

INDIAN NATIONS COUNCIL

1981

POW WOW

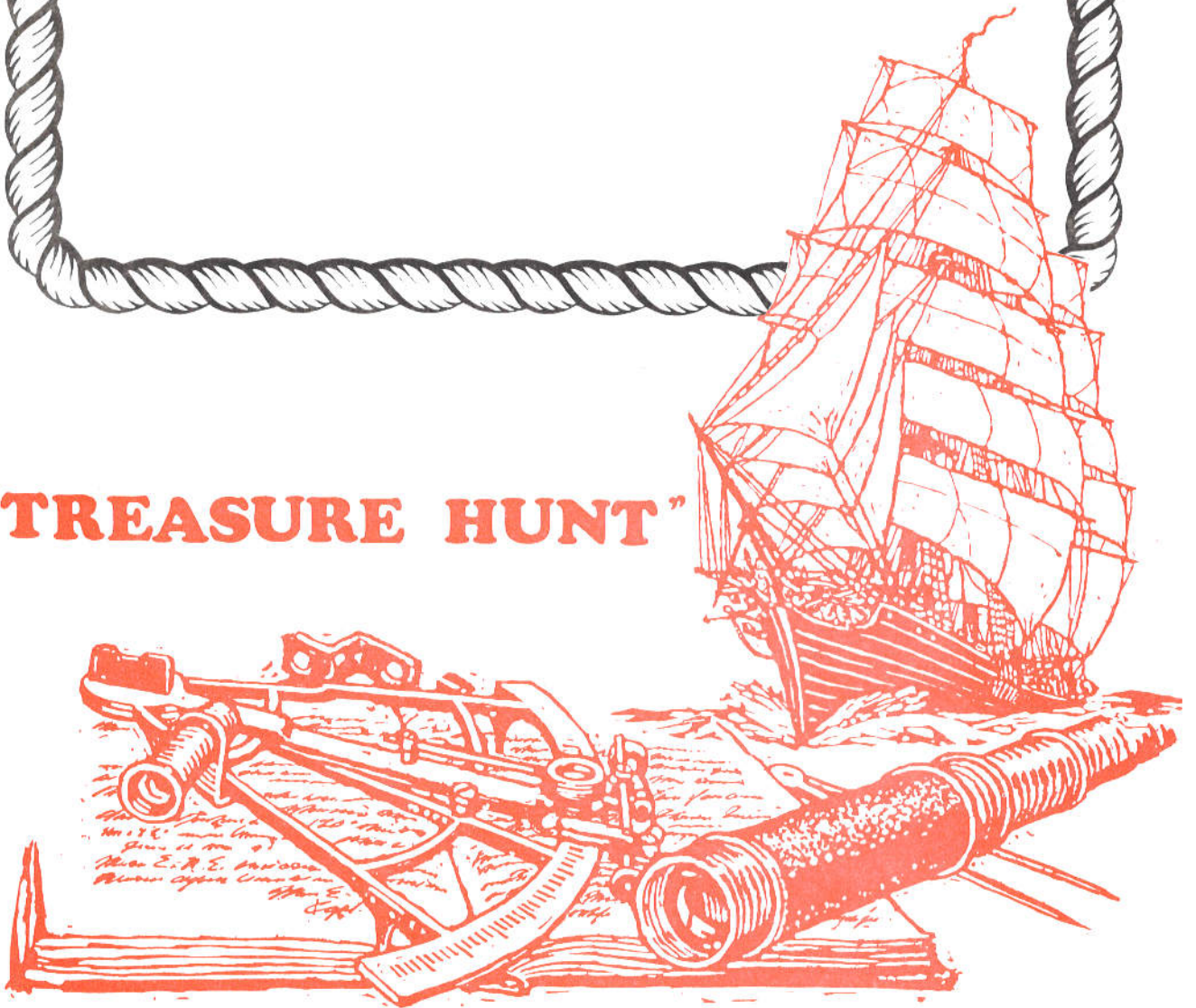
"TREASURE HUNT"



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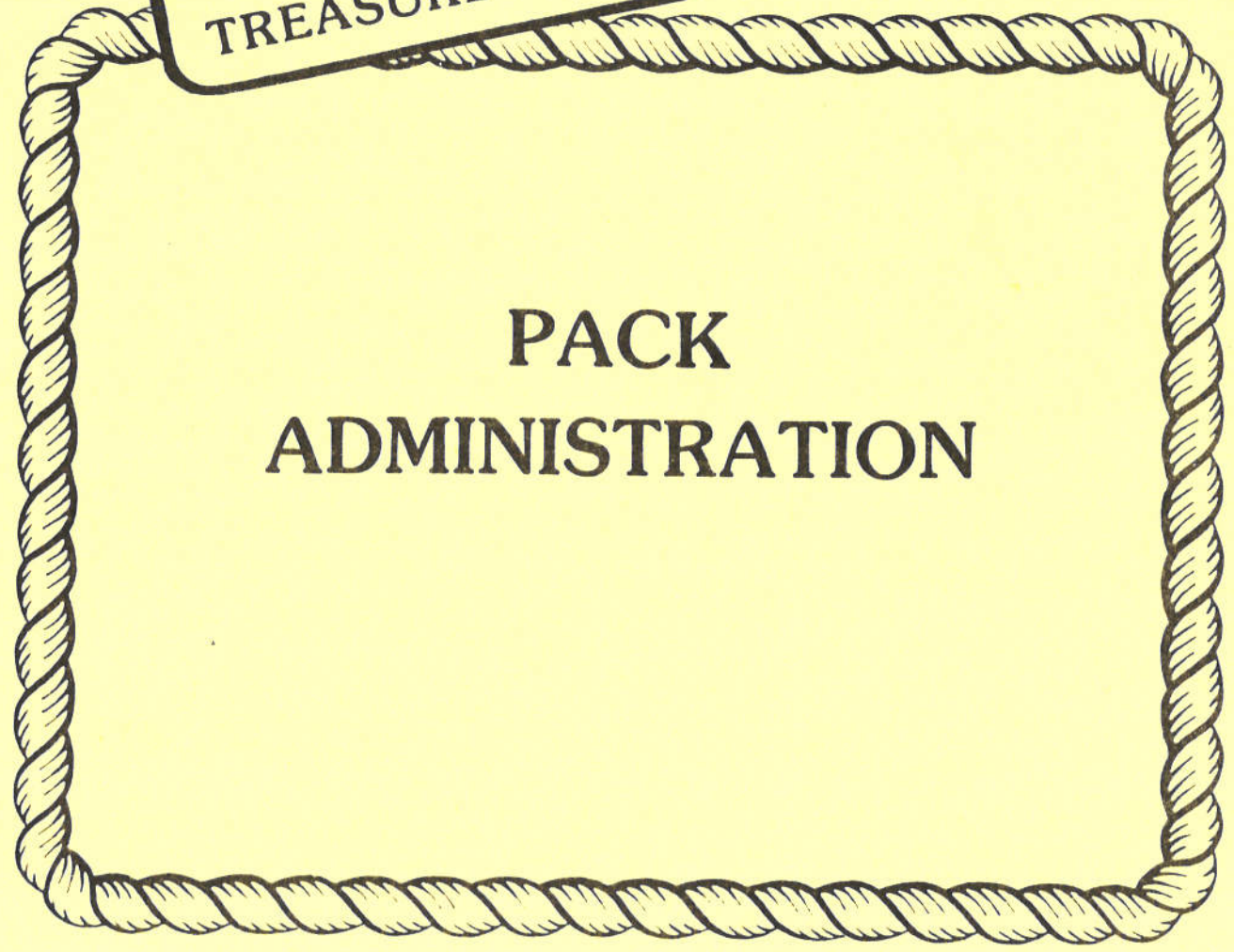
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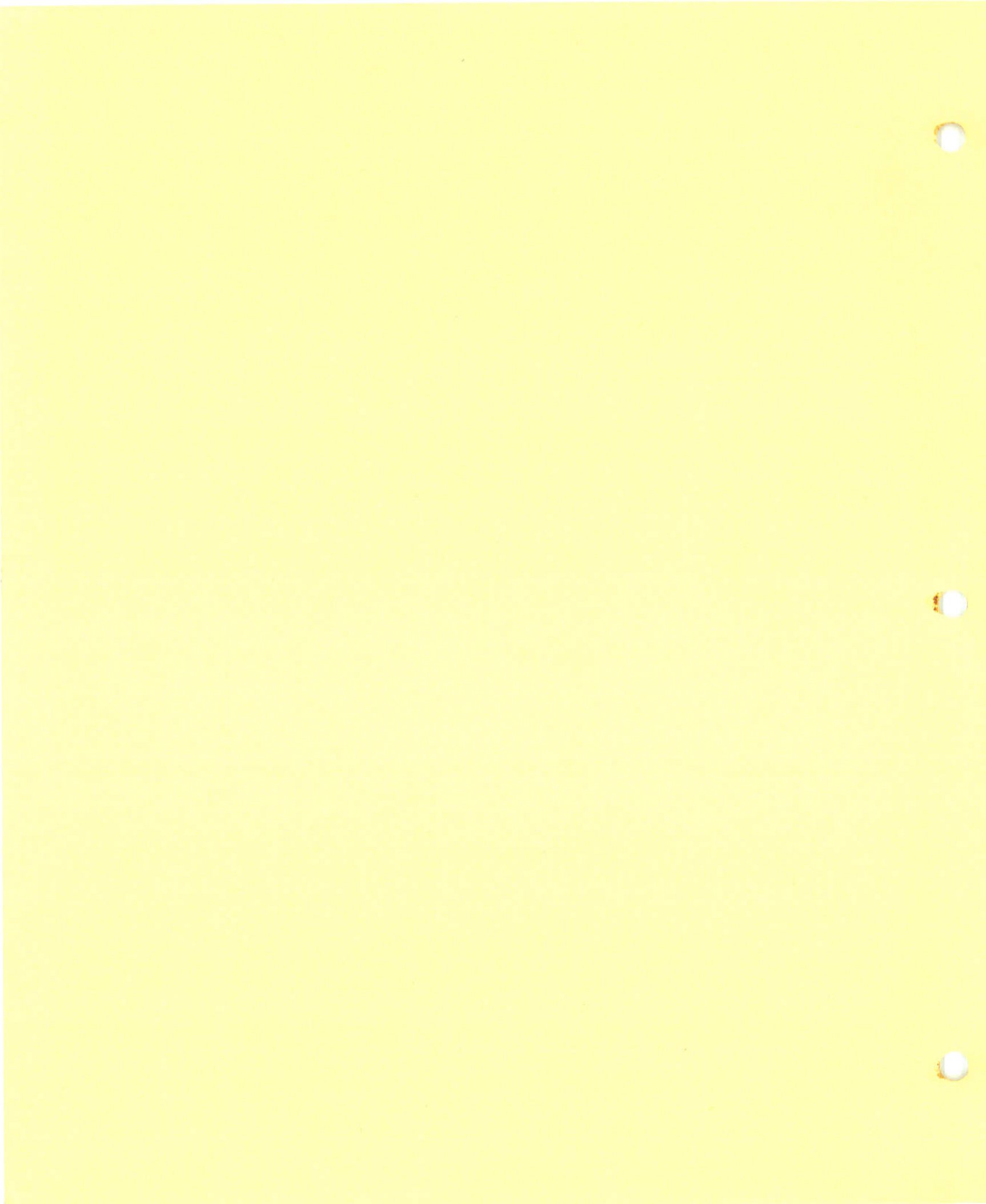


INDIAN NATIONS COUNCIL - BOY SCOUTS OF AMERICA



**PACK
ADMINISTRATION**





1981 INDIAN NATIONS COUNCIL POW WOW

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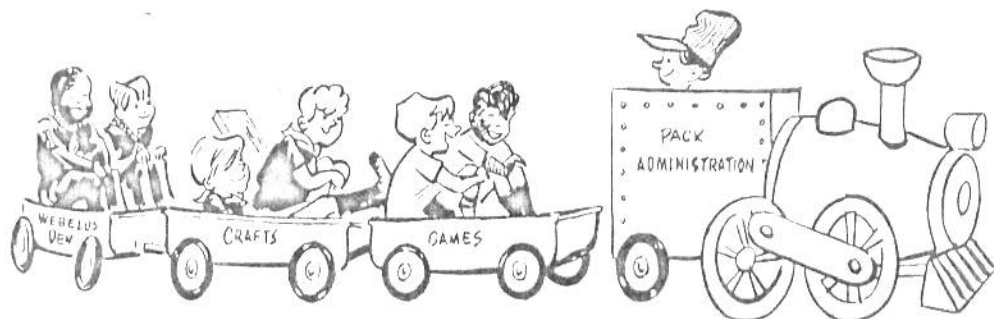
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WHAT IS CUB SCOUTING?

Since 1930, Cub Scouting has been a vital and growing part of the Boy Scouts of America. Designed for boys younger than Boy Scout age, Cub Scouting is the largest of the B.S.A.'s three divisions. It is a year-round, family-centered program. In the multidimensional program of the Boy Scouts of America, Cub Scouting is where it all begins.

Purposes of Cub Scouting - The Cub Scout program is designed to:

- Influence the development of character and encourage spiritual growth.
- Develop habits and attitudes of good citizenship.
- Encourage good sportsmanship and pride in growing strong in mind and body.
- Improve understanding within the family.
- Strengthen the ability to get along with other boys and respect other people.
- Foster a sense of personal achievement by developing new interests and skills.
- Show how to be helpful and do one's best.
- Provide fun and exciting new things to do.
- Prepare them to become Boy Scouts.

Membership - Any boy who is 7 years old and has completed second grade, or is 8, 9 or 10 years old may, with the consent of his parents or guardian, become a Cub Scout. He obligates himself to observe the Cub Scout Promise and Law of the Pack and to attend regular den and pack meetings.

Scouting is non-sectarian and is available to all boys. As of January 1, 1981, the B.S.A. had 1,696,552 registered Cub Scouts in 53,538 packs with 548,457 Cub Scout leaders.

Leadership - The Cub Scout program is led by volunteers who are at least 21 years of age and are of good moral character, selected because of their interest in Cub Scout-age youth.

Who Sponsors Cub Scouting? Like the other B.S.A. programs, Cub Scouting is made available to existing groups having similar interests and goals, such as professional, religious, educational, civic, fraternal, business, labor, and government organizations. These sponsors are called chartered organizations because they are chartered by the B.S.A. to use the Scouting program.

A designated individual from the chartered organization becomes the Scouting coordinator and acts as a liason between the organization and the pack.

Most successful packs have a close working relationship with their chartered organization and Scouting coordinator.

WHAT CUB SCOUTING DOES 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 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 reenact 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 conduct, their appearance, and for their own achievement. When such habits and patterns are set early in life, boys continue to behave responsibly.
7. Cub Scouts learn citizenship through service by taking part in den, pack and individual service projects and good turns.
8. Cub Scouting prepares boys for a new and greater challenge in Boy Scouting.



WHAT CUB SCOUTING DOES FOR FAMILIES

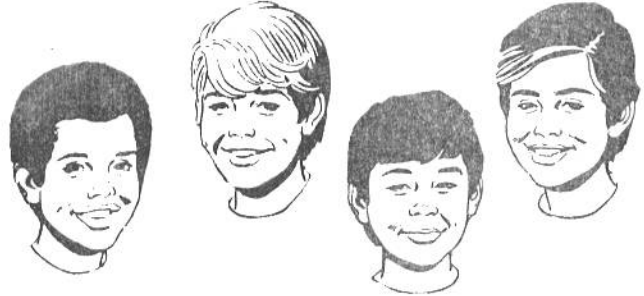
1. When parents work with their sons and share with them as they take part in Cub Scouting, family relationships are strengthened. Discoveries are made, and each new day brings more exciting adventure.
2. As parents work with other adults in Cub Scouting, they make new friends and become acquainted with people they would not meet otherwise. Concern for the boys is a common bond between parents.
3. Community spirit is strengthened and community leadership is developed out of Cub Scouting adult efforts. Adults get a renewed sense of certainty and confidence in the future when boys and adults work together in harmony and with purpose.
4. Cub Scouting provides a rich opportunity for families to grow together.

RECRUITING

Scouting must grow in order for every boy who wants to become a Cub Scout to have a place to join. As Cub Scouts graduate from the pack and adult leaders move to other positions, additional members and leaders must be recruited. Increased membership calls for additional leaders.

RECRUITING BOYS

Boys learn about Cub Scouting in several different ways. They may have a friend who is a Cub Scout; they may be invited to attend a pack rally or School Night for Cub Scouting program, or they may be contacted directly by the pack when they reach the age of eligibility.



One of the most important functions of the pack committee is to set up and carry out a systematic, year-round recruiting plan to make sure every boy has a chance to become a Cub Scout. Studies show that the majority of boys who are not Cub Scouts have never been asked to join.

Pack meeting is a good tool to recruit boys. Boys who enjoy pack meeting will spread the word to their buddies, who will want to join. Cub Scout families should have fun at pack meeting and look forward to it with anticipation.

Another excellent way to recruit boys and leaders is at School Night for Cub Scouting in the fall, or at spring rallies.

In addition to these recruiting opportunities, some packs find that year-round recruiting is an effective way to maintain a stable membership. Each fall an inventory of pack membership is taken to determine the number of new boys and new dens needed. An annual census of the chartered organization and neighborhood is taken to locate eligible boys. Many packs keep a list of prospective Cub Scouts and their birthdays. They send the Happy Birthday to You card to 8-year-olds, 9-year-olds and 10-year olds who are not Cub Scouts, inviting their families to attend pack meeting.

RECRUITING LEADERS

Most leaders are involved in the pack primarily because they have sons in it. It is almost inevitable that when their sons graduate from the pack, the leaders will too. This will leave gaps in the pack leadership and recruiting will be necessary.

The first responsibility of the pack committee is to recruit the best person available for Cubmaster and provide this person with one or more assistants.

Most packs recruit two-deep leadership for each position, so an assistant leader receives on-the-job training and is ready to take over when the leader leaves.

The Cubmaster works with the pack committee and den leader coach in selecting and recruiting qualified leaders and seeing that they are trained. Emphasis should be placed 'selecting'. Cub Scouts deserve the best program possible and they will get it from trained and enthusiastic leaders. Leaders should be selected because of their qualifications and not recruited because no one else would do the job.

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RECRUITING (continued)

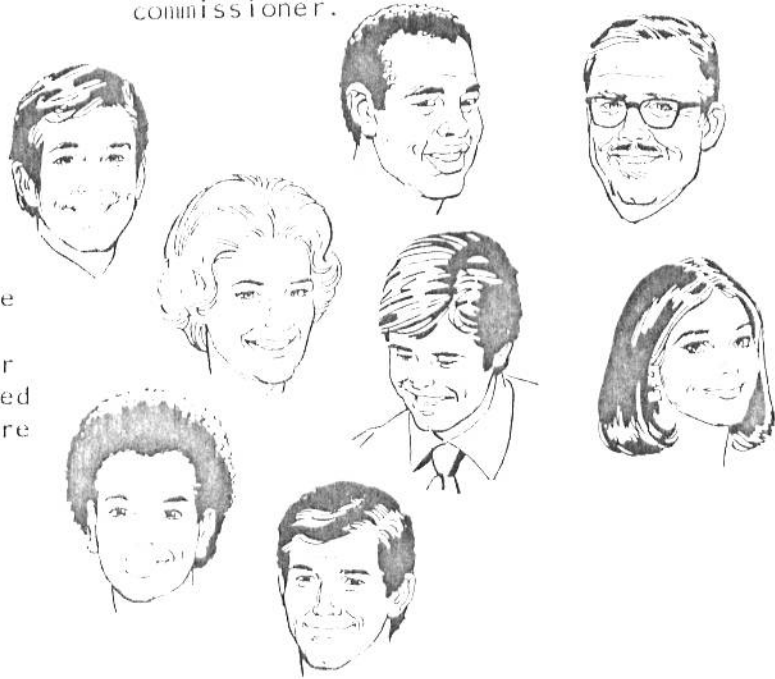
At school nights and rallies, parents are briefed on what they can expect from Cub Scouting and are told what is expected of them. Parents need to know what the Cub Scouting program is all about. A clear understanding about the program will usually result in enthusiastic supporters. Your district Scout executive and unit commissioner will be of help in conducting rallies.

When recruiting leaders, don't limit your search to parents of boys in the pack. Many times a former leader is willing to help. Grandparents, other relatives, senior citizens and retired persons make good leaders, too. There are many Cub Scout leaders who don't even have sons. Consider all possibilities.

The Parent-Talent Survey (No. 7362) is a useful tool in recruiting leaders. Each parent should complete a copy and turn it in at School Night, a rally, or at pack meeting. These survey sheets will point out which parents are best suited to the various leadership positions. They will help you select the right leader for the job. (Also see "Securing a Cubmaster" (No. 3071), "Coaching the New Cubmaster" (No. 6452) and "When You Need Den Leaders" (No. 4806).

Once you have found the best leaders available and have recruited them, don't let them down. Give them the help they need to get started, and provide continuing support, encouragement and training. Let them know you want to help them be successful.

The chartered organization has a responsibility to help provide leadership for the pack. If you have difficulty in recruiting adequate adult leaders, seek help from your chartered organization, Scouting coordinator, or unit commissioner.



TRAINING

Every Cub Scout deserves a qualified, trained leader who will provide him with the best program possible, in the way it is intended. A trained leader ensures that the goals of Cub Scouting are met.

Every leader should take training. Training helps us understand the aims and purposes of the Scouting program, improves our ability to work with other leaders and boys, teaches Cub Scout skills, and shows us how to plan an effective Cub Scout program for the boys and their families.

The following training is available for leaders:

1. Orientation - A short training session which may be conducted at School Night for Cub Scouting or rallies, or at a pack parents' meeting. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a foundation for further training.
2. Fast Start Training - A series of pamphlets available for use by trainers and experienced leaders in coaching new leaders. Provides temporary help until new leaders can attend training sessions.
3. Basic Training - Job-oriented training. Each leader attends the sessions which relate to his job. Group training dates are listed in the "Smoke Signals". Personal coaching is available for leaders who cannot attend the group training sessions. Leaders are encouraged to attend basic training before assuming job responsibilities, so they will be qualified to conduct the Cub Scout program.
4. Roundtable - A monthly district meeting of leaders, to provide program ideas on the next month's theme which can be used in den and pack meetings. It is also an informal sharing of leadership experiences and ideas.
5. Pow Wow - An annual, all-day, council-wide training event for Cub Scout leaders, offering training in a variety of different areas. All leaders are encouraged to attend this exciting, fun-filled, informative event.
6. Philmont Conference - Week-long training courses under the direction of the National Volunteer Training Committee are offered during the summer at Philmont Scout Ranch, Cimarron, N.M. Special programs for family members make this a great family vacation with the added attraction of training, and an opportunity to get acquainted with Cub Scouters from all around the nation.
7. Workshops - Den leader workshops are conducted on a district basis, as needed, in the areas of crafts, themes, skits and puppets, outdoor program, and Webelos activity badges.

Our most successful leaders not only attend basic training, but take advantage of continuing training opportunities such as regular monthly roundtables, pow wows, etc. For additional information on training, talk to your district Scout executive, unit commissioner, or district training team members.

QUICK REFERENCE TO CUB SCOUT LEADERSHIP TRAINING OPPORTUNITIES

BASIC TRAINING SESSION	Cubmaster & Assistant Cubmaster	Den Leader & Assistant Den Leader	Den Leader Coach	Webelos Den Leader & Assistant	Pack Committee Member
The Cub Scout Program	●	●	●	●	●
Program Planning	●	●	●	●	●
Pack Administration	●				●
Pack Relationships	●				●
Webelos Den Program	●			●	
Den Activities		●	●		
Den Administration		●	●		
Webelos Den Leader Outdoor Experience				●	
Den Leader Coach Seminar			●		

Special badges of office recognize Cub Scout leaders who have completed the indicated basic training sessions for their Cub Scout leadership positions: Cubmaster, No. 361; Assistant Cubmaster, No. 362; Den Leader, No. 363; Assistant Den Leader,

No. 364; Webelos Den Leader, No. 365; Assistant Webelos Den Leader, No. 366; Den Leader Coach, No. 367; Pack Committee, No. 368.

TRAINING RECOGNITION

Additional training recognition is available to Cub Scout leaders who complete the basic training sessions listed above, and meet certain tenure and performance requirements.

The training awards available to Cub Scout leaders are:

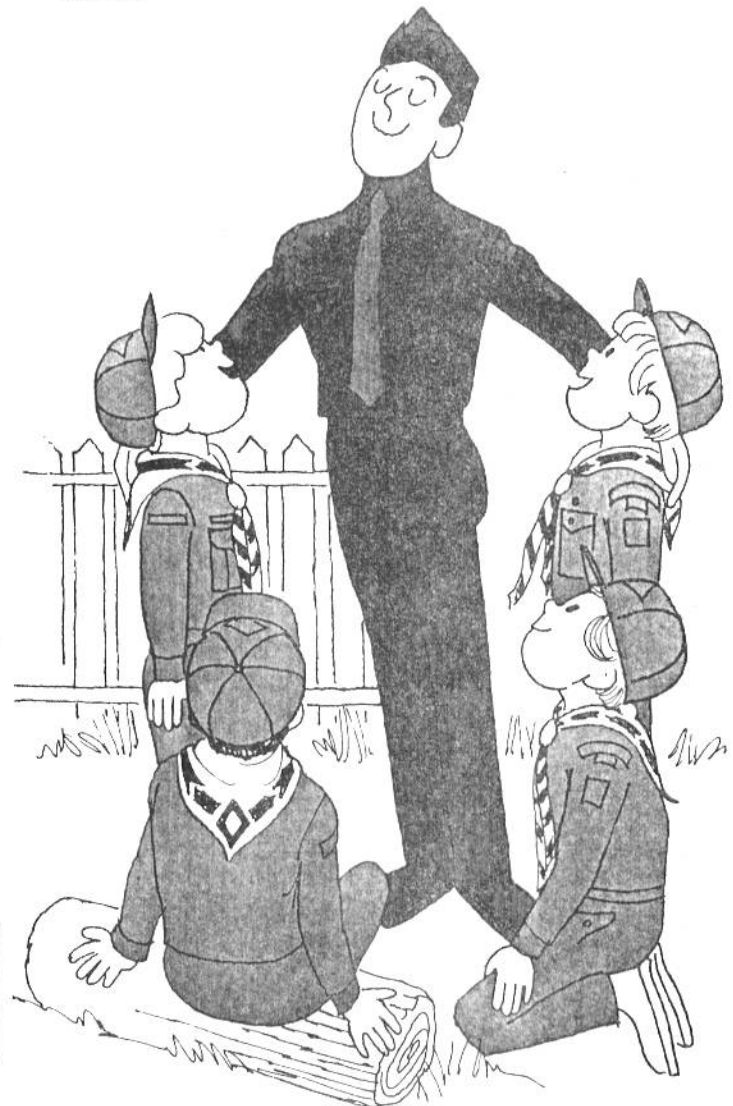
Scouter's Key - Cubmasters and commissioners.

Scouter's Training Award - For all Cub Scout leaders.

Den Leader's Training Award - For Cub Scout den leaders and Webelos den leaders and assistants.

Den Leader Coach's Training Award For den leader coaches.

See "Leadership Training" No. 4169 for details on requirements and description of these awards.



PROGRAM PLANNING

There's no big secret to successful program planning. It involves good leadership and exciting program activities. You furnish the leadership. Your three program partners, "Boys' Life" magazine, "Scouting" magazine with its program helps and the Cub Scout Leader Program Notebook furnish the program ideas. All three of these program partners give leaders and boys specific program ideas for each month of the year.

Planning the Cub Scout program is usually not a problem because of the resources that are available to us. It takes some time and some thought, but it certainly worth the effort. Boys can sense when a program is not planned, and they will find things to do themselves - things which might not fit our aims and purposes.

Throughout the program planning process leaders should remember that their prime objective is to deliver a high quality program to each boy. It must be fun and exciting for the boys and it must achieve the purposes of Cub Scouting. To make sure all leaders are familiar with the purposes, it is a good idea to review them at your Annual Program Planning Conference. With these purposes in mind, you should be able to plan and conduct a meaningful program of activities.

Program planning provides direction for the program, a sense of satisfaction for those participating, and a feeling of accomplishment in seeing boys growing in knowledge, skills, and expanded interests. Planning also helps us make the best use of our time and the resources available to us.



PROGRAM PLANNING (continued)

Planning Steps - One of the most important responsibilities of the pack committee is to keep the pack operating with a first-rate, year-round program. The quality of the program will depend largely on the pack committee giving the Cubmaster, the Cub Scout den leaders and Webelos den leaders the help they need.

Cub Scout program planning includes four steps, dependant upon one another, which usually guarantees a strong pack program. The steps are:

1. Annual Pack Program Planning Conference.
2. Monthly Pack Leaders' Meetings
3. Monthly Den Leader/Den Leader Coach Meetings.
4. Monthly meetings of each Cub Scout and Webelos den leader with the den chief.

Resources - There are many resources available to Cub Scout leaders. Remember the old saying "You can't see the forest for the trees"? The first thing we must do is recognize and identify our resources.

PEOPLE

Other Scouting leaders
District personnel
Council personnel
Profession staff
Families
Scouting coordinator
Boy Scouts
Business men
Teachers
Librarians
Religious leaders
Community groups
Civic groups

PLACES

Chartered organization
Scout Service Center
Education Service Center
Schools
Churches
Libraries
Businesses
Community Centers
Recreation Centers
Local Scout distributors
Roundtables
Pow Wows
Workshops

THINGS

Cub Scout Program Helps
Scouting magazine
Boys' Life magazine
Other Cub Scout literature
Magazines
Books
Television
Radio
Records
Tapes
Smoke Signals
Pow Wow books

The idea is to start thinking of all the people, places and things which can be used in the Cub Scout program. Undoubtedly you will have some good ideas of your own. Make a list. There's no problem finding resources when you look around you. Take advantage of all these resources to help plan a better program for the boys.

ADVANCEMENT

Advancement is one of the methods we use to achieve Scouting's aims - character development, citizenship training and personal fitness. Everything a Cub Scout does to advance is designed to achieve these aims and aid in her personal growth. Advancement is the process by which a boy progresses from badge to badge, learning new skills as he goes. We should remember that badges are simply a means to an end .. and not an end in themselves.

Advancement gives boys a means of measuring their own progress. They learn skills based on a standard which Cub Scouting provides. Advancement is a satisfying means of recognizing boys for their progress. There is a ladder to climb, and recognition at each step.

Cub Scout advancement is not competition among boys. Each Cub Scout is encouraged to advance steadily and purposefully, setting his own goals with guidance from his family and leaders.

The success of the advancement program depends entirely on the way in which Cub Scout leaders and parents apply it. A lot of careful research has gone into developing the advancement program to make certain it contains things that boys like to do. But it is up to den and pack leaders and families to make it really work in the dens, in the home, and most important, in the lives of Cub Scouts and Webelos Scouts.

THE RANKS

Each of the four ranks in Cub Scouting (Bobcat, Wolf, Bear, and Webelos) are earned by completing requirements outlined in the boys' handbooks for each rank. The requirements are related to the boy's age, and each rank is more challenging. The ranks and badges are an outward recognition, however, the real benefit to the boy comes from doing and learning.

It is important that all badges are earned, not just given. Parents work with their sons on achievements and electives. Den leaders should be alert to any Cub Scouts who are not advancing, so they can talk with the parents and identify the problem. Accurate den and pack advancement records ensure that boys receive prompt recognition for their accomplishments. Recognition is an incentive for the boy to do his best to complete requirements for the ranks and in the process to learn new and useful skills.

This system of advancement recognition is a step towards self-reliance and motivates a boy to achieve. (See Chapter 8, "Cubmaster's Packbook", the "Wolf Cub Scout Book", "Bear Cub Scout Book", and "Webelos Scout Book" for more information on advancement.)



All boys, regardless of age, earn the Bobcat badge first, by learning the Cub Scout Promise, Law of the Pack, handshake, salute, sign, motto, and the meaning of the word "Webelos". After he receives the Bobcat badge, the boy works on the requirements based on his age. Sometimes advancement requirements are started in den meeting, then completed at home with parents' help. Parent involvement is a vital part of the advancement plan.

ADVANCEMENT (continued)



A Cub Scout who is 7 and has completed second grade, or 8 years old, works on the 12 achievements to earn the Wolf badge. When he has completed all of these, he receives his Wolf badge at pack meeting. Then he works on elective projects in 20 different interest areas until he is old enough to begin work on the next rank.



A boy who is 9 years old or has completed third grade works on 12 different achievements to earn the Bear badge. Upon completing these, he receives the badge at pack meeting and works on elective projects, in either the Wolf or Bear book, until he is old enough to transfer into the Webelos den.



When a boy reaches age 10, or has completed fourth grade, he transfers to a Webelos den, led by an adult male den leader, where he works on requirements for the Webelos badge, 15 activity badges, and the Arrow of Light Award (the highest award in Cub Scouting), which helps prepare him for Boy Scouting.

The advancement plan teaches, encourages, praises, and recognizes. The boys who 'do their best' in the den are usually the ones who advance. Give these boys the recognition they deserve, but be careful not to embarrass or 'put down' those who have not done so well. Encourage all boys to strive towards their advancement goals.



IMMEDIATE RECOGNITION

As a Cub Scout completes his achievements for the Wolf or Bear rank, the den leader should make sure he is recognized at a simple ceremony in the den meeting, using the Cub Scout Immediate Recognition Kit.

When he completes three of the 12 Wolf achievements, present him with the Progress Towards Ranks patch, a thong, and a yellow bead to attach to it. Each time he completes three more achievements, present another yellow bead. When he has completed all 12 achievements and earned four beads, he is eligible to receive the Wolf badge in pack meeting. This step-by-step recognition is an incentive for boys to earn their badges.

The same procedure is followed for recognizing Bear achievements, except the red beads are used. They are attached to the second thong on the Progress Towards Ranks patch. This patch may be worn along with the Wolf and Bear badges.

See 'Crafts' section of this book for den doodles, another method of stimulating advancement.

GRADUATION TO BOY SCOUTING

There is one simple way to measure the success of the Webelos den. Are the boys going directly into Boy Scouting? If nearly all graduate into Scouting, the Webelos den is thriving. If not, take a closer look at the Webelos den program.

The graduation of a Webelos Scout from a pack is the responsibility of many people. Whether or not he enters a troop depends on the attitudes of the boy, his family, and the pack and troop leaders.

It is the aim of each Webelos den leader to keep the graduation percentage high. To do this, he needs the help of the Cubmaster, the pack committee, and the Scoutmaster.

The following steps will help clear the way:

1. The Webelos den leader sees that Webelos Scouts visit a troop meeting before they reach age 11. It is best if a parent goes along. Some Webelos Scouts visit several troops before they decide which one to join.
2. The Webelos Scout lets the den leader know which Scout troop he wants to join.
3. The Webelos den leader notifies the Scoutmaster. Troop leaders contact the family, tell them more about the troop and make arrangements for a visit, if this hasn't already been done.
4. The Scoutmaster provides a Boy Scout application which is filled out by the Webelos Scout and returned to the Scoutmaster.
5. The Webelos Scout, when qualified, receives the Arrow of Light Award at a pack meeting ceremony.

6. When the prospective Boy Scout becomes eligible, the Cubmaster conducts a graduation ceremony at pack meeting. The parents, Scoutmaster, and troop junior leaders are invited to take part.

7. The new Boy Scout's patrol leader usually goes with him to his first troop meeting.

There is no single recommended graduation ceremony. Suggestions can be found in "Staging Den & Pack Ceremonies" and in the "Ceremonies" section of this book.

It might have an Indian motif or involve candles and ceremonial boards, the crossing of a bridge, or perhaps an outdoor campfire setting. Whatever the arrangement, it should be impressive and memorable.

Keep in mind that graduation is perhaps the most important event in a Webelos Scout's life. It need not be elaborate, but it should be more than the casual presentation of a graduation certificate.

Note: Although a Webelos Scout is eligible to become a Boy Scout when he reaches age 11 or completes 5th grade, he may choose to remain in the pack for 6 months or until registration time of the pack, whichever is earlier.



CHARTER RENEWAL

Since 1916, when Congress granted a charter to the Boy Scouts of America, Scouting has granted charters to organizations. Your chartered organization was issued a charter, effective for one year, to operate a Cub Scout pack.

The charter year is not necessarily the same as the program or calendar year. Your current pack charter will show the expiration date.

The district Scout executive and the unit commissioner play an important role in helping your pack to recharter each year.

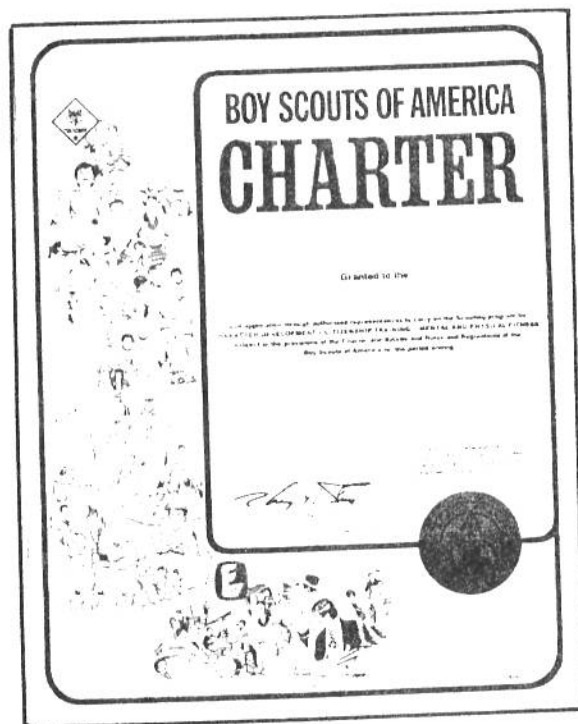
About four months before your charter expiration date, your district executive will visit the head of your chartered organization to discuss the pack's condition and the responsibilities of both the sponsor and the local council to the pack.

About three months before the charter expiration date, the district executive will meet with a key person in your pack and give him or her a Charter Renewal Kit, which includes all the necessary forms for a new charter and for applying for the Honor Unit Award. The pack's key person could be the pack committee chairman or a committee member responsible for membership and reregistration.

Included in the Charter Renewal Kit will be three copies of a computer printout of all boys and adults registered in your pack during the year, uniform inspection sheets, and instructions for conducting the pack's roll call and uniform inspection.

ROLL CALL AND INSPECTION

The roll call and inspection should be held at least 60 days before charter renewal. Ten days earlier, each boy and uniformed leader is given a copy of the appropriate uniform inspection sheet to take home and check his uniform and insignia. He brings it to the roll call and inspection meeting.



At this meeting, boys' and leaders' uniforms are inspected and graded on the inspection sheets. In addition, as part of the roll call, the following information is gathered about each boy: Is he active or inactive in the pack? Did he participate in the pack's outdoor program? Has he advanced in rank during the past year?

Pack leaders meet after the roll call and inspection to place this information beside the boy's name on the pack's copy of the computer printout. (The other two copies of the roster are sent to the local council and the national office.)

CHARTER REVIEW MEETING

At least 30 days before the charter renewal date, the pack's adult leaders, the head of the chartered organization, and the Scouting coordinator meet with the unit commissioner for a charter review meeting.

At this meeting, the results of the roll call are recapped and pack leaders complete the pack's copy of the printout roster, including data on members who were absent at the roll call and inspection. The results will determine whether the pack has

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CHARTER RENEWAL (continued)

passed the "10 Tests of Successful Packs" and qualified for the Honor Unit Award.

At the same time, pack leaders set goals for the coming year, based on the "10 Tests". After the meeting, the unit commissioner takes the charter papers and application for Honor Unit Award to the council office for processing.

CHARTER PRESENTATION

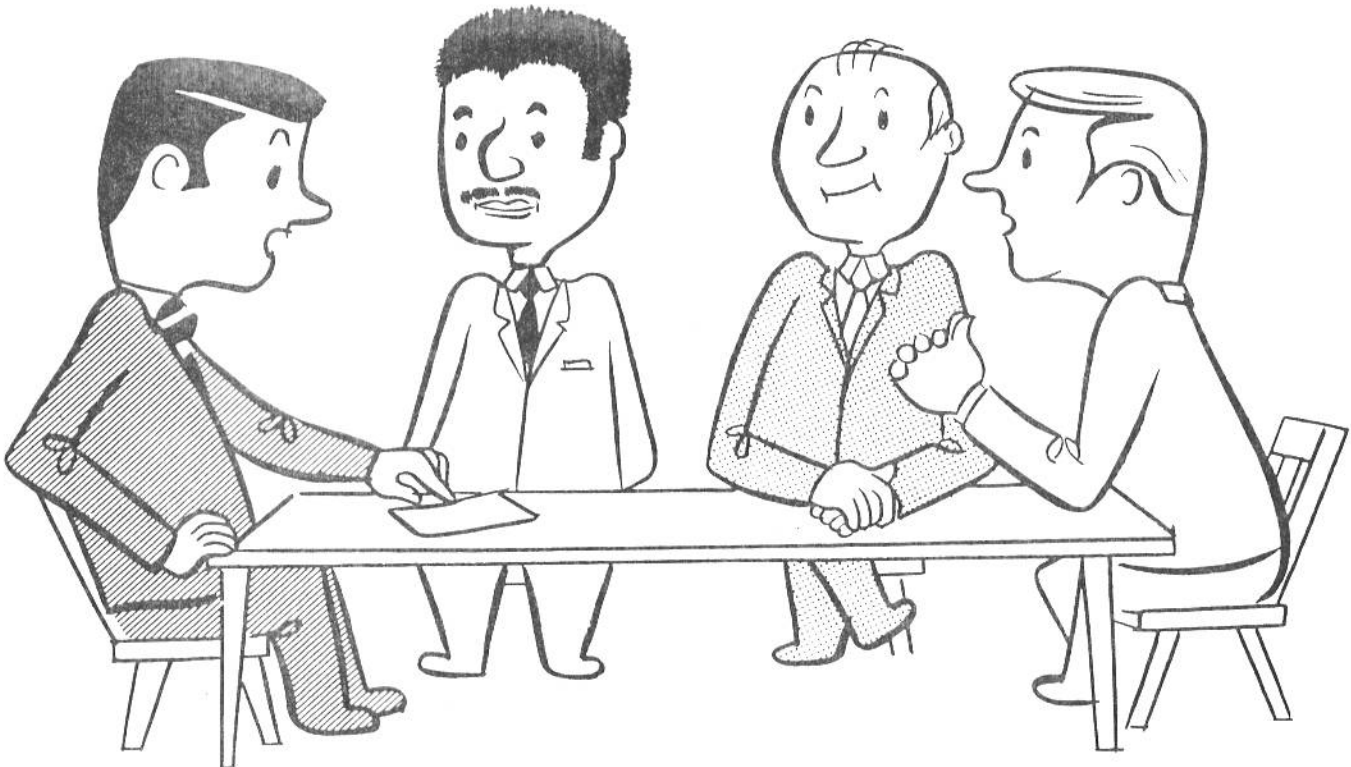
The unit commissioner works with the pack committee and Scouting coordinator to plan and conduct the annual charter presentation ceremony.

The ceremony should be held at a meeting or activity of the chartered organization. All pack leaders and Cub Scout families should be invited to attend.

This is an opportunity for the members of the chartered organization to learn more about Cub Scouting and to give pack leaders recognition.

The charter is presented to the head of the chartered organization. This person, in turn, presents individual membership certificates to the pack committee chairman. The chairman presents the certificates to each committee member and leader. The Cubmaster may present the boy's membership cards directly or through the den leaders.

See "Staging Den & Pack Ceremonies" for charter presentation ceremony ideas.



HELPFUL INFORMATION

TAX DEDUCTIONS

A considerable amount of money is expended each year by Scouters in carrying out their volunteer service to the youth of the council. Certain allowable deductions are authorized under Internal Revenue Code.

- Annual registration fees and dues.
- Transportation expenses to and from Scouting events and meetings. (8¢ per mile)
- Purchase price of uniforms, emblems, and insignia.
- Maintenance and cleaning of uniforms and equipment which are required for use in the performance of volunteer services.
- Actual un-reimbursed expenses incurred by attending Scouting conventions, training conferences, regional meetings, and all such events in or out of the council territory, including out-of-the-pocket expenses and reasonable expenditures for meals and lodging necessarily incurred while away from home in rendering such donated services.
- Campaign contributions, stationery, mailing and telephone expenses, serving refreshments at meetings, cost of training literature, equipment, memorial contributions, paints, lumber, and supplies.

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

COMMISSIONER SERVICE

The unit commissioner is an individual whose main responsibility is to give service to assigned packs and troops and help them succeed. The district commissioner selects unit commissioners, assigns and supervises their responsibilities.

The unit commissioner is a friend to the pack. Usually an experienced Scouter, the commissioner helps units solve problems and provide a quality program for the boys. Commissioners work to see that packs recharter on time, assist packs that may be having problems in attendance or declining membership, assist with pack uniform inspections, and serve as a very effective liaison between the pack and Boy Scout troop.

The unit commissioner does not intrude on the pack's business, but is ready and willing to help whenever called upon by pack leaders. The commissioner should be invited periodically to attend the monthly pack leader's meeting and the monthly pack meeting.



CUB SCOUT OUTDOOR PROGRAM POLICY

Since Cub Scouting is home and family centered, its Outdoor Program must be also. It gives the Cub Scout and his family an introduction to the out-of-doors and an appreciation of nature and its conservation.

BACKYARD CAMPING is encouraged as explained in the "Cubmaster's Packbook" and the "Cub Scout Activities" Book.

FAMILY CAMPING is an excellent Cub Scout activity. Overnight or extended camping is good so long as it is done as a family experience, it is not authorized for 8 or 9 year old Cub Scouts except as a part of family camping.

WEBELOS-FATHER-SON OVERNIGHT is an important part of the Cub Scout's experience. It is the final step to Scouting, a bridge with dad and son together, and can be done on a den, pack, district, or council basis. This provides good opportunity for a nearby troop to assist and, therefore, strengthen the tie between packs and troops. This is, however a dad-son outing and fathers or approved adult father substitutes must be present. Webelos long-term camping is not authorized.

DEN AND PACK FIELD TRIPS are certainly part of the program. Under proper leadership, they are encouraged. (See 'Den and Pack Activities' section)

CUB SCOUT DAY CAMPS are part of the Camping Program of the Boy Scouts of America, so long as the program content is Cub Scout-oriented.



See "Cubmaster's Packbook" for other policies related to Cub Scouting. Also see "Charter and Bylaws of BSA" and "Rules and Regulations".

PERMISSIONS FOR PROTECTION

PARENT PERMISSION FORMS

Most packs make up Parent Permission Forms and have them signed by parents or guardians of all boys before traveling anywhere. This is for information as well as protection.

The form should include the following:

1. Boy's name, address and phone.
2. Pack and den number and council name.
3. Description of trip - destination, type of transportation, time of departure and return, person in charge.
4. Name of parent or guardian.
5. Where parent or guardian can be reached in case of emergency.
6. Name, address and phone of family physician.
7. Medications taken by the boy.
8. Any allergies the boy has.
9. Illness or disability the boy has that may affect activities or require emergency treatment.
10. Age of boy.
11. Approval signature of parent or guardian.

TOUR PERMITS

Tour permits ensure a safer, better-planned trip and furnish the Scout Service Center with important information in case an emergency should arise.

The "Local Tour Permit" (No. 4426) is used for trips of 250 miles or less. This permit should be applied for at least 2 weeks in advance of the trip, and filed at the Scout Service Center. Packs should file tour permits for any pack trips. Webelos dens should file tour permits for dad-and-son overnight campouts. Short 'in town' den trips of a few hours do not require a tour permit, however, a Parent Permission Form is recommended.

Tour permits provide information about insurance and vehicle requirements, and minimum age of drivers. They also list the national requirements for minimum liability insurance. The signature of a pack official is required to show these requirements have been met.

Leaders should carefully read "Our Pledge of Performance" on the back of the "Local Tour Permit".

Note: The Local Tour Permit does not provide insurance coverage.

BOY SCOUTS OF AMERICA
LOCAL TOUR PERMIT APPLICATION
CAMPWAYS
BOYS

The purpose of this permit is to provide a record of the trip and to ensure that the trip is planned and executed in a safe and responsible manner. This permit is required for all trips of 250 miles or less. It must be filed at the Scout Service Center at least 2 weeks in advance of the trip.

Give details of trip, or destination & route, including dates, including any special requirements for special activities.

Person in Charge: Scoutmaster Troop Leader Other (Specify): _____
Parent/Guardian: Yes No Not Applicable Other (Specify): _____
Medical History: None Allergies: _____
Medications: _____
Illness/Disability: _____
Age of Boy: _____
Pack Number: _____
Council: _____
Trip Dates: _____
Trip Location: _____
Trip Type: _____
Trip Purpose: _____
Trip Leader's Name: _____
Trip Leader's Address: _____
Trip Leader's Phone: _____
Trip Leader's Signature: _____
Date: _____

REMAIN IN COUNCIL OFFICE
COMPLETE AND RETURN TO UNIT

OFFICIAL LOCAL TOUR OR
CAMP PERMIT - BOY SCOUTS OF AMERICA

SUCCESSFUL PACK MANAGEMENT

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

- Enthusiastic parent participation. Good family attendance at pack meetings and activities.
- Pack administered by pack committee, with work shared by all leaders.
- A pack secretary keeps up-to-date records.
- A pack treasurer handles financial affairs and keeps accurate records.
- Accurate advancement records are kept.
- Cubmaster is executive officer of pack and is responsible for program.
- Pack operates on the budget plan.
- Adult leaders are trained.
- Adult leaders are properly uniformed.
- Adult leaders regularly attend monthly roundtables.
- All dens meet weekly.
- Two-deep leadership in all dens.
- Trained den chiefs in all dens.
- Den leaders meet regularly with their den chiefs.
- Pack has at least one Webelos den - more if needed.
- Regular monthly pack leaders' meetings are held.
- Pack holds annual program planning conference to plan year-round program.
- Regular monthly den leader/den leader coach meetings are held.
- Pack has plan to transfer Cub Scouts into Webelos dens when they become 10.
- Pack holds impressive graduation ceremonies into Boy Scouting.
- Pack conducts at least one service project each year for community or chartered organization.
- Impressive ceremonies are used for induction of new families and for advancement.
- Pack has an effective, year-round membership recruiting plan.
- Pack has close working relationship with Boy Scout troop.
- Badges are presented to parents at pack meeting, so they, in turn, may recognize their sons.
- Pack reregisters on time with at least 50% of its members.
- At least 50% of registered boys advance in rank each year.
- Pack earns Honor Unit Award.
- Leadership and performance of adults is regularly recognized.
- Pack takes part in district and council Cub Scout activities, and participates in activities involving all three programs.

A QUALITY DEN PROGRAM

Do you have a quality den program? How do we create that quality which gives Cub Scouts a good Cub Scouting experience? Most leaders would agree that we want the den program to be full of fun, and at the same time to teach Scouting's ideals of fair play, honesty, respect for others, and doing one's best. The following information will help den leaders build that type of program.



INVOLVE THE FAMILY - There seems to be a movement away from family unity in our country today. The importance of the family is being de-emphasized more and more. But Scouting still feels very strongly that close family relationships will strengthen individuals and the country as a whole. Cub Scouting is a family program, and it doesn't matter whether that family is a single-parent home, a two-parent home, or adoptive or foster home. It is our responsibility as leaders to interest the disinterested, bring out the shy and reluctant, utilize wasted or overlooked talents, and channel the enthusiasm of Cub Scouts and their families into worthwhile and rewarding activities. This can be done in several different ways.

1. Find the special interests and talents of parents and ask them to come to a den meeting to demonstrate them. (Use "Parent-Talent Survey")
2. Send home partially completed projects to be finished with parental help for display or demonstration at pack meetings.

3. Make good use of resources. Both moms and dads in the den may have occupations which lend themselves to field trips or assistance in various den projects. (Use "Parent-Talent Survey" No. 7362)
4. Hold family den activities such as picnics, cookouts, parties, trips.
5. Keep families informed about how their boys are doing. Let them know how they can help on advancement, and in other ways.
6. Ask for specific help, such as: "Would you call the den families about the picnic next Saturday and find out how many people are coming?" or "Would you drive four boys to the zoo next Tuesday?"

Also see 'Family Enrichment' section of this book for more information on families.

QUALITY DEN PROGRAM (continued)

A VARIED PROGRAM - Each boy is a special mixture of physical, mental, and psychological skills. Boys in a den are rarely all competent in the same areas. A variety of different activities will give each boy a chance to shine some of the time and challenge him at other times. A varied program would include:

1. Indoor activities - crafts, songs, stunts, skits, ceremonies, quiet games, recognition of achievement, activities to develop mental skills and manual dexterity.
2. Outdoor activities - trips, service projects, outdoor games and contests.

All of these activities are used to implement or reinforce an idea - to give boys a feeling of fellowship; to give them a chance to use their imaginations, skills, and talents; to teach fair play, appreciation of others, themselves, and the world around us.



Teach songs, let them create skits and make costumes, use ceremonies to say 'congratulations' or 'thank you'. Take them on hikes to teach appreciation of nature; play games to develop physical skills. Go on field trips to learn about different kinds of people and different places. Let them entertain parents at a den party to develop their social skills. And always keep in mind that den activities should fulfill one or more of Cub Scouting's purposes. (See "Den and Pack Activities" section of this book)

SERVICE PROJECTS - Service projects benefit the boys by teaching them concern for others, how to act in different and sometimes difficult circumstances, and by helping them appreciate their own families and life style.

1. Nursing homes have a year-round need for people to visit and read or talk to the residents. Happy Cub Scouts are always welcome.
2. Hospitals need cheerful faces and also items such as tray favors, etc.
3. Churches, parks, and schools always need clean-ups and various small jobs done.
4. Organizations such as the United Fund, Red Cross Blood Bank, and March of Dimes need help.
5. Recycling of cans, paper, and glass is a good project for Cub Scouts and does much to save our natural resources.
6. A neighborhood shut-in would enjoy being 'adopted' by a den. Visit, run errands, and do chores.
7. Summer watering of trees and shrubs at schools, parks, and churches is a good service project.
8. One family of Scouters - father, mother, grandmother, and four sons - gave a historical flag program at a nursing home.

Opportunities for service projects are wide and varied and give Cub Scouts a chance to learn citizenship by service. Some dens perform a service project each month. Den service projects lead to individual service projects. (See "Den and Pack Activities" section of this book for additional ideas)

QUALITY DEN PROGRAM (continued)

ADVANCEMENT - Boys are naturally competitive and keep an eye on the den advancement chart to see how they measure up to the other den members. Den doodles are an eye-catching way to subtly encourage the slow starter. The boys enjoy adding 'stars to their crowns'. Immediate recognition at den meeting is another good method to stimulate advancement in the den. (See 'Advancement' earlier in this section)

Some den activities will apply to achievements and electives. Be certain the boys get credit for their efforts so they will be encouraged to do more on their own.

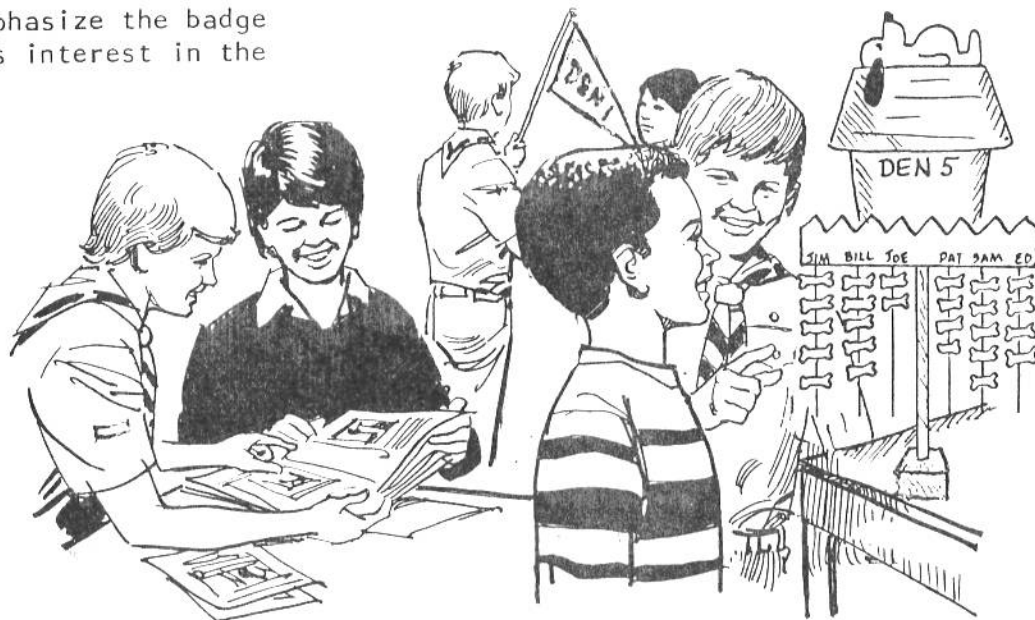
Cub Scouts may prepare for and practice achievements and electives during the weekly den meetings with the help of the den leader and den chief, but the real test comes at home when a family member signs the boy's book. When a parent signs the book, the requirement is approved and should not be questioned. That's why it's so important that the family understands the correct interpretation of the advancement plan.

Den leaders should point out to families the dangers of expecting too little or too much. Parents should be careful not to emphasize the badge so that the boy loses interest in the activity itself.

So that families will understand the correct interpretation of the advancement program, encourage them to carefully read the parents' supplements in the boy's handbook. Be sure they understand that the boy won't be able to accomplish some of the requirements without their help.

Den leaders can help parents keep a happy balance between expecting too much and too little on advancement. If they are too critical, the boy is likely to lose confidence in himself and lose interest in Cub Scouting. On the other hand, some parents are inclined to be too easy on their boys. It is important not to measure a boy's efforts by an adult yardstick, but to encourage him to always do his best.

Boys should not be rushed through the 12 achievements to earn a rank. Normally, it should take a boy about 6 months to complete the requirements for the Wolf or Bear rank. If he rushes through the requirements, it may be difficult to hold his interest with activity badges through the rest of the year.



CITIZENSHIP IN THE DEN

When a Cub Scout goes home and says: "We have fun in Cub Scouting", his parents are likely to think he's just playing games in uniform. In reality, he has learned new and interesting things. It is similar to a boy saying that it is fun to slosh through mud puddles or climb trees - things his parents do not consider fun.

We should try in every way possible to help parents see the 'invisible' values of Cub Scouting and to put them in concrete form. Unless we stress these values, we may find it difficult to recruit adult leadership and gain parent cooperation. Good citizenship is one of those important values.

Here are some examples of how we can try to get across citizenship to boys in the den - not by lecturing, but playing it by ear with a word of interpretation at appropriate moments.

Crafts Citizenship - Take care of your materials; don't waste them; learn to work with your mistakes; do your best. Help boys realize their full potential and work to the maximum of their ability.

Outdoor Citizenship - Conserve natural resources; don't be a litterbug; if you pollute or waste our natural resources, others suffer from your mistakes. Help prevent wildfire - it can cause irreparable damage. Help keep America beautiful, as God intended it to be. This is part of our duty to God and country.

Games Citizenship - Follow the rules of the game; be a good sport when you win or lose; be a team player on a team sport. Obey the laws of the land; penalties are called on citizens who don't obey the laws. Citizens have to live together in a community like members on a team; do your share to make it a good team; don't blame somebody else if your team loses.

Skits Citizenship - Whatever part you have in a skit, do it to the best of your ability. Citizenship isn't always easy and no one can assume your responsibility. We are all necessary in making democracy work.

Citizenship Through Service - Service to others has long been a tradition in Scouting. Den and pack service projects are the most important ways we have to teach good citizenship.

All boys will not leave the den with a full understanding of citizenship, but leaders can help to plant the seeds. Take time to really listen to the boys. Try to convey the idea that boys need to learn to make up their own minds. When they do that, they have taken a long step forward in citizenship - American style.



BOY BEHAVIOR

In order to understand why boys behave as they do at times, it helps to know some of the things that make them tick.

Some of the characteristics of the 8, 9, and 10-year old boys are:

- Like competition
- Dislike nagging
- Rebel against authority
- Are turned off by criticism
- Like active games
- Dislike being made fun of
- Believe in fair play
- Are sensitive to right and wrong
- Are full of energy
- Are very curious
- Are imaginative
- Have a sense of wonder
- Like to make things
- Are beginning to form gangs
- Are spontaneous in their reactions
- Have a sense of fun and the ridiculous
- Like to struggle and "fight"
- Like to touch and feel, not just look
- Like recognition, especially from their peers

Some of the needs of the 8, 9, and 10-year old boys are:

- Recognition
- Friends
- Belonging
- Adventure
- Achievement

Once we realize some of the characteristics and needs of the boys, we will have a better understanding of the boys and will be able to work toward strengthening our relationship with them.

Have you discovered that all boys are alike in some ways, and yet each one is different? It will help to remember that each boy in your den is an individual with his own likes and dislikes. He will go along with the others sometimes and be perfectly happy with the leaders' plans for the den meetings; but do not be surprised when he will rebel or lose interest in a particular activity. Don't be alarmed; he may just be expressing his individuality, which is a sign of his growth and maturing. If this should persist, check your program plans; perhaps they are not challenging enough. Again, don't be alarmed; you haven't failed. You are also learning through this experience.



BOY BEHAVIOR (continued)

You may find that occasionally you have a behavior problem. Why discipline? We must understand that discipline is very important. Boys need it so they will learn to get along successfully in later life. Nothing is as irritating and exasperating and can spoil a den meeting as an undisciplined individual. Without discipline you are unable to achieve the purposes of the Cub Scout program. A well disciplined den has real pride, spirit, loyalty, teamwork, and much more time for fun. It is a source of pride and satisfaction for both leaders and parents.

How do we discipline? This you can better determine from first hand, on-the-spot determinations. However, it is best to set up your own rules regarding conduct within your den. Let the boys help. It will make them more aware, since they themselves have helped to establish them. Once the rules are set down, stick to them.

DEN CODE OF CONDUCT

Surprisingly enough, most den leaders find that if their den has a Code of Conduct to follow, their home, their furniture, and their dignity remain intact throughout their Cub Scout experience. Boys need to know just how far they can go, and the Den Code of Conduct will tell them this.

Each den will want to develop their own code of conduct to fit those special boys. Don't make too many rules; omit any insignificant ones. The rules should be simple, clear, and concise so they can be understood by the boys. In fact, the boys can help set the rules.

Some dens use a good-conduct candle. This is a large candle that burns during den meetings. When the conduct code is broken by any boy, the candle is extinguished for the remainder of the meeting. After several den meetings, the candle will be burned down, and a special treat or trip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat. In this way, the candle serves as an incentive for good behavior.

SUGGESTIONS TO HELP YOU IN DEVELOPING YOUR OWN DEN CODE OF CONDUCT

- Enter by back door. Wipe feet before entering. Leave boots on porch.
- Go directly to den meeting room, no running or wrestling indoors.
- Show courtesy and respect for other den members, leaders, and the den meeting place.
- Bring den dues and handbook to each meeting.
- If a boy disobeys more than three times in one den meeting, he will phone his parents to pick him up immediately.
- Always go straight home after den meeting.

Post the Den Code of Conduct in an obvious place in the den meeting room to serve as a reminder.

TIPS FOR DEN LEADERS

1. Always plan the den meeting in advance.
 2. Never discipline under the influence of anger. If you do this, you will tend to inflict more punishment than discipline.
 3. Do not create impossible goals for your Cub Scouts. A boy's spirit must never be crushed in the event of failure.
 4. Teach the boys self-respect for others. Acquaint them with the meaning of the Golden Rule.
 5. Insist on attention while you are talking. Use the Cub Scout sign.
 6. Praise in public; criticize in private.
 7. Keep den meetings going at a fast pace. Alternate active and quiet.
 8. Give boys responsibility and expect them to meet it. Troublemakers are often motivated by a need for attention.
 9. Get everyone into uniform. A uniformed den and den leader have much better discipline and pride.
 10. Put yourself in the position of the boys. Would you be able to pay attention to a lengthy lecture after a day at school?
 11. Be fair and consistent with discipline, especially with your own son. Don't permit one boy to do something you would discipline another boy for doing.
 12. Always mean what you say.
 13. Get to know each boy. Problem situations often stem from home situation.
 14. Be firm in a friendly manner.
- Balance is important. Know where to draw the line. Out of all this, 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 the Cub Scout den is a place where he can never do his own thing. The balance is not easily accomplished, it does take some time for the input, and then the sorting. However, there is nothing so satisfying as finding the right balance for your own den.



RECOGNITION

In addition to the training recognition mentioned earlier in this section, there are other types of recognition for adult leaders - ways to say 'thank you' for special service.

Some ways to say 'thank you':

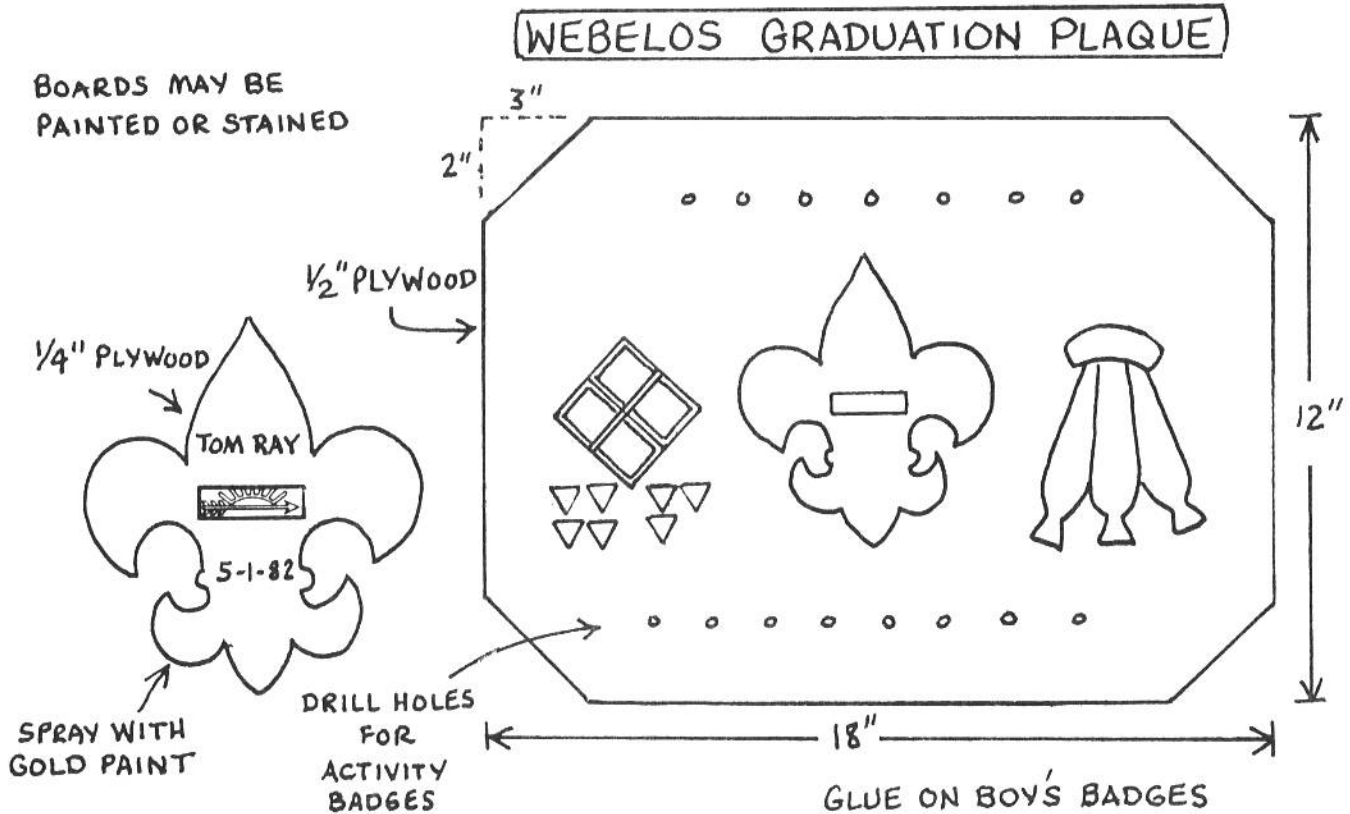
1. Notes. For mothers who have helped transport Cub Scouts, drop them a note in the mail and let them know they are appreciated. A single piece of paper, an envelope, a stamp, and a heartfelt message will not only help that mother feel good but will probably assure help the next time.
 2. Certificates. The Cub Scout Appreciation Certificate or a handmade certificate can be used when several people have helped with an activity. These can be framed or mounted and are a nice remembrance.
 3. Public Acknowledgement. Announce at pack meeting when someone has done something special and see that they get a big round of applause.
 4. Phone Call. Take time to phone and say: "Thanks for the good job you did. The pack really appreciates your efforts."
 5. Gag Gifts. Fun thank-yous can sometimes mean more than any others. These can be made from a variety of scrap material found around the house.
 - Helping Hand - for someone who is always around when they are needed. Cut a hand from wood or use an inexpensive pair of plastic gloves, stuffed, and attached to a dowel rod.
 - Wet Sponge - This is a good award for a new den leader to soak up all the ideas and energies of the many people who help.
- Good Egg Award - The good egg award should go to someone who always helps or is especially good at certain projects. Use a piece of white felt and cut a yolk from yellow felt. If there happens to be a couple entitled to this award, make it a double yolk award.
 - Old Fossil Award - This can be a rock or arrowhead attached to a cord or leather thong to wear around the neck. Given to the person in the pack who has been in Scouting the longest.
 - Bounce Award. A sheet of Bounce fabric softener for den leaders will give them bounce and help soften their hearts.
 - Big Heart Award - For someone who never fails to help when there are problems. Glue a felt heart on a piece of wood and print a special message on it.

Often the Blue and Gold banquet is a time when leaders and parents are recognized. There are many types of ready-made gifts, such as Cub Scout jewelry, plaques, equipment, trophies, etc. which can be used if the pack has funds to purchase them. If not, make your own awards.

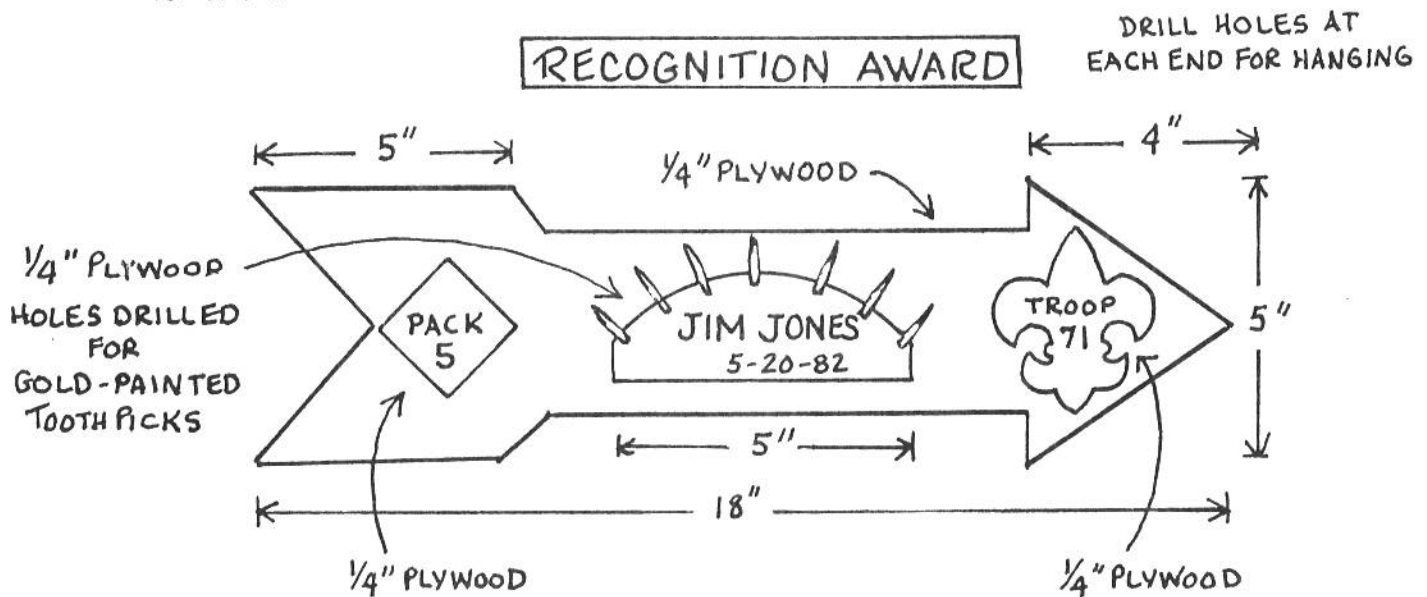


RECOGNITION (continued)

Special recognitions such as the ones shown below can be made by the pack. These are cut from wood and decorated as described below. They are presented to Webelos Scouts.



LETTERING CAN BE DONE WITH PLASTIC LABEL TAPE





THE DEN CHIEF

The den chief is an older Boy Scout (or Explorer who has been a Boy Scout), selected by the Scoutmaster (or Explorer advisor) in cooperation with the Cubmaster. He may be of any age or rank, but he can be the greatest help if he is a former Cub Scout, and if he is mature enough to assume this important responsibility. As a selected leader of younger boys, he has the opportunity to help them complete their Cub Scout or Webelos Scout advancement requirements and live up to Cub Scouting ideals in their everyday life.

The den chief is a member of a leadership team which also includes the den leader, assistant den leader, and denner. The den chief is already what every Cub Scout and Webelos Scout would like to be - a Boy Scout. As far as the younger boys are concerned, he is the person they would most like to follow and that makes him a natural leader for them. By directing this natural leader wisely, we can influence the den of boys under his leadership.

Den chiefs should receive training at a Den Chiefs' Training Conference held by the district or council. They also receive continuous and regular training from the den leader.

Fortunately, most den chiefs serve because it is fun, and because they like it. The den chief's shoulder cord is presented in front of his troop. The pack may use an appreciation certificate as a method of recognition.

DEN CHIEF RESPONSIBILITIES

1. The den chief helps lead the weekly den meeting. He arrives on time, in proper uniform.
2. He assists with assigned den activities at the monthly pack meetings.
3. He shares responsibility with the den leaders in all den activities, looking to them for adult leadership and inspiration.
4. He meets with the den leader to plan his part of the program for the den meetings. These meetings are held regularly, at least once each month, or more often, if needed.
5. He sees that the den program does not include Boy Scout activities, since such activities should be saved for Boy Scouting.
6. He recognizes the denner (a member of the den, chosen by his peers) as his right-hand man by giving him opportunities to serve.
7. He takes part in all training opportunities so he may become a better leader.

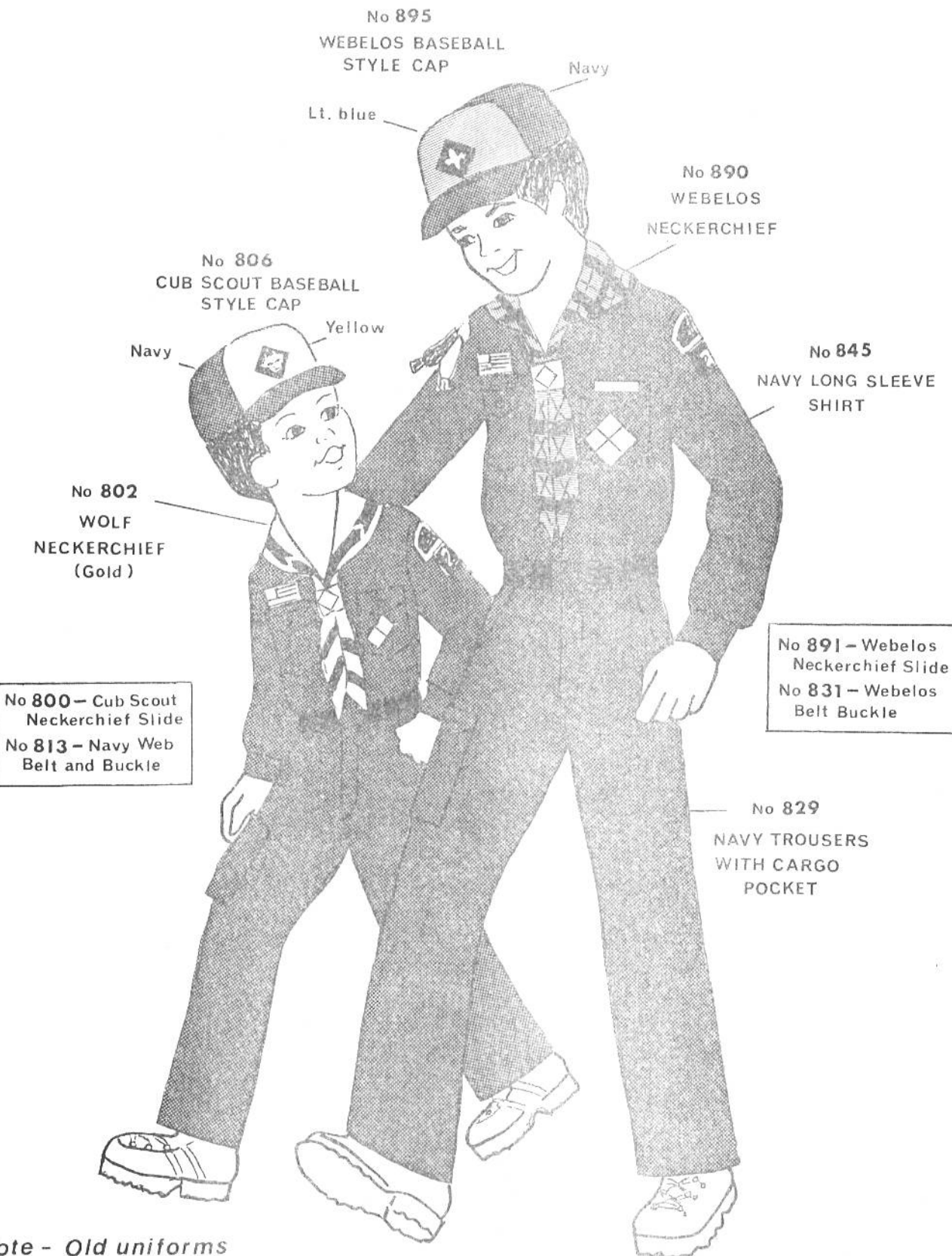
It should be understood by the den chief, and by his pack and troop leaders as well, that service as a den chief, although an important responsibility, will not be so demanding on his time and interest as to interfere with his patrol and troop activities. Den meetings are usually scheduled at a time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

HELPING THE DEN CHIEF TO 'DO HIS BEST'

1. Use him. Include him in planning meetings. Assign him specific responsibilities for den and pack meetings. Give him a copy of the schedule to be followed. He can be an important help to a den leader, but only if given the opportunity.
2. Let him know what you expect, but let him use his own resourcefulness.
3. Give him responsibility and authority according to his position. He will show you how well he can handle it.
4. Remember that the den leader takes the lead, but the den chief is a part of the leadership team. Train him as a team member.
5. The den chief should be encouraged to think, talk, and act as a Boy Scout, in order to set a good example. But he should be reminded to lead Cub Scout, not Boy Scout activities.
6. Encourage the den chief to help Cub Scouts with craft projects, but he should not do one of his own.
7. Encourage the den chief to talk about Boy Scouting. It could make the difference in motivating younger boys to join.
8. Get to know the den chief and understand his problems. He will appreciate your support and interest.
9. Avoid placing too much responsibility on the den chief. This is as bad as giving him too little responsibility. Remember his patrol and troop obligations.
10. Treat the den chief with respect. Cooperate with him and he will most likely cooperate with you.
11. Give recognition to the den chief at special times of the year and on this occasions when he has done a job well.
12. Build up the den chief in the eyes of the Cub Scouts so they will respect him. Praise publicly. Criticize privately.
13. Four important words to remember: OBTAIN, TRAIN, USE, PRAISE.

