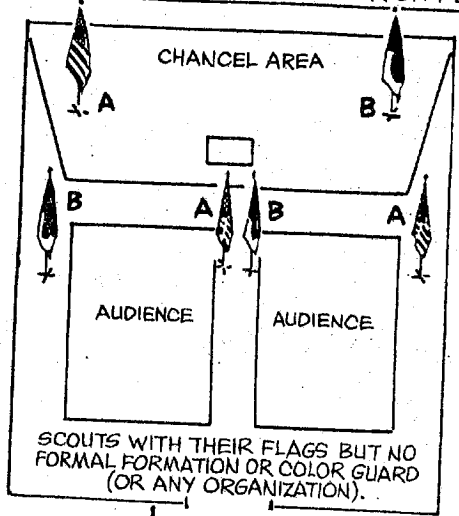
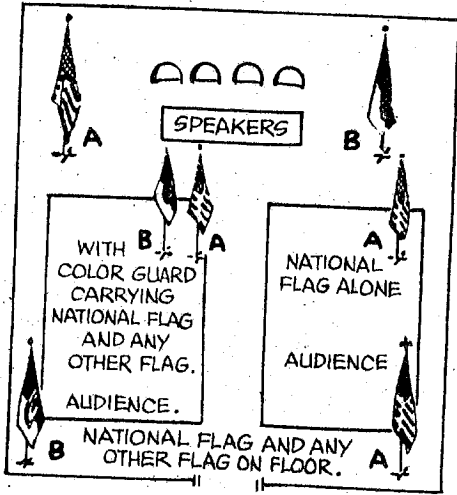
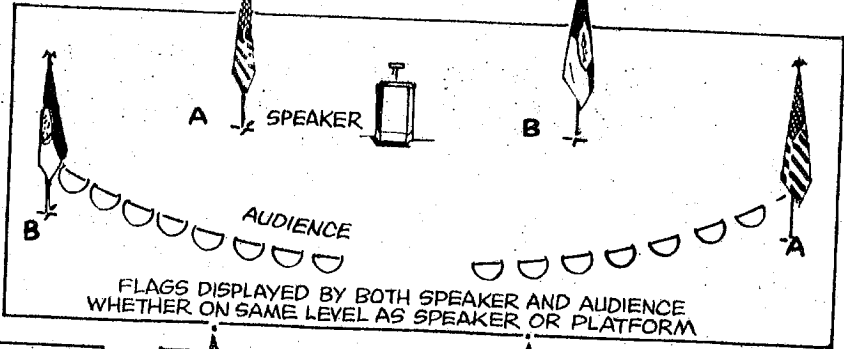


DIAGRAMS OF FLAG POSITIONS



NOTE: A STANDS FOR THE NATIONAL FLAG, B STANDS FOR ANY OTHER FLAG.

DIAGRAMS 1-2-3-4 APPLY TO LECTURE HALLS, CLASSROOMS, CLUB ROOMS, CHURCHES, AUDITORIUMS, ETC.



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

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 on following page). 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)

STANDARD BEARER

From the classic 1914 Flag Day Address, "Makers of the Flag," by Franklin Knight Lane, Secretary of the Interior, in which he imagined that the flag was speaking:

I am not the flag; not at all. I am but its shadow. I am whatever you make me, nothing more. I am your belief in yourself, your dream of what a people may become. I live a changing life, a life of moods and passions, of heartbreaks and tired muscles.

Sometimes I am strong with pride, when men do an honest work. Sometimes I droop, for then purpose has gone from me. Sometimes I am loud, garish and full of that ego that blasts judgement. But always, I am all that you hope to be, and have the courage to try for.

I am song and fear, struggle and panic, and ennobling hope. I am the day's work of the weakest man, and the largest dream of the most daring. I am the clutch of an idea, and the reasoned purpose of resolution. I am no more than what you believe me to be and I am all that you believe I can be. I am what you make me, nothing more.

I swing before your eyes as a bright gleam of color, a symbol of yourself, the picture suggestion of that big thing which makes this nation. My stars and my stripes are your dream and your labors. They are bright with cheer, brilliant with courage, firm with faith, because you have made them so out of your hearts. For you are the makers of the flag and it is well that you glory in the making.

(The flag is spotlighted in the center of the stage - the room is in darkness. Spoken by man out of sight of audience.)

RAGGED OLD FLAG

I walked through a county courthouse square, on a park bench, an old man was sitting there.

I said, "Your old courthouse is kind of run down." He said, "Naw, it'll do for our little town."

I said, "Your old flagpole is leaned a little bit, and that's a ragged old flag you've got hanging on it."

He said, "Have a seat," and I sat down, "Is this the first time you've been to our little town?"

I said, "I think it is." And he said, "I'm not much to brag, but we're kind of proud of that ragged old flag."

You see, we got a hole in that flag there, when Washington took it across the Delaware. And it got powder burned the night Frances Scott Key sat watching it, writing 'Say Can You See.'

She got a bad rip in New Orleans, with Packingham and Jackson tugging at her seams. She almost fell at the Alamo, beside the Texas flag, but she waved on low.

She got cut with a sword at Chancellorville, and she got cut again at Shilo Hill.

There was Robert E. Lee, Boulregard, and Bragg, and the south wind blew hard, on that ragged old flag.

On Flander's field in World War I, she got a big hole from a Bertha gun. She turned blood red in World War II, she hung limp and low a time or two.

She was in Korea and Viet Nam, she went where she was sent by her Uncle Sam.

She waves from our ships on the briny foam, but they've 'bout quit waving her, back here at home.

In her own good land, she's been abused. She's been burned, dishonored, denied, and refused. And the government, for which she stands, is scandalized throughout the land.

She's getting thread bear, and she's wearing thin, but she's in good shape, for the shape she's in.

'Cause she's been through the fire before, and I believe she can take a whole lot more.

So we raise her up every morning, take her down every night. We don't let her touch the ground, and we fold her up right.

On second thought, I do like to brag, 'cause I'm mighty dang proud, of this RAGGED OLD FLAG!"