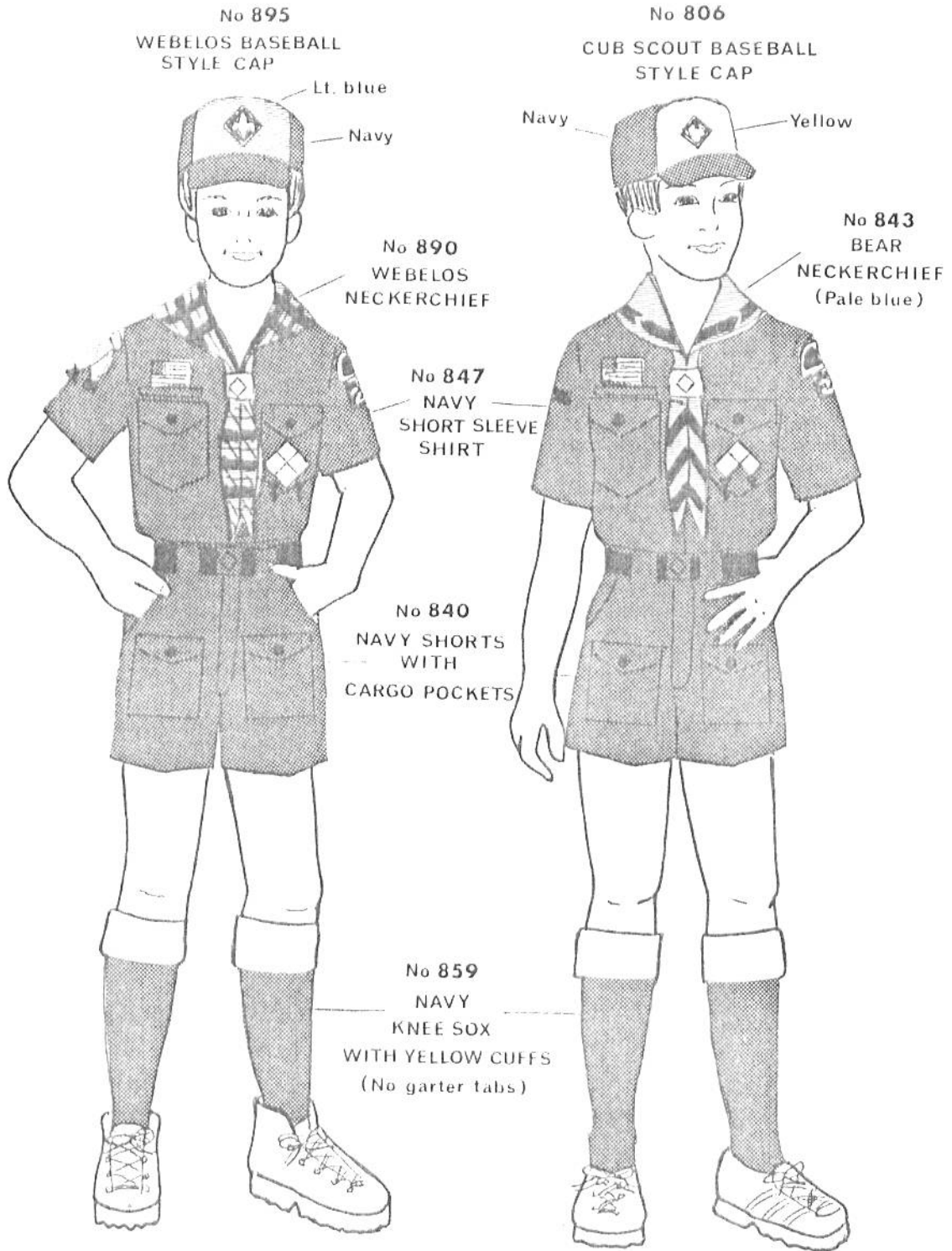


YEAR-ROUND UNIFORM



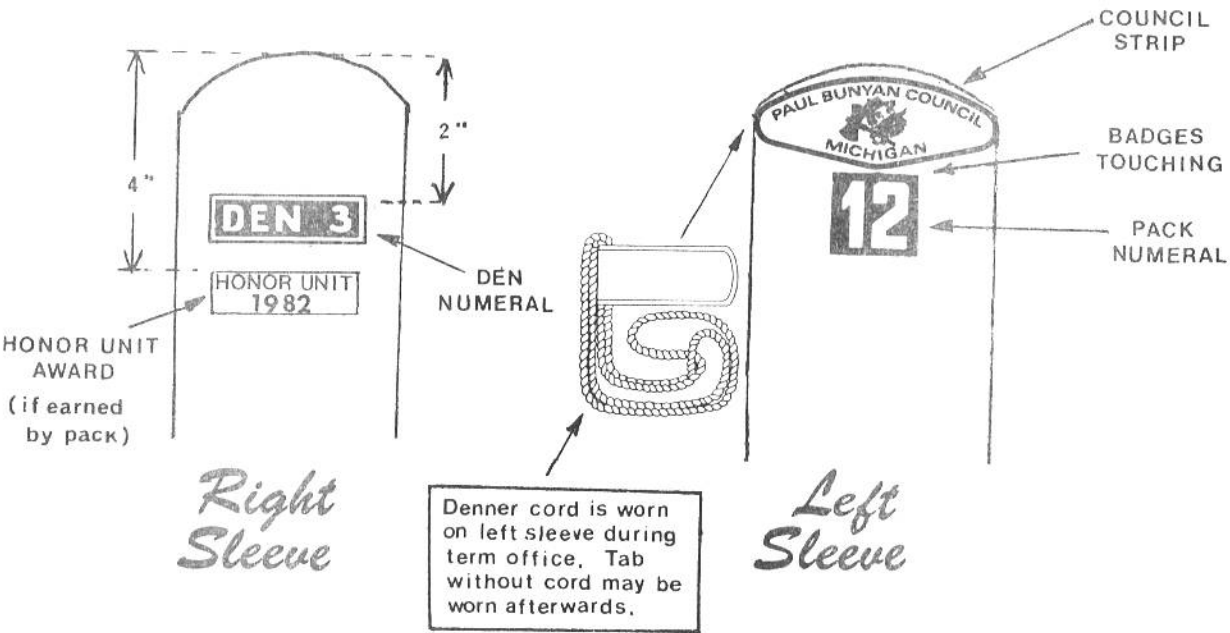
*Note - Old uniforms
are not obsolete*

WARM-WEATHER UNIFORM

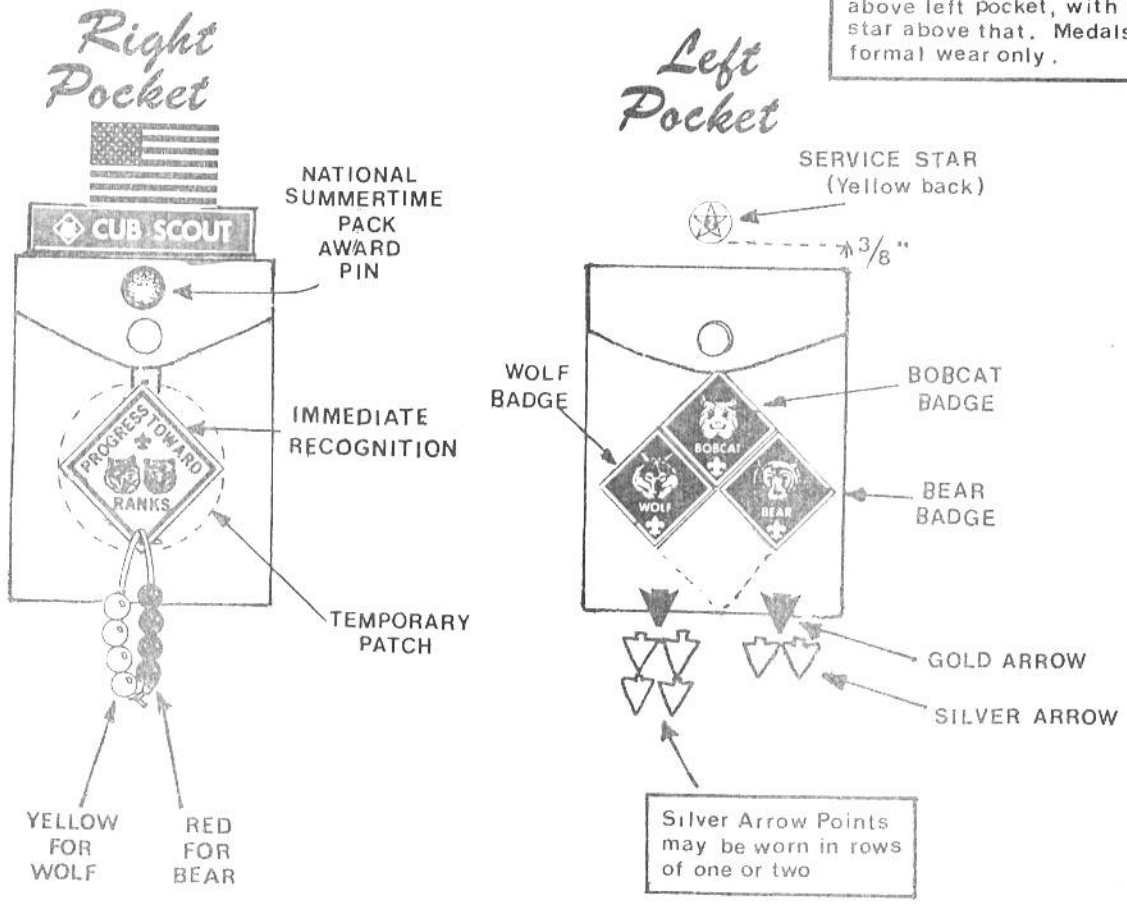


*Note - Old uniforms
are not obsolete*

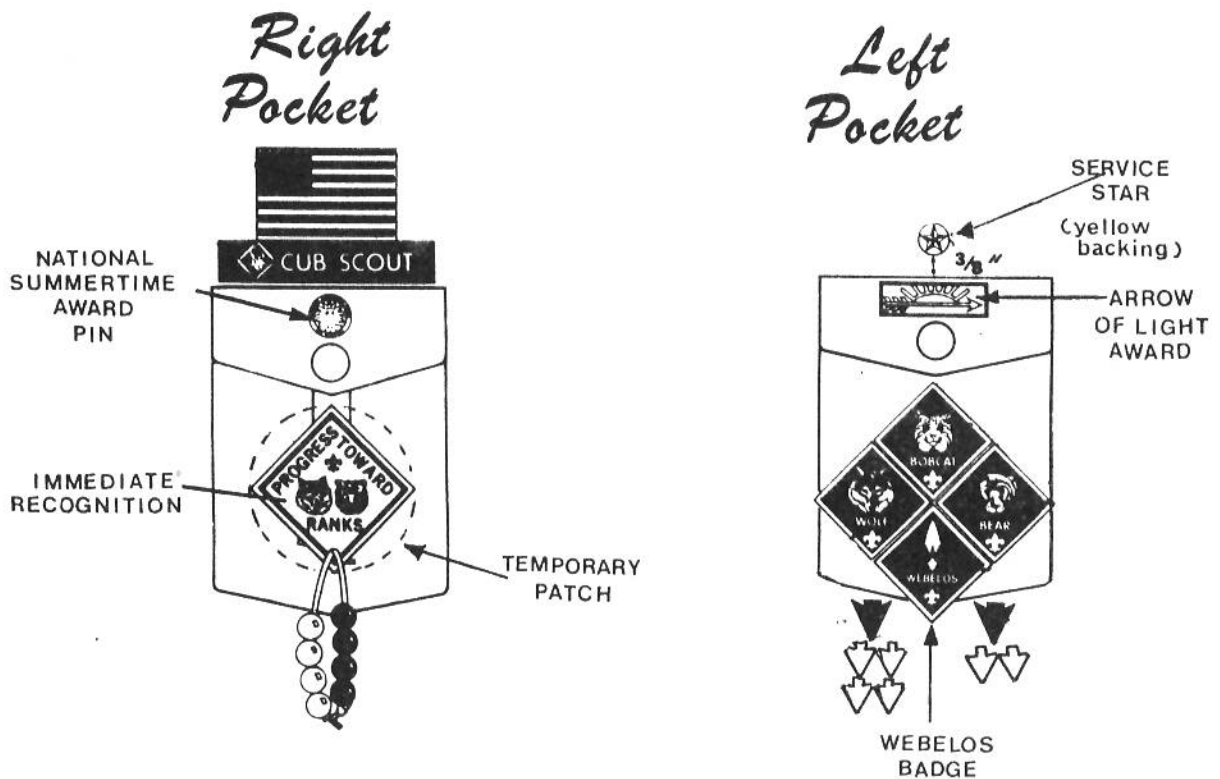
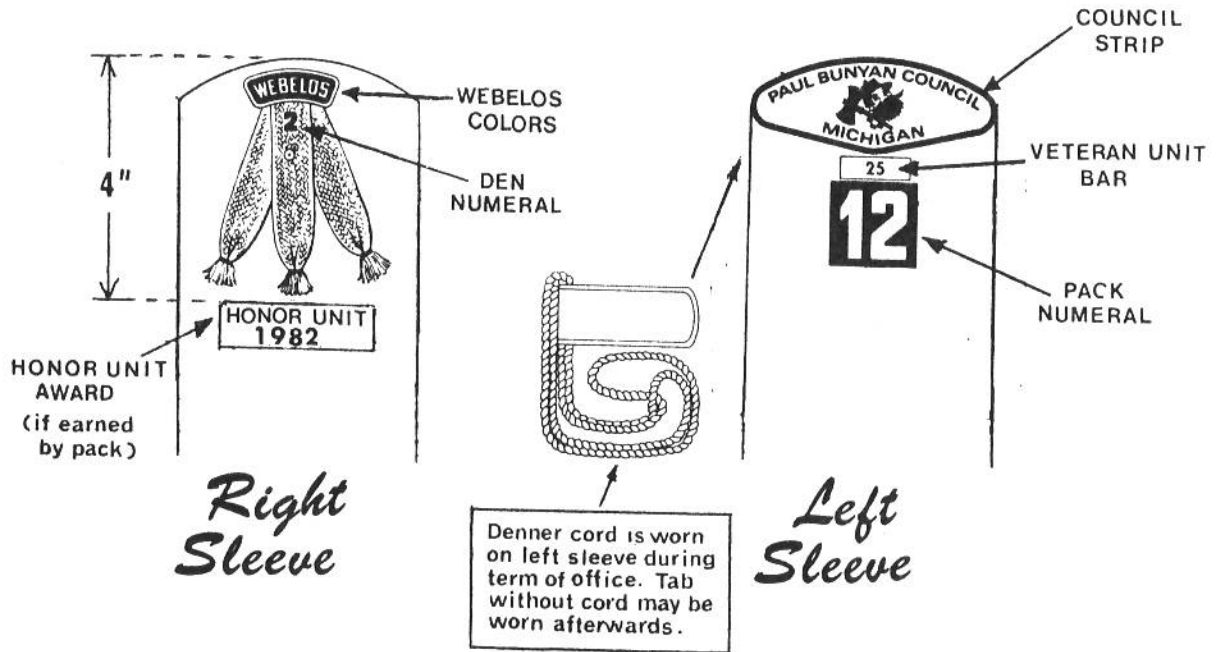
CUB SCOUT INSIGNIA



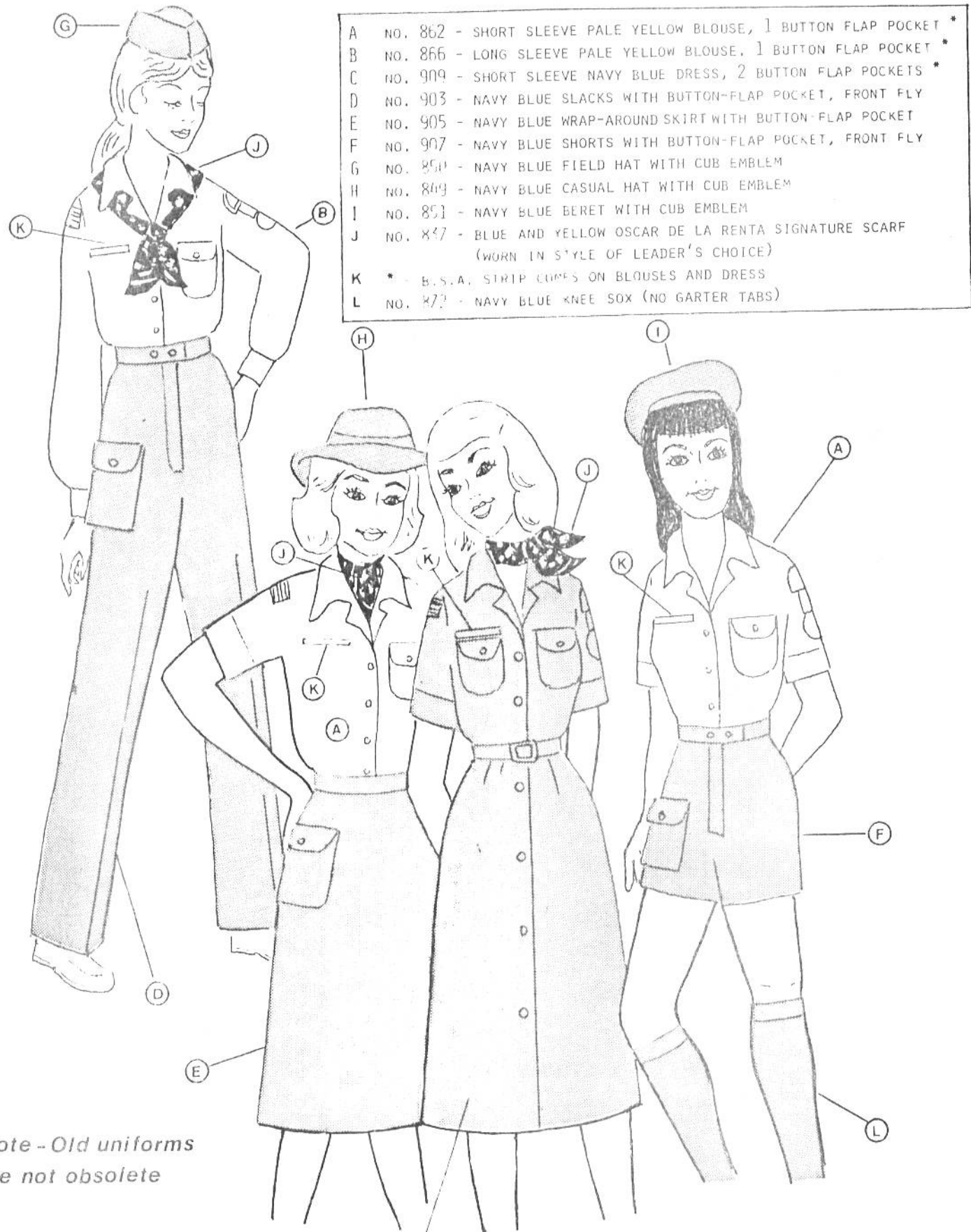
Contest medals and religious emblems are worn immediately above left pocket, with service star above that. Medals for formal wear only.



WEBELOS SCOUT INSIGNIA



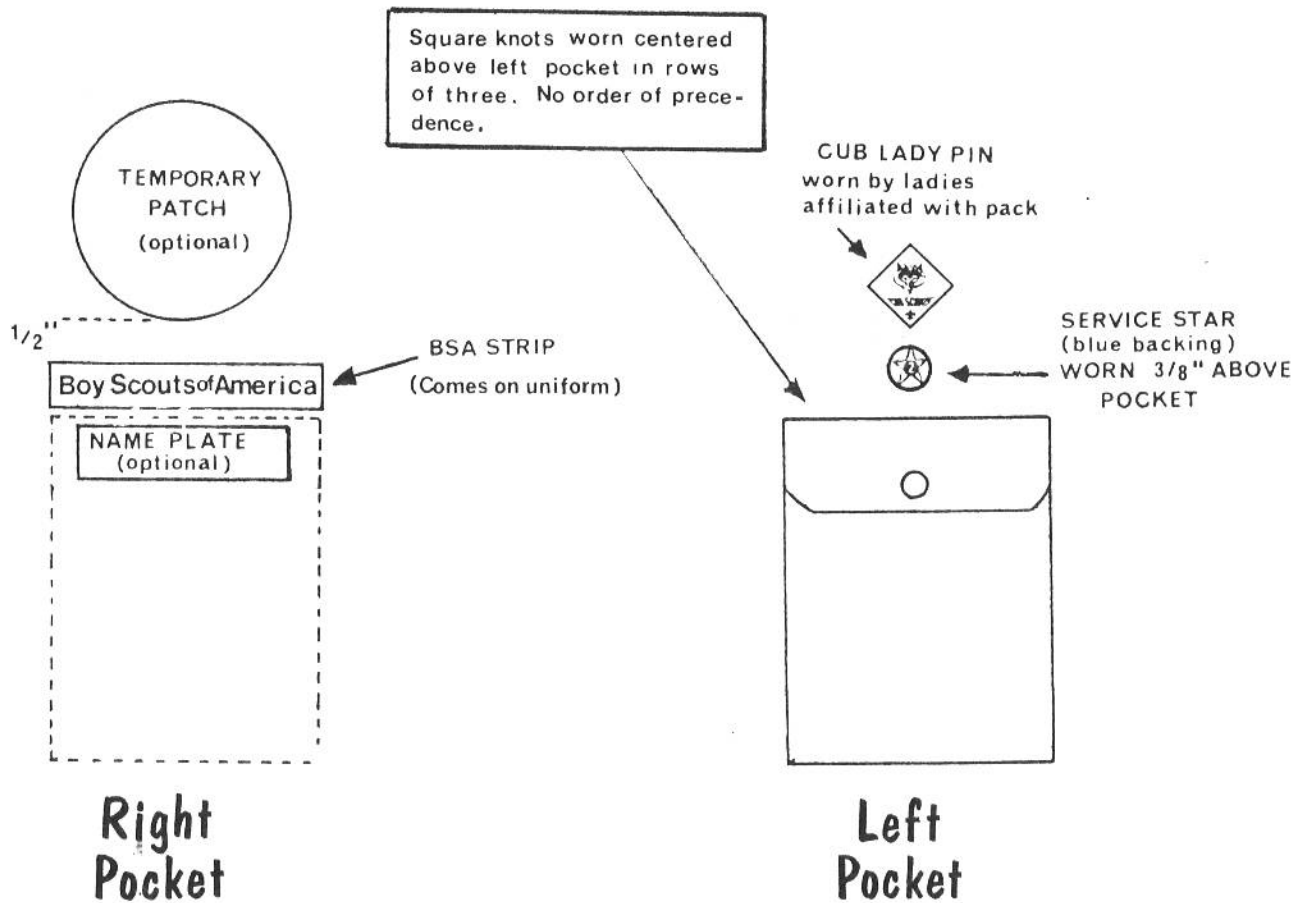
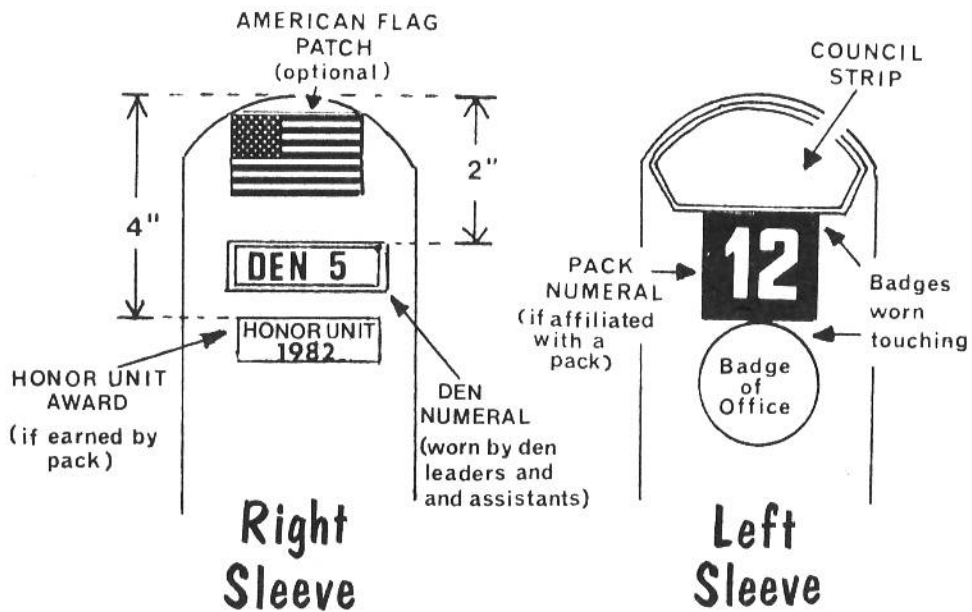
LADY CUB SCOUTER UNIFORM



Note - Old uniforms are not obsolete

Designed by Oscar de la Renta

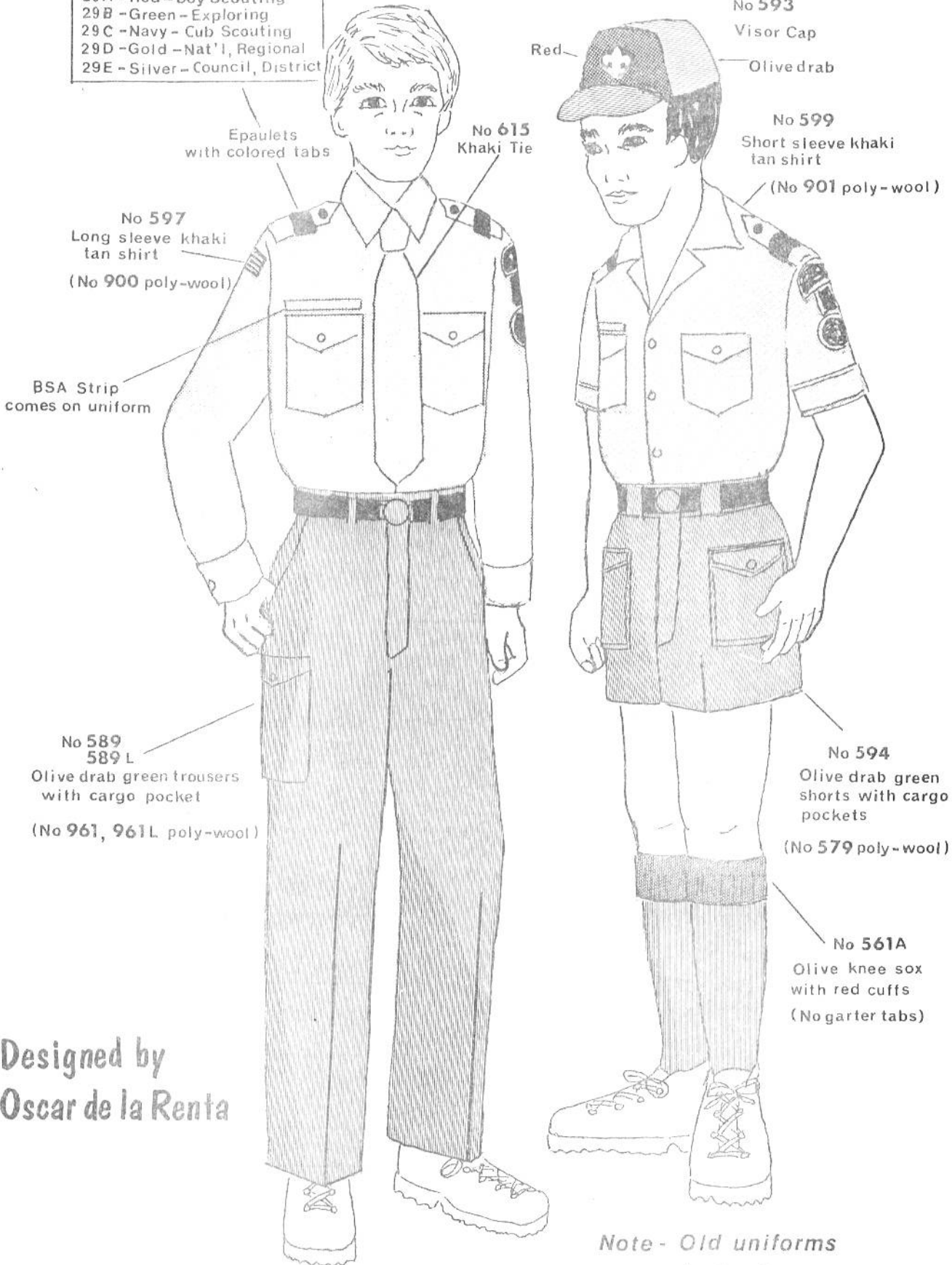
LADY CUB SCOUTER INSIGNIA



1980 MALE CUB SCOUTER UNIFORM

TABS

- 29A -Red- Boy Scouting
- 29B -Green- Exploring
- 29C -Navy- Cub Scouting
- 29D -Gold -Nat'l, Regional
- 29E -Silver- Council, District



No 593
Visor Cap

Red- Olive drab

No 599
Short sleeve khaki
tan shirt

(No 901 poly-wool)

No 597
Long sleeve khaki
tan shirt
(No 900 poly-wool)

BSA Strip
comes on uniform

No 615
Khaki Tie

Epaulets
with colored tabs

No 589
589 L
Olive drab green trousers
with cargo pocket
(No 961, 961L poly-wool)

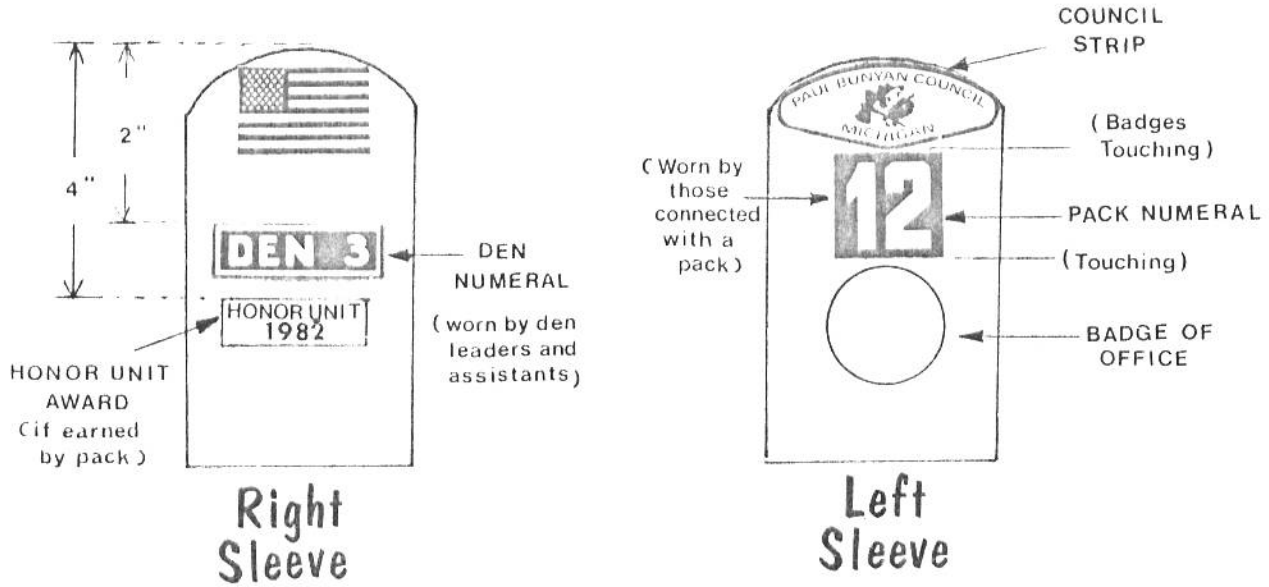
No 594
Olive drab green
shorts with cargo
pockets
(No 579 poly-wool)

No 561A
Olive knee sox
with red cuffs
(No garter tabs)

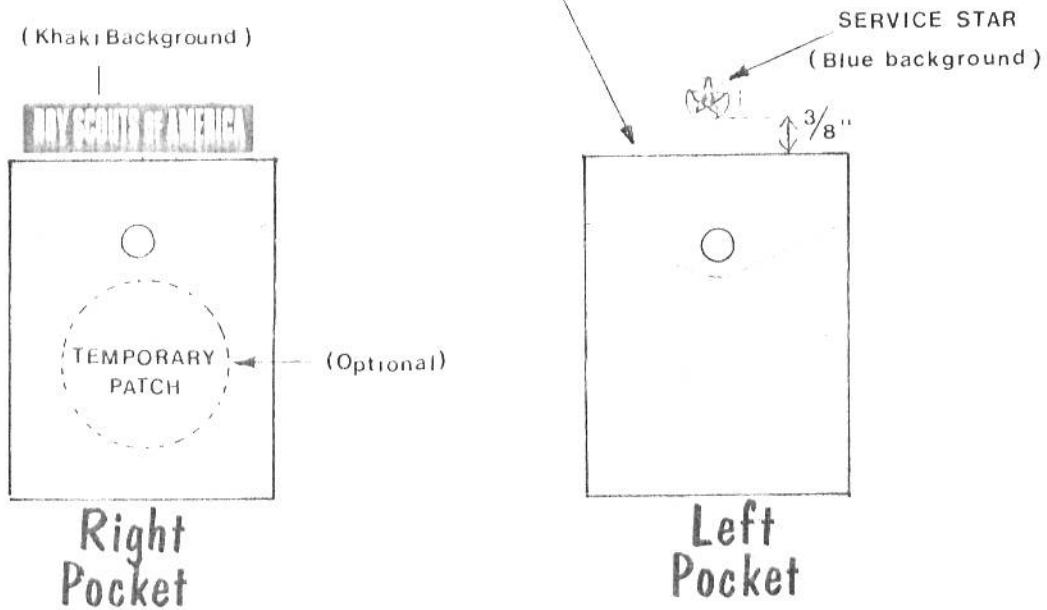
Designed by
Oscar de la Renta

Note - Old uniforms
are not obsolete

MALE CUB SCOUTER INSIGNIA



Square knots worn centered above left pocket in rows of three. No order of precedence.



UNIFORMING

The Boy Scouts of America has always been a uniformed body. Its uniforms help to create a sense of belonging to the largest organization of this type in the world. Uniforms symbolize character development, citizenship training, and personal fitness. Wearing a uniform gives youth and adult members a feeling of:

Personal Equality - It represents a democratic idea of equality, bringing racial, economic, religious, national, ethnic, political, and geographical differences in the Scouting tradition. The uniform with the insignia shows the wearer's activity, responsibility, and achievement.

Identification - It identifies youth and adults as members of the Boy Scouts of America, visible as a force for good in the community.

Achievement - What each youth or adult member has accomplished with program opportunities can be recognized by the badges and insignia worn on the uniform.

Personal Commitment - It is a constant reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purpose of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.

Pride - A Cub Scout does not become uniform conscious overnight. Leaders and parents must recognize the importance of wearing the uniform correctly and set a good example which will influence the boys. All leaders should promote the wearing of the correct, complete uniform on all Scouting occasions.

UNIFORM POLICY

The official uniforms are intended primarily for use in connection with the activities of the Scouting movement. The uniforms shall not be used:

- When soliciting funds or engaging in any commercial enterprise. This does not forbid B.S.A. members from participating in uniform, in local council-approved money-earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout-o-rama tickets, but may not be worn to sell candy or light bulbs as a pack money-raising project.)
- When engaging in a distinctly political endeavor.
- When appearing professionally in any entertainment medium without the specific authority of the executive board.



UNIFORMING (continued)

ADULT FIELD UNIFORM

The field uniform should be worn when the focus of the program is directed at young people. This would include Scouting shows, camporees, unit events, camp, unit meetings, roundtables, leader training, commissioner functions and similar events or activities. The field uniform for men and women in Cub Scouting is described on pages A-34 and A-36. The field uniform for men and women not in Cub Scouting is the khaki uniform or Explorer uniform.

ADULT DRESS UNIFORM

The dress uniform is worn when the volunteer or professional is involved with non-uniformed Scouters, such as district committee, council executive board and council committees, or with non-Scouter groups such as service clubs, P.T.A.s or at formal Scouting functions such as annual dinners, annual meetings, etc.

Frequent wearing of the proper uniform is encouraged. A good guideline is - "If in question, the answer is, wear it."

WEARING THE NECKERCHIEF

1. Fold the long edge over several flat folds to about 6 inches from the tip of the neckerchief. A tight fold prevents gathering around the neck and is neater than rolling or twirling.
2. Place the neckerchief around the neck of a shirt - either with collar turned under, or with neckerchief worn under collar. (1981 uniform ruling)
3. Draw neckerchief slide over ends and adjust to fit snugly.
4. The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.

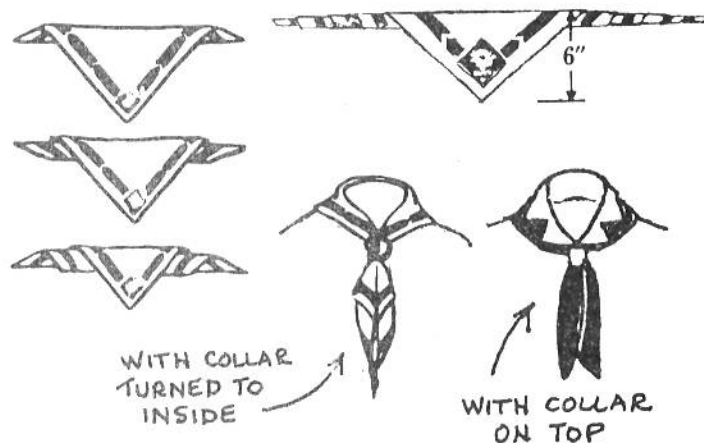
The following neckerchiefs are approved for wear in Cub Scouting:

For Boys

Gold Wolf neckerchief
Light blue Bear neckerchief
Plaid Webelos Scout neckerchief

For Adults

Cub Scout leader neckerchief
(dark blue with gold trim)
Webelos den leader neckerchief
(plaid, similar to boys')
Dark blue Cub Scout Trainers'
Wood Badge training neckerchief
(if earned)
Mauve Wood Badge neckerchief
(if earned)
District or roundtable neckerchiefs
(if approved by council)



Adult neckerchiefs should always be worn with the field uniform - never with the dress uniform.

For more information on uniforming, see "Insignia Control Guide".

UNIFORMING (continued)

SQUARE KNOTS

Embroidered knots, representing medals with pendants and certificate awards earned, are worn on the field uniform centered above the left pocket, in rows of three, with the distinguishing color (not white) to the wearer's right. There is no order of precedence for knots.

Since medals are worn for ceremonial occasions only - such as Blue and Gold banquets, district and council dinners, troop courts of honor, etc., the knots are available for wear at all times.

Silver Beaver - Blue and white knot on khaki

District Award of Merit - Silver overhand knot on dark blue

Scouter's Key - Green and white knot on khaki (CM and commissioners)

Scouter's Training Award - Green knot on khaki

Den Leader's Training Award - Gold knot on blue

Den Leader Coach's Training Award - Blue and gold knot on blue

Arrow of Light Award - Red and green knot on khaki (worn by men who earned award as a boy)

Eagle Award - Red, white, and blue knot on khaki

Religious Award - Purple knot on silver (adults)
Silver knot on purple (boys)

See "Leadership Training" No. 4169 for more information on training awards. See "Insignia Control Guide" for listing of additional square knots.

UNIFORM INSPECTIONS

Dens and packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. A pack uniform inspection is necessary for charter renewal and to earn the Honor Unit Award. The unit commissioner will be glad to assist with the inspection.

The following are available at the council service center:

- No. 70-012 Lady Scouter Uniform Inspection
- 70-275 Cub Scout/Webelos Scout Uniform Inspection
- 70-277 Scouter Uniform Inspection
- 70-567 Uniform Inspection Unit Award (certificate)
- 70-568 Uniform Inspection Award (pocket certificate)



DISTRICT INSIGNIA

Districts are operational arms of the local council. Members are not identified as members of a district, but of the local council and the Boy Scouts of America. For this reason, district insignia is not authorized for wear on the uniform.

Where it is desirable to use district identification, district flags, banners or neckerchiefs may be authorized by the local council.

See "Insignia Control Guide" for information on approved insignia for wear on red jackets.

VOLUNTEER-PROFESSIONAL RELATIONSHIPS

Scouting's special partnership between volunteers and professionals is the core of its success. When the partnership thrives, the movement thrives. If the partnership is not working well, nothing seems to work well.

Scouting is a volunteer movement. Volunteers make the vital decisions. The council executive board and council committees are there to see that each boy is offered a worthwhile Scouting program and that facilities, materials and training are made available for this purpose.

The council employs professional Scouters who serve as advisers and provide guidance to the volunteers making the decisions.

Neither the volunteer or the professional has a monopoly on wisdom, judgment or experience. When the two work together, the combination is almost unbeatable.

Professionals are paid for their work in Scouting, but this is not the significant difference between professionals and volunteers. The main difference is that volunteers are only able to give a portion of their time to Scouting, while professionals give their full time. Both are dedicated to the aims of Scouting and try to live out those aims in their lives and work.

GET TO KNOW YOUR DISTRICT EXECUTIVE!

PACK MEETING PARTICIPATION

	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 - Opening Ceremony
- 2 - Skit
- 3 - Song
- 4 - Game
- 5 - Closing Ceremony

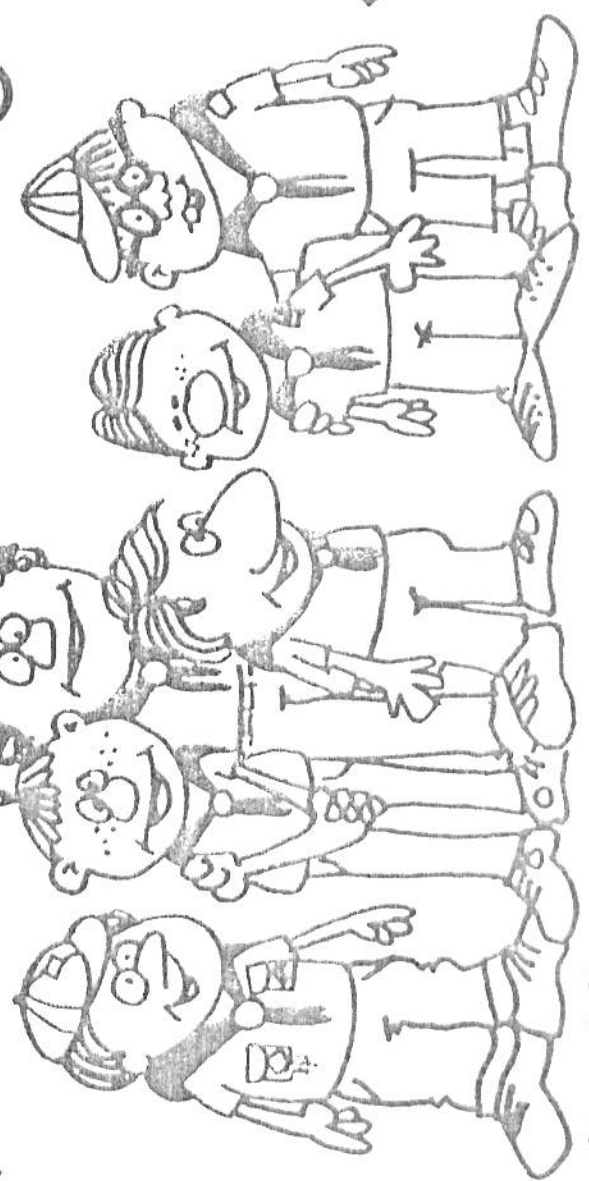
DEN DUTY ROSTER

DEN 2	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE	JULY	AUGUST
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
Ken	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
- 2 - Assistant Denner
- 3 - U.S. Flag
- 4 - Den Flag
- 5 - Song Leader
- 6 - Game Leader
- 7 - Cheer Leader
- 8 - Chow Master

TRANSITION DIPLOMA

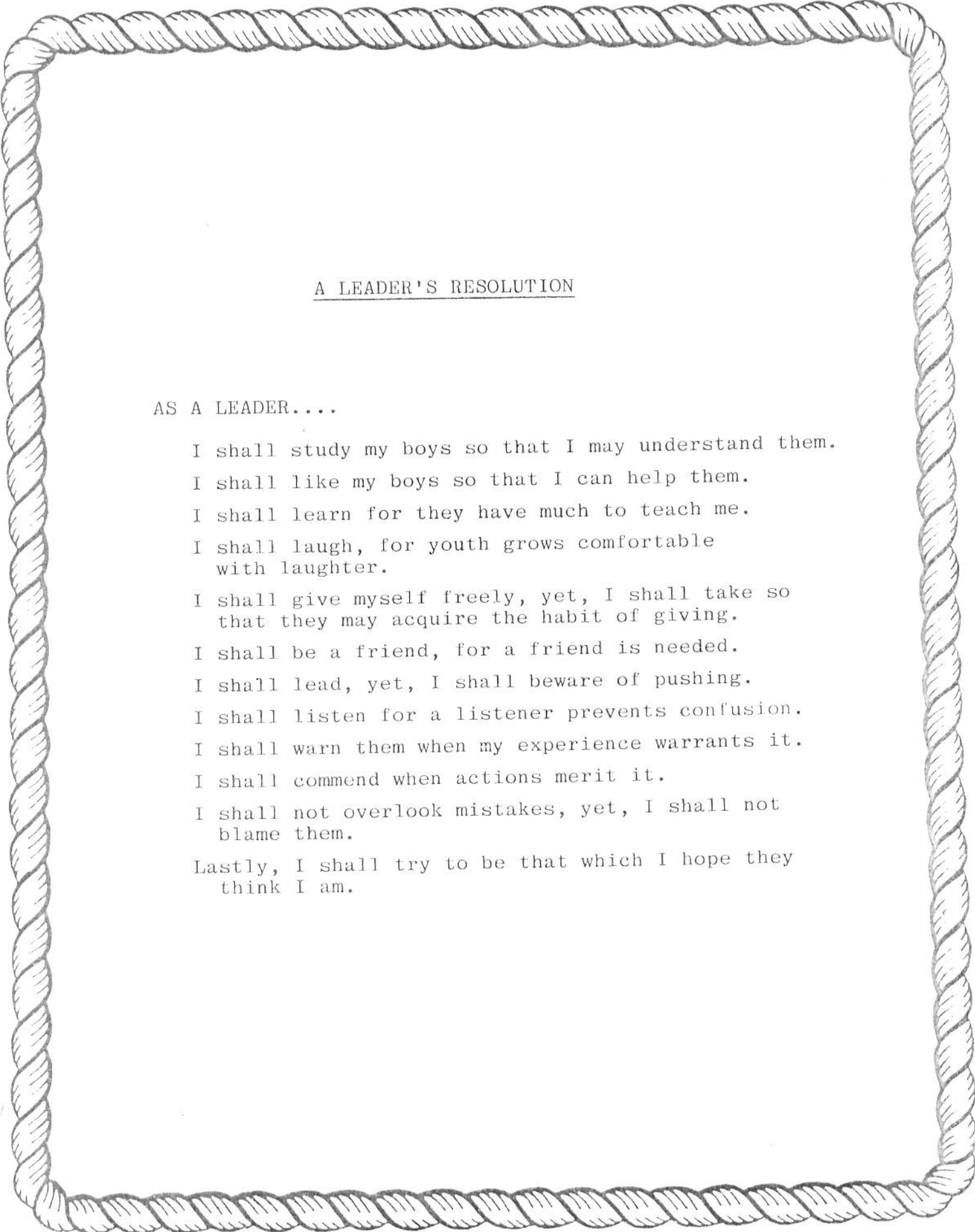
FROM CUB SCOUTS INTO SECOND GRADE SCOUTING



BECAUSE YOU ARE GRADUATING FROM THE SECOND GRADE, YOU CAN NOW JOIN THE CUB SCOUTS. PLEASE COME TO OUR NEXT MEETING WITH YOUR PARENTS AND JOIN OUR SUMMER FUN.

DATE: _____ TIME: _____ PLACE: _____

FOR QUESTIONS, PLEASE CONTACT: _____ PHONE: _____



A LEADER'S RESOLUTION

AS A LEADER....

I shall study my boys so that I may understand them.

I shall like my boys so that I can help them.

I shall learn for they have much to teach me.

I shall laugh, for youth grows comfortable
with laughter.

I shall give myself freely, yet, I shall take so
that they may acquire the habit of giving.

I shall be a friend, for a friend is needed.

I shall lead, yet, I shall beware of pushing.

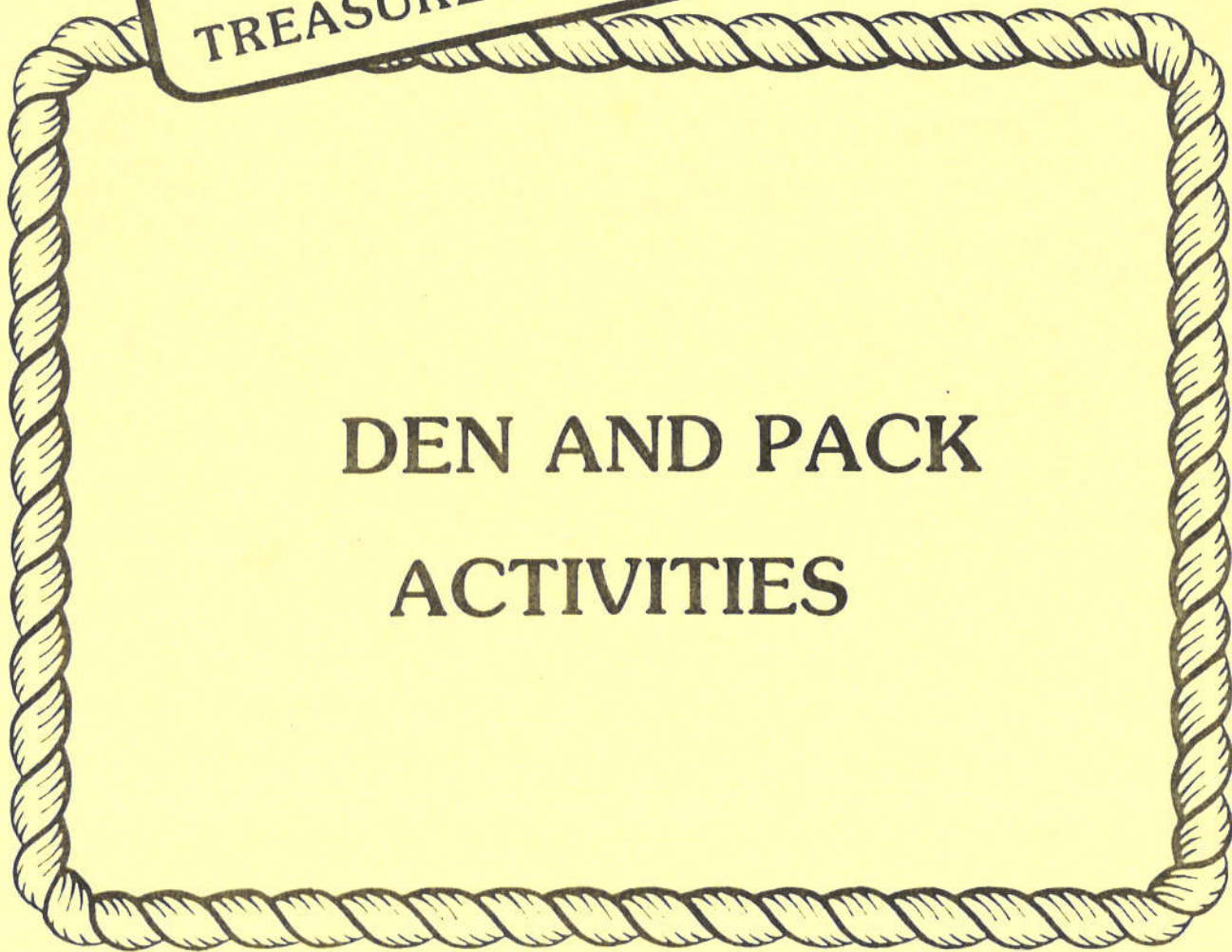
I shall listen for a listener prevents confusion.

I shall warn them when my experience warrants it.

I shall commend when actions merit it.

I shall not overlook mistakes, yet, I shall not
blame them.

Lastly, I shall try to be that which I hope they
think I am.



**DEN AND PACK
ACTIVITIES**

DEN AND PACK ACTIVITIES

A successful activities program depends on all den and pack leaders and families working together. The single most important word for a smoothly-run activities program is **PLANNING**. (See 'Administration' section of this book for details) The quality of the Cub Scout program in the den and pack depends on how well leaders carry out the planning and preparation phase.

Keep these things in mind:

- Cub Scouting is a year-round, 12-month program
- Cub Scouting has enough variables to meet the needs and desires of all boys
- The Cub Scout program is built around a monthly theme for 8 and 9-year old boys. The Webelos den program for 10-year-olds is built around a monthly activity badge.
- The program must be **FUN** for both boys and their families.



THEMES AND HOW THEY WORK

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

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

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

Webelos dens do not use the pack's monthly theme. Instead, their emphasis is on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Cub Scout Circus" and "Showman" ... or "Going Places" and "Traveler".

The aim of the theme idea is to open the door to fun and adventure by providing a different kind of experience for each month of the year. The theme must have a broad appeal for boys. It should give each Cub Scout a chance to express his own interests and use his own abilities. Your themes should steer boys toward new fields, interests and hobbies they might not otherwise discover for themselves.

See 'Administration' section of this book for more information on program planning.

Each year, "Cub Scout Program Helps" suggests 12 monthly themes for Cub Scouts and provides program ideas on those themes. "Boys' Life" magazine also features program ideas each month on the recommended theme and the district roundtable meetings provide program ideas on these same themes.

Packs are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the purposes of Cub Scouting. They are the subjects on which the most program material will be available.

But, the Cub Scout program is flexible, and if another theme better suits your pack, you may wish to make an exception. These things should be kept in mind when selecting a theme:

1. It must have strong appeal for Cub Scout-age boys.
2. It should be a wide subject that provides variety so that each boy can do the things he likes to do.
3. It should instill the deeper, more lasting values of Cub Scouting.

In planning, den and pack leaders break the theme down into one or more activities or projects for the weekly den meetings. These will vary from den to den. These guidelines should be followed when selecting activities on the theme:

- Each activity should have a definite objective in harmony with the aims and policies of Cub Scouting.
- Each activity should contribute toward the development and maintenance of proper family relations.
- Each activity should be simple, within the capacity and interest of both Cub Scouts and their families.

LOOK WHAT'S COMING

<u>MONTH</u>	<u>CUB SCOUT THEME</u>	<u>WEBELOS ACTIVITY BADGE</u>
<u>1981</u>		
DECEMBER	"Do Your Best"	Craftsman
<u>1982</u>		
JANUARY	"Adventures to Good Health"	Athlete
FEBRUARY	"Blue & Gold Tradition"	Artist
MARCH	"Advance in Rank"	Engineer
APRIL	"Going Places" (Pinewood Derby)	Traveler
MAY	"Things That Grow"	Forestry
JUNE	"The World Tomorrow" (Space Derby)	Aquanaut
JULY	"Backyard Adventure"	Outdoorsman
AUGUST	"Cub Scout Fair"	Naturalist
SEPTEMBER	"Indian Chiefs"	Geologist
OCTOBER	"Communications"	Scholar
NOVEMBER	"Pioneers"	Craftsman
DECEMBER	"Cub Scout Spirit"	Citizen
<u>1983</u>		
JANUARY	"Shape Up"	Athlete
FEBRUARY	"Scouting Around the World"	Artist
MARCH	"Energy"	Scientist/Engineer
APRIL	"Show Biz"	Showman
MAY	"Treasures Beneath the Sea"	Aquanaut
JUNE	"Fun on Wheels"	Naturalist
JULY	"Stars and Stripes"	Sportsman
AUGUST	"Family Fun"	Traveler
SEPTEMBER	"Mr. Fix It"	Craftsman
OCTOBER	"Goblins and Ghosts"	Artist
NOVEMBER	"Bright Ideas"	Engineer
DECEMBER	"Giving Gifts"	Citizen

DEN AND PACK TRIPS

Den and pack trips are a welcome change from the routine of den and pack meetings during the school year and are good summer activities which teach the boys something about their community and how it is run. (See "Cubmaster's Packbook" and "Cub Scout Activities" for suggestions of trips)

Adult family members should be called upon to provide assistance, supervision and transportation for den and pack trips. They will be a big help and will enjoy the experience.

Certain rules must be followed when taking trips, such as filing tour permits, and providing safe transportation and supervision. (See 'Permissions for Protection' in 'Administration' section of this book. Also see "Cubmaster's Packbook" for policy on tour permits)

Good planning contributes to fun-filled and worthwhile den and pack trips. Both boys and leaders should be properly prepared. These guidelines should be followed:

1. File Local Tour Permit Application with the council office 2 weeks prior to any pack trip of less than 250 miles to provide clearance. Webelos dens should file tour permits for Webelos dad-and-son overnight camps.
2. Short in-town den trips during den meeting hours do not require tour permits, however, it is recommended that permission slips be obtained. (See 'Permissions for Protection' in 'Administration' section of this book) Den families should be informed any time the den is away from the regular den meeting place. Leaders will need to know who to contact in case of emergency. File a Local Tour Permit for longer den trips.

3. Secure adequate, responsible and safe transportation. Use passenger cars or station wagons. Transporting passengers in trucks is not permitted. Drivers of motor vehicles must be licensed, at least 21 years of age, and be adequately insured. (See 'Local Tour Permit Application') Ask families to help provide transportation.

4. Cub Scouts and leaders should be in proper uniform.

5. Good behavior is important so that other Scout groups will be welcome later.

6. Provide plenty of adult supervision. Enlist the help of adult family members.

7. Consider distance. How much travel time is involved?

8. Make arrangements in advance with the place you plan to visit. Be on time.

9. Tell the boys in advance the highlights of what they can expect to see and do.

10. Coach the boys so they are attentive, courteous and observe all necessary rules.

11. Establish the buddy system before starting the trip. Explain that boys remain together at all times.

12. Locate restrooms immediately upon your arrival.

13. Decide on rendezvous points, gathering times, and plans for eating.

14. Know where emergency care can be obtained.

15. Know how many boys are with you.

16. Upon your return, have the boys write a thank-you to your hosts.

PLACES TO VISIT IN OKLAHOMA

IF YOU ARE INTERESTED IN MOUNTAINS, VISIT:

- Kiamichi and Winding Stair Mountains in southeast Oklahoma.
- Arbuckle Mountains at Turner Falls, near Ardmore.
- Wichita Mountains near Lawton.
- Glass Mountains in Major County, west of Enid.
- Quartz Mountains in Jackson County, near Altus.

IF YOU ARE INTERESTED IN NATIONAL AND STATE PARKS, VISIT:

- Platt National Park in Sulphur
- Beaver's Bend State Park and Game Preserve near Broken Bow.
- Wichita National Forest near Lawton.
- Lake Murray State Park, south of Ardmore.
- Cookson Hills in Sequoyah County.
- Black Mesa State Park, northwestern panhandle, near Kenton.
- Boiling Springs State Park, Woodward.
- Alabaster Caverns State Park and Bat Caves, near Freedom.
- Quartz Mountain State Park, north of Altus.
- Roman Nose State Park, near Watonga.
- Devil's Den Park, north of Tishomingo.
- Lake Texoma State Park, between Madill and Durant.
- Osage Hills State Park, northeast of Pawhuska.
- Sequoyah State Park, Fort Gibson Reservoir, between Wagoner and Tahlequah.
- Greenleaf State Park, southeast of Muskogee.
- Lake Tenkiller State Park, near Gore.
- Robber's Cave State Park, near Wilburton.
- Lake Wister State Park, near Poteau.
- Ouachita National Forest, between Heavener and Talihina.

IF YOU ARE INTERESTED IN OLD RANCHES, VISIT:

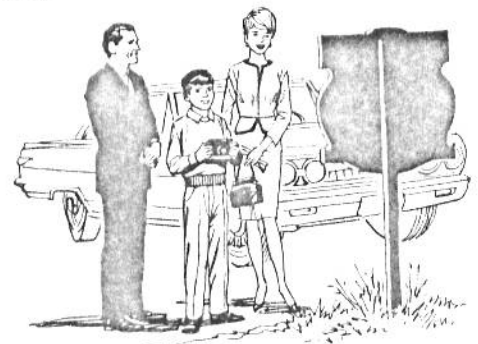
- Will Rogers' birthplace and ranch near Oologah.
- Woolaroc, Frank Phillips' ranch near Bartlesville.
- Mulhall Ranch, near Guthrie.

IF YOU ARE INTERESTED IN OLD HISTORICAL TOWNS, VISIT:

- Salina, to see salt springs and Chouteau's Post site.
- Park Hill, to see the Murrell home and Cherokee cemetery.
- Tahlequah, to see Council House and buildings that were part of the Cherokee Female Seminary and museum in the new library on campus.
- Okmulgee, to see Creek Council house and museum.
- Pawhuska, to see Osage agency and old town.
- Sallisaw, to see Sequoyah's cabin.
- Tuskahoma, to see old Choctaw capital.
- Tishomingo, to see old Chickasaw capital.
- Wewoka, to see old Seminole capital.
- Guthrie, to see first state capital.

IF YOU ARE INTERESTED IN MOUNDS, VISIT:

- Claremore burial mound near Claremore.
- Spiro mounds in LeFlore County.



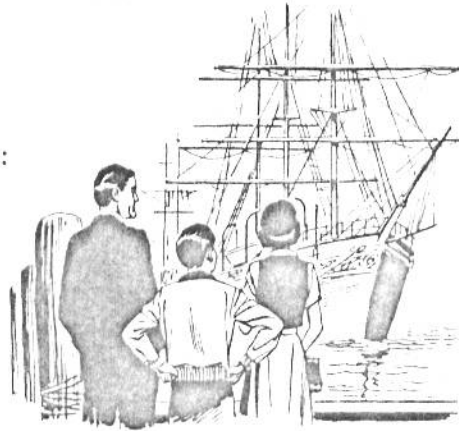
PLACES TO VISIT IN OKLAHOMA (continued)

IF YOU ARE INTERESTED IN FORTS, VISIT:

- Fort Gibson to see stockade, stone fort and boat landing.
- Fort Towson ruins near Hugo.
- Fort Coffee in LeFlore County.
- Fort Washita, now a large fish hatchery near Durant.
- Fort Sill, still in use, near Lawton.
- Fort Reno, still in use, near El Reno.
- Fort Spunky, near Catoosa.

IF YOU ARE INTERESTED IN INDIAN SCHOOLS, VISIT:

- Bacone Indian College at Muskogee.
- Seneca Indian School at Wyandotte.
- Pawnee Indian School at Pawnee.
- Sequoyah Indian School at Tahlequah.
- Riverside Indian School at Anadarko.
- Fort Sill Indian School at Lawton.



OTHER INTERESTING SPOTS IN OKLAHOMA:

- Salt Plains, near Cherokee.
- Basket-maker's cave near Kenton (3500 years old)
- Alabaster Caverns, near Alva (20-30 rooms, 185' underground)
- Statue of Pioneer Woman at Ponca City.
- Lead and zinc mines at Picher.
- Union Mission near Salina.
- Dripping Springs, near Siloam Springs.
- State capital and historical buildings in Oklahoma City.
- Dinosaur quarries near Kenton, in Cimarron County.
- Will Rogers' Memorial and Museum, Claremore.
- Oklahoma Art Center, Municipal Auditorium, Oklahoma City.
- University of Oklahoma Museum of Art, Norman.
- Davis Gun Collection, Claremore (world's largest)
- Woolaroc Museum, Bartlesville.
- Kilpatrick Planetarium, Oklahoma City.
- Tsa-La-Gi Indian Village, Tahlequah

SPOTS TO VISIT IN AND NEAR TULSA:

- Creek Council Oak Tree, 18th and Cheyenne.
- Irving Monument, Irving Place, West Easton.
- Owen Park Monument
- Mid-Continent and Texaco Refineries, West Tulsa.
- Frankoma Pottery, Sapulpa
- Kerr Glass Factory, Sapulpa
- Philbrook Art Center
- Gilcrease Museum
- Mohawk Park and Zoo
- Woodward Park and Tulsa Rose Garden
- Poison Control Center, Hillcrest Medical Center
- Tulsa International Airport
- Zebco
- Southwestern Bell Telephone
- Air National Guard, North Mingo Road
- U.S. Post Office
- American Airlines, North Mingo Road
- Ford Motor Company, Tulsa Glass Plant (Webelos only)



HEALTH AND SAFETY

Even though Cub Scout leaders are with the boys during only a fraction of their waking hours, the boys' health and safety should be of primary importance during that time. Leaders should set a good example of staying healthy and following safety rules. They can also have an influence in these ways:

1. Convince the family of the importance of regular medical checkups. A brief talk by a physician at pack meeting or an occasional reminder will be sufficient.
2. Teach the boys new games, contests, and physical tests to help them grow strong and healthy.
3. Teach them the rules of safety around the home, fire safety, water safety, using Cub Scout achievements and electives.
4. Make sure that safety rules are followed at all times during den and pack activities.

MEDICAL PROBLEMS

Leaders should be aware of any complication that can occur in any boy, due to a temporary or permanent medical condition. Be sure you know about any boy who is diabetic or suffers from epilepsy, asthma, or any other ailment which requires any form of regular medication. If boys do have a problem, an informed leader can get help fast.

Leaders are responsible for the health and safety of the boys while in their care. If leaders accept this responsibility seriously, there is rarely any problem. Get to know each boy as an individual and observe his normal behavior problem. It will then be easier to spot any irregularities.

See p. B-36 for Hiking Safety Rules.

See "Bear Cub Scout Book" for bicycle safety rules.

OUTDOOR SAFETY

Certain safety precautions should be taken during outdoor activities.

1. Always have a first aid kit handy. It's also a good idea to have along an adult who is trained in first aid.

2. Adequate leadership and supervision helps prevent accidents.

3. Have a plan for personal or natural emergencies which could occur during an outdoor activity. Know where emergency medical care can be obtained quickly.

4. Avoid such dangers as buildings in disrepair or under construction, high diving, fire hazards, stinging insect nests, poison plants, tools improperly used, too-rough sports or games for age and size of boys. Accidents can be prevented. Think ahead.

5. An adult should always supervise Cub Scouts who are building fires and cooking. If the den is using a ground fire, follow the rules found in 'Outdoorsman Activity Badge' in 'Webelos' section of this book.

SWIMMING SAFETY

Swimming is a fine, all-round body builder and makes a good den or pack activity. It goes without saying that you must be very safety-conscious any time your den or pack is holding an event around the water. Probably some of the boys are nonswimmers, and it is likely that some who think of themselves as swimmers can't swim very far.

To ensure safe swimming, whether with the family, den, or pack, the B.S.A. has developed a Safe Swim Defense Plan. This will prepare you for any emergency and make it unlikely that accidents will happen. Follow this plan whenever an activity includes swimming.

SERVICE PROJECTS

Service, best exemplified by the Good Turn has long been a tradition in Scouting. Good citizenship is best taught by service in action.

To get the most Cub Scouting has to offer, boys should have opportunities to take part in den and pack service projects. This is one of the best ways to show boys that helping other people is not only beneficial to others, but is fun and rewarding for themselves, as well.



Some suggestions are:

- Spring clean up. Adopt a person with a handicap or an elderly person in the neighborhood. Mow the yard, wash windows and screens, run errands. This could be a year-round project including snow clearing, leaf raking,
- Paint and clean-up project at building and grounds of chartered organization. Paint oil drums or heavy fiber drums with metal lids and use as litter containers.
- Adopt a stream. Clean debris and litter from a section of a nearby stream. Or adopt a park. Clean it up; paint benches, make minor repairs, plant shrubbery, etc.
- Take part in a community tree-planting project. Plant trees or shrubs for erosion control or for beautification.
- Start a pack tradition by having an annual tree-planting event by Webelos Scouts to celebrate their 10th birthday.
- Keep neighborhood fire hydrants clear of snow. Shovel snow from driveway of chartered organization or a friend in the neighborhood.
- Collect paper, glass or aluminum for recycling. Explain to boys that recycling of old waste saves energy because it usually takes less energy to recycle than to use raw materials.
- Have a leaf-raking party. Rake leaves for the chartered organization or at the home of a friend in the neighborhood. Rake into one big pile, roll and jump in them, and then put them in plastic bags or on a compost pile.



Service projects related to conservation will help Cub Scouts and Webelos Scouts complete many advancement requirements in Wolf, Bear and Webelos activity badges.

See "Citizenship Through Service" for many more ideas for den and pack service projects.

DECEMBER 1981

CUB SCOUT THEME: DO YOUR BEST

WEBELOS ACTIVITY BADGE: CRAFTSMAN



IMPORTANT CALENDAR DATES

20-28 Hanukkah "Happy Hanukkah"
25 Christmas "Merry Christmas"

Remember to attend your district roundtable

See "Smoke Signals" for additional dates



IDEAS FOR DEN ACTIVITIES

- Make gifts for the handicapped.
- Adopt a shut-in; run errands and visit.
- Make Christmas or Hanukkah decorations.
- Make tray favors or bookmarks for nursing home or hospital.
- See tree lighting at Utica Square.
- Make games or puzzles for a day-care center.
- Visit Santa's House.
- Den families go caroling.
- Go ice skating.
- Make gifts for the family.
- Have a den gift exchange.
- Shovel snow for a neighbor.

Also see 'Craftsman Activity Badge' in 'Webelos' Section of this book.

IDEAS FOR PACK ACTIVITIES

- Go caroling at a nursing home.
- Decorate pack meeting place with holiday decorations. Have families bring an ornament for the tree.
- Have an old-fashioned cookie swap at pack meeting.
- Have a money-raising project to collect money for the World Friendship Fund.
- Collect and repair toys for 'Toys for Tots' project.
- Collect articles for Good Will or Salvation Army.
- Collect canned goods or clothing for the underprivileged.
- Collect books and magazines for nursing home or hospital.
- Have adult dressed as Santa present awards at pack meeting. Awards could be gift-wrapped.



JANUARY 1982

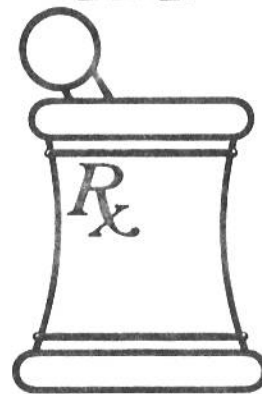
CUB SCOUT THEME: ADVENTURES TO GOOD HEALTH WEBELOS ACTIVITY BADGE: ATHLETE

IMPORTANT CALENDAR DATES

1 New Year's Day "Happy New Year"

Remember to attend your district roundtable

See "Smoke Signals" for additional dates



IDEAS FOR DEN ACTIVITIES

- Discuss dental health (See "Cub Scout Program Helps")
- Read stories on health (See p. B-22)
- Make diet charts. (See "Cub Scout Program Helps")
- Invite a dentist or doctor to den meeting to talk about staying healthy.
- Talk about proper nutrition. (See "Cub Scout Program Helps")
- Make posters of junk food from magazine cut-outs for display at pack meeting.
- Make and set out bird feeders.
- Attend a hockey game.
- Visit a fitness center or gym.
- Bake and eat cupcakes.
- Visit a local health care facility.
- Make posters on dental health (See "Cub Scout Program Helps")

Also see 'Athlete Activity Badge' in 'Webelos' section of this book

IDEAS FOR PACK ACTIVITIES

- Contact the American Red Cross to see how your pack can help with blood donor campaign (such as posters, promotion, etc.)
- Visit the Poison Control Center at Hillcrest Medical Center.
- Invite a karate expert or gymnast to give a demonstration and talk about staying healthy.
- Have a dental health poster contest with prizes. (See "Cub Scout Program Helps")
- Give special recognition to the adults in the pack whose professions are related to health care services.
- Invite a doctor to speak briefly to the pack about the importance of staying healthy.



IMPORTANT CALENDAR DATES

- 2 Groundhog Day
- 6-7 Scout Sabbath and Sunday
- 7-13 Scouting Anniversary Week
- 12 Lincoln's Birthday
- 13 Council Annual Recognition Dinner
- 14 St. Valentine's Day
- 15 Washington's Birthday
- 22 Baden Powell's Birthday
- 24 Ash Wednesday
- 28 First Sunday in Lent

Remember to attend your district roundtable

See "Smoke Signals" for additional dates



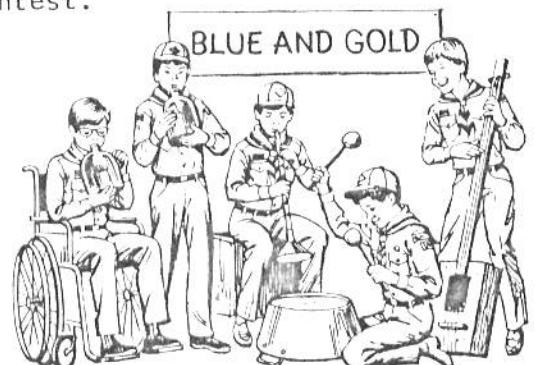
IDEAS FOR DEN ACTIVITIES

- Make banquet invitations and decorations. (See 'Blue & Gold' section of this book)
- Do a good turn for a neighbor.
- Visit the Scout Service Center.
- Write a letter to a pen pal Scout in another country.
- Adopt a den 'grandma' or 'grandpa' and invite to banquet.
- Wear uniforms to school during Scouting Anniversary week.
- Invite a new family to attend the banquet.
- Attend church or synagogue together on Scout Sabbath or Sunday.
- Take your den doodle and wall advancement chart to the banquet.

Also see 'Artist Activity Badge' in 'Webelos' section of this book.

IDEAS FOR PACK ACTIVITIES

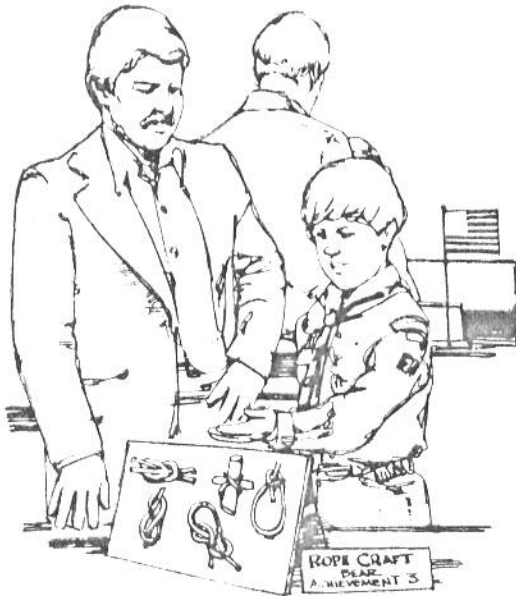
- Hold a Blue & Gold banquet.
- Do a pack Good Turn for chartered organization.
- Recruit new families. Invite them to banquet.
- Celebrate Scouting Anniversary Week (See "Cub Scout Program Helps" for ideas)
- Host a birthday party for underprivileged or hospitalized children.
- Hold a pack open house. Invite friends, members of chartered organization, neighbors.
- Have a father-son cake decorating contest.



MARCH 1982

CUB SCOUT THEME: ADVANCE IN RANK

WEBELOS ACTIVITY BADGE: ENGINEER



IMPORTANT CALENDAR DATES

- 17 St. Patrick's Day
- 20 Council Scout-o-rama

Remember to select your pack's nominee for National Cub Scout Youth Representative.

Remember to attend your district roundtable

See "Smoke Signals" for additional dates

IDEAS FOR DEN ACTIVITIES

- Make a den doodle
- Have a marble tournament
- Make neckerchief slides
- Prepare for Scout-o-rama
- Invite den families to an advancement show-and-tell evening.
- Make den stools
- Make trophy skins
- Learn to tie basic knots and make knot boards.
- Plan and conduct a den family party (Wolf Elective 9)

Also see 'Engineer Activity Badge' in 'Webelos' section of this book

IDEAS FOR PACK ACTIVITIES

- Make a pack advancement ladder.
- Have an elective show-and-do at pack meeting with each den responsible for an exhibit or demonstration.
- Take part in council Scout-o-rama.
- Have a joint pack/troop activity.
- Attend a troop court of honor.
- Have a pack kite derby (See "Cub Scout Activities" and p. B-25).



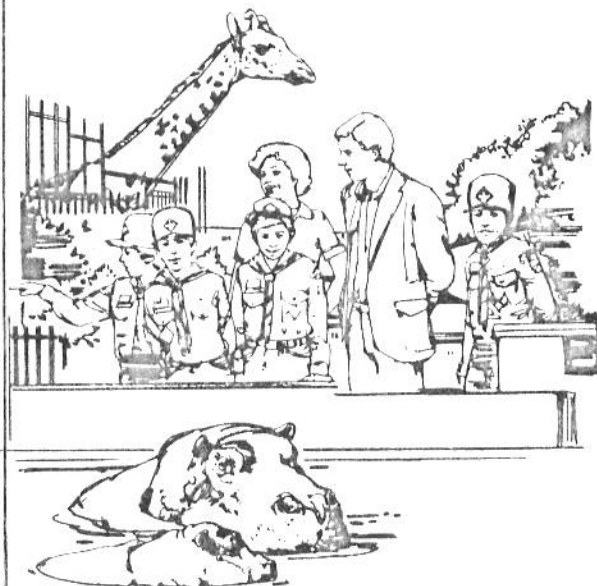
IMPORTANT CALENDAR DATES

- 1 April Fool's Day
- 4 Palm Sunday
- 7-9 Passover begins
- 9 Good Friday
- 11 Easter
- 13-15 Passover ends
- 18 Easter (O.)
- 22 Oklahoma Day
- 24 Scouting Environment Day

District Cub Scout Youth Representative selection.

Remember to attend your district roundtable

See "Smoke Signals" for additional dates



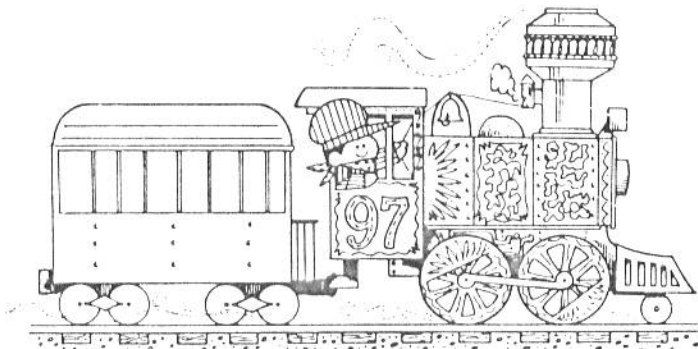
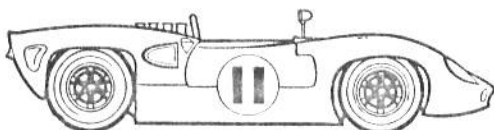
IDEAS FOR DEN ACTIVITIES

- Visit a historic spot. (Bear Achievement 6) Make a photo display for pack meeting.
- Collect travel posters and magazine pictures for display at pack meeting.
- Make a map jigsaw puzzle.
- Learn how to read road maps.
- Ride on a city bus.
- Visit the airport.
- Earn the Woolaroc Walk patch. (p. B-54)
- Earn the Zoo Trail patch. (p. B-54)
- Earn the World Conservation Award. (p. B-55)
- Take a bus trip to the state capitol.
- Make road sign neckerchief slides.
- Each boy researches a place he'd like to visit and makes a poster or display for pack meeting.

Also see 'Traveler Activity Badge' in 'Webelos' section of this book.

IDEAS FOR PACK ACTIVITIES

- Have a pack pinewood derby.
- Have a Cubmobile derby.
- Take a trip to a historic spot or a state park.
- Perform a conservation project on Scouting Environment Day.



IMPORTANT CALENDAR DATES

1	May Day
9	Mother's Day
20-22	National Council Meeting Atlanta, Georgia
31	Memorial Day

Hold your pack bicycle rodeo and inspection
Council Cub Scout Youth Representative selection

Remember to attend your district roundtable

See "Smoke Signals" for additional dates



IDEAS FOR DEN ACTIVITIES

- Make insect cages and go on a bug hunt.
- Take a nature hike.
- Make a den nature museum.
- Do plant experiments (See "Cub Scout Program Helps")
- Make cigar box gardens (See "Cub Scout Program Helps")
- Learn and follow the Outdoor Code.
- Make terrariums.
- Make leaf prints.
- Make plaster casts of animal tracks.
- Grow seeds.
- Make bird houses or bird feeders.
- Make gardening gloves for mom. (See "Cub Scout Program Helps")

See 'Forester Activity Badge' in 'Webelos' section of this book.

IDEAS FOR PACK ACTIVITIES

- Have a nature treasure hunt (See "Cub Scout Activities")
- Plant a tree
- Plant a flower bed or window box.
- Have a pack bicycle rodeo.
- Have a pack bicycle safety inspection.
- Adopt a park, lake or roadside rest and keep it litter free.
- Sign up boys for Cub Scout Day Camp.



IMPORTANT CALENDAR DATES

7-11	Cub Scout Day Camp
14	Flag Day
15	B.S.A. Charter Day
14-18	Cub Scout Day Camp
20	Father's Day
21-28	Cub Scout Day Camp
28-2	Cub Scout Day Camp

Remember to attend your district roundtable

See "Smoke Signals" for additional dates



IDEAS FOR DEN ACTIVITIES

- Make posters, drawings, or models of futuristic scenes for display at pack meeting.
- Make space costumes and plan skit for pack meeting.
- Make balloon rockets (See 'Crafts' section of this book)
- Make a robot
- Visit Rockwell International or McDonnell Douglas.
- Make catapult gliders or helicopters (See "Cub Scout Program Helps")
- Do space experiments in "Cub Scout Program Helps"
- Make a space station or space city model.

Also see 'Aquanaut Activity Badge' in 'Webelos' section of this book.

IDEAS FOR PACK ACTIVITIES

- Have a father-son fishing derby.
- Hold a pack space derby. (See "Cub Scout Activities" and B-37)
- Have a pack picnic with outer-space midway (See p. B-40) or play space games in "Cub Scout Program Helps"
- Visit the planetarium in Oklahoma City.
- Have a pack contest and award prizes for futuristic drawings, posters, models, costumes, etc.





IMPORTANT CALENDAR DATES

4 Independence Day

Remember to attend your district roundtable

See "Smoke Signals" for additional dates

IDEAS FOR DEN ACTIVITIES

- Build a tree house
- Have a night meeting in backyard to look at the stars.
- Make fire starters.
- Make buddy burners.
- Host a games challenge day for another den.
- Collect spider webs. (See "Cub Scout Program Helps")
- Have a backyard cookout or campout.
- Play backyard miniature golf.
- Go birdwatching.
- Play croquet.
- Make tin-can ice cream.
- Make a bird bath. (See "Cub Scout Program Helps")
- Make a backyard obstacle course.

Also see 'Outdoorsman Activity Badge' in 'Webelos' section of this book.

IDEAS FOR PACK ACTIVITIES

- Have a pack swim party
- Have a pack picnic with a pack of handicapped Cub Scouts.
- Have an ice-cream social.
- Conduct 'Project Save Akela' (See "Cub Scout Program Helps")
- Have a pack watermelon feed with seed-spitting contest.





IMPORTANT CALENDAR DATES

21 Council Train-the-Trainer Conference

Dens practice physical fitness events

Remember to attend your district roundtable

See "Smoke Signals" for additional dates

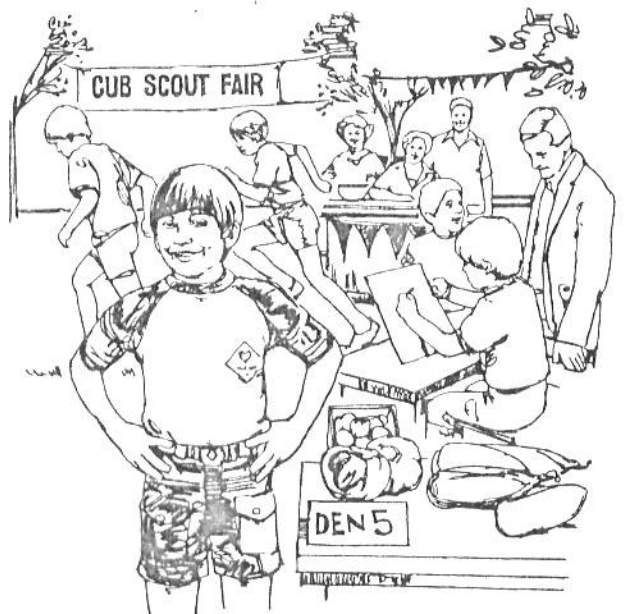
IDEAS FOR DEN ACTIVITIES

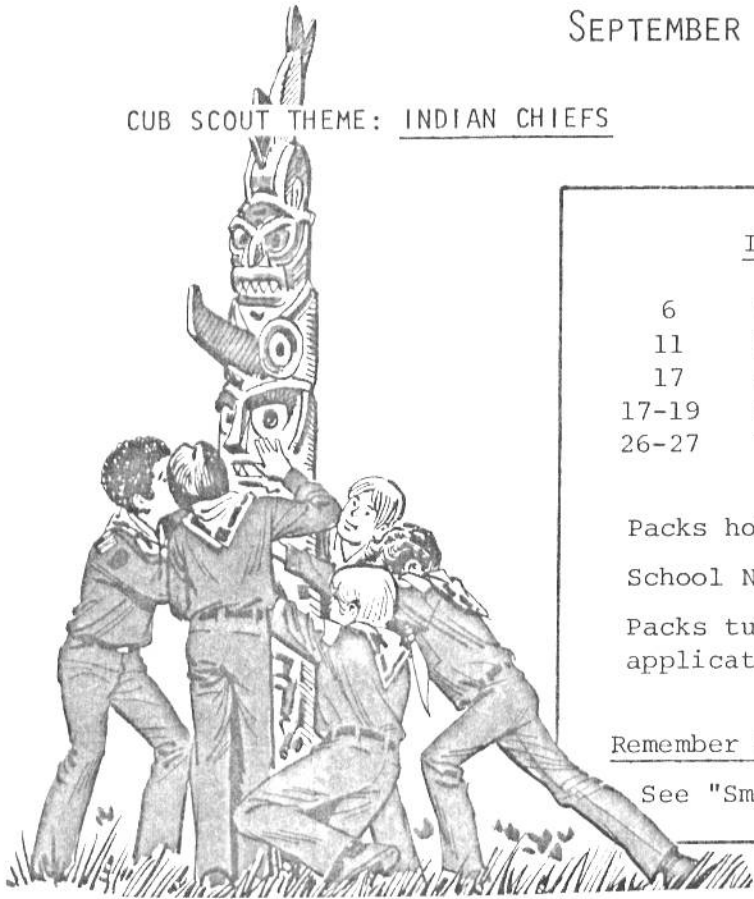
- Make a peep show for pack's Cub Scout fair.
- Make a fish pond for fair.
- Do a neighborhood good turn
- Make tin-can patio lanterns (See "Cub Scout Program Helps")
- Have a 'Back to School' party.
- Work on collections to display at pack fair.
- Make displays of photos or souvenirs from family vacations for pack fair.
- Invite a prospective Cub Scout and his family to attend pack fair.

Also see 'Naturalist Activity Badge' in 'Webelos' section of this book

IDEAS FOR PACK ACTIVITIES

- Have a pack Cub Scout Fair. Decorate with pennants, balloons, etc.
- Make prizes for pack fair.
- Make photo boards for fair. (See "Cub Scout Program Helps")
- Invite new families to pack fair.
- Hold annual pack program planning conference.
- Invite troop to take part in pack fair.
- Present advancement awards and badges attached to 'blue ribbons'. Have a 'judge' make the presentations.





IMPORTANT CALENDAR DATES

- 6 Labor Day
- 11 Den Mother Recognition Luncheon
- 17 Citizenship Day
- 17-19 Rosh Hashanah
- 26-27 Yom Kippur

Packs hold physical fitness competitions

School Night for Cub Scouting programs

Packs turn in Nat'l Summertime Pack Award applications

Remember to attend your district roundtable

See "Smoke Signals" for additional dates

IDEAS FOR DEN ACTIVITIES

- Weave belts (See 'Crafts' section)
- Learn Indian dances and songs.
- Make a tepee.
- Learn Indian sign language.
- Visit Gilcrease Museum and see Indian art.
- Invite a new den leader to see your den in action.
- Visit the Creek Council Oak Tree.
- Make Indian totems, rattles, shields, tom-toms.
- Make Indian costumes (See 'Skits and Costumes' section)
- Visit an Indian shop.
- Have a den family party. Use Indian decorations.
- Visit Tsa La Gi Indian Village in Tahlequah.

Also see 'Geologist Activity Badge' in 'Webelos' section of this book

IDEAS FOR PACK ACTIVITIES

- Hold pack physical fitness competition.
- Register leaders now for November council pow wow.
- Present Nat'l Summertime Award pins to boys at pack meeting.
- Invite Indian dancing troop or O.A. members to perform at pack meeting.
- Wear Indian costumes to pack meeting.
- Cubmaster, dressed as Akela, presents advancement awards and inducts new families.





IMPORTANT CALENDAR DATES

- 2 Scouting Energy Day
- 11 Columbus Day
- 24 Council Cub Scout Physical Fitness Competition
- 31 Halloween

Remember to attend your district roundtable

See "Smoke Signals" for additional dates

IDEAS FOR DEN ACTIVITIES

- Visit a radio or TV station, newspaper office or telephone company.
- Make flashing light signalers or tin can telephones.
- Make a model of Telstar (See 'Crafts' section)
- Plant spring bulbs.
- Do a neighborhood Good Turn.
- Write messages in code. Learn new codes.
- Produce a den newspaper with each boy writing a story.
- Make trick-or-treat bags.
- Have a Halloween party.
- Go on a scavenger hunt.
- Visit a pumpkin patch.

Also see 'Scholar Activity Badge' in 'Webelos' section of this book.

IDEAS FOR PACK ACTIVITIES

- At pack meeting, comment in den newspapers and present a Pulitzer Prize to the den with the best. (This could be a tin can trophy)
- Start a pack newspaper.
- Collect newspapers for recycling.
- Do a good turn for the chartered organization.
- Invite someone with a CB radio to talk briefly at pack meeting about how they help in emergency situations.





IMPORTANT CALENDAR DATES

- 2 Election Day
- 4 Will Rogers' Day
- 4 Council Cub Scout Leaders' Pow Wow
- 11 Veterans' Day
- 25 Thanksgiving

Remember to attend your district roundtable
See "Smoke Signals" for additional dates

IDEAS FOR DEN ACTIVITIES

- Make butter churns (See 'Crafts')
- Dip candles. (See 'Crafts')
- Make and pull old-fashioned taffy
- Make a divining rod or fork (See 'Crafts' section)
- Go to a football game
- Make Thanksgiving tray favors for children's hospital.
- Prepare a display of family pictures, showing early pioneers.
- Make homemade soap.
- Make pioneer costumes.
- Hike to collect fall leaves.
- Make popcorn balls.
- Visit a museum.

Also see 'Craftsman Activity Badge' in 'Webelos' section of this book

IDEAS FOR PACK ACTIVITIES

- Dress in pioneer costumes for pack meeting.
- Have a pack wiener roast and hay-ride.
- Have a pack campfire and song fest.
- Have a Homestead Trail at pack meeting. (See p. B-52)
- Have a pack Harvest Festival in a barn with corn-shelling contest and dunk for apples.
- Collect clothing and canned goods for the underprivileged.
- Have a 'Gold Rush' pack meeting. (See p. B-51)
- Leaders attend council pow wow.



STORYTELLING

Storytelling is a good way for the den leader to introduce the theme for the next month. Depending on the theme, this could be done with a true story from nature or an incident from the life of a famous person, a myth, or an Indian legend. The Cub Scout Promise, Law of the Pack, Cub Scout Motto and Good Turn can all be explained and illustrated by stories.

A story can set the scene for a special meeting or trip. It can meet a special need such as helping solve a behavior problem, allowing you to get the point across without actually pointing out any particular boy or incident. One of the best reasons for telling stories is because they are fun and boys enjoy them. They are sometimes just the right thing to change the pace of a meeting from noisy to quiet, or to put a finishing touch on a pack campfire.

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

1. Choose a story that appeals to you and is suitable for the occasion.
2. Read the story carefully for plot. Try to put yourself in the situation so you can really feel it. Make notes of characters, places, and situations that are important or interesting. You may want to use these notes when telling the story.
3. Review the main points again as you 'live' the story in your mind.
4. Decide on a catchy line for a beginning. "Did you know the first Akela was a wolf?"
5. You may wish to practice the story in front of your family, or record it on a tape recorder to see how it sounds before you tell it to the boys.

6. Decide exactly when and how to end your story. Don't make it too long.
7. Before you begin telling the story, be sure the boys are comfortable and haven't been sitting for too long a time.
8. Use your catchy line to create interest.
9. Let the plot unfold as if it were jewels sewn into a carpet that you are unrolling at their feet.
10. Live your story. Don't be afraid to grrroooooowwwilll, to speak in a whiny voice or to use hand gestures to emphasize a point.
11. Follow the outline you have made. If you do wander from the point, don't get nervous. Just pause and back-track until you find your place again. Then proceed.
12. Speak clearly, naturally. Use simple language that the boys will understand.
13. Make use of suspense by pausing at a dramatic point, but not long enough to let minds wander.
14. When you're finished, stop talking. This will be the time the boys want to talk, and you'll need to listen, particularly if you're trying to get across a message.

There are many different places to obtain material for storytelling. A few are: Local library, personal experience, magazines, "Boys' Life" and "Scouting" magazine ... and your imagination!

See 'Adventures To Good Health' stories on following pages.

ADVENTURES TO GOOD HEALTH STORIES

THE FIRE INSIDE

If our body is to grow and stay healthy, it has to have certain foods. The taste buds in our mouth enjoy ice cream, chicken and cake. But our body needs what is inside these delicious foods. It would like the protein, fat, sugar and starch which these foods carry.

When someone eats a piece of cake with thick chocolate frosting, his body is glad to get it. It picks out the sugar and starch which it needs. Our body uses them by burning our food. This doesn't mean there is a flame like a campfire. But there is heat which burns up our sugars and starches. That is why our body has a temperature and is always giving off heat.

It works a little like a campfire. A fire has to have fuel or something to make it burn. In this case, it is parts of food. A fire must also have oxygen which comes in the air. If a stove has no oxygen, it won't burn.

Both the oxygen and the foods make their way into our blood system. They travel throughout our body and make the energy we need.

It's important to keep our food intake balanced. If we don't eat enough fruits and vegetables or eat too much cake, excellent bodies may begin to do strange things. There used to be a lot of scurvy in America. People who did not eat enough fruits and vegetables became sick. They would get large red spots on their skin and their gums might become swollen and sometimes bleed. Now parents and schools use more of these foods and our health has greatly improved.

Another disease which used to be common is rickets. When children did not get enough Vitamin D they would often have

soft bones. If a child has rickets his bones are bent rather than straight. Today this disease is rare because vitamin D has been added to milk. If we eat well-balanced meals, most of us get good supplies of the necessary vitamins.

Eating well is one of the reasons people in America live longer than they used to. People born in 1910 were expected to live to be 48. People born today are expected to live to be 80.

A wise person is careful what he eats. We all like some 'fun' foods, but too much can be harmful. To enjoy life at its best we need to keep our body as healthy as we can. The bodies God gave us run well if they have the right fuel. Let's remind ourselves not to stuff it with too much 'junk food'.

TOUGH TEETH

When we become adults, most of us will have 32 permanent teeth. However, for one reason or another, a lot of people don't. Four teeth, called wisdom teeth, usually wait until we are in our twenties before they decide to join the bunch. One person out of every ten is born without a few adult buds, so he won't have 32 teeth. And, of course, some people let their teeth decay with cavities and they don't end up with as many as they should.

Teeth are very well made and should last us all our lives. Teeth are the hardest materials in our bodies. The enamel which covers them is very strong; however, it doesn't grow back. Bones are excellent at repairing themselves with a little help from the doctor, but when teeth are decayed,

(continued)

chipped or removed, they need to be filled or replaced.

The biggest enemy to the enamel on teeth is the tiny bacteria which is often left from food. The bacteria eats away at the enamel unless we remove it by brushing regularly.

Underneath the enamel is a large section called dentin. If decay is allowed to get through the enamel into this dentin, pain may be the result. Dentin is like ivory and makes up the biggest part of a tooth. Inside the dentin is the dental pulp which contains nerves and blood vessels. If tooth decay is allowed to go as deeply as the pulp area, the person may be in for difficult and painful times.

Practically everyone has trouble with tooth decay sometime during his life. But when we take good care of our teeth, there is less chance of decay.

Two of our side front teeth got their name in a strange way. They are called eyeteeth. People used to believe these teeth had such large roots that they went all the way up into the eyes. They were afraid to get them pulled because they thought they would go blind.

Dentists tell us one thing people fail to do is exercise their teeth. With all the soft, easy-to-eat foods that are available, we need practice chewing foods such as apples, celery, and the like.

WHY WE GET THIRSTY

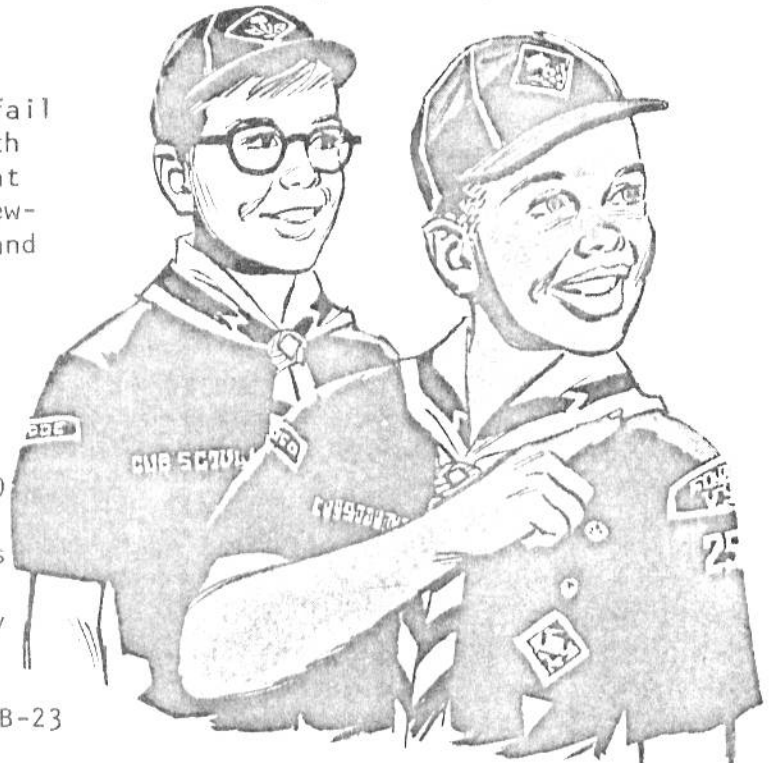
Many adults are carrying around 100 pounds of water. We can't see it, but that is how much water there is in our bodies. If a child weighs 80 pounds, 50 of those are probably liquid.

Water fills every part of our body, even our teeth. Without it, none of us could live. That is why all people are always in need of water.

Most people drink 1 1/2 quarts of liquid every day. This may include milk, juice, tea, or other liquids. We take in another quart from what we eat. There is liquid in mashed potatoes, green beans and peaches. All together we take in 1/2 gallon of water every day.

Water is more important to us than food. Pretend someone would lie completely still and drink nothing. It is possible to go 8-12 days without water. However, healthy active people need their daily supply. When we play on a hot summer day our bodies lose water rapidly and we need more to drink.

When we are thirsty, our mouth and throat usually get dry and sometimes we even feel weak. Our body calls for water when our blood needs it. When blood lacks water it begins to get thick and slow. This is when the blood sends a message to the brain and asks for water. That is when we get thirsty.



ADVENTURES TO GOOD HEALTH STORIES (continued)

After we drink some water, our body tells us when to stop. We don't know for sure where this message comes from, but if we don't listen to this signal, we may get sick from drinking too much.

After we eat peanuts or other salty foods, we notice we are getting thirsty. The human body has a careful mixture of salt and water. If we have too much salt, we need to add more water.

The same is true if we sweat too much. The water carries salt from our system. That's why many athletes take salt pills to keep their body salt and water in balance.

People are now able to work in the hot deserts because they have learned to take care of their bodies. They use large amounts of water and salt as well as shade.

THERE'S NO ONE LIKE ME

Every person is different. Of all the billions and billions of people who have lived, no two have been the same. Even if they are identical twins, it is possible to tell them apart.

No two people can write exactly alike. If we try to copy someone else, our handwriting may look like his, but it is different.

The same thing is true of fingerprints. The tiny lines on the ends of our fingers are different from anyone else's. The F.B.I. has over 100 million sets of fingerprints and no two look alike. The Chinese used to sign their names by using their fingerprints. They simply put their thumb or finger in ink and pressed it on the letter or paper. They knew only one person had that print.

Usually when a baby is born, a print is made of its foot, and sometimes of its hand. The lines on the sole of the foot are like no one else's.

Our speech has a special mark to it. Even though we may have the same parents, live in the same home, and eat the same food, our voice will sound different. So different that even the best pretender will find it hard to say a word the same way we do. A famous scientist claims you cannot say a word twice the same way. Maybe we can't hear the difference, but it is there. If you said 'Cub Scouting' fifteen times, or said it all day long, it would change slightly each time.

Not only do we look and sound different, no one else even smells like us. Sometimes when a person is lost, bloodhound dogs are used to help find them. They first sniff the lost person's clothing and then look for someone who smells the same way. They will not track down the wrong person because no one else smells like that. If the lost person is dead, the hounds will have trouble finding him, because our bodies stop giving off the scent when we die.

All of this makes each one of us very special. In a crowd or even in our den, there is no one just like you. You can never be a number or just another boy. You fill up a place in this world which no one else will ever fill. We should thank God for caring enough to make each one of us different and special.

For additional stories of this type, see "My Magnificent Machine" by William Coleman.

KITE DERBY

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

There may be several classifications of kites: Box, tailless, those with tails, etc.

ENTRANCE REQUIREMENTS

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

PRE-FLIGHT JUDGING

Prizes could be awarded for:

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

JUDGING WHILE IN FLIGHT

Prizes could be awarded for:

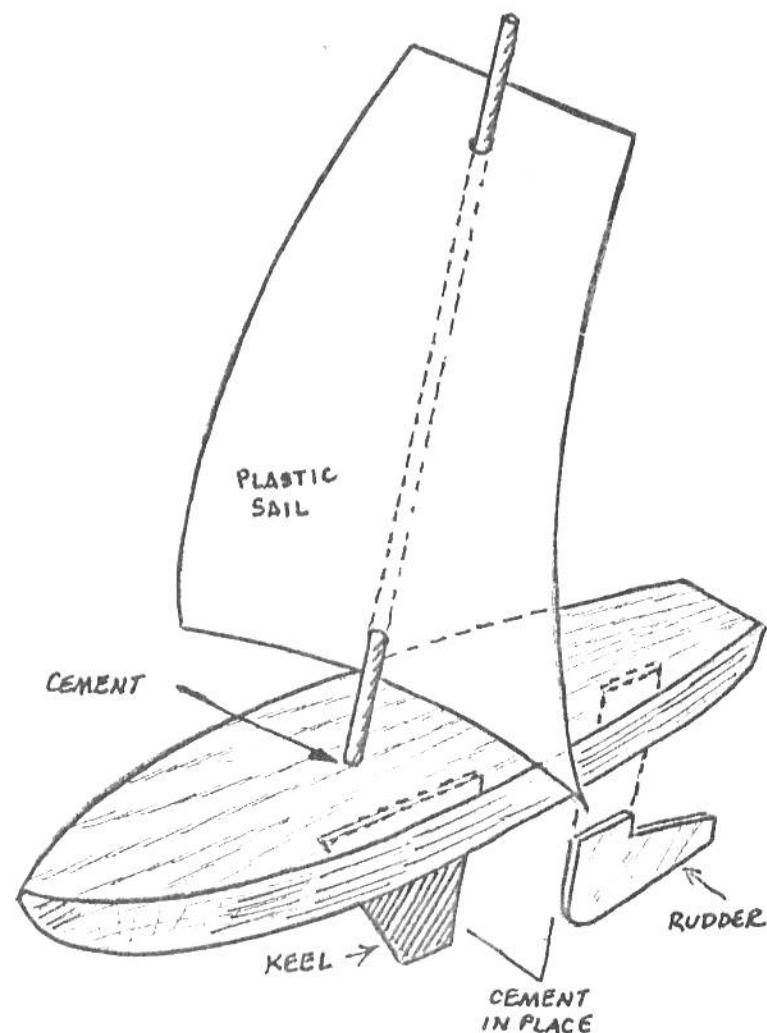
- First kite in the air.
- Highest after 5 minutes.
- Highest after 15 minutes
- Most stable flying.
- Most graceful in air.
- Fastest climbing.
- Best sportsmanship (boy)
- Most persistent flyer (boy)



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

See "Cub Scout Activities" for more information on Kite Derby. See Wolf Elective 6 for Kite-Flying Safety Rules.

RAINGUTTER REGATTA



MATERIALS FOR DOUBLE RACEWAY (Shown on p. B-27)

- 2 10-ft. lengths of 5" diameter half round gutter
- 4 end caps for gutter and rivets or bolts to attach end caps
- 2 trough supports (1"x4"x36") cut so gutter will fit snug
- 2 end braces (1"x4"x23")
- 2 diagonal braces (1"x2"x72")
- 4 legs (2"x2"x34")
- 1½ #10 flat-head wood screws for all fastenings.

This makes a simple frame that will support two 10' lengths of rain gutter filled with 8 gallons of water. The frame is designed so that it can be easily assembled and disassembled.

BOAT SPECIFICATIONS

- Hull - No longer than 7" nor shorter than 6 1/2"
- Mast - 6 1/2" from deck to top
- Keel - Supplied in kit - no alterations.
- Rudder - Supplied in kit - no alterations.
- Sail - No larger than material supplied in kit.

BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed above. First use a medium-grade sandpaper, then finish off with a very fine grade paper.
2. Give model two coats of sanding sealer which can be obtained at a craft or hobby store.
3. Mast can be tapered by chucking either in a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.
4. Give entire model two coats of colored lacquer in desired color and design.
5. Add official number at top of sail.

RESOURCES

The following are available at your local Scout distributor:

- 1697 Regatta Kit (1)
- 1698 Regatta 8-Pack Kit
- 7711 Regatta Ribbons (10)
- 5121 Gold Regatta Medal
- 5122 Silver Regatta Medal
- 5123 Bronze Regatta Medal
- 5740 1st Place Trophy
- 5741 2nd Place Trophy
- 5742 3rd Place Trophy

RAINGUTTER REGATTA (continued)

RACING COURSE

Course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm, can be used for racing the boats.

If racing on a calm day or indoors, an electric fan will keep the boats moving.

The most commonly used course is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. (See illustration) Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

See "Cub Scout Activities" for more information about rain gutter regatta.

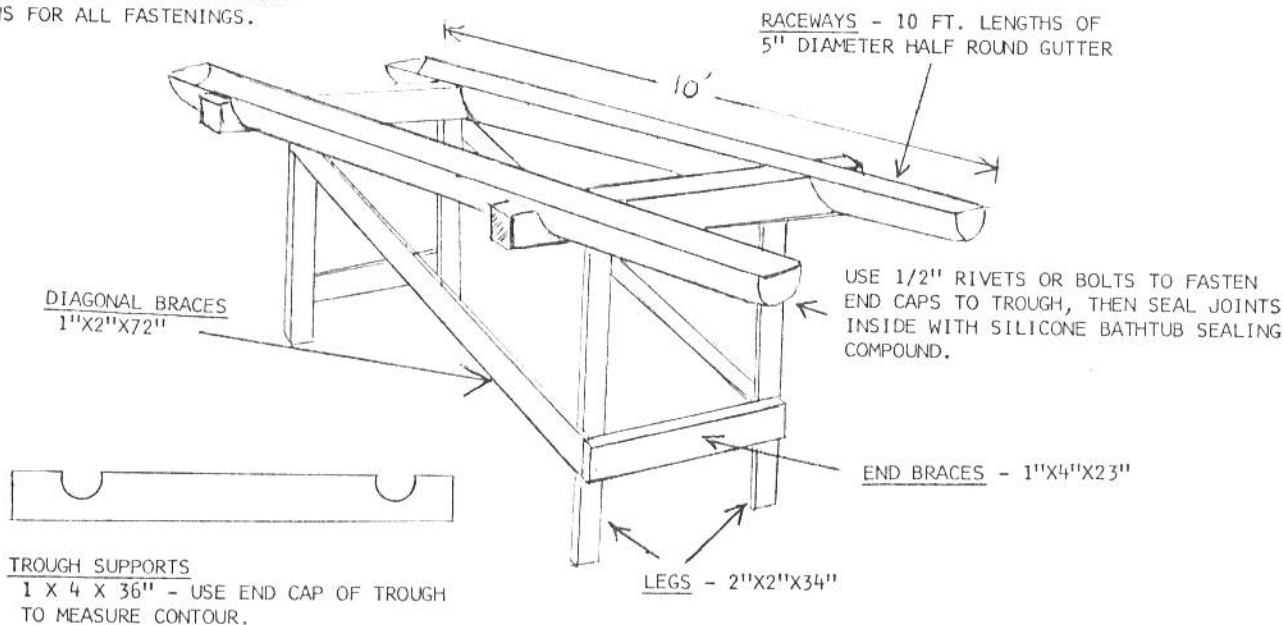
RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boats' stern touching the end of the rain gutter. The starter stands at the opposite end with his hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner.

All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winner. Winners of first heats will compete against each other in second heat, and third, etc., until a final winner is determined.

On courses other than the raingutter regatta, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing will be allowed. The boat crossing the finish line first is the winner of that heat. If two or more boats should run afoul, there is no contest. The race is re-run.

USE 1 1/2" #10 FLAT HEAD WOOD SCREWS FOR ALL FASTENINGS.



CUBMOBILE DERBY

Planning for a pack or district Cubmobile Derby should begin several months before the race date. Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place, and registration fee (if any).

It is best for each den to make a car, and it is recommended that no more than 8 boys race the same car. Any boy racing his den's car should have contributed to the building of the Cubmobile.

THE TRACK

One of the best locations in south Tulsa is the parking area at the south edge of the Warren Professional Building. This must be cleared with the building authority, but it does not need clearance from the City of Tulsa.

If a city street is used, it is necessary to get permission from the city, county, or park authority, depending where the race is located. The track must be a smooth surfaced hill which is neither too long nor too steep. The lanes should be marked with chalk.

Crossing over from one lane to another will happen, especially with inexperienced drivers, but boys should be instructed to stay within their own lanes. Judges should observe entire race for any fouls. If a driver is fouled, he will be able to have a re-run, if desired.

RACING PROCEDURE

Since several boys race the same car and compete against recorded time, Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. Accurate time-keeping is a must.

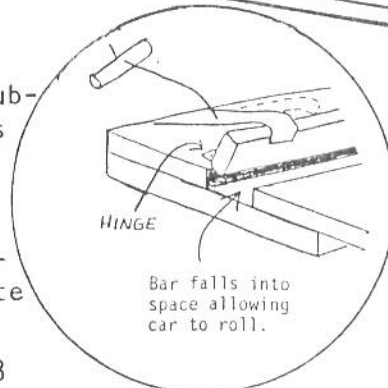
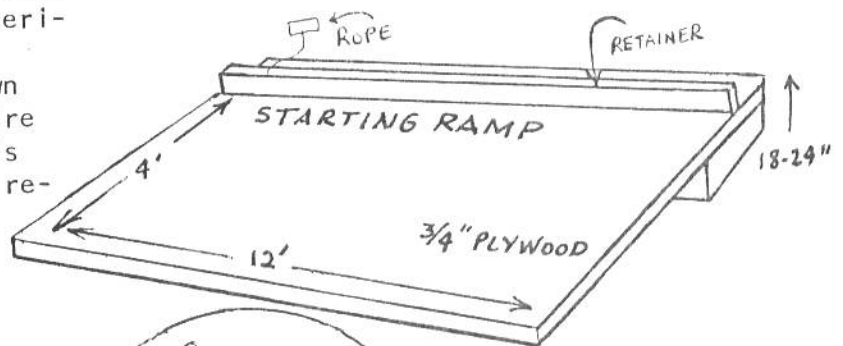
THE STARTING

The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the back side with cement blocks to get more speed at the start. Cubmobiles start from a stand still and by gravitational force run down the ramp and down the slope to the finish line. No pushing or pumping with feet is permitted. All drivers must wear protective headgear during the race and seat belts must be fastened. Have a first aid kit handy.

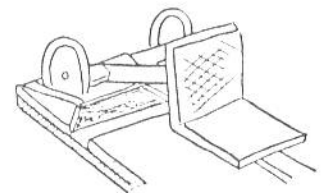
PRIZES

Each boy participating should receive some type of recognition. Ribbons and trophies are available. Prizes are awarded according to the official time, not on the basis of who finishes first in each race. Trophies can be awarded for craftsmanship and best speed over all.

See "Cub Scout Activities" for information on planning, registration, inspection, and track operation.

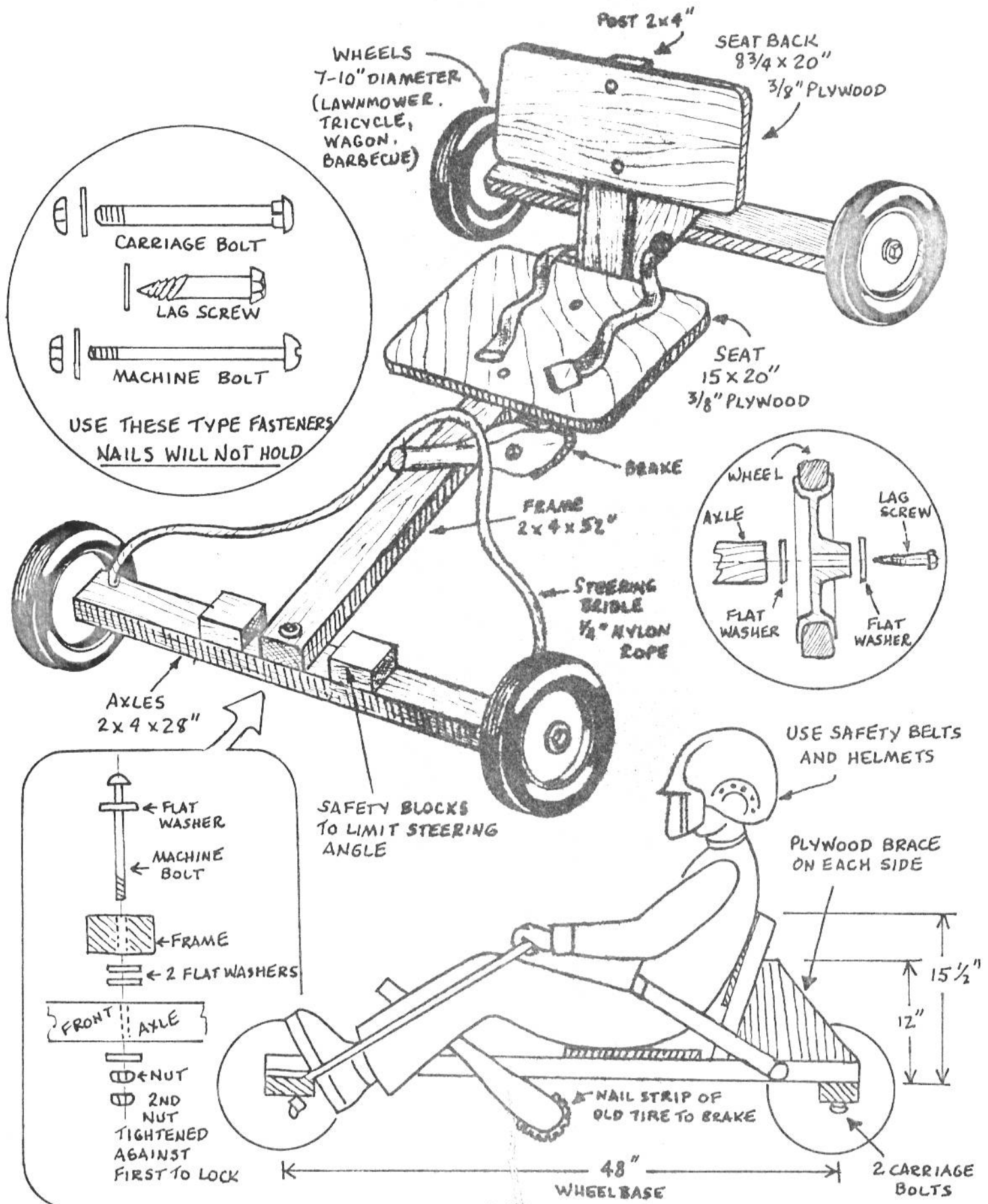


Bar falls into space allowing car to roll.



Back wheels are held by bar until released.

CUBMOBILE DERBY



PINEWOOD DERBY

The pinewood derby is a colorful and thrilling pack activity in which all boys participate. It is one of Cub Scouting's most popular dad-and-son projects that offers in miniature all the fun and excitement of a big auto race.

SAMPLE PINEWOOD DERBY RULES

1. All cars must pass inspection to qualify for the race.
2. Each heat will be announced. Drivers will report to starting line and place their cars on the track. Others must remain behind barrier.
3. The starter will make sure cars are on the track properly and then start the race.
4. Starter and drivers will report to finish line to record results.
5. The car whose nose is first over the finish line is winner. Place spotters will pick 1st, 2nd, 3rd and 4th places.
6. If a car leaves the track, runs out of its lane, interferes with another car, or loses an axle, etc., the heat will be run over. If the same car gets into trouble on the second run, that contestant automatically loses the race.
7. When results of each heat are recorded, drivers will take their cars and return to their seats.
8. Awards will be announced after the heat for which awards are to be made. Drivers and their dads report to the stage for the awards.
9. There are a total of _____ heats and _____ awards to be given. Den winners will be determined first. The first four places from each den advance to the pack championship heats. Remaining drivers will take part in consolation heats.

INSPECTION POINTS

1. Car must have been made this year.
2. Width shall not exceed 2 3/4".
3. Length shall not exceed 7 3/8".
4. Weight shall not exceed 5 ounces.
5. Axles, wheels, and body wood shall be as provided in kit.
6. Wheel bearings, washers, and bushings are prohibited.
7. The car shall not ride on any kind or type of springs.
8. Details added must be within the length, width and weight limits.
9. The car must be free-wheeling with no starting devices.
10. No loose materials of any kind are allowed in the car.
11. The official number must be clearly marked or visible on both sides of the car.

SUGGESTIONS

Packs with a large number of boys may use the following method:

- As cars arrive at inspection station, they are weighed and segregated into age or rank divisions.
- 3 stickers are applied to underside of car.
- Race as many heats as necessary to include all cars in a division one time.
- Remove 1 sticker from 2nd, 3rd and 4th place cars (losers) at end of each heat race.
- All cars will be run at least 3 times with this method.
- Last car with sticker remaining is division winner.
- Then race division winners for pack championship.

See "Cub Scout Activities" for track plans and layouts, organization, and instructions for race.

PINEWOOD DERBY (continued)

BUILDING TIPS

In addition to the tips listed in "Cub Scout Activities" the following things should help boys and dads in building their racers.

1. Use wood file, steel wool, and emery paper on axles.
2. Sand wheel edges slightly.
3. Use Elmer's glue to hold nail in axle.
4. Use small nail or brad to hold axle to body.
5. Use electric drill and fine file to smooth axles.
6. Remove burrs from axles before adding wheels.
7. Measure center distance between axles before gluing.
8. Remove mold projections on wheel treads.

RESOURCES

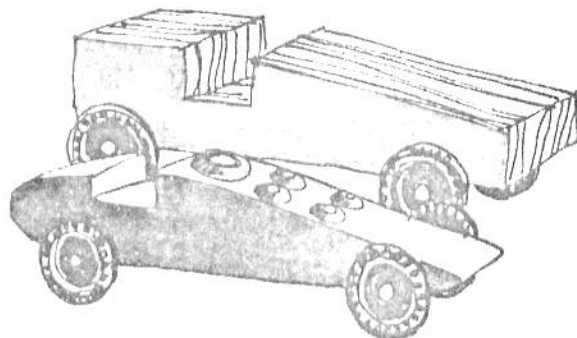
The following are available at your local Scout distributor:

1622	Grand Prix Car Kit
1623	8-Pack of Grand Prix Cars
1623A	Extra Grand Prix Wheels
1623B	Grand Prix Axle Pins
7708	Pinewood Derby Ribbons (10)
7709	Award Ribbons (15)
5077	Plastic Trophy Cup
5512	Gold Pinewood Derby Medal
5513	Silver Pinewood Derby Medal
5514	Bronze Pinewood Derby Medal
5710	1st Place Trophy
5711	2nd Place Trophy
5712	3rd Place Trophy

PLANNING TIPS

In addition to the suggestions found in "Cub Scout Activities", the following information will help in planning the pack's pinewood derby:

1. Determine work assignments and hold special meetings prior to the race to orient everyone to their jobs.
2. Consider using some sort of board to post the race progress, such as with tags on hooks, so spectators can watch the progress.
3. You may wish to make it legal to use oil or grease on axles.
4. Use a Polaroid camera to photograph the finish. This simplifies picking the winners in a close race and the photo can be given to the winner.
5. Try to arrange for judges from outside the pack to prevent parent problems when a boy doesn't win.
6. A 4-lane track is best to provide a compromise between the time problem and the number of races per boy. The faster cars will run more races.
7. Be sure all pack families are informed about building specifications, inspection rules, race procedure and judging methods. This will help prevent misunderstandings and disappointments.



CUB SCOUT BICYCLE SAFETY PROGRAM

During May, packs all over the nation join in the Cub Scout Bicycle Safety Program. This is a cooperative effort with the National Safety Council and the Bicycle Institute of America.

Most of the den and pack activity is concerned with bicycle maintenance and safe driving. This calls for plenty of fun and games. By the end of the month boys should know how to keep their bicycles in safe condition, drive safely, and know traffic signs and rules of the road.

BICYCLE SECURITY

Have the den chief or an older brother demonstrate how to lock a bicycle properly. This should be done by wrapping the chain through the frame, both wheels and a post or other solid object, and then attaching the lock. Show how easy it would be to steal a bike that is secured in other ways. Show how to find the serial number on a bike. It will be found either directly above the front fork, on the left side of the rear fork just above the axle, or on the underside of the pedal crank housing. Urge the boys to register their bicycles and obtain a license, if they don't already have one.

See 'Games' section of this book for bicycle games.

See "Bear Cub Scout Book" for bicycle safety rules.



BICYCLE MAINTENANCE

In den meeting, there should be instruction and practice in minor maintenance problems and the servicing of a bicycle. The den chief or a dad or older brother can help. Show them what happens if brakes fail, if handlebars are loose, if a wheel is wobbly, or a tire is cut or bruised. Use the Bicycle Maintenance Quiz found on p. B-33. Show the boys how to check saddle adjustment, handlebar adjustment, spoke tightness, wheel trueness, brake operation, tire condition, frame straightness, chain tension, bearing adjustment, lights, reflectors and bell or horn operation, gear operation. Urge the boys to make any necessary repairs before the pack's bike clinic.

RESOURCES

The following are available from the council office or local Scout distributor:

- 3464 Bicycle Safety Program Decal (pkg. of 50)
- 1895 Bicycle Safety Neckerchief Slide Mold. (2 Wolf, 2 Bear 2 Webelos)
- 13-156 Bicycle Safety Participation Award certificate.

The decals are affixed to each bike that passes the safety inspection conducted by the pack.

Neckerchief slides can be made for all boys who participate in the Cub Scout Bicycle Safety Program. They may like to paint their own.

BICYCLE MAINTENANCE QUIZ

1. True or False. Your saddle should be low enough so you can put both feet flat on the ground while in the saddle. (False. To check saddle adjustment, set the pedal crank so that one of the pedals is in its lowest position. With one foot on the ground, sit in the saddle and place the ball of the foot on the low pedal. The leg should be almost straight. It is true that you should be able to stand with both feet flat on the ground while straddling the bar, off the saddle. Have one of the boys show how to adjust a saddle to the proper height.)
2. True or False. Your bike chain should have about a half-inch of play and should be oiled to keep it from rusting. (True. Have a boy show how to adjust chain tension.)
3. True or False. Spokes help keep the bicycle wheel straight and true. (True. Ask a boy to show how to tell when a spoke is loose.)
4. True or False. On bicycles with hand brakes, the wheel rims must be kept clean. (True)
5. True or False. Your handlebars can be a little loose without danger. (False. Handlebars should always be tight. Have a boy show how to tighten them.)
6. True or False. You can make brake repairs yourself. (False. An experienced bicyclist may be able to make some cable adjustments on hand brakes, but for safety's sake, it's best to leave brake repairs in the hands of a bicycle serviceman.)
7. True or False. A bicycle must have a front light, reflectors, and a bell or horn. (May be either true or false. Check with police for local ordinances.)
8. True or False. As long as there is some air in your tires, it doesn't matter how much. (False. They should be inflated to the correct pressure for safety and longer wear. Ask a boy to show where to find what the correct tire pressure should be.)



BIKE CLINIC

The bike clinic will be one of two highlight events during the month of May. The other will be the bike rodeo. (See "Cub Scout Activities" for information on bike rodeo.)

The bike clinic is a safety inspection of all bicycles owned by your Cub Scouts and everyone else in the community, both children and adults. Be sure to invite all bike owners. The clinic should be held about the middle of the month on a weekend or during the evening. The pack committee appoints a person to be chairman of the bike clinic - to coordinate and be in overall charge. The chairman appoints leaders for the three committees described here.

FACILITIES COMMITTEE

This group arranges for a site for the clinic, secures or prepares inspection forms (see p. B-35) and sees that all tools and other equipment are on hand. You'll need to provide adjustable wrenches, lubricating oil for use by the service team at each check station or at the end of the inspection line if the group is small. A large area is needed because bicycle games and contests are recommended to keep children occupied while they are not actually going through the inspection line.

PUBLICITY COMMITTEE

This group is responsible for publicizing the clinic, using newspapers, radio, TV, school bulletin boards and other media. The first announcements should be made about two weeks before the clinic. A reminder should be made during the week before the clinic. Invite local reporters to attend.

MANPOWER COMMITTEE

This group lines up sufficient help to man the clinic. You may wish to involve some community organization in addition to adults in the pack or troop. The inspectors need not be bicycle experts, but they will need a little advance coaching.

It's a good idea to have a bicycle serviceman on hand to make minor on-site adjustments which are beyond the skill of your inspection team.

Plan on one or two persons per station, plus two or three for the repair stations, two at the registration table, and one or two at the recognition table where decals are applied and slides presented. You'll need around 18-20 adults to run the clinic.

PROCEDURE

The bicycle owner goes first to the registration table to sign up for the inspection. A registrar takes his name, address, age and phone number. He is given a number which will be called when his turn comes. A second registrar fills in the top portion of the checklist and gives it to the bike owner.

When his number is called, he goes to Station 1, 2, 3, etc. After the final station, he takes his bicycle to the recognition table where officials look over the checklist and affix the 'safety-inspected' decal to the bicycle frame, if it has passed all tests. Bikes which do not pass all tests should not get the decal.

You can schedule a 'make-up' later in the month for any bikes which need repairs.

CUB SCOUT BICYCLE SAFETY PROGRAM (continued)

BIKE SAFETY INSPECTION CHECKLIST

Owner's Name _____ Age _____
 Address _____ Phone _____
 Bicycle Make and Model _____ Color _____ Frame Size _____
 Wheel Size _____ License No. _____ Serial No. _____

	<u>INSPECTION CHECK</u>		<u>SERVICE CHECK</u>	
	OK	NO	OK	NO
STATION 1				
Size - fit of bike to driver	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Can driver straddle frame with both feet on ground?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Check height of seat post (2" minimum in frame)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Handlebars - tight and in line with wheel?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Height below driver's shoulder level?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Height of stem 2" minimum in frame?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grips tight and ends in good condition?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Frame - all tubes in line, not bent?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Front fork straight, in good condition?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pedals - tight, intact, no binding?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STATION 2				
Wheels - both run true side to side and round?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spokes - good tension, none missing?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rims - no dents or kinks?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tires - good tread, no sidewall damage, valve stem straight and properly inflated?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STATION 3				
Bearings - no looseness or binding?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Front wheel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Front fork	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rear wheel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pedal crank	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HIKES FOR CUB SCOUTS

Hikes are simple and informal activities and usually don't require a lot of advance preparation. But as simple as they may seem, there are certain safety precautions that need to be followed whenever you take Cub Scouts or Webelos Scouts to explore the outdoors.

HIKING SAFETY RULES

1. Avoid heavily traveled highways.
2. When walking along any road, have the group walk single file as far to the left as possible, facing oncoming traffic. The den leader should be the first in line, with the den chief or an adult at the end.
3. Keep the hike speed consistent with the short steps of the boys.
4. Exhaustion is a common complaint on hikes. Some boys can go on endlessly while others tire easily. Take frequent rest stops. Use the time to talk about nature or play quiet games. A snack is a good pick-me-up.
5. Never drink untested water. The safest water supply is a canteen of water brought from home.



6. Stay off private property unless you have permission.
7. Stay away from railroad tracks.
8. Avoid natural hazards such as fast-moving streams, steep cliffs, and areas of loose rock.
9. Plan all hikes to start and end during daylight hours.

TYPES OF HIKES

Penny Hike - At the junction of each trail, road, street, etc. the denner or den chief flips a coin to determine the direction of travel. Heads, go right, tails, go left.

Sniff Hike - A few minutes before time for the hike to begin, mark a trail by rubbing a large onion on different objects, such as trees, grass, bushes, swing set, light pole, etc. These should be located fairly close together. Boys follow their noses to find their way along the trail.

Color Hike - Give each boy a list of colors to try and locate on the hike. The items can be collected or simply noted. The one who successfully finds all colors on the list is the winner.

Breakfast Hike - During the summer or on a Saturday morning, hike to a good vantage point to watch the sun rise. Then cook breakfast outdoors. Listen for early-morning sounds.

Homes Hike - Look for spider webs, nests, holes, etc. - nature homes.

Baby Hike - Look for nature babies - bird, fern, leaf, snail, etc.

Indian Hike - Hike silently, single file. Boys could wear headbands, hear an Indian story. Always look and listen.

String Hike - Follow a string, laid out in advance. Have nature objects along the way to identify.

See 'Games' section of this book for more hiking ideas.

SPACE DERBY

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

RACE SUGGESTIONS

1. To stage the race, boys wind up their rubber band propelled rocket motors. Then they hook the rockets over the guidelines, 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 which releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys 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-boy-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 into the 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 adults 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 competition. Leaders should still have boxes of extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each 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.

See "Cub Scout Activities" for organization, how to construct rocket, events for derby and racing procedure.

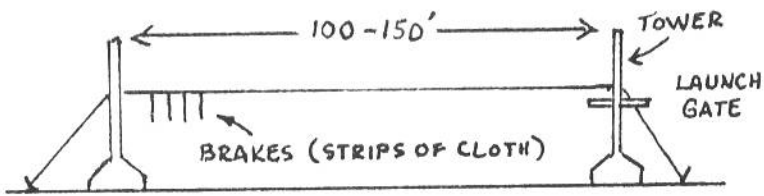
RESOURCES

The following are available at your local Scout distributor:

1694	Individual Space Derby Kit
1695	Space Derby 8-Pack
1695A	Replacement propeller
1695B	Replacement rubber bands (24)
1695C	Space Derby Carrier
7714	Space Derby Ribbons (10)
5515	Gold Space Derby Medal
5516	Silver Space Derby Medal
5517	Bronze Space Derby Medal
5730	1st Place Trophy
5731	2nd Place Trophy
5732	3rd Place Trophy

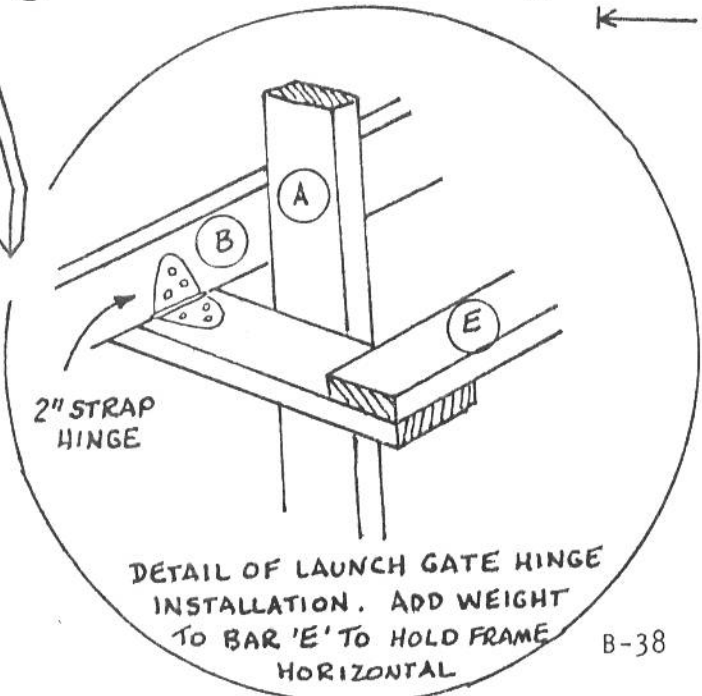
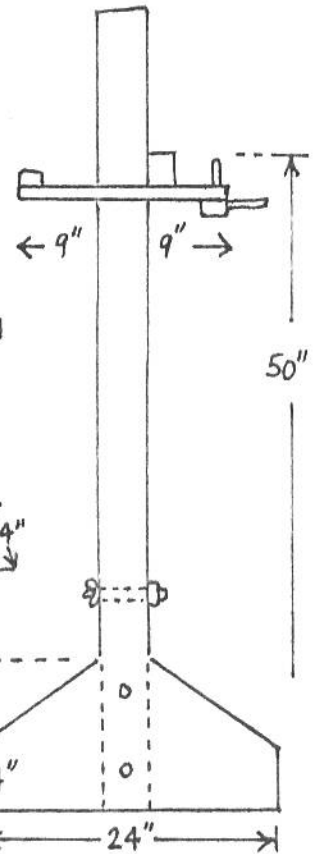
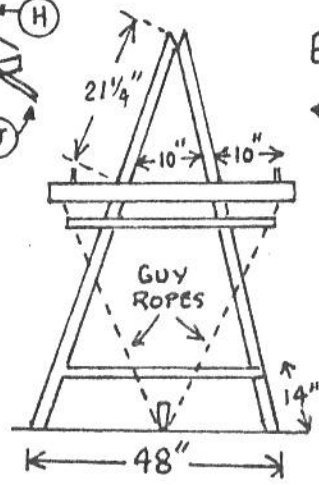
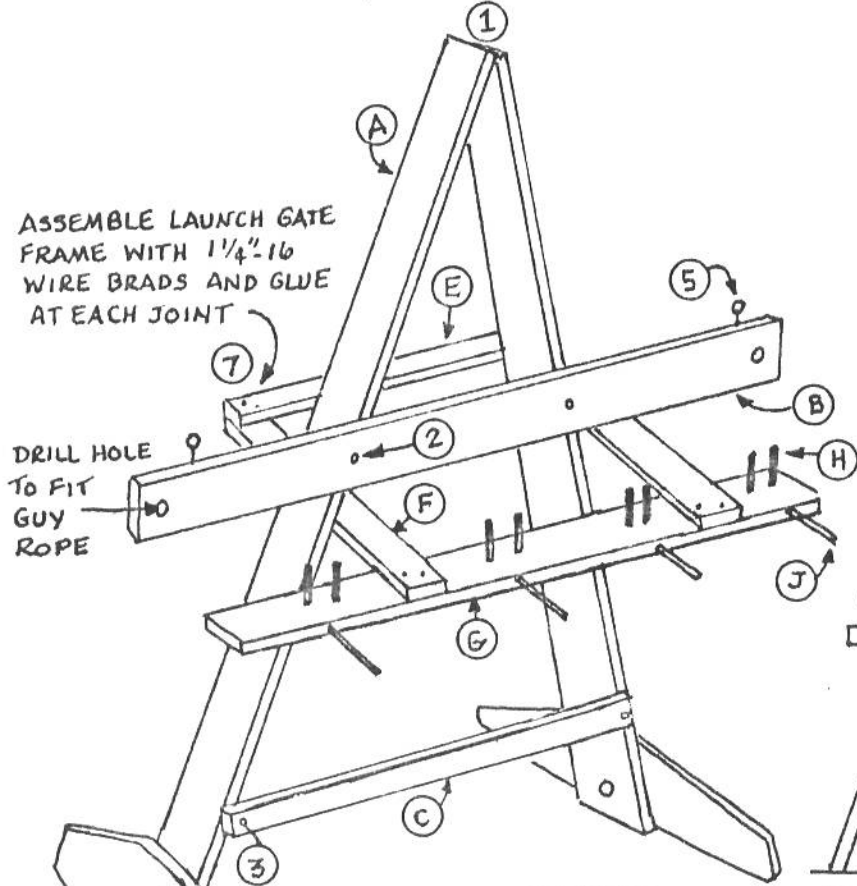
The space derby kit includes information on how to make the rockets, how to run the race, types of events, and suggestions for awarding prizes.

SPACE DERBY LAUNCHER



Outdoors - attach guy ropes to stakes, trees, or fences.
 Indoors - attach ropes to wall, hooks or columns.

- Towers:**
 A 4 3/4"x3 1/2" x 72" pine
 B 2 3/4"x3 1/2" x 40" pine
 C 2 3/4"x1 3/4" x 40" pine
 D 4 1/2"x12"x24" plywood
- Fastenings:**
 1 2 2 1/2" butt hinges
 2 4 1/4"x5" carriage bolts
 3 4 1/4"x4 1/2" wing nuts &
 4 8 1/4"x2" washers
- Launching Gate:**
 E 1 3/4"x1 3/4" x 24" pine
 F 2 3/4"x 1 3/4"x18" pine
 G 1 3/4"x 1 3/4" x 36" pine
 H 8 1/4" x 3" wood dowels
 J 4 1/4" x 5" wood dowels
- Fastenings:**
 6 2 2" strap hinges
 7 8 1/4" - 16 wire brads &
 white glue
- Miscellaneous:**
 600 ft. 50 Lb. test monofilament
 fishline; 3/17" or 1/4" rope -guy
 ropes



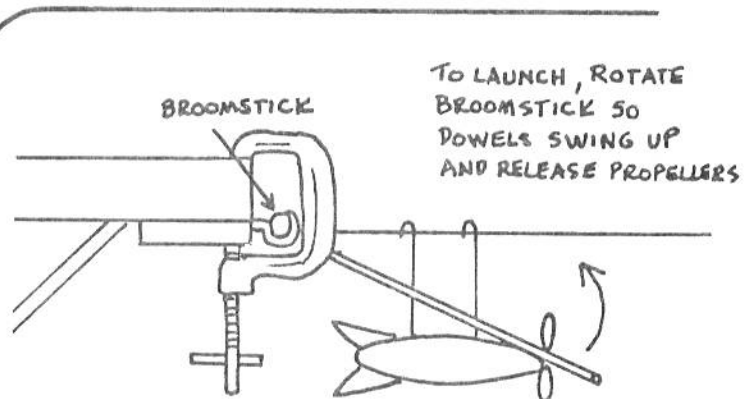
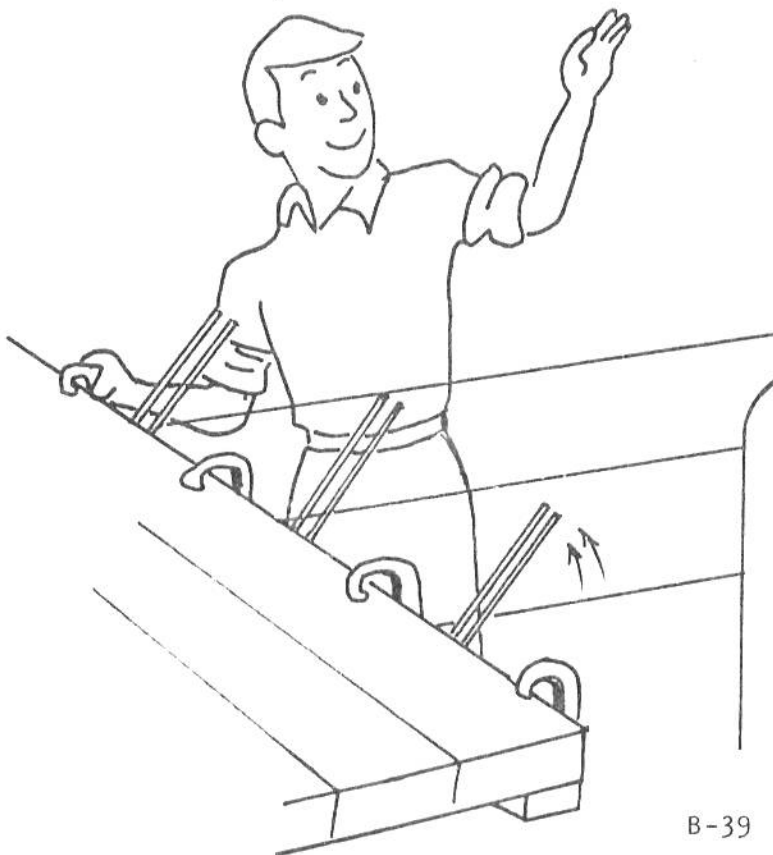
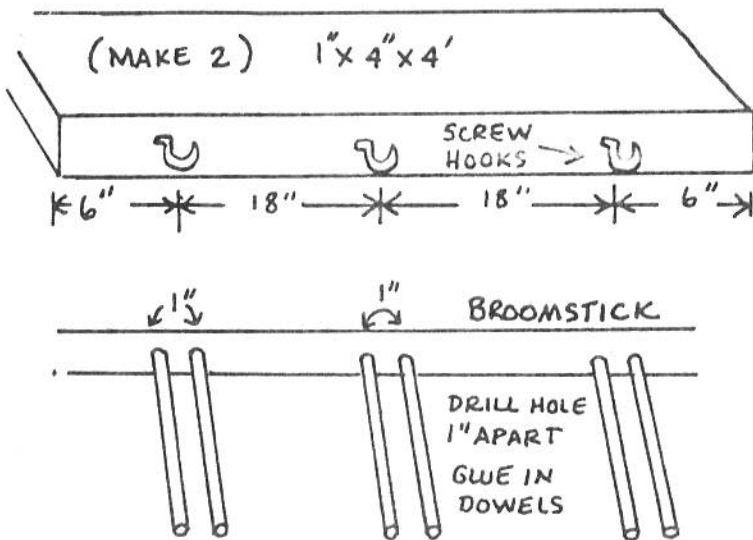
PORTABLE SPACE DERBY LAUNCHER

Materials

- 2 1"x4"x4' pine
- 1 1"dia. dowel or broomstick 4' long
- 6 large screw hooks
- 6 1/4" dowels - 13" long
- Monofilament fishing line, at least 30 lb. test
- 4 large C-clamps

Instructions for Building

1. Attach screw hooks in both 1"x4" boards.
2. Drill holes with centers 1" apart. (It helps to flatten short sections where holes are to be drilled) Drill straight through broomstick.
3. Insert dowels in holes. When all dowels are tightly fitted and lined up at same angle, glue the dowels in place.
4. Place broomstick-dowel assembly in hooks with a hook between each pair of dowels.
5. Clamp to heavy tables or other sturdy anchors such as a fence or rafter, with large C-clamps. Or clamp starting gate to a heavy picnic table and opposite end to other solid structure.
6. String fishing line tightly between the hooks on the launch gate and finish point.
7. Test the rocket in level flight and at a climbing angle.
8. Wind the models and place them on the line. The 1/4" dowels swing down to hold the propellers in place. When the broomstick is rotated, the dowels release the propellers and start the models in flight at the same time.



OUTER SPACE MIDWAY

By using the Gold Rush picnic found in 'Cub Scout Activities' and making a few alterations, Cub Scout astronauts can enjoy an Outer Space Midway.

Instead of using gold nuggets as described, substitute Moon Rocks. These can be irregular shapes of plaster or fast-hardening clay which cavities and indentations made with the knuckles, toothbrush bristles, or other objects. They can be painted, if desired.

Use a large grassy area in a park or field. Stake out a section about 200 x 200 feet, using colored flags on the stakes. Make a large sign which says: "Astronauts caught with more than three moon rocks at any time will be arrested by the Moon Patrol, thrown into a crater and sentenced to the soggy green cheese treatment".

Assign adults to be Moon Patrol People. They should wear signs identifying them. When they find boys with more than 3 moon rocks, they grab them, put them into a roped off area marked as "Moon Crater" and hit them over the head with a wet green sponge. They collect the moon rocks and, without being observed, replace them in the field.

The boys use their moon rocks to play the Outer Space Midway games described on this page.

To start the blast off for the Moon, line up all boys, explain how the hunt works, then have a countdown. When the words 'Blast Off' are yelled, boys run to the moon rock field to hunt moon rocks.

Each moon rock entitles a boy to play one of the midway games. When he has used all his rocks, he returns to the field to hunt for more. Some will be daring enough to try to outsmart the Moon Patrol. Others will enjoy winning prizes in the midway.

OUTER SPACE GAMES

Planet Fishing - Hang about 10 wire circles on nails scattered over a 4' x 4' board. Boys use a dowel to try to catch the planets. Time limit is 1 minute. Prize for boys who 'catch' a predetermined number of planets.

Nose Cone Recovery - Float five 'nose cones' (fishing floats or bobbers) in a large container of water. Give each contestant a dowel fishing pole with a line and a hook. Boys who 'recover' three win a prize.

Toss a Planet - Cut slits in a cardboard box. Paint box in bright colors. Boys try to sail cardboard discs thru the slots. A predetermined number of 'hits' wins a prize.

Flying Saucers - Staple two aluminum plates together, face to face to make 'flying saucers'. Boys try to sail these through a ring made from a coat hanger and suspended from a tree limb.

Explode a Space Balloon - Attach inflated balloons to a 4' x 4' board. Boys toss darts and try to break balloons.

Glider Contest - Boys sail paper airplanes through a hoop or into a box.

Cover the Sun - Boys toss 6" linoleum discs onto a 2' x 2' board which has a four-inch spot painted on it. Those to cover the sun win a prize.

Moon Marbles - Boys try to toss marbles into paper cups which have been glued to a board and placed flat on the ground.

Plane Jumpers - Boys toss beanbags onto a large piece of cardboard which has been marked off in numbered sections. They must total a predetermined number in order to win a prize.

CUB SCOUT LEARN-TO-SWIM PROGRAM

This national program was designed in cooperation with the American Red Cross and Nat'l Interscholastic Swimming Coaches' Ass'n to provide an opportunity, through packs, for every Cub Scout to learn to swim.

1. Form a task force. Enlist the help of organizations with instructors and swimming pool facilities, such as the American Red Cross, Y.M.C.A. Boys' Clubs of America, City Recreation Department, community pools, high school coaches, etc.
2. Secure facilities. Identify all existing swimming pool facilities. Many hotel and motel pools can be used by proper scheduling so as not to conflict with their availability to guests. Don't forget backyard pools.
3. Secure instructors. Cooperation may be secured from the American Red Cross, local recreation departments, and high school and college swim teams. Also use Scouters, certified as Aquatics Instructor B.S.A. or Lifeguard B.S.A.
4. Establish a registration process. Cub Scout packs need to identify nonswimmers and encourage them to

take part in the learn-to-swim program. Decide if a fee is necessary to take care of literature, buddy tags, bulletins, postage, recognition, certificates of appreciation, pins and emblems. These details need to be worked out in advance.

5. Publicity. Plan to publicize your cooperative effort with other organizations.
6. Safe Swim Defense. Emphasize the buddy system during all swimming activities, wherever they may be. Always follow the Safe Swim Defense Plan. (See "Cub Scout Activities")

RESOURCES

No. 12003	"Aquatics Program"
1945	Buddy Tags
3207	"Wolf Cub Scout Book"
3231	"Bear Cub Scout Book"
3232	"Webelos Scout Book"
3227	"Boy Scout Handbook"
3837	"Cub Scout Activities"
3299	Swimming Merit Badge
6591	Swimming Skill Book
7369	"Safe Swim Defense"



See 'Games' section of this book for water games.

CUB SCOUT PHYSICAL FITNESS PROGRAM

This national program helps enrich the pack program and emphasizes the importance of being physically fit. Competition begins in the pack and ends with the selection of a national championship team each year.

1. Hold a meeting of your pack leaders in May (or before) to make plans for your pack's physical fitness competition. Set the date and place.
2. Inform the Cub Scouts and Webelos Scouts about the competition.
3. Have the dens practice the five events during the summer months.
4. Secure your officials (scorers and judges) and equipment needed (regulation 12" inseam rubber or leather-covered softballs, tape lines and stop watches)
5. Hold your pack's physical fitness competition in August or September with all boys taking part. Select your pack championship team.
6. The pack competition should be run according to the judging and scoring procedures as outlined. The five events include the standing long jump, softball throw, push-ups, sit-ups and 50-yard dash.

7. During the competition, Cub Scouts should wear uniform trousers or shorts and Cub Scout or Webelos T-shirts.
8. The boys compete only against other boys their own age in all events.

SCORING

Each boy will participate in the five events. To be as equitable as possible, points are given to each boy as follows:

Standing Long Jump - 1 point for each inch of the long jump.

Softball Throw - 1 point for each foot of throw, measured from throwing line.

Push-Ups - 2 points for each push-up in 1 minute.

Sit-Ups - 2 points for each sit-up in 1 minute.

50-Yard Dash - Runoff on time basis. 1st place - 100 points; 2nd place - 90 points; 3rd place - 80 points; 4th place - 70 points; 5th place - 60 points. All other runners, 50 points each for participation.

The winner of each event in each age level receives 10 bonus points.



STANDING BROAD JUMP

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

SOFTBALL THROW

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

MODIFIED PUSH-UPS

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

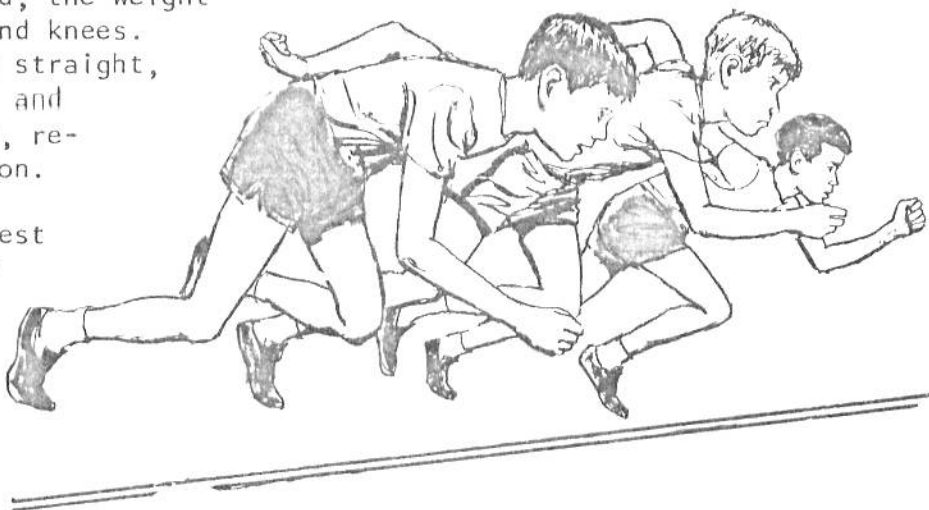
MODIFIED SIT-UPS

Boy lies on his back, fingers laced behind neck, with knees bent and feet flat on floor about one foot apart. Another boy holds his partner's feet to the floor while each successful sit-up is counted. The boy sits up, turning the trunk to the left, touching the right elbow with the left knee and returns to the starting position. He then sits up, reversing the previous sit-up and touching the left elbow to the right knee and returns to starting position. Judge holds a hand on the floor beneath the boy's back and counts each time the back touches the judge's hand. Each return to starting position counts as a sit-up.

50-YARD DASH

Boys stand behind starting line. On signal, judge raises his hand. "On your mark" - all boys step forward to the starting line. "Get set" - boys assume starting position. "Go" - starter brings hand down quickly, hitting his thigh; boys leave starting line and run the 50 yards. As they cross the finish line, the time is noted and recorded.

See p. B-44 for information on scoring events.



PACK CAMPFIRES

Campfires may be large or small, formal or informal, storytelling or dramatic, mystery, Indian, stunt, songfest, or any combination of these. Most of all, the campfire program is important. It must have purpose, direction and a definite idea of what it is trying to accomplish.

Use "Campfire Program Planner" No. 3696 as a guide in planning campfires. Decide who will do what, and how. Write down the plan, even to the song titles. Check all items in advance to be sure they are in good taste.

CAMPFIRE INGREDIENTS

Songs - Scouting, action, quiet, novelty and special occasion songs all can be used. The song leader should beat time and set the pitch before you start. The liveliest songs should occur early in the program, with the quiet songs saved until towards the end.

Stunts/Ceremonies - Campfire stunts are fun and can be action, humorous, mixer, magic, or educational. The opening ceremony sets the tone for the whole program so it must be good, and attract and hold the attention of the group. A firelighting ceremony is part of the opening. Closing ceremonies should be quiet, inspirational and challenging. Quiet songs, such as "Taps", a benediction or prayer, Indian sign language closing, are good.

Stories - Storytelling is an art which almost anyone can acquire with practice. As long as the story holds together, the audience won't be too critical of your dramatic ability. It's the story they are interested in, not the storyteller. (See p. B-21 for tips on storytelling)

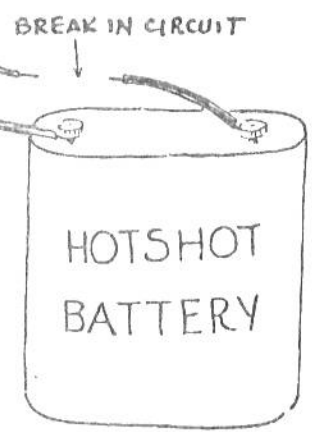
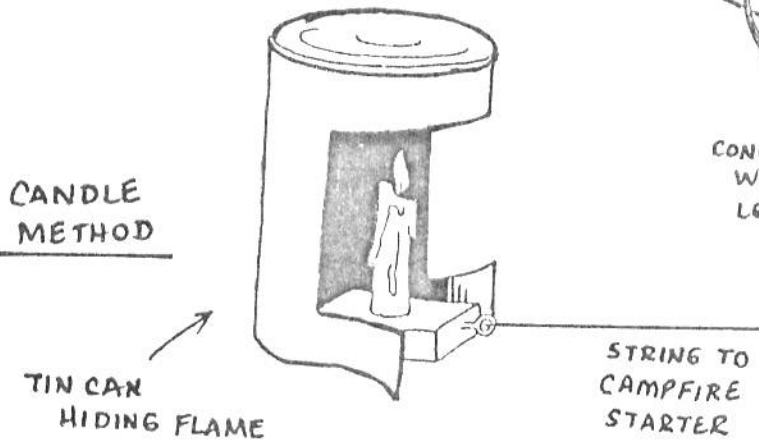
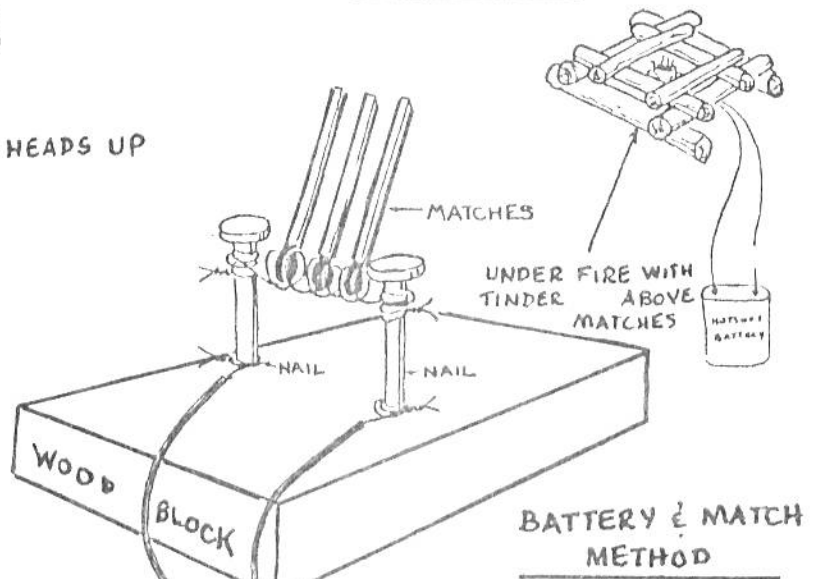
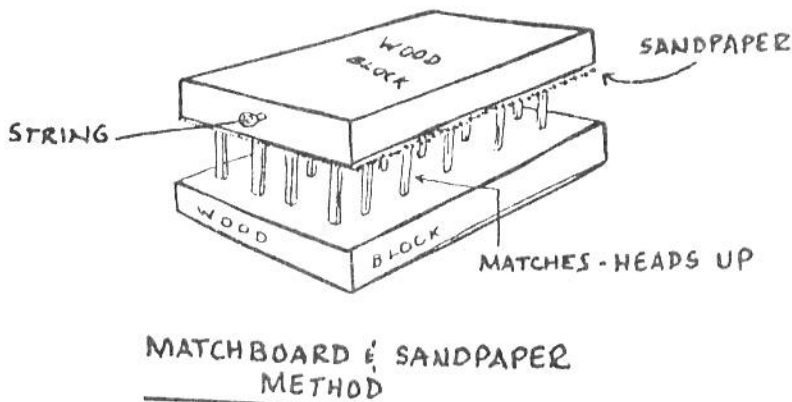
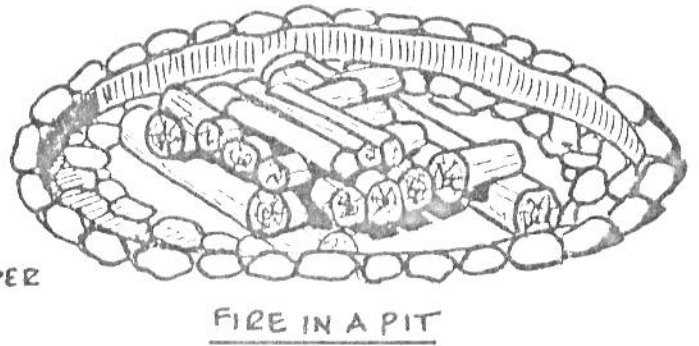
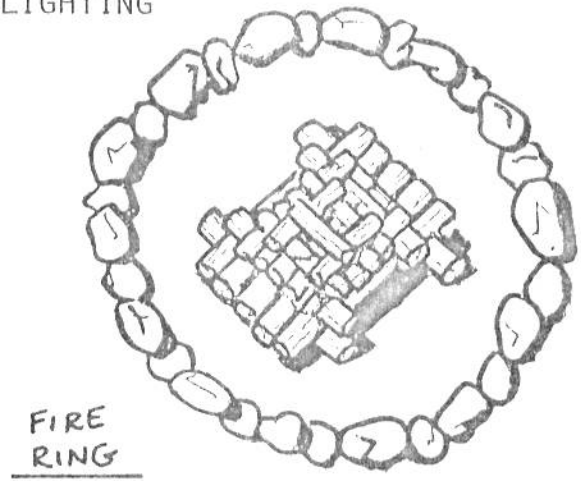
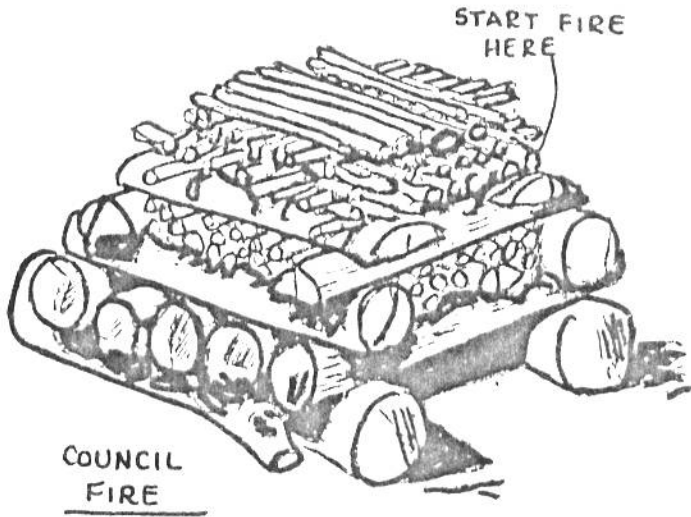
The Main Event - The program needs a climax - an event that will top off the evening and make it something to remember. This could be a Boy Scout, telling of his Jamboree experiences or tales of Philmont trails. It could be a story. It should be the high point of the evening.

Showmanship - Without showmanship, the campfire leader and all the songs, stunts and stories will fall flat. Showmanship is an indispensable ingredient that puts sparkle and life into a campfire program.

1. Follow the fire. When it leaps high, the program should be loud and lively. As the fire dies down, the program becomes quieter and serious.
2. Put the 'best' stunt last and the next-best stunt first.
3. Vary the pace by scattering stunts by individuals in among the den stunts.
4. Dress up the campfire area. A tom-tom off in the distance is an excellent mood-setter for an Indian program. Use ceremonial boards, candles, etc.
5. Crowd control is easier if you insist on silence as the group enters the campfire ring. Make sure there is sufficient light so they can find their seats.
6. Discipline is important. Squelch any horseplay immediately. Encourage enthusiasm, but maintain control.
7. Get everyone involved in songs or stunts.
8. Recognition should be a part of every campfire program.
9. Inspiration contributes to showmanship and is essential to a successful campfire.
10. Quiet as the embers die. Group can be asked to leave the campfire circle quietly.

Note: A pack campfire is an impressive setting for a Webelos graduation. See 'Ceremonies' section of this book and "Staging Den and Pack Ceremonies".

CAMPFIRES AND FIRE LIGHTING



CUB SCOUT FAIR

In addition to the suggestions found in "Cub Scout Program Helps" for the Cub Scout Fair, you may wish to use some of the following:

GUESS-TI-MATE YOUR WAIST

This is a good gathering activity or midway attraction. Have a dozen pieces of string four feet long. Ask people to place a piece of string on the floor or ground in a circle the size they believe will fit around their waist. Measure this circle, and measure the person's waist. Guesses within a certain number of inches win a prize.

EXHIBITS AND DISPLAYS

Pets can be exhibited in a 'livestock exhibit' or collections displayed in an attractive manner.

FORTUNE TELLER

Someone with a good imagination is best for this. An adult, dressed like a gypsy can read tea leaves. For each reading, put a spoonful of tea leaves in a cup, fill it half full of water, let the leaves settle, and pour off the water. Turn the cup upside down and ask the customer to make a wish. When the cup is turned upright, the fortune teller tries to see pictures of the future in the leaf formation.

HAT-MAKING BOOTH

Have available a good supply of ribbon, pins, needles, feather, flowers, thread, string, tape, scissors, and a few old hats which can be remodeled. This is fun if the dads make hats for the moms.

BIG BLOW

Five lighted candles are set side by side, a few inches apart. Each contestant stands about a foot away and is given three blows. Score 10 points for each candle put out.

RACK THE HAT

A regular hat rack is set up and the contestants throw a hat from a fair distance and try to get it to land and stay on the rack. Each person gets 3 tries.

NAIL DRIVING

Contestants try to drive a nail all the way into a 2" x 4" board. If they do so in five swings, they win a prize.

GREASED PIG CONTEST

Use a gourd, painted to look like a pig and tie it to a bamboo pole or elsewhere, like a pinata. Grease the gourd pig with salad oil or vaseline. Participants try to catch it. For even more fun, have them wear greased rubber or plastic gloves. Blindfold them and have the pig raised and lowered as they try to catch it. It will slip right through the fingers.

REFRESHMENT STAND

Sell soda, popcorn, cookies, candy, doughnuts, etc. Or have vendors sell the refreshments in the crowd.

BALLOON MAN

Have someone sell brightly colored balloons.

See "Cub Scout Program Helps" for more ideas.

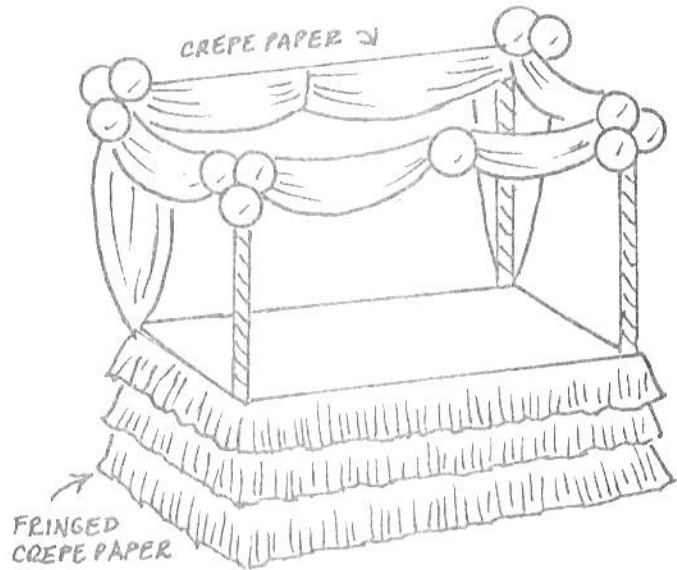
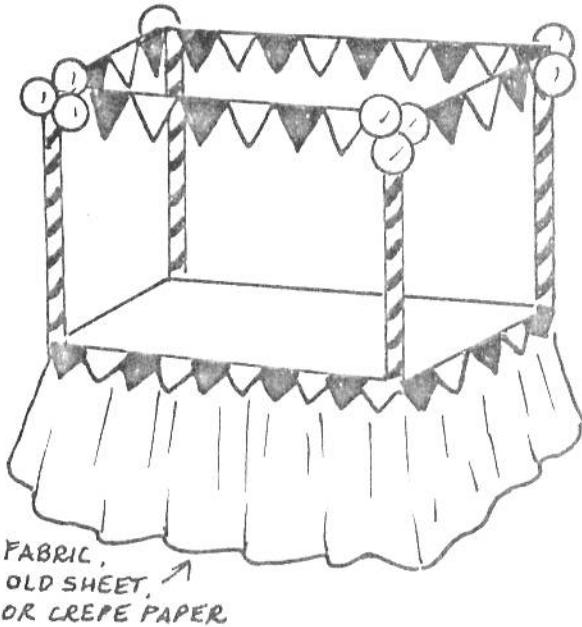
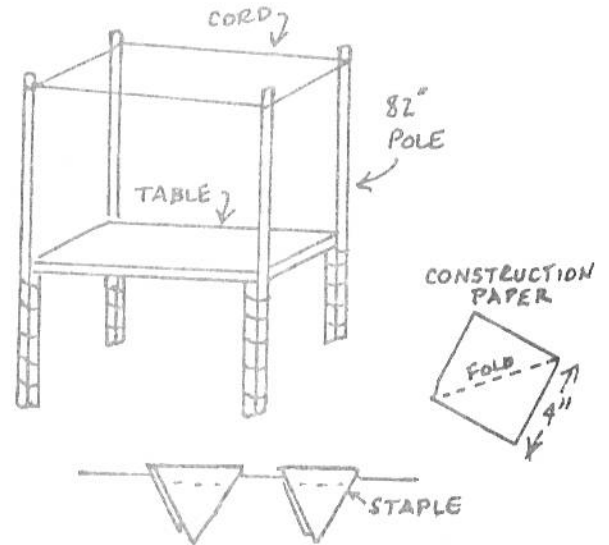
Also see 'Games' section of this book for more ideas for midway games.

CUB SCOUT FAIR

DISPLAY TABLES

If you have plans to display craft or hobby items or collections, or have game booths at your Cub Scout Fair, try these quick and easy designs.

For each booth you'll need four stout posts or poles, wire or string, crepe paper, and stapler or tape. Tie each wooden post to a table leg. Poles should be about 82" high. Wind crepe paper streamers around the poles. Then tie a cord from post to post and decorate with paper streamers which have been folded and stapled over cord. Or, drape strips of crepe paper from post to post and add balloons for decoration.



See 'Crafts' section for ideas for prizes for midway games.

PHOTO BOOTHS

Paint scenes and figures on heavy cardboard, leaving a place for a person's head to show through.

Use a Polaroid camera to take funny pictures.

See "Cub Scout Program Helps" for more photo booth ideas.



NATIONAL SUMMERTIME PACK AWARD

You can ensure a year-round pack program and qualify for the National Summertime Pack Award by planning and conducting three pack activities, one each during the months of June, July, and August. You'll find there will be plenty of boys and families around to make your monthly pack outings successful.

Boys like to do things in the summer that are different from what they have done the rest of the year, so it is not necessary to schedule formal weekly den meetings and monthly pack meetings. Use the good weather and the extra time available to plan different types of outdoor den and pack activities.

Put the accent on friendly, informal family activities, with emphasis on action in games, contests and special family events.

During the pack's annual planning conference in August, think ahead to next summer. Make up a schedule of the 3 pack activities and a list of suggested den and family activities. Distribute a schedule to each pack family.

Requirements for Summertime Pack Award
Packs can qualify for the attractive, full-color National Summertime Pack Award certificate and pack flag ribbon by conducting three pack activities, one each during June, July, and August. There is no attendance requirement to earn this award.

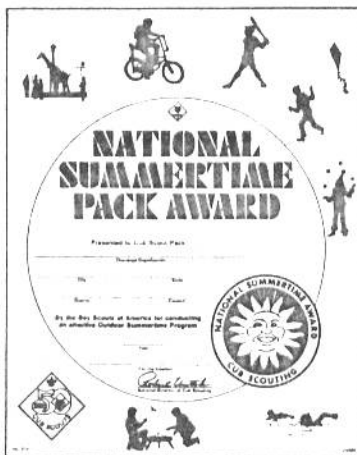
Requirements for Den Ribbon - Dens who average at least 50% of their families at the three summer pack activities are eligible for the colorful den participation ribbon to hang on the den flag. This award has nothing to do with den activities.

Requirements for Individual Summertime Award Pin - Boys who attend the pack's three summertime activities as described above, qualify for the National Summertime Award pin, which the pack may purchase and present. This pin is for boys, not adults.

Submit your application for the National Summertime Pack Award to the council office as soon as you have completed the August pack activity. Then plan a special presentation of awards at pack meeting.



See "National Summertime Pack Award Planning Guide" for additional information.



GOLD RUSH PACK MEETING

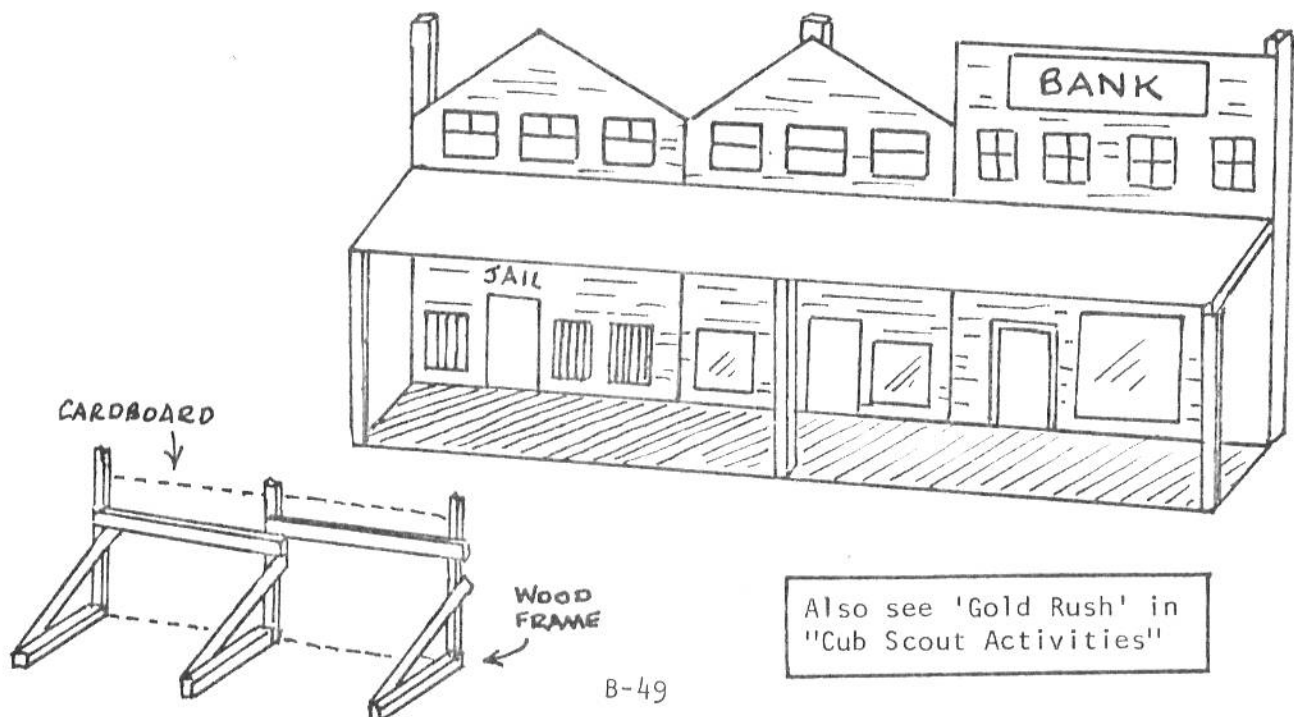
As pack families arrive, they see what appears to be a replica of an old gold town. The town can be a lath or furring strip framework onto which cardboard has been tacked. Paint in windows, signs, doors, etc. Add a porch roof, and don't forget the hitching post. (See illustration)

As they enter, the official greeter, dressed as the town marshall, welcomes them and pins the name of a city to their backs. During the pre-opening part of the meeting, each person tries to find out the name of his city by asking questions to be answered with a 'yes' or 'no'. When he guesses the correct city, the card is pinned to his chest.

Then everyone tries his hand at roping a 'burro' (saw horse). If he is successful, he receives a gold nugget. In another corner of the room, an old prospector shows the people the technique of panning gold. In another part of the room, someone dressed in western clothing teaches the folks how to tie a square knot. Each time a person participates in one of these activities, he receives a gold nugget.

As the meeting progresses, everyone visits the jail, general store, the Assayer's Office where a pack committee members talks to them about upcoming pack events, Dead-Eye Dick's Place (a shooting gallery with darts, water pistols, throwing balls, etc.). Over in one corner is the famous Choke Cherry Bar, where for just one gold nugget you can get a glass of genuine berry juice for the men and sarsaparilla for the ladies. The Sheriff and Judge are very much in evidence. The Sheriff, after questioning several people, suddenly arrests the man he's after and puts him behind bars (cardboard) to the crowd's delight.

At a designated time, a bell is rung to stop all proceedings and the audience assembles by dens for the Town Meeting. The 'Judge' calls the meeting to order, welcomes everyone and recognizes the guests. Included in the program could be the song 'Clementine', a mom-and-dad gold panning contest where the winners receive a 14-carrot (real carrots) gold necklace, and advancement awards presented by an old prospector.



HOMESTEAD TRAIL

As families arrive at the pack meeting, an official greeter takes them over to a desk or table which has a 'Government Land Office' sign on it. Here they are given a copy of the 'Homestead Improvement Record' which directs them to a series of booths set up around the room. The booths could include the following:

1. Homestead Creek - drawn on a large piece of brown wrapping paper and placed on floor. Families try to guess the length of the creek.
2. Southwest Quarter - Families try to guess the number of stones in the corner of the southwest quarter of the section (pack meeting room) This could be a pile of stones in a roped-off section.

3. The difficulty in the northeast quarter is a group of puzzles which families solve to the satisfaction of the 'land agent' in charge.
4. The next step is to get signatures of four other people - a requirement of the Homestead Law.

When these projects (and others, if you wish) have been completed, an 'official' stamp is placed on each family's 'Homestead Improvement Record'. The Cubmaster could be on hand at the end, dressed as a covered wagon 'boss' and hand out citations for overcoming hardships on the trail.

As families arrive, they could be handed a lucky-number gold piece to be used later in the evening in a drawing for prizes.

Homestead Improvement Record

NAME _____ DEN _____

1. GUESS THE LENGTH OF HOMESTEAD CREEK _____ FT. _____ IN.
2. GUESS THE NUMBER OF STONES IN THE CORNER OF THE SOUTHWEST QUARTER OF THE SECTION. _____
3. SOLVE THE DIFFICULTY IN THE NORTHEAST QUARTER TO THE SATISFACTION OF THE LAND AGENT IN CHARGE.
4. HOMESTEAD LAW REQUIRES SIGNATURES OF FOUR OTHER PEOPLE:

OFFICIAL SIGNATURE _____

DATE _____



NOTARY SEAL
WITH RIBBON
ATTACHED →

HONOR UNIT AWARD

If your pack meets the "10 Tests of Successful Packs" established by the Boy Scouts of America, the pack, leaders, and Cub Scouts will be eligible for the Honor Unit Award recognition. This is a valuable tool for pack program enrichment.

The procedure for earning the Honor Unit Award is tied in with the pack's charter renewal procedure. (See 'Charter Renewal' in 'Administration' section of this book)

The "10 Tests of Successful Packs" include:

1. On-time reregistration. Pack roll call and inspection conducted.
2. One or more assistant Cubmasters.
3. Trained leadership.
4. Pack outdoor program.
5. At least 51% of boys advanced in rank during past year.
6. Active Webelos den.
7. 100% Boys' Life subscriptions.
8. Pack budget plan used.
9. Pack annual and monthly planning meetings held.
10. Pack conducted service project.

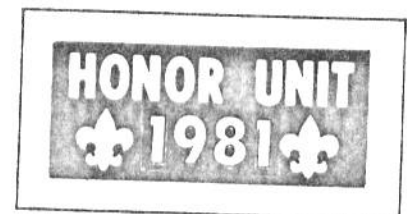
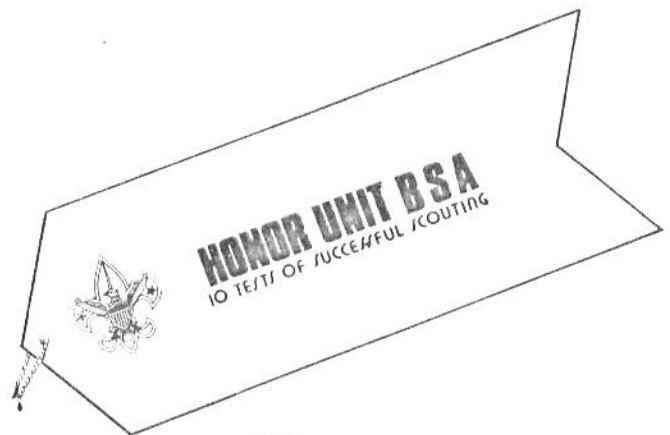


If it is determined that the pack has met the requirements for the Honor Unit Award, application for the award is made. At the same time, goals are set for the coming year, based on the 10 Tests.

The pack's award is a large, colorful flag streamer with the words 'Honor Unit B.S.A.' on it. Leaders and boys may wear the Honor Unit embroidered emblem on the uniform's right sleeve (four inches down from the shoulder seam). The National Honor Unit Recognition certificate is also available.

See No. 28-040 for information about the "10 Tests of Successful Scouting for Packs".

Your district executive and unit commissioner can provide more information about the Honor Unit Award.



CUB SCOUT ZOO TRAIL

The purpose of this council program is to provide meaningful educational experiences for Cub Scouts as they visit the Tulsa Mohawk Park Zoo and observe the more than 200 animals there. The requirements for earning the patch will help them learn to identify some of the zoo animals.

The Zoo Trail patch can be earned by Cub Scouts completing the following requirements:

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



The names of boys completing the requirements for this award should be submitted on the pack advancement report which is turned in to the Scout Service Center.

WOOLAROC WALK

This council program provides a tour opportunity for Cub Scouts which is educational as well as fun. While visiting the Woolaroc Museum and Y Indian Guide Center in Bartlesville, the boy completes the following requirements:

1. After entering the Woolaroc grounds, make a list of the wildlife seen on the way to the museum.
2. Sign the visitor's register and tour the museum.
3. Go to the Y Indian Guide Center and view the film "Arrow Skyward".
4. Hike the complete nature trail.
5. Identify two types of trees while on the nature trail.



Submit the names of boys who complete the requirements for this award on the pack advancement report which is turned in to the Scout Service Center.

CUB SCOUT WORLD CONSERVATION AWARD

Cub Scouts can earn the World Conservation Award which has been developed in cooperation with the World Wildlife Fund and the World Scouting Bureau. This is the first international award to be made available to all three of the B.S.A.'s programs.

The patch for Cub Scouts has a yellow background, compared to the one for Boy Scouts which has a green background. The panda on the patch is the symbol of the World Wildlife Fund.



REQUIREMENTS

All boys must participate in either a den or pack conservation project, in addition to the requirements listed below:

Wolf - Complete Wolf Achievement 7 (Conservation) and all of the requirements for Wolf Elective 13 (Birds), Elective 15 (Gardening) and Elective 19 (Fishing).

Bear - Complete Bear Achievement 1 (Wildlife Conservation) and all of the requirements on Bear Elective 2 (Weather), Elective 12 (Nature Craft) and Elective 19 (Water and Soil Conservation).

Webelos - Earn the Forester, Naturalist and Outdoorsman activity badges.

Applications can be obtained from the Scout Service Center.

This is a temporary badge, and is earned only once. But Cub Scouts should be encouraged to repeat conservation Good Turns, since tomorrow's world depends on what we do today in caring for our land. The reward for our action isn't just the colored patch - it's our world.

See "Cub Scout Program Helps" for information on other conservation awards available and ideas for conservation projects.



CUB SCOUT NATIONAL YOUTH REPRESENTATIVE

Each year, one Cub Scout who best meets the requirements listed below is selected by the national activities committee to be the Cub Scout Youth Representative for the Boy Scouts of America.

He joins a Boy Scout and an Explorer in traveling to Washington D.C. during Scouting's Anniversary month. He participates in a congressional breakfast and assists in presenting to the President of the United States, a highlights report of the B.S.A.'s performance for the previous year.

The maximum age requirement is included to ensure that the boy will still be active in Cub Scouting at the time he participates in the Washington D.C. ceremony the following February.



SELECTION PROCEDURE

1. Each pack selects a nominee early in the spring.
2. From the pack nominees, one nominee is chosen from each district.
3. From the district nominees, one council representative is chosen.
4. From the council nominees, an area representative is selected, and then a regional representative is chosen from the area nominees.
5. Finally, the six regional candidates are considered and one Cub Scout Youth Representative is selected, usually in the fall, to serve during the following year.

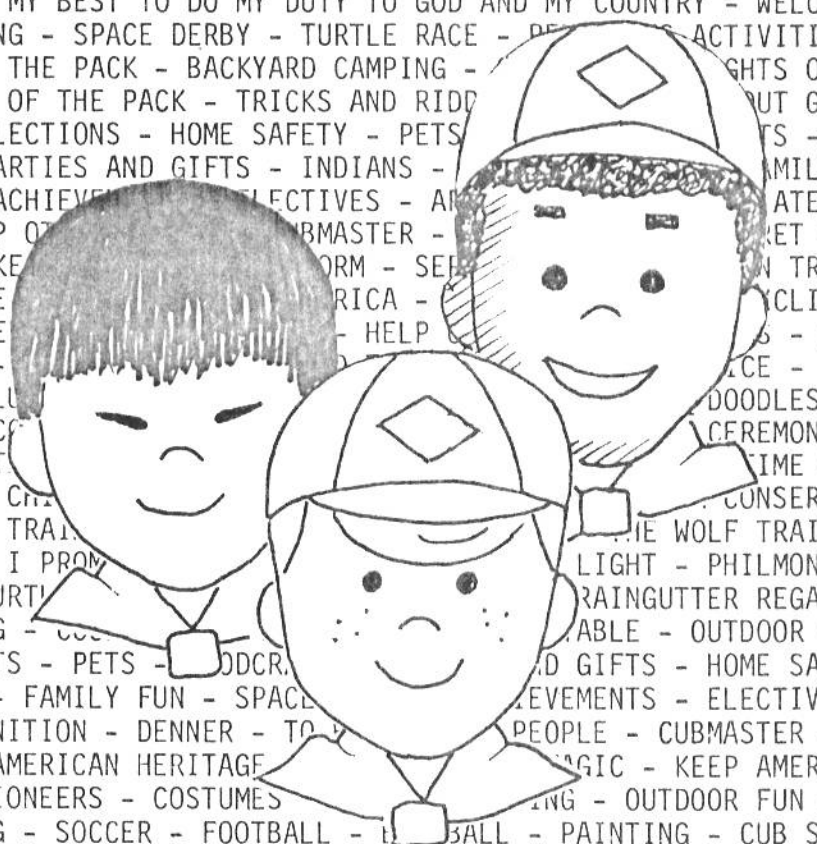
Although we realize that all Cub Scouts are very special, and it is difficult to choose one, we must remember that one boy is needed to represent all Cub Scouting in the nation in the report to the President. So, this selection process is necessary.

REQUIREMENTS

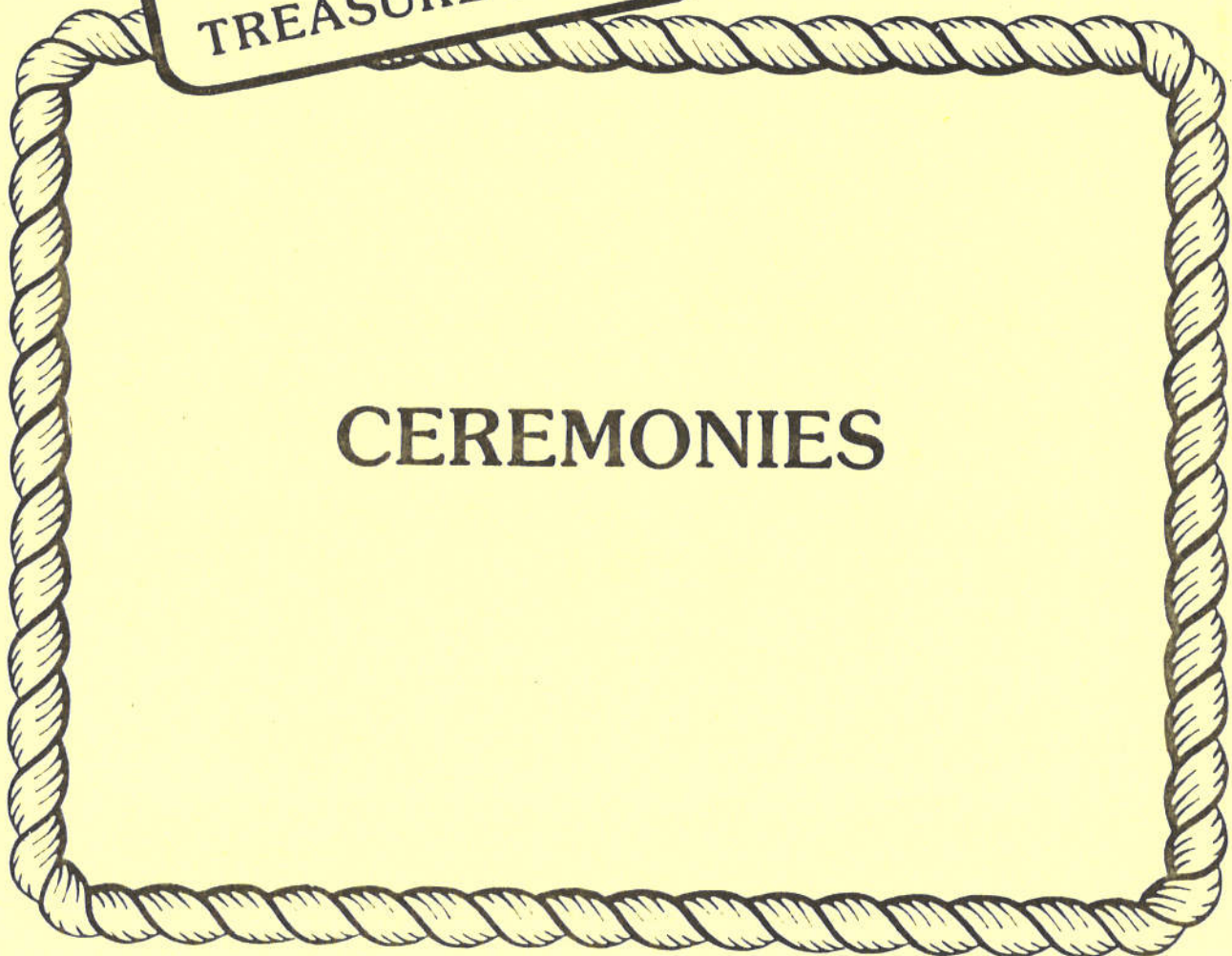
1. A registered Cub Scout. He may be either Wolf, Bear, or Webelos.
2. An active member of his pack.
3. He must not have reached his 11th birthday by the following February 8th.
4. He must have demonstrated practical citizenship in his church, school, Cub Scouting and the community.

THE WORLD OF CUB SCOUTING
REVOLVES AROUND THE BOYS

ARROW OF LIGHT - DEN BOY
ARROW POINTS - PUPPETS - DO YOUR
- POW WOW - FLAG CEREMONIES - LAW OF THE
- ADVENTURE - SUMMERTIME PROGRAM - CUBMASTER -
- SOIL AND WATER CONSERVATION - WOODWORKING - BL
- MAKE NEW FRIENDS - FOLLOW THE BEAR TRAIL - CUB SCOUT UNIFORM
- TO DO MY BEST TO DO MY DUTY TO GOD AND MY COUNTRY - WELCOME
TRAINING - SPACE DERBY - TURTLE RACE - DEN ACTIVITIES - RA
- LAW OF THE PACK - BACKYARD CAMPING - RIGHTS OF THE RO
- THE LAW OF THE PACK - TRICKS AND RIDDLES - BUT GIVES GOOD
- LING - COLLECTIONS - HOME SAFETY - PETS - WOODCRAFT
- COLLECTIONS - PARTIES AND GIFTS - INDIANS - FAMILY FUN - SPAC
- KET DERBY - ACHIEVEMENTS - ELECTIVES - AMERICAN HERITAGE - DATE RECOGNITION
- DENNER - TO HELP OUR CUBMASTER - SECRET CODES - BOBCAT
- NATURE FUN - HIKE - FORM - SEASONAL TRIPS - CUB SCOUT
- CUB SCOUT CIRCUS - AMERICA - CYCLING - SPACE DERBY
- ASTRONAUTS - KEEP AMERICA BEAUTIFUL - HELP - DEN MEETING - F
- BEAR - WEBELOS - DEN - FUN - SCOUT SHIRTS - DOODLES - ACHIEVEMENTS
- DEN LEADERS - BLUE AND GOLD - TRAILS - CEREMONIES - LAW OF THE
- DO YOUR BEST - CUBMASTER - TIME PACK AWARD -
- HELPING AROUND THE HOME - CONSERVATION - WOODWORKING
- CUBMASTER - DEN CHIEF - THE WOLF TRAIL - CUB SCOUT UNIFORM
- BLUE AND GOLD - TRAILS - ARROW OF LIGHT - PHILMONT TRAINING -
- WEBELOS AWARD - I PROMISE - RAINGUTTER REGATTA - SWIMMING
- SPACE DERBY - TURTLE RACE - TABLE - OUTDOOR COOKING - HIKE
- BACKYARD CAMPING - PETS - PARTIES AND GIFTS - HOME SAFETY - INDIAN
- PAPER BAG PUPPETS - PETS - ACHIEVEMENTS - ELECTIVES - ARROW POINTS
- THINGS THAT GO - FAMILY FUN - SPACE - PEOPLE - CUBMASTER - TYING THINGS
- DATE RECOGNITION - DENNER - TO HELP OUR CUBMASTER - MAGIC - KEEP AMERICA BEAUTIFUL
- SECRET CODES - AMERICAN HERITAGE - TRAILS - OUTDOOR FUN - WATER SPORTS
- FAIR - PIONEERS - COSTUMES - HIKING - SOCCER - FOOTBALL - BASKETBALL - PAINTING - CUB SCOUT OLYMPICS
- HIKING - SOCCER - FOOTBALL - BASKETBALL - PAINTING - CUB SCOUT OLYMPICS
- PHYSICAL FITNESS COMPETITION - CUB SCOUT UNIFORM - SECRET CODES
- ASTRONAUTS - HELPING AROUND THE HOME - PERSONAL FITNESS - TO OBTAIN
- PACK MEETING - DEN MEETING - GOOD TURN - AKELA - BOBCAT TRAIL
- BLUE AND GOLD BANQUET - PINWOOD DERBY - LEARN TO SWIM
- AMERICAN FLAG - BOOKS - FEATS OF SKILL - KEEPING AMERICA BEAUTIFUL
- SAFETY - CONSERVATION - HOME AND TRAFFIC SAFETY
- HANDICRAFT - MODEL BOATS - GARDENING
- WOLF TRAIL - ELECTIVES



HELP MAKE IT HAPPEN - FOR THEM.



CEREMONIES

CEREMONIES

CEREMONIES ARE IMPORTANT

Ceremonies are important for many reasons, the most important being that boys like them. The boys like to participate in them to receive recognition. Ceremonies are also important for recognition of leaders for achievements, for special occasions and holidays. Ceremonies help to teach the ideals and goals of Scouting and citizenship. They can help to promote participation of family, which is very important as Cub Scouting is a family-oriented program. Ceremonies also help maintain order in meetings when properly used.

It is important to remember to keep ceremonies simple so there won't be too much for the boys to memorize, yet use as many boys as possible.

WHEN TO HAVE CEREMONIES

1. Ceremonies are used at the beginning and closing of all pack and den meetings.
2. When a Cub Scout, parent, or leader has earned advancement or recognition.
3. To induct new Cub Scouts, den chiefs, and parents, or for graduations.
4. On special occasions such as holidays, pack charter presentations, and pack or Scouting birthdays.



INGREDIENTS FOR CEREMONIES

When an occasion arrives that no ready-made ceremony will satisfy your need, build your own. The following are some of the things a ceremony needs to make it successful.

1. Action: Use as many people as possible and use props if needed.
2. Coordination: Plan ahead and practice it a few times. If there is to be audience participation, tell them in advance what is expected of them.
3. Delegation: Rely on your assistants and others; don't try to do it all yourself.
4. Dignity: Allow no horseplay or action that will interfere with the ceremony.
5. Imagination: Use showmanship and material easily found. Change the words of ready-made or make your own ceremonies to fit the monthly theme.
6. Participation: Get involvement from the parents with their sons. Use den chiefs and den leaders to work with the boys.
7. Simplicity: Keep it simple, but make it fun.
8. Variety: Don't use the same ceremony too often in pack or den meetings.
9. Proper Staging: Keep the speaking to a minimum and caution boys to speak up. Have props ready and badges in correct order to enable boys or leaders to get them without confusion. Have Cub Scouts elevated if possible so that the audience can see and appreciate the ceremony.

OUTDOOR CEREMONIES

Ceremonies are important, even in the outdoors. Outdoor pack activities usually call for an opening and closing ceremony (or closing campfire). Any outdoor activities which take the place of regular pack meetings should also include advancement ceremonies so the awards can be presented promptly.

Remember these things when planning outdoor ceremonies:

Weather - It is difficult to keep candles lit in winds or light rain. Have a back-up plan, such as flashlights ... and plan for protection from the weather.

Acoustics - The wind sometimes carries voices in the wrong direction. Make sure the speaker can be heard.

Natural Surroundings - Make the most of surroundings to furnish background. Lakefronts or open areas in the woods make good ceremony sites.

Length - Make ceremonies short, especially if the audience is standing. Be sure they move right along, without delays.

Flag - Be certain that the U.S. flag is secure. A normal flag holder will not be adequate in winds. Insist on respect for the flag, indoors or outdoors.

The outdoors is a good place to hold the Webelos 'Crossing the Bridge' graduation ceremony. (See "Staging Den & Pack Ceremonies")



CEREMONY PROPS

A few attractive props help set the scene for an impressive ceremony. A little 'showmanship' along this line shows the boys and their parents that your pack really cares.

Many props can be made from scrap material. They need not be expensive to be impressive.

Tablecloth - A blue and gold tablecloth will add color to your head table which holds badges and ceremony boards. Make cloth from yellow fabric and trim with blue binding.

Electric Candles - Use old Christmas lights run through cardboard tubes which have been covered with blue or gold foil gift wrap paper.

Indian Headdress - Many Cubmasters make an Indian headdress which can be passed down to future Cubmasters. The headdress, worn with Scout uniform makes an impressive costume.

Campfire - A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow or red cellophane. Use a small string of blinking lights underneath.

Bridge - Can be built from scrap lumber, using dowels for poles and white rope to string along top. Graduating Webelos Scouts look forward to crossing the bridge into Boy Scouting.

Arrow of Light - Can be cut from scrap plywood, painted yellow and mounted on a plywood base. Holes can be drilled to hold candles.

Costumes - Sometimes the Cubmaster or advancement chairman will want to wear a costume fitting the monthly theme - such as Santa Claus, Indian chief, astronaut, etc.

See "Staging Den & Pack Ceremonies" for more ideas for ceremony props.

INDUCTION CEREMONIES

COMMITTEE CHAIRMAN INDUCTION

Equipment - Gavel for new committee chairman; candles - one unlit.

Setting - A head table with lighted candles will add to the atmosphere. The unit commissioner, Cubmaster, or Scouting coordinator can perform the induction.

NARRATOR: What is leadership? It is a process by which a person influences others. In Cub Scouting, leadership is the ability to accomplish the Cub Scout program in an efficient and effective manner. As in most groups, our pack is evidence of the willingness of its members to work together. Working together is a give-and-take business, and the leader gives guidance and direction. The leader also lives up to the standards of the group.

(Ask new committee chairman to come forward.)

The job of pack committee chairman is one of variety and responsibility. It touches on all aspects of the Cub Scout program. The chairman has the final responsibility for the successful operation of the pack, working closely with the Cubmaster and other pack leaders. Often the chairman is a mediator, but most of the time a good listener. The chairman, like other pack leaders, must set a good example and lead the way for Cub Scouts to follow. A successful chairman will not ask of anyone something that he would not willingly do himself.

I would like to introduce (name), our new pack committee chairman.

(To chairman) Would you please repeat after me the Scout Oath?

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

These are meaningful words, and they apply to all of us. They are words to which all Scouting leaders, to the best of their abilities, should try to live.

As I turn over the chairman's gavel to you, I ask that you light this candle to symbolize the guiding light which you and the other leaders of Pack _____ must show for the boys to follow.

Congratulations!

CUBMASTER INDUCTION

Equipment - Indian headdress for Old Chief Akela, artificial campfire, Indian blanket.

Setting - Committee chairman and new Cubmaster stand beside the campfire. Former Cubmaster as Old Chief Akela is out of sight.

CHAIRMAN: We are expecting a visit from Old Chief Akela of the tribe of the Webelos.

(A knock is heard and Old Chief Akela enters.)

OLD AKELA: I am here to help you install a new chief. Are the elders of the tribe assembled?

CHAIRMAN: They are here, Akela.

OLD AKELA: Have they selected a new chief?

INDUCTION CEREMONIES

CUBMASTER INDUCTION (con't)

CHAIRMAN: They have, and he is here.
(The new Cubmaster is brought before the old chief.)

OLD AKELA: You have been chosen to be the new chief of the tribe of the Webelos. Will you be loyal to the trust that has been placed in you by our committee, Cub Scouts, and parents?

NEW CM: I will be loyal.

(Old chief puts his blanket on the shoulders of the new Cubmaster and a warbonnet on his head.)

OLD AKELA: I declare you to be Chief Akela, of the tribe of the Webelos of Pack _____ in the _____ council of the Boy Scouts of America. Do the young braves know the Law of the Pack?

NEW CM: They do.

OLD AKELA: Then let them give the Law.

ALL CUBS: (Repeat the Law of the Pack)

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 chairman, and parents of new Bobcats.

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.

CUBMASTER: Parents of these new Cub Scouts, will you please give the Cub Scout sign and repeat after me:

"As a parent of a Cub Scout, I will do my best to help my son live up to the Cub Scout Promise and to obey the Law of the Pack. I will work with my son on his achievements and projects. I will attend the pack meetings and help as needed to make the pack 'go'."

(To parents) I would like to present you with your son's Bobcat pin. Please pin it on him. It is customary to put the pin on upside down until he does his first Good Turn as a Cub Scout.

INDUCTION CEREMONY

BOBCAT INDUCTION CEREMONY

Equipment - Candleholder or log with 8 candles, with Arrow of Light poster behind.

LEADER: (Lights middle candle - Spirit of Cub Scouting) (Calls forward Bobcat candidates.)

Boys, tonight is a big experience for you. You are joining Pack _____. You are also joining the finest boys' organization in the world, the Boy Scouts of America. Before we induct you, we need to see if you qualify. Please give the Cub Scout sign. (They do.) Please face the audience and repeat with me the Cub Scout Promise. (They do.) And now please repeat with me the Law of the Pack. (They do.) About face.

Boys, these are solemn promises you have just made...promises that are not to be taken lightly. Just to make sure that you understand what you have promised, we are going to review them one by one. The lighted candle before you stands for the Spirit of Scouting. You also see before you the Arrow of Light pointing the way from Bobcat to Eagle Scout. The 7 rays of the setting sun on the Arrow of Light and the 7 remaining candles represent the Cub Scout Promise and the Law of the Pack. They also stand for the 7 days of the week in which a Cub Scout can go, and grow, and give good will.

(Lights candle #1) This candle says 'I promise to do my best to do my duty to God and my country.' This is a big promise...one that you could spend a lifetime fulfilling, as indeed we hope you will. You will make mistakes because nobody's perfect. All we ask is that you do your best.

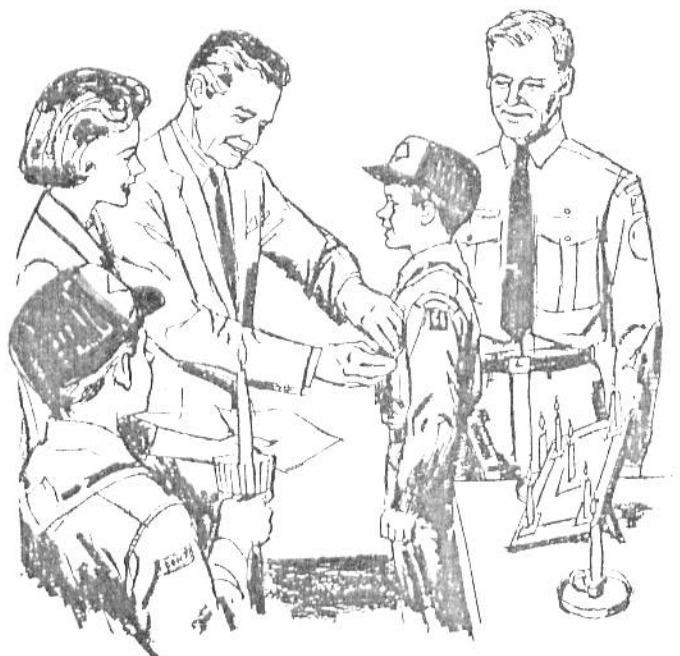
(Lights candle #2) This candle promises to help other people. Up to now you have had many people helping you. Now is your opportunity to start helping others...the people around you every day at home, at school, at play. Always be alert to see where you can help someone else. You will find it's a lot more fun helping other people than having them help you.

(Lights candle #3) This candle promises to obey the Law of the Pack. We would not be much of an organization if we didn't have rules to live by. These rules we call the Law of the Pack.

(Lights candle #4) The first Law of the Pack is to follow Akela. Akela is really many people...your parents, your teacher, your minister, your den leader, your Cubmaster. These people are here to help you grow up to be a good citizen. It is your responsibility to obey them and do what they ask you to do.

(Lights candle #5) The Cub Scout helps the pack go. You can do this by coming to every den meeting and every pack meeting on time, and in

(continued)



INDUCTION CEREMONIES

BOBCAT INDUCTION (con't)

uniform. You can do this by working hard on your achievements and by taking part in all activities of your den.

(Lights candle #6) The pack helps the Cub Scout go. Our pack is made up of many boys and adults all working together. We are all interested in the same thing and encourage each other by our teamwork and enthusiasm.

(Lights candle #7) The Cub Scout gives good will. What our world needs more than anything else today is good will, love, understanding and consideration. You have lots of it to give.

There you have all 7 candles burning brightly along the trail of Cub Scouting. The Bible says: "Let your light so shine before men that they may see your good works and glorify your Father which is in Heaven." So keep those candles burning brightly, fellows, every one.

One other thing...be kind to your den leaders. I have a deep and abiding respect for den leaders because their's is one of the most important jobs in Cub Scouting.

You can help your den leaders by being on time at every den meeting, and by wearing your uniform proudly. You can also help by working hard on your achievements. Not only will this be very helpful to you, but you'll make your parents and your den leader very proud of you.

The Cub Scout uniform has been worn by thousands of boys who have gone on before you. It represents the finest of Scouting's traditions, and sets you apart from other boys.

Never do anything to bring dishonor to your uniform. Keep it clean; wear it with pride and distinction.

Now we're going to ask your parents to join us. Cub Scouting is not just a program for boys and den leaders...but it is a program which must involve the entire family if it is to be successful. Parents are called upon to help in various ways. We know we can count on your cooperation. Will the parents of these boys please come forward.

(Cubmaster presents parents with Bobcat badges to present to their sons.)

Cub Scouts, attention! By the authority vested in me, I now declare you full-fledged Bobcats, entitled to all the benefits and privileges of that rank! Congratulations. (Scout salute.)

WEBELOS DEN INDUCTION CEREMONY

Personnel - Cubmaster or advancement chairman; Indian Scout (den chief); Indian Chief (Webelos leader); drummer; Webelos den members; and boys to be inducted.

Equipment - Indian drum, artificial campfire and a peace pipe.

Arrangement - Webelos Scouts in Indian costume sit on stage or floor in circle with artificial campfire in a prominent position, with drummer standing to one side or sitting in circle. Indian Scout stands in front of the circle.

(continued)

INDUCTION CEREMONIES

WEBELOS DEN INDUCTION (con't)

CUBMASTER: (As drum beats softly, he comes into room, calls names of boys to be inducted) Oh Scout of the Indian tribe of Webelos, we have _____ boys who wish to enter the Webelos circle.

INDIAN SCOUT: Whom do you have?

CUBMASTER: (Reads names and den no.)

INDIAN SCOUT: Come forward, Cub Scouts. (Drum beats as boys come forward) Give the Cub Scout salute. (They do. Drum beats again as Indian Scout escorts boys to the Indian Chief)

INDIAN CHIEF: Very well, Cub Scouts, can you give the Cub Scout Promise? (They do) Now, what is the Cub Scout motto? (They repeat motto) And what is the Cub Scout sign? (They give sign) Now for the biggest test of all before you are admitted to the Webelos circle. (Drum booms as he stands up with arms folded across his chest and looks solemnly out into space) Scouts of the Webelos tribe, you have heard the charges of these Cub Scouts who wish to join our circle. What are your desires?

INDIAN SCOUT: Cub Scouts (to boys being inducted), can you tell us the meaning of 'Webelos'? (They do. The Indian Scout kneels down and whispers into the ear of the Webelos Scout nearest him. This message is passed all around the circle of Webelos Scouts. The last boy nods to the Indian Scout) My brothers think that these Cub Scouts will be worthy brothers of the Webelos tribe and we hereby extend a hearty welcome and invite them to smoke the peace pipe with us.

INDIAN CHIEF: Come, Cub Scouts. Here is your Webelos neckerchief. Wear it with pride. Sit with us now and smoke the pipe of peace. (Cub Scouts sit in circle with Webelos Scouts. The peace pipe is passed around slowly)

WEBELOS DEN INDUCTION

Arrangement - Boys to be inducted into Webelos den are called forward with their parents. Cubmaster stands with them. Webelos leader and members of Webelos den are to one side. Six Webelos Scouts have speaking parts)

CUBMASTER: It is my pleasure to announce that (names of boys) have now reached age 10 and have completed their work in den (#). They are now eligible to join the Webelos den. Webelos Scouts wear a special neckerchief, so I will remove your Cub Scout neckerchief. (He does and hands it to parents) Our Webelos Scouts are learning to become Boy Scouts, and they would like to tell you about it.

1ST WEBELOS: The Scout Law is a lengthy one. Sometimes it's hard to keep. But if you take it step by step, the climb won't seem so steep.

2ND WEBELOS: Trustworthiness comes first of all. That's always good to know. And loyalty comes next in line. Be proud, and let it show.

3RD WEBELOS: A friendly, helpful Scout is one who's courteous and kind. And then, of course, obedience is always on your mind.

4TH WEBELOS: A good Scout is a cheerful one and one you're glad to meet. You must be thrifty and be brave, and always clean and neat.

5TH WEBELOS: A Webelos is a 10-year-old boy - a boy like me and you, who learns to be a Boy Scout. It's not hard to do.

6TH WEBELOS: There's one last step that we must learn; to be reverent as we can. All these things a Boy Scout does to be a better man.

WEBELOS LEADER: Our Webelos den has lots of fun working on activity badges, going on hikes and camping. We'd like to welcome you to our den. We know you will have fun and learn many things. (He places Webelos neckerchief around each new boy's neck and presents hand-book)

GRADUATION CEREMONIES

GRADUATION

Arrangement: Darkened room, Red light is on bridge, which is centered between American and Pack Flags. Assembled on stage, to the left of the bridge are the parents and Webelos leader, on the opposite end of the bridge is the Scoutmaster.

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

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

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

W. 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)



GRADUATION CEREMONIES

GRADUATION CEREMONY

(Used with Pack Ceremony Totem found later in this section)

Setting: Call the graduating Webelos Scouts and parents forward. Then turn off the house lights.

CUBMASTER - When you boys joined Cub Scouting, you came to us as Bobcats. This was a rank that each of you had to achieve before going any further. (Light Bobcat)

You were a member of a Cub Scout den where you worked on projects that helped develop your skills and mental ability. You made new friends and had lots of fun. Then you earned the Wolf rank. (Light Wolf)

When you began working on the Bear rank, you found the achievements a little harder and more challenging. That was because you were growing older. Soon you had earned the Bear rank. (Light Bear)

Then when you were old enough, you transferred into a Webelos den with Mr. _____ as your leader.

WEBELOS DEN LEADER - The activities in the Webelos den were a little different from what you were used to. That's because you were getting ready to be a Boy Scout. First you earned your Webelos rank. (Light Webelos) And some time later you earned the Arrow of Light award. (Light Arrow of Light).

Do you remember our first campout? (Reminisce at this point, saying something that each boy has done during the past year)

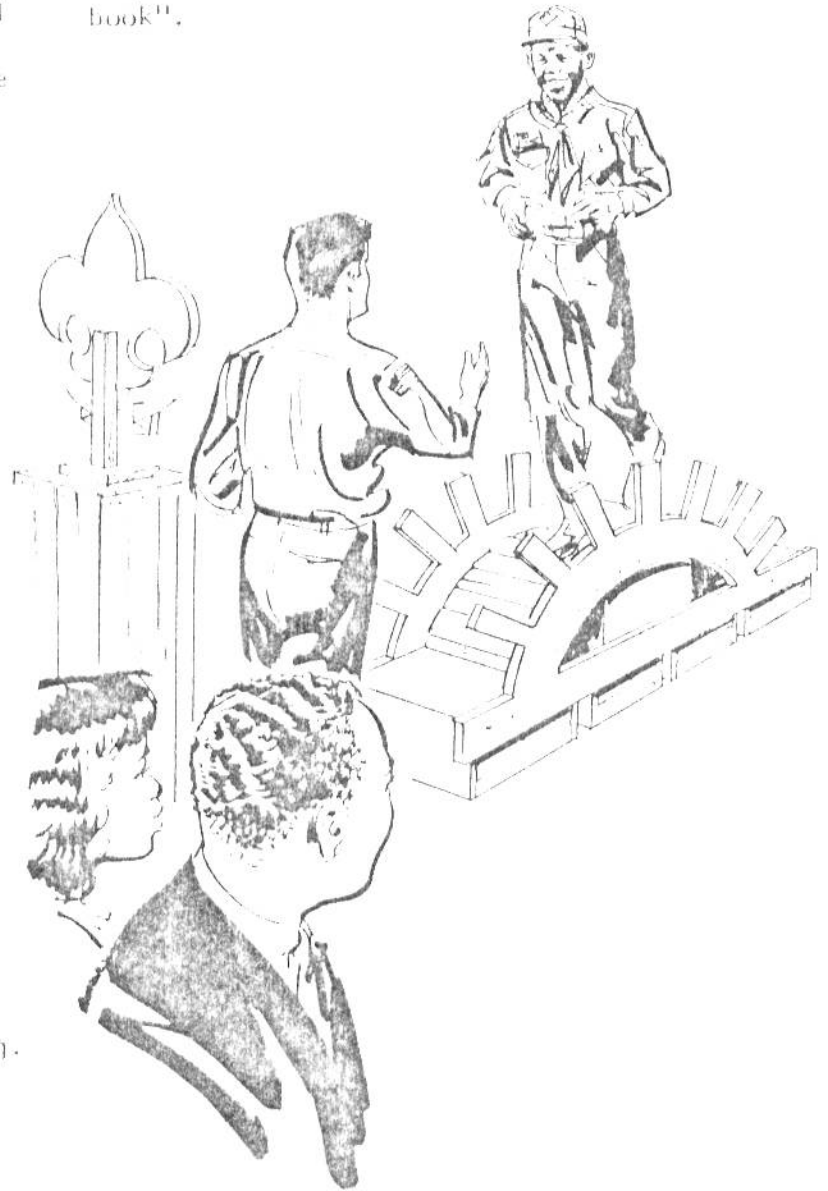
Well, you boys didn't stay boys long. Look at you! All of you have grown into fine young men who have left their mark of my heart. I am very proud of you. I remember how hard

you worked to learn the Scout Oath and the 12 points of the Scout Law.

Now you are going on to something even more challenging and fun.

SCOUTMASTER. (Welcomes new Boy Scouts and parents to the troop. Tells them a little about what they can expect. Issues a challenge to each boy, hoping he will attain the rank of Eagle Scout.)

Note: You may also wish to include the exchange of Webelos Scout neckerchief for the troop neckerchief, or presentation of "Boy Scout Handbook".



RECOGNITION CEREMONIES

DEN LEADER RECOGNITION

Materials - Appreciation certificate for each den leader and Webelos den leader.

CUBMASTER: There is something which parents sometimes overlook when they consider the possibility of serving as den and pack leaders. There are two very different types of homes. In one type, everything will always be just so. The furniture is not likely to be marred; there will be little shouting or noise except from the boy who lives in that home; and even his shouting will be subdued and experimental. His mother will seldom be troubled by the shouts of other boys, because it is not likely that they will come there. And unless something unusual happens, that is the type of home it will always be. As the children who live in it become young men and women, the rug will never be rolled up for social occasions. They will take their noise and laughter where it is better understood and more welcome.

But there's another type of home. This type attracts the friends of the children who live in it. They would rather bring their friends there than join them elsewhere. It is a home where children are welcome, where they learn to take care of the furniture rather than preserve it through lack of use. It's a home which later will attract young people.

It's true - the first type of house will be peaceful, because it will be empty. Too empty...too peaceful...too quiet.

But there are more wonderful things to be sought after in life than peace and quiet. And besides, if you live in the second type of home, it does not mean that all of your

own personal comforts and pleasures must be sacrificed. Lasting satisfaction comes from the knowledge that, as each day goes by, you are guaranteeing your children's future memories of their home will be happy ones.

Most den leaders want the second type of home, and they have started to build now, because in a year or two it will be too late. That's why Cub Scouting is not all giving on their part. They'll receive a finer home life and stronger family because of it.

(Call forward all den leaders.)

These people are making one of the finest possible contributions to our community by serving as den leaders. They not only deal with boys, but with parents too. They are strengthening the life of our community by enriching the lives of the families who live in it. They are teaching boys to respect their home, and their parents, and they are helping parents understand their boys better by doing things with them. Few community services are more important than this.

Please accept these certificates as a small token of our gratitude for your help in Cub Scouting, and the thanks of all the boys you are helping by your service. Thank you.



RECOGNITION CEREMONIES

DEN CHIEF RECOGNITION

Materials - Appreciation certificate for each den chief.

CUBMASTER: Cub Scouting is different than Boy Scouting. Like Boy Scouting, it has its games, crafts, advancements, and good will projects. The difference is in the type of activities that boys 7-10 years old like to do. The person who knows these activities best is one who has been a Cub.

It is the job of the den chief to help lead den activities that will help younger boys to be good Cub Scouts and Webelos Scouts and, eventually, good Boy Scouts and Explorers. Den chiefs set a good example by being both a leader and a friend.

Tonight we would like to recognize those who serve our pack as den chiefs.

(Call names and den numbers of all den chiefs.)

We would like to ask that you re-pledge yourself to your responsibility as den chief. Please repeat the Den Chief's Pledge after me:

"I promise to help the Cub Scouts
in my den
To the best of my ability
To encourage, guide, and protect
them
In all den and pack activities,
And to show them by my example
What a Boy Scout is.
I will strive to be prompt and
dependable,
And to cooperate with the leaders
In carrying out the den program.

As each Cub Scout reaches 10 years of age

Or completes the fourth grade,
I will encourage him to join a
Webelos den.

As he reaches 11 years of age
I will do all in my power to
Interest him in becoming a
Boy Scout."

(Present each den chief with an appreciation certificate.)

LEADER RECOGNITION CLOSING

Props: Large gold stars with a hole in center of each - large enough for each boy to poke his head through. Star is frame around face.

Each boy, in turn, repeats the following speech:

"My star represents our (office).
Mr./Mrs. _____ and his/her
assistant, Mr./Mrs. _____.

When all have done this, then all repeat in unison:

"On behalf of all the Cub Scouts,
we wish to say thank you for the
leadership you have given our pack."



ADVANCEMENT CEREMONY

POCKET ADVANCEMENT CEREMONY

Materials: A piece of tagboard is cut in the shape of a pocket and covered with blue felt, including a pocket flap and button. The Cub Scout insignia stickers which are attached are available at the Scout office (#4650), or could easily be made out of cardboard. They are attached with masking tape. The arrows are made of cardboard and covered with gold and gray felt.

NARRATOR: This is a pocket - a very plain pocket - not very interesting, and it could belong to anyone. But wait, let's give this pocket to a Cub Scout.

(Narrator places Bobcat badge on pocket) Our pocket is turning into something with meaning. It represents a sense of belonging and will soon bring our Cub Scout knowledge, skills, enjoyment and good fellowship. We would like to present the following boys and parents their Bobcat badge.

(Narrator places Wolf & arrows on pocket.) With the Wolf rank, our pocket turns into something more special. It proudly displays the first symbol of new-found knowledge of the flag, of keeping strong, of tools, of knots, of safety, of books and reading. It means our Cub Scout has mastered feats of skill and has shown his willingness to help in his home and take part in family fun. Tonight we are privileged to recognize the following Cub Scouts who have achieved the rank of Wolf. Would the following Wolf candidates and their parents please come forward.

(Narrator places Bear & arrows on pocket.) Adding the Bear badge has increased our pocket's meaning even

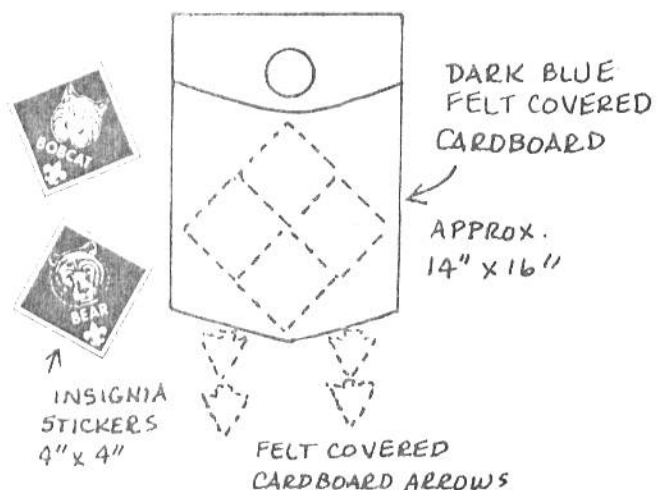
more. It shows our Cub Scout is completing increasingly difficult achievements which show he is growing in knowledge and skill. Would the following Bear candidates and their parents please come forward.

(Narrator places Webelos and Arrow of Light on pocket.) Our pocket has now had placed upon it the Webelos badge and Arrow of Light, the highest award which our Cub Scouts can achieve. To receive these awards, our Cub Scouts must dedicate themselves to the hard work necessary in completing the required number of activity badges and prove themselves ready to join the ranks of Scouting. Tonight we wish to recognize those boys who have completed activity areas within the Webelos program. Will the following boys and their parents please come forward.

(With the Webelos Scouts together, a candle ceremony may be added at this time.)

Our pocket is very special now. It is very rich in new possibilities. It opens up a whole new world of challenges. Cub Scouting has taken our plain pocket and turned it into a pocketful of adventure, fun and excitement.

Congratulations to all you boys and your parents on your achievements.



PACK IT IN—PACK IT OUT!

Wads of fishing line, hooks, drink cans and bottles, plastic boxes, paper bags, and other items degrade the water and the shore. Pack out what you bring in and, whenever you can, pick up and pack out trash that less thoughtful persons have left behind.

JUST IN CASE

Be prepared for the unexpected. Bring raincoat or poncho, sunglasses and sunburn lotion, first aid kit, compass, extra hooks, lures, leaders, and other necessities.

HELP MAKE FISHING

... more enjoyable for all. Work with your local sportsmen's club, planning board, and conservation department for better sportsmanship, better fishing, and better fish habitat. Take no more fish than you can use. Release all undersize fish. Be a pal—teach a kid how to fish.

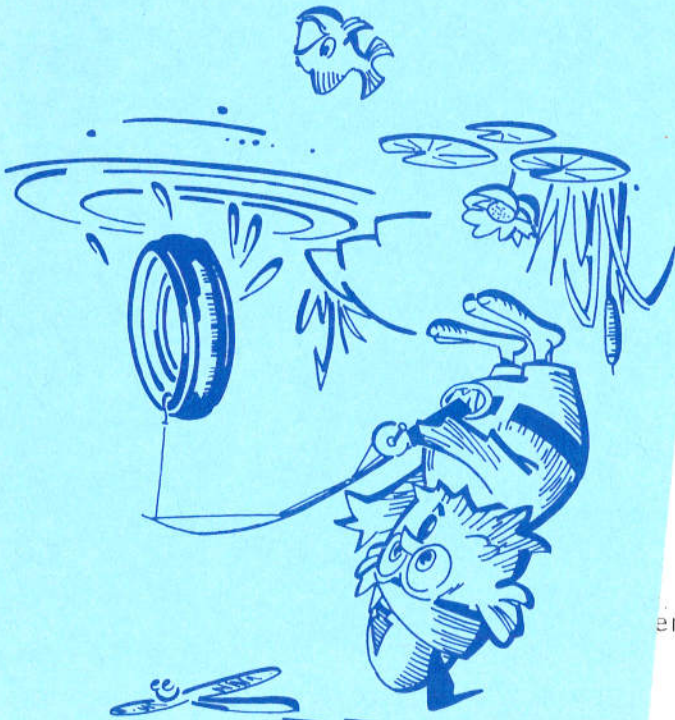
GIVE A HOOT! DON'T POLLUTE!

Recycle these guidelines—give them to a friend.

AND GOOD LUCK!

March 1978

FOREST SERVICE • U.S. DEPARTMENT OF AGRICULTURE
FS-317



Color guard advances from rear of room with flag bearers in front, followed by color guards. The U.S. 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 positions 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)

FLAG INTRODUCTIONS

"I PLEDGE ALLEGIANCE"

According to the Charter and Bylaws of the Boy Scouts of America, the goals of the Scouting program are character development, citizenship training and personal fitness. Proper citizenship can't be taught without emphasizing proper respect for the U.S. flag. When we salute the flag, we should do it with sincerity and appreciation.

Below are listed some different and meaningful introductions to make the flag salute more effective.

- Because we are thankful and appreciate of such leaders as Abraham Lincoln, let us salute the flag and at the same time remember all of the great Presidents of our great land.
- As we salute the flag today, let's remember George Washington, the Father of our Country, and the heritage of America.
- Because we are proud and appreciative of America's role in world leadership, let us now salute the U.S. flag.
- For the opportunities our country offers to young people, let us now salute our flag, the emblem of the United States of America.
- For those who died that this nation might live, let us now salute the flag.
- We, the people. That's what our flag stands for. Let us salute the U.S. flag.
- To secure the blessings of liberty to ourselves and our posterity is a challenge to all of us. Let us salute our flag.
- In the folds of the flag are enshrined every ideal, hope, and opportunity made possible because someone has lived. Let us salute our flag.
- The 31 words of the Pledge of Allegiance are among the best-known words in America. Let us repeat them now with meaning as we salute the flag.
- Our state is represented by one of the 50 stars on the U.S. flag. Let us now pledge allegiance to our flag as individuals and together for our state.
- The flag of the United States of America is the emblem of a free nation - a leader in the free world. Let us now salute our flag.
- When you look at the flag, you can see the Constitution and the courts, the laws and lawmakers, a soldier, a street-sweeper, a lawyer or a doctor. What do you see as we salute the flag today?
- Planted firmly on the high pinnacle of American faith, the U.S. flag has proven an inspiration to untold millions. Men look upon the flag as a symbol of national unity. Let us unify today as we salute the flag.
- Our flag is bright with cheer, brilliant with courage, and firm with faith. Let us add to this a sincere salute today.
- Our flag stands for all that we hope to be and have the courage to try for. Please join in the Pledge of Allegiance to our flag.
- The red in our flag stands for courage and bravery. Today as we salute the flag, let's remember our men in the Armed Forces who are serving us and our country.
- 'Long may it wave!' Let's remember the history behind this famous phrase as we salute the flag.
- Today let's salute the flag in honor of our Founding Fathers who had visions of today's America.

PATRIOTIC CEREMONIES

PATRIOTIC OPENING

The stage is set with a large kettle and campfire. Inside the kettle and against one side is a folded flag out of the sight of the audience.

1st BOY: Tonight we are going to fix for you - A treat that is really grand. - And make for you a recipe - The greatest in the land.

2nd BOY: In first we'll put a heaping cup of red for courage true. - (He pours in a container of red paper.)

3rd BOY: And then we'll add for Loyalty - A dash of blue. (He pours in blue paper.)

4th BOY: For purity, we'll now sift in - A layer of snowy white. (He sifts in white.)

5th BOY: We'll sprinkle in a pinch of stars - To make it come out right.

6th BOY: We'll stir and stir - and then you'll see - That what we've made is - "OLD GLORY." (Pulls flag out of the kettle suddenly.)

7th BOY: Our Flag is the most beautiful flag in the world - Let's always be LOYAL to it. Will everyone please stand and give the Pledge of Allegiance.



PATRIOTIC OPENING

Arrangement: Before the Flag is brought forward this short narration should be read.

We watch the flag as it passes by -
A flash of color against the sky.
Its fifty stars are as dazzling white -

As those few that shone by the dawn's first light.
The brave, bright Red that will never fade,
By the blood of mens sacrifice was made.

The White, for our nation's purity
Can be kept from stain by you and me

The Blue, the vastness of God's own sky.
His promise that freedom shall never die.

The mighty cities; the farlands fair;
The many churches for praise and prayer;
The chance to do, and the chance to be,
In a land our forefathers fought to free.

The hope that the world is looking for,
In our will for peace but our strength for war.
All these are the flag of our dear land,
A symbol we cherish and understand.
And we bare our heads and our hearts beat high,
As our Flag, "Old Glory" is passing by.

After this narration, the leader asks the boys to advance the colors and leads the audience in the Pledge of Allegiance.

PATRIOTIC CEREMONIES

PATRIOTIC OPENING

Arrangement: U.S. flag is posted, after regular presentation of colors. House lights are dimmed, and flag is spotlighted. Narrator reads the following narrative after the Pledge of Allegiance has been recited by the audience.

NARRATOR: "God Bless America" is a prayer that is on every heart. While the statesmen of the world are seeking paths to peace, we can ask ourselves 'What is the strength of America?' 'What are the secrets of our nation's power?'

An agriculturalist might have you believe America's strength lies in its soil.

A merchant would say that a nation's power rests in its commerce.

A manufacturer might say that it is in technology, in machinery and in the skilled labor to operate plants to produce manufactured products.

A politician might contend that a nation's strength is in national policies.

An educator might declare that knowledge is a nation's power and that our country's greatness is in its learning.

A scientist would say that a nation's power is in science..in the products of the laboratory.

The military man most likely would insist that a nation is great according to its weapons and military strength.

But America's real strength is in the character of her people. It took character to survive that first winter at Plymouth Rock and that other winter at Valley Forge. It took character to pack your things into a rickety wagon and push off into a land of vague promise and specific terror. It took character to tell a nation that slavery is wrong...to say that might is not right.

Because character is needed today more than ever before, the Boy Scouts of America is concerned more than ever about building strong character in boys. We want to guarantee that America is as strong in this space age as it was at its birth.

Will you all please join me in singing "God Bless America."

CLOSING THOUGHT

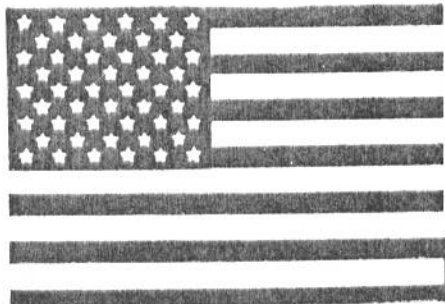
Every Cub Scout should accomplish something worthwhile every day. And each day's accomplishments should be a little better than the previous day. Tonight, stand at your window and look out into the darkness of night, and ask yourself: "Have I done my best today?" Then, each day, promise to do better than the day before. If we all do that, we'll have the best Cub Scout pack in town. Remember that just as our forefathers accomplished much for our country because they did their best, we as Cub Scouts can accomplish much by doing our best. By doing that, we are preparing ourselves to become better citizens of tomorrow.

PATRIOTIC CEREMONIES

PATRIOTIC OPENING

Arrangement: U.S. flag is posted on stage. Narrator offstage reads the following.

I AM OLD GLORY: For more than ten score years I have been the banner of hope and freedom for generation after generation of Americans. Born amid the first flames of America's fight for freedom, I am the symbol of a country that has grown from a little group of thirteen colonies to a united nation of fifty sovereign states. Planted firmly on the high pinnacle of American faith my gently fluttering folds have proved an inspiration to untold millions. Men have followed me into battle with unwavering courage. They have looked upon me as a symbol of national unity. They have prayed that they and their fellow citizens might continue to enjoy the life, liberty and pursuit of happiness, which have been granted to every American as the heritage of free men. So long as men love liberty more than life itself; so long as they treasure the priceless privileges bought with the blood of our forefathers; so long as the principles of truth, justice and charity for all remain deeply rooted in human hearts, I shall continue to be the enduring banner of the United States of America.



PATRIOTIC OPENING

Arrangement: Colors are advanced in the normal manner. Audience is standing, facing the flag. Flag stands alone, while voice over speaker says:

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

I am a symbol of America. I suppose you might say I am America. I am great corn fields in the Midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihilation.

I am opportunity for any person to become whatever he wishes if he has the skill and the will to scale the heights.

I am most things to everyone and everything to most people. As a matter of fact, that's what I am most...people...free people. I am your flag.

Please join me in rededicating our duty to keep the United States of America great and free...as we make the pledge of allegiance to our flag.

See "Staging Den & Pack Ceremonies" for more ideas for patriotic ceremonies.

CEREMONIES

OPENING

Arrangement: Ten boys come on stage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn.

1st Cub: Secrets! Secrets! In the air. Merry greetings everywhere! That's Christmas!

2nd Cub: Cedar boughs in every nook! Holly! Everywhere you look. That's Christmas!

3rd Cub: Christmas trees with baubles bright, - flashing in the candlelight! That's Christmas!

4th Cub: Hearth fires leaping high to show - Faces in the fire-light's glow! That's Christmas!

5th Cub: Spicy smells of things to eat, - Promising a welcome treat! That's Christmas!

6th Cub: Bundles big and bundles small! - And we must not look at all! That's Christmas!

7th Cub: Little whispers all about! - But we can't find one thing out! That's Christmas!

8th Cub: Such a lot of things to do! - Shopping trips and wrapping too! That's Christmas!

9th Cub: Time for fun and song and play! - Just the year's most happy day! That's Christmas!

10th Cub: Joy in all we have and do! - Wishing joy for others too! That's Christmas!

ALL: So we gladly join to say, - Here's to wish your happiest day - That's Christmas!

OPENING CEREMONY

This ceremony is introduced by the den chief, who explains that the audience is to respond by doing as the boys say. The boys hold cards which spell out the word G-R-E-E-T-I-N-G-S. Each exposes his card as he speaks his line.

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 - Everybody 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 - Good will is a feeling we all like to know.

S - So now we say greetings to everyone. We've tried to spread good will, and that we have done. So Cubmaster _____, our program's begun! (this boy motions for Cubmaster to come to stage)

OPENING

Dim the lights and have the boys come in marching very slowly, singing Christmas carols. Have the boys carry a lighted candle. Have the Webelos color guard follow and when the lights come on, a Webelos Scout leads everyone in the Pledge of Allegiance. Then have everybody sing "Silent Night."

CEREMONIES

ADVANCEMENT CEREMONY

Arrangement: Room is decorated with Christmas tree and other decorations. Cubmaster or advancement chairman is dressed as Santa Claus. Badges and awards are gift wrapped, under the tree.

CUBMASTER: Our theme this month is "Do Your Best". As Cub Scouts work and play in Cub Scouting, they learn to do their best at everything they try.

Each boy's best is different. For one boy, an achievement or elective may be easy to do ... for another boy the same achievement or elective may be harder. But every boy can earn his badges if he does his best. It may take him a little longer than it does another boy, but he can still earn them.

Boys, when you do your best, it is a good feeling. It makes your families proud of you, and you can be proud of yourself for really trying hard. So when you wear the badge on your uniform, you'll know that you did your best in earning it ... that it wasn't just a present.

Tonight we have several boys who have done their best on advancement and have earned badges. Although they are wrapped like presents, let me assure you that they are not being simply given ... they have been earned by each and every boy. We are very proud of each one of you.

(Call names of boys who have earned badges and ask their parents to come forward to accept the awards for them)

CLOSING THOUGHT

This is the last meeting of the year. We have had some fine times together. As we look forward to the New Year, we have a lot to be thankful for .. Cub Scouting, our friends, our homes, our families, and especially this fine land in which we live. May God keep our faith in what America stands for so strong that the evils of communism may never prosper here. As we approach our country's 206th birthday, may we learn more about it so that we can appreciate its many precious freedoms it gives us. Let's stand and sing "God Bless America."

CLOSING THOUGHT

A smile costs nothing, but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours. No one needs a smile quite as much as a person who has none left to give. What better way to spread good will.

<p>Also see "Staging Den and Pack Ceremonies" for 'G-I-V-E-S Good Will' ceremony and 'Christmas Opening' ceremony.</p>
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CEREMONIES

OPENING CEREMONY

NARRATOR: I present to you Cub Scouts and parents, the eight best doctors. Give heed to their words.

1st DOCTOR: I am Doctor Rest....
I cure you when you are tired.

2nd DOCTOR: I am Doctor Exercise..
I make you strong.

3rd DOCTOR: I am Doctor Fresh Air..
I give you vigor.

4th DOCTOR: I am Doctor Proper Food ... I help you live long.

5th DOCTOR: I am Doctor Bath.....
I keep you clean.

6th DOCTOR: I am Doctor Sleep.....
I make you well and help you grow.

7th DOCTOR: I am Doctor Sunshine..
I make you cheerful.

8th DOCTOR: I am Doctor Play.....
I keep you happy and make you smile.

DOCTORS in Unison: Employ us doctors every day, we help you all and ask no pay!

CLOSING THOUGHT

CUBMASTER: Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle applies to us. We have a body, which when kept in good condition, will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do Your Best to KEEP FIT!!

OPENING CEREMONY

Arrangement: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and in turn, speak the lines below:

1st BOY: To keep your body strong and healthy - Is more valuable than being wealthy.

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

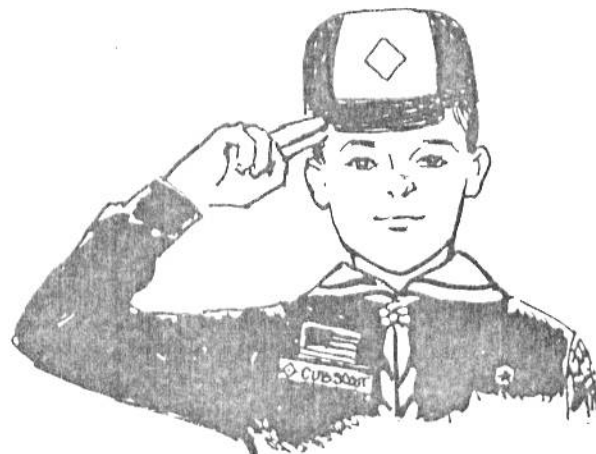
3rd BOY: It helps you lend a helping hand - To needy folks around your land.

4th BOY: Eating the right foods is always wise, - And everyone needs some exercise.

5th BOY: Stand on tiptoes, one, two, three, - Touch your toes, don't bend a knee.

6th BOY: Run a while, then slow your pace, - Practice will help you win the race.

7th BOY: Scouting builds young boys into men. - And this is where it all begins.



CEREMONIES

ADVANCEMENT

This month the theme is "Adventure to Good Health" and our Cubs will advance according to their strength.

As men and women must train to be Olympic champions, our Cubs also must grow in strength and ability to obtain their rank advancement. So, tonight we have _____ who has achieved the Bobcat Rank. We will ask him to lift the heavy weight up to the Bobcat level. For a boy to earn the Wolf Rank, he must increase in ability by practice and working with his muscles just like a weight lifter must train and get in condition. Tonight we have _____ who has trained and has gotten in shape to get his Wolf Rank. We will have him come and lift the weight to the Wolf Rank. Training must continue for a weight lifter to build his muscles further.

Tonight we have _____ who has continued his training and has increased his ability. Let's have this muscle man come and lift the weight to the Bear level. The Olympic champion receives his gold medal to show his strength and ability. Tonight Webelos Scout _____ is now asked to come and lift the weight to the Webelos level and in effect, become one of the Champions of Pack _____.

Tonight during our advancement ceremony we have seen Cub Scouts increase in ability as muscle builders do. Let's have a round of applause for all Cubs who have advanced in rank this night.

CLOSING

Arrangement - This closing leaves the audience with some good closing thoughts. Five boys line up across the stage holding barbells which have a letter printed on each end - G-O, O-D, H-E, etc., so that together they spell out GOOD HEALTH.

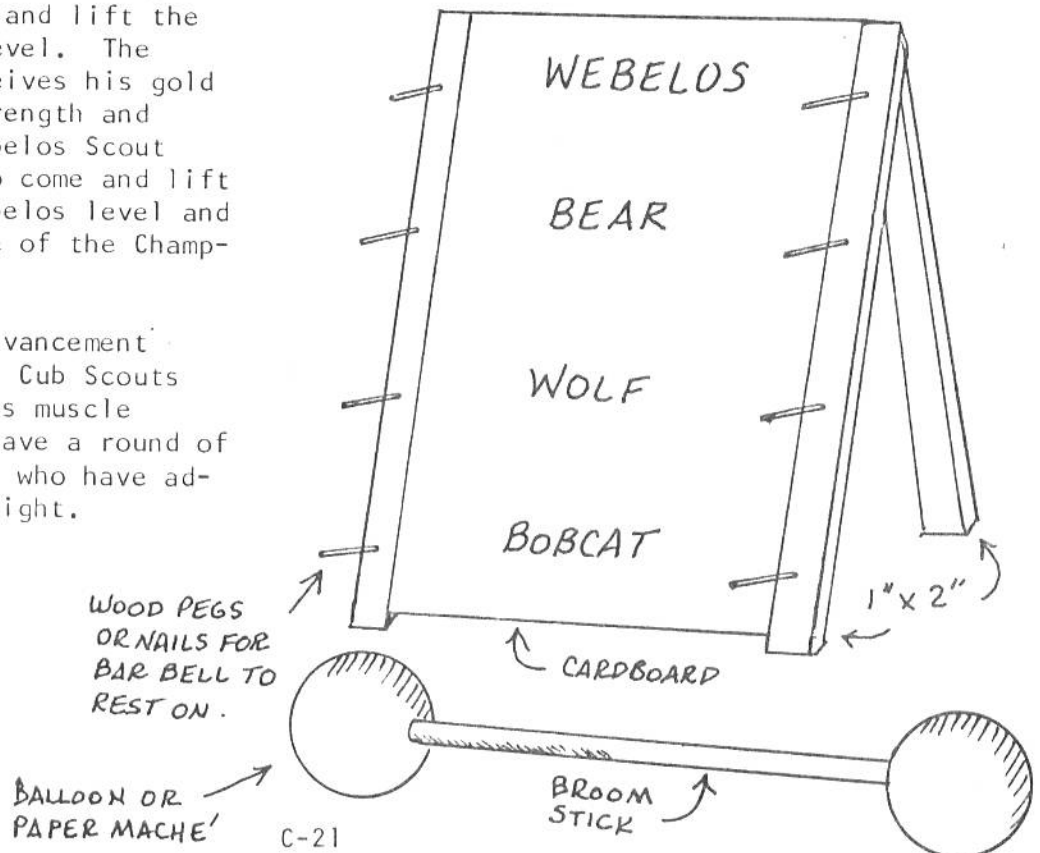
1ST BOY: Eating the right foods is really important if our bodies are to be strong and healthy.

2ND BOY: Proper dental care will help us keep our teeth all our lives. Brush and floss regularly and see your dentist.

3RD BOY: Buckle right down and carry your share of the load, unless you want to be a shirker on life's road.

4TH BOY: Do your best to lift your share, showing everyone that you care.

5TH BOY: Take care of your body and be sure to eat right. And now we wish you a very good night.



CEREMONIES

ADVANCEMENT CEREMONY

CUBMASTER: Scouting began in England in 1907 with a small group of boys. Lord Baden-Powell, our founder, took these boys to Brownsea Island, off the coast of England for 12 days of adventure in camping and pioneering. He was testing an 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 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 and courtesy, cheerfulness. In Cub Scouting, we have these same principles encompassed in the Cub Scout Promise and the Law of the Pack. Will you repeat with me the Cub Scout Promise? (They do) Now I'll ask all the Cub Scouts here tonight to stand, give the Cub sign and repeat with me the Law of the Pack. (They do) (Cubmaster presents Bobcat badge to parents and congratulates boys and parents) You boys have now started your Scouting adventure, just like the boys on Brownsea Island.

A Chicago publisher, William Boyce was lost in a London fog. 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." Mr. Boyce was interested in Scouting and was responsible for starting it in America.

We have some boys here tonight who have been doing their daily good turns, and have been working hard on achievements and electives, so that now they have earned 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 for only a few years when younger boys and their parents asked for a program of their own. That's when Cub Scouting started. The first year there were five thousand Cub Scouts and now, 52 years later, there are more than two million Cub Scouts in America. Scouting was really growing.

There are some boys in our pack 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 are moving along the Scouting trail.

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

Scouting has spread to 104 different countries of the world. Tonight we're celebrating the 72nd birthday of Scouting in America, and the 52nd birthday of Cub Scouting. From that small group of 20 boys on Brownsea Island, Scouting has grown to more than 12 million boys and adults around the world. You can be proud to be a member of such a fine, world-wide organization.

See "Cub Scout Program Helps" and 'Blue & Gold' section of this book for more ceremony ideas on this theme.

CEREMONIES

OPENING CEREMONY

Arrangement: Each of 12 Cub Scouts holds a candle which is lighted as he gives his message. House lights are dimmed.

1st CUB: Cub Scouting is a boy. He is somewhere between 8 and 11 years of age. He is just an average boy, energetic, inquisitive, noisy and eager to explore the world around him.

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

3rd CUB: Cub Scouting is a den Leader who opens her home and her heart to this boy and several others just like him so they may learn to do things in a group rather than individually and learn to share with others.

4th CUB: Cub Scouting is a den chief - A Boy Scout or Explorer who works into his busy schedule a time for the younger boys so he may encourage them to stay on the Scouting trail for many years.

5th CUB: Cub Scouting is a Cubmaster who gives of his spare time and sometimes much more, to provide a program that will bring Cub Scouting to this boy.

6th CUB: Cub Scouting is a committee made up of interested parents who back up the Cubmaster and who serve willingly to carry out the pack goals.

7th CUB: Cub Scouting is a national organization - a little brother program to the Boy Scouts of America for 8, 9 and 10 year old boys.

8th CUB: Cub Scouting is fun for the boy, his parents and his leaders.

9th CUB: Cub Scouting is fellowship with the boy in your class at school, your neighbor, and other people you might never meet except through Cub Scouting.

10th CUB: Cub Scouting is citizenship - teaching the young boy respect for God and country. He learns his moral obligations to himself and his fellow man.

11th CUB: Cub Scouting is a challenge for all who become involved - a challenge to live up to high ideals; to learn to compromise and work out differences; to use your own creativity.

12th CUB: Cub Scouting is achieving by boys and parents as they work together on advancement. As you see, Cub Scouting is many things - each important and shining forth in its own way.



CEREMONIES

ADVANCEMENT

Props: Two doors with a bridge bridge between, candles, Wolf, Bear Webelos and Arrow of Light posters.

CUBMASTER: You see before you, two doors. One representing Cub Scouting, and the other one Boy Scouting. Both doors can be opened to adventure. Tonight, our boys will only open one of the doors (unless a boy is graduating), some to begin a journey to fun and adventure, the others who have started on the road and are advancing right along.

AWARDS CHAIRMAN: Will these boys and their parents please come forward when your names are called. (Call names of Bobcats.)

CUBMASTER: Boys, you have expressed a desire to join our Pack and be a part of our adventure team. There were some requirements for you to learn when you registered to become a Cub Scout. Have you learned them?

BOYS: We have.

CUBMASTER: To show that you have learned these requirements, please repeat with me the Cub Scout Promise, the Law of the Pack, and the Motto. (Cubmaster and boys repeat all three at this time.) Parents, your sons have passed their requirements for the Bobcat Rank. It is with pleasure that we present you with their Bobcat pins to place on their uniforms. For it is you who will help your boy down the Cub Scout trail to fun and adventure. One last requirement for the Cub Scout to do is a good deed. So that we might know that he has done this, we ask that you place the pin on him upside down. When he has done his good deed, you may turn the pin right side up. Congratulations to you all and welcome to our Pack.

(A good way to place the pin on the boy upside down is to turn the boy upside down and let the parents pin it on right side up)

Between the two doors is a bridge. This bridge is one a boy must cross each year until he is eleven and can go through the Boy Scout door to adventure.

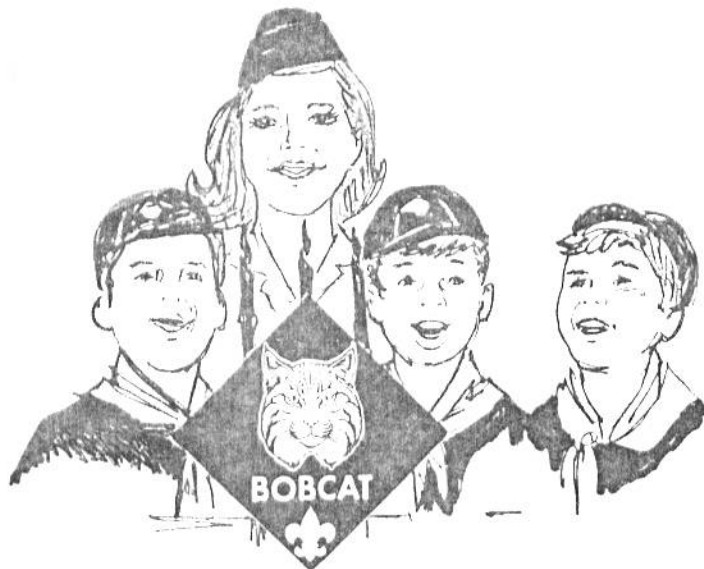
There are some Cub Scouts here tonight who have passed the 12 achievements required for the Wolf and Bear ranks. We have some Webelos Scouts who have been working on activity badges. Will these boys please come forward as their names are called?

(As boys names are called for each rank, light a candle in front of the poster representing that rank)

Congratulations to all of you on the work you have been doing. One day soon, you will be able to pass through the Boy Scout door to adventure.

(Arrow of Light awards or graduation could be done now with a special additional ceremony)

See "Cub Scout Program Helps" for 'Doorway to Adventure' advancement ceremony and also for pack advancement ladder illustration.



Indian Nations .81

CEREMONIES

OPENING

CLOSING THOUGHT

Arrangement - Seven ... holding cards which ... stand on wooden boxes ... progressively higher, to look like stairs.

DEN CHIEF: Advancement is one of the ways that Cub Scouts grow. The boys of Den ... would like to tell you about that tonight.

1st BOY: (On lower step, holding A) Everyone who joins Cub Scouting starts out as a Bobcat. That is the first rank.

2ND BOY: 7 and 8-year-old Cub Scouts complete 12 achievements to earn the Wolf badge. That is the second rank.

3RD BOY: 9-year-old Cub Scouts complete 12 more difficult achievements to earn the Bear badge. They are growing as they learn new things.

4TH BOY: While boys are climbing the Ladder of Cub Scouting, they work on elective projects to earn Arrow Points. Most boys earn gold and silver arrow points.

5TH BOY: 10-year-old Webelos Scouts earn the Webelos badge. This is the fourth rank in Cub Scouting.

6TH BOY: Webelos Scouts also earn activity badges. They have lots of fun learning new things.

7TH BOY: The highest award a boy can earn in Cub Scouting is the Arrow of Light. This is the top of the Cub Scout ladder.

DEN CHIEF: And when he is old enough, he graduates into a Boy Scout troop, where he continues advancing along the Scouting trail, growing in character, citizenship and personal fitness. This is what Scouting is all about.

To grow, Cub Scouts must advance. Even adults continue to learn and advance all their lives. No one can grow by standing still.

The journey along the Cub Scout trail can be exciting and rewarding for boys and their families. In just three short years their knowledge is expanded and they enjoy many experiences they might not have had otherwise.

The advancement plan helps to prepare Cub Scouts for their later experience in Boy Scouting, and gets them off to a good start on their journey to manhood.

Advance ... never stand still. Grow in wisdom and knowledge ... grow in friendship ... grow in citizenship ... and you will be doing your duty to God and country.

See "Staging Den & Pack Ceremonies" for 'Upward Trail' advancement ceremony, 'Six Steps to Scouting' and 'Using All Ranks' advancement ceremony.



CEREMONIES

Try tying the opening, advancement, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant airliner.

For a pre-opening activity, issue each person a ticket as they arrive. The opening ceremony could be a call, announcing Cub Scout Air Lines flight # (your pack #) is ready for boarding. People board (Cub Scout flight attendants check tickets) and all are seated and fasten their seat belts.

The Captain (Cubmaster) announces the destination of this flight (the land of Cub Scouting) and wishes all a very pleasant trip. Aircraft takes off and lands at various cities to see skits, hear songs, etc. performed by various dens.

For advancement ceremony, the plane lands at various places to see famous people (brand new Bobcats, Wolf Cub Scouts, Bear Cub Scouts, etc.) The Captain might present each boy earning an award with silver pilot's wings (cardboard cut-outs covered with foil) along with his badge.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him. He invites them to fly again with Cub Scout Air Lines. The people disembark (with parting words from Cub Scout flight attendants) and go home.

OPENING CEREMONY

Den comes on stage playing with paper whirly birds, throwing them up and watching them float down. After a few minutes of this, Cubmaster walks out on stage.

1ST BOY: (looks at watch) Wow, it's time to go so they can get on with the show!

(All pick up their whirly birds and hurry to their seats)

CUBMASTER: I'm sure you know by now that our theme this month is 'Going Places'. Without a doubt, Cub Scouts are always on the 'go'. And speaking about 'go', let's get on with the show! The boys of Den _____ will present our opening flag ceremony.

CLOSING CEREMONY

CUBMASTER: A hitchhiker, signaling with his thumb, is saying, in effect: "You furnish the car, buy the gas, attend to repairs and upkeep, supply the insurance, and I will ride with you. However, if you have an accident, I will probably bring suit against you for damages." It sounds like a very one-sided affair, doesn't it?

Now to relate this to the Scouting organization, and to the many 'hitchhikers' working their thumbs overtime. They seem to be saying to those who are serving Scouting: "You furnish the time, effort, plan the programs, arrange for transportation, attend to such things as membership drives, pack and den meetings, and we'll go along for the ride. But if things don't suit us, we'll complain and criticize and probably get out and hitchhike somewhere else."

Now after all is said and done, those who aren't hitchhiking don't really mind so much. So long as there is room, they don't mind having a few hitchhikers, just so they don't try to do too much back-seat driving. Our real concern at this point is not for the Scouting organization, but for the people standing by the side, using their thumbs ... for they are cheating themselves and missing a lot of fun. The genuine joy of service to others can never be experienced by one who stands on the sidelines hitchhiking!

Our pack is 'going places'! Let's avoid hitchhiking.

Den _____ will now retire the colors.

CEREMONIES

ADVANCEMENT CEREMONY

Prior to pack meeting, issue train tickets to those boys who will receive awards. Indicate on ticket the boy's name and 'car' he will be traveling on (Wolf, Bear, Webelos, etc.)

Use large cardboard cut-outs representing the various cars of the train. The Cubmaster acts as the conductor. With den leaders carrying the cut-out cars, the train proceeds around the room and stops at each den, where the Cubmaster exchanges the appropriate badge or award for the ticket. As each boy receives his award, he 'boards' the train by getting in line behind the appropriate 'car'.

<u>C-U-B RAILROAD</u>	
Passenger	_____ (name of boy)
Car	_____ (name of award)
Point of Departure	_____ (Den #)
Destination	_____ (next rank)
Fare	_____ (requirement for award)*

*12 achievements, 10 electives, etc.



BOBCAT INDUCTION

Arrangement - Several Cub Scouts carry a large cardboard cut-out of a bus and stop at various 'bus stops' to pick up prospective Bobcats and their parents. They take them to the front of the room and unload there. During the trip, some of the boys on the bus can give the following tour information.

CUB SCOUT #1: Ladies and gentlemen, the destination of this bus is Cub Scout Land. This attraction has more to offer than Disneyland, Six Flags, and television combined!

CUB SCOUT #2: When you get to Cub Scout Land, you will find lots of exciting things to make.

CUB SCOUT #3: You'll find games and songs in Cub Scout Land.

CUB SCOUT #4: Cub Scout Land has special treats such as weekly den meetings and field trips.

CUB SCOUT #5: Every month in Cub Scout Land, there is a fun-filled pack meeting with awards, skits and other fun.

CUB SCOUT #6: Webelos Scouts in Cub Scout Land work on exciting activity badges and go on overnight campouts with their dads.

(When the bus arrives at the front of the room, the Cubmaster performs the standard Bobcat induction ceremony)

Also see "Cub Scout Program Helps" for racetrack advancement ceremony and ceremony board.

CEREMONIES

OPENING

The only equipment needed is some sort of tree (real or artificial).

CUBMASTER: Cub Scouts, see that tree over there? Beautiful, isn't it? You can tell that it's strong, too. We could compare that tree to a strong family. The roots are faith in God. The trunk represents the parents, and the branches are the children.

A poet named Helen Crawford made that comparison in a poem that I'd like to read to you. It's called "The Family Tree", and it goes like this:

There's one thing in God's nature
That means a lot to me;
It symbolizes so much of life -
It is a lovely tree.
With roots so deep in God's rich earth
It's not disturbed by weather;
Like families with faith in God
Who live in peace together.

Its trunk, the body strong and firm,
Like parents anywhere,
To guide, control, direct, sustain,
The offspring which they bear.
The branches, which like children
spread
In every known direction,
Until the fruitage of their growth
Has reached its full perfection.

And so a tree appears to me
The gem of God's creation,
As it portrays our families,
Which constitute a nation.

Each of you here tonight can do your part to help make your family stronger and more beautiful. How? By loving all your family members, by obeying your parents, and by doing your fair share of the family's work.

Let's all stand now, and I'll ask the Cub Scouts to join in a Grand Howl for our families. (See "Staging Den & Pack Ceremonies" for Grand Howl)

CLOSING

Arrangement - On the head table is a vegetable seedling and a fully mature vegetable plant.

CUBMASTER: This tiny seedling doesn't look like much, does it? It's very weak and fragile. But we have learned this month that if we plant it in good soil, and if we make sure it gets lots of sunshine, air and water, it will grow up to be a big healthy (type of vegetable) like this one.

Cub Scouts are like this seedling. They need certain things, too, like proper food, rest, and exercise. But Cub Scouts need something more than that. If they are going to be the kind of men we all admire, they have to have healthy minds and spirits, as well as healthy bodies.

In Cub Scouting, and later on in Boy Scouting, boys can develop that extra quality of mind and spirit. They do it by following the Cub Scout Promise and later, the Scout Oath.

Will you all please stand now and join me in repeating the Cub Scout Promise?

CLOSING THOUGHT

One of America's greatest conservationists, Aldo Leopold, said: "The Lord giveth and the Lord taketh away, but He is no longer the only one to do so. When some remote ancestor of ours invented the shovel, he became a giver. He could plant a tree. And when the axe was invented, he became a taker. He could chop it down." Thus each of us possesses the power to create or to destroy. Let us use this power wisely for the good of our country and all mankind.

CEREMONIES

ADVANCEMENT CEREMONY

Props - A several-branched tree limb (bare) set in a can of plaster or sand. Green construction paper leaves (as many as there are boys receiving awards).

CUBMASTER: This tree is a symbol of the natural beauty of our land. It takes Mother Nature a long time to grow a beautiful tree. It requires nurturing such as sunshine and water.

This tree represents our Cub Scouting program. In order for it to flourish, much time and effort must be spent by Cub Scouts and their parents. The boys receiving awards tonight have given time and effort, as have their parents. As each of you receive your award, you will place a leaf on our tree, and you will be able to see how much more attractive it is because of you.

(Calls forward boys and parents receiving Wolf awards and arrow points; then Bear awards and arrow points; then Webelos activity badges. After all awards have been presented and leaves added to the tree, the Cubmaster says:)

You have each helped nurture this tree, and it has become a part of you. Just as Mother Nature's trees endure for many years, you have gained values through your achievements and electives which will last you a lifetime. May you always stand tall and straight like a tree...and be a beautiful resource of our land.

CLOSING CEREMONY

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history which includes the many things found in nature, such as plants and animals. This month, our dens have...(briefly review some of the den activities on theme) ...There are many more interesting activities to help you Cub Scouts learn more about the world of nature and to develop an appreciation of it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him...except that the naturalist's world can be at his very feet...a world to be investigated and discovered. It is as near as your own backyard, a nearby park, the woods and fields, or even a country road. These places are inhabited by many kinds of insects, birds, plants, animals, trees, and other forms of life. Continue exploring the world of nature and you will find many wonderful things that God has given us to enjoy.

See "Staging Den & Pack Ceremonies" for 'Outdoor Code' ceremony, the 'Nature' ceremony and 'Conservation' ceremony.

Also see "Cub Scout Program Helps" for 'Cub Scout Garden' ceremony.

CEREMONIES

OPENING

Staging - Record player; record such as Star Wars, 2001--A Space Odyssey, etc.; American flag; spot-light (or flashlight)

CUBMASTER: Will everyone please be seated. (Room is darkened, music starts - allow to play 2-3 minutes.) Let our flag be illuminated. (Music lowered.) Just as we have saluted this flag for over 200 years, with the help of good citizens and good leadership, so shall we continue to salute. Cub Scouting is one means by which we can insure our future as a great nation so that in the year 2000 and beyond, we will all still be pledging our allegiance to this great emblem of our society. Please join me now in the Pledge of Allegiance.

(All stand and pledge. On completion, turn on lights.)

ADVANCEMENT CEREMONY

PREPARATION - Ceremony board resembles chart of sun and planets with Cub as sun and Cub ranks as planets. A small blue and yellow cardboard rocket should be made for each boy getting a badge and placed on or under his rank. If a loop of masking tape is placed on the back of each rocket, the rocket can be moved by the Cubmaster to the new rank as the fathers are presenting the badge. (Use Cub Scout insignia stickers.)

CUBMASTER: Will the den chiefs please bring forward the Cub Scouts who are ready for advancement.

(Den chiefs bring boys forward and give their names.)

Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout galaxy. Please face your fellow Cub Scouts and Den Chief (name) will lead them in a rocket cheer.

(Den chief leads rocket cheer.)

Den Chiefs, will you please bring the parents of these Cub Scouts forward.

(Den chiefs bring parents forward, placing each Cub Scout between his parents.)

These Cub Scouts have done a fine job in our pack. They are progressing through the Cub Scout galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our pack. As I move your rocket forward on our galaxy, your father will present your with your badge.

(Cubmaster calls off names as he moves rockets to appropriate ranks on ceremony board while fathers present badges. Cubmaster congratulates boys and parents with Cub Scout handshake.)

OPENING

The Cubmaster shows a model rocket or a futuristic model car and says:

Cub Scouts, here is a great looking car (or rocket). It is the builder's vision of what cars may look like in the future. We can't be sure that he's right. But we can be sure that the world is going to need good men in the future. And we can be sure that we will all be good men if we remember to follow the Cub Scout Promise. Let's remember that as we stand and repeat the Promise.

(Lead audience in Cub Scout Promise)

CEREMONIES

CLOSING THOUGHT

The words "Aim for the Stars" have an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed hundreds of times before he perfected the electric light bulb. He never quit trying. A Cub Scout who tries to do his best and keeps trying is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "aim for the stars".

CLOSING

CUBMASTER: We have talked this evening about what life will be like in the future. Let's take a few minutes for the present time. A person's perception of time keeps shifting. As the very old can tell you, time goes more swiftly the longer you live. An old man may look at a forest and remember when, in his childhood, that land was a plowed field. Time becomes telescoped, not by failing faculties, but by overlapped images. Each age offers a different vision which you can capture, borrow, and savor. The point is this - somewhere along the way, each individual needs to recognize that there is such a thing as personal time. Immediate events ranging from toothaches to far-reaching political crises cannot be set aside. But we really have a great deal of leeway in choosing what we do with our time. If you have been thinking about getting outdoors more often, have you set aside the time?

See "Cub Scout Program Helps" for 'Den Space Ship Ceremony' and illustration, and 'Flying Saucers' advancement ceremony.

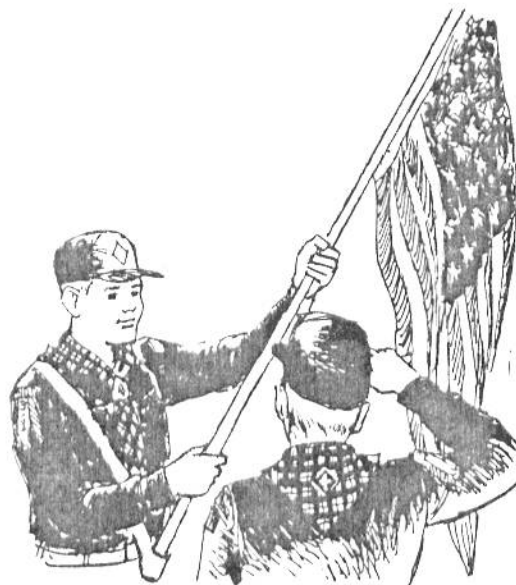
CLOSING THOUGHT

Cub Scouts and their families form a large circle and hold hands. An adult or den chief reads the following prayer which was broadcast to earth by astronaut Frank Borman while on a moon-orbiting mission:

"Give us, O God, the vision which can see Thy love in the world in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace."

CLOSING THOUGHT

We are members of a team of men and women and young people from many nations who have ventured into space seeking the star of peace throughout the world. Many of our U.S. astronauts were Scouts. The ideals of Scouting - character development, citizenship training, and personal fitness - which they developed as Scouts have helped them in the tremendous task undertaken.



CEREMONIES

OUTDOOR OPENING

Arrangement - Audience stands in a formation around the U.S. flag which is posted.

CUBMASTER: Did you ever stop to think about just what makes up our country's flag? Yes, there are stripes, a patch of blue, and some five-pointed stars. But these are just pieces of cloth.

However, when the thirteen stripes of alternating red and white, representing the 13 original colonies, are put together and the field of blue is in place with the stars, representing the 50 states, and all are securely held together by millions of stitches, then we no longer have just pieces of cloth, but the flag of the United States of America ... the emblem of our country.

I like to think that all those stitches represent us ... we, the people .. that each and every one of us is represented in the flag by a stitch holding the flag together. And as long as we are strong, and good American citizens, then our country will hold together and continue to be 'one nation under God, indivisible, with liberty and justice for all'.

All of you can imagine what would happen to the flag if some of the stitches failed to hold. The flag would fall apart or ravel. And that is exactly what can happen to our country if we, the citizens, do not hold steadfastly to our job. Our America can lose its 'oneness'.

I'm sure you are thinking "We will not let that happen". If all of us, today and every day, continue to do our best to help other people and show by our actions that we are worthy to be citizens of this great land ... then it will not happen. Our country will remain strong and great.

Please join me in the Pledge of Allegiance to our flag.

CLOSING THOUGHT

CUBMASTER: I'd like to tell you a story that has a special meaning. When I was a boy, I had three turtles. They had a beautiful terrarium with rather low sides. They had everything they needed, except one thing ... freedom. Every chance they had, they would climb out of the terrarium.

People in many countries of the world lack the same thing ... freedom. But not Americans. In America, we have freedom of speech, freedom of the press, freedom to go wherever we want to, freedom to worship God as we wish, and freedom to choose the people who govern us.

Boys like you can grow up to be whatever you dream of being. That is why I love America. Don't you?



CEREMONIES

OPENING

Arrangement - 6 Cub Scouts in uniform, enter stage one by one, carrying various items such as balloons, cotton candy, popcorn, etc., recite their lines.

1st CUB: I went to the Cub Scout Fair; I saw exhibits there.

2nd CUB: The grandest prize--was won by some guys--Who raised horses --the biggest pair.

3rd CUB: I rode the ferris wheel And heard the piglets squeal.

4th CUB: I ate hot dogs--and patted the hogs--And got a blister on my heel.

5th CUB: I went to the Cub Scout Fair--I had great fun while I was there.

6th CUB: And I advise--that if you are wise--Next time, you'll come to the fair.

See "Cub Scout Program Helps" for 'Pitchman Advancement Ceremony'.

OPENING

Arrangement - 7 Cub Scouts hold large colored cardboard cutouts of balloons which have the letters WELCOME on them. As each boy says his lines, he turns over his balloon to reveal the letter.

1ST BOY: Welcome to each and everyone.

2ND BOY: We're going to have lots of fun.

3RD BOY: Let's now officially open our meeting.

4TH BOY: We give to you a friendly greeting.

5TH BOY: Our displays today you will enjoy.

6TH BOY: There's something here for every adult and boy.

7TH BOY: Now we ask that you please stand, as we sing a song about our land.

(Lead audience in "America the Beautiful")

CLOSING

A den of Cub Scouts or Webelos Scouts can line up on either side of a leader or den chief, facing the audience. While the leader reads the closing thought, each boy holds up a large Smiley face made from a paper plate with blue crepe paper streamers hanging from the bottom.

There are many ribbons won at a fair
For dozens of things on display.
But something of greater importance
to show

Is a prize-winning smile every day.
So remember to display to all around
A smile - that's Cub Scouting's way,
And even though ribbons you may not
win,
You'll brighten someone's day.

CEREMONIES

OPENING

Arrangement - U.S. flag is posted on stage. 4 Cub Scouts in Indian costume say the following lines, with another boy acting as narrator.

NARRATOR: We, the first Americans call your attention to this flag - the symbol of our country's beginning. Let us go back to a time before our flag and country were formed. We witnessed the early history that led to our becoming an independent nation - how its growth spanned a continent. Hear the words of those who have seen this history.

1ST BOY: I am an Algonquin. I stood by the big water and saw the Pilgrims land.

2ND BOY: I am of the Iroquois tribe. I served for a white man in the battle they call the Revolutionary War.

3RD BOY: My people are called the Sioux. We saw the wagon trains cross the prairie to the land of the sun.

4TH BOY: I am of the Navajo tribe. Our young men served as radio operators in the Signal Corps during World War II.

NARRATOR: When we look at this flag, we think of these things. Will you now please stand and join us in the Pledge of Allegiance?

ADVANCEMENT CEREMONY

Arrangement - Akela (Cubmaster) is in Indian dress. He stands before an artificial campfire in the center of the council ring. An Indian drum is beaten softly when he is not speaking.

For Inducting Bobcats

CUBMASTER: Tonight we have some young braves who wish to join our council. Let them come forward with their parents. (Call names) To show that you are worthy of membership in our council, pledge yourselves now to the Cub Scout Promise. (Repeat 'Promise' with new boys)

(Cubmaster turns to seated Cub Scouts and asks:) They are worthy. Shall we receive them? (Cub Scouts answer 'yes')

CUBMASTER: We welcome you into the ranks of full-fledged braves. (Present Bobcat badges and certificates. They return to their places)

For Awarding Badges

CUBMASTER: Braves must follow the trail of the Wolf and the Bear if they are to learn the ways of our tribe. Some have reached the end of one of those trails and tonight we honor them. Will they please come up to the fire with their parents. (Call names) Braves, you have earned honors from the tribe for passing tests we require of our young warriors. I ask you now to strive for the next rank. Will you do your best? (Boys reply 'We'll do our best'. Present badges and arrow points to parents)

Transfer to Webelos Den

CUBMASTER: We also have braves who wish to join the tribe of the Webelos. Will they please come to the fire with their parents. (They do) Braves, are you ready to move into the tribe of the Webelos? (They say they are) Chief of the Webelos, will you accept these braves?

WEBELOS DEN LEADER: We will. Welcome to our Webelos den. I am sure you will learn many new things as you work with us on activity badges and prepare yourselves for Boy Scouting. (He presents parents with Webelos colors)

(Webelos den leader then awards activity badges, Webelos badges and Arrow of Light to Webelos Scouts who have earned them)

See "Staging Den & Pack Ceremonies" for 'In Akela's Footsteps', 'Twin Archers', 'The Braves' Feathers' and 'Compass and Indian' ceremonies.

CEREMONIES

ADVANCEMENT

Arrangement: Artificial campfire is lighted. Akela, in costume, stands behind fire and is flanked by awards chairman (medicine man), and den chief 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.

(All boys come forward and sit)

Our medicine man is here, so it is time for the council to begin. (Tom tom beats)

Mighty medicine man, you have signaled us that some of the braves of 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 those braves?

AWARDS CH: (Reads names of boys to receive awards)

AKELA: Mighty warrior, how far along this trail did these braves travel?

AWARDS CH: (Name of boy) has passed the 12 achievement tests to Wolf Valley and also did a fine job of hunting, for he earned a gold arrow. (Name of another boy), after crossing Bear Ridge, hunted well to earn a gold arrow and silver arrow. And (name of another boy) is working his way up Webelos Peak and has earned activity badges in _____.
(Mentions names of all boys)

AKELA: This is indeed a fine job of Scouting. Will these braves come forward and stand before the council fire so we can see these good hunters?

AWARDS CH: (To boys) Can you truthfully say that you have followed the Cub Scout Promise and have tried to Do Your Best? (They respond)

AKELA: Will each of you tell us one of your accomplishments along the trail?

(Each boy tells of one achievement, elective or other requirement. If there are several boys getting awards, you may wish to omit this)

I am satisfied that you have done your best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes good cooperation in your tepees among your family. Without their help, hunting along the Trail of the Golden Arrow of Light would have been more difficult. Mighty Medicine Man, have you brought suitable awards for these fine young hunters?

AWARDS CH: I have. (He presents awards to parents, who in turn present them to the boys.)

INDIAN PRAYER CLOSING

(Read by Cubmaster, dressed as Akela)

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 wisdom and strength. Let me walk in beauty and make my eyes ever behold the red and purple sunsets; 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 every 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.

CEREMONIES

OPENING

Arrangement - A uniformed Cub Scout stands blindfolded, gagged and bound before the audience. The Cubmaster stands nearby.

CUBMASTER: This is an American boy. The American Revolution won him freedom. (Unbinds him) The Constitution guarantees him free speech. (Removes gag) A free education gives him the ability to see and understand. (Removes blindfold) Let us help Cub Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

Please stand and join me in the Pledge of Allegiance.

CLOSING THOUGHT

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

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

NARRATOR:

You have just dialed a Thought For The Day, brought to you courtesy of Den ____, Pack ____.

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

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

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

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

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

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

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

CLOSING

This closing is very simple but has an important message in it. Six Cub Scouts line up across the stage and as they speak their line (or as a narrator reads it), each turns over his card to show a letter. The six letters spell out the one word message to the audience, LISTEN.

- L Let's all take a minute before we hurry on our way,
- I If you remember this message, it can help you every day.
- S Sometimes people find it hard to communicate with those around.
- T They can solve this problem with one word that we've found.
- E Everybody stop and read our message now.
- N Needless to say - to communicate - we've just told you how!

CEREMONIES

ADVANCEMENT

CUBMASTER: This is radio station C.U.B.S. signing on the air with an evening of fun and achievement for all you boys out there in radio land.

Tonight we have selected several of our listeners for special awards. They have become Bobcat members of our station C.U.B.S. Fan Club. If the following boys will come to the station with their parents, we will present them with their awards.
(Presents Bobcat badges to parents)

ACM: This is station C.U.B.S. Mobile Control out on the Cub Scout trail. We have spotted several of our Cub Scouts who found their lucky numbers. The lucky numbers are the 12 Wolf achievements. Several have also collected the 10 electives needed for gold and silver arrow points. Will (call boys' names) and their parents come to the station to claim their awards? (Present Wolf badges and arrow points)

CUBMASTER: Station C.U.B.S. asks the question: 'Have you earned your Bear achievements (name boys)?' We know you have. Come in with your parents and allow us to present your awards. (Make presentation)

Visiting the studio with us tonight are (name boys). These boys have been working hard on Webelos activity badges and are being honored by having their awards presented on the air from station C.U.B.S. (Ask boys and parents to come forward and make presentation)

CC: And now for the highlight of this evening's broadcast. We take great pleasure in announcing the top of this month's Hit Parade - the boys who have earned Cub Scouting's top award - the Arrow of Light Award. The names of these boys have been added to the gold record of Cub

Scouting. (Call boys and parents forward to present awards)

CM: And now this is station C.U.B.S. signing off the air and inviting you to tune in at (pack number) on your radio dial.

OPENING

1ST BOY: In 1340 A.D. the first printed newspaper in the world and the oldest daily journal, the Peking Gazette, was issued.

2ND BOY: The first newspaper printed in English was published in Holland in 1620.

3RD BOY: The first colonial newspaper appeared in 1690. It described "Publick occurrences, both Forreign and Domestick".

4TH BOY: The first commercial message by radio telegraph was transmitted in 1898.

5TH BOY: The first regular radio broadcast was in 1920 from station KDKA, in Pittsburg, Pennsylvania. It told of the election of Harding for President.

6TH BOY: In 1957 there were 528 TV stations in the United States. In 1982, there are over 1000. TV now reaches over 75 million households in the United States.

CLOSING THOUGHT

In America we have freedom of choice. Only in a democracy are people free to choose their radio and television programs, books, magazines, and ideas. These media provide important information so the public can make wise decisions and choices.

CEREMONIES

OPENING

Arrangement - Boys come on stage dressed as pioneers with coonskin caps, carrying muskets and powder horns.

NARRATOR: They were clothed in buckskin and homespun. They had lots of strength, courage and patience. Mile upon mile they pressed westward. They crossed rivers, prairies and mountains, carrying rifles, kettles and faith. Many had left family and comfort far behind them for a future they thought would be good. They took little money and lots of faith along with their courage, patience and vision. These were the things that really mattered the most. They were the Pioneers!

Please stand and join me in the Pledge of Allegiance.

CLOSING

I would give thanks for many things
On this Thanksgiving Day.
Thanks for all the blessings
Life brings each day along the way.
I would give thanks for life and health,
For home, for food, and too,
All that I count my greatest wealth -
Family and friendship true.
I give thanks for my native land,
For freedom on this day;
Where we worship and understand
Our privilege to pray.
I would give thanks for many things
And do the best I can,
To be worthy of all life brings
And serve my fellow man.

ADVANCEMENT

Arrangement - "Oh Susanna" could be played briefly. Then Cubmaster or awards chairman steps forward, wearing a coonskin cap.

CUBMASTER: Think of the pioneers discovering gold in California in 1849, and in the Rocky Mountains 10 years later. Think of picks and shovels and tin pans scraping the creek bottom - wild eyes and fevered brows. Think of the fortunes made and the fortunes lost, and of America amazing the world with the abundance of her resources, as more and more stars were added to the flag and the west was opened up.

The country was filling up. Homesteads were being taken. Where millions of buffalo had roamed a few years before, cows now grazed in green pastures. Where buffalo grass had curled rich and sweet over the prairie, corn and wheat were growing. Our country was a flower unfolding - an American Beauty Rose. (Play a little of "America the Beautiful")

The Cub Scouts in our pack are like the pioneers - forever searching and seeking new frontiers to conquer. We want to honor some of those boys tonight - boys who have earned awards. As I call your names, please step forward with your parents.

(Call names and present all awards)

Would you all please stand and sing with me "America the Beautiful".

See "Staging Den and Pack Ceremonies" and "Cub Scout Program Helps" for more ceremony ideas.

CEREMONIES

CLOSING

NARRATOR: We are America today! As we look back down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they built, the bridges they crossed, the mountains they climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The pioneers worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday - but it is up to us to make it today. This is our land. Here men and women of the past lived and worked and died serving great ideals. These ideals were freedom and democracy and justice.

None of us here tonight can fail to carry his part of this great dream to his children and to his children's children.

Our land is rich, not only in material goods, but in history - in living legends of the people who left their mark on America. Our own past speaks to us, and as we listen we hear the voice of the past saying: "Hear me now. America was built by courage, endurance and faith, and what was built was good. If you build the same way, the future will also be good."

(Lead group in singing 'Taps'.)

ADVANCEMENT

CUBMASTER: American pioneers were people with curious minds, strong purpose, courage, determination, stick-to-itiveness and a proud, fierce loyalty. Through every hardship, they have refused to give up.

This month we have been reminded of how our country grew out of a wilderness into the great world power it is today.

(To enhance the narrative which follows, boys can be dressed in appropriate costume, or slides could be shown)

MILES STANDISH came with the Pilgrims seeking religious freedom and learned to live with the Indians. They celebrated the first Thanksgiving together.

During the Revolutionary War, the Minute-men and other great patriots fought for our independence and founded our nation. Men like PATRICK HENRY, who said "Give me liberty or give me death."

Next our pioneers appeared as settlers and builders. DANIEE BOONE opened up the trail west through the Cumberland Gap.

In the 1800s the vast and beautiful lands beyond the frontier offered opportunity to pioneers. They moved west using ox trains and covered wagons over famous trails like the Santa Fe and Overland. Then came the gold rush the the PROSPECTOR.

It was also an age of inventors. THOMAS EDISON invented the electric light and ALEXANDER GRAHAM BELL gave us the telephone.

As we entered the 20th century, HENRY FORD produced the first motor car, and ORVILLE & WILBUR WRIGHT launched the first airplane.

For you boys here tonight, America is still a land of opportunity. We have some boys who have had the determination, and loyalty to follow the trail of Wolf and Bear and earn their badges.

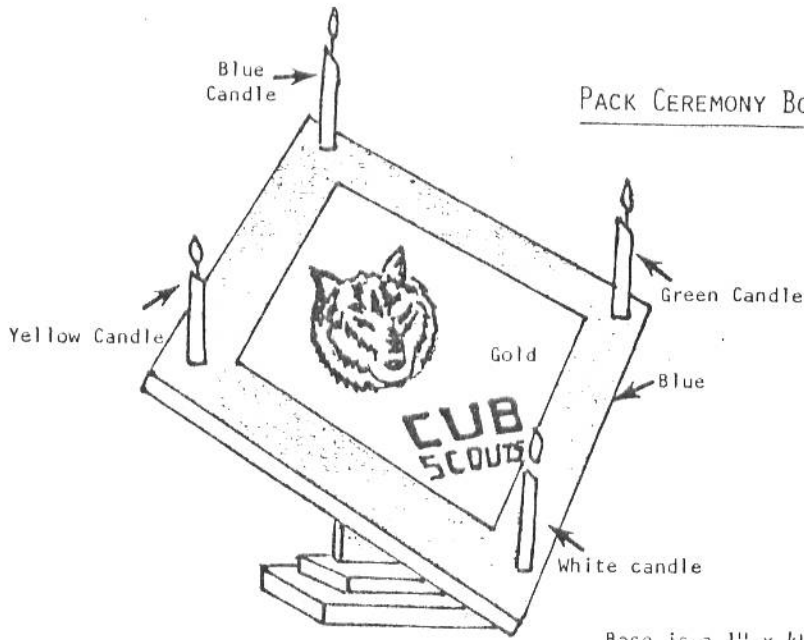
(Read names and call boys forward.
Make presentation to parents)

We also have some Webelos Scouts with strong purpose and curious minds who have earned activity badges.

(Call them forward and make presentations)

Will the whole pack stand with me to salute these fine boys who have had the courage and loyalty, like the pioneers of the past, to advance and achieve. Congratulations!

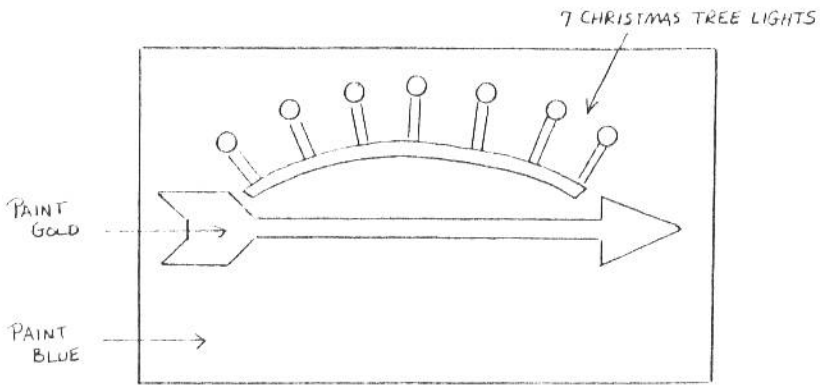
PACK CEREMONY BOARD



Board is about 18" square
One candle represents each of 4 ranks

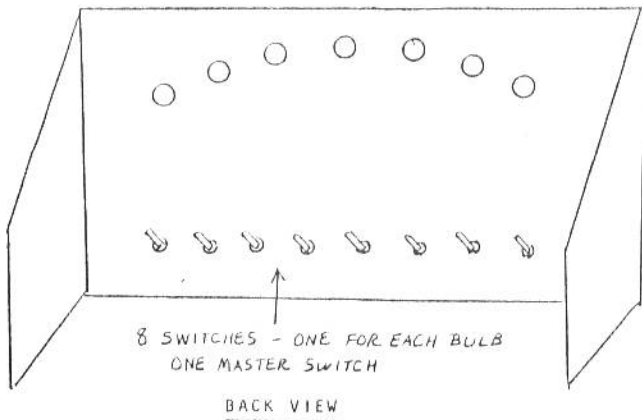
Base is a 1" x 4" x 6" mounted on a 1" x 6" x 10".
The support is hinged to the center of the back.

ARROW OF LIGHT CEREMONY BOARD



3/4" PLYWOOD OR CARDBOARD BOX

See "Staging Den & Pack Ceremonies" for more ceremony board ideas.



8 SWITCHES - ONE FOR EACH BULB
ONE MASTER SWITCH

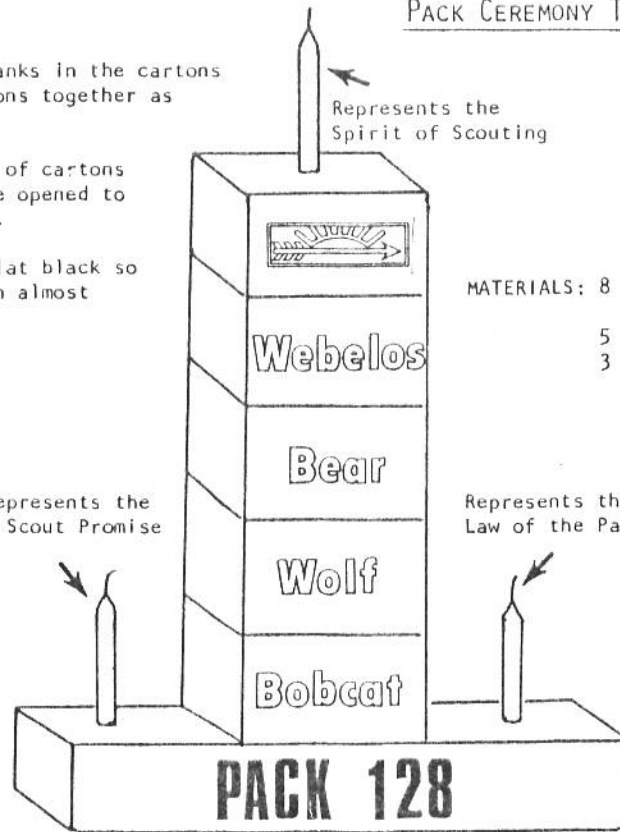
BACK VIEW

PACK CEREMONY TOTEM

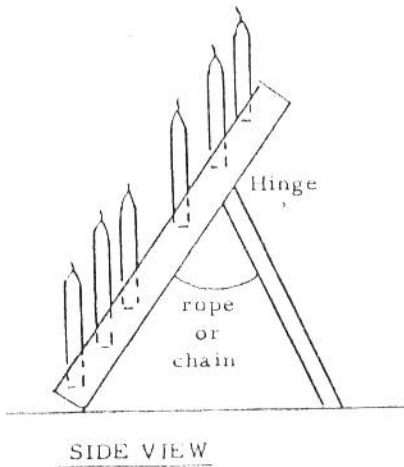
Cut out the ranks in the cartons and glue cartons together as shown.

Cut out backs of cartons so they may be opened to insert lights.

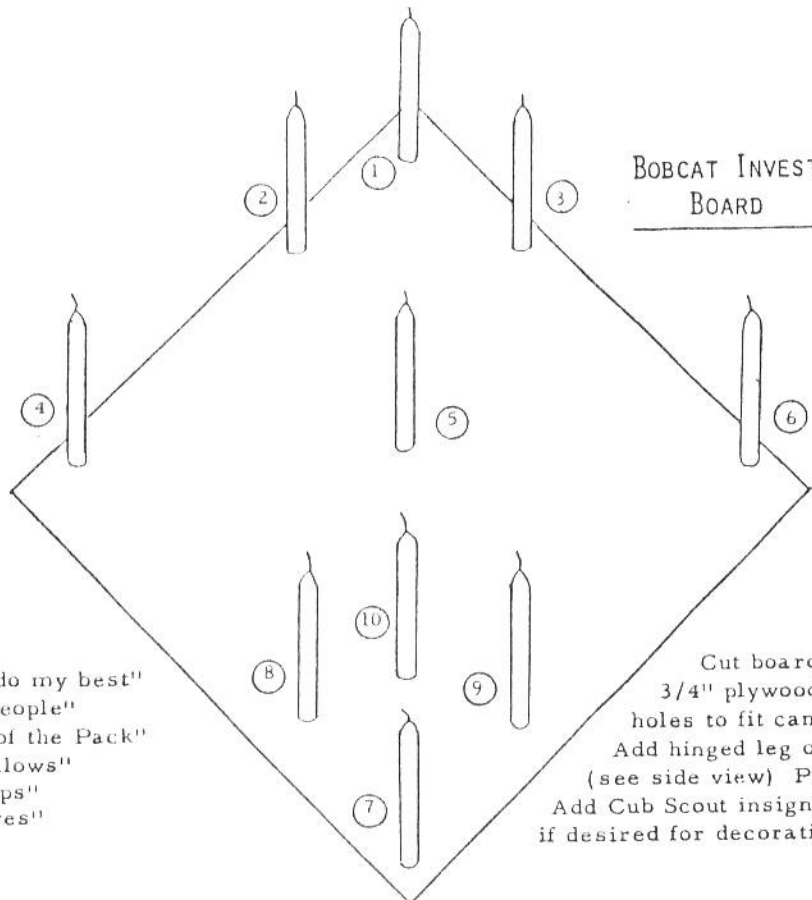
Paint totem flat black so it will remain almost invisible.



- MATERIALS: 8 1/2 gal. or 1 gal. milk cartons (or cardboard boxes)
5 small flashlights
3 candles



BOBCAT INVESTITURE BOARD



CANDLES

1. White - "I promise to do my best"
2. Red - "To help other people"
3. Blue - "Obey the Law of the Pack"
4. White - "Cub Scout Follows"
5. White - "Cub Scout Helps"
6. White - "Cub Scout Gives"
7. Yellow - Bobcat
8. Yellow - Wolf
9. Yellow - Bear
10. Yellow - Webelos

Cut board from 3/4" plywood. Drill holes to fit candles. Add hinged leg on back (see side view) Paint blue. Add Cub Scout insignia stickers if desired for decoration.



GOD AND COUNTRY

RELATIONSHPS DIVISION, BSA

RELIGIOUS RELATIONSHIPS SERVICE

RELIGIOUS EMBLEMS "QUICK-REFERENCE" CHART
(To be used with #5-206, Religious Emblems Program)

RELIGIOUS ORGANIZATION	CUB SCOUT Ages 8, 9, 10	BOY SCOUT Ages 11-14	EXPLORER Ages 15-20	ADULT AWARDS	WHERE TO GET STUDENT AND COUNSELOR MATERIALS:
ARMENIAN	None available	ARARAT	ARARAT	None	Youth Director Diocese of the Armenian Church of America 630 Second Avenue New York, NY 10016
BAPTIST	GOD & FAMILY S# 3597 C# 3598 SP# 77-026**	GOD & COUNTRY S# 3024 C# 3025	GOD & COUNTRY (Same as Boy Scout)	GOOD SHEPHERD #77-062**	Local Service Center
BUDDHIST	METTA	SANGHA	SANGHA	None	Buddhist Churches of America National Headquarters 1710 Octavia St. San Francisco, CA 94109
EASTERN RITE CATHOLIC	PARVULI DEI S# 3086	LIGHT IS LIFE S# 3011	POPE PIUS XII S# 3076 C# 3077	SAINT GEORGE Roman Catholic #16-132*	Local Service Center
EASTERN ORTHODOX	CHI RHO	ALPHA OMEGA	ALPHA OMEGA	GOD & SERVICE #17-107*	Orthodox Scouting Commission 1345 Fairfield Woods Road Fairfield, CN 06430
EPISCOPAL	GOD & FAMILY (9-10) S# 3597 C# 3598 SP# 3602	GOD & CHURCH S# 3599 C# 3600 SP# 3602	GOD & LIFE S# & C# 3601 SP# 3602	SAINT GEORGE Episcopal #17-208*	Local Service Center
GENERAL PROTESTANT God & Country Program Series	GOD & FAMILY (9-10) S# 3597 C# 3598	GOD & CHURCH S# 3599 C# 3600	GOD & LIFE S# & C# 3601	GOD & SERVICE #17-107*	Local Service Center
ISLAMIC	None available	IN THE NAME OF GOD	IN THE NAME OF GOD	None	Federation of Islamic Assoc. in the U.S. and Canada 7016 Heather Heath

JEWISH	ALPHE S# 3184	NER TAMID S# 3182	NER TAMID S# 3182	SHOFAR #15-102*	Local Service Center west Bloomfield, MI 48033
CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS (Mormons)	FAITH IN GOD	ON MY HONOR	ON MY HONOR	ON MY HONOR	Church Distribution Center 1999 West 1700 South Salt Lake City, UT 84104
LUTHERAN	GOD & FAMILY (9-10) S# 3597 C# 3596	PRO DEO ET PATRIA S# 3636 C# 3637	PRO DEO ET PATRIA (Same as Boy Scout)	LAMB #17-209*	Local Service Center
POLISH NATIONAL CATHOLIC	MIT OSC BOGA (Love of God)	BOG I OJCZYNA (God & Country)	BOG I OJCZYNA (God & Country)	None	Polish Nat'l Catholic Church Committee on Scouting Thaddeus Rudnicki 11491 Tonawanda Creek Road Akron, NY 14001
REORGANIZED CHURCH OF JESUS CHRIST OF LATTER- DAY SAINTS World Community Program Series	LIGHT OF THE WORLD	LIAHONA	LIFE & WORLD	INTERNATIONAL YOUTH SERVICE AWARD	Director of Scouting R.L.D.S. The Auditorium P.O. Box 1059 Independence, MO 64051
ROMAN CATHOLIC	PARVULI DEI S# 3086	AD ALTARE DEI S# 3095 C# 3077	POPE PIUS XII S# 3076 C# 3077	SAINT GEORGE Roman Catholic #16-132*	Local Service Center
SALVATION ARMY	SILVER CREST	GOD AND THE SALVATION ARMY	GOD AND LIFE	SCOUTER'S AWARD	The Salvation Army 120 West 14th Street New York, NY 10011
UNITARIAN-UNIVERSALIST	None available	RELIGION IN LIFE	RELIGION IN LIFE	RELIGION & YOUTH AWARD	Unitarian Universalist Assoc. 25 Beacon Street Boston, MA 02108

NOTE: S# = student material } BSA SUPPLY ITEMS
C# = counselor material
SP# = denominational supplement

* = available from Religious Relationships Service, #0205
** = available from Baptist Relationships, #0205

IMPORTANT: If materials are not in stock at the local service center, please ask the manager to order from BSA Supply.

If no order # is listed, item is not stocked by BSA and must be ordered from address indicated.

Unit leaders are strongly urged to post this chart on the unit bulletin board.

GOD AND COUNTRY COUNSELOR MANUAL

Episcopal Supplement

For use with all three resources, this manual follows the general outline of each unit, and makes each session better suited to the Episcopal church in the areas of historical perspective, church policy, sacramental life, prayer and liturgical life, mission, and ministry.

GOD AND FAMILY COUNSELOR MANUAL (Lutheran edition)

For use with the God and Family program (ages 9-10), this additional resource can assist adults in guiding Lutheran youth. It is designed to minimize the task of the youth counselor and provide suggestions for making the program a significant Lutheran Christian growth experience.



THE SCOUTMASTER

by Jim Boeger

Through the reminiscence of the adventures and misadventures of a Scoutmaster combined with humor and homespun philosophy, this book shows how the Scouting program can have a positive influence on youth.



WHEN SCOUTS WORSHIP

A compact book containing songs, hymns, prayers, and worship resources. Worship material is designed especially for Scouts by the Church Commission on Scouting.

ORDER FORM

	BSA Supply No.	Quantity	Price	Amount
GOD AND ME Counselor/Student Resource Packet	3603	_____	\$2.00	\$ _____
GOD AND FAMILY Counselor Packet	3598	_____	1.75	_____
Student Resource Packet	3597	_____	1.50	_____
Lutheran C/M Packet	3596	_____	1.75	_____
GOD AND CHURCH Counselor Packet	3600	_____	1.75	_____
Student Resource Packet	3599	_____	1.50	_____
GOD AND LIFE Combined C/S Packet	3601	_____	2.00	_____
GOD AND COUNTRY Episcopal C/M Packet (supplement)	3602	_____	2.00	_____
THE SCOUTMASTER	3501	_____	4.95	_____
WHEN SCOUTS WORSHIP	3585	_____	2.25	_____

Materials listed above available from your local BSA service center or Programs of Religious Activities with Youth (P.R.A.Y.)*, P.O. Box 6900, St. Louis, MO 63123.

NAME _____

ADDRESS _____

CITY, STATE, ZIP _____

Please enclose 75 cents per packet for postage and handling.

GOD AND COUNTRY PROGRAM

The God and Country program is an interdenominational series of resources for church group activities involving youth. Each piece is published in an 8½" x 11", loose-leaf format with holes punched for notebook use. The complete program includes the following four titles:

I. GOD AND ME

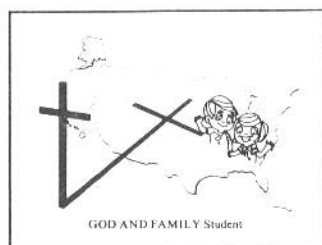
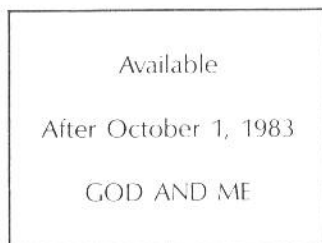
For use with Tiger Cubs and 8-year-old Cub Scouts

The God and Me unit encourages children to tell the story of their lives, think about the life and teachings of Jesus; and, finally, see how God is present in their lives today.

God and Me Sections

1. Me: The Story of My Life
2. God: The Story of Jesus' Life
3. God and Me: The Story of Jesus and Me Together

Parents or other adults are encouraged to work side by side with the child, serving in the role of counselor. Each of the three sections has projects to be completed by the child with the help of the counselor.



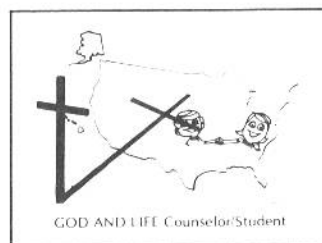
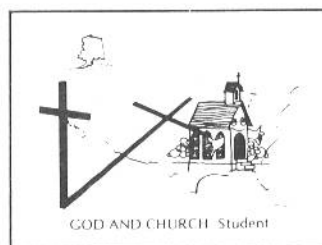
III. GOD AND CHURCH

For use with 11- through 14-year-old Boy Scouts

The God and Church unit will help youth gain a better understanding of the church's mission, and guide them to a deeper commitment of faith.

God and Church Requirements

1. *God at work.* Learn how God works with people.
2. *Christians at work in my church.* Learn about the history of your congregation and the work of your church.
3. *Christians at work in my town.* Report on the ways your local church reaches out to the community.
4. *Christians at work beyond my town.* Learn about the history of your local denomination.
5. *Christians at work in the world.* Identify the areas of the world in which your denomination is engaged in missionary work.



An adult counselor may be someone approved by the pastor to work on this emblem, with 11- through 14-year-old youth. Many pastors will want to be the counselor.

II. GOD AND FAMILY

For use with 9- and 10-year-old Cub Scouts.

The God and Family unit encourages Christian nurturing in the home and church. Parents and guardians play a vital role as participants.

God and Family Projects

1. God and Me
2. God, Me, and My Family
3. God, Me, My Family and My Friends
4. God, Me, My Family and My Community
5. God, Me, My Family, My Future

There are five God and Family projects; each is a learning experience for the child and parent. An adult counselor, approved by the pastor, may work with the child. Parents are directly involved.

IV. GOD AND LIFE

For use with 15- through 20-year old Explorers (coed)

Here are exercises for students seeking to increase faith, make responsible choices, and find identity in family, church, and country.

The God and Life Unit is a series of self-guidance and developmental exercises.

1. Examples and experiences of faith.
 - a. Faith in actions
 - b. Faith diary
2. About Me and Who Am I, Me, Others, Friends, Relatives.
3. Family
 - a. Extended family
 - b. Christian family
 - c. God's family
4. Love and Service
 - a. Christian love
 - b. Service to others
6. The Future

A counselor is designated by your church or minister and works with this age level. God and Life, however, is largely a self-examination/independent study unit.

RELIGIOUS EMBLEMS
FOR
CUB SCOUTS, SCOUTS & EXPLORERS

From its beginnings, the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath or Promise and the Explorer Code all call upon boys to pledge themselves to do their duty to God.

But Scouting espouses no creed and favors no faith over another. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious bodies are the single largest category of chartered partners for packs, troops and posts.

All of the major churches and other religious bodies in the United States have programs to recognize Cub Scouts, Scouts and Explorers who demonstrate faith, observe their creeds or principles and give service. The emblems for this recognition are shown on pages 20-21.

The emblems are not Scouting awards. They are presented by religious groups to boys (and, in some cases, to young women in Exploring) who work with their religious leader or counselor on a fairly demanding program of requirements which often takes a year or more to complete.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that he achieve a certain rank or progress award, or have been in the unit for a minimum period, before he can receive the emblem.

A religious emblem may be worn on the uniform shirt centered above the flap of the left pocket.

The Universal Religious Emblem, shown at bottom right on the opposite page, may be worn by anyone who earned a religious emblem as a youth. It is catalog No. 5014 and is available from the Religious Relationships Service, BSA. It is worn on the uniform shirt centered above the left pocket, or to the wearer's left of the Eagle square knot.

A summary of the requirements for each emblem and the address to write to are given here. (The full address of the Religious Relationships Service is: Religious Relationships Service, Boy Scouts of America, North Brunswick, N.J. 08902.)

ARMENIAN CHURCH OF AMERICA



ARARAT. For Scouts and Explorers who have earned the First Class progress award or have been in Exploring at least a year. Requirements cover church practices and history, Christian witness, world outreach, citizenship, fellowship and service. Requirements are available free from the Diocese of the Armenian Church of America, 630 Second Ave., New York, N.Y. 10016.

BAPTIST



GOD AND COUNTRY. For Scouts and Explorers. Requirements call for working with pastors in such areas as faith, witness, outreach, citizenship and service. A service record book and requirements are available for 25 cents from the Association of Baptists for Scouting, 2000 Richard Jones Road, Suite 162, Nashville, Tenn. 37215.

BUDDHIST



METTA. For Cub Scouts with at least three months service. Requirements cover the Buddhist shrine, ways of a Buddhist, Buddhist holidays, childhood and teachings of Buddha and the search for Buddhahood. Requirements are available free from the Religious Relationships Service, BSA.

SANGHA. For Scouts and Explorers who have earned the First Class progress award or have been in Exploring for at least a year. The requirements cover observance of the Buddhist faith and service. Requirements are available free from the Religious Relationships Service, BSA.



CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS (MORMON)



DUTY TO GOD. For Scouts and Explorers. Requirements are available for 10 cents from the LDS Church Distribution Center, 1999 West 17th South, Salt Lake City, Utah 84104.

EASTERN ORTHODOX CHURCH



ALPHA OMEGA. For Scouts and Explorers who have completed seventh grade or reached the age of 13 but are not over 18. Requirements cover personal life, parish life, church organization and service. The requirement book, No. 17-133, is available for 75 cents from the Orthodox Scouting Commission, 1345 Fairfield Woods Road, Fairfield, Conn. 06430.

EPISCOPAL



GOD AND COUNTRY. For Scouts and Explorers. For information about the requirements, write to the Executive Council of the Episcopal Church, 815 Second Ave., New York, N.Y. 10017.

ISLAMIC



IN THE NAME OF GOD. For Scouts and Explorers who have earned the First Class progress award or have been in Exploring at least a year. The requirements cover experiences and service in the Islamic faith, practices, brotherhood and participation. The printed requirements are available for \$1 from the Federation of Islamic Associations in the U.S. and Canada, 7016 Heather Heath, West Bloomfield, Mich. 48033.

JEWISH

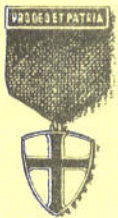


ALEPH. For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage and Israel. Requirements, No. 3184, are available for 15 cents from the Religious Relationships Service, BSA.



NER TAMID. For Scouts and Explorers. Requirements cover Jewish home life, synagogue worship, Jewish studies, the American Jewish community, world Jewry and service. The Ner Tamid Record Book with requirements, No. 3182, is available for 30 cents from the Religious Relationships Service, BSA.

LUTHERAN



PRO DEO ET PATRIA. For Scouts and Explorers who have earned the First Class progress award or have been in Exploring at least a year. Requirements cover projects in the Scout's faith, worship, witness, the church's ministry and service. Handbook with requirements is available for \$1 from the Office of National Youth Agency Relationships, Lutheran Center in the U.S.A., 360 Park Avenue South, New York, N.Y. 10010.



PRO DEO ET PATRIA (God and Family). For 9-and-10-year-old Cub Scouts and Webelos Scouts. The requirements cover substantially the same areas as the emblem for Scouts and Explorers. A workbook with requirements may be obtained by sending 75 cents to Religious Relationships Service, BSA.

PROTESTANT



GOD AND COUNTRY. This award is presented by various Protestant and independent church bodies. The three emblems, shown at the top of page 21, are: "God and Family" for 9- and 10-year-old Cub Scouts and Webelos Scouts; "God and Church," for 11-14-year-old Scouts; and "God and Life," for 15-20-year-old Scouts and Explorers. Requirements vary by program and denomination but include emphasis on relationships with God, family, the church, community, the world and service. Workbooks with requirements are available from the Religious Relationships Service, BSA, as follows: "God and Family," No. 3597, 75 cents; "God and Church," No. 3599, 75 cents; "God and Life," No. 3601, \$1.50.



ROMAN CATHOLIC



AD ALTARE DEI. For Scouts who have been active in a troop for at least a year. Requirements are based on the sacraments and cover knowledge and observance of the faith and service. The Ad Altare Dei Record Book with requirements, No. 3095, may be obtained for 35 cents from your diocesan Scout chaplain or from the Religious Relationships Service, BSA.



PARVULI DEI. For Cub Scouts and Webelos Scouts. Requirements cover understanding Christian love, knowledge of the church and the home parish and service. The requirements book, No. 3086, may be obtained for 15 cents from your diocesan Scout chaplain or from the Religious Relationships Service, BSA.



POPE PIUS XII. For Explorers and high-school age Scouts. (Scouts must first earn Ad Altare Dei.) Requirements call for readings, discussions and commitment to Christian life, vocation, responsibility to self and society, citizenship and response to faith. The requirements, No. 3076, are available for 40 cents from diocesan Scout chaplains or the Religious Relationships Service, BSA.

SALVATION ARMY



SILVER CREST. (The emblem is the ribboned bar at left center on page 20.) For Cub Scouts with at least six months service. Requirements cover Salvation Army doctrines and history, prayer, Bible reading and service. Requirements are available free from the Religious Relationships Service, BSA.

UNITARIAN UNIVERSALIST



RELIGION IN LIFE. (Also awarded by other liberal religious groups.) For Scouts and Explorers from 12 through 17 years old who have earned the First Class progress award or have been in Exploring at least a year. Requirements cover readings and discussions of liberal religious background, reverence for life and religion in the life of the world. Requirements are available for 50 cents from the Religious Relationships Service, BSA.



UNIVERSAL RELIGIOUS EMBLEM. (Square knot at right center on page 21.) May be worn by a Scout, Explorer, or by a Scouter who earned a religious emblem as a youth.

DUTY TO GOD AND COUNTRY



When a boy becomes a Cub Scout, he makes a promise to: "...do my best TO DO MY DUTY TO GOD AND MY COUNTRY, to help other people, and to obey the Law of the Pack." What is a boy's duty to God? How is he faithful in his religious duties? What are his religious duties? What is a boy's duty to his country?

The 'Charter and Bylaws of the Boy Scouts of America' maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God. From its beginning, the Scouting movement has tried to instill in boys the qualities necessary for responsible, participating citizenship.

The Scouting program helps boys understand how to participate in the democratic process, to express citizenship through service, and to cherish the freedoms which we enjoy as American citizens. As we think back about the early history of America and read the "Declaration of Independence" and the "Constitution", we find dedicated and strong leaders who have been vital factors in the growth of our country. There we also find the basis for teaching Cub Scouts about Duty to God and Country.

- First, reverence toward God.
- Second, faithfulness in our religious convictions.
- Third, respect for the convictions of others in matters of custom and religion.

It is important that Cub Scouts learn what it means to be citizens of "one nation under God". Duty to God and Duty to Country are tied closely together.

Service, as best exemplified by the daily Good Turn that has long been a tradition in Scouting, starts with the individual.

We can direct Cub Scouts towards individual service projects by providing them opportunities to take part in den and pack service projects. We can link up Duty to God with the Good Turn which means a habit of service.

Almost half the Scouting units around the country are sponsored by religious organizations. Even though Cub Scout leaders are not responsible for giving religious instruction, they do have an important responsibility in this area. We must impress on Cub Scouts that living the Cub Scout Promise is as much a requirement as earning badges. In order for a boy to be a good Cub Scout and to advance, he must recognize his duty to God and do something about it.

In the process of character formation, Scouting recognizes religious motivation as essential. An effective leader can guide boys in the program in such a way as to develop qualities that also should be a part of their religious lives...responsibility, loyalty, respect for others, reverence, etc. One of the best ways to do this is by providing the right opportunities for boys and by setting a good example.

DUTY TO GOD AND COUNTRY (continued)

Cub Scouts should be encouraged to explore the world of nature and man in a context of a spiritual view of life. A skilled leader, using the natural environment and elements of the program as a teaching medium can do much to instill in boys the concept of God in the universe. There has always been a spiritual theme running through the nature lore of Scouting. Dan Beard, our first National Scout Commissioner, emphasized that: "It was God Who made the great outdoors." This acceptance of the natural world as God's creation, by whatever process, is the reverent attitude that Scouting has chosen to communicate to boys through its religious principles.

Religious principles underlie Scouting's philosophy of character formation and are basic to its concepts of citizenship. Duty to God and Duty to Country go hand-in-hand. The program helps boys to understand how to participate in the democratic processes, to express citizenship through service, and to cherish and perfect the freedoms we enjoy as citizens.

Boys of Cub Scout age usually don't think much about religion. They are ready to accept what they have been told and the examples that are set for them. They are receptive to first impressions. We can help them understand that Duty to God comes first; Duty to Others is second; and Duty to Self is last.

We can also provide opportunities for the den or pack to worship together on Scout Sunday, see that prayers or invocations are included on appropriate occasions, include non-denominational worship services on Webelos father-son overnight campouts, and help boys realize they are members of a World Brotherhood of Scouting by studying other lands and contributing to the World Friendship Fund.

The principles of the Cub Scout program are often summed up in the words "Cub Scout Spirit". Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad: "What is the wind?" He replied: "I don't know what the wind is, but I know how to set the sail." In Cub Scouting a leader tries to help a boy set the sail of his life so as to capture the spirit of the Cub Scout Promise. As he experiences the warm feeling of citizenship through service when he does a good turn, he can also be made aware that he is helping fulfill his duty to God as he helps other people.



See 'Den & Pack Activities' section of this book for suggestions for service projects for Cub Scouts. Also see "Citizenship Through Service"

SCOUTING'S RELIGIOUS PRINCIPLES

The Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing an obligation to God. No matter what the religious faith of the member may be, this fundamental need of good citizenship must be kept before him. The B.S.A. recognizes the religious element in the training of the member, but it is absolutely nonsectarian in its attitude toward that religious training.



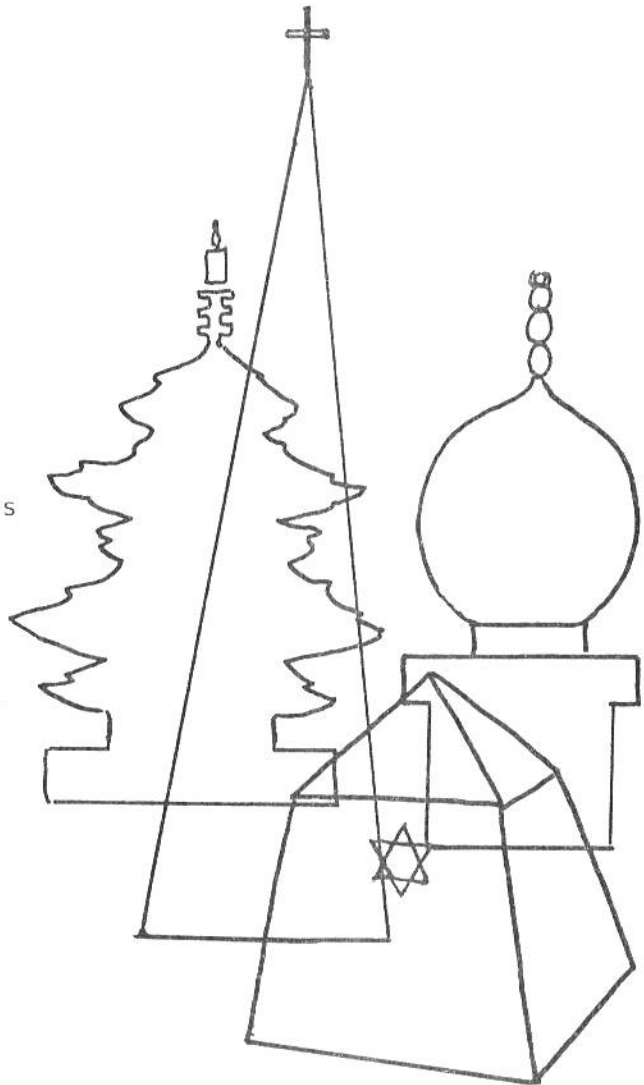
Where a Scouting unit is connected with a church or other distinctly religious organization, no members of other denominations or faith shall be required, because of their membership in the unit, to take part in or observe any religious ceremony distinctly peculiar to that organization or church.

The B.S.A. does not define what constitutes belief in God or the practice of religion.

The B.S.A. does not require membership in a religious organization or association for enrollment in the movement, but does prefer, and strongly encourages membership and participation in the religious programs and activities of a church, synagogue, or other religious association.

We respect the convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in organized religious organizations.

Only persons willing to subscribe to these declarations of principle shall be entitled to certificates of leadership in carrying out the Scouting program.



ONE NATION UNDER GOD

"Apollo 8 has a message for you."

Fifty million people around the world were glued to their television and radio sets, watching and listening as three bold astronauts made man's first trip around the moon. In a typically American twang, a voice from outer space went on through the stillness of the night to read the first verse of Genesis:

"In the beginning God created the heaven and the earth ..."

Then another voice, and another, rang through the air as each of the three took his turn in reading the first ten verses of the Old Testament. They ended with:

"And from the crew of Apollo 8 we close with good night, good luck, and Merry Christmas and God bless all of you - all of you on the good earth."

Christmas Eve 1968 was a memorable night in the history of mankind.

Now let us turn back the clock nearly 500 years, to another explorer in another memorable time, equally bold in his probing of the unknown. He did not have radio or television through which to communicate his feelings, but he did have a pen, and as his little craft was tossed by the Atlantic swells, he wrote:

"Let Christ rejoice on earth."

The author of those words was Christopher Columbus, who credit his exploits to a belief in Divine Guidance as he sailed westward toward the New World on his second great voyage.

From Columbus sailing through the unknown vastness of the Atlantic ocean to astronauts circling the forbidding desolation of the moon, religious conviction has been woven into the fabric of life in America.

OUR HERITAGE OF FAITH

Indeed, America has had a unique background of faith from its very beginning. No other nation has roots so steeped in the commitment to religious freedom - the freedom to seek and find equality before God under the established government. From the Pilgrims fleeing persecution to refugees from Hitler's mass extermination of Jews, millions of people have sought and found religious as well as political haven in America.

Among the earliest to flock to our shores in search of freedom of worship were the Quakers, who settled in Pennsylvania; the Roman Catholics, who found a new homeland in Maryland and other colonies; the Dutch Protestants, who built Nieuw Amsterdam, which later became New York City, and the Baptists, who found their new home in Rhode Island. Jews, Amish and Mennonites also were among the oppressed who found liberty in the New World.

The philosophy of religious freedom in America has enabled these and other groups to live in peace and mutual respect of their differences. It has also provided a climate for the birth and growth of strictly native American religious, such as the Church of Jesus Christ of Latter Day Saints and the Church of Christ Scientist.

Much of the physical and economic growth of America can be attributed to the contributions of religious leaders. Methodist circuit riders, making their preaching rounds on horseback, helped to open up the Midwest. Roman Catholic priests contributed to the building of the Far West.

When we 'remember the Alamo' where Davy Crockett and James Bowie died defending Texas against the Mexicans, we should also remember that the building was not a fort - it was a Catholic mission.

RELIGION IN OUR HISTORY

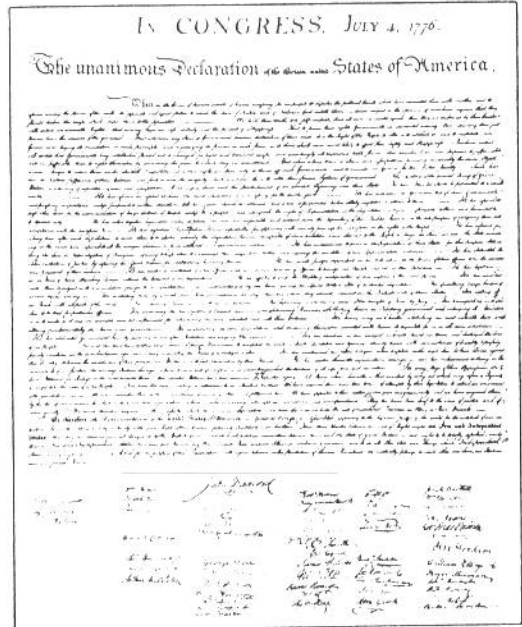
The most famous ship in American history was the Mayflower, a tiny vessel powered by winds off the great deep. She carried a cargo of Protestant men and women who came not as political pilgrims but as religious pilgrims. They wanted to live in a place where they could worship God according to their own consciences. When their ship sailed westward into the Atlantic, a nation under God was riding into history.

A remarkable scene in the history of nations was enacted aboard the Mayflower when it dropped anchor in Plymouth harbor many weeks later. There, under the low-hung beams of the cabin, a group of determined and believing men compacted together to build a God-centered, God-ruled state.

"In the name of God - Amen" are the opening words of the Mayflower Compact, composed by this band of pilgrims as they prepared to set foot on territory as strange to them as the moon was to our spacemen. The Mayflower Compact was the first instrument of government in this land, establishing the basis for an orderly society.

A painting of Pocahontas, the Indian bride of Captain John Smith, being baptized into Christianity, graces the magnificent rotunda of our nation's capitol.

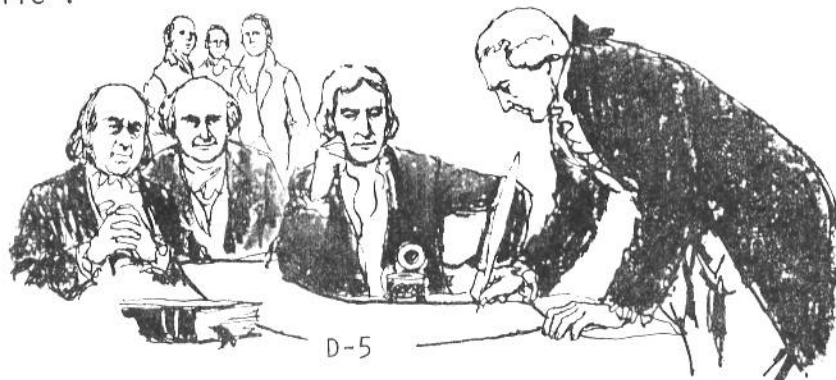
"The Star Spangled Banner", "America the Beautiful" and "My Country 'Tis Of Thee" are sung as national anthems and hymns. There is no more stirring song than Julia Ward Howe's "Battle Hymn of the Republic".



The Declaration of Independence.

The Declaration of Independence was written by God-fearing people, for it affirms belief in a Creator who gives men 'certain unalienable rights'. Those men who affixed their signatures to it did a very courageous thing. They literally took their lives in their hands, for if the Revolution, which they were encouraging, had been unsuccessful, they would have been executed as traitors and their property confiscated. But believing in freedom of the mind and of the soul, they put aside their fears and struck out for justice and human values with these familiar words that are dear to the hearts of us all:

"We hold these truths to be self-evident, that all men are created equal; that they are endowed by their Creator with certain unalienable rights; that among these are life, liberty, and the pursuit of happiness."





OUR MONEY CARRIES THE MESSAGE

Many other documents of early America contained humble, dedicated references to Almighty God. For example, the first official government Proclamation of Thanksgiving issued on November 1, 1777, by the Second Continental Congress, which set aside December 18 of that year as a day of solemn thanksgiving, praise and prayer, patterned after the Pilgrim's celebration on the anniversary of their first desolate year in the New World, read:

"... it is the indispensable duty of all men to adore the superintending Providence of Almighty God; to acknowledge with gratitude their obligation to Him for benefits received, and to implore such further blessing as they stand in need of.."



Like so many other everyday things, even our money bears witness to the fact that ours is a God-founded nation, and it emphasizes the additional fact that as a nation we rely upon Divine Providence.

On the dollar bill is a pyramid, which represents the building of our country. The fact that it is broken emphasizes that our nation is not yet completed.

Directly above the pyramid is an eye symbolizing the eye of God. This stresses the importance of putting spiritual welfare above material prosperity. Our founding Fathers firmly believed that our strength was rooted in God and that our progress must always be under the watchful eye of Providence.

Another important symbol is contained in the words "Annuit Coeptis" in a semi-circle at the top of the seal. Referring to the Almighty, they mean "He has smiled on our undertakings".

And finally, three Latin words appear directly under the pyramid, meaning "A new order of the ages". That statement suggests that our nation, under God, is introducing a new age in the life and freedom of mankind.

The motto "In God We Trust" first appeared on U.S. coins in 1864. Salmon P. Chase, then Secretary of the Treasury influenced by a letter from a clergyman suggesting 'recognition of the Almighty God in some form on our coins', ordered a design prepared to include the motto. The Congress passed legislation authorizing its use. Since then it has appeared from time to time on various coins. But it was not until 1955 that Congress ordered it placed on all paper money and coins and in 1956, designated it as our national motto.

RELIGIOUS MEN

It has been said that there never was anywhere assembled at a prior time in history a group of men so great as those who presided at the birth of our country. Supreme among them was, of course, George Washington, father of our country, a man of abiding faith.

One of the most impressive scenes in American history is that of Washington praying on his knees in the snow at Valley Forge at a time when the fortunes of the fledgling nation were at their lowest ebb. Suffering along with his soldiers, his example of prayer and faith encouraged them to keep the spark of Revolution alive at its most discouraging point.

One of the most gifted intellectuals of early America was Thomas Jefferson. He described himself as a believer in God and drew from his faith the conviction that God had given freedom to the human mind. Without this single basic idea, the United States might never have had the Declaration of Independence as we know it, and perhaps would not have become a land of free thought, free inquiry and scientific understanding.

Abraham Lincoln, giant among men, walks tall in our nation's history. He had attributes of faith, courage, wisdom, justice compassion, and included in many of his public addresses references to Almighty God. Notable among them is the closing passage of his Farewell Address at Springfield, Illinois, on February 11, 1861 as he prepared to take up the presidency:

"Without the assistance of that Divine Being ... I cannot succeed. With that assistance, I cannot fail. Trusting in Him who can go with me, and remain with you, and be everywhere for good, let us confidently hope that all will yet be well."



Another of the influential and talented men in early America was Benjamin Franklin. His intellectual curiosity led him to conduct electrical experiments by flying a kite in a thunderstorm. He also invented bifocal eyeglasses not unlike those we wear now, the Franklin stove, and many other devices. Franklin's spiritual influence was of historic proportions. It was his exhortation to prayer that broke the deadlock over Congressional representation at the Constitutional Convention in Philadelphia in 1787 when he rose and addressed the group:

"Gentlemen, I have lived a long time and am convinced that God governs the affairs of men. If a sparrow cannot fall to the ground without His notice, is it probable that an empire can rise without His aid? I, therefore, move that prayers imploring the assistance of Heaven be held every morning before we proceed to business."

It was not long before a compromise was reached and the United States Constitution was born - on the wings of prayer.

THE PRICE THEY PAID

Have you ever wondered what happened to those men who signed the Declaration of Independence?

Five signers were captured by the British as traitors, and tortured before they died. Twelve had their homes ransacked and burned. Two lost their sons in the Revolutionary Army; another had two sons captured. Nine of the 56 fought and died from wounds or the hardships of war.

What kind of men were they? Twenty-four were lawyers and jurists. Eleven were merchants, nine were farmers and large plantation owners; men of means, well-educated. But they signed the Declaration of Independence knowing full well that the penalty would be death if they were captured.

They signed and pledged their lives, their fortunes, and their sacred honor. Carter Brazton of Virginia, a wealthy planter and trader, saw his ships swept from the seas by the British navy. He sold his home and property to pay his debts, and died in rags.

Thomas McKean was so hounded by the British that he was forced to move his family almost constantly. He served in the Congress without pay, and his family was kept in hiding. His possessions were taken from him, and poverty was his reward.

Vandals or soldiers, or both, looted the properties of Ellery, Clymer, Hall, Walton, Swinnett, Heyward, Rutledge, and Middleton.

At the Battle of Yorktown, Thomas Nelson, Jr., noted that the British General, Cornwallis, had taken over the Nelson home for his headquarters. The owner quietly urged General George Washington to open fire, which was done. The home was destroyed, and Nelson died bankrupt.

Francis Lewis had his home and property destroyed. The enemy jailed his wife, and she died within a few months.

John Hart was driven from his wife's bedside as she lay dying. Their 13 children fled for their lives. His fields and his grist mill were laid to waste. For more than a year he lived in forests and caves, returning after the war to find his wife dead and his children vanished. A few weeks later he died from exhaustion and a broken heart.

Such were the stories and sacrifices of the American Revolution. These were not wild-eyed, rabble-rousing ruffians. They were soft-spoken men of means and education. They had security, but they valued liberty more. Standing tall, straight, and unwavering, they pledged: "For the support of this declaration, with a firm reliance on the protection of the Divine Providence, we mutually pledge to each other, our lives, our fortunes and our sacred honor".

THE FOUR FREEDOMS

In the critical days of World War II, Franklin D. Roosevelt, a vestryman of his church, enumerated "The Four Freedoms" which are firmly based on the religious convictions that were his:

"In the future days, which we seek to make secure, we look forward to a world founded upon four essential human freedoms.

The first is freedom of speech and expression - everywhere in the world.

The second is freedom of every person to worship God in his own way - everywhere in the world.

The third is freedom from want ...

The fourth is freedom from fear."

THE CODE OF FLAG DISPLAY AND USE



In everyday life individuals conform more or less closely to a code of conduct which constitutes good manners, without which our relationships with one another would become unbearably crude and confused. So too our conduct toward the flag, symbolizing the nation itself, is governed by a code of rules conveniently termed flag etiquette.

Colonel James Moss, founder and president of the former United States Flag Association, argued that knowledge of proper use and display of the flag was a simple matter. As one would not show disrespect to the portrait of one's mother, he observed, neither would one manifest disrespect toward the national emblem. Unfortunately, however, such a general principle of conduct does not help the average person very much. Although one may not need to be told that the flag must never be mutilated or defaced, many situations are bound to arise where correct procedure can be interpreted in different ways. The purpose of flag etiquette is to resolve such differences with uniformity and good sense.

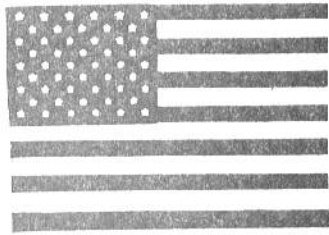
Apart from the armed services, observance of such etiquette is chiefly voluntary, since the Federal Government has until recently seldom attempted to prescribe conduct toward the Stars and Stripes, and even when so doing has provided no penalties for violations thereof. Yet established convention is frequently more binding upon the individual than laws formally enacted. Some of the rules of good manners are obviously of slight importance in themselves, nor is there universal agreement concerning them. Others may be of trivial significance or have disputed validity. How fully

they should be observed each person must determine for himself. All this granted, however, a code of some kind is still needed for guidance.

The code of flag etiquette, as it is known today, is a comparatively recent development, in which such agencies as the United States Flag Foundation, the American Legion, and the Daughters of the American Revolution, among others, have played leading roles. The armed forces of the United States have also had an important part in its growth through the years. On June 14, 1923, representatives of some sixty-eight patriotic and civic organizations convened in Washington, D.C., under the auspices of the National Americanization Commission of the American Legion, to draft a uniform code of flag etiquette. Shortly before this, on February 15 immediately preceding, the War Department issued a circular on the rules of flag usage, and these were adopted almost in their entirety by the conference. Since the group never met again, its code as adopted in 1923 remained the acceptable standard for many years, being subsequently published by the Adjutant General's office of the War Department, along with certain additional data, as an eight-page pamphlet.

Finally, in 1942, Congress assumed the task of bringing together "existing rules and customs pertaining to the display and use of the flag of the United States of America". The results of its labors were embodied in a joint resolution approved December 22 of that year.

See "Our Flag" for rules of flag etiquette, display, care, and definition of flag terms.



Hello, Remember Me?



Some people call me Old Glory, others call me the Star Spangled Banner, but whatever they call me, I am your flag, the Flag of the United States of America. Something has been bothering me, so I thought I might talk it over with you, because it is about you and me.

I remember some time ago people lined up on both sides of the street to watch the parade and naturally I was leading every parade, proudly waving in the breeze. When your grandpa saw me coming, he immediately removed his hat and placed it against his left shoulder so that his hand was directly over his heart.

And your dad, I remember him, standing there straight as a soldier. He didn't have a hat, but he was giving the right salute. And his little sister, not to be outdone, was saluting the same, with her right hand over her heart.

What happened? I'm still the same old flag. I have had a few stars added, and a lot more blood has been shed since those parades of long ago.

But I don't feel as proud as I used to. When I came down your street you just stand there with your hands in your pockets and I may get a small glance and then you look away. Then I see the children running around and shouting - they don't seem to know who I am. I saw one man take off his hat, then look around. He didn't see anybody else with their hats off so he quickly put his back on.

Is it a sin to be patriotic nowadays? Have you forgotten what I stand for and where I've been? Anzio, Guadalcanal, Korea, Viet Nam, Cambodia. Take a look at the memorial honor rolls sometime of those who never came back. They gave their lives to keep this country free. One Nation Under God. When you salute me, you are actually saluting them.

Well, it won't be long until I'll be coming down your street again. So when you see me, stand straight, place your right hand over your heart, and I'll salute you by waving back. And most important, I'll know that YOU REMEMBER!

BE PROUD YOU'RE AN AMERICAN! DISPLAY YOUR FLAG!

DISPLAY OF THE FLAG AT NIGHT

There are two places in the United States where the Stars and Stripes is flown at night by specific legal authority. At all other places where it is flown at night, authority is derived from interpretation of the Joint Resolution of Congress described in Public Law 829 or from previously established custom.

The three instances in which the flag is flown at night by specific authority, two in Baltimore, Maryland, are the following:

1. Under authority granted in the Joint Resolution of December 22, 1942, President Truman issued a proclamation stating that: "As a perpetual symbol of our patriotism, the flag of the United States shall hereafter be displayed at Fort McHenry National Monument and Historic Shrine at all times during the day and night, except when the weather is inclement."
2. Public Law 319, approved in 1954, permits the flying of the U.S. flag twenty-four hours a day at Flag House, Flag House Square, East Pratt Street, Baltimore.
3. Under authority granted in the Joint Resolution, President Kennedy issued a proclamation stating that "The flag of the United States of America shall hereafter be displayed at the U.S. Marine Corps Memorial in Arlington, Virginia, at all times during the day and night, except when the weather is inclement."
This memorial, often popularly known as the Iwo Jima Memorial, portrays members of the U.S. Marine Corps raising the flag over Mt. Suribachi on Iwo Jima, on February 23, 1945.

At other places where the flag is flown at night, it is done because of a long-established local custom or under the authority of the Joint Resolution of December 1942, which states that "The flag may be displayed at night upon special occasions when it is desired to produce a patriotic effect."

See "Our Flag" for more information on flag courtesy and display.



THE BILL OF RIGHTS

When the colonies in North America revolted, many of them put lists of rights in their constitutions. But when the Constitutional Convention met in 1787, the delegates took most of these rights for granted. Virginia and many other states insisted that a Bill of Rights be added to the Constitution. Their demands resulted in the first ten amendments to the Constitution, known as the Bill of Rights. This is what those amendments guarantee:

1. People have the right to say and write what they wish; the right to meet together peaceably; and the right to complain to the government. Congress cannot set up an official religion or keep people from worshipping as they wish.
2. The states have the right to arm and drill their own citizens in a state militia.
3. In peacetime, people cannot be forced to take soldiers into their homes. In wartime, people can be made to do this by act of Congress.
4. An official can not search a person or his home or seize his property without a warrant. A judge can issue a warrant only if it is necessary to catch a criminal or prevent a crime.
5. No person can be put on trial unless a grand jury has decided that there is enough evidence for a trial. No person can be tried for the same crime twice. No person can be forced to give testimony against himself. No person can be executed, imprisoned, or fined except after a fair trial. Private property cannot be seized for public use unless the owner is paid a fair price.
6. A person accused of a crime must be tried quickly. He cannot be held in jail while the police look for evidence. The trial must be held in public. The accused person has a right to have his case heard by a jury of fair-minded men from the area where the crime was committed. He must be told of what he is accused and must be able to see and hear the witnesses against him. If he cannot afford to pay a lawyer, the court must appoint one.
7. In a lawsuit for more than \$20, the person in the case can demand a jury trial.
8. A person accused of a crime can get out of jail until his trial by posting bail. Bail is to be returned if he is in court at the time of trial. A person convicted of a crime cannot be punished with an unfair sentence or fine; nor be tortured or punished in cruel or unusual ways.
9. The rights listed here are not the only rights that people have.
10. The powers that are not given to the federal government or forbidden to the states, belong to the states or the people.

The freedom to talk openly without fear - to criticize - the freedom of individuals to form their own beliefs, and to pass them on to another - these are the greatest freedoms we have. When men can know all sides of an argument, they can decide the truth for themselves. Our early lawmakers wrote these guarantees of freedom into the Bill of Rights.

THE RELIGIOUS EMBLEMS PROGRAMS

From the beginning, the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath, and Explorer Code all call upon boys to pledge themselves to do their duty to God. Scouting espouses no creed and favors no faith over another. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious bodies are the single largest category of chartered partners for packs, troops, and posts.

All of the major churches and other religious bodies in the United States have programs to recognize Cub Scouts, Boy Scouts, and Explorers who demonstrate faith, observe their creeds or principles, and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys (and young women in Exploring) who work with their religious leader or a counselor on a fairly demanding program of requirements which often takes a year or more to complete.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that he achieve a certain rank or progress award, or have been in the unit for a minimum period, before he can receive the emblem.

A summary of the requirements for each emblem and the address to write for more information are given here. (Additional information can also be obtained from Religious Relationships Service, Boys Scouts of America, P.O. Box 61030, Dallas/Ft. Worth Airport, Texas, 75261.)

ALEPH



Aleph

ALEPH (Jewish) - For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage, and Israel. (Requirements, No. 3184, available from Relationships Service, BSA.)

PARVULI DEI



Parvuli Dei

PARVULI DEI (Roman Catholic) - For Cub Scouts and Webelos Scouts. Requirements cover understanding Christian love, knowledge of the church and the home parish, and service. (Requirements, No 3086, available from Relationships Service, BSA.)

SILVER CREST

Silver Crest

SILVER CREST (Salvation Army) - For Cub Scouts with at least six months' service. Requirements cover Salvation Army doctrines and history, prayer, Bible reading, and service. (Requirements available from the Salvation Army, 120 W. 14th St., N.Y., N.Y. 10011.)

METTA



Metta

METTA (Buddhist) - Designed to help Cub Scouts of the Buddhist faith deepen their faith and further their knowledge and practice of the Buddhist religion. Earned by Cub Scouts with at least three months of service, the Metta provides deeper understanding of the Buddhist shrine, Buddhist holidays, the childhood teachings of Buddha, and the search for Buddhahood. (Information from Buddhist Churches of America, Nat'l Headquarters, 1710 Octavia St., San Francisco, CA.94109).

THE RELIGIOUS EMBLEMS PROGRAMS (continued)

PRO DEO ET PATRIA



Pro Deo et Patria

PRO DEO ET PATRIA (GOD AND FAMILY) (Lutheran) - For 9 and 10-year-old Cub Scouts and Webelos Scouts, Camp Fire Adventurers, and Junior Girl Scouts. Requirements cover projects in the child's faith, worship, witness, the church's ministry, and service. (Information from Dept. of Nat'l Youth Agency, Relationships, Lutheran Council in the U.S.A., 360 Park Ave. So., N.Y., N.Y. 10016.)

GOD AND FAMILY



God and Family

GOD AND FAMILY (Protestant) - For 9 and 10-year-old Cub Scouts, under supervision of pastor, with parents or guardians involved in the home as counselors. Basic thrust is to help boys understand more deeply their faith as it relates to the church. (Information available from P.R.A.Y., P.O. Box 179, St. Louis, MO. 63166.)

GOD AND FAMILY



God and Family

GOD AND FAMILY (Episcopal) - Similar to above. (Information from P.R.A.Y., P.O. Box 179, St. Louis, MO. 63166. Specify Episcopal.)

FAITH IN GOD



Faith in God

FAITH IN GOD (Church of Jesus Christ of Latter-Day Saints) - For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible stories, geneological chart, leadership, and service. (Information from Church Distribution Center, 1999 W. 1700 So., Salt Lake City, Utah, 84104.)

CHI RHO



Chi Rho

CHI RHO (Orthodox) - For Cub Scouts and Webelos Scouts. To help a boy become more aware of God's presence in his daily life, especially through things he does in his home and church. There is close cooperation between family and church by using parents or guardians and parish priests as counselors. (Information from Orthodox Scouting Commission, 1345 Fairfield Woods Rd., Fairfield, Conn. 06430.)

WORLD COMMUNITY

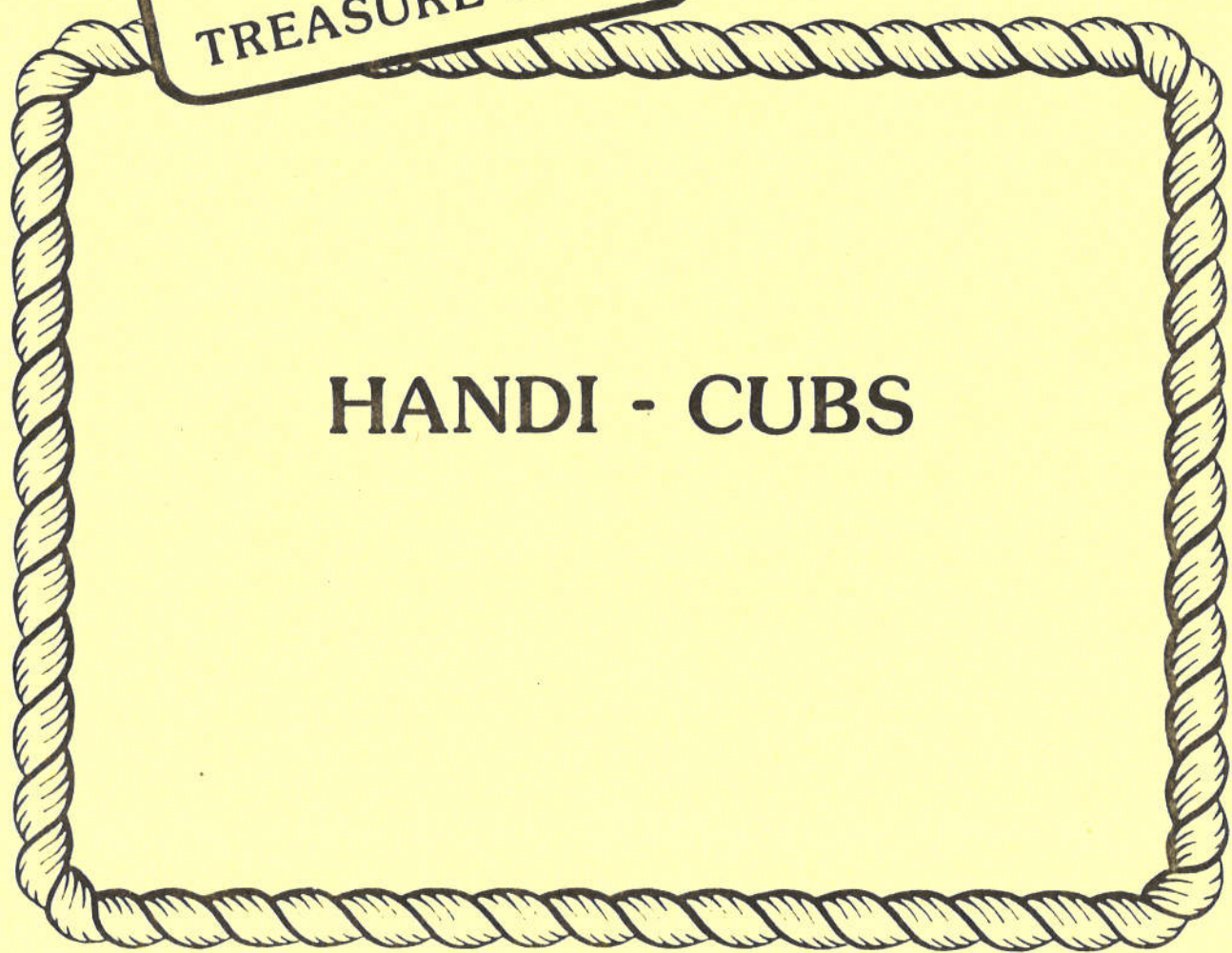


World Community

WORLD COMMUNITY (Reorganized Church of Jesus Christ of Latter Day Saints) - For boys between the ages of 8 and 11. Emphasis is on personal, family, and church relationships in activity-centered requirements. (Information from Reorganized Church of Jesus Christ of Latter Day Saints, The Auditorium, Independence, MO. 64501.)

NOTE: Religious emblems medals are worn on formal occasions only. Boys may wear square knot No. 5014 (silver knot on purple background) centered above left uniform pocket. Adults who earned a religious emblem as a youth may wear this same square knot.

Those who earn adult religious awards may wear square knot No. 5022 (purple knot on silver background) centered above left uniform pocket.



HANDI - CUBS

BACKGROUND INFORMATION

The December 31, 1980 registration statistics of the Boy Scouts of America presented dramatically the nationwide registration of youth and leaders in the various programs of the Boy Scouts of America:

<u>PROGRAM</u>	<u>MEMBERS</u>	<u>LEADERS</u>
Cub Scouts	1,696,552	548,457
Boy Scouts	1,065,004	405,357
Explorers	447,469	92,698
Council Scouters		70,545
Totals	3,209,025	1,117,057

Any organization which attracts this many members and leaders must be doing something right!! Membership since 1910 totals more than 62 million!

FOR EVERY 100 BOYS WHO JOIN SCOUTING

Rarely will one be brought before Juvenile Court.

One will use his Scouting skills to save another person's life.

One will use his Scouting skills to save his own life.

One will enter the Clergy.

Two will become Eagle Scouts.

Five will earn their religious award.

Eight will enter a vocation that was learned through Scouting.

Twelve will have their first contact with a church.

Seventeen will be future Scout volunteer leaders.

Eighteen will develop hobbies that will last through their lives.

Recent figures show that there are only 57,802 boys registered in 'special' Scouting units identified as blind, deaf, mentally handicapped, physically handicapped, emotionally disturbed, or socially maladjusted (in correctional institutions). Although precise figures are unavailable, there are probably twice this number of handicapped youth being served in regular Scout units. The resulting estimated total of handicapped youth served by Scouting would be 174,000.

In spite of these large numbers, it is estimated that 326,000 additional handicapped youth of Scouting age are not receiving Scouting's educational, recreational, social, and career benefits which have provided such excellent foundations for the 62 million youth over the past decades. We need to make an effort to reach these boys and offer them Scouting.

ABOUT HANDICAPS

"Handicapped" is a frightening word to most of us. We imagine mindless or crippled people capable of very little. What a shock to find out that handicapped people have many of the same qualities that we possess. They laugh, cry, feel pride, love, and have a need to belong somewhere, to someone just as you and I do.

Each of us is handicapped in some way. Some adults are handicapped because their son has a much higher I.Q. than their own. As a parent, that can be a big handicap! Almost every family has one member who wears glasses. Very seldom is this considered a handicap, but for an athlete, it can be serious. Color blindness, hyper-activity, learning disabilities, high blood pressure, and diabetes are handicaps just the same as mental retardation or physical disabilities are handicaps. Your own perspective of a handicap can influence its size.

If you'll really pay attention, you'll find most of us compensate for our handicaps by excelling in other areas. You may be a great bookkeeper but a questionable carpenter, or vice versa. The same is true of a "handicapped" person. A boy who has lost the use of his legs to polio could be another Einstein. A mentally retarded boy could become an Olympic swimmer. A boy is no less of a boy because of his problem. Don't limit any boy's potential by assuming he is capable of nothing. Find a boy's capability and challenge him to achieve new goals through Scouting.

Reach out! Don't be afraid to try. Handicapped boys want to belong to Scouting, and they need you to make it happen. Your personal rewards will be far greater than the effort you expend.



BENEFITS FOR HANDICAPPED YOUTH

Scouting helps youth develop their:

Social Relationships and Acceptance

By belonging to a group of Scouts, they develop feelings of being needed, independence, confidence and friendships with peers and adults. They feel acceptance, and even more important, they learn that they can be accepted as they are! This is often a new experience for them.

Mental Skills

Scouting activities help them to develop creativity, attention span, increased verbal abilities, motivation, learning, and understanding. Every person has a deep need for achievement.

Personal Attributes

Scouting just naturally brings out a sense of humor, feelings of self-confidence, pride in appearance, dependability and responsibility, desirable behavior, and good manners.

Scouting provides them with:

Opportunities to work with and help other handicapped and non-handicapped youth; to explore their own attitudes and feelings; to achieve; and to make friends in a relaxed atmosphere where adjustment comes more easily.

Guidelines for behavior and learning situations which are fun and provide success and desirable peer and adult models.

Scouting teaches them to:

Compete to the best of their ability, plan, start and finish a project, develop leadership and follower skills, recognize others' achievements, try new things, respect differences in others, play fair and have fun, and to develop and maintain friendships.

BENEFITS FOR FAMILIES

Parents are happier because:

Their son would likely

- be happier and more successful in school.
- perform better in school.
- be more responsible at home.
- perform more independent living skills and therefore need less parent involvement.

There is a better parent/child relationship. They can work together on Scouting projects.

They are proud of their son's progress and accomplishments.

They feel more optimistic about their son's future.

They see their son's handicap as less significant.



HOW SCOUTING HELPS THE HANDICAPPED

WHY SCOUTING FOR THE HANDICAPPED?

Answer: Because it works! Scouting has been proven to be one of the most effective ways to help handicapped persons become prepared to be successful as adolescents and adults.

Scouting is for each boy, and each boy is different. The Boy Scouts of America recognizes that there are no standard boys - the kind who can be steered about like machines in exactly the same way, to have exactly the same fun, to learn exactly the same instructions. That is why the program of Scouting is so readily adaptable to a youngster with a physical, mental, or emotional limitation. Scouting welcomes the handicapped youth!

People can have a variety of handicaps which are problems to them. These take on various forms, like big ears, speech defects, protruding teeth, deafness, spastic muscles, blindness, uncontrolled emotions, too little money, red hair, a club foot, and hundreds of others. Some handicaps are real - some are imaginary. The degree of a youth's handicap is not nearly as serious as how he feels about it and how he thinks others feel about it.

The handicapped child has a right to grow up in a world which does not set him apart, which looks at him not with scorn or pity or ridicule, but which welcomes him, exactly as it welcomes all children, which offers him identical privileges and identical responsibilities.

BENEFITS FOR SPECIAL EDUCATION

Scouting provides the special education teacher with:

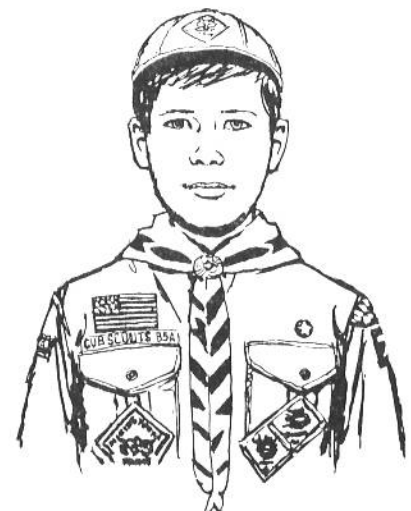
- A fun way to teach the usual school subjects and content.
- Handbooks and workbooks for teaching.
- Outside resources.
- Volunteers to help teach.
- Practical application for classroom learning.
- Ideas for instilling ideals and values.
- Activity and game books.
- High interest materials.
- Teacher manuals and program guides.
- Awards for incentives.

Scouting helps the special education teacher to:

- Know the student in an 'out of school' way.
- Teach values in a realistic way.
- Mainstream those who are able.
- Have fun and relax with students.

Scouting creates:

- Better attendance.
- Less dropouts.
- Variety and excitement in classroom.
- Improved class morale.
- Better classroom behavior.
- Better parent involvement and support.
- Improved teacher/student relationships.



THERE IS A PLACE

Medical and rehabilitation opinion encourages children with handicaps being allowed to lead as normal a life as possible. Where it is possible to do so, many are absorbed into regular schools, although many are also in special schools. In Cub Scouting, we integrate handicapped boys into ordinary packs whenever possible. (See 'Mainstreaming Handicapped Cub Scouts' in this section) Of course, there are packs sponsored by special schools or hospitals.

As a Cub Scout leader, you may feel hesitant about facing up to the opportunity of accepting a handicapped boy into your den or pack.

But consider for a moment how being handicapped can in itself be a barrier to many activities enjoyed by ordinary boys. This is true even when a handicapped boy has considerable skills, abilities, and moral strength.

Scouting has, over the years, made thousands of boys happier than they would have been otherwise, by accepting them for what they are, what they can contribute, and by offering them the friendship and encouragement they need.

Accept the challenge by offering membership to a handicapped boy!

ADVANCEMENT FOR HANDICAPPED CUB SCOUTS

The advancement program is so flexible that with guidance, most boys can do the skills. Advancement requirements should not be watered down or eliminated for handicapped boys, although the speed at which they are completed and the means of explaining them may need to be adjusted and simplified. It may take longer for a handicapped boy to earn his awards, but he will appreciate them more by knowing that he has made the effort.

There is one exception. A Cub Scout who is physically handicapped may be given permission by the Cubmaster and pack committee to substitute electives for a few of the achievement requirements that are beyond his physical abilities. (See "Wolf Cub Scout Book", Feats of Skill Achievement) It is best to include the parents in this process of determining substitutions since they are most familiar with their son's abilities.

Immediate recognition of advancement is even more important for handicapped boys. The Progress Towards Ranks patch, the den doodle and the den advancement wall chart all help provide immediate recognition in den meetings as achievements and electives are completed. Remember that a month is a long time to a boy and that completing requirements for a badge may seem forever to him. Be sure to give him periodic recognition at den meetings and prompt recognition at pack meetings when he earns a badge.

While leaders must be enthusiastic about helping handicapped youngsters, they must at the same time recognize the special demands that will be made on their patience, understanding, and skill in teaching the advancement requirements.

MEMBERSHIP

Although a boy may be handicapped in body or mind, he is still a boy .. no less and no more ... and if he is capable of understanding the Cub Scout Promise and Law of the Pack, he may be a Cub Scout. Working with boys with a handicap may mean adapting or extending the ordinary program of activities in order to make it as enjoyable and worthwhile as possible.

Registration in the Cub Scout program of boys over age 11, who are either mentally retarded or severely handicapped, including the blind, deaf, and emotionally disturbed, is permitted, as is their participation in the Cub Scout advancement program while so registered, may be authorized as follows:

The chartered organization determines, with the approval of appropriate medical authorities, whether a handicapped youth member is qualified to register beyond the normal registration age.

The Cubmaster's signature on the boy's Cub Scout application or on the unit's charter renewal application certifies the approval of the chartered organization.

The following guidelines must be adhered to:

-- The medical condition of all candidates for membership beyond the normal registration age must be certified by a physician licensed to practice medicine, using Health & Medical Record, No. 4410. In the case of mentally retarded or emotionally disturbed candidates for membership, their condition must be certified by a statement signed by a licensed psychologist or psychiatrist. Current health, medical or certification records of all handicapped members beyond the normal registration age are kept in the council service center.



I Want To Join - Some boys will seek you out and ask to join. But most, because of their disabilities and shyness or restricted mobility, will depend on the interest and enthusiasm of others to introduce Cub Scouting to them. It may be their friends who are already Cub Scouts, or their parents who are seeking to find a richer life for them.

Spreading the news about the opportunities Cub Scouting offers to all boys is best done by people who are interested enough to let it be known that such boys are welcome in the pack. Every leader should make the effort.

You may see a boy in the park or on the street in a wheelchair or in a leg brace. You may hear about a boy with a handicap from other people. How you hear about such a boy isn't as important as what you do about it. Get in touch with him and invite him to join.

BENEFITS OF MAINSTREAMING

THE HANDICAPPED BOY WILL.....

- be in a group that accepts him and cares about him.
- be part of a more challenging atmosphere provided by Cub Scouting.
- be made aware that he is like other boys in most ways.
- have good models for social behavior provided through Cub Scout activities.
- be accepted more readily in school by regular students after interacting together in Cub Scouting.
- develop friendships with non-handicapped boys whom he might not have met otherwise.
- prove that he can function in the regular community by being part of a group.
- expand his knowledge of the non-handicapped world.

THE OTHER CUB SCOUTS WILL

- get to know a handicapped person.
- develop friendships with handicapped persons they might not have met otherwise.
- be more comfortable with and better able to deal with handicapped people.
- see how much handicapped boys are like themselves.
- see the abilities, personalities, and desirable traits in some new friends (who just happen to be handicapped in one way or another)

THE COMMUNITY WILL

- learn that Cub Scouts develop and practice the important community living values of honesty, reliability, friendliness, helpfulness, and service to others.
- discover that Cub Scouts are becoming well-rounded, well-adjusted citizens.
- learn that handicapped Scouts do learn how to function successfully in a non-handicapped community.

THE PARENT OF THE HANDICAPPED WILL ...

- be proud to see their son developing desirable values, self-help skills, hobbies and leisure time activities.
- be comfortable knowing that their boy is supervised in a worthwhile and enjoyable learning situation.
- concentrate on their son's abilities, instead of his disabilities.
- feel less alone, knowing that the whole pack cares about their son.
- feel secure that their son will have good adult role models in Cub Scouting.
- appreciate that their son is involved in worthwhile activities outside the home.
- realize that their son is becoming prepared to live as an independent adult.

THE CLASSROOM TEACHER WILL

- find that Scouting makes it easier for the handicapped to be accepted by the non-handicapped students in the classroom, with less rejection, teasing and problems.
- discover talents of the student which may not have been exhibited in the classroom.
- discover that Scouting helps teach the subjects, skills and personal attributes which the teacher is also trying to teach.
- discover that the self-control learned in the den and pack helps improve classroom adjustment and behavior.

MAINSTREAMING HANDICAPPED CUB SCOUTS

The following suggestions can help pave the way for mainstreaming handicapped Cub Scouts into regular packs.

The success or failure of integrating handicapped boys will depend to a great extent on the attitude of the boys already in the den and pack. They should be actively involved in the planning and decision-making.

Den leaders should ask their dens "We have been asked to imagine that a boy who is handicapped and can only get around in a wheelchair wants to become a member of our pack. Our leaders would like to know what we think of the idea, and if such a boy were to join, would we accept him and help him to become a good Cub Scout?"

Some other questions to stimulate discussion in the den and pack are: "How would having a handicapped boy in the den affect the den program?" "What extra things do you think we would have to do to help him?" "Do you think that boys with handicaps would enjoy Cub Scouting?"

Another approach, after talking to the boys about the handicap, is to ask if they have any idea what it would be like not to be able to do something they take for granted. Suggest playing a game to find out. The leader should try to simulate as realistically as possible the new boy's handicap to help the other boys gain an understanding.

Blindness - Blindfold the boys and have them perform such things as "Bring me the blue pencil", "Identify the other boys by voice and locate where they are", "Write their names".

Deafness - No talking. Let boys try to communicate and give instructions by mouthing words, using signs, finger spelling, etc.

Physically Handicapped - Loosely tie boys' feet together or bind newspapers around one knee so it can't bend, and try a relay race.

Set up a blackboard and announce a 'rap' session. Ask the boys to tell and list on the board all the things they can do (feel, smell, run, ride bikes, etc.). Deliberately leave out the area in which the new boy is handicapped. Then point out that he can do all of these things except (see, hear, walk, etc.)

Pack leaders should visit the handicapped boy and his family and get to know him before he attends his first meeting. Then, when he attends, he will see friendly, familiar faces. At this first meeting, introduce him to members briefly and then allowing no time for embarrassment, get involved immediately in an activity which includes him.

A good way to introduce boys and leaders to Cub Scouting for handicapped boys is by a joint meeting with a special pack or with a pack which has already successfully integrated handicapped boys. This allows time for boys to meet, talk, mix and participate in activities together. It gives everyone a better appreciation of boys with handicaps.

To orient a leader who will receive the handicapped boy, be sure he or she is given a copy of "Involving Handicapped Cub Scouts". This has some valuable information on working with the handicapped. Also check to see if special training is available.

(continued)

MANAGING BEHAVIOR

As a leader, you are to be several people all at once to the Cub Scouts in your den. There are times when you are a friend, an authority, a rewarder, a disciplinarian, a resource person and a teacher.

Listening is an important technique. That means giving each boy an opportunity to express himself, whether as part of the group or alone in a private conversation. Be patient. It may take several listening sessions. Keep yourself in tune to what he is saying by sometimes using phrases such as: "Do you really feel that way?" or "If I understand you right, you are saying"

Praise and encouragement are indispensable. Even when a boy does not succeed, he should be praised for trying. A simple thing like applause provides amazing motivation for the mentally retarded child. They generally need more incentives than non-handicapped youth.

Rewarding proper behavior will usually cause that behavior to occur again. Reward can be in the form of a thank-you, or it can take a material form such as a badge, a prize or a chance to go on a trip. Focus reward on the proper behavior. For example, if a boy is being uncooperative, put him into a sharing situation with someone else and reward him every time he cooperates with others. As he begins to learn the correct behavior, decrease the rewarding. Eventually, a pat on the back will be all he needs.

Don't reward inappropriate behavior. Praise him when he exerts real effort or has improved a previous performance. But don't praise falsely.

If a handicapped Cub Scout tends to blame others for his failures or poor performance, do not accept this type of behavior. Make it clear that you expect him to answer for his own behavior.

If a boy is behaving in an unacceptable manner, try the 'time-out' strategy. This means removing him from a particular situation because his behavior is unacceptable. For example, if a boy is being over-aggressive, call him aside and say: "Bill, I'm not happy with your behavior. You're having fun at the expense of others. I'd like you to take some time out say ... (be specific - 5, 10, 15 minutes). After that time is up, come on back whenever you are ready to join the group."

The 'time-out' strategy works only if the activity from which you remove the boy is something he wants to continue. It works best if the time-out room is a dull, uninspiring place - a place to get away from rather than the place to be.

INVOLVE THEM ALL

Clearly, some allowances must be made for handicapped boys. If he's physically handicapped, he can hardly be expected to compete in relay races, but he can be a starter or a judge.

If his eyes are poor, he may not be able to catch a ball, but he could be a scorekeeper for a ball game.

Boys in wheelchairs can go on hikes with the other boys taking turns as 'pushers'.

Plan your den and pack program to fit the needs and abilities of the boys, whether or not they are handicapped.

WORKING WITH HANDICAPPED CUB SCOUTS

HANDICAPPED BOYS ARE LIKE NON-HANDICAPPED BOYS BECAUSE THEY ...

- Like fun
- Want recognition
- Like competition
- Want friends
- Want adventure
- Like crafts
- Want to achieve
- Dislike nagging
- Want to be self-reliant
- Rebel against authority
- Are turned off by criticism
- Have short attention spans
- Want to help others
- Are uncoordinated
- Want acceptance by others
- Like active games
- Have vivid imaginations
- Like water in lakes and streams but not in washbasins and bathtubs
- Have enthusiasm
- Can become proficient in skills
- Don't particularly want to be good, but do want to do good
- Want to prove their abilities
- Believe in fair play
- Are sensitive to right and wrong
- Want responsibilities
- Can help others achieve
- Dislike being made fun of
- Practice hero worship

LEADERSHIP TECHNIQUES

1. Wise leaders expect problems, but don't view them as overwhelming. Have all pertinent information on every boy, including his telephone number, doctors name and phone number.
2. Demonstrate personal discipline about punctuality, conscientiousness, dignity, dependability.
3. Let the boys know you care. This is essential and takes a few moments to put your arm around his shoulders or to praise him for something well done.
4. Make a personal visit in the home of a new handicapped Cub Scout. Learn about his handicap - his abilities and his limitations. Find out what he is not able or allowed to do. Become familiar with his handicap, medication, appliances.
5. Accept the boy as a person and show him respect. Find out his likes and dislikes. Remember that unwanted behavior can be redirected to more acceptable things.
6. Have patience. Plan programs to meet the needs and abilities of the boys. Enlist the help of families and community organizations.
7. Cast aside any preconceived ideas. The handicapped boy is interested in Cub Scouting for the same reason that other boys are - fun and enjoyment.
8. Don't overestimate the handicap of a boy, and don't underestimate his determination to be like others.
9. Maintain a good sense of humor.
10. Plan ahead. Plan more activities than you think you'll have time for.
11. Remember that repetition and review are needed by handicapped boys.
12. Push handicapped boys as far as possible. Don't pamper them too much. They discourage easily.
13. Remember that boys need praise, a feeling of achievement and a sense of belonging.
14. If a handicapped Cub Scout forgets directions easily, give them to him slowly, one at a time.

MENTALLY RETARDED

Many retarded, including both educable and trainable, have short attention spans and poor memories. If they are requested to do too much, they lack emotional stability. Most have problems with coordination, balance, agility, directionality, strength, body awareness and image. Sometimes, these problems are the result of inactivity and lack of opportunities to participate in group activities.

Mentally retarded children are often overprotected and discouraged from exploring the world, consequently, they have fewer opportunities to learn.

Some suggestions in working with mentally retarded Cub Scouts are:

- Dens of 5 or 6 are usually best.
- Play and activity periods should be frequent, but relatively short. Play periods shouldn't last more than 30 minutes.
- Use a variety of different activities to hold the boy's interest.
- Keep instructions brief and demonstrate as you teach.
- Try to stimulate program with pictures, stories, colorful equipment, and visual aids.
- Coordinate physical activities with art and music activities.
- Use attractive names for the game or activity.
- Repeat games and activities from meeting to meeting, to reinforce the boy's learning process.

IMPAIRED VISION OR BLINDNESS

Impaired vision or blindness is always a handicap, but if newly acquired, the boy requires much help and understanding. He will need to relearn some things or make adjustments in doing them. Familiarity with location of materials will be necessary. More time should be planned for his care if he is to learn to do things for himself.

Suggestions:

- Use activities in which the handicapped boy can participate.
- Circle and line formations are useful in keeping the group together.
- Counting and clapping help keep the blind in touch with each other.
- The leader should indicate where he is at all times and he should inform the group what the others are doing.
- Rattles and bells should be put inside balls to help the blind follow their movement.
- A totally blind boy should be paired with a sighted or partially sighted one, if possible.
- Balls for the partially sighted should be soft, larger than normal, and painted white.
- The leader's voice should be loud enough to guide the group.
- Music and rhythmic sounds are very motivating. Rhythmic activities and simple dances are recommended.

LEARNING DISABILITIES

Every pack has one - the boy who doesn't seem to keep up; the one who's always late; the discipline problem; the dreamer. Sometimes the cause of the problem is obvious. It may be that the problem stems from his home environment or from some physical difficulty. But more often than not, the problem is that the boy has a learning disability. Learning disabilities manifest themselves in many different ways, but they all have some common traits. They are basically disorganizations in a child's mind which cause him to fail to grasp concepts that are relatively easy for other children to pick up.

(continued)

IMPAIRED HEARING OR DEAFNESS

Leaders who have deaf Cub Scouts must understand that there may be embarrassment on both sides. The hearing-impaired youth will be acutely conscious of his hearing loss, eager to be 'normal' in every way, and fearful that he will mess things up. The hearing boys will feel uncertain about how to communicate and deal with their deaf friend.

The other Cub Scouts will have to learn to speak directly to the hearing-impaired boy so that he can see their lips. They will have to curb their inclination to shout at him or make exaggerated movements while speaking. Both of these make lip-reading more difficult. They must learn to get his attention by touch or vision cues, written messages, or by signs.

Hearing boys must make every effort to include the hearing-impaired boy and accept him as he is. Unable to follow fast-moving conversation, missing the point of jokes, not hearing instructions or announcements, the boy may find withdrawal more satisfactory than participation. If he feels 'out of things', he may decide to stay out of them.

Deaf people have the same needs as the rest of us. They need a lot of attention, advice, and love. They need to be included in group activities.

To be sure that the hearing Cub Scouts feel a personal relationship and responsibility to the deaf Cub Scout, appoint one boy to act as the deaf boy's 'buddy' for each meeting or activity. This assignment should be rotated among all the members, making sure that the 'buddy' is alert to the special needs of the deaf boy, explaining instructions, reassuring him that he is liked and accepted. Make sure he has the opportunity to participate. Sign language and speaking clearly are important so the handicapped boy knows what is expected.

Impaired hearing or deafness requires many adjustments. Warmth and understanding can be communicated by actions and facial expressions as well as by speaking and writing. Some suggestions are:

- Speak moderately and slowly to allow for lip reading.
- Gestures, sign language, and demonstrations should be used when giving instructions.
- The first activity should be something the group knows or has done before.
- The leader should stand where light falls on his face so that his lips can be easily read.

PHYSICAL HANDICAPS

When assisting a person in a wheelchair to go up low curbs or other obstacles, one should use the small foot bars to tilt the chair backward. A wheelchair should be taken up curbs forward and down curbs backward.

In rainy weather or on wet terrain, it may be more practical and more safe to use wheelchairs for those persons who normally get about with crutches.

When a disabled person falls, he may wish to get up by himself. Offer help, but wait for him to ask before giving it.

Crutches and wheelchairs are necessary accessories. Don't take them away from handicapped people unless they indicate they would like to have them out of the way. Nothing is more irritating than to have your crutches grabbed as quickly as you sit down, leaving you stranded.

TYPES OF HANDICAPS

Blindness - A 'legally blind' individual can see no more at a distance of 20 feet than a person with normal vision can see at a distance of 200 feet.

Visually Handicapped - The term 'visually handicapped' usually means that a person needs special aids or help in order to go about everyday work and play. 'Visually impaired' means that a person has an impairment which can be corrected sufficiently so that it is not a handicap.

Cerebral Palsy - Cerebral palsy is a condition that makes a person unable to control muscles because of brain damage. 'Cerebral' refers to the brain, and 'palsy' to muscular disorders.

Mental Retardation - A mentally retarded person is one who, from childhood, experiences unusual difficulty in learning and is relatively ineffective in applying whatever he has learned to the problems of everyday living.

Mildly Retarded - A person who is limited in his potential for advanced academic achievement, but can usually be brought by educational techniques to a state of self-sufficiency as an adult.

Moderately Retarded - A person who shows a rate of mental development that is less than half of that normally expected, but who can learn to take care of his personal needs and perform many useful tasks in the home or in a sheltered workshop situation.

Severely Retarded - A person who can learn self-care, but whose potential for economic productivity is limited.

Profoundly Retarded - A person who responds to training in basic self-care and who profits from special training in such areas as behavioral control, self-protection, language development and physical mobility.

Epilepsy - Epilepsy is not a disease, nor is it a form of insanity or mental retardation. It is, in simplified terms, a malfunction of the manner in which the cells of the brain release energy.

Muscular Dystrophy - This is a general designation for a group of chronic diseases whose most prominent characteristic is the progressive degeneration of the skeletal or voluntary musculature.

Physically Handicapped - 'Physically handicapped' concerns those who are disadvantaged or limited because of an impairment or disability that hampers psychosocial, physical, vocational, and community activities.

Postlingually Deaf - Those who have lost their hearing at age 5 or after.

Prelingually Deaf - Those who were born deaf or lose their hearing in early years before acquiring speech and syntax. They are 95 percent of the school-age deaf population.

Learning Disabilities - Children with special learning disabilities exhibit a disorder in one or more of the basic psychological processes involved in understanding or in using spoken or written languages. These may be manifested in disorders of listening, thinking, talking, reading, writing, spelling or arithmetic.

Emotionally Disturbed - Emotional disturbances are usually due to neurological impairment. For example, hyperkinesia, hyperactivity, learning disability, perception, etc. are side effects of 'negative' feedback from the surrounding environment. This feedback causes the individual to perceive a poor picture of himself, thereby leading to emotional disturbance.

WORKING WITH HANDICAPPED CUB SCOUTS (continued)

Some of the learning disabilities are:

Space - This difficulty makes it hard for a boy to compete in athletics. He's usually very uncoordinated, but not necessarily small. He may have difficulty with drawing or writing because his fine finger movement is impaired. He may also have trouble getting around in the city because he can't remember the location of usually known landmarks.

Sight - This perceptual handicap is very common. He sees things differently. Reading and spelling are often very hard for him. Because he perceives in a disorganized fashion, he will have difficulty recollecting things and places.

Hearing - This disorganization often causes a child to forget names and instructions. His vocabulary is often limited and his ability to express himself is diminished.

Numbers - A boy with this problem will have trouble understanding the relationship between digits and quantity. Math, points, and other uses of numbers will confuse him.

Time - A mixed-up concept of time may pose unique problems for a boy. This Cub Scout may never get started on an activity with the rest and, when he does, he'll be frustrated at leaving it incomplete or by always being last. Often he can't grasp the concept of the future in a long-term project, like an upcoming trip.

These are the major learning disabilities. Some boys have only one of them; but others have combinations.

Children with learning disabilities may become easily frustrated and may give up on a task when they perceive its challenge. They may be overactive or underactive.

They may speak too loudly or repetitively to the extent that it annoys others. Clumsiness and difficulties in remembering rules of games may cause them problems in playing with other children.

Suggestions:

- If the boy forgets directions, they should be given to him one at a time. When speaking to him the leader should use as few words as possible and make sure the boy is facing him.
- If he is frustrated by a task, he may need to be assisted or have a simpler task substituted. Group projects in which every boy has a part that he can do, are good.
- Whenever possible, competitive games should be interspersed with games played solely for fun.
- Before changing the customary agenda of meetings or before a special activity, describe the sequence of events to the boy so he can structure it in his own mind and handle it with a minimum of anxiety.
- If the boy becomes upset or excited he may need to retreat to a quiet room to collect himself. This should not be considered punishment.
- Boys can telephone one another between meetings to remind each other to attend and to bring the necessary materials or equipment. Many children receive no phone calls from their peers, so this will mean a great deal to them.
- Help the boy learn any lacking social skills.

Some of these boys handle themselves in a perfectly normal fashion outside of school, and can be fully functioning members of a den or pack. In this case, it may be necessary for the leader to explain to the other boys why they are behind in school or in special classes.

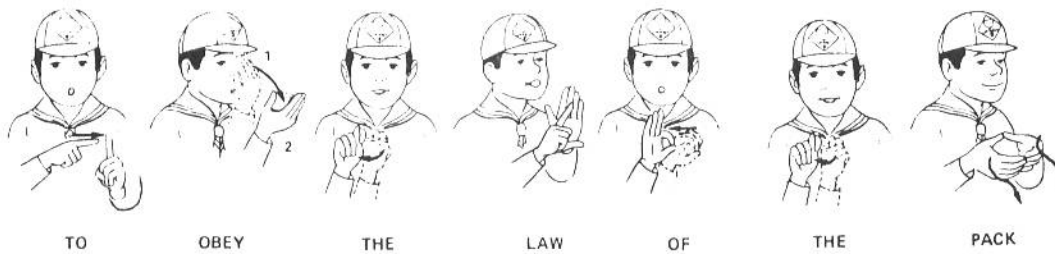
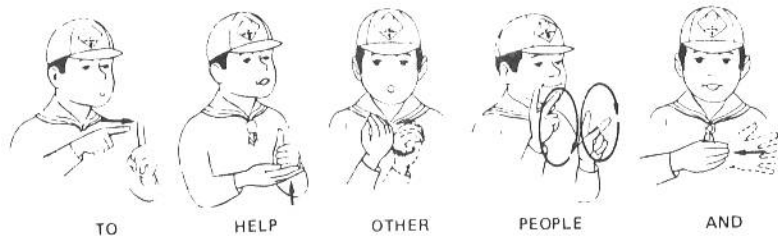
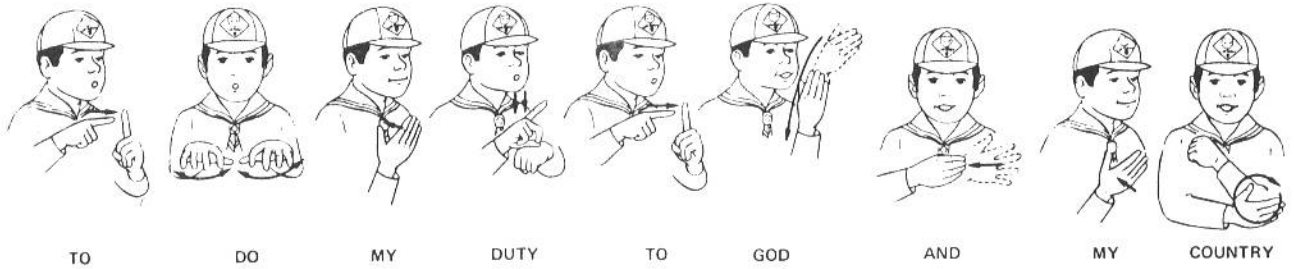
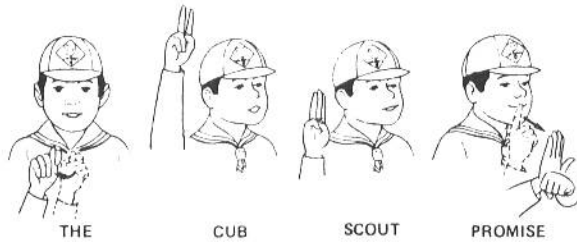
HEAVEN'S VERY SPECIAL CHILD

A meeting was held quite far from earth
"It's time again for another birth,"
Said the angels to the Lord above,
"This special child will need much love.
His progress may seem very slow,
Accomplishments he may not show,
And he'll require some extra care
From the folks he meets way down there.
He may not run or laugh or play;
His thoughts may seem quite far away.
In many ways he won't adapt,
And he'll be known as handicapped.
So let's be careful where he's sent.
We want his life to be content.
Please, Lord, find the parents who
Will do a special job for You.
They will not realize right away
The leading role they're asked to play.
But with this child sent from above
Come stronger faith and richer love,
And soon they'll know the privilege given
In caring for this gift from Heaven;
Their precious charge, so meek and mild;
Is heaven's very special child."



SIGN LANGUAGE FOR THE DEAF

The Cub Scout Promise



EDUCATIONAL BILL OF RIGHTS FOR THE RETARDED CHILD

EVERY CHILD, including every retarded child, is important, and has the right to opportunities for the fullest realization of his potentialities, however limited, for physical, mental, emotional, and spiritual growth.

EVERY CHILD, including every retarded child, has the right to affection and understanding from those responsible for his care and guidance during his years of dependency.

EVERY CHILD, including every retarded child, has the right to a program of education and training suited to his particular needs and carried forward in the environment most favorable to him, whether that be the community public school, the state residential school, or his own home.

EVERY AMERICAN CHILD, including every retarded child, has the right to help, stimulation, and guidance from skilled teachers, provided by his community and state as part of a broadly conceived program of free, public education.

THE PARENTS of every child, including every retarded child, have the right to determine for themselves, on the basis of competent advice, the course of care, training, and treatment, among those open to them, which they believe best for the well-being of their particular child and family, and to have this decision respected by others.

Adopted by the Board of Directors
National Ass'n for Retarded Children
October 18, 1953

THE IMPOSSIBLE TAKES A LITTLE LONGER

While handicapped Cub Scouts in Pack 8, were learning to salute the flag, Cub Scout Tommy, who cannot lift his right arm, struggled to do it right. His Cubmaster assured him that it was all right for him to salute with his left hand.

But for Tommy, it wasn't. A little later, his Cubmaster found him sitting with right arm propped on his knee, a big smile on his face, and his right hand in perfect saluting position.

SCOUTING FOR THE HANDICAPPED

RESOURCES

<u>Catalog No.</u>	<u>Item</u>
3839	Involving Handicapped Cub Scouts
3058	Scouting for the Mentally Retarded
3039	Scouting for the Physically Handicapped
3060	Scouting for the Deaf
3063	Scouting for the Visually Handicapped
	Scouting for the Emotionally Disturbed
12-119	Books for Scouts Who Have Learning Disabilities
12-165	Scout Materials for the Visually Handicapped
12-170	We Stand Ready to Help the Mentally Retarded Boy
12-217	Thursday's Child
12-218	Classroom Cub Scouting
12-226	Kiwanis - Special Kind of Scout
12-227	How Scouting Helps Retarded Boys
12-228	A Classroom Bonanza
12-230	Sign Language for the Deaf
12-231	Puppet Programs

"TALKING STICKS"	Published Bi-Monthly Cost: \$2.00 per year	Bob & Laurie Dievendorf 3137 Encinal Avenue La Crescenta, CA 91214
"FOOTSTEPS"	Published Bi-Monthly Cost: \$5.00 per year	David Glidewell 1844 Queens Drive Longmont, CO 80501
"N.E.HANDICAPS"	Published Quarterly Cost: \$2.00 per year	Dr. John Sevier 401 Southcroft Road Springfield, PA 19064
"SCOUTING FOR HANDICAPPED RESOURCE HANDBOOK"		Dept. Special Education Slippery Rock State College Slippery Rock, PA 16057

HELP IS OFTEN JUST A PHONE CALL AWAY:

American Legion	Easter Seal Society	Mental Health Ass'n
Ass'n for Children With Learning Disabilities	Goodwill Industries	Muscular Dystrophy Ass'n
Ass'n for Retarded Citizens	Jay-Cees	Optimists
Church Groups	Jewish Community Center	Red Cross
Council for Exceptional Children	Junior Chamber of Commerce	Rotary Clubs
County Juvenile Probation Department	Kiwanis	Shriner's Hospitals
	Knights of Columbus	Special Education Dept.
	Lions	United Cerebral Palsy
	Masons	YMCA/YWCA

These, and many other organizations often support Scouting for the Handicapped. Also enlist the help of former Scouts, college students, experienced and former leaders, senior citizens, religious leaders, college professors.



BLUE AND GOLD

BLUE AND GOLD BANQUET

A Blue and Gold banquet is really a birthday dinner for the whole Cub Scouting program, held during February, the anniversary month of the Boy Scouts of America. The B.S.A. was organized in February 1910, and Cub Scouting was organized 20 years later in 1930. February is also the birthmonth of Scouting's founder, Lord Baden-Powell (February 22).

The pack's big celebration gets its name from the Cub Scout colors. Blue and Gold banquets are held all during the month of February in many packs across the country.

THE BANQUET COMMITTEE

The Blue and Gold banquet committee is responsible for these things:

1. Set date and time of banquet. Most packs hold this on the regular pack meeting night.
2. Decide on a meal serving plan.
 - Pot Luck, where each family brings a dish to share with the pack or den group. Families furnish their own utensils, plates, cups.
 - Food Committee - if a kitchen is available, the pack may wish to buy the food, prepare it, and prorate the cost among families.
 - Catered, where the caterer brings the food already prepared, or the pack goes to a cafeteria or restaurant.
3. Secure an adequate facility at least six weeks in advance. This could be a school cafeteria, church meeting room, town hall, restaurant, etc. Consider these things when selecting the facility:
 - Rental fee, if any
 - Seating capacity
 - Kitchen availability, if needed
 - Special items - PA system, speaker's stand, etc.
 - Restroom and coatroom facilities
 - Parking space
4. Select a theme for the banquet. It will be easier to plan the program and decorations if there is a theme.

(continued)



BANQUET COMMITTEE (continued)

5. Work with the Cubmaster to plan the format of the program and recruit someone to handle each item on the program. Choose a master of ceremonies.
6. Send written invitations to guests.
7. You may want to prepare a printed program for handout as a souvenir.
8. Select a welcoming committee to greet people as they arrive.
9. Inform all pack families of plans. Be sure they know what is expected.
10. Arrange for a clean-up crew.

Things to Remember

- Begin planning early. Successful banquets are well planned.
- Involve as many people as possible in the planning and preparation - parents as well as leaders.
- Keep the cost as low as possible. Serve food that is generally accepted by all families, and make sure the food is served hot.
- Be sure to include in the program all the normal pack meeting activities, such as advancement ceremony, recognition, skits, songs, etc.

THE BANQUET PROGRAM

Gathering Period - Have displays and exhibits. Also have games or something to keep the younger children busy until the meal is served.

Opening Ceremony - This need not be lengthy or elaborate. Remember to involve the boys.

Invocation - This may be given by a pack leader, a Cub Scout, or a minister.

Dinner - If possible, use two serving lines. Serving plan should be quick and efficient.

Welcome and Introductions - The master of ceremonies will want to recognize pack leaders, guests, head of chartered organization, etc. at this time. Keep the comments short, with plenty of applause.

Songs or Entertainment - Dens may perform skits or stunts. These should be short. The whole group should join in singing. It's usually best to provide copies of the words of songs.

Entertainment from within the pack is better than outside entertainment. You'll want to include "Happy Birthday to Cub Scouting".

Awards Ceremony - Make this memorable. It should be impressive and well executed. This is the part most boys and parents have been waiting for.

Recognition of Leaders - Present certificates of appreciation to pack and den leaders and parents who have helped the pack.

Closing Ceremony - At this point in the program, the 'tone' of the meeting should become more serious. Close with something inspirational or patriotic.

The agenda can be adjusted to fit your own pack's needs. Try to limit the total program time (not including meal) to 1 1/2 hours. Keep the program moving and interesting.

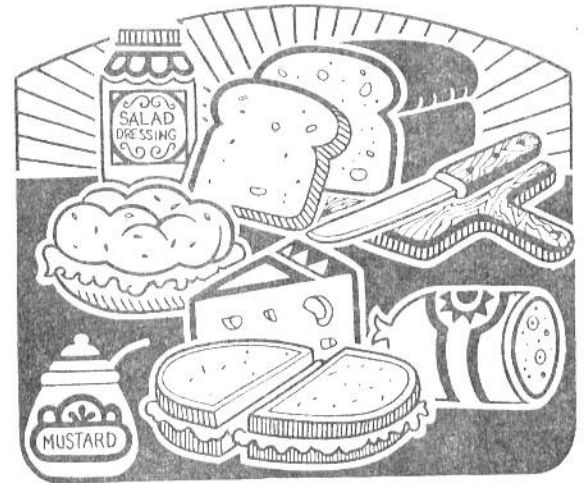
THE BANQUET MEAL

The type of menu selected for the banquet will be determined by current food prices, however, a well-balanced meal should include meat, vegetables, salads, bread, dessert and drinks. The following information will help the banquet committee in planning.

Pot Luck Meal - For a den of 8 families: 2 families bring meat dishes, 2 bring vegetables, 2 bring salads, 1 brings dessert, 1 brings bread and drinks.

Food Committee - The table below will serve as a guide for the committee in buying food for the banquet.

The quantities listed will serve 25 people.



QUANTITY BUYING TABLE

Baked Beans - 4 qt. bowl	Pickles - 1 1/2 pt.
Butter - 1/2 lb. - 32 servings	Jelly - 1 1/2 pt.
Carrots, raw sticks - 1-1 1/2 lb.	Rolls - 50
Coffee (regular) - 1 lb. (40-50 cups)	Cream for coffee - 1 1/2 pt.
Coffee (instant) - 1-2 oz. jar makes 40 cups	Ice Cream - 1 gal.
Lettuce - 3 heads	Punch or Iced Tea - 2 Gal (makes 50 5 oz. servings)
Salad Dressing - 1 pt. or 1/2 lb.	Crackers - 3 lb.
Potato Salad - 1 qt. bowl	Cream for whipped topping - 1 pt.
Jello Salad - 1-1 1/2 qt. mold or 9"x13" dish	Frankfurters - 7 lb. (2 each)
Mashed Potatoes - 4 qt. bowl	Juices - 3 46 oz. cans (5 oz. each)
String Beans - 3 #2 cans	Ketsup - 3 14 oz. bottles
Peas - 5 #2 cans	Lemon (for tea) - 4
Baked Ham (boneless) - 6-7 lb.	Mints - 1 1/2 lb.
Swiss Steak - 10 lb.	Nuts, salted - 2 lb.
Meat Loaf - 1 1/2 lb. pork, 3 1/2 lb. beef	Peanut Butter - 3 cups to spread 25 sandwiches
Chicken - 40 pieces	Potato Chips - 2 lb.
Stuffing for poultry - 5 qt.	Radishes - 4-5 bunches
Turkey - 18-20 lb.	Sugar (for tea or coffee) - 3/4 lb.

Note: If the banquet is pot-luck or prepared by a food committee, it is usually best to use paper plates and cups and plastic utensils to avoid dishwashing. If you're eating at a cafeteria or restaurant, you won't need to worry about dishes.

BANQUET INVITATIONS

Invitations to the Blue and Gold banquet are usually sent to every pack family and to the special guests. Boys can make the invitations at den meetings and take them home to their families. Invitations to special guests should be mailed.

The design of the banquet invitation should reflect the high ideals of Cub Scouting and also the theme of the banquet.



Special guests invited to the banquet might include the following:

1. District Scout executive and family
2. Unit commissioner
3. Church minister or rabbi (where banquet is being held)
4. Scoutmaster of nearby troop
5. P.T.A. president and spouse
6. Scouting coordinator
7. Former Cubmaster and spouse
8. Pack alumni
9. School principal and spouse

If there is no head table, or if there are too many special guests to all be seated at the head, then it is a good idea to seat guests with dens. They usually like to be where the action is, anyway. Be sure to let dens know in advance how many guests to expect, and who, so they can make the necessary table decorations, place cards, etc.

BANQUET PROGRAM COVERS

PACK 86
BLUE AND GOLD
BANQUET



February 21

Pack 312



BLUE and GOLD
BANQUET

February 26, 1982


BLUE AND GOLD
BANQUET



Pack 6
Boy Scouts of America
1930 - 1982

PACK 54

BLUE AND GOLD BANQUET



February 26, 1982
PARKVIEW GRADE SCHOOL
Tulsa, Oklahoma

CEREMONIES

INVOCATION

Our God and God of our fathers. We gather as loyal members of our Cub Scout pack and we pray for Thy blessing. Give us the vision to see our duty and the courage to perform it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee who art the Father of all. Guide us and guard us so that we shall be faithful sons of the righteous God who is from everlasting to everlasting. Amen.

OPENING CEREMONY

A Cub Scout stands blindfolded, gagged, and bound.

CUBMASTER: This is an American boy. The American Revolution won him freedom.

The Constitution guarantees him freedom of speech.

(Remove gag.)

A free education gives him the ability to see and to understand.

(Remove blindfold.)

Help Cub Scouting teach him to preserve and to enjoy his glorious heritage and to become a good citizen.

Turn out lights, spotlight on the American Flag, and lead in the Pledge of Allegiance.

See "Cub Scout Program Helps" for more ceremony ideas.

INVOCATION

Our dear heavenly Father. We ask your blessing on the families in our Cub Scout pack. We ask a special blessing on each Cub Scout and Webelos Scout as they give service to other people. Guide their steps as they grow into men, and help them as they do their duty to You and our country. Bless our food and the people who have prepared it. Amen.



(Narrator reads the following)

Tonight the birthday of Scouting
We're here to celebrate.
This great movement's been going
Seventy-two years, to date.

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

May you have Truth and Spirituality
in the warm Sunlight under the Sky
above, as you bring Good Cheer and
Happiness, with Steadfast Loyalty,
which comes through love.

CEREMONIES

BLUE AND GOLD OPENING

People: Asst. Cubmaster, 12 parents
(six men, six women, selected as they enter the room),

Equipment: 6 Blue 12" candles, 6
Gold 12" candles, 1 Candle-
holder for 12 candles, 12
3x5 cards

Each of the six male parents is given a blue candle and a 3x5 card with one point of the Scout Law written on it. Each of the six mothers is given a gold candle and a 3x5 card with an alternate point of the Scout Law. All participants are gathered at the rear of the room. The asst. Cubmaster comes forward, carrying the candleholder, stops, turns and faces the audience. The lights are turned off. The 12 candles are lighted and, one by one, the 12 parents come forward with a lighted candle.

Upon reaching the asst. Cubmaster, the first Dad turns and reads, "A Scout is Trustworthy" and, placing the lighted candle in the holder, steps back. By this time the first mother carrying a lighted gold candle reaches the staging area, turns and reads "A Scout is Loyal". This is done until all 12 points of the Scout Law have been read and all 12 candles placed in the candleholder. After the parents have placed the candles, they form a semi-circle behind the asst. Cubmaster, facing the audience.

Asst. Cubmaster: One candle, like one point of the Scout Law, gives some light. All the candles, like all the points of the Scout Law, brighten the entire room as surely as the Scout Law brightens the young lives of our boys.

Today, we have gathered here to celebrate the Cub Scout Birthday based on the Cub Scout Promise, Law of the Pack, Scout Oath, and Scout Law, and wish them many more. Will all adults please rise and sing "Happy Birthday to our young boys"? (All sing "Happy Birthday")

After the song the asst. Cubmaster places the still lighted candles and holder on the head table, followed by the posting of the colors and the invocation.

MEANING OF THE BLUE AND GOLD

(Closing Ceremony)

Lights are dimmed. Spotlight on pack flag.

NARRATOR: As we close our meeting tonight, let's give a thought to the meaning of the blue and gold colors of Cub Scouting. Did you know that the blue and gold you see on the Cub uniform was not chosen merely because it was attractive? Each color has a very definite meaning.

The Blue stands for truth and spirituality - for steadfastness and loyalty - and for the sky above. The Gold stands for warm sunlight - good cheer - and happiness. So, may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of boys.

CEREMONIES

BLUE AND GOLD FLAG CEREMONY

NARRATOR: I represent the Spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future---Cub Scouts of America.

1st BOY: (carrying Bible) In the Cub Scout Promise, we say, "I promise to do my duty to God", and religious activities are part of our rank advancement program. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs are sponsored by churches.

2nd BOY: (in complete uniform) I wear my uniform with pride. People know I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning. Blue stands for truth and loyalty; gold, for good cheer and happiness.

3rd BOY: (carrying Indian head-dress) Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was established in America in 1930, Indian themes were used. Akela was the big Chief of the Webelos tribe - to which all Cub Scouts belong. Chief Akela's father, Arrow of Light, stated that all men were brothers, and a tribe could be no greater than its boys.

4th BOY: (carrying wood project) Cub Scouting means FUN! We have lots of fun, but I like making things - real boy projects - things we can play with or that follow our theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.

5th BOY: (carrying a collection) I like to go on hikes and collect things for my nature collection. Hikes help us to appreciate the outdoors and help us grow physically.

6th BOY: (carrying American flag) I am proud to be an American so I can salute our flag. I also like to see our pack flag (points to it) because then I know I am part of 72 years of Scouting. I belong! When you salute the U.S. flag, you salute a lot of other things too. You salute your family, your home, your friends, your Cub Scout den, your fellow Americans, and this land of freedom - Because they are America!

NARRATOR: Yes, I represent the Past and the Present. These boys - Cub Scouts now - are the men of Tomorrow. They will be the preservers of our American heritage. (Pause) Please stand and join us in the Pledge of Allegiance.

CEREMONIES

STORY OF CUB SCOUT COLORS

Akela and two Indian braves are near an artificial campfire which has a tripod and pot suspended over it. Hanging on the tripod is a pot in which a small can with dry ice has been concealed. Cub Scout neckerchief is in pot. Liquids poured on dry ice in can will make it smoke.

NARRATOR: Many, many moons ago the great chief called Akela called a council to see what could be done to make his tribe the best of all tribes.

He told the first Indian 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.

(One brave leaves stage)

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 stage)

(Both braves return - one with a bottle of blue water, one with gold water. They hold up bottles to show everyone)

Akela told the brave to pour some of the beauty of the sun into the council mixing pot.

(Brave does so, causing smoke)

Akela then told the other brave to pour some of the beauty of the sky into the council mixing pot.

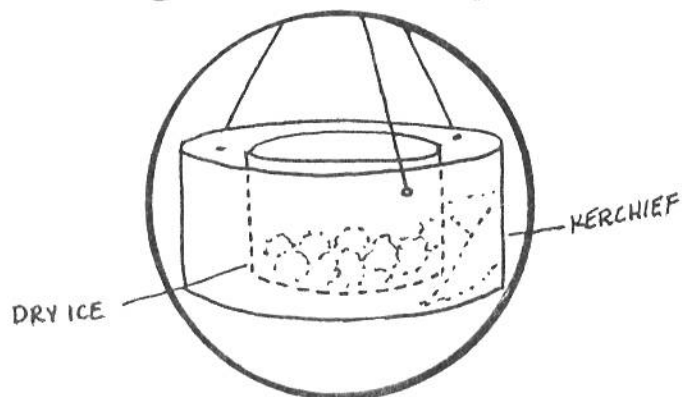
(He does so, causing smoke)

(Boy playing part of Akela raises hands)

Akela said from that day forward, blue would stand for truth and loyalty. Gold would stand for warm sunlight, happiness and good cheer.

(Akela reaches into pot, pulls out a Cub Scout neckerchief and holds it up)

And that is why the Cub Scout uses the colors blue and gold.



Note: This ceremony can be altered slightly and used as an advancement ceremony. Just omit the final phrase and move into presenting awards.

ADVANCEMENT CEREMONY

Props: All awards have been individually wrapped in blue and gold paper and ribbon as birthday gifts.

Setting: Narrator presents awards from front of room with stack of 'birthday gift awards' on table in front of him.

NARRATOR - Tonight being Scouting's 72nd birthday party, we're going to give some birthday presents. The first presents go to new Cub Scouts who have earned the Bobcat badge.

(Read names and present each with 'gift')

And now, to celebrate the time and effort spent by these boys, we would like to give presents to those who have earned Wolf badges.

(Read names and present gifts)

Next, a group of boys who richly deserve this gift - they have completed the requirements for the Bear badge.

(Read names and presents gifts)

(Webelos badge and activity badges are presented in same manner)

Enjoy these small gifts from Scouting that you have worked to achieve, but remember, a gift is much richer when you give than receive. So please give what you have learned in Cub Scouting to others.

CUB SCOUT PRAYER

O, Lord, that I will do my best
I come to Thee in prayer.
Help me to help others every day
And teach me to be fair;
To honor home and family
And obey the Cub Scout laws too.
This I ask that I may be
A loyal Cub Scout true. Amen.

ADVANCEMENT CEREMONIES

Birthday Cake Ceremony - Make a large paper mache birthday cake. Use whipped soap suds for icing cake. Before soap suds harden, insert 52 candles. Candles can be lighted before presentation of awards and blown out after ceremony.

Instead of gift-wrapping awards as birthday packages, put them in party snappers (see p. F-26). Follow the standard advancement ceremony but present each boy with a snapper containing his award. To avoid confusion, ask boys to wait until you have given a signal for them to open the snappers. As all boys open their snappers, have the rest of the pack sing "Happy Birthday".

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

Blue and Gold Package Ceremony
Props: packages wrapped in blue and gold

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

See 'Ceremonies' section of this book for more ideas.

Also see "Staging Den and Pack Ceremonies".

CEREMONIES

OPENING

A large, artificial birthday cake (made from cardboard or paper mache) is decorated in blue and gold and used as a table decoration. The cake could be three-tier, with three candles on top tier and 72 candles arranged around the other two tiers. The three candles on top represent Cub Scouting, Boy Scouting and Exploring. The 72 candles represent the 72nd birthday of the B.S.A.

The following narration could be used in connection with the cake:

NARRATOR: Did you know that over 64 million boys and adults have been a part of the Boy Scouts of America since its beginning in 1910? Many of you dads were Scouts, and today your sons are Cub Scouts. What a vast force to be crusading each day, at work or play, for those things America holds dear!

As we light the candles on our birthday cake, over all is the spirit of Scouting, and below this, three candles represent Cub Scouting, Boy Scouting and Exploring. The 72 candles represent the 72nd birthday of the Boy Scouts of America.

Let's resolve that as someone, someplace, helped us get started in Scouting, so will we, together and as individuals, help more boys and organizations have Cub Scouting.

Please repeat with me the Cub Scout Motto. (All say "We'll Do Our Best") Now, let's sing "Happy Birthday" to Scouting.



PAPER MACHE
CAKE

DECORATE
WITH
WHIPPED
SOAPSUDS

A DINNER CLOSING

Personnel: Cubmaster, Cub Scout poem reader

Equipment: Candles, one on each table.

Setting: House lights out. Only lighting is provided by the single candle burning on each table.

CUBMASTER: Cub Scouting is part of family life in sixty countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining in a Grand Howl and repeating the Cub Scout motto. What is the motto?

PACK: Do your best.

CUBMASTER: As we face each other around our tables, let's look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to share. Now, please join me in re-dedicating ourselves to the Cub Scout Promise.

PACK: (All repeat Cub Scout Promise)

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say good-night after Cub Scout (name) reads Edgar A. Guest's "A Creed"

CUB SCOUT:

Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember when I'm tired
The sons heroic who have died
In freedom's name; and in my way
Teach me to be as brave as they.

In all I am, in all I do,
Unto our flag, I would be true.
For God and country let me stand,
Unstained of soul and clean of hand.
Teach me to serve and guard and love
The starry flag which flies above.

CEREMONIES

CLOSING CEREMONY

Cubmaster or den chief reads the following:

This month we celebrate Scouting's 72nd birthday in the United States. Everywhere Scouts are taking time to listen to the story of Scouting and to rededicate themselves to the aims and purposes of our movement.

Scouting was started in England by Lt. General Robert Baden-Powell, a British war hero. Guided by his experience in training army scouts, Baden-Powell made Scouting for boys an outdoor program with ideals - a way of thinking and living, a way of doing things.

Today Scouting is still a program filled with fun and adventure. It is learning worthwhile skills that train us to be responsible citizens. It is the spirit of all the men who worked to make our nation great.

More than 4 million boys and leaders are registered in Scouting in the U.S. today. Men who earned badges as Scouts now sit on the Supreme Court bench and in the chambers of Congress. Others hold important offices in our government, business, and industry. Former President John F. Kennedy was the first president who had been a Boy Scout. Former President Gerald Ford is an Eagle Scout. Many of our astronauts were Scouts. More and more men, trained as Scouts, are taking their places in today's world as responsible adult leaders.

This 72nd anniversary of Scouting and 52nd birthday of Cub Scouting is a time to recommit ourselves to the goals of Scouting - character, citizenship and personal fitness.

Will you all stand with me now and repeat the Cub Scout Promise as we rededicate ourselves to the purposes of Scouting?



GAMES

ICE CREAM RELAY

Divide the boys into pairs. Give each boy a dish of ice cream. Spoons for each pair are tied together by a six-inch piece of string. The first pair to eat their ice cream wins. They have to eat together, not one at a time. This is a good den game.

BALLOON RACE

Inflate several balloons. Two boys select a balloon, place it between their shoulders, back to back, and walk or run to a designated place, touch it, and return to the starting line in the same manner. If the balloon pops, they must begin again. Each team of 2 boys is timed. The pair with the best time is the winner.

APPLE RACE

Contestants are required to balance an apple on top of the head and walk to a goal line. If the apple falls off, the contestants must go back to the starting point and begin again. This race can be done with oranges, books, or other objects carried on the head.

HEEL AND TOE RACE

Divide players into two teams. They line up behind a starting line and head for the same goal. Each person must place the heel of one foot against the toe of the other foot, then the other heel against that toe and so on down the length of the course and back. First team finished is the winner.

MIXER RELAY

Form relay lines. First person in each line sticks a penny match box cover on his nose. He transfers it to nose of person behind without using hands, and so on down the line. Team to finish first wins.

BANQUET QUIZ

(Make copies of the quiz for each boy and adult to complete during banquet.)

How much do you know about Cub Scouting? Can you answer the following questions?

1. Cub Scouting is _____ years old this year.
2. Boy Scouting is _____ years old this year.
3. _____ was the founder of Scouting.
4. _____ started the Boy Scouts of America.
5. _____ is the first rank in Cub Scouting.
6. _____ achievements are required to earn the Wolf badge.
7. _____ electives are required to earn an arrow point.
8. We belong to Pack # _____.
9. We belong to Den # _____.
10. There are _____ Webelos activity badges which may be earned.
11. Our pack is part of _____ District, _____ Council.
12. The Cub Scout motto is " _____ ".

NOTE: Quiz may be made longer by adding more questions.

See 'Games' section of this book for more ideas. Also see "Games for Cub Scouts".

SKITS

POT OF BLUE AND GOLD QUIZ SHOW

Characters: 2 Cub Scouts in street clothing, 2 in guard uniforms, 1 boy in Cub Scout uniform.

Props: Box with a key, pot of blue and gold, envelope

QUIZMASTER: Good evening, ladies and gentlemen. This is the Pot of Blue and Gold Quiz show, where everyone can win. As you know, we have a contestant from last week who won the silver lining and is now trying for the Pot of Blue and Gold. Please welcome back Mr. Cub Scout. (Boy in uniform comes on stage) Mr. Dumpty, please bring on the questions.

DUMPTY: (Enters, carrying a 'locked' box, escorted by two guards) Here you are Mr. Quizmaster.

QUIZMASTER: As you can see, we keep our questions under lock and key, and I have the only key. (Holds up key and unlocks box) Now, Mr. Scout, please reach into the box and select an envelope.

MR. SCOUT: (Reaches into box and looks puzzled) The box is empty!

QUIZMASTER: Impossible! (Looks in box) Can you explain this, Mr. Dumpty?

DUMPTY: Yes, Mr. Quizmaster. You have the only key, so I couldn't put the questions in the box.

QUIZMASTER: Well, here are the questions. (Pulls envelope from pocket) You can go, Mr. Dumpty. (Dumpty and guards exit) Are you ready, Mr. Scout? (Quizmaster opens envelope)

MR. SCOUT: I am always prepared!

QUIZMASTER: Good. You must answer three questions to win the Pot of Blue and Gold. Here is the first question.

What is the best part of Cub Scouting?

MR. SCOUT: (Thinks hard, then replies) The fun at den and pack meetings.

QUIZMASTER: Correct! Now, the second question. Who was the founder of the Boy Scouts?

MR. SCOUT: Oh, I know that! Lord Baden-Powell.

QUIZMASTER: That's right! Just one more correct answer and you win the grand prize! Who does the Cub Scout follow?

MR. SCOUT: (Jumping up and down) That's easy! The Cub Scout follows Akela!

QUIZMASTER: Congratulations! You have just won the Pot of Blue and Gold, and all the fun that goes with Cub Scouting. (Shakes his hand and gives him the Pot of Blue and Gold)

(The two exit arm in arm)



SKITS

HAPPY BIRTHDAY SKIT

Characters: 5 Cub Scouts plus one small Cub Scout.

Props: A 'birthday cake' large enough for the small boy to hide inside.

1ST CUB: Well, here we are. But where is Ed?

2ND CUB: I don't know. It's just like Ed to invite us over for the surprise party and then not be here.

3RD CUB: Does anyone know who's birthday we're celebrating?

4TH CUB: It isn't mine. Mine's in April!

5TH CUB: Who cares?

4TH CUB: I do! Besides, now that you know when it is, you can save your money and buy me a super present!

1ST CUB: Boy! Will you look at that cake?

2ND CUB: Man, that's big enough to feed an army!

3RD CUB: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!

4TH CUB: I can't help it. I'm just a growing boy ... just like the Law of the Pack says we should.

5TH CUB: Yeah, but we're to grow up ... not out!

1ST CUB: Look, here's a note.

2ND CUB: Read it. Maybe it will explain what this is all about.

1ST CUB: Okay, okay! (Reads from note)
We're a gang that's really true,
Here to celebrate our fifty-two,
Our organization rates an "A" plus,
So let's all sing ...

SMALL CUB: (Jumps out of cake and yells)
Happy Birthday to us!



See 'Skits and Costumes' section of this book for more skit ideas.

SKITS

STORY OF SCOUTING

A pantomime skit with four scenes. Pantomime takes place, then curtain closes and narrator describes scene, allowing time for scenery changes.

Scene 1: (Outdoor setting; artificial campfire in clearing. Several boys in shorts and t-shirts are setting up a tent. A man stands to one side, giving directions. Finally all boys are seated around a campfire with the man standing facing them. He gestures with hands, like telling them a story. Curtain closes)

NARRATOR: The date was July 29, 1907. The place was Brownsea Island, off England's southern coast. 21 boys and two men had set up a makeshift campsite which was to be their home for the next two history-making weeks. One of the men was Robert Baden-Powell. The boys came from every part of England. They were the first Scouts. Baden-Powell was testing his idea for a new organization for boys. (Curtain opens)

Scene 2: (Street scene in London - lamp posts, road signs. Man is walking down street. He glances at paper in his hand, looks around, obviously lost. He shakes his head, discouraged. A boy appears, pantomimes questioning man, offers to show him the way. They walk a ways, then boy points to a house. Man offers boy money. Boy shakes his head in refusal. Boy smiles and walks away. Curtain closes)

NARRATOR: The date was two years later. The place was London. The man was William D. Boyce, a Chicago businessman who was lost in the fog. A boy came and offered to take him to his destination. When Boyce offered a tip, the boy refused, explaining that Scouts do not accept money for doing a good turn. Boyce inquired about Scouting and his interest was aroused. He visited with Baden-Powell to find out more about it. (Curtain opens)

Scene 3: (Steamship in background. Boyce is boarding. He carries several bags and suitcases. Sign nearby points to America. Curtain closes.)

NARRATOR: When Boyce boarded the transatlantic steamer for home, he was afire with enthusiasm about Scouting. He had a suitcase full of ideas. On February 8, 1910, he incorporated the Boy Scouts of America in Washington, D.C. Four years later the B.S.A. was granted a Federal Charter by Congress. (Curtain opens)

Scene 4: (Small group of boys with woman in old-style uniform. They are working on a craft project around table. In background is large U.S. map with a few locations pinpointed. Curtain closes.)

NARRATOR: Cub Scouting began in the United States in 1930, when boys of Cub Scout age and their parents asked for a program of their own. That first year there were five thousand Cub Scouts registered.

(Curtain opens to reveal three boys in today's Cub Scout uniform, saluting the U.S. flag)

And now, 52 years later, there are more than 2 million Cub Scouts in our country. Scouting continues to grow.

(Curtain closes)



AUDIENCE PARTICIPATION

WHAT A CUB SCOUT WEARS ON HIS UNIFORM

Teach the audience the following actions to be given in response to words:

HOUSE: Hands extended over head in an inverted V.

BEDROOM: Hands in front of chest in inverted V.

CLOSET: Show dimensions, length and width, with hands.

UNIFORM: Put both hands on head and move them quickly down body to toes.

CUB SCOUT: All boys stand and salute.

BADGES: Make circle with thumb and finger of left hand.

SERVICE STAR: Using forefinger of both hands, cross fingers, making an 'X'.

ARROW POINTS: Make a V in same manner, but have arrow pointing to right.

NARRATOR: Tonight we're going to show what we know about the Cub Scout uniform and the different badges. Now that you have learned the actions, just follow along with me.

This is the HOUSE where the CUB SCOUT lives. This is the Bobcat BADGE which a CUB SCOUT earns and wears on his left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM, that's in the HOUSE where the CUB SCOUT lives.

This is the Wolf BADGE which a CUB SCOUT earns to wear on his left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Bear BADGE which a CUB SCOUT earns to wear on his left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the SERVICE STAR that the CUB SCOUT earns every year and wears above the pocket where he wears his Bobcat, Wolf, and Bear BADGES on the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

These are the ARROW POINTS that the CUB SCOUT earns and wears under the Wolf and Bear BADGES on the left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Webelos BADGE that the CUB SCOUT earns when he is 10 years old and wears on his left pocket, along with the Wolf and Bear BADGES of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Arrow of Light BADGE that goes on the pocket that has the ARROW POINTS that are under the BADGES on the left pocket of the CUB SCOUT who wears the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

Now look! You're wearing the UNIFORM. It's not hanging in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

See "Songs, Stunts, Tricks" section of this book for additional ideas for the Blue and Gold banquet.

BANQUET DECORATIONS

Making the decorations is the most exciting part of the Blue and Gold banquet for den leaders and boys. The decorations should be simple and easily made by boys. Make good use of inexpensive and scrap materials. Use the banquet theme as the guideline for decorations.

There should be coordination between den leaders, den leader coach, and Blue and Gold committee, so that each den will be making generally the same amount of decorations. The type and style can vary with each den, but all dens should be making the same items. It is bad if one den makes place mats, place cards, nutcups, napkin rings, etc., and another den makes only place mats. A little advance planning will make everyone happy.

Some of the items which boys might make in den meetings are:

- a. Centerpiece
- b. Nutcups
- c. Place Mats
- d. Place Cards
- e. Napkin rings
- f. Corsages for mothers
- g. Boutennieres for dads
- h. Favors for brothers and sisters

Remember that Cub Scouts won't want to spend several den meetings cutting and pasting. Enlist the help of mothers in making part of the decorations.

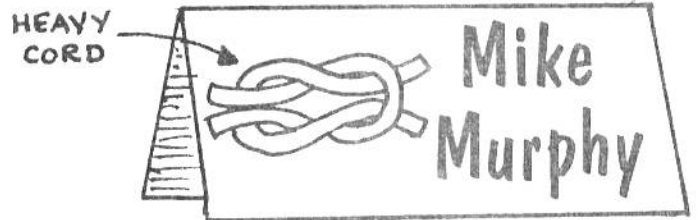
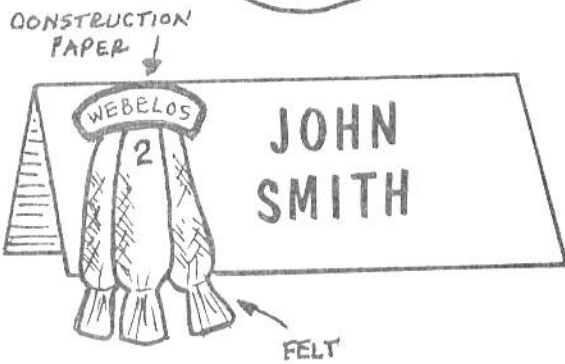
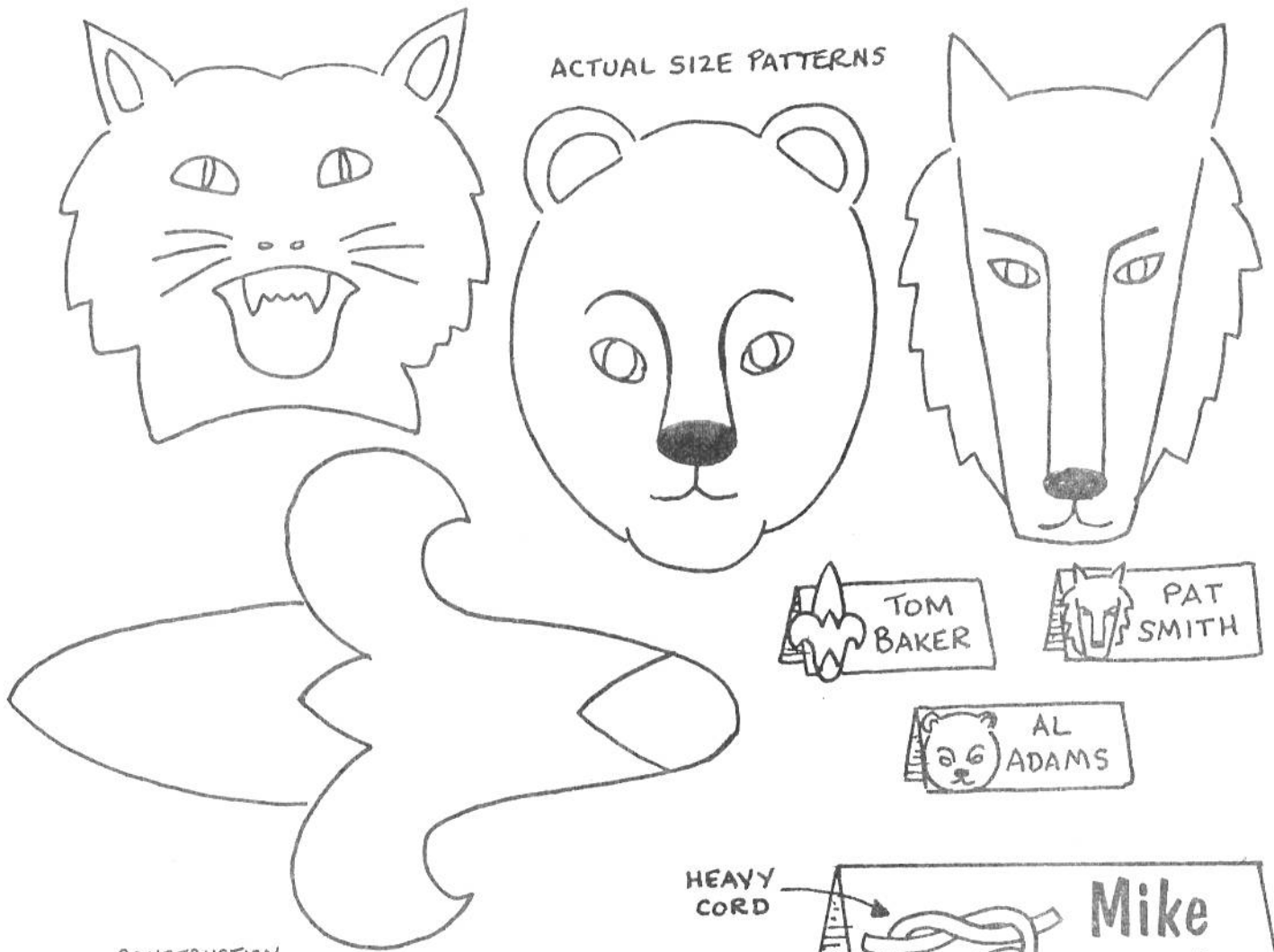
The following items are available or can be ordered from the Scout Service Center or local Scout distributor, if your pack wishes to purchase them:

- No. 4601 - Cub Scout Display Kit
- 4601A Stars and Stripes (plastic)
- 4601B Bunting (plastic)
- 5721 - Cub Scout Statuette
- 1879 - Cub Scout Stationery
- 3787 - Cub Scout Recognition Plaque
- 4602 - Cub Scout Emblem (plastic)
- 4021 - Cub Scout Place Mats
- 4022 - Cub Scout Napkins
- 4014 - Cub Scout Place Card
- 4020 - Cub Scout Giant Place Card
- 4540 - Cub Scout Menu Cover
- 4596 - Cub Scout Menu Cover
- 4649 - Cub Scout Insignia Stickers
- 4650 - Cub Scout Insignia Stickers
- 1109 - Cub Scout Flag Desk Set
- 4036 - Cub Scout Name Tag
- 1205 - Cub Scout Record Album
- 4605 - Blue and Gold Pennants

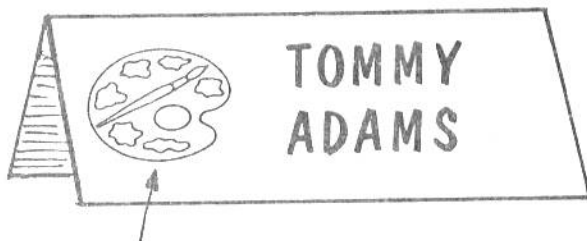


PLACE CARDS

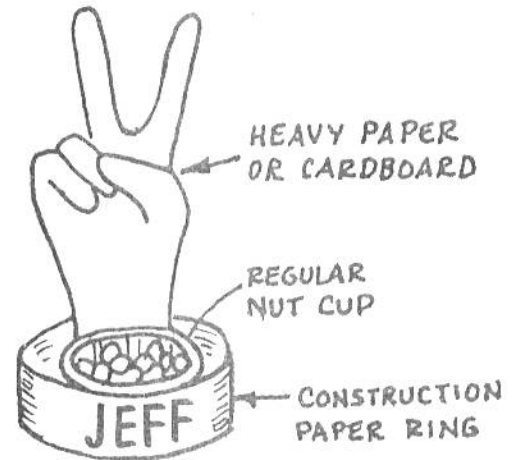
ACTUAL SIZE PATTERNS



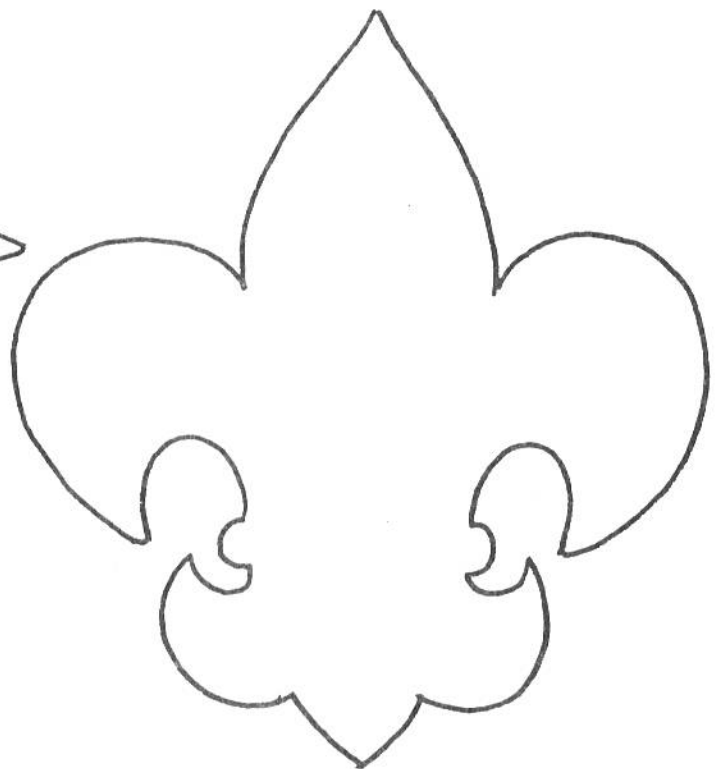
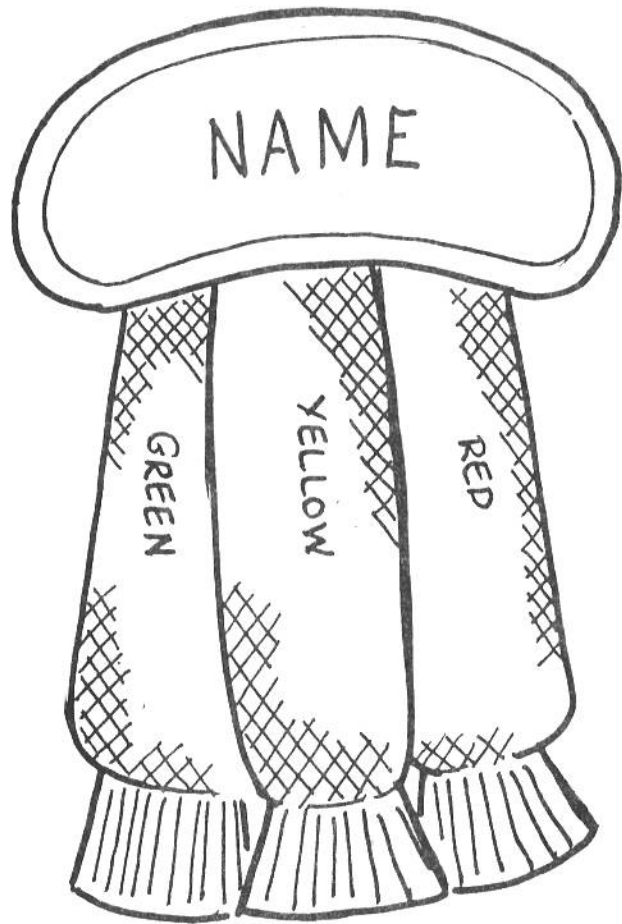
4" x 5" CARDS FOLDED



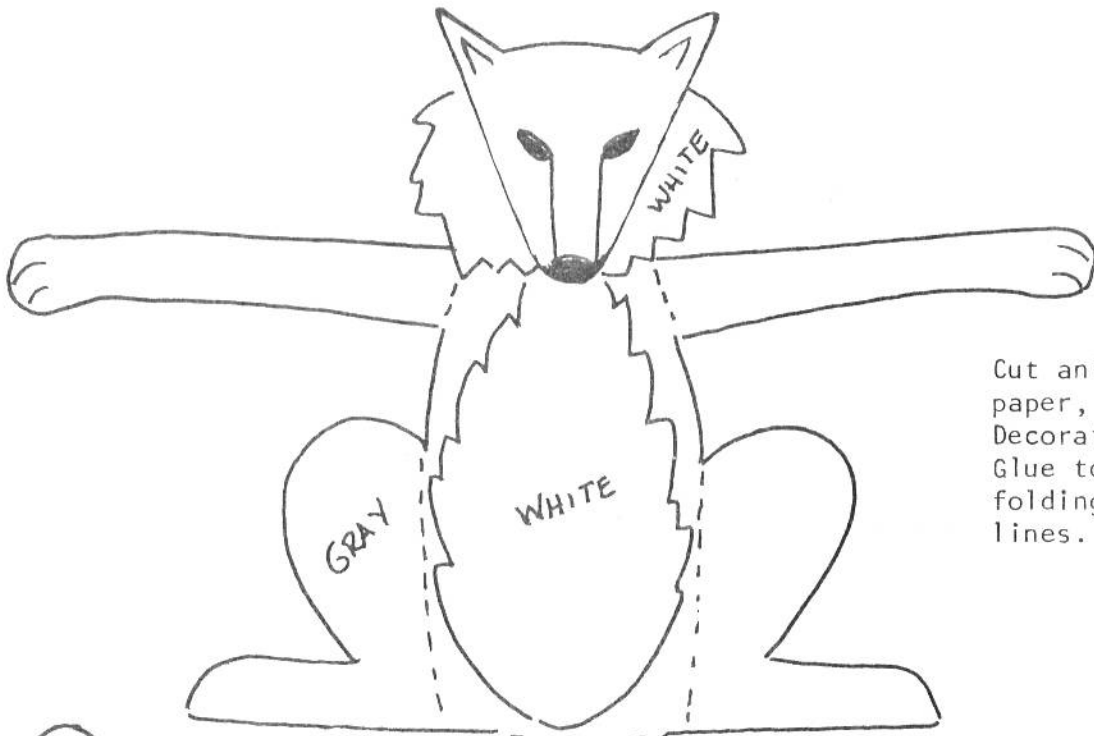
CONSTRUCTION PAPER CUT-OUT



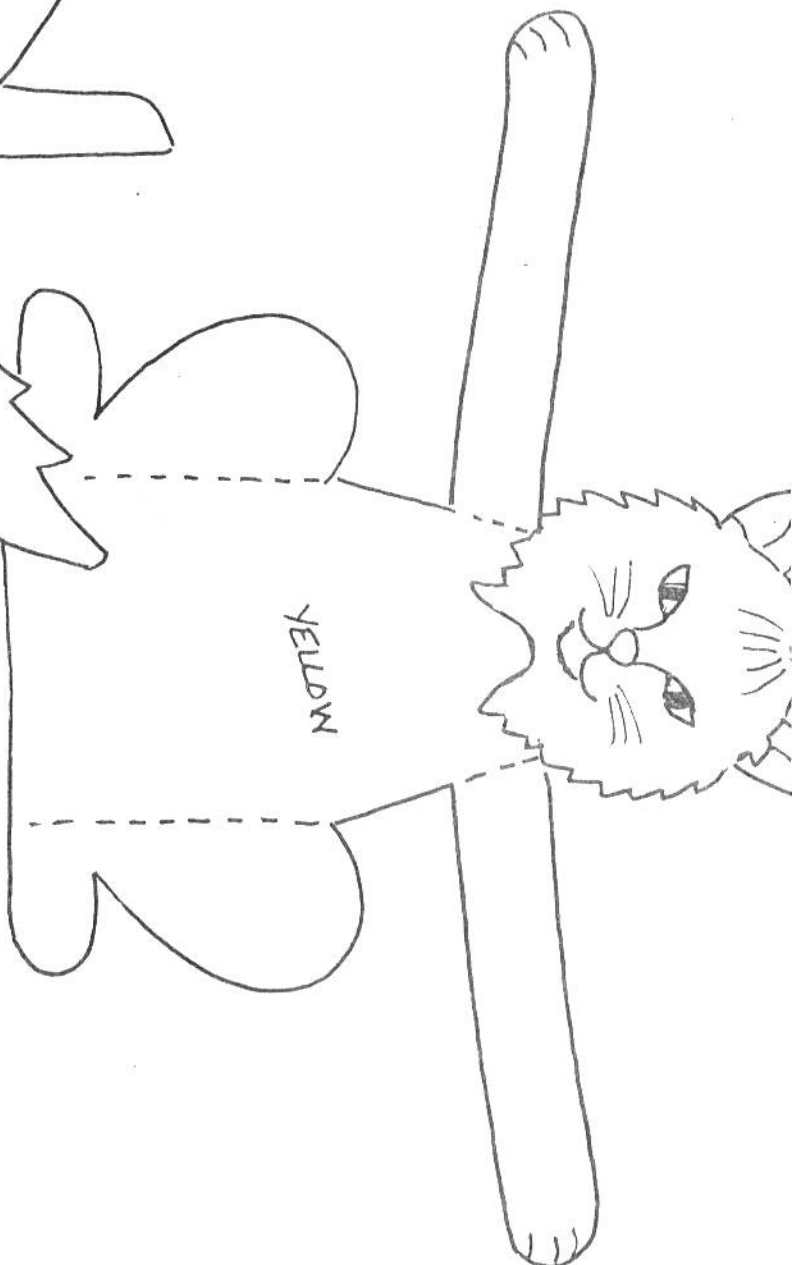
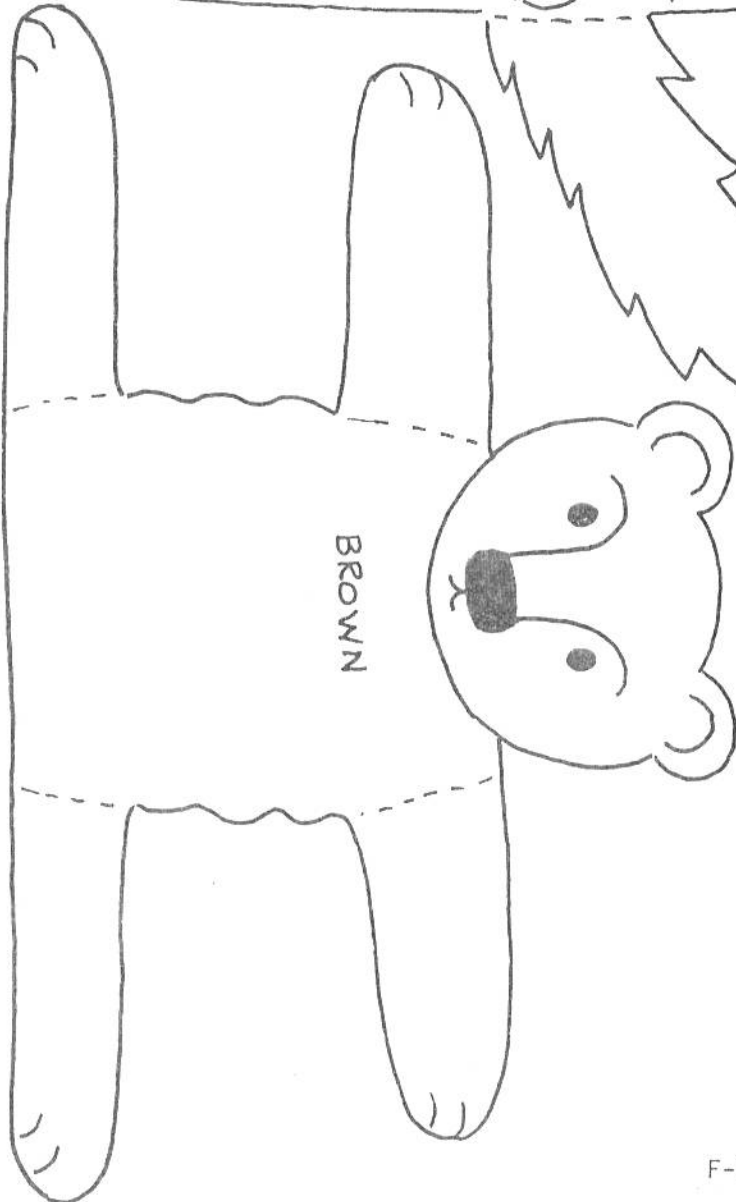
NAME TAGS



NUT CUPS



Cut animals from construction paper, using the patterns shown. Decorate with colored markers. Glue to regular nut cups by folding arms and legs on dotted lines.





BOBCAT PLACEMAT
1/2 PATTERN

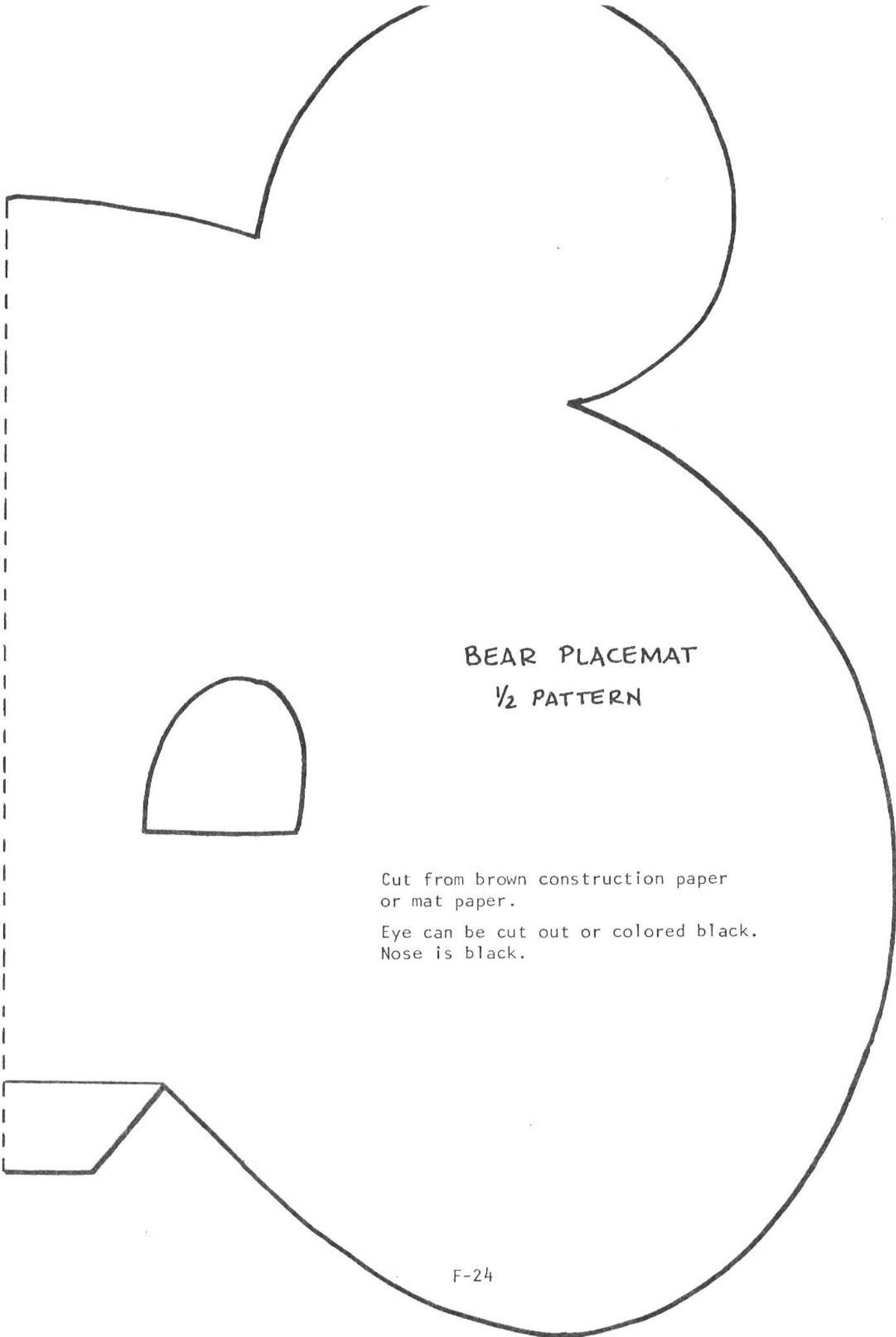
Cut from yellow construction paper
or mat paper.

Eye may be cut out or colored in.

WOLF PLACEMAT
1/2 PATTERN

Cut from grey construction paper or
mat paper.



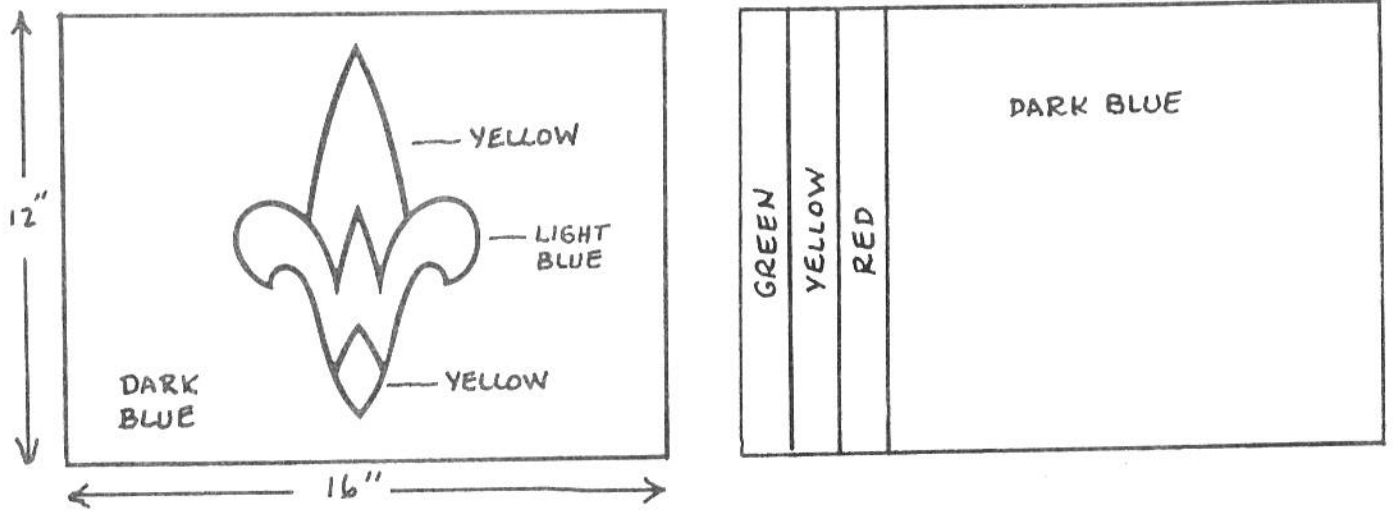


BEAR PLACEMAT
1/2 PATTERN

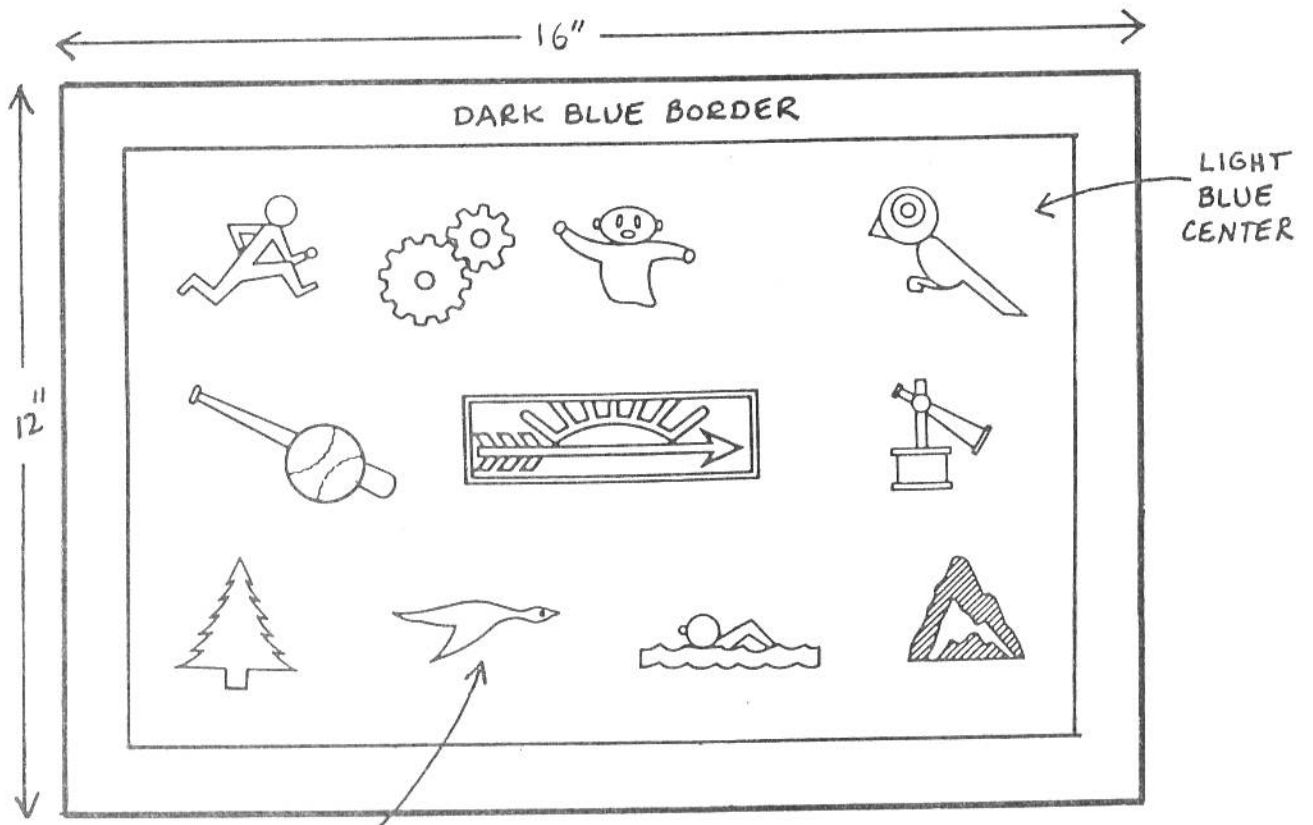
Cut from brown construction paper
or mat paper.

Eye can be cut out or colored black.
Nose is black.

PLACE MATS



Cut place mats from mat paper or construction paper.
Decorate with contrasting colors of construction paper.

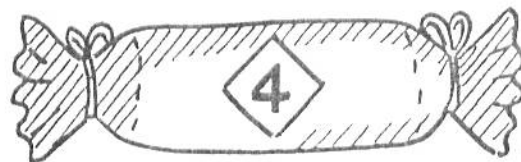
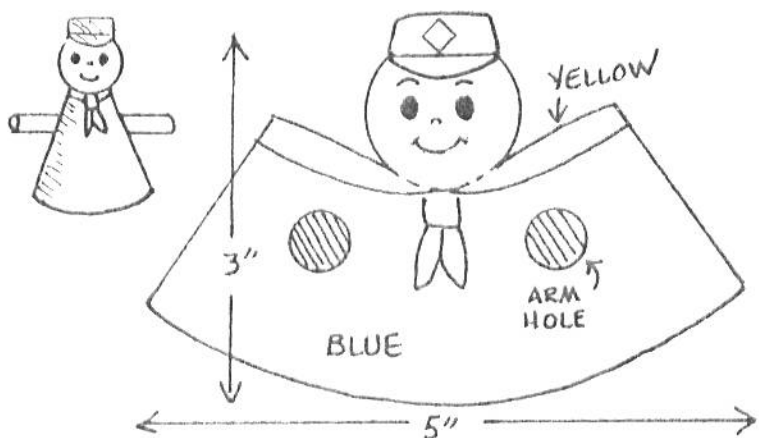


CUT ACTIVITY BADGES FROM
GREY OR SILVER PAPER AND
GLUE ON

FAVORS

CUB SCOUT FAVORS

To make these engaging favors, draw Cub Scouts as shown, with a variety of whimsical expressions. Color as indicated and cut out, slitting along dotted lines. Use punch or scissors to make arm holes. Roll into cone and glue or tape edges at back. Type the Cub Scout Promise on 3" square of paper, roll and insert through holes for arms.



PARTY SNAPPERS

Fill a 5-6" length of cardboard roll with wrapped candy. Cover the roll with royal blue crepe paper about 6" x 8". Tape or glue to cardboard roll. Tie ends with narrow yellow ribbon. Add decoration as desired.

Or, spray cellophane with Krylon spray paint. Let dry. Cut cellophane to cover the cardboard tube, allowing an extra 2" at each end for tying with a ribbon.

PLASTIC CUB SCOUT FAVOR

Plastic sandwich bags of the fold-lock top variety were used for these favors. If you use another type, your favors will come out the same, although they may be shaped somewhat differently.

Blow up bags and fasten with rubber bands, as you would paper bags. Before inflating bags to be used for bases, toss in a handful of candy, if you like.

After bags are inflated, draw features with felt tip markers. Use white glue to glue on other details cut from construction paper. When tying corners to shape bags, tie at the tips, using narrow strips or ribbon; trim ends.

For Cub Scout, blow up one bag for the boy. For the head, tie off corners of another bag and blow up. Tie ends of two bags together for the neck. Cut hat, arms, feet from blue paper and a neckerchief from yellow crepe paper.

FAVORS

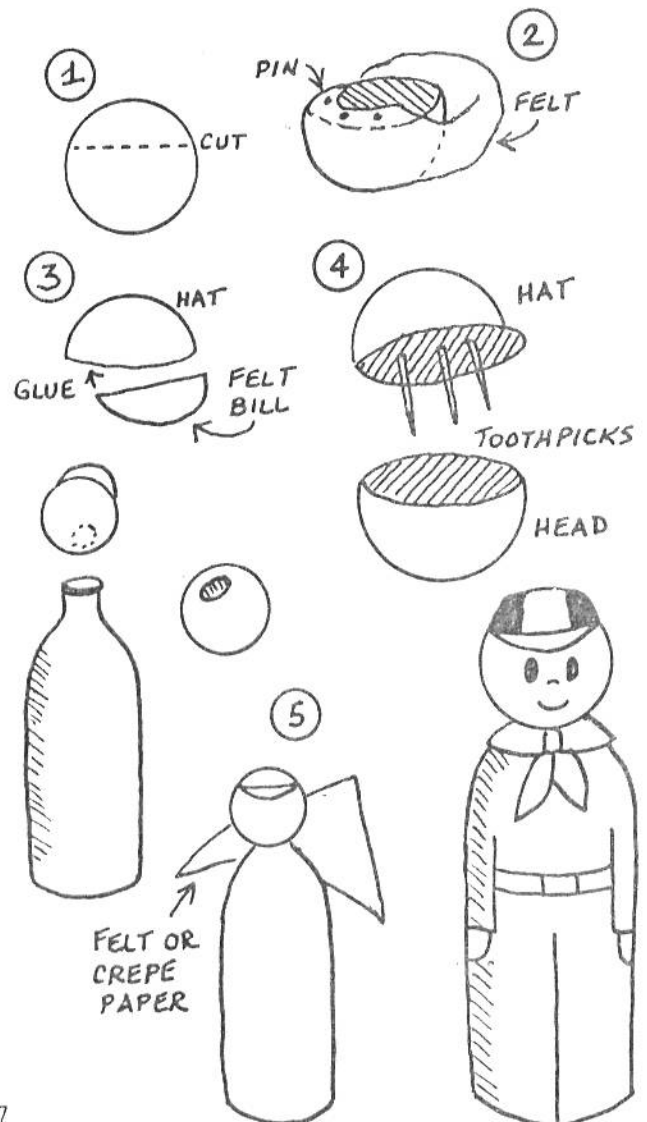
SILLY CUB SCOUTS

Rather cute and kooky are these Cub Scouts made from empty bottles and styrofoam balls.

The Silly Cubs can be placed in a grouping as a centerpiece or lined up along the banquet table and given as favors. Make them in different shapes and sizes.

1. Select bottles to be used for bodies and get styrofoam balls in proportionate sizes. Paint bottles blue.
2. With a sharp knife, slice off about $\frac{1}{3}$ of ball. (Fig. 1) This will be the hat.
3. Cut a circle of felt large enough to cover hat. Wet felt under running water, wring out as dry as possible, and then shape it smoothly over curved portion of hat. Fold edge under and pin securely to underside. (Fig. 2) The pins will have to be inserted at an angle so they will not come out of the top of the hat. Add strips of gold braid or felt, if desired.
4. Cut half circle of felt about the width of the hat and place it on the flat underside of the hat, allowing it to extend over the edge. (Fig. 3) This will serve as a bill.
5. Push several toothpicks $\frac{1}{2}$ " deep into the underside of the hat, allowing the longer portions to protrude.
6. Place cap above the flat "head" portion of the styrofoam ball, carefully insert toothpicks and push down. (Fig. 4) Be careful that the toothpicks do not come out of the top of the hat.

7. Complete face by adding felt or construction paper eyes, nose, and mouth.
8. Place head on top of bottle and push and twist until neck of bottle makes an impression in styrofoam. Remove head and, with a spoon or knife, cut out a hole in styrofoam.
9. Replace head on bottle neck and push down until securely in place.
10. Cut a piece of fabric or crepe paper in the shape of a triangle and tie it around neck of bottle for Cub neckerchief. (Fig. 5) There's your Cub!

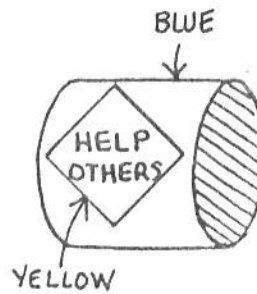
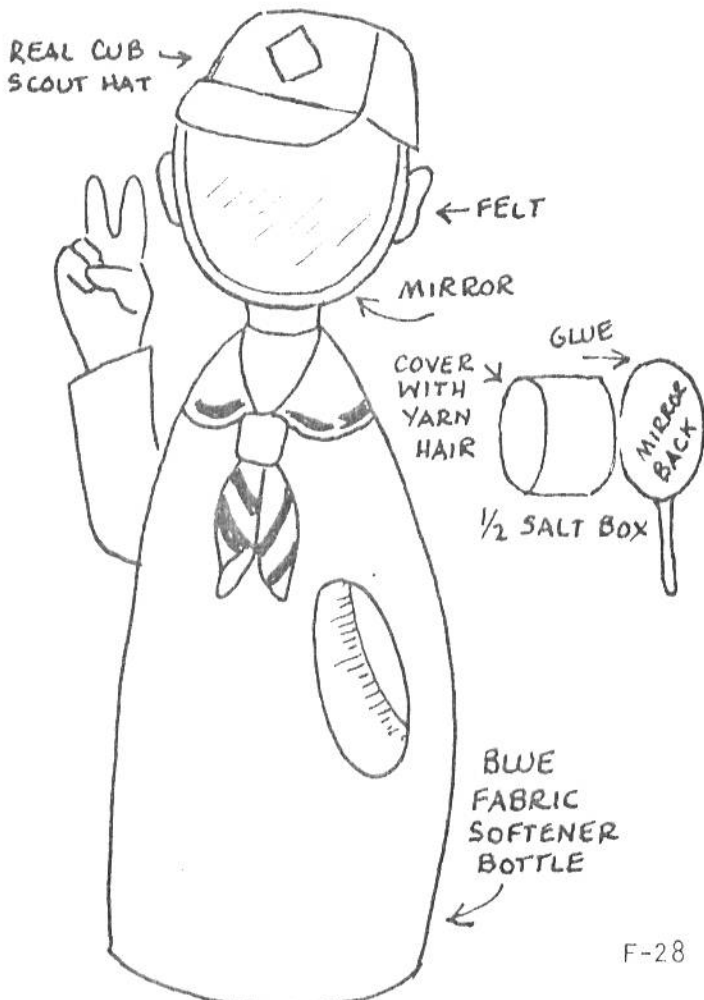
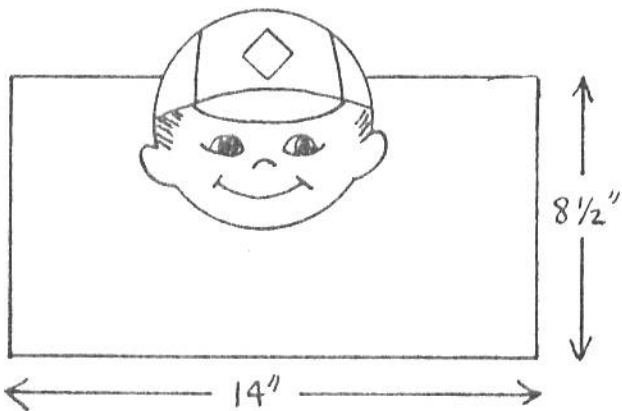


MORE DECORATIONS

SMILING SCOUT PLACE MATS

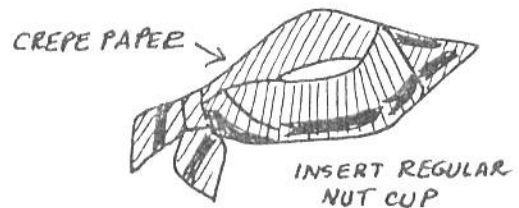
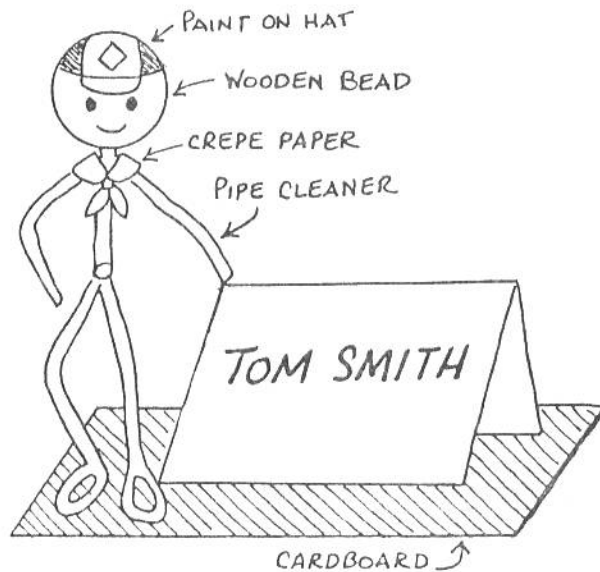
For each mat, cut a piece of yellow paper, 8½" x 14". For the head, cut a 9" circle of white paper. Cut the hat from blue paper and glue it on the head.

Let each boy make the face on his own mat and the mats for his family, adding the insignia and lines on the cap with yellow crayon.



NAPKIN RING

Cut a diamond from yellow construction paper, and print "HELP OTHERS" across the center. Add guest's name, if you like. Glue diamond to a ring of cardboard, covered with blue.



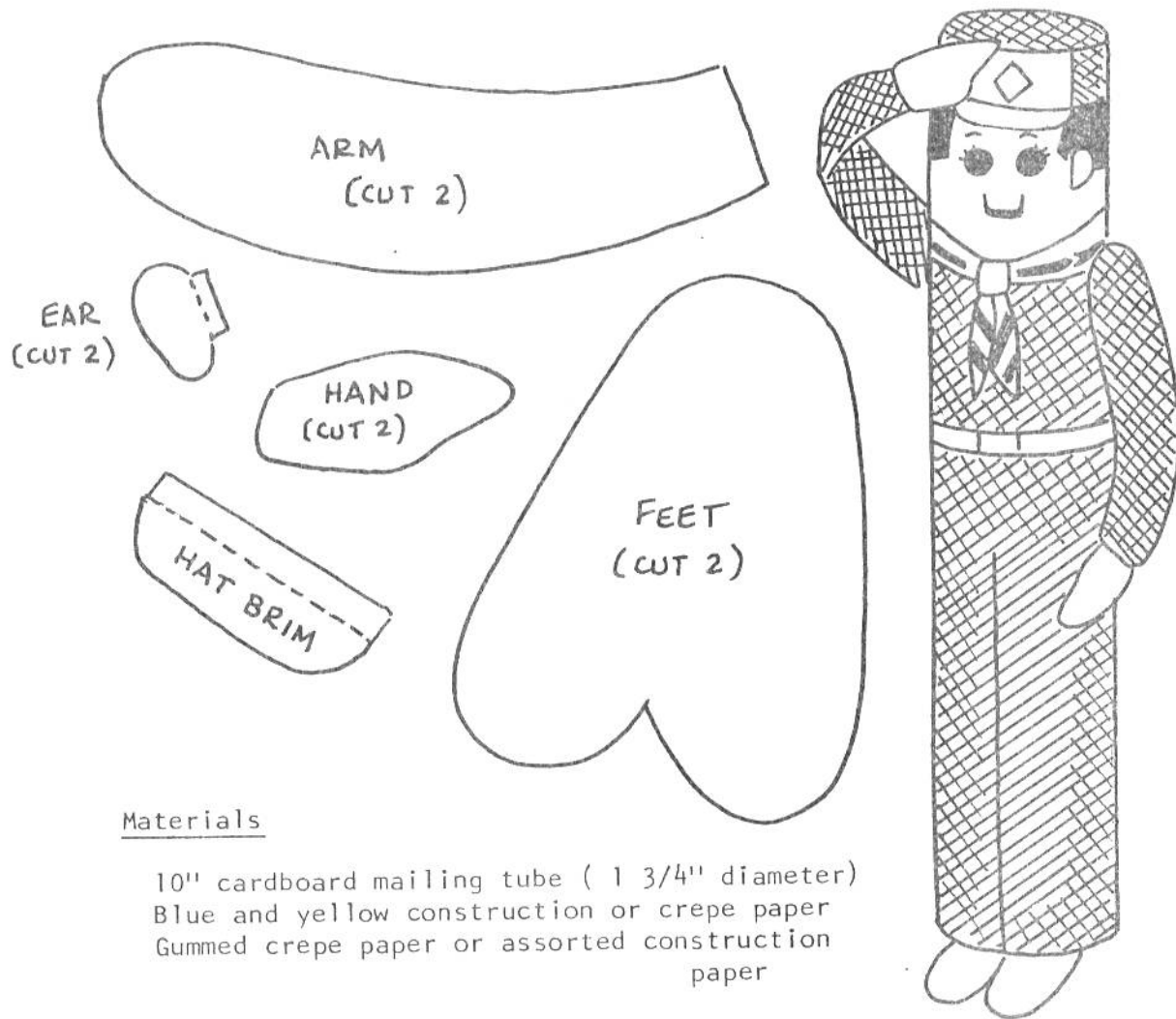
MIRROR CENTERPIECE

Anyone looking at this centerpiece will see his own face reflected. Use a blue fabric softener bottle and a hand mirror.

Glue half a salt box to back of mirror and cover with yarn hair. Insert mirror handle into bottle opening and secure with tape.

Cut the neckerchief from crepe paper, the ears from felt, and use a real Cub Scout hat.

CENTERPIECE



Materials

10" cardboard mailing tube (1 3/4" diameter)
Blue and yellow construction or crepe paper
Gummed crepe paper or assorted construction
paper

1. Cover mailing tube with blue paper. Also cut a circle of blue to fit end of tube (top of hat) and glue in place.
2. Glue a 2" width of pink or beige paper for face. Cut out features and glue on, or draw on with marking pen.
3. Cut hat brim, using pattern above. Fold on dotted line and glue in place.
4. Cut arms, feet, hands and ears from construction paper. Glue in place. Glue right arm in saluting position.
5. Cut triangle of yellow crepe paper or fabric for neckerchief. Glue around neck.
6. Add a 1/8" wide strip of black paper for belt. A tiny square of yellow will make the buckle.
7. Cub Scout can be mounted on a block of wood or styrofoam. You may wish to add a den flag on a wire flagpole.

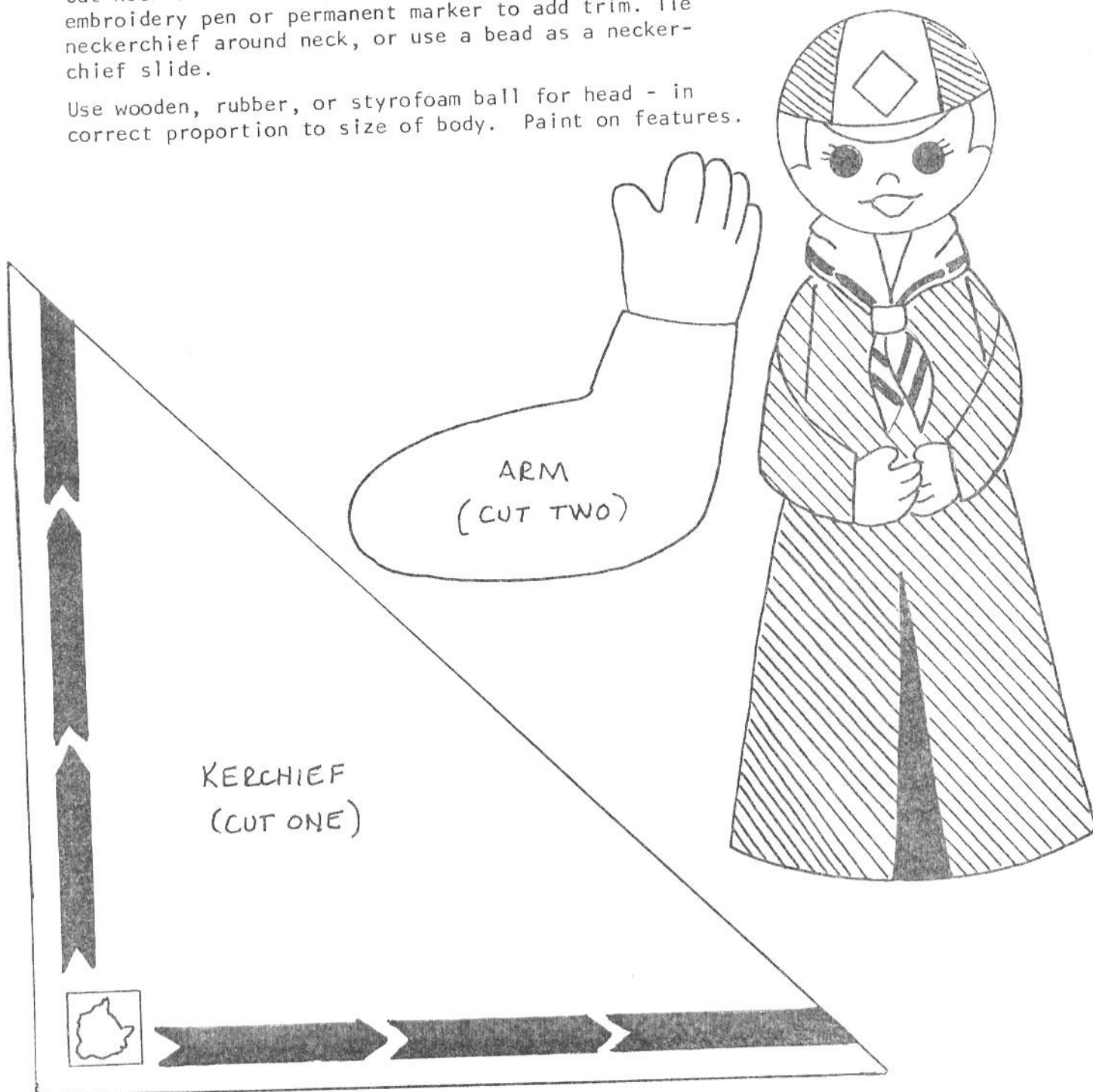
CENTERPIECE

Use a large commercial thread cone or styrofoam cone.
Paint dark blue. Paint a black triangle in front
and back to represent separation between pant legs.

Cut two arms from lightweight cardboard, using actual
size pattern below. Paint dark blue. Glue or pin
arms to cone in proper position.

Cut neckerchief from yellow cloth and use blue liquid
embroidery pen or permanent marker to add trim. Tie
neckerchief around neck, or use a bead as a necker-
chief slide.

Use wooden, rubber, or styrofoam ball for head - in
correct proportion to size of body. Paint on features.



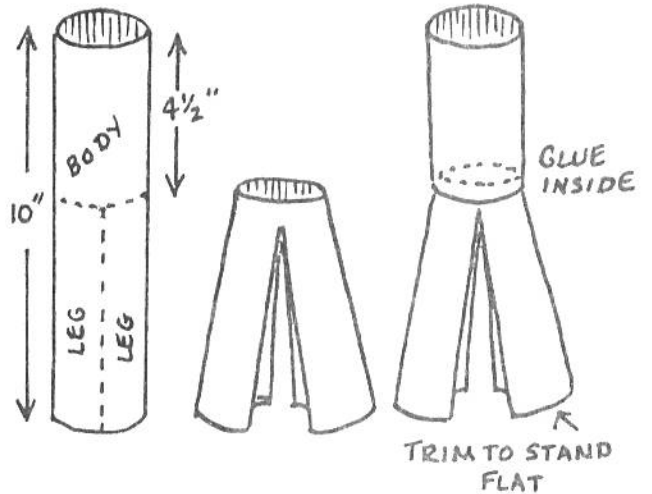
CENTERPIECE

LEND A HELPING HAND CENTERPIECE

Hand: Use a rubber glove for the mold. Turn the glove inside out and lightly grease or oil the inside. Turn right side out. Fill the glove 2/3's full of water. Empty water into a large bowl and add plaster of Paris, stirring constantly. When the plaster reaches the consistency of mayonnaise, pour it into the glove, to about 1" from the top. Hang the glove, as shown, until the plaster hardens.

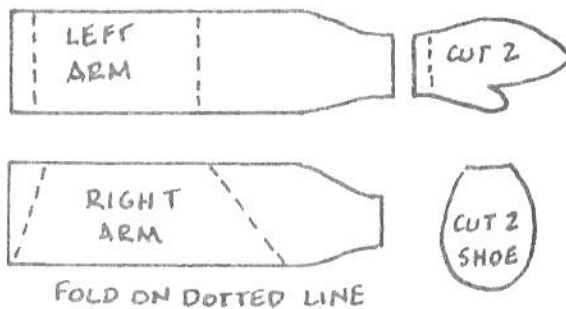


After the mold no longer feels warm, peel or cut off the glove. To shape the palm, scrape away plaster with a knife. Smooth with sandpaper. Spray paint with metallic gold and wrap a cuff of blue construction paper around the wrist.



Cub Scout: This Cub is made from a cardboard roll 10" long. Use 4 1/2" for his body. Cut remainder in half lengthwise for his legs.

Apply glue around the inside of the bottom of the body. Insert the two legs about 1/2". Spread legs apart at the bottom. When dry, trim bottom of legs so figure stands. Paint figure blue. Glue on shoes cut from black construction paper. From two strips of blue construction paper, 1 1/2"x5", cut tapered sleeves. Cut two hands and fold on dotted lines. Glue to each sleeve.



CENTERPIECE

The Cub Scouts will enjoy having Akela in the center of their banquet table.

You'll need two 1-gallon plastic bottles. Remove the bottom and invert one bottle for the head. Handle should be located at back of head.

Cut feathers 1 1/2" wide and 6" long from bottle, around top of head. Paint with felt markers. Cut a headband from construction paper and decorate. Glue to head. Features can be painted on with felt markers, or cut from construction paper.

Glue on yarn hair, filling in area around handle at back of head. Make braids if desired. Add two long feathers at sides of head.

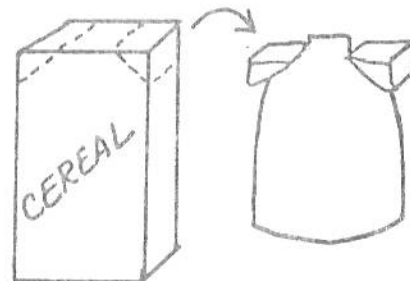
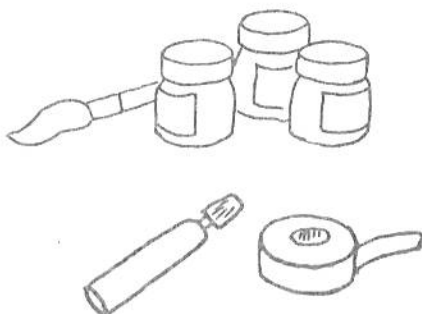
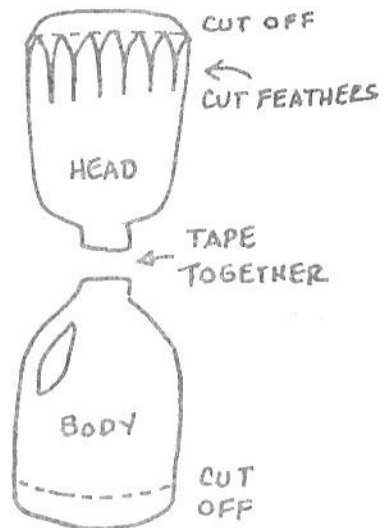
The second bottle is used for the body. Cut off 1" of the bottom. Glue and tape two bottles together as shown.

To make shoulders, cut off corners of a cereal box and glue or tape to body bottle.

Cover Akela's body with an Indian blanket made from a piece of fabric 18" x 36". Fringe one long edge and fold it down about 5". Wrap it around the body.

Cut hands and sign from cardboard. Hands should extend from underneath blanket. Pin in place.

Indian design favors and place cards can be made to complement the centerpiece.



CENTERPIECE

Akela is a brave, fair, and strong Indian and is an important symbol of Cub Scouting.

The stand for this centerpiece is a cottage cheese carton (1 lb. size) with the bottom removed. Invert it, and place a football inside, for Akela's head. The base can be painted or decorated as desired.

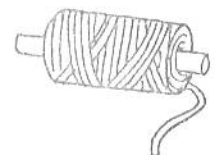
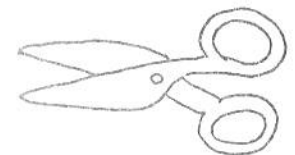
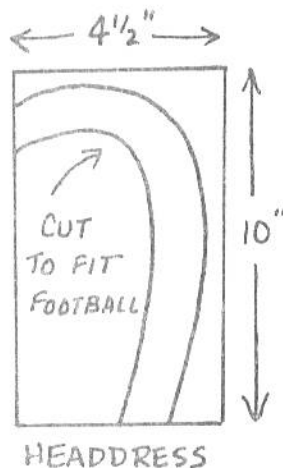
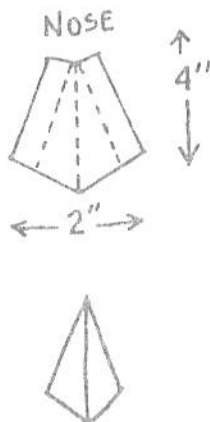
Cut a construction paper nose from the instructions below and glue to head. Other features can be cut from paper or drawn on.

For hair, use 12 pieces of black yarn, each 36" long. Center the yarn across the top of the head, attaching it to the head with glue or tape. Make a 12" braid at each side.

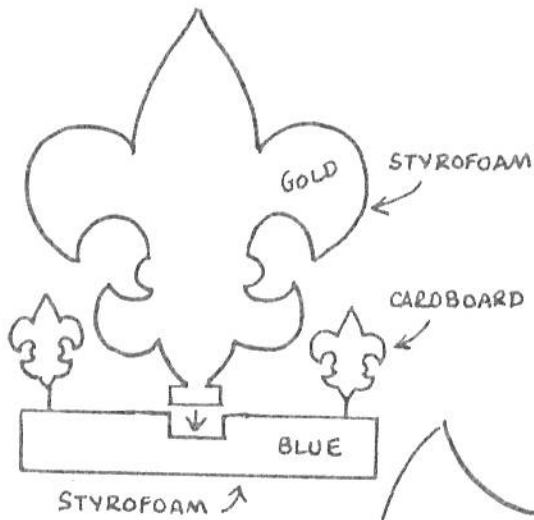
Cut form for headdress as shown below. Use 4 1/2" x 10" of medium-weight cardboard. Trim the inside edge carefully so it will fit snugly over the football head. Trace the headdress pattern onto colored paper. Cut two pieces which will be used later to cover the cardboard. Staple a string, about 5 1/2" long to the narrow end of the cardboard.

Make colorful paper feathers, about 1 1/2" x 5 1/2", or use real feathers. Glue these along the entire outside edge of the headdress as shown below, and along string. Cover both sides of the cardboard with the colored paper pieces. Glue or tape headdress on Indian's head.

Matching nut cups, place cards and favors can be made with an Indian motif.



CENTERPIECE



Small fleur-de-lis are cut from pattern at left. Cut from cardboard and glue on a toothpick to insert in styrofoam base.

Additional fleur-de-lis can be cut for place cards. Insert in small styrofoam pieces and write a name on each.

$\frac{1}{4}$ PATTERN
(LOWER)

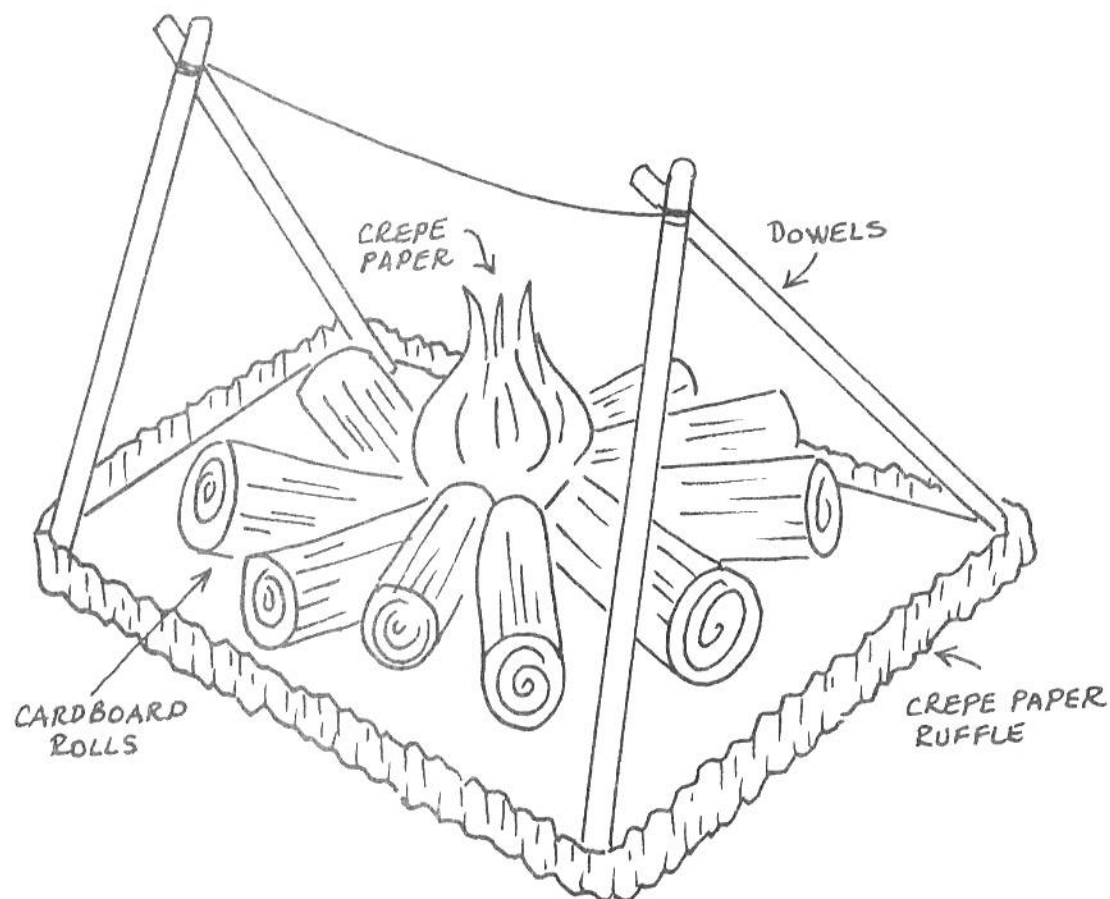
$\frac{1}{4}$ PATTERN
(UPPER)

Cut out two large pattern pieces. Tape together and place on fold of newspaper. Cut full pattern from newspaper.

Lay pattern on thin styrofoam and cut with styrofoam cutter or serrated edge knife. Spray paint gold (with styrofoam paint)

Base is a rectangular piece of styrofoam sprayed blue.

CENTERPIECE



Webelos Scouts will like this centerpiece because it reminds them of something they like to do ... camp.

Seal the ends of cardboard rolls with tape on brown paper. Cover the rolls with crumpled brown paper, using a fine-line marking pen to make markings resembling bark.

Flame is a chicken-wire base covered with red and yellow crepe paper.

Campfire is assembled on a decorated box lid. Dowels, lashed together at the top are used for supports. You may wish to hang a miniature pot over the fire.

Napkin rings, place cards and favors can all be made in the shape of logs to match the centerpiece.

Place mats could be a construction paper rectangle (about 12" x 16") with a cut-out of a campfire glued on it.

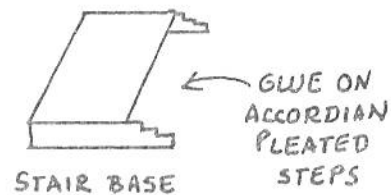
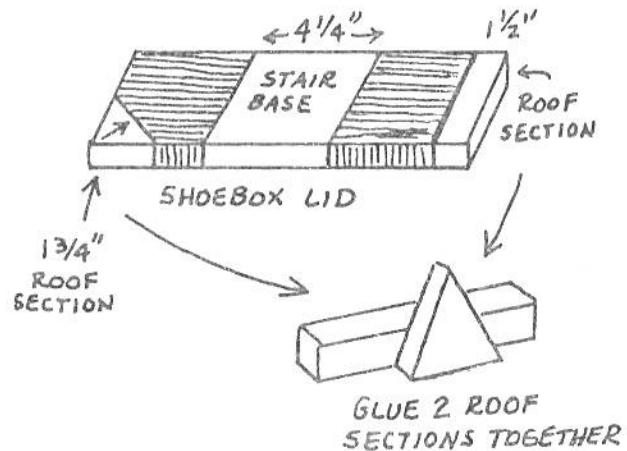
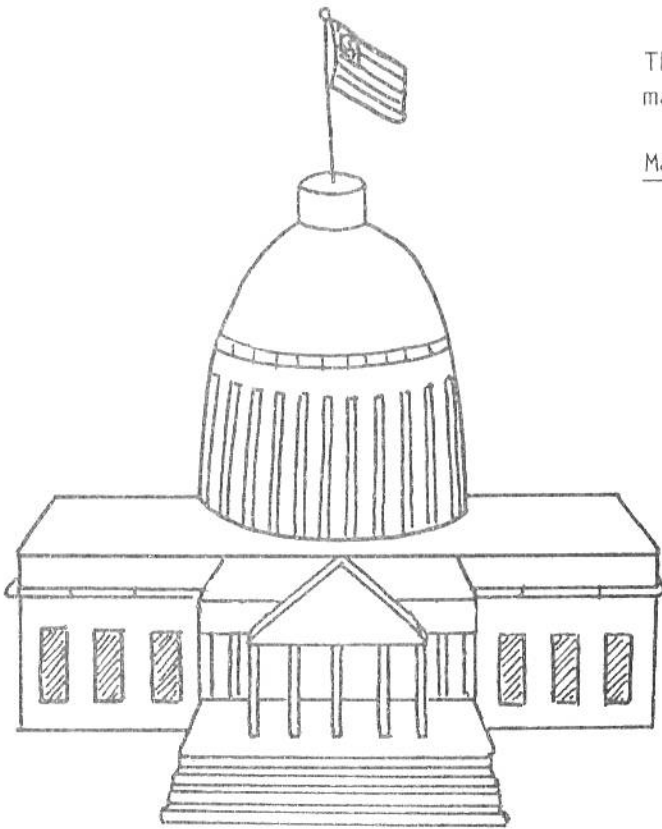


CENTERPIECE

This replica of the U.S. Capitol makes a nice banquet centerpiece.

Materials

1 large shoe box (6 1/4" x 13")
1 1-gallon plastic bottle
Soda straws
Paper - 3 1/2" x 6 1/4"
Glue
White spray paint
Miniature U.S. flag



Remove the lid from the shoebox and invert the box. Cut a hole in box large enough to fit around the bottle.

Glue the bottle (with its cap in place) inside the box.

For the portico (porch), cut three pieces from the shoebox lid, as shown. You'll need two pieces for the roof and one for the base. Cut the sides of the base for a staircase also, and glue to Capitol.

For stairs, cut the paper 3 1/2" x 6 1/4" and fanfold in 1/4" folds. Glue the stairs to the staircase base.

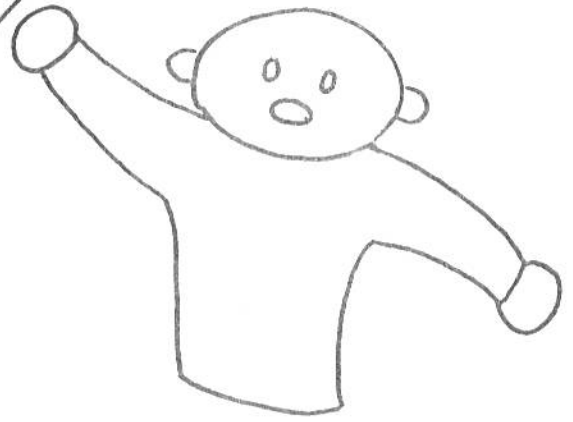
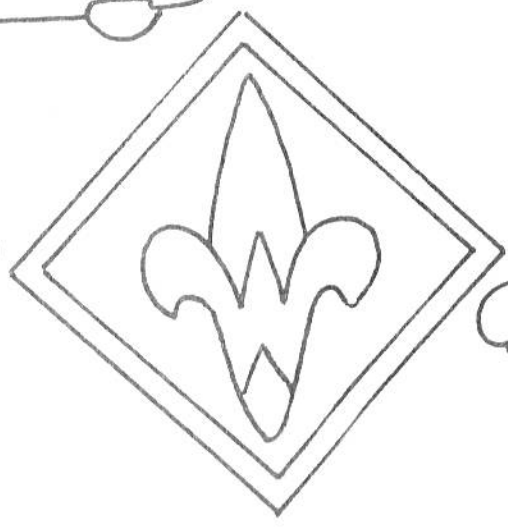
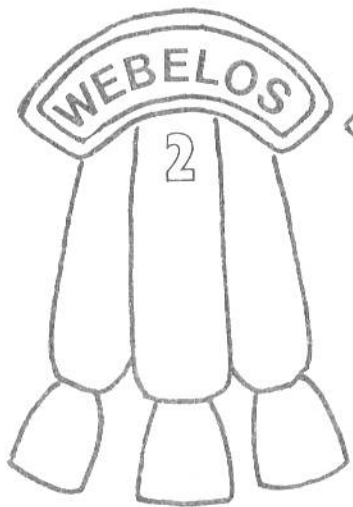
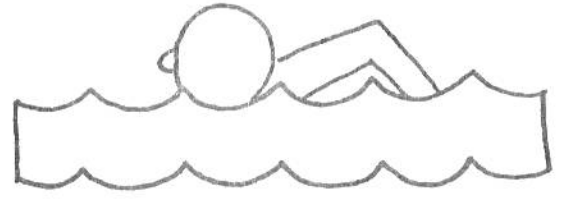
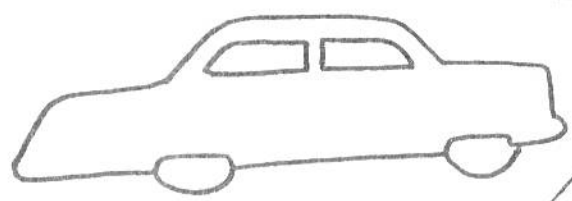
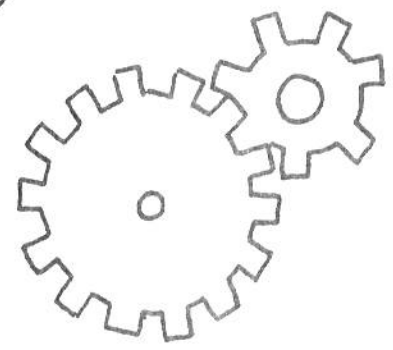
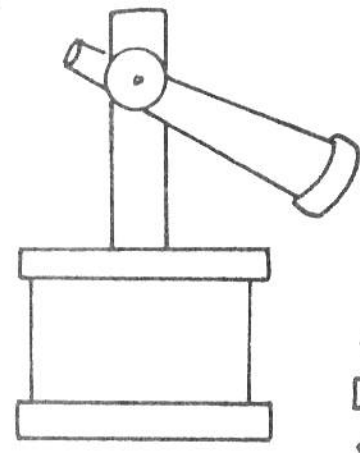
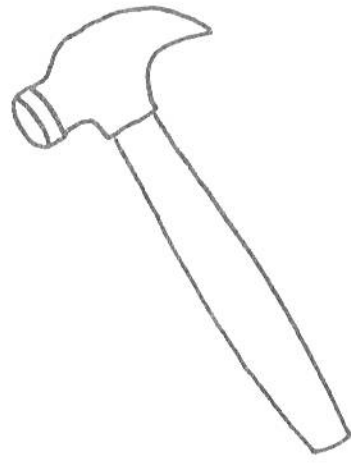
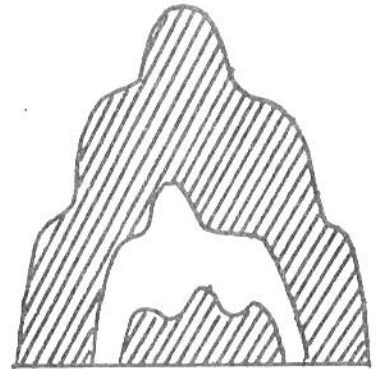
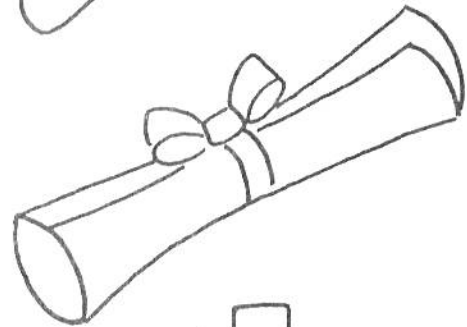
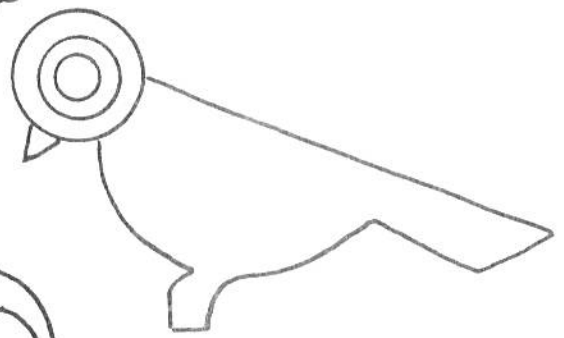
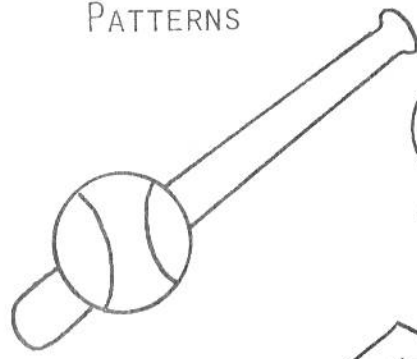
Glue together the roof sections of the portico. Then glue to Capitol.

Use soda straws, cut to size, for the columns and trim around the Capitol dome and building.

Spray paint the finished building with white paint. Glue the U.S. flag on top.

Windows are made from black construction paper and glued to the building.

PATTERNS





SONGS - STUNTS
TRICKS

SONGS

Singing is fun. Leading and teaching songs can be fun, too, if you follow a few simple rules. You don't need to be a professional singer or orchestra leader to lead Cub Scout singing successfully. Here are some tips.

SONG LEADING

1. Smile at the group and relax. Appear to be confident whether you actually feel that way or not. Morale is catching.
2. Select songs in advance and be sure that you know them well enough that you can teach them with confidence.
3. Always start with a rousing, well-known song so everyone can sing out confidently.
4. Give the pitch by humming or singing a few bars yourself. If an accompaniment is available, have a few bars played.
5. Start the group singing with a slight upward arm motion, then a decisive downward motion (the downbeat) and start to sing yourself.
6. Beat the time with simple up-and-down arm motions - with one arm or both arms to fit the beat or the words.
7. Control the volume with hand motions. Raise your hand for loudness and lower it for softness.
8. Don't stand fixed in one spot. Move around a little to inject some pep and personality.
9. Dividing the group into separate groups to sing separately, or when you point to them can spark enthusiasm. Vary singing with humming, whispering, whistling or clapping.
10. Never go on long enough that people ask you to stop. Leave them wanting more.

TEACHING SONGS

The following hints will help make teaching songs easier and more pleasant for everyone:

1. Don't try a new song until you have the audience warmed up with one or two they are familiar with.
2. If at all possible, provide copies of the words. Use song books, mimeographed song sheets, or words written on a chalkboard or large sheet of paper.
3. Sing a new song through alone or with a small group who already knows it.
4. Let the crowd sing a verse at a time, slowly first. When they learn that one, go on to another verse and pick up the speed.
5. Any kind of accompaniment helps, whether it is a piano, accordion, guitar, harmonica or something else. They are good because they can play harmony and not just a simple melody.
6. When the group has sung the song once or twice, stop. Don't drag it out too long.

Every chance you have to lead singing will make you more proficient and confident. Practice makes perfect in music leading as well as most everything else you do.

Patriotic or inspirational songs used as a closing for a meeting, songfest, or campfire, can leave everyone with a good thought.

When the boys practice songs at den meeting (particularly new songs), they will do a better job of singing at the pack meeting.

SONGS

DO YOUR BEST

(Tune: Jingle Bells)

Do your best, do your best,
In everything you do.
Keep the Promise and the Law,
Be a Cub Scout true.



See "Cub Scout Song Book" for 'Santa's Coming', 'This Little Cubbing Light' and 'Promise and Law'.

Do your best, do your best,
Be a loyal Scout.
Do your duty to God
And help your country out.



DO YOUR BEST

(Tune: Reuben, Reuben)

'Do Your Best' is the Cub Scout way,
It will get you through each day,
If you try it you will see
That it's the only way to be.

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.



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?

TOMMY, THE CUB SCOUT

(Tune: Frosty the Snowman)

Tommy the Cub Scout
Was a very happy boy;
With a uniform of blue and gold
And a den that gave him joy.
Tommy the Cub Scout
Earned his badges one by one.
He did his best and he met the test;
A good citizen he's become.

He helps out other people when
he sees they need a lot,
He does his chores around the house
and he feeds his dog named Spot.

Tommy the Cub Scout
Does his duty willingly.
Someday he'll join a Boy Scout troop
And a fine man he will be.

IN THE GOOD OLD WINTERTIME

(Tune: In The Good Old Summertime)

In the good old wintertime,
In the good old wintertime,
I love the snow, the rain, the sleet,
This season you can't beat.

I'm frozen in, I'm frozen out,
It is without a doubt,
The coldest time of all the clime
In the good old wintertime.

SONGS

PERFECT POSTURE

A Round

(Tune: Are You Sleeping?)

Perfect posture, perfect posture,
Never slack, never slack.
You must grow up handsome,
You must grow up handsome,
Brace that back. Brace that back.

See "Cub Scout Program Helps" for
'Germ Song'.

See "Cub Scout Song Book" for
'Head and Shoulders', 'One Finger,
One Thumb', 'Are You Sleeping',
'Cub Scout Marching Song' and
'I'm Happy When I'm Hiking'.

KEEPING HEALTHY

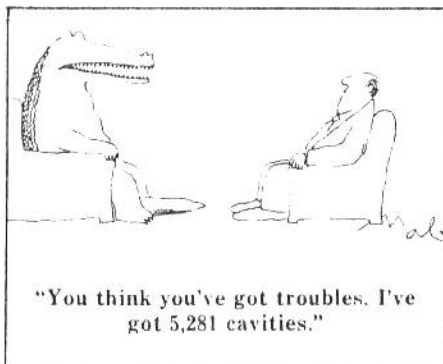
(Tune: Clementine)

Strong and healthy, growing bodies,
That's what we will try to keep.
Proper food and lots of sunshine,
Exercise and lots of sleep.

Brush and floss our teeth each day,
See the dentist twice a year;
Bubble gum and sticky candy
Causes cavities, we fear.

Have a check up by the doctor,
Try to follow his advice.
He's a friend who keeps us healthy,
And he's always very nice.

Healthy food and not that junk food
Helps to keep our bodies strong.
We hope you'll try to stay healthy.
That's the end of our nice song.



BRUSH YOUR TEETH

A Round

(Tune: Row, Row, Row Your Boat)

Brush, brush, brush your teeth,
Morning, noon, and night.
See your dentist twice a year,
And you will be all right.

SOAP AND TOWEL

A Round

(Tune: Row, Row, Row Your Boat)

Soap, soap, soap and towel,
Towel and water please.
Busily, busily, busily, busily,
Scrub your dirty knees.

A STRETCHING WE WILL GO

(Tune: A Hunting We Will Go)

A stretching we will go,
Moving to and fro,
And when we're done
We've had some fun,
And stretched our muscles, too.

Come on folks, let's stand,
And raise up high each hand.
Then spread them wide,
Now to your side,
As your muscles you relax.

Now let us stomp our feet,
But please don't take your seat,
Before you're down,
Please turn around,
And then you'll take your seat.

CLEAN YOUR PLATE

(Tune: Are You Sleeping)

Eat your spinach,
Eat your green beans,
Clean your plate. Clean your plate.
Drink that glass or milk,
Grow up strong and healthy,
You'll look great. You'll look great.

SONGS

BIRTHDAY B.S.A.

(Tune: On Top of Old Smokey)

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

Then somebody told me
We're 52 years old.
I could not believe
What I had been told.

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

Now how could a Cub Scout
Be age fifty two?
When I get that old,
I'll really be blue.

Then somebody told me
An astonishing fact;
The Boy Scouts of America
Is older than that!

My den leader told me
That I shouldn't fret.
That's the age of Cub Scouting.
I'm not that old yet!



FINEST PACK OF CUB SCOUTS

(Tune: Yellow Rose of Texas)

We're the finest pack of Cub Scouts
That you have ever seen,
We're loyal and we're honest,
We're never rude or mean.
We're proud to wear our uniforms,
We like the gold and blue.
You know that you can count on us
To live our Promise true.

We follow our Akela,
We always do our best,
We work on our advancement,
We rarely stop to rest,
We learn while earning badges
Cub Scouts know more than most,
We learn to be good citizens
About that we can boast.

BLUE & GOLD MARCHING SONG

(Tune: Davy Crockett)

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

Chorus

Loyal, Cubs are loyal,
To God and country fair.

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

Chorus

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

Now the blue and the gold show the world
apart,
That the Cub Scout pack is loyal and
warm of heart,
Faithful to God and our country too,
We'll do our best in whatever we do.

Chorus

Loyal, every cheerful,
Cub Scouts are on the march.

See "Cub Scout Song Book" for
'Hail, Hail, the Gangs All Here',
'Cub Scout Spirit', 'Cub Scout
Prayer', 'How Do You Do', 'We're
All Together Again' and 'We're
Glad To See You Here'.

We love our God and country,
We respect our fellow man.
We're busy doing good turns,
We help each time we can.
We're proud to be Americans,
We fly our flag to show
Our land is free for you and me
To live and learn and grow.

SONGS

ADVANCE IN RANK

(Tune: When the Saints Go Marching In)

Oh when the Cubs come marching in,
 Oh when the Cubs come marching in,
 I want to be in that number,
 When the Cubs come marching in.

And when the pack gives out awards,
 And when the pack gives out awards,
 I want to be in that number,
 When the packs gives out awards.

There's Bobcat first, and then there's
 Wolf,
 And next there's Bear and Webelos.
 Oh I want to earn those badges,
 More than anybody knows.

So I'll work hard to earn my ranks,
 And climb the ladder step by step,
 And I'll always do my best,
 That's a promise that I've kept.

See "Cub Scout Song Book" for
 'Grand Old Duke of York',
 'We're On The Upward Trail',
 'Cub Scout Advancement Song',
 'We'll Be Loyal Scouts'.

HEY, LOOK ME OVER!

(Tune: Hey, Look Me Over)

Hey, look me over, lend me an ear,
 Watch me advance in Scouting every year.
 First I'm a Bobcat, then a Wolf and Bear,
 Soon I'm a Webelos and on I'll go from
 there, a-singing,
 Hey look me over, lend me an ear,
 Join me in a song and sing out loud and
 clear,
 That Cub Scout advancement is the way to
 grow,
 Stand back parents, here we go!

THE BEAR WENT OVER THE MOUNTAIN

The bobcat went over the mountain,
 The bobcat went over the mountain,
 The bobcat went over the mountain
 To see what he could see.

He saw the Wolf mountain,
 He saw the Wolf mountain,
 He saw the Wolf mountain,
 That's all that he could see.

The wolf went over the mountain,
 The wolf went over the mountain,
 The wolf went over the mountain,
 To see what he could see.

He saw the Bear mountain,
 He saw the Bear mountain,
 He saw the Bear mountain,
 That's all that he could see.

The bear went over the mountain,
 The bear went over the mountain,
 The bear went over the mountain,
 To see what he could see.

He saw the Webelos mountain,
 He saw the Webelos mountain,
 He saw the Webelos mountain,
 That's all that he could see.

The Webelos went over the mountain,
 The Webelos went over the mountain,
 The Webelos went over the mountain,
 To see what he could see.

He saw the Boy Scout mountain,
 He saw the Boy Scout mountain,
 He saw the Boy Scout mountain,
 That's what he wants to be.

FOUR CUB SCOUTS

(Tune: Three Blind Mice)

Four Cub Scouts, four Cub Scouts,
 See how they go, see how they go,
 They all went after their Bobcat pin,
 The Wolf and the Bear were the next
 to win,
 And then they went to the Webelos den,
 Our four Cub Scouts.

SONGS

WHEN YOU TRAVEL

(Tune: Clementine)

When you travel, don't unravel;
Plan your trip ahead of time.
Those who go around in circles
Never leave and stay behind.

RACE YOUR CAR

(Tune: Row, Row, Row Your Boat)

Race, race, race your car,
Swiftly down the track.
If we don't place first this year,
Next year we'll be back!

TRAVEL

(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, you 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.

PINEWOOD DERBY CAR

(Tune: My Bonnie)

My car is hung up on the race track,
The darn thing won't move up or down,
If only I'd followed instructions,
I'd have the best race car in town.

Chorus

Bring back, bring back,
Oh bring back my pinewood to me again,
Bring back, bring back
The race, cause next time I will win.

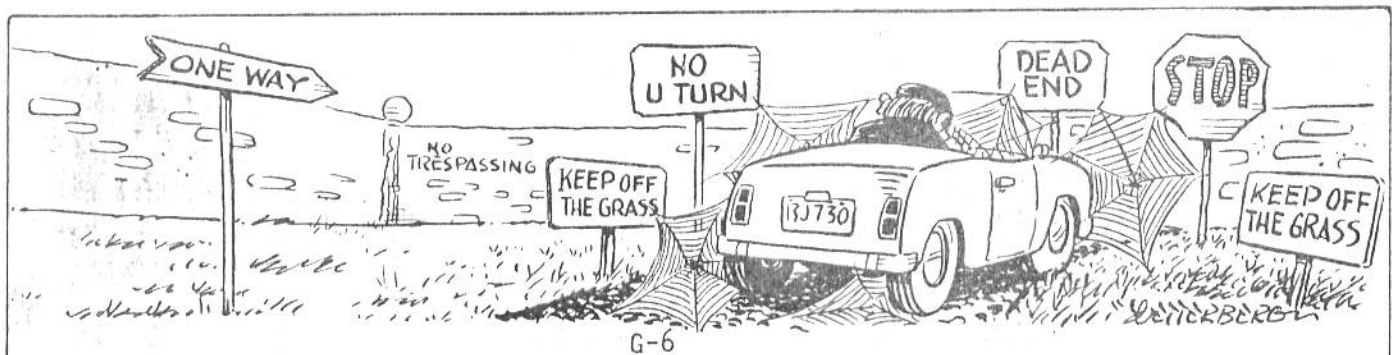
THE COMFORTS OF TRAVEL

(Tune: Clementine)

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

If by bus you choose 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.

And there's always your own car
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.



SONGS

THIS LAND IS MY LANDChorus

This land is your land,
 This land is my land,
 From California to the New York Island,
 From the redwood forests to the Gulf-
 stream waters,
 This land was made for you and me.

As I walked out that ribbon of highway,
 I looked above me, there in the skyway,
 I looked below me in the golden valley,
 This land was made for you and me.
 (Chorus)

I followed your low hills, I followed
 your cliff rims,
 Your marble canyons and sunny bright
 waters,
 This voice kept calling, as the fog was
 lifting,
 This land was made for you and me.
 (Chorus)

As the sun was shining and I was stroll-
 ing,
 Through the wheat fields waving and the
 dust clouds rolling,
 I could feel inside me and see all
 around me,
 This land was made for you and me.
 (Chorus)

CUB SCOUT HIKING SONG

(Tune: Battle Hymn of the Republic)

We can sing out loud and we can sing
 out strong,
 For we're a group of Cub Scouts just
 traveling along,
 And when you see us coming,
 You will know that we are here.
 For miles around you'll hear us
 As we sing so loud and cheer.

Chorus

Yes, we are a group of Cub Scouts
 Yes, we are a group of Cub Scouts
 Yes, we are a group of Cub Scouts,
 Just listen and you'll hear our shouts.

YOU CAN'T GET TO HEAVEN

Oh, you can't get to heaven in a
 rocking chair,
 'Cause the Lord don't allow no
 rockin' there,
 No, you can't get to heaven in a
 rocking chair,
 'Cause the Lord don't allow no
 rocking there,
 I ain't gonna grieve my Lord no more.

Chorus

I ain't gonna grieve my Lord no more,
 I ain't gonna grieve my Lord no more,
 I ain't gonna grieve my Lord no more.

You can't get to heaven in a kiddie car,
 'Cause the doggone thing won't go that
 car (etc)
 (Chorus)

You can't get to heaven on roller skates,
 'Cause you'll skate right by those
 pearly gates (etc)
 (Chorus)

You can't get to heaven in a Chevrolet,
 'Cause the doggone thing don't know the
 way (etc)
 (Chorus)

You can't get to heaven in a limousine,
 'Cause the Lord don't sell no gasoline.
 (Chorus)

You can't get to heaven in a birch canoe,
 You'd need to paddle 'till you're black
 and blue,
 (Chorus)

<p>See "Cub Scout Song Book" for 'Hi, Ho, Nobody Home', 'Down By The Station', 'Row, Row, Row Your Boat', 'Train Song', 'Happy Wanderer', 'State Song'</p>

SONGS

THE WOODPECKER

(Tune: Turkey in the Straw)

The woodpecker pecked out a little
round hole,
And made him a house in the telephone
pole.
One day when I watched, he poked out
his head,
And he had on a hood and collar of red.
When the streams of rain pour out of
the sky,
And the sparkles of lightning go flash-
ing by,
And the big, big wheels of thunder roll,
He can snuggle back in the telephone pole.

See "Cub Scout Song Book" for
'Itsy Bitsy Spider', 'A Garden-
ing We Will Go'.

A WORM'S EYE VIEW

(Tune: Home On the Range)

Oh come see my home,
Where I live all alone,
Munching onions and spinach all day.
Now you may think a worm
Doesn't deserve his turn,
But without me the gardener would play.

Chorus

Home, home in the squash,
Where I live and I sleep and I eat.
The gardener may try
To blow me sky high,
But I'll hide safely inside a beet.

WATCH THEM GROW

(Tune: Three Blind Mice)

Three tiny seeds, three tiny seeds,
See how they grow, see how they grow,
With soil and water and lots of sun,
The seeds will pop up, one by one,
Watching them grow can be so much fun,
Three tiny plants.

Three big plants, three big plants,
See how they bloom, see how they bloom,
The buds appear, one by one,
They turn into flowers warmed by the sun,
Flowers, enjoyed by everyone,
Three blooming plants.

WE ARE PLANTING

(Tune: Are You Sleeping?)

We are planting, we are planting,
Garden seeds, garden seeds,
Vegetables are growing,
Vegetables are growing,
Hoe the weeds, hoe the weeds.

A GARDEN

(Tune: Reuben, Reuben)

A garden is a wonderful thing,
It provides a home for bugs,
Squirmy worms and ants with wings,
And a thousand slimy slugs.

FIDO

(Tune: Reuben, Reuben)

I have a dog; his name is Fido.
I have raised him from a pup.
He can stand up on his hind legs
If you hold his front legs up.

SONGS

WORLD OF TOMORROW

(Tune: My Bonnie Lies Over the Ocean)

Last night as I lay on my pillow,
 And drifted off slowly to sleep,
 I thought of the world of tomorrow
 These thoughts through my mind did creep.

A computer will do all my homework,
 A robot will do all the chores,
 If I spend the whole day just playing,
 I fear that I may become bored.

Chorus

Bring back, bring back,
 O bring back the old days to me, to me.
 Bring back, bring back,
 O bring back the old days to me.

My jet powered bike will be speedy,
 I'll fly in my spaceship to Mars,
 But what if I get lost in space,
 And can't find my way through the stars?
 (Chorus)

My parents will have their own rocket,
 We'll travel through space very quick,
 I'm not sure I'll like that fast travel,
 I may even get space sick.
 (Chorus)

Our family might move to Venus,
 I don't know what we would find there,
 I'd sure miss my friends back on Earth,
 There're the best friends I'll find any-
 where.
 (Chorus)

Dehydrated food for breakfast,
 Dehydrated food for lunch,
 Oh what I would give for a Big Mac
 And potato chips that I can crunch.
 (Chorus)

See "Cub Scout Song Book" for
 'Space Derby Song'.

THERE WAS AN ASTRONAUT

(Tune: Bill Grogan's Goat)

There was an astronaut they say,
 Was oh so brave, blasting off one day.
 His wife said: "This lunch please take"
 But the brave astronaut, his head did
 shake.

"I cannot take any extra gear,
 I'll not get hungry, don't you fear."
 With these last words, he smiled and
 waved,
 With many unknowns yet to be braved.

His wife she worried both day and
 night,
 To think he'd starve on his first flight.
 But this brave astronaut, so smart,
 Knew something important from the start.
 Upon the moon, where he did land,
 He enjoyed a lunch that was so grand.
 And he felt smart and very pleased
 When he remembered the moon's green
 cheese.

THE DARING SPACEMAN

(Tune: When Johnny Comes Marching Home)

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

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

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

SONGS

THE TREE HOUSE

(Tune: Clementine)

In the backyard, in the backyard,
In a great big tall oak tree,
That is where we built our tree house,
Hidden, so no one can see.

Secret codes and secret meetings,
Just a few friends can belong.
No one knows our secret password
Or our secret Cub Scout song.

If you're old enough, you can join us
In our tree house, with the rest.
You can also be a Cub Scout
If you always do your best.

IN THE BACKYARD

(Tune: Clementine)

In the backyard, in the backyard,
You will find your summer's fun,
If you look at what's around you,
You'll have fun till day is done.

After sunset, watch the stars shine,
Nature's wonders you can see.
Mother Nature's backyard's endless,
Always there for you and me.

Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds build their
nests high?

And been thankful for the trees?

If you'll just look all around you,
Many new things you will find.
If you'd only realize it,
They were right there all the time.

A NUTTY SONG

(Tune: Clementine)

I'm an acorn, small and round,
Lying on the cold, cold ground.
No one wants to pick me up,
'Cause I'm such a little nut.

BACKYARD CAMPOUT

(Tune: Are You Sleeping?)

We are sleeping in the backyard
Jim and Mark, Spot and me,
Sure is dark outside
Think I'd like to hide,
Come here Spot, sleep with me.

Are you sleeping, are you sleeping
Jim and Mark, Jim and Mark?
Thought I heard a noise,
Didn't sound like boys,
I am scared, I am scared.

Come back Spot, where'd you go?
Jim and Mark, wake up please,
Let's go in the house,
Did you see that mouse?
Hear that sneeze? Hear that sneeze?

ANTS' MARCHING SONG

(Tune: Johnny Comes Marching Home)

The ants come marching one by one,
Hurrah, hurrah,
The ants come marching one by one,
Hurrah, hurrah.

The ants come marching one by one,
The little one stops to shoot a gun,
And they all go marching
Down to the earth .. to get out of
the rain.

Boom. Boom. Boom. Boom. Boom. Boom

Two by two ... to tie his shoe (etc)
Three by three .. to climb a tree
Four by four ... to close the door
Five by five ... to wave good-bye
Six by six ... to pick up sticks
Seven by seven .. to look at heaven
Eight by eight .. to shut the gate
Nine by nine .. to tell the time
Ten by ten .. to say 'The End'.



SONGS

THE CUB SCOUT FAIR

(Tune: Animal Fair)

Oh come to the Cub Scout fair,
 And see all the sights there,
 There's lots of fun for everyone
 With displays beyond compare.
 There are thrilling games of chance,
 And prizes that will entrance,
 Food to eat that can't be beat,
 Oh come to the Cub Scout fair.

Oh come to the Cub Scout fair,
 And leave at home each care,
 You'll keep so busy that you'll be
 dizzy,
 As you walk and look and stare.
 The sights they will amaze,
 On one of your very best days,
 You'll want to eat some of each treat,
 As you come to the Cub Scout fair.

See "Cub Scout Song Book" for
 'Animal Fair', 'Old MacDonald',
 and 'We're Here For Fun'.

FUN AT THE FAIR

(Tune: Cruising Down the River)

Strolling down the midway
 At the Cub Scout pack fair,
 With guys we know, our work we show,
 While all the fun we share.

The bunch of us together,
 We'll remember being there,
 And times of Cub Scout pleasure
 At the old pack's Cub Scout fair!

LITTLE CHICKEN

(Tune: Turkey In The Straw)

I had a little chicken,
 And she wouldn't lay an egg,
 So I poured hot water up and down
 her leg,
 The little chicken hollered
 And the little chicken begged,
 And the little chicken laid me
 A hard-boiled egg.

CUB SCOUT FAIR

(Tune: In The Good Old Summertime)

At the good old Cub Scout Fair,
 At the wonderful Cub Scout Fair,
 Passing by the booths we'll see
 Fun for you and me.
 Games of skill are always there,
 Our den will win its fair share.
 We'll have a happy, happy day
 At the good old Cub Scout Fair.

BANANAS, COCONUTS & GRAPES

(Tune: Battle Hymn of the Republic)

I like bananas, coconuts and grapes,
 I like bananas, coconuts and grapes,
 I like bananas, coconuts and grapes,
 That's why they call me
 (Yell) Tarzan of the Apes!



AUDIENCE PARTICIPATION

THE BRAVE LITTLE INDIAN

Audience follows narrator in actions as story is read.

ACTIONS

- Indian - place hand behind head to make feathers
- Walks - make walking sound by slapping leg
- Sees - shade eyes and look around
- Crosses bridge - pound fists on chest
- Jumps - raise hands above head as if jumping
- Swims - swish palms against each other
- Slams - clap hands once
- Runs - slap legs as fast as you can

STORY

Once upon a time there was a brave little INDIAN. He said to his happy little INDIAN friends, "I am going hunting to find a grizzly bear." So he WALKED out the gate and he SLAMMED it. He hadn't WALKED far until he SAW a rabbit. But he didn't SEE a bear. So he WALKED on. He came to a bridge and he WALKED ACROSS. He hadn't WALKED very far when he SAW a deer. But he didn't SEE a bear. So he WALKED on. Soon he came to a ditch. He couldn't step across, so he backed up. He said, "I'll JUMP the ditch". Then he started to RUN ... faster ... faster ... faster. He JUMPED and he landed on the other side of the ditch. He hadn't WALKED very far when he came to a river. He JUMPED in the river and SWAM across. He got out of the river and WALKED on. Just then he SAW a bear! He quickly turned around and RAN down the hill. He JUMPED into the river and SWAM quickly across. He JUMPED out of the river and RAN on. He RAN ACROSS the bridge. He SAW a deer, but he RAN on. When he got home, he SLAMMED the gate. And he said: "I SAW a b-b-bear!" The other little INDIANS said, "Ugh".

Also see "Group Meeting Sparklers" for 'Indian Battle' and 'Indian Hunter'.



SONGS

PADDLE SONG

My paddle's clean and bright,
 Shining like silver,
 Swift as the wild goose flies,
 Dip, dip and swing,
 Dip, dip and swing.
 (Repeat)



AKELA'S COUNCIL

(Tune: Clementine)

When Akela holds his council
 And the campfire's all aglow;
 We will form a friendship circle,
 As we sing so sweet and low.



O Akela, brave Akela,
 True and fair Cub Scouts we'll be.
 To our Promise and the pack Law
 We will pledge our loyalty.



TEN LITTLE CUB SCOUTS

(Tune: Ten Little Indians)

One little, two little, three little
 Cub Scouts,
 Four little, five little, six little
 Cub Scouts
 Seven little, eight little, Indian
 Cub Scouts
 Eight little Indian chiefs.

Dressed up in headbands, breechcloths
 and war paint,
 Smoking the peace pipe, pounding the
 drums.
 Dancing around a blazing campfire,
 Eight little Indian chiefs.

Eight little Indians washed off their
 war paint,
 Put away their headbands, breechcloths
 and peace pipe,
 Put on their uniforms, neckerchiefs
 and then they were
 Eight little Cub Scout boys.

CUB SCOUT INDIANS

(Tune: On Top of Old Smokey)

Down in the basement
 Of the den leader's house,
 The Cub Scouts were working
 As still as a mouse.
 They made bows and arrows
 And headdresses, too.
 They were going to be Indians,
 Creek, Blackfoot and Sioux.

They painted their headbands
 In red, green and blue,
 And some of the Cub Scouts
 Had painted arms, too.
 They made shields and breechcloths,
 And moccasins, too.
 And a big Indian tepee
 Large enough to walk through.

Pack meeting night came.
 They arrived on the scene,
 All dressed up like Indians,
 Painted red, blue and green.
 They danced and sang war chants
 Around the campfire,
 They had Indian contests;
 No one seemed to tire.

The room was all filled
 With excitement and noise.
 No one could believe
 Those wild Indians were boys.
 When the wild Indians got home,
 The parents all said
 They were glad that their boys
 Were now Cub Scouts instead.

INDIAN TAPS

(Tune: Taps)

Great spirit come
 With beat of drum,
 Journey now,
 With each one,
 Great spirit please.
 Till each one
 Of your tribe
 Reach their tepees.

AUDIENCE PARTICIPATION

HOW TO WASH AN ELEPHANT

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to audience that the stunt is called "How To Wash An Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes:

NARRATOR: One morning, Farmer Friendly went out to the barn to begin his chores. (Pantomime walking) He threw open the barn door, and to his surprise, he found an elephant in his barn. (Pantomime throwing open door, surprise) The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn. (Pantomime picking up elephant's trunk and walking with it over your shoulder. Open and close barn door) He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water. (Pantomime actions) Now he was ready to begin. First he scrubbed the right side. (Pantomime scrubbing. Lift up elephant's ear and wash that) Then he was ready for the stomach. (Lie on floor. Wiggle under elephant and pantomime scrubbing underside) Next, the right side. (Repeat same actions as for left side) Then he scrubbed the elephant's face. (Pantomime scrubbing between eyes and down length of trunk) Almost done? (Walk to rear of elephant, gingerly lift up tail and quickly scrub there) There, that's done! (Pantomime throwing out rest of water, putting brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will pantomime what he remembers for the second, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. And by the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version.

After all three have tried their luck, narrator explains the story and tells them what they were doing.

SONGS

IT'S JUST NO USE

(Tune: Row, Row, Row Your Boat)

Watch, watch, watch T.V.
Till my eyes are red,
Oh why am I so stupid?
I should have gone to bed.

Flip, flip, flip that dial,
Looking for something good.
Why can't I just turn it off,
Like I know I should.

Save, save energy,
Everyone does cry,
But if they take away T.V.
I'm sure that I will die.

COMMUNICATIONS ROUND

(Tune: Are You Sleeping?)

Are you sleeping, are you sleeping,
Billy Smith, Billy Smith?
The telephone is ringing,
The telephone is ringing,
Answer it. Answer it.

Roll the presses, print the paper,
Read the news, read the news.
Delivery on schedule,
Delivery on schedule,
Worn-out shoes, worn-out shoes.

See a movie, see a movie,
See a show, see a show.
Have a bag of popcorn,
Have a bag of popcorn,
It helps you grow; it helps you grow.

COMMERCIAL MIX-UP

(Tune: Farmer in the Dell)

Last night I watched T.V.
I saw my favorite show,
I heard this strange commercial,
I can't believe it's so.

Feed your dog Chiffon,
Comet cures a cold,
Use S.O.S. pads on your face
To keep from looking old.

Mop your floor with Crest,
Use Crisco on your tile,
Clean your teeth with Borateem;
It leaves a shining smile.

For headaches take some Certs,
Use Tide to clean your face,
And do shampoo with Elmer's Glue,
It holds your hair in place.

Perhaps I am confused,
I may not have it right,
But one thing that I'm certain of,
I'll watch T.V. tonight.

THE LATEST NEWS

(Tune: Are You Sleeping?)

Extra, extra, read the latest,
Monday's news just off the press.
What's today's disaster?
Cub Scouts worked with plaster,
What a mess. What a mess.

Extra, extra, read the headlines,
This week's news. What's the score?
Hurricane hits Elm Street,
16 muddy Cub Scout feet
Track the floor. Leader sore.

Extra, extra, here's your paper,
Read about the latest riot.
8 Cub Scouts as Indian braves
Stomp and dance and yell and rave,
Won't keep quiet. Won't keep quiet.

Extra, extra, what's today's news?
Is it sad? Is it bad?
8 boys join the Webelos den,
Leader can relax again.
We're so glad. We're so glad.

SONGS

RED RIVER VALLEY

From this valley they say you are going.
I will miss your bright eyes and sweet
smile.

For they say you are taking the sunshine
That sure brightens our pathway a while.

See "Cub Scout Song Book" for
'She'll Be Comin' Round the
Mountain' and 'Home On The
Range'.

O SUSANNA

I came from Alabama with my banjo on
my knee,

I'm g'wan to Louisiana,

My true love for to see.

It rained all night the day I left,

The weather it was dry,

The sun so hot I froze to death;

Susanna, don't you cry.

Oh! Susanna,

Oh, don't you cry for me.

I've come from Alabama with my banjo
on my knee.

DOWN IN THE VALLEY

Down in the valley, valley so low,
Late in the evening, hear the wind blow,
Hear the wind blow, love,
Hear the wind blow,
Late in the evening, hear the wind blow.

Roses love sunshine, violets love dew,
Angels in heaven know I love you.
Know I love you, dear,
Know I love you.
Angels in heaven know I love you.

Send me a letter, send it by mail,
Send it in care of the Birmingham jail,
The Birmingham jail, love,
The Birmingham jail,
Send it in care of the Birmingham jail.

OLD OAKEN BUCKET

How dear to my heart are the scenes
of my childhood,

When fond recollections present
them to view.

The orchard, the meadow, the deep
tangled wildwood

And ev'ry loved spot which my in-
fancy knew.

The wide spreading pond and the
mill that stood by it,

The bridge and the rock where the
cataract fell,

The old oaken bucket, the ironbound
bucket,

The moss covered bucket that hung
in the well.

BRAVE PIONEERS

(Tune: Battle Hymn of the Republic)

Who were the fearless pioneers
Who helped carve out our land,
Who traveled down the rugged trails,
They were a fearless band.

They braved the weather and the wilds,
Those men and women bold,
Their story should be told.

(Chorus)

Buffalo Bill and Daniel Boone
Two of the very best;
Zebulon Pike, Kit Carson,
And Jim Bridger and the rest.
Brave pioneers who risked their lives
To make this country grand.
We thank you for our land.
(Chorus)

Chorus

Traveling to an unknown land,
A very brave and daring band,
Pioneers, we think you're grand,
For lending us a hand.



MISCELLANEOUS SONGS

TALES THAT SHOULDN'T BE TOLD

(Tune: Battle Hymn of the Republic)

I went fishing at the lake one day
With worms and pole and pail,
To catch a fish for supper,
But instead I caught a whale.
I climbed upon his slippery back,
And took myself a ride,
But he swam fast and I slipped off,
And landed right inside.

Glory, glory hallelujah,
That's a tall tale I told to ya,
Shakes and shivers running through ya,
(Spoken) Here comes another one,
worse than the other one.

An astronaut invited me
To take a ride in space.
We blasted off one morning
For a most unusual place.
We landed on a planet
After many weeks of flight;
We saw three-headed elephants -
A most unusual sight.

Glory, glory hallelujah,
That's a tall tale I told to ya,
Do you believe that it is true, ya?
(Spoken) Well, it's not!

I dug a hole to plant a tree
One warm and sunny day;
I dug so deep I couldn't get out
To run and jump and play.
I thought to keep on digging
Was the best thing I could do;
So I made a hole clear through the
world,
And then I fell right through.

Glory, glory hallelujah,
That's the last tale I'll tell to ya,
Aren't you glad that I am through, ya?
(Spoken) Thank goodness!



I LOVE AMERICA

(Tune: Battle Hymn of the Republic)

I love this great America,
The land that God has blessed,
Where the hope that stirs the hearts of
men will never be suppressed.
Through the flame of faith came forth
a nation choice above the rest,
This great America!

Chorus

Glory to the land of freedom,
Glory to the land of freedom,
Glory to the land of freedom,
I love America.

I love this great America
The land of liberty.
For I know the price of freedom count-
less others paid for me.
Do we hear their call to carry on and
serve as valiantly?
This great America!
(Chorus)

May all men be united
By the bonds of brotherhood.
May we learn to love each other, for
in every man is good.
Let us live in peace upon the land
where men of valor stood.
This great America!
(Chorus)

I love God's great America,
All equal in His sight.
May we be as one in spirit as we reach
up for the right.
And may we have humility to match our
power and might,
This great America!

MICHAEL FINNEGAN

(Tune: Ten Little Indians)

There was an old man named Michael Finnegan
He has whiskers on his chinnegan,
The wind blew them off and they grew in
again,
Poor old Michael Finnegan, begin again.

MISCELLANEOUS SONGS

THINK BLUE

(Tune: My Bonnie Lies Over the Ocean)

Think blue and you're thinking of
Cub Scouts,
Think blue and you're thinking of boys.
Think blue and you're thinking of fami-
lies,
Of outings and picnics and joys.

Chorus

Think blue, think blue,
Think blue of our Bobcats and Wolves
and Bears,
Think blue, think blue,
First Webelos, then Scout badge we'll
wear.

Think blue and you're thinking of
friendship,
Think blue and you're thinking of fun.
Think blue and you're thinking of good
times,
For Cub families and their sons.
(Chorus)

DID YOU EVER SEE?

(Tune: The More We Get Together)

Did you ever see a sunset, a sunset, a
sunset?
Did you ever see a sunset, a sunset
like that?

Additional verses: Catfish, cowslip,
boardwalk, horse fly, tooth pick,
neck tie, nose drop, butter fly.



I HAVE A LITTLE PUPPY

(Tune: I Knew a Little Pussy)

I have a little puppy,
He has a curly tail,
He isn't very chubby,
He's skinny as a rail.
He'll always be a puppy,
He'll never be a hound,
They sell him at the butcher's
For fifteen cents a pound.
Bow, wow, wow, wow, wow,
Hot Dog!

THE MEAT'S ALL GONE

(Tune: Hail, Hail, the Gang's All Here)

Hail, hail, the meat's all gone,
What'll be the next course?
What'll be the next course?
Hail, hail, the meat's all gone,
What'll be the next course now?

(Add additional verses - soup,
pie - cake - etc.)

ALL YOU ET - A

(Tune: Alouette)

All you et-a, think of all you et-a,
All you et-a, think of all you et.
Think of all the soup you et,
Think of all the soup you et,
Soup you et, soup you et .. Oh

All you et-a, think of all you et-a,
All you et-a, think of all you et.
Think of all the corn you et
(Etc)

(Add additional verses - potatoes,
salad, meat, pie, etc.)

MISCELLANEOUS SONGS

BIBLE STORIES

Chorus

Young folks, old folks, everybody come
Come and join our Sunday School,
Make yourself at home.
There's a place to check your chewing gum
And razors at the door,
And you'll hear some Bible stories
That you never heard before.

Adam was a gardener and Eve,
She was his wife;
They got the sack for stealing food
And went to keep house.
They lived a very quiet life
And peaceful in the main
Until they had a baby
And started raising Cain.
(Chorus)

Jonah was an emigrant
So runs the Bible tale;
He took a steerage passage
In a transatlantic whale.
Jonah in the belly of
The whale felt quiet compressed,
So he pushed a little button
And the whale did all the rest.
(Chorus)

Pharoah had a daughter,
She had a winsome smile.
She found the infant Moses
Afloating on the Nile.
She took him to her father
With the old familiar tale,
Which is just about as probable
As Jonah and the whale.
(Chorus)

David was a shepherd boy,
A plucky little cuss.
Along came Goliath
Alooking for a fuss.
David took a slinghot and
Socked him on the crust;
Goliath reeled a couple times,
And then he bit the dust.
(Chorus)

God made Satan and Satan made sin.
God made a hot place to put Satan in.
Satan didn't like it
So he said he wouldn't stay.
He's been acting like the devil
Ever since that day.
(Chorus)

THE SHIP TITANIC

Chorus

Oh it was sad, it was sad,
It was sad when that great ship
went down
Husbands and wives,
Little children lost their lives,
It was sad when that great ship
went down.

Oh they built the ship Titanic
To sail the ocean blue,
And they thought they had ship
That the water would never go through.
It was on her maiden trip
That an iceberg hit the ship
It was sad when that great ship
went down.
(Chorus)

Oh they sailed from England
And almost reached the shore,
When the rich refused to
Associate with the poor,
So they put them down below
Where they were the first to go,
It was sad when that great ship
went down.
(Chorus)

Oh they swung the lifeboats out
O'er the deep and raging sea,
When the band struck up with
"Nearer My God to Thee",
Little children wept and cried
As the waves swept o'er the side,
It was sad when that great ship
went down.
(Chorus)

MULES

(Tune: Auld Lang Syne)

On mules we find two legs behind
And two we find before.
We stand behind before we find
What the two behind be for.
When we're behind the two behind
We find what these be for.
So stand before the two behind
And behind the two before.

APPLAUSE STUNTS

POPCORN - With one hand closed, cover it with the other hand. Let the closed hand 'grow' from under the other hand. Then spring the fingers open saying: "Pop! Pop! Pop!"

SPIDER - Walk all four fingers of one hand up the other arm and then scream: "Eeekkk!"

BALLOON - Put hands to mouth and blow. As you blow, expand hands and fling them out with a big "Bang!"

MATCH - Pretend to strike a match on seat of pants. On second try it lights. Look at it, then shake hand and yell "Yeow!"

ROBOT - Walk stiff-legged and stiff-armed saying "Does not compute. Does not compute!"

TONTO - Leader says: "Where does Tonto take his garbage?" Audience yells in reply: "To de dump, to de dump, to de dump, dump, dump." to the rhythm of a running horse and in a song-song manner while slapping hands on thigh.

APOLLO - Count down "10, 9, 8, 7, 6, 5, 4, 3, 2, 1, Blast Off!" With hand, gain orbit and say: "Beep, beep, beep".

CLAM CLAP - Roll up sleeves. Double up fists and with left arm in front of your face and right arm over head, silently open and close your right fist.

A BIG HAND - Leader says: "Let's give them a big hand." Everyone holds up one hand with palm open.

ROUND OF APPLAUSE - Audience claps while moving hands in large circular motion.

INDIAN NEEDLE IN HAYSTACK - Grab back side, jump up and down and yell: "Yi. Yi. Yi!"

DESERT YELL - "Yucca, yucca, yucca."

MOTORCYCLE - Raise foot and kick down 3 times. Make noise like sputtering motor. Hold hands out like gripping handlebars. On third try, engine starts. Say: "Varr-oo-mm!"

JAPANESE - Bow head low three times and say: "Ah, so."

LOCOMOTIVE - Begin by slapping your left arm slowly with your right hand. Gradually increase speed, working down over left palm, peering into distance. Imitate train whistle: "Whoo - whoo".

CHINESE - "Phooey. Phooey. Phooey."

FLAPJACK - Pretend to pry a spatula under a pancake. Then throw it up in the air. Three times nod head up and down as if watching flapjack flip, then catch it on spatula.

MOSQUITO - With hand, slap yourself on neck, arms, legs, while saying: "Oooh, aaah, aaah!"

TURKEY - Walk around in small circle saying "Gobble, gobble, gobble". Then rub stomach saying: "Yum. Yum. Yum."

BEE - Put arms straight out and pretend to fly while saying "Buzz, Buzz."

RUDOLPH - Put thumbs to head with fingers up forming antlers. Wrinkle nose and say: "Blink, blink, blink."

SATELLITE - Move right hand in a circle over head opening and closing the fist while saying in a falsetto voice: "Gleep, gleep, gleep."

TYPEWRITER - Pretend to type, with fingers moving rapidly while saying: "Click,click, click, ding. Click, click, click, ding."

MISCELLANEOUS STUNTS

VINDOW VIPER

First person runs across stage yelling: "The Viper is coming!" Each person, in turn, does the same. Finally, the last person strolls in leisurely, carrying a rag and pail, says: "Allow. I am de Vindow Viper."

LOOSE CHAIN

Man pulling chain down street is stopped by a policeman and asked: "Why are you pulling that chain down the street?" Man replies: "Did you ever try pushing one?"

COW DOES

As song leader is leading the group, a boy walks on scene carrying a paper bag, wearing a dumb expression on his face. He walks around, looks at everyone, but never changes his expression. Song leader says: "What do you have in the bag?" Boy answers without changing dumb expression: "Milk". Song leader says: "But you can't carry milk in a bag." Boy replies: "Cow does!"

WRONG FEET

One person has shoes on wrong feet. Second person enters, looks at first person and says: "What's wrong?" First person groans and says: "My feet are killing me." Second person asks: "Do you have corns?" "No." "Do you have bunions?" "No." "Have you been walking a lot?" "No." "Oh... I see .. you have your shoes on the wrong feet." First person replies: "Well, they're the only feet I've got!"

STIFF NECK

First person enters, looking up. Second person enters, looks at #1 and also looks up in air. Repeat with others. Finally, the last person enters and asks: "What are you looking at?" Each person down the line asks the next, until the first person says: "I don't know about you ... but I have a stiff neck."

CLIFF JUMPERS

First person comes on a prepares to jump off cliff. Second person comes in and asks what he is doing. First person replies: "I have no story and picture for my newspaper, so I'm going to jump off this cliff." Second person says: "I just wrecked my car, so I'll jump with you." Both prepare to jump as third person rushes in and says: "Wait. What are you doing?" Second person tells his story, as does first. Third person says: "I just failed a test, so I'll jump with you." They prepare to jump as fourth person rushes in. (Repeat for as many players as needed) Finally, first person says: "Just a minute, I forgot something". He rushes offstage and comes back with pencil, notebook and camera. Others tire of waiting for him, and jump without him. First person says: "Wow! What a story this will make." He is taking pictures and writing madly as curtain closes.

THE REDCOATS ARE COMING

Several people run through room, one by one, with frightened expressions, yelling: "The Redcoats are coming!" Finally, towards the end of the meeting, two or three adults, wearing red Scout jackets enter and say: "We're the red coats!"

STUNTS AND TRICKS

OPTICAL ILLUSION

Cut out a pig or other animal from bright red paper about 4" in size. Mount him on a piece of white paper. Hang the picture on the wall. Next to it, hang a large piece of white paper. With the light to your back look at the animal steadily in the eye and count to 20. Then look directly at the large sheet of white paper. There you will see a green animal. It will surprise everyone.

GALILEO'S DILEMMA

If you hold a small sheet of paper and a big book at arm's length and then drop them at the same time, which will land first? Answer: If both are dropped with different hands, the book will land first. But if the paper is placed on top of the book and they are dropped together, they will fall together.

ACROBATIC MATCHBOOK

Using a paper clip and empty matchbook, try to make the matchbook automatically turn crazy somersaults. Open match book and clip onto the striking strip. Close cover and bend slightly across the middle. Stand matchbook on end with paper clip up and watch it flip.

DIME ON NOSE

Lie flat on your back with a dime on the point of your nose and try to dislodge it by wiggling your nose.

MAGIC NUMBER

Think of a number. Double it, add 10 and divide by 2. Then subtract the first number. The answer will always be 5.

BRUSH IT OFF

Put a coin in the palm of your open hand and challenge anyone to brush it out with a whisk broom or shoe brush. It is practically impossible.

CAN YOU MAKE IT KNOT?

Ask if anyone can take the ends of a 4 ft. rope, one end in each hand and without letting the ends go, tie a knot in the middle. Solution: First, fold your arms and then take hold of the rope ends. Unfold your arms and the knot is made.

LEAPING SALT OR THREAD

Put a small amount of salt on the table. Run a comb through your hair. Then hold comb about 1" above the salt. The salt will leap up and stick to the comb. A piece of thread will move in circles when the comb moves or stands up.

IT CAN'T BE DONE

Tell your friends that you can jump backwards farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backward a few inches. When assuming the same position, they find they cannot budge.

STRONG ARM

Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.

See "Den Chief's Handbook" for more stunts and tricks.

RIDDLES

What has a face but has no mouth?
(A clock)

What has legs but cannot walk?
(A chair, table, or bed)

What has eyes but cannot see?
(A potato or shoe)

What has a head, but no hair?
(A pin, nail, or hammer)

What has teeth but cannot eat?
(A comb or saw)

What has an eye but never sees?
(A needle)

What has hands but no fingers?
(A clock)

What has a mouth but cannot talk?
(A river)

What ear cannot hear? (Ear of corn)

When will a net hold water?
(When the water turns to ice)

What comes all the way to a house
but never gets in? (The front step)

What is the best way to keep a skunk
from smelling? (Hold his nose)

Why does a cook always wear a high
white hat? (To cover his head)

When can three big women go out under
a tiny umbrella and not get wet?
(When it's not raining)

What can fall down and never get hurt?
(Snow)

What kind of coat should be put on when
it is wet? (A coat of paint)

What bird can't fly as high as you can
jump? (A bird in a cage)

Can you drop a full glass and spill no
water? (Yes, when the glass is full of
milk)

Which will burn longer, a 2" or 8"
candle? (Neither. They burn shorter)

Why is a joke like a coconut? (It
isn't any good until it's cracked)

What do we often return, but never
borrow? (Thanks)

What is the best kind of paper for
making kites? (Fly paper)

What has a foot on each end and one in
the middle? (A yardstick)

What has 18 legs and catches flies?
(A baseball team)

What can you hold without touching it?
(A conversation)

What color is rain? (Water-color)

Why does a hummingbird hum? (It doesn't
know the words)

What is bought by the yard and worn by
the foot? (Carpeting)

Which shoe do you put on first? (The
right one. The other is always left)

Why are flowers lazy? (They are always
found in beds)

What do ghosts drink? (Evaporated milk)

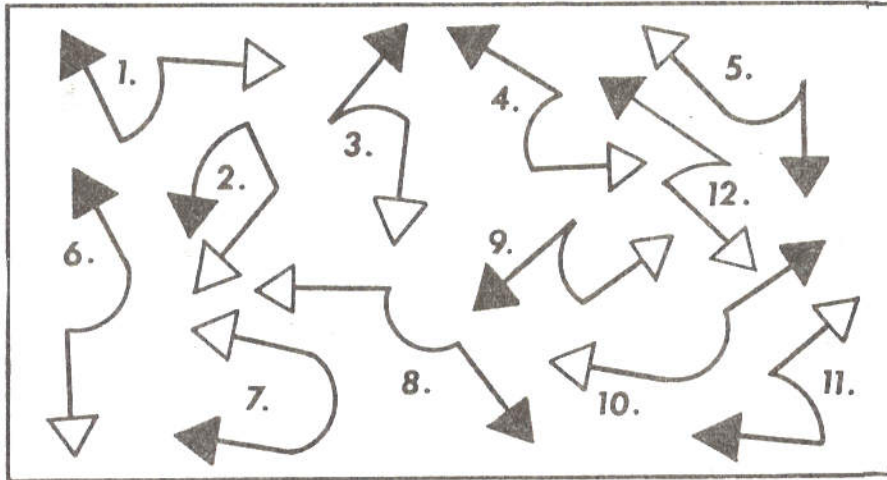
What has nothing left but a nose when
it loses an eye? (Noise)

How do you make gold soup? (Put in
14 carrots)

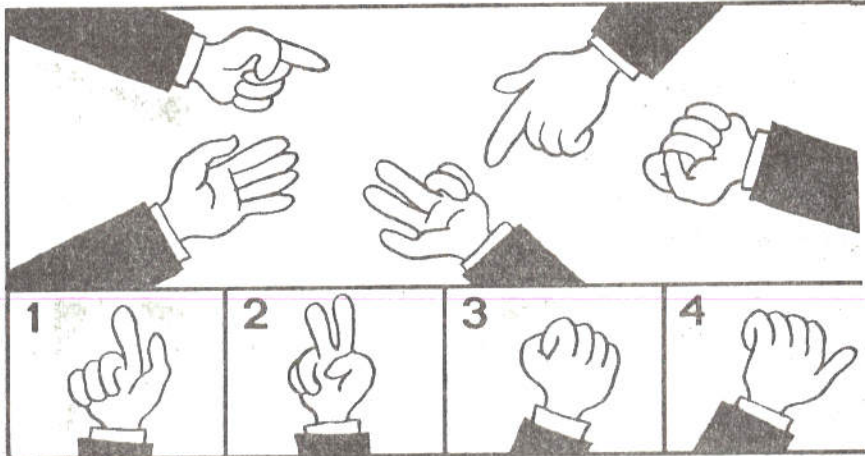
What can a person wear that is never out
of style? (A smile)

What bites but never swallows? (Frost)

PUZZLES



CROOKED LOGIC - Here are 12 symbols of a black and white triangle connected by three curved or straight lines. One of the symbols is out of step with all the others. Find the intruder and explain why that symbol is different from the other eleven.



MENTAL HANDIWORK - Only one of the hands numbered 1 to 4 fits in with the five hands shown in the picture above them. Which hand is it and how is it like the five above?

ANSWERS - Crooked Logic - All symbols have a black triangle, straight line, curved line, straight line, white triangle. In that order. Only #2 has one straight line following another, so it is the intruder.
Mental Handiwork - All above are left hands. No. 4 is only left hand below.

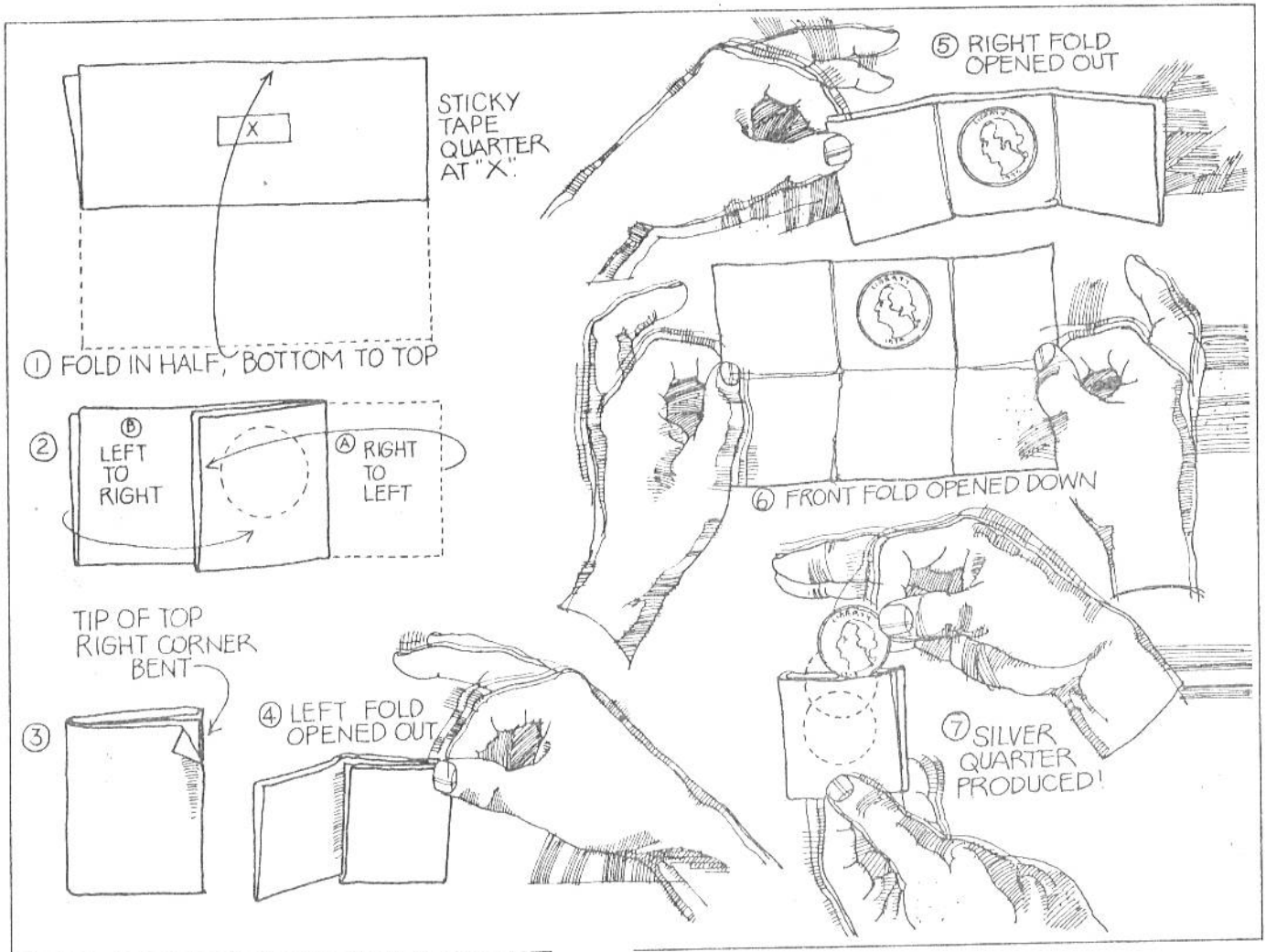
TRICKS

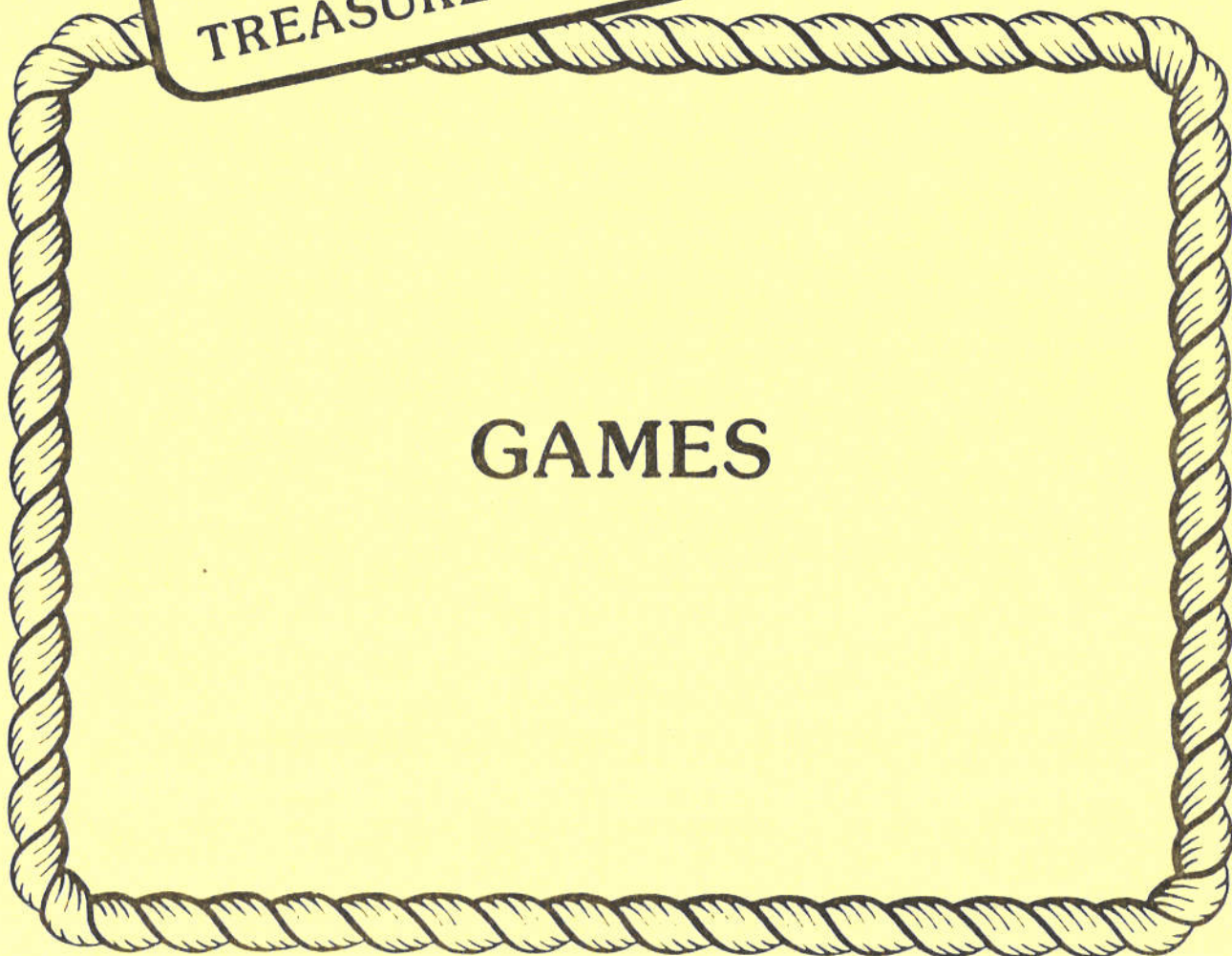
Place a small piece of folded paper on a table and tell the audience they will see magic in slow motion. Hold the paper up with fingertips, your hands opened wide to show they are empty. Slowly unfold the paper, showing it is empty and refold it slowly. Then when you snap your fingers, reach into the folded paper and magically produce a silver quarter!

The quarter is held by a strip of double-stick tape, hidden at the back of the paper. Fold the paper in half, lengthwise, bottom to top. Fasten one inch of tape to center of part folded upward, midway from the sides and top. Stick quarter firmly to tape. Fold about one-third of paper from right to left, over the quarter, then fold the other third from left to right. Crease all folds with your thumbnail. Bend down and crease a tiny tip of the right corner to tell you which way to hold the paper when you open it.

When you do the trick, put the paper on the table with folded side down, holding up both hands to show them empty. Hold paper upright, with bent corner toward you at top right. Turn it completely around to show both sides, and bring it back as it was. Open out each back fold, holding the paper first with one hand, and then with the other. Then, with both hands, open down the front fold to show nothing inside. Slowly close up the front fold, then the right and left folds, and again show both sides of the folded paper.

Take the paper at the bottom edge between your left thumb and first finger. Snap your right fingers over it. Then push the tip of your right first finger down into the folds at the top edge of the quarter. Pull the coin toward you to free it from the tape, and grip it between that finger and your thumb. Hold up quarter to show it.





GAMES

GAMES CUB SCOUTS PLAY

Games are:

lessons without teachers
body builders
mind stretchers
friend makers
building blocks

Most of all, games are FUN!

Through games, a Cub Scout

learns new skills
develops new interests
learns fair play
is taught respect for the rights
of others

Remember, the success of your game period depends greatly upon your leadership. When someone says: "Games? They're for the birds!" "Kid stuff!" "I don't wanna play!" ... what he is really saying is: "I don't know how" ... or "I'm scared to try because I might not be any good."

Your skill as a leader can challenge and persuade the shy Cub Scout and channel the energy of the 'showoff', making den and pack games fun for all.

SUGGESTIONS FOR CONDUCTING GAMES

1. Know the game well and the area needed before trying to teach it. Have all the necessary equipment on hand.
2. Remove all possible hazards from the game area.
3. Have the full attention of the group before trying to explain the rules of the game.
4. To introduce a game, name it, demonstrate it, ask for questions, then start it.
5. Always insist on fair play

6. If a game is going badly, stop it, explain again, then try the game once more.
7. Play, but don't overplay a game. A successful game will be more in demand if it is stopped while it is still being enjoyed.
8. Be alert to overexertion - breathlessness, quick, shallow breathing, pain in the heart area, seeing spots or throbbing in the ears and/or eyes.

DEN GAMES

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

An active den game is a helpful start at den meeting to 'get the kinks out'. Remember, most den meetings are held immediately after school, when boys have been cooped up for several hours. A den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities you have in store.

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

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



PACK GAMES

Pack games are played with large groups of boys and adults at monthly pack meetings. As a general rule of thumb, relay games seem to work best for groups of this size. But don't limit your ideas or imagination.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each den. If prizes are given, a simple den prize (suckers, bubble gum) is a nice gesture which can be given to the whole den.

Involve parents and leaders in pack games whenever possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. It's better to be safe than sorry.

Now lean back, watch or participate, and have FUN.



DEN GAME CHEST

Den game chests come in various sizes, shapes and colors. A game chest may cost nothing but time and determination, or you may have several dollars invested. A game chest is sometimes called the Den Leader's Helper.

It may be a cardboard box, an old foot locker, a cast-off toy chest or any other container which you have handy and can be spared for game or craft supplies.

Once you have selected your game chest, involve the boys in the preparation. A little paint, a few decals, lots of imagination, and perhaps even the boys' own signatures will personalize its exterior. The world will know where Den 3 keeps its games supplies.

It's what's inside that counts. A leader can fill a game chest with materials from around the house, or the boys can be asked to bring some items from home.

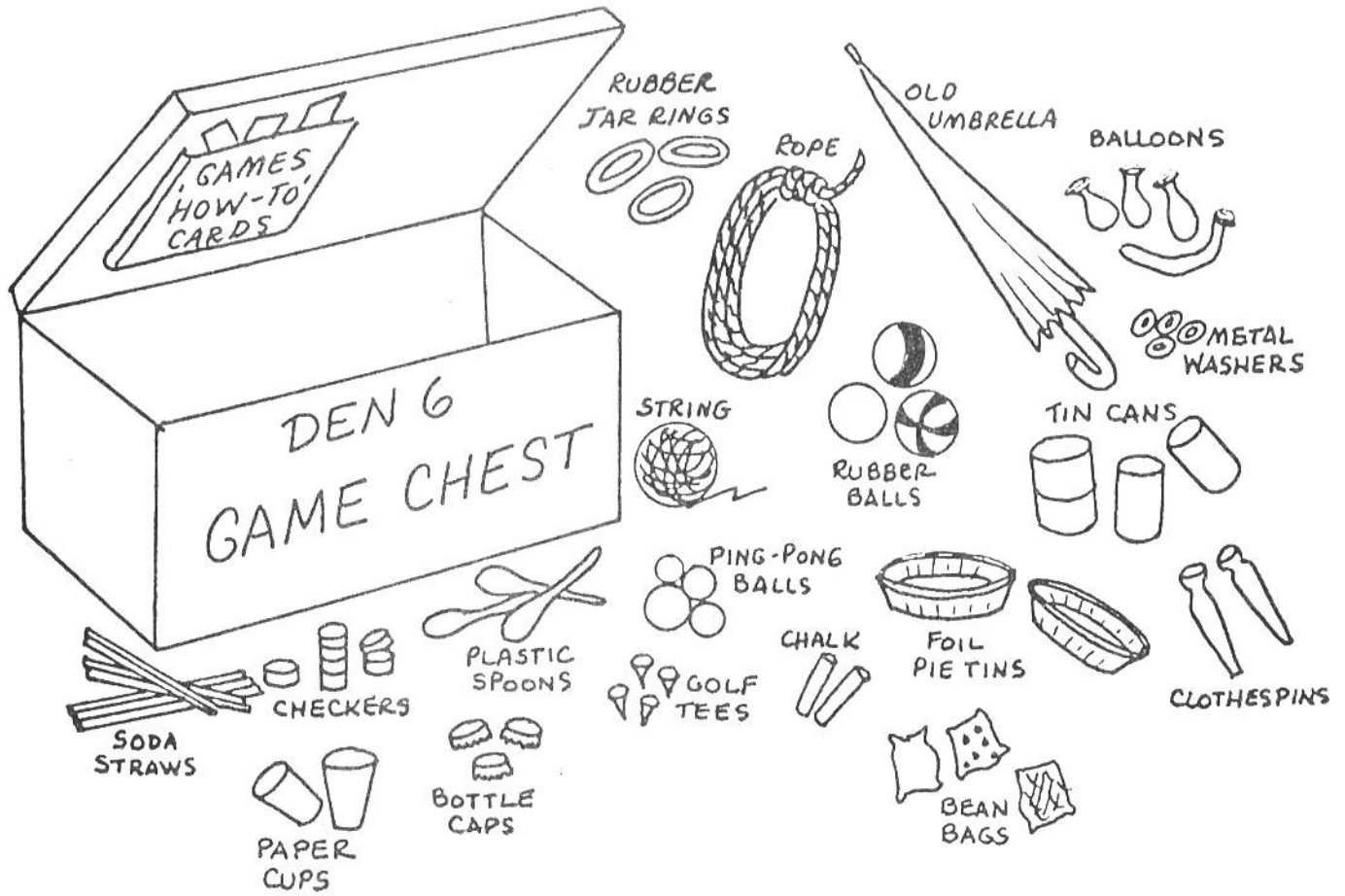
Suggested Supplies

Clothes Pins	Pie Pans
Clothes Line	Washers
Ping Pong Balls	Tin Cans
Playing Cards	Marbles
Pencil & Paper	Balloons
Small Paper Sacks	Straws
Old Work Gloves	Pie Pans
Simple Puzzles	Feathers
Plastic Spoons	String
Masking Tape	Whistle
Large Handkerchief	Rope
Rubber Rings	Bottle Caps

These items may be used in several different ways. Clothes pins, washers and playing cards can be tossed into pie pans and cans; feathers can be blown across the room in relays; ping pong balls can be rolled, tossed or blown with a straw into containers; old work gloves are helping in playing Fumble Fingers; handkerchiefs make good team flags or blindfolds; rubber rings may be tossed over bottle necks ... the list goes on and on.

Your game chest will be your silent helper when planned activities are over too quickly. It can help the denner when it is his turn to help at den meeting.

It's also a good place to store den supplies, unfinished craft items and den records. If you haven't made a den game chest, try it now. You will find that it is really a treasure chest!



RESOURCES FOR GAMES

"Games for Cub Scouts"
 "Den Chief's Handbook"
 "Den Leader's Book"
 "Webelos Den Leader's Book"
 "Cubmaster's Pack Book"
 "Cub Scout Program Helps"
 "Webelos Scout Helps"
 Previous Pow Wow books

"Cub Scout Activities"
 "Group Meeting Sparklers"
 "Webelos Scout Book"
 "Cub Scout Fun Book"
 "Boys' Life" magazine
 Library
 Roundtable



GAMES

CANDLE RING TOSS

Place candles in muffin tins using clay or sand to secure them. Each boy gets 3 rubber or rope rings to toss onto candles. A prize is given to the boy who rings all three.

CHRISTMAS MAIL

Place a collection of Christmas cards on a table - one less than the number taking part in the game. The players march around the room to music. When the music stops, everyone rushes to the table for a card. The person who doesn't get any mail drops out of the game. The leader removes a card and the fun begins again.

RISING STARS

Boys are divided into pairs. Each pair, with arms interlocked, sits back to back on the floor and tries to get on their feet. Pair requiring the least amount of time to rise, wins.

CHRISTMAS HANDSHAKE

This is a good pack get-acquainted game. Call the group to attention. Give each boy 5 Christmas seals. On signal, each boy introduces himself to five adults other than his own family. He must leave a seal with each of them. Adults do not accept the seal unless the introduction is complete and the boy can repeat the adult's name. The first den to complete the project assembles as a den around the den chief and gives the Cub Scout sign.

SANTA'S BAG

Place six to ten objects, such as a ball, toy car, pencil, etc. in a cloth bag. Players feel the bag and try to guess what the objects are.

REINDEER PRANCING

The boys sit in a circle. The first player turns to the player at his left and says: "I hear reindeer prancing." The second player says: "You do? How do they do that?" The first player replies: "This way" and makes a prancing motion with his right hand. He continues this motion as the second player turns to the third player and repeats the conversation. This continues all around the circle. Then the first player starts again, but this time as he answers, he sets his left hand prancing, too. The next time around he moves one foot ... then the other foot ... and so on.

CHRISTMAS STOCKING CONTEST

Two or more red stockings are hung up. Each boy is provided with a teaspoon and three apples. These apples must be picked up off the floor with the spoon, carried to the stocking and dropped into it. It may be run as a relay, with each runner putting in just one apple, returning and handing the spoon to the next player. Hands may not be used.

MARSHMALLOW RACE

Tie a marshmallow in the center of a three-foot string or thread. Two Cub Scouts put the ends of the string in their mouths, and place their hands behind their backs. On signal, they begin chewing the string to see who gets the marshmallow.

GAMES

PARTS OF THE BODY

Answer the following with a part of the human body:

1. A strong box. (chest)
2. Something made by whips. (lashes)
3. Part of a shoe. (tongue)
4. What a soldier carries. (arms)
5. Part of a tree. (limb)
6. Steps of a hotel. (inn steps)
7. Types of votes. (ayes and nos)
8. Scholar. (pupil)
9. Places of worship. (temples)
10. What every builder needs. (nails)
11. A shell fish. (mussel)
12. Things that bite. (teeth)
13. Two baby cows. (calves)
14. Small animals. (hares)
15. Stately trees. (palms)
16. Used by blacksmith. (hammer and anvil - in ear)
17. Two flowers. (tulips)
18. A unit of measure. (foot)

UNDERHAND TUG OF WAR

Two boys stand back to back with a line marked on the floor between them. They bend over, grasp each other's right hand between their legs, and try to pull each other across the line.

CRAZYPONE

The idea of this game is to discover how many objects each player can identify by touching them with his elbow. Gather together such objects as an eraser, a ring, a penny, a pencil, a piece of sandpaper, etc. Let none of the players see them in advance. Have each player roll up his sleeve and place his arm on the back of the chair. Pass behind and hold one of the objects against his elbow. Ask him to write down what he thinks the object is. Player with most correct answers is winner.

MUSCLE BUILDERS

Have the boys in the den do these muscle-building exercises early in the month and then again later in the month. Compare scores. Each boy who improves his previous score is a winner.

Pull ups - tests arm and stomach muscles.

Sit-ups - tests stomach muscles

Push-ups - tests arm and shoulder strength.

30-Yard-Run - tests endurance

PILLOWCASE RELAY

Divide into relay teams, facing each other. The first player is given a pillow in a case. When the signal is given, he must remove the pillow from the case and replace it. Then he passes it to the next boy who does the same, and so on down the line. Team to finish first is winner.

BLINDFOLD TEST

Blindfold Cub Scouts and let them play a taste-test Kim's Game where they try to guess a specific snack such as:

Fresh vegetable
Fresh fruit
Nuts
Cheese
Nonsugared cereal

Give a prize apple to the boy who can guess the most. Discuss the reasons that nonsugared snacks make sound choices.

GAMES

FUN WALKING EXERCISES

Start walking in a circle and keep walking between the following exercises:

1. Start hopping.
2. Make yourself as small as possible and continue walking.
3. Make yourself as tall as possible and continue walking.
4. Bend your knees slightly. Grasp your ankles and continue walking.
5. Walk as if the heel of one foot and the toes of the other foot were sore.
6. Walk stiff-legged.
7. Squat and jump forward from that position.
8. Walk on hands and one foot with the other leg held as imitating a dog with a lame foot.
9. Walk forward at a rapid pace... don't run... while swinging your arms vigorously.
10. Take giant steps.
11. Walk forward raising your knees as high as possible with each step.
12. Run, lifting your knees up high.
13. Walk on your hands and feet.
14. Hold your left ankle with your left hand and hop around in a circle on one foot.
15. Walk back to your seat.

SIAMESE TWINS RELAY

Pair off boys in each den and line them up relay fashion behind a starting line. A turning line should be drawn about 35 to 50 feet away. Give the first pair in each den a four-foot long stick of broomstick diameter. They stand back to back and straddle the stick, holding it with both hands in front. On signal, the first team moves toward the starting line, with one player running forward and the other backward. At the turning line they stop and without turning around run back to the starting line. The next pair runs in same manner until all teams have run.

BALLOON OBSTACLE RELAY

Lay out an obstacle course for each den, using chairs, tables, boxes, rope, etc. The runners must go under, over, and around these obstacles. Have a demonstration run. Dens line up relay fashion and each is given a balloon. On signal, the first player starts over the course, batting the balloon in the air. He must keep the balloon in the air at all times, even when he has to go under an obstacle. If the balloon touches the floor, he must repeat the previous obstacle before continuing. If a balloon bursts, the boy gets a new one without penalty. Continue until all have run. First den finished is the winner.

INDIVIDUAL SKILL CHALLENGES

Stork Stand: Stand with hands on hips. Place one foot against the inside of your other knee. Bend the raised knee outward. Count to ten without moving from place.

Frog Handstand: Squat and place your hands flat on the ground. Keep arms between legs. Lean forward slowly, shifting weight of body onto hands and elbows until feet swing free of ground. Keep head up and point toes backward.

Heel Click: Stand with your feet apart. Jump into the air, click your heels twice. Land with your feet apart.

Coffee Grinder: With one hand on the ground, arm stiff, body stretched out straight, head back, walk around in a circle, using arm as a pivot.

Ankle Toss: Hold a ball firmly between ankles or feet. With sudden jump, kick feet backwards and up so ball is tossed in air and curves over your head. Catch it as it comes down.

CUB SCOUTING WORD SEARCH

Can you find 34 different words about Cub Scouting in this puzzle? Look up, down diagonally and backwards. Circle each word.

N A T R D L O G D N A E U L B E E A A R
 C M O T H L R O N E V P N C E R E M O A
 U A P H Y S I C A L F I T N E S S E Y L
 B E N A M S T F A R C I T P G A T R T O
 S S A L A M E F P S H S E M A G H I E H
 C P A C K I T A M P G X N A M N S C F C
 O D O I E G A H A L I N I D I P W A A A
 G M Y F L A C O C E V I T C E L E G S C
 N A N T A H B R Y D I J T A Y E B O E H
 I K O L I L O R A L O H C S G C E S L I
 K N M S N M B N D N G U M U W O L S C E
 I Q E W S S M E L I C T N T B N O N Y V
 H I R T H A A D L W E O I S S S S I C E
 O S E S E S F F L A G G D I T E C E I M
 R O C K K Y O W E V S G U E W R C O V E
 N E D H O W T E T T U B A H S V R Y U N
 E V E R O Y U E E T Y I P L J A B E S T
 B E A R S O G B H V E X N O U T S L M E
 O P R O T G L O C C O L L E C T I O N S R
 B A K R R E J N A L E A R N T O S W I M
 C A R R O W P O I N T S A E O N N E T O
 E W E A P O T R O G N I L T T I H W S O
 K I D D S L E A T E H H B A S T O O S L
 S A F E E F T Y E R U T A N R A E A L A

ACHIEVEMENT
 AKELA
 ARROW OF LIGHT
 ARROW POINTS
 AMERICA
 BEAR
 BICYCLE SAFETY
 BOBCAT
 BSA
 BLUE AND GOLD
 CEREMONY
 CODES
 COLLECTIONS
 CRAFTSMAN
 CUB SCOUT
 CONSERVATION
 DAY CAMP
 DEN
 ELECTIVE
 FLAG
 GAMES
 HIKING

LEARN TO SWIM
 NATURE
 PACK
 PHYSICAL FITNESS

SAFETY
 SCHOLAR
 SCHOOL NIGHT
 SPORTS

TOOLS
 WHITTILING
 WEBELOS
 WOLF


TONGUE TWISTERS FOR CUB SCOUTS

1. Fred fetches fresh fish each Friday.
2. The sizzling sun shines on six swinging shop signs.
3. Wicked witches will whisk switches.
4. Two treetoads tied together tried to trot to town.
5. A big black bug bit a big black bear.
6. A cup of proper coffee in a copper coffee pot.
7. Five French Friars fanning a fainted flea.
8. Does this shop stock short socks with spots?
9. The bottom of the butter bucket is the buttered bucket bottom.
10. Swedish sword swallows shift short swords swiftly.
11. Some say sweet scented shaving soap soothes sore skins.
12. Three sick thrushes sang thirty-six thrilling songs.

This is a good banquet icebreaker. As each person arrives at the banquet, hand them a copy of the CUBBINGO GAME. Also ask them to sign their names on a separate sheet of paper.

When game is played, later in meeting, call out names from list. Play like bingo, using names instead of numbers. The first person to mark off a whole row across, down, or diagonally, is the winner and yells out 'CUBBINGO'.

CUBBINGO

A BANQUET ICEBREAKER

Find someone in the room who answers each of the descriptions below. They should sign in the proper space.

Signature

Someone who wears size 10½ shoe

Someone with your same color of eyes

Someone who has a Girl Scout daughter

Someone who was born in December

Someone wearing blue socks

Someone who has not been to Camp Garland

Someone who went to Philmont last summer

Someone with a pre-school age child

Someone who was a Cub Scout as a boy

Someone who has earned the Eagle rank

Someone who was born in Tulsa

Someone with the number 3, 5 or 1 in their telephone number.

Phone number _____

The person obtaining the most signatures is the winner.



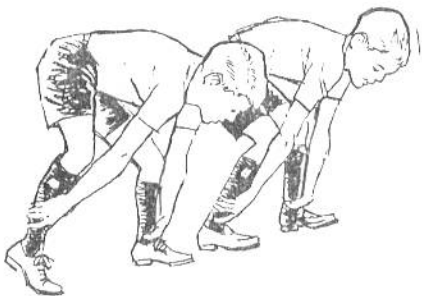
GAMES

CUB SCOUT TAG

Divide into two teams - one the Blue team and the other the Gold team. The first player on the Blue team stands about 15 feet in front of both teams. The object of the game is for the first player on the Gold team to tag the player of the Blue team before he can return to the end of his team's line and tag the last person. If he makes it, the Gold player becomes a member of the Blue team. If he doesn't make it and is tagged, he becomes a member of the Gold team. Then a player from the Gold team goes out in front and the play is repeated. The game ends when all players are on one team, or after a predetermined length of time has expired.

ADVANCING STATUES

All players stand in a line except one. He stands some distance ahead of the line and covers his eyes as he counts to 10. The players try to get from one side of the room to the other while 'it' is counting. As soon as 'it' reaches 10 he looks up suddenly. Any player caught in motion must go back to the starting point. The others hold whatever position they happen to have at the time, statue-like. The first player to cross the room becomes 'it'.



- X - A musical instrument (Xylophone)
- Y - A noise that Cub Scouts like to make. (Yell)
- Z - A place where lots of animals live. (Zoo)

GUESS WHAT GAME

Use 5x7" cards or slips of paper. On each, print a letter of the alphabet. On the back side, print a question or statement whose answer begins with the letter printed on the front side of the card. Hold up the card so the boys can see the letter, then ask the questions.

- A - Give the name of an important Cub Scout leader. (Akela)
- B - Something Cub Scouts want to be when they are older. (Boy Scouts)
- C - Name of leader of pack. (Cubmaster)
- D - An elected officer of the den. (Denner)
- E - A Cub Scout elective. (Electricity)
- F - Something every Cub Scout and adult should respect. (Flag)
- G - We all want to belong to the right one of these. (Gang)
- H - Something that boys like to do (Hike)
- I - We use this to write with. (Ink)
- J - We like to see how far or how high we can do this. (Jump)
- K - We do this to a football. (Kick)
- L - Something we do when we're happy. (Laugh)
- M - What we can make with a guitar or by singing. (Music)
- N - These can be saved for recycling. (Newspapers)
- O - At this Cub Scout event, boys compete in skills. (Olympics)
- P - These are fun to make and use in skits. (Puppets - Props)
- Q - What everyone is when the Cub Scout sign is given. (Quiet)
- R - Something we do in relays. (Run)
- S - We like to do this at den and pack meetings. (Sing)
- T - What we don't do when the Cub Scout sign is given. (Talk)
- U - What we wear to show that we're Cub Scouts. (Uniform)
- V - What we take in the summertime. (Vacation)
- W - What a 10-year-old Cub Scout is called. (Webelos Scout)

GAMES

TWO-HAT GAME

To find out what Cub Scouting is all about, all new members work first on the Bobcat rank. Boys can earn their Bobcat badge and have fun by playing the Two-Hat game.

Put two Cub Scout hats on a table. Write the following sentences on separate strips of paper. Fold the strips and place them in one hat.

Each boy writes his name on a slip of paper and folds it. These slips are placed in the other hat. The den chief draws a name from this hat. The boy whose name was drawn picks one of the requirement slips from the other hat. He reads it aloud and does what the strip says.

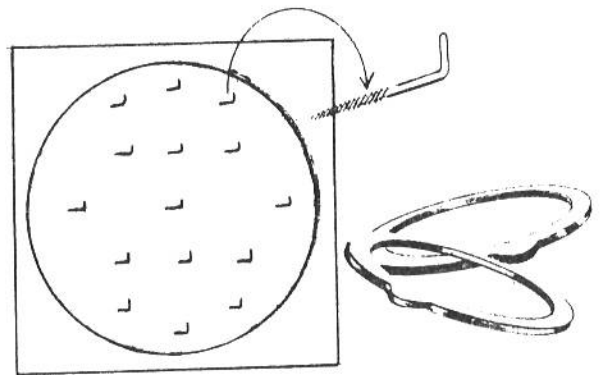
- Give the Cub Scout Promise.
- Say the Law of the Pack. Tell what it means.
- Explain what Webelos means.
- Show the Cub Scout sign and handshake. Tell what they mean.
- Give the Cub Scout motto and salute. Tell what they mean.

RINGER BOARD GAME

Mark off a 2-foot circle on a large board. Drive in angle screws so they stick out about 1½". Mark numbers under each screw. This will be the ringer board.

Write a question on each of 15 small cards. (Such as: "How can you help the pack go?" "What is the main use of the sheet-bend knot?" "Name 3 skills for the Wildlife Conservation achievement", etc.) Hang these questions, one per nail, so they are flush against the ringer board.

Each boy, in turn, takes three small rubber or plastic rings and tries to ring one of the nails from a line six feet away. If he rings a nail, he tries to answer the question.



Questions can be written on file cards that have holes punched in the tops.

		1		2					
	3								
4				5					
			6		7		8		
		9							
				10		11			
12									
					13				

ACROSS

1. Nine-year-olds work toward this rank.
4. Your Den - - - - - leads your den meetings.
6. The Arrow of - - - - - Award.
9. What you turn in a book.
10. Santa says, "- - - ho."
12. Your first rank as a Cub Scout.
13. Cub Scout uniforms are this color.

DOWN

2. A good leader.
3. Akela is chief of this Indian tribe.
5. This hand makes the Cub Scout sign.
7. The study of rocks is - - - logy.
8. This many fingers make the Cub Scout sign.
9. A group of dens.
11. Cub Scouts promise to - - - - other people.

GAMES

BUS RIDE

Players are seated in two rows of chairs, facing one another. There is a distance of 6-8 feet between the two rows. These rows represent seats of an old-fashioned side-seated bus. One player is conductor, calling the various stops. If he calls a name with a street attached, the players do not move. If he calls a name with a road attached, each player must get up and run around the row of chairs in which he was seated and try to get a chair ... any chair. If the conductor calls a plain stop, the players exchange sides. During the movement the conductor also tries to get a chair. The person left out becomes the conductor. (Sample calls: Times Square, Central Park, Broadway, Elm Street, Mockingbird Road, River Road, Boston Avenue, etc.)

RUNAWAY TRAIN

This can be a den or pack tag game. It may be played by individual dens or the pack. Designate one Cub Scout as the locomotive. He will be 'it'. The rest of the boys will be runaway cars. The object of the game is for the locomotive to catch the runaway cars. When caught, they hook on behind the locomotive. The game continues until the train is completed.

BAGGAGE CAR RELAY

Have the dens line up for a relay, each with a suitcase filled with the following clothing: dad's old hat, trousers, shirt, jacket or overcoat. On signal, the first boy in each den races with the suitcase to the center of the room, dons the clothing, then scrambles back with the suitcase to the starting point. He then takes off the clothing and re-packs it in the suitcase. The next boy repeats the performance and so on until all have finished. First den through is the winner.

AUTO LICENSE BINGO

Each player writes down 15 numbers on a sheet of paper. They may be any numbers from 1 to 99, and the same number may be listed more than once.

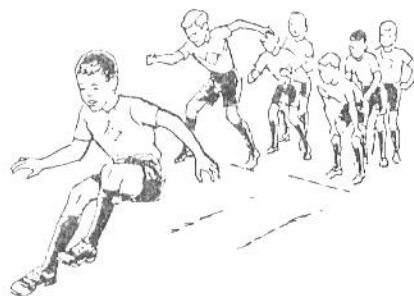
When everyone has written the numbers, a referee starts the game by calling out the last two digits on the license plate of each truck or car that passes by. If the number is on his sheet, the player draws a line through it. The one who crosses off five of his numbers first is the winner and calls out 'Auto Bingo' to claim victory.

MAP HUNTERS

This game makes geography fun. One player selects a river, city or state on a map. He says: "I have chosen a river in Colorado which begins with an 'E'." The other players search the map for the river. The player who finds the correct answer gets to name the next one.

EAGLE EYE

This may be played on any car, bus or train trip. Players look at the passing panorama and watch for specific objects which have been chosen beforehand. They score points for identifying these objects first. For example: 1 point for red-haired ladies; 5 points for women carrying babies; 3 points for four-footed animals; and so on. When one player reaches 100 points, the game is over.



ROAD SIGN BINGO

This is a good travel game that boys can help make. Make up several bingo cards such as the one shown below. Use actual road signs. Scramble the signs so that no two cards are alike. Then play just like Bingo.

				
NO LEFT TURN	NO RIGHT TURN	DO NOT ENTER	TELEPHONE	SIGNAL AHEAD
				
NO BICYCLES	SLIPPERY WHEN WET	PEDESTRIAN CROSSING	NO TRUCK TRAFFIC	HIGHWAY
		FREE		
SCHOOL CROSSING	WINDING ROAD	FREE	BICYCLE ROUTE	CAMPING
				
YIELD	WRONG WAY	NO U TURN	CURVE AHEAD	RAILROAD CROSSING
				
2-WAY TRAFFIC	CROSSROAD	ROAD BRANCHES	HOSPITAL	DO NOT PASS

GAMES

SPINNING YARNS

Boys sit in a circle. Have a ball of yarn made from short pieces of yarn. Hand the ball to the first boy who unwinds it as he tells his part of a story. When he comes to the end of the first piece of yarn, he hands the ball to the next boy, who continues the story and so on until the ball of yarn is gone.

ONE LEAF TRAIL

A trail is laid out using one kind of leaf as a marker, 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.

SEED-PLANTING RELAY

Each person 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 place a seed in a small-mouthed jar set about 18 inches on either side of the line. When he reaches the end, he runs back and touches the next person who plants his seeds in the same manner. (Try using throw-away soda bottles with peas or dried beans)

MEASURING-WORM RACE

In this race all contestants line up at the starting line, fall forward on signal and rest their weight on their hands. Next they draw their legs up under them and then fall forward again on their hands. This continues until the winner reaches the finish line.

JUMP THE CREEK

Each boy does his best and tries to improve his last jump. Two ropes are laid parallel and close together. One at a time, the boys jump across the 'creek'. After all have jumped, the distance between the ropes is increased slightly. The boys must not step in the creek (between the ropes) or on the water edge (the rope) or they are eaten by sharks and must leave the game.

NATURE ALPHABET GAME

Divide den into two teams. Give each team a pencil and paper and ask them to list growing things for each letter. (Example: Ant, Butterfly, Crocus, etc.) Set a time limit. The team with the longest list wins.

TURTLE TAG

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



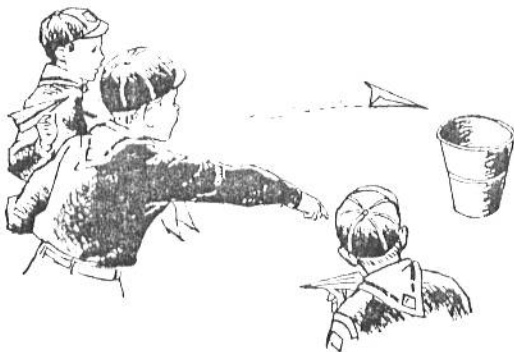
GAMES

AIRPLANE TOSS

Each Cub Scout folds his own paper airplane from a sheet of paper. Let the boys have a few minutes to fly their planes to get used to their own. Then have contests, such as: Greatest distance flight, most accurate flight to airport (box), flight through hoops the greatest distance, staying airborne the longest, etc.

BLAST OFF

Cub Scouts sit in chairs scattered around the room. Each is given the name of a planet - Venus, Saturn, Mars, Earth, etc. One boy is selected to be Mission Control. He stands and says: "Countdown .. 10, 9, 8, etc." as he walks around the room. Then he calls out the names of various planets. When a boy hears the name of his planet, he gets up and walks behind Mission Control. When most of the boys are out of their seats, Mission Control shouts: "Blast Off". At this time, all boys - those seated and those following Mission Control must find new seats. The last Cub Scout to find a seat is the new Mission Control.

WALK ON THE MOON

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

ASTRONAUT TRAINING

This is a good physical fitness relay. Two beanbags, two jump ropes and two rubber balls are needed. Divide the players into two teams. They stand behind starting line. At a turning line 15 feet away are a jump rope, bean bag and ball. On signal, first player runs to turning line, takes jump rope, jumps 10 times, tosses bean bag in air 10 times and bounces ball on floor 10 times. He runs back to his team, touches next player who repeats the action. First team to finish is the winner.

MOON ROCKS

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

GAMES

INDEPENDENCE TAG

As in all tag games, 'it' pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places - on the ankle, knee, elbow, etc.

FLYING CARPET

You will need an old throw rug for this race. Attach straps near one end for the feet and near the other end for the hands. The first player on the team seats himself on the rug, inserting hands and feet through the straps. While sitting, he bounces over a course of perhaps 20 feet. When he reaches the end, he picks up his rug and runs back to the starting point, tags the next member of the team who repeats the process.

PAPER SHOE RACE

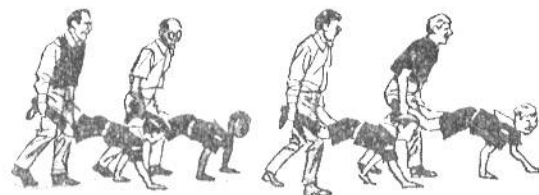
Use ordinary brown grocery bags for the shoes in this race. Use a small size for boys and larger bags for adults. One wide side of the bag will be the sole of the shoe. Cut away the top half of the other side so you can slip the 'shoe' onto your foot. Divide into teams. Give the first runner on each team a pair of 'shoes'. At the signal, he slips on the shoes and runs a set course and back. Anyone who loses a shoe must replace it before continuing the race. As the first runner finishes, the second runner puts on the shoes and runs the course.

GUIDED OBSTACLE RELAY

This race is run in pairs with one member blindfolded, followed by the second member who directs and guides the first. Use cardboard cartons for obstacles and place them, hit or miss, in an area about 7' x 25'. At the signal, the blindfolded player starts with his guide behind telling him where to go with remarks such as: "Take 3 steps forward ... one to the right ... or stop." He may not touch the blindfolded player. If the player touches an obstacle, he must be led back one box to try again. When they complete the course, the two exchange roles and return over the course in the same way.

SHOE SCRAMBLE

This is a great family game for a pack outdoor activity. Everyone removes their shoes and places them in a pile about 50 feet from starting line. Shoes may need to be marked if many are alike. They may not be tied together. As the players line up behind the starting line, a leader scrambles the shoes. At a signal, all dash for the pile of shoes. Each player finds his own, puts them on and returns to the starting line. The person returning first with shoes completely laced wins.



GAMES

VEGETABLE STEW

Cub Scouts are seated in a circle with one boy in the center. Leader assigns the name of a vegetable to each of two boys in the circle. When the name of their vegetable is called, the two 'corns' or 'potatoes' run to change places, while the boy in the center tries to get one of the vacant places. When the leader calls: "Vegetable Stew" everyone scrambles to get a different seat. The one left standing is 'it' for the next round.

GORILLA HUNT

Lay a straight length of rope 10 to 15 feet long on the ground. Blindfold two boys and lead them to opposite ends of the rope. Give each boy a rolled newspaper swatter. On the signal, each boy walks the rope until he thinks ~~he is near the other~~ and is allowed one swat at the other boy. The first one to hit the other wins.

DRIVING THE PIG

Divide into two teams. Give each team a 3' long stick and a 1/2 gallon bleach bottle. The first player on each team uses the stick to push the bottle (pig) to the fair (finishing line about 8' from starting line), and back to the start. He gives the stick to his teammate and they continue until one team is finished. It might be interesting to add a little water to the bottles.

RING THE BOTTLE

Fill several plastic detergent bottles with sand. Use marking pen to write a number on each bottle. Set bottles 8-10 feet away from base line. Give each boy 3 rings and let them try to ring the bottles. Add up scores.

TALKING ANIMALS

Divide the den into two equal teams. Teams choose captains and sit on the floor facing each other with the captains in the center. One captain begins by naming some bird or animal or plant beginning with an 'A'. He might say 'alligator'. Then he counts to 10 as fast as he can, hoping to finish before the captain of the other team calls out the name of some other animal beginning with an 'A', such as 'ant'.

If the other captain fails to answer correctly, he forfeits one member of his team to the other side. If he answers in time and correctly, he calls out the name of an animal beginning with any letter of the alphabet he choose. The other captain must now respond.

Team members may whisper names to their captain, but only the captain may speak out. After an agreed-upon time, the team with the most members wins.

ANIMAL HUNT

Pin paper cutouts of animals on all players except the hunter. Draw two lines 25' apart. Players line up on one line. Hunter stands in the middle and calls out the name of an animal. The player who is that animal tries to reach the other line. If he is caught he goes to a cage off to one side. When all animals are caught or safe, a new Hunter is chosen. The Hunter who catches the most animals is the winner.

JAR RING-STRAW TOSS

One boy holds a soda straw in his mouth while another boy tosses rubber jar rings. Straw holder can move to help his friend, but not use hands.

MIDWAY GAMES & CONTESTS

BEAN GUESSING

Guess the number of beans in a jar. Use a gallon or half-gallon size jar. Award a prize for the closest guess. This is a good pre-opening activity for pack meeting.

NAIL DRIVING

Each player tries to hammer a nail all the way into a 4"x 6" block in a specified number of tries.

BASKETBALL

Hang berry baskets, from which the bottoms have been removed on the wall or side of a table. Standing 5 feet away, the player has three tries to toss a ping pong ball through the basket.

GLIDERS

Make paper airplanes and try to fly them through a coffee can hoop suspended on a string about 6 feet away from starting point. Three tries should be enough.

FISH POND

Tie lines to short lengths of stick. 'Fish hooks' are made of bent wire. Fish are spools with staples nailed into the top, with a rolled-up paper in the hole naming the prize. To catch a fish, snag the staple and read which prize you've won.

RING TOSS

Drive nails or L-screws in boards and mark the value of each one. Use rubber jar rings for tossing. Player must total a certain number of points to win a prize

FUNNEL CATCH

Make a funnel from a piece of cardboard. The contestant bounces a rubber ball off the wall with his right hand and must catch the ball in the funnel in his left hand after the ball bounces on the floor. Allow three tries, and score one point for each successful throw.

DISCUS THROW

Sail three playing cards over a line 15 feet away. Score one point each time a player succeeds.

BOMBING

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

JAVELIN THROW

Throw three drinking straws over a line 10 feet away. Score one point for each successful throw. A certain number of points wins a prize.

CALENDAR TOSS

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

BALLOON BUST

Thumbtack blown-up balloons to a 4 x 4' board. Use darts to break them.

GAMES

RED INDIAN

A blindfolded boy stands in the center of a large circle. Beside him is a log or some other solid object. Other boys are given a piece of sticky paper or large gummed seal. The boys circle around on hands and knees, trying to crawl up silently and place their stickers on the log. If the boy in the center hears a sound, he calls 'Wolf' and points in the direction of the noise. The boy caught must start over again. A time limit should be set. The boy (or den) who places the most stickers on the log wins.

WHO'S THE BEST INDIAN?

Players sit in a circle. Each takes a turn telling something he can see, hear, feel or smell from where he sits. No repetition is allowed. If a player repeats what another has said, he is out of the game. The game continues until only one boy is left.

INDIAN GIFT OF CORN

One boy is chosen as the Pilgrim and leaves the room. Another boy is the Indian and has a small plastic bag of candy corn. Other boys are seated, with hands together in their laps as though they are holding a bag of corn. The Pilgrim comes back in and tries to guess who is the Indian holding the corn. If he is right, he gets the corn. This continues until the Pilgrim guesses correctly. There should be plenty of bags of corn so everyone has a chance to win.

CORN TOSS

Assemble dens to form tribal circles. Place a small bucket in center of each circle. Each boy has five grains of corn which he tries to throw in bucket. Tribe who gets most corn in bucket is winner.

INDIAN CHIEF

One of the players is chosen as Indian Chief. He must be very fast. The other boys form a big circle. In the middle are placed 5 plastic bottles. The Chief stands in the middle. His job is to keep the bottles standing upright while the other players try to knock them over by throwing a football at them. Whoever manages to keep the bottles standing for a given time is quick enough to be the Indian Chief.

INDIAN PEBBLE GAME

Indian boys liked to play this game and make their own equipment. Cub Scouts can use small juice cans. After cleaning them well, paint the outside and decorate with Indian designs. Each Cub Scout needs a can. He collects 10 flat pebbles which he puts into the can, after marking one side of each pebble with a design. In turn, each boy empties his can on the ground and counts those pebbles which fall with painted side up. Scores are tallied after each boy has three turns. Highest score wins.

BOWL GAME

A small unbreakable bowl, six peach or plum pits (or almonds) and a small bottle of permanent ink are needed. Any even number can play - it is more exciting if there are 4-6 players on each team. Wash and dry pits. Use ink to draw broad lines across one side of each pit. Drop 6 pits in bowl. Hold bowl in hand. With slight toss, flip pits into air and catch them again in bowl. Score by counting the number of pits with marked side up. After boy scores his turn, he passes bowl to next team member. Score is kept with toothpicks. Team with the most toothpicks is the winner after all players have had a turn.

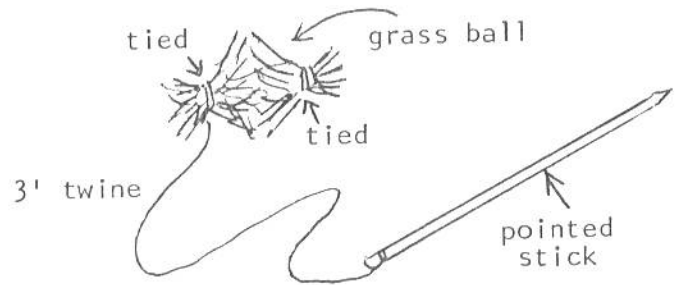
GAMES

AMERICAN INDIAN GAME (ZIMBA)

Materials: 36" twine or rawhide
Thin string
Dried grass
Wood stick

Carve a point on one end of stick. The stick should be about 3" long. Make a ball of dried grass by bunching and tying ends with thin string. Attach one end of twine to grass ball - the other end to the blunt end of stick.

To play the game, hold the stick with the point between thumb and forefinger; throw out the ball and jerk it back sharply. As it comes back, try to impale the grass ball on the point of the stick.



BACKYARD JUGBALL (LA CROSSE)

Each player needs a scoop made from a plastic bleach or distilled water bottle. Goals at each end of field are 4-foot poles driven in ground about 4' apart with rope tied between poles at top. Circles with a 7' radius are drawn from center point between goal posts. Set boundaries.

Any number from 4 to 6 can play. One team member is center, one is goal tender, the others play defense or attack. Goalies stand 3-4' in front of their respective goals. Centers pair off at center of field with ball on the ground between them. Each center faces his own goal. Defense and attacking guards pair off and take positions, equally distributed around field.

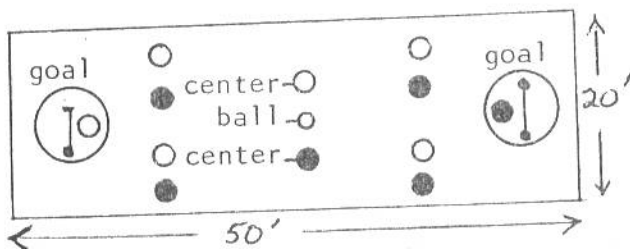
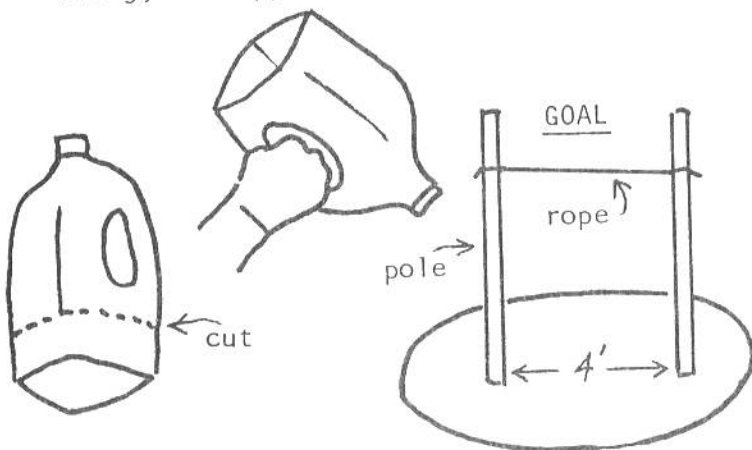
Centers touch ground with scoops on each side of ball, raise scoops once over ball touching opponent's scoop, then touch ground again. After second touch on ground, each center tries to scoop up ball and throw it to a team member who must catch it in his scoop, and try to pass it on or make a goal by throwing the ball past the goalie and between the goalposts. Goalie tries to stop ball by batting it away with his scoop.

Each goal counts one point. Players do not touch ball with hands. If ball is touched with hand, other team gains possession. Players may not move inside goal circle to score.

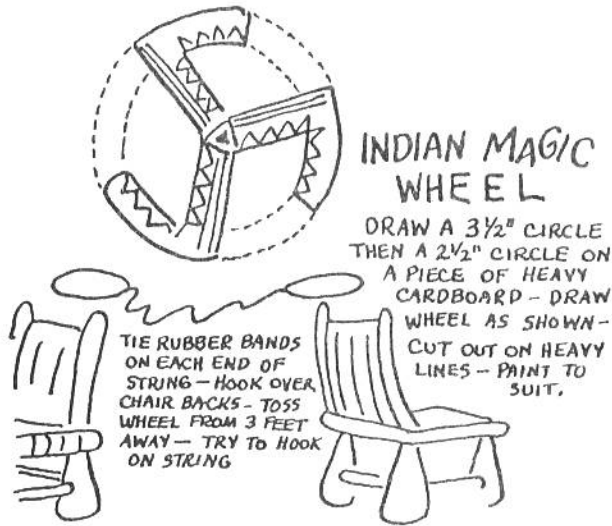
Last team touching a ball going out of bounds loses possession. A referee should decide disputes. First team to score five points is winner.

ONE, TWO, THREE

Two players sit facing each other 4' apart. One holds 3 small pebbles behind his back. Pebble-holder brings a clenched hand from behind his back which holds 1-3 pebbles. The guesser touches or points to the hand and states the number of pebbles he thinks it holds. The hand is quickly opened to show whether he is right or wrong. If he is right, he hides the pebbles the next time. If he is wrong, the opponent continues.



GAMES TO MAKE

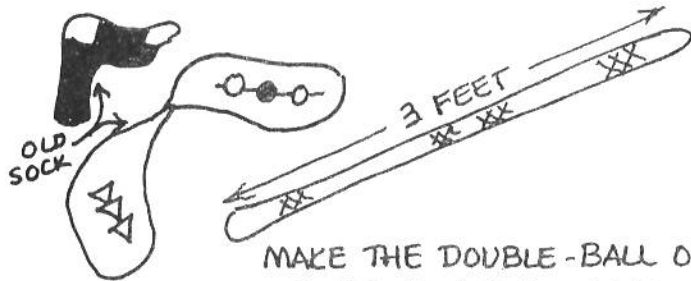


INDIAN MAGIC WHEEL

DRAW A 3 1/2" CIRCLE THEN A 2 1/2" CIRCLE ON A PIECE OF HEAVY CARDBOARD - DRAW WHEEL AS SHOWN - CUT OUT ON HEAVY LINES - PAINT TO SUIT.

TIE RUBBER BANDS ON EACH END OF STRING - HOOK OVER CHAIR BACKS - TOSS WHEEL FROM 3 FEET AWAY - TRY TO HOOK ON STRING

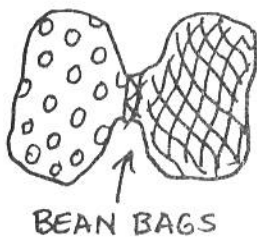
INDIAN DOUBLE BALL GAME KO-NEN-NO -HI- WAG



MAKE THE DOUBLE-BALL OUT OF OLD SOCKS STUFFED WITH SAWDUST - LEATHER FILLED WITH SAND - OR SEW TWO BEAN BAGS TOGETHER.

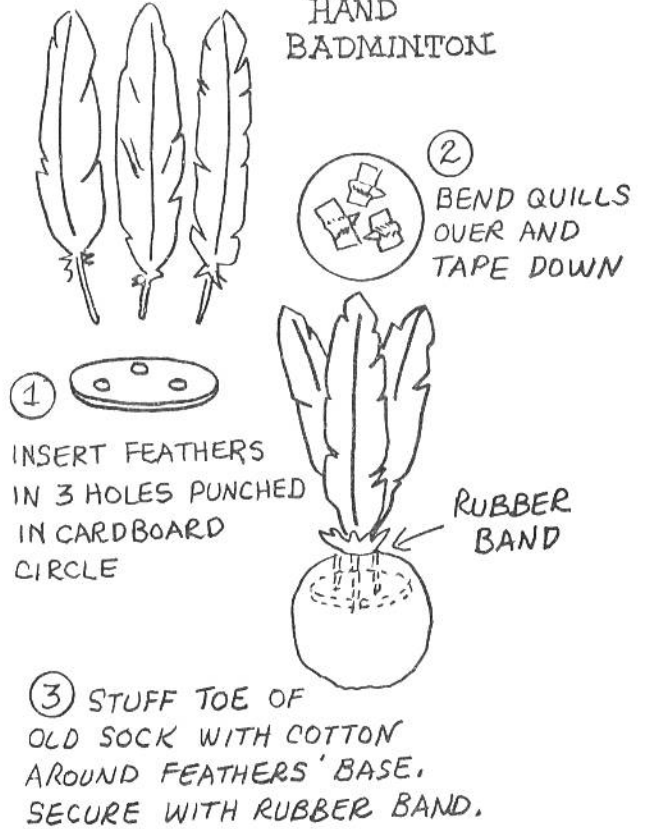


PLAYERS GATHER IN A CIRCLE. DOUBLE-BALL IS THROWN UP IN AIR. PLAYERS TRY TO CATCH BALL WITH STICK AND THROW TOWARD OPPONENT'S GOAL. IT CAN BE RELAYED FROM PLAYER TO PLAYER BUT CANNOT BE TOUCHED WITH THE HANDS.



POPUTS

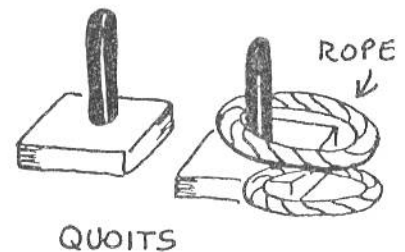
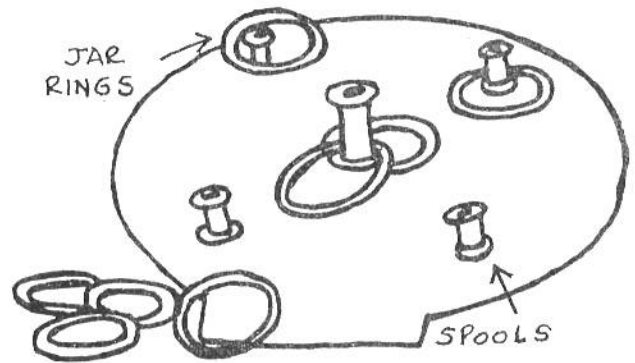
HAND BADMINTON



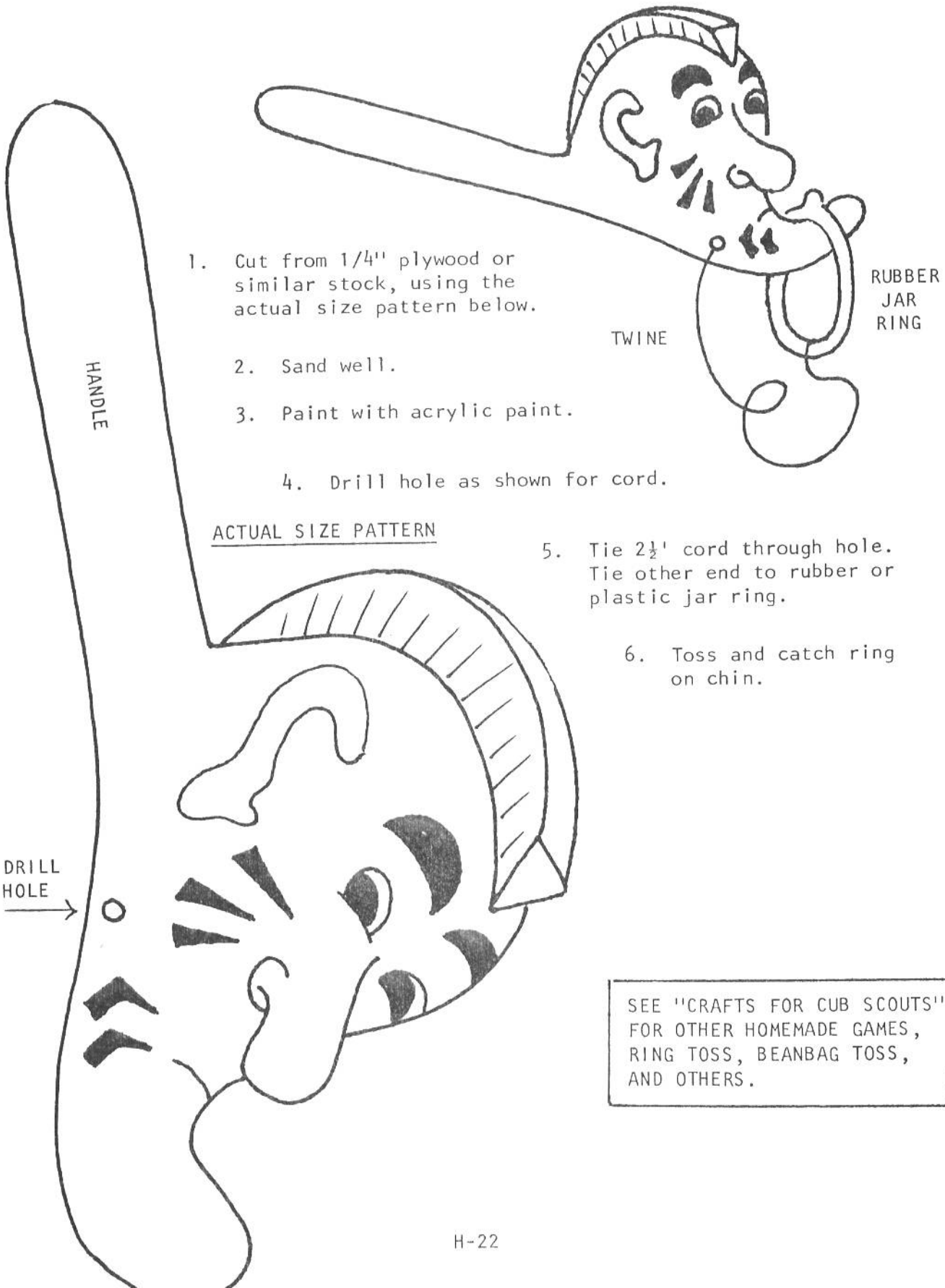
① INSERT FEATHERS IN 3 HOLES PUNCHED IN CARDBOARD CIRCLE

② BEND QUILLS OVER AND TAPE DOWN

③ STUFF TOE OF OLD SOCK WITH COTTON AROUND FEATHERS' BASE, SECURE WITH RUBBER BAND.



GAMES TO MAKE



1. Cut from 1/4" plywood or similar stock, using the actual size pattern below.
2. Sand well.
3. Paint with acrylic paint.
4. Drill hole as shown for cord.

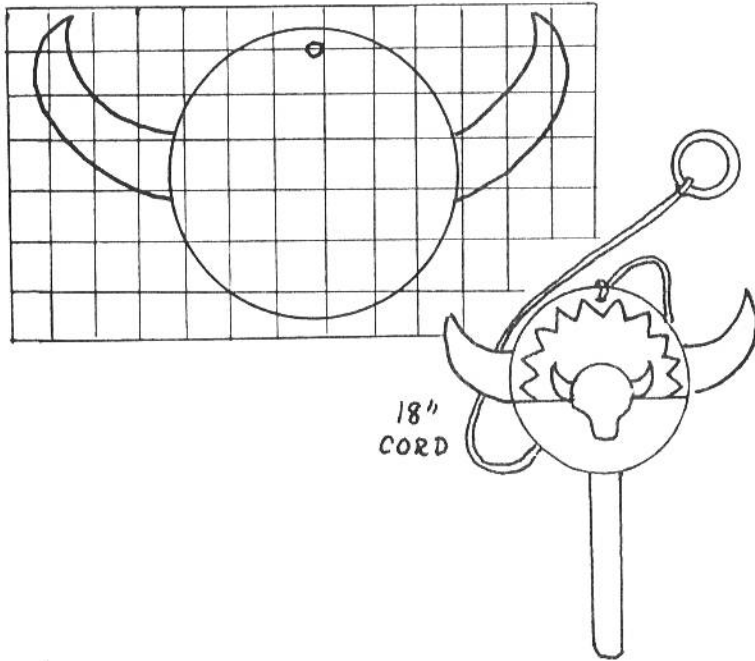
ACTUAL SIZE PATTERN

5. Tie 2½' cord through hole. Tie other end to rubber or plastic jar ring.
6. Toss and catch ring on chin.

SEE "CRAFTS FOR CUB SCOUTS" FOR OTHER HOMEMADE GAMES, RING TOSS, BEANBAG TOSS, AND OTHERS.

GAMES TO MAKE

Toss and Catch Game



ENLARGE PATTERN. 1 SQ = 1/4".
 CUT FROM PLYWOOD. PAINT
 DRILL HOLE FOR CORD.
 ATTACH HANDLE (DOWEL)
 TIE ON CORD WITH 2" DIA.
 CURTAIN RING.
 TOSS AND CATCH RING ON HORN.

Toss and Catch Game

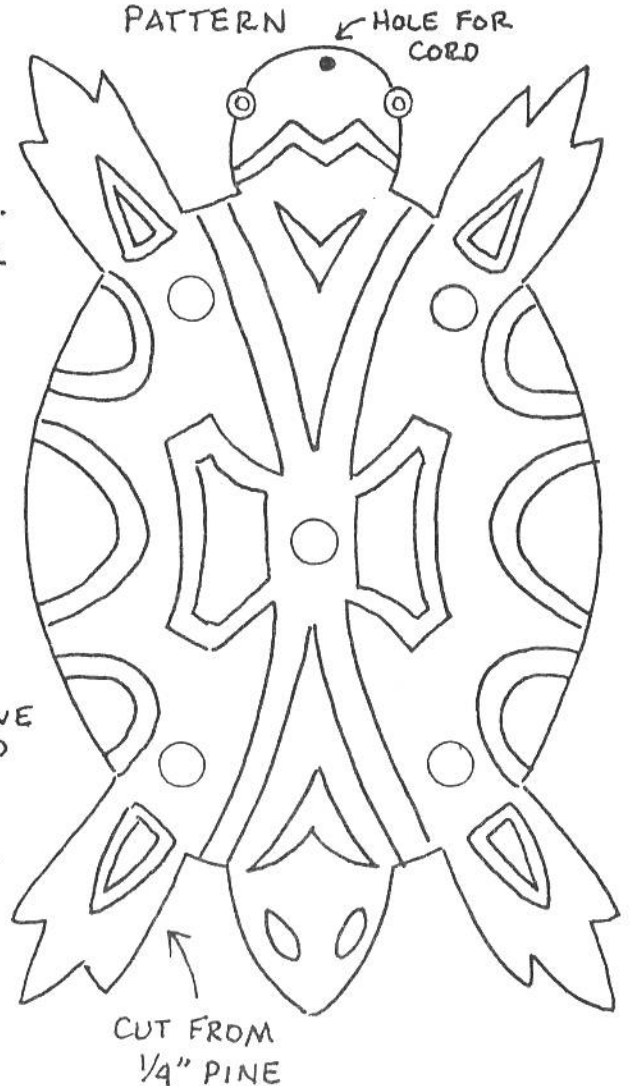
CUT FROM 1/4" PINE. SAND.
 DRILL 5 3" HOLES AS SHOWN.
 DRILL SMALLER HOLE TO ATTACH CORD.
 PAINT GREEN, WITH DARK GREEN OR
 YELLOW DESIGNS.

TOSS AND
 CATCH TURTLE
 ON STICK.

CENTER HOLE - 50
 FRONT LEGS - 20
 BACK LEGS - 10



ACTUAL SIZE
 PATTERN



GAMES

TELEGRAMS

Ask Cub Scouts to write a 14-word telegram with each word beginning with the following letters: C O M M U N I C A T I O N S. (Sample: Come Over Monday. My Uncle Needs Information Concerning Air Tank In Ocean. Not Signaling)

COMMUNICATIONS SCRAMBLE

Unscramble the words below to identify different methods of communication.

1. MOEKS NISGLSA (Smoke Signals)
2. PEEHLETON (Telephone)
3. VEELTSINIO (Television)
4. DORAI (Radio)
5. SOVIME (Movies)
6. GISN GANGLEAU (Sign Language)
7. PHEELTARG (Telegraph)
8. RUCTIPE TRINIWG (Picture Writing)

HEAR, HEAR GAME

This is a game of identifying sounds. The den chief produces the sounds from behind a screen or in another room while the Cub Scouts listen. As each sound is made, the boys write down what they think it is. Sample sounds are:

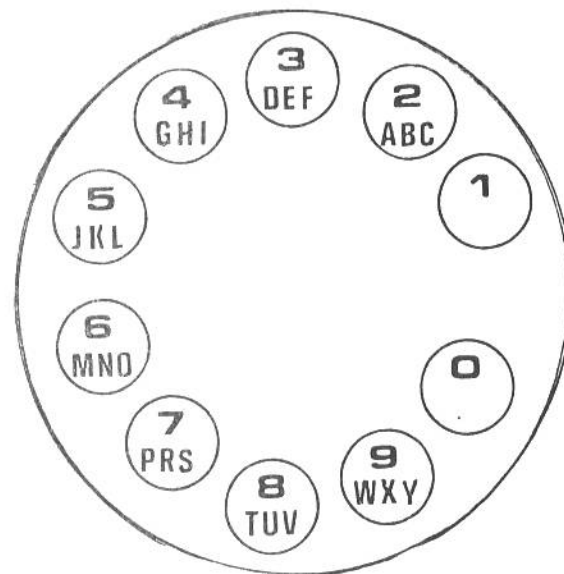
- Sandpaper rubbed on glass
- Deck of cards dropped on table
- Golf ball or ping pong ball bouncing on bare floor
- Piece of metal being filed
- Cutting glass with glass cutter
- Electric mixer whipping cream
- Bursting a blown-up paper bag

BAWLING

Divide into four equal groups and have them stand in opposite corners of room. One group tries to yell a message across to group in opposite corner while other two groups try to stop message by shouting and stamping their feet.

TELEPHONE NUMBER GAME

Using the telephone dial as a key, convert the numbers below to words to find out the secret message. You have a choice of 3 letters and you must decide which fits best.



2 8 2 _ _ _ _
 7 2 6 8 8 7 _ _ _ _ _ _
 3 6 _ _
 8 4 3 4 7 _ _ _ _ _ _
 2 3 7 8 _ _ _ _

4 2 6 3 7 6 2 5 3 2 8 2

 7 2 6 8 8 4 6 6 7 3 3 8 6

The boys will enjoy making up their own secret messages, using this code.

The telephone dial does not have the letters 'Q' or 'Z'. It will be interesting to see if any of the boys notice this when writing their code messages.

GAMES

GOSSIP RELAY

Divide into teams of 6-8 players. Give one member of each team a written message containing a number of facts about a well known person, place or thing. Allow him to read the paper, then put it away. The first team member comes forward and listens to the reader whisper what was on the paper. This person tells the next team member, and so on, until the last player on each team has heard the story. This player tells the story out loud. Then the reader reads the story from the paper. The team that gets the most facts correct wins. It is more fun if each team has a different story.

BLIND FEEDING THE BLIND

Divide den into pairs. Each boy is given a spoon and a small dish of popped corn. Boys are all blindfolded. Pairs feed each other popcorn with the spoon. Everyone is a winner because each boy has had a treat.

NEWSPAPER CODE

Use pencils or crayons of several different colors. Write a message with one of the pencils by circling letters on a newspaper page. Go from left to right and top to bottom. Then circle other letters all over the page with other colored pencils so the real message is hidden. Only you and your friend know the code color.

TOUCH AND TELL

Have boys stand shoulder to shoulder in a circle facing in, with their hands behind them and their eyes closed. Pass several objects, one at a time to the denner. He feels each one and passes it on to the next player, who does the same. When all objects have been passed around, ask each boy to identify as many of them as he can.

MYSTIC CIRCLE

Seat the group in a circle with one person in the center. Everyone is quiet - no moving or talking. The person in the center says, with one hand raised overhead and making a circle: "Around and around the room moves the mystic circle. Does it move anyone to leave the room?" Those who know how to play watch and listen. The first person who moves, speaks, or makes any kind of noise is the victim. Someone who knows the game leaves the room. The person in the center shakes hands with the person who made the noise or spoke. The one who left the room is asked to come in and shake hands with the same person. As soon as others think they know how to play the game they may go out, come back and try shaking hands with the right person. Let the game continue until several have caught on, then tell them all the secret.

COMMERCIALS

See how many of these commercials the boys can identify:

1. It's the real thing. (Coke)
2. It makes the going great. (Pan American)
3. It's got a lot to give. (Pepsi)
4. You can tell it's swell. (Mattel)
5. Let us put you in the driver's seat. (Hertz)
6. You own part of the rock. (Prudential Insurance)
7. It smells lemony. (Joy)
8. Doubles your pleasure, doubles your fun. (Wrigley's gum)
9. It's mountain grown. (Folgers)
10. When you care enough to send the very best. (Hallmark)

SEE "DEN CHIEF'S HANDBOOK FOR MORE GAMES IDEAS."
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GAMES

49ERS OBSTACLE COURSE

The following tests are set up as stations and manned by adults or den chiefs who give each boy a large gold nugget (painted rock or piece of wrapped candy) if he performs the test required.

1. Climb Rope - Touch 8-foot mark.
2. Quicksand Bottom - Run over six tires, stepping in each.
3. Cross the Gulch - Swing across ladder, using hands.
4. Over the Cliff - Scale 5-foot plywood wall.
5. One push-up
6. One chin-up
7. Jump the Creek - Do a 6-foot running broad jump.
8. Dodge the Rattler - Dodge-spring 2 feet.
9. Tunnel Escape - Crawl under sticks or through cardboard boxes for 10 feet.

PONY EXPRESS

One player is blindfolded and stands in the center of the area as the Pony Express Rider. Another is selected to be Station Agent and has a list of cities or towns. Other players have been given names of one of the towns. The Station Agent calls out names such as: "I have a letter from Deadwood to Tombstone". Immediately the players with these names must rise and exchange seats. The Pony Express Rider tries to catch one of them or sit in his seat. If a player is caught or his chair is taken, he becomes the Pony Express Rider. Players may crawl, run, walk, dive or dodge to get by the Pony Express Rider, but they are not allowed to step outside the circle of chairs. If the rider has difficulty catching anyone, the Station Agent may call out several town names at once. Keep the game moving rapidly. The announcement of "General Delivery" causes a mad scramble because all players must change chairs.

TURKEY FEATHER RELAY

Divide group into relay teams. First player on each team holds a long turkey feather. At the signal, each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again from that spot. When it finally crosses the finish line, he picks it up, runs back, and hands the feather to the next teammate. Each team should use different color feathers. First team to cross finish line and return to starting position flaps arms and gobbles like triumphant turkeys.

GOLD PANNING CONTEST

At pack meeting, each den puts a team of two boys on the floor. One boy on each team has a cup of 'gold ore' (sugar). The other has a sieve and an empty can. On signal, boys with sugar start feeding it into the sieve held by the second boy. The can beneath catches the sugar as it 'pans' through. First team to finish panning wins.

STAGECOACH

The players are seated in a circle. Each player is given the name of some part of a stagecoach - wheel, hub, axle, seat, door, harness, horses, brake, driver, passenger, baggage, spoke, step, etc. The den chief begins telling a story about a stagecoach, bringing in all the different parts. As each thing is mentioned, the player representing it gets up and runs around his chair. When the den chief shouts: "Stagecoach", all must find a new seat. But the den chief has quickly removed one chair so one the boys is out of the game. This continues until only one is left.

RELAY GAMES

ORANGE PASSING RELAY

Divide into relay teams. Players at the end of each line have an orange which they hold beneath their chins. Without using hands, the next player must get the orange from him and between his own neck and chin, and so on down the line. If the orange drops to the floor, the player must pick it up and begin again.

PENCIL AND LEMON RELAY

At signal, first player in each relay team pushes a lemon across the room with a pencil until it touches the opposite wall or crosses a goal line. He then picks up the lemon and brings it back to the next player on the team. Don't try to push the lemon too fast - it will spin and slow you down. Easy does it.

STRAW AND TISSUE PAPER RELAY

Each player is given a straw. The two end players on each relay team are given a small square of tissue paper. They draw their breath through the straws and hold the paper against the end of the straw. The next player in line removes the paper to his own straw in the same manner. He passes it on to the next player, and so on down the line. If the paper falls to the floor, it must be picked up by putting the end of the straw against it and breathing in.

BUNDLE RELAY

Boys line up in relay formation. The first player in each line is given a ball of cord. On signal, he passes the ball to the second player, but holds the end of the cord. The ball is passed down the line, unrolling as it goes. When it reaches the end, it is passed back up the line behind the backs of the players who must roll the cord back into a ball.

GRASSHOPPER RELAY

Relay teams line up single file. The first player in each team holds a bean bag or ball firmly between his knees. At signal, he hops to goal line and back to the starting line where he hands the bag to the next 'grasshopper' in line. If a player drops the bean bag, he goes back to the starting line. Team to finish first wins.

HEE-HAW RELAY

Place a chair at opposite end of room for each relay team. On signal, the first person on each team runs to the chair, puts their hands on the chair seat, kicks up their heels three times, saying: "Hee-haw" each time, and runs back to touch off the next person in line.

CARAMEL CHEW

Divide into relay teams. Place enough caramels on a plate for each member of the team. You'll need one plate of caramels for each team. The first boy runs up to the plate, unwraps and chews a caramel and returns to touch off the next player.

GLOVE-PIN RELAY

Each relay team needs a pair of large canvas work gloves, a fruit jar with a lid and five straight pins. These are placed at goal line. First player on each team rushes to the goal, puts on the gloves, empties the jar of pins, picks up the pins, puts them back in the jar again, puts the lid on, lays the gloves aside and hurries back to touch off the next player.

ALSO SEE "GAMES FOR CUB SCOUTS"
FOR MORE RELAY GAMES.

RELAY GAMES

RAINY DAY WASH RELAY

First player in each relay team is given a gym towel. Two players from each team hold up a skipping rope at finish line to resemble a clothesline. At signal, the first player runs to the line with his towel, places it over the line so that the bottom edges of towel are even, changes places with one of the line holders. The former line holder runs back touches off next player to runs to the line, removes towel and takes it back to next player. The same players may hold the line throughout the game, but it is more fun if they change each time the towel is placed on the rope. Variation: Player fastens 3 articles of clothing to line with clothespins. Next player removes them, etc.

CUP AND BOTTLE RELAY

This is an exciting and 'wet' relay which needs to be done 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.

BEANBAG HOBBLE KICK

Each relay team is furnished a beanbag and an innertube 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 the beanbag to the goal line and back. Then they remove their hobble and pass it on to the next pair.

MATCH BOX RELAY

Form relay lines. First person in each line sticks a penny match box cover over his nose. He transfers it to the nose of the next person in line without using his hands or feet. Team to finish first wins.

EXPLOSION RELAY

Relay teams line up at equal distance from stacks of paper bags. Each player races to the stack in front of his line, blows up a paper bag, breaks it with his hand and races back to touch off the next player.

THROUGH THE TIRE RELAY

Each relay team has a tire, held by the first player. At signal, he goes through the tire, lets it fall to the ground and stands at attention. The next player sets up the tire and repeats the action. Continue until all boys on team are standing at attention.

SPUD SPEAR RELAY

Provide each relay team with a fork. Potatoes are arranged on a course from four to twenty feet apart, depending on the space available. The first runner on each team runs to the first potato, spears it with his fork, carries it back and drops in in a pail or basket before handing the fork to the next player. The hands must not touch the potato at any time.

TIRE ROLLING RELAY

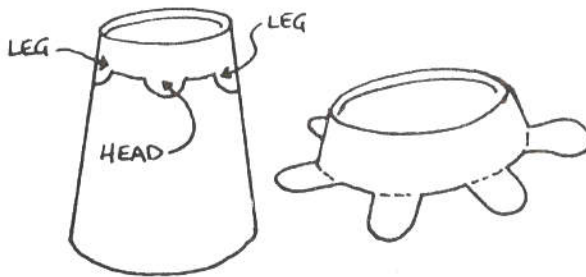
Players roll a tire to a turning line, roll it around a stake or chair, and roll it back to the next player in line who repeats the action.



INDOOR GAMES

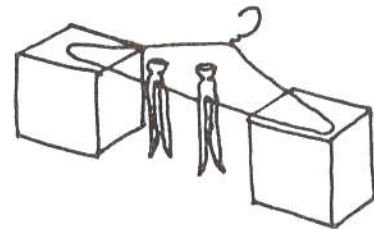
TURTLE RACE

Invert a paper cup and cut it as shown to make a turtle, bending out the head, tail, and legs. Each player gets a pan of water and a turtle. At signal, players put their turtles at an established starting point in the dishpans. Then, using lung power alone, they blow the turtle around the sides of the pan until it is back at the starting point. The one who completes the course first wins.



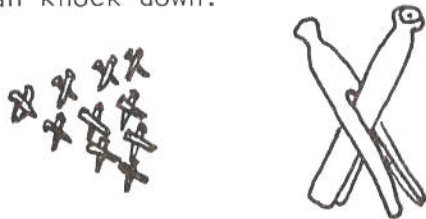
CLOTHESPIN GALLERY

Rest the curved ends of a coat hanger onto two boxes or paper cups. Slide several straight clothespins over the bar and adjust height of boxes so the pins just clear the table. Roll a small ball toward the clothespins from a distance of several feet. When a pin moves, the player scores one point. If it spins and falls off the player scores five points. For a more difficult game, roll a thread spool instead of the ball. With a little practice, you will be able to roll it in a straight line.



KNOCK THEM DOWN

This 'bowling' game is played with clothespins. Join straight clothespins in pairs by pushing a prong of one between the prongs of a second pin to form an X. The pins will stand up and can be arranged like ten-pins in bowling. Roll a small rubber ball from a set distance and see how many pins you can knock down.



FLYING FEATHER

There should be no more than 10 players in a group. Players join hands and try to keep a fluffy feather up in the air by blowing. A leader may toss the feather into the air. Often it is possible to keep the feather aloft for a long time. Players must not break hands.

STUNT CATCH

The leader names a stunt, such as 'Clap hands once', 'turn around half way', 'kneel and rise', etc. Each boy, in turn throws a ball into the air and must perform the stunt, then catch the ball before it touches the floor. Those who fail are eliminated. Then the survivors try it again with a different stunt. Start with easy stunts and then harder ones.

CHECKER SHUFFLEBOARD

Use checkers on a small-scale shuffleboard diagram drawn on cardboard. Snap checkers with the middle finger to play. It is best played on the floor. Diagram should be about 5' inches square.

HIKING GAMES

OBSTACLE COURSE

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

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. Then stretch the string in a line and see how many things touch it.

FAMILY SPECIAL

Have Cub Scout-parent outings. These are especially fun in the evenings, but should be kept short. Big and little sister/brother hikes are fun too.

A WONDER-FULL HIKE

At each destination or rest stop, each person tells of the 'most wonderful' thing he has seen along 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 any living materials, for many plants will die if uprooted. You will have fun hunting and will enjoy making things from the materials later.

ONCE AROUND THE BLOCK

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

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 new smells. Listen for sounds.

BICYCLE GAMES

SNAIL RIDE

The object is to see which rider can travel slowest - and that's quite a feat in cycling. The last rider to cross finish line is the winner.

HITTING THE TARGET

Set up 4-6 lard cans, bowls or other receptacles in a row about 15 feet apart along a 100-foot course. Give each bicycle rider a supply of bottle caps. He rides along the course, as close as possible, and drops the caps in each receptacle. Rider who gets the most caps in cans wins.

POLE SPEED RACE

This bicycle race is always popular. Set up poles slalom style - the first pole 20 yards from the starting line and 3 subsequent poles about 10 feet apart. Contestant must follow a course that zigzags from the right of one pole to the left of the next, etc. Rider who completes the course in the least amount of time is the winner.

COASTING RACE

The object of this race is to determine which boy can coast the longest distance. Each boy pedals as hard as possible for a distance of at least 15 feet to a starting line where the coasting officially begins. It takes a lot of skill to coast along a straight line. Have a referee mark the spot where a rider stops. The next boy tries to outdistance the mark.

SEE "BIKE FUN" FOR MORE IDEAS ON BICYCLING ACTIVITIES.

NEWSPAPER RACE

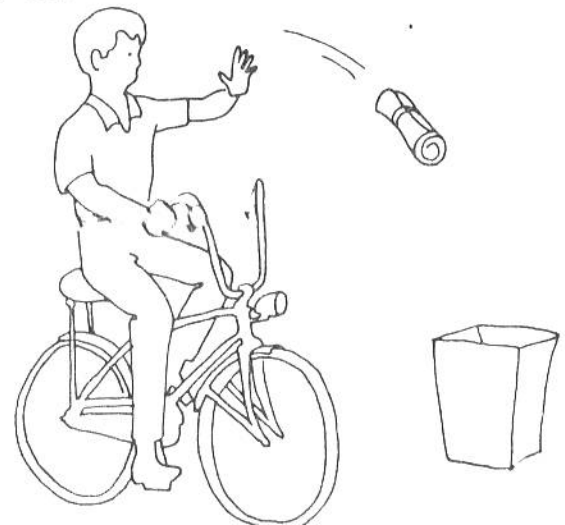
On a 100-yard race course, place six or eight barrels or baskets about 15 feet apart. Put the first basket about 10 feet from starting line. Each contestant rides along on his bike about 8 feet away from baskets. As he passes each one, he tosses in a folded newspaper. The boy who gets the most newspapers in baskets wins.

PURSUIT RACE

This is a speed race. All boys line up around a circular course about 3 yards apart. At a signal, they all ride in the same direction around the circle. The idea is for each rider to pass the contestant ahead of him. As a rider is passed by another contestant, he leaves the race. The race continues until only one rider is left.

SHOE SCRAMBLE

Players are divided into two teams lined at opposite ends of the play area. Their shoes (not tied together) are placed in a pile in the center of the field. At signal, boys ride forward to within 10 feet of the shoe pile where they dismount, find their shoes, put them on, remount their bikes and return to the starting line. A prize may be awarded to the team finishing first and to the individual player who returns in the fastest time.



SAFETY QUIZ FOR BICYCLISTS

How well do you know bicycle safety facts? Circle the letter for the answer you choose. The best answers (more than one may be correct) are shown at the bottom of this page.

1. When approaching a stop sign, I should:
 - a. Look left and right and ride through the intersection without slowing down.
 - b. Slow down and then proceed through the intersection.
 - c. Come to a complete stop, check both directions, and then proceed when it is safe.
2. When approaching an intersection with no stop sign or light, the best thing to do is:
 - a. Ride through quickly.
 - b. Slow down, look to the left and right, and watch for turning vehicles.
 - c. Stop in the middle of the road to see what's coming.
3. On two-way streets as well as country roads, I should ride on the _____ side of the street.
 - a. Left (against traffic)
 - b. Right (with traffic)
 - c. Left or right, whichever is more convenient.
4. When is it okay to carry another person on my bicycle?
 - a. Never.
 - b. If there's not much traffic.
 - c. If I stay on the sidewalk.
5. I should use special lighting on my bike when:
 - a. Riding after dusk.
 - b. Riding in rain or fog.
 - c. Both a and b.
6. The safest way to carry books or other gear on my bicycle is:
 - a. In a pack on my back.
 - b. In a special carrier rack or basket.
 - c. In a bag in my hand.
7. A good rule when riding in traffic is:
 - a. To listen as well as watch for cars.
 - b. To weave in and out of parked cars.
 - c. To yell at motorists who are in my way.
8. When bicycling with a friend, we should always ride:
 - a. Single file.
 - b. Two abreast.
 - c. In no particular pattern.
9. When riding with a group it is best to:
 - a. Tie a rope to the first rider and hang on.
 - b. Ride a little to one side of the rider ahead and overlap wheels.
 - c. Ride a safe distance behind the rider ahead in single file.

WATER GAMES

PIRATE'S GOLD HUNT

This is a game for nonswimmers. Use pennies or paint 3/4" iron washers with gold paint. Scatter them over an area of water that is between waist and knee depth. On a signal, the boys try to recover as many 'gold pieces' as they can within an allotted time.

LIVE LOG

Establish a goal at one end of the pool. One boy is the 'log'. He floats on his back in the center of the pool. The others swim around him. At any time, the 'log' may roll over and give chase to the others, who must race for their goal. Any player who is tagged becomes another 'log' and the game resumes. Continue until one boy has not been tagged.

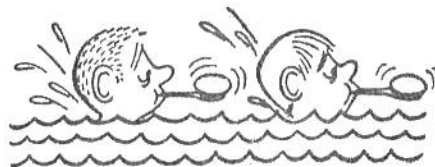


CANDY HUNT

Wrap hard candies in waterright aluminum foil. Scatter a bunch of them along the bottom of the pool. Have boys duck or dive to retrieve them.

BALLOON RACE

Line boys up in chest-deep water. At signal, they propel inflated balloons to shore without using hands. First one to touch shore wins.



EGG AND SPOON RACE

This will test the swimming skill, balance and patience. Boys hold a spoon handle in their teeth. A boiled egg is put in each spoon. The boys line up relay style and move from one side of the pool to the other carrying the egg on the spoon. A variation is to carry a ping pong ball in the spoon.

CORK RETRIEVE

Scatter a dozen or more corks or blocks of wood on the far side of the pool. On signal, boys dive in and try to retrieve the corks, bringing them back to the starting point one at a time. Winner is the boy with the most corks when all have been located.



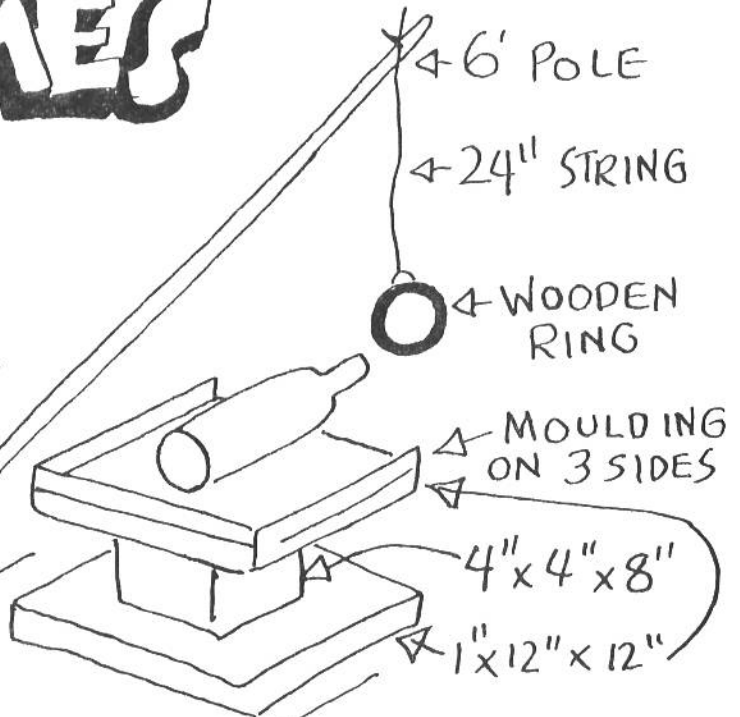
BALLOON VOLLEY BALL

Use volley ball rules. Stretch a net across the pool and use a blown-up balloon as the ball.

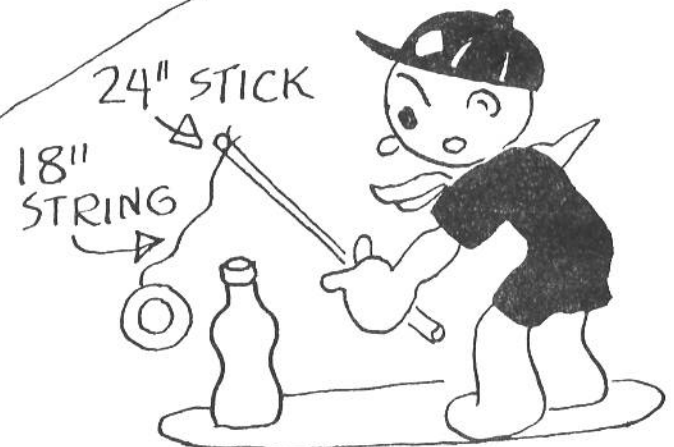
BOTTLE GAMES



SIT ON A BOTTLE
PLACE FEET
AS SHOWN -
THREAD
NEEDLE OR
WRITE YOUR
NAME IN A
STRAIGHT
LINE.



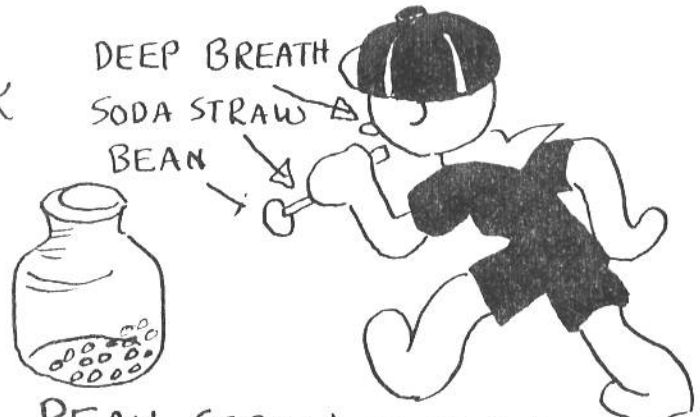
LOOP RING
OVER NECK
OF BOTTLE
AND STAND
IT UP -



LOOP RING OVER BOTTLE
NECK - JUST DROP IT ON -

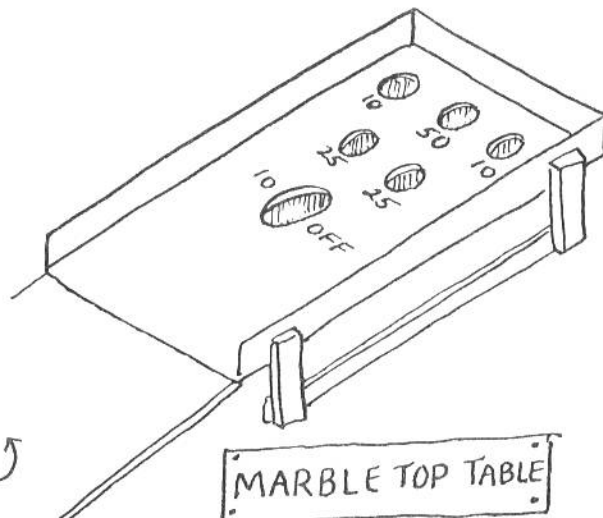
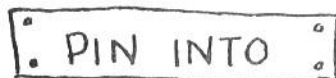
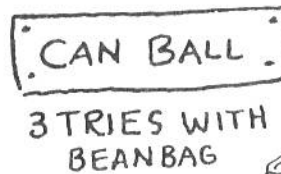


BOUNCE STICK ON FLOOR
DROP ONE END IN BOTTLE
WORKS FINE - SOMETIMES -

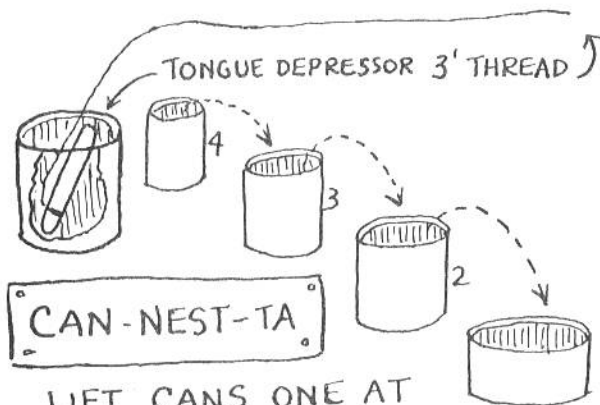


BEAN-STRAW RELAY.
CARRY BEAN ACROSS ROOM. DROP
IN BOTTLE OR JAR.

TIN CAN GAMES

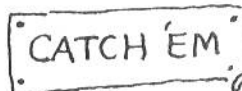


ROLL MARBLES INTO CANS.
MAKE "TABLE" OF CARDBOARD
CARTONS.



LIFT CANS ONE AT
A TIME WITH THE
STICK AND NEST THEM.

THE EASY WAY IS TO REST THE
STICK ON THE RIM 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.



TOSS AND CATCH SPOOL
IN CAN. 5 TRYS EACH
TURN. HIT COUNTS 5
POINTS.



SKITS AND COSTUMES

SKITS FOR CUB SCOUTS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the 'let's pretend' part of their character. It gives boys a chance for creative expression rather than imitations.

Skits help boys express their choice of characters and develop their powers of observation by helping them recognize the desirable characteristics in people they see. They let boys play parts they have always dreamed of. Skits create self-confidence and help eliminate self-consciousness.

THINGS TO REMEMBER

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

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

THINGS TO AVOID

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

HOW TO WRITE A SKIT

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

1. Boy wants something..... friendship, a gold mine, a prize, to find a lost planet, etc.
2. Boy starts to get it by canoe, plane, horseback, foot, or some other way.
3. Obstacles stop boy..... crocodile, a secret enemy, false friend, weather, etc.
4. Boy achieves goal Through an act of kindness bravery, wisdom, magic, unexpected help or some other way.

Consider the type of stage, lighting, sound system, number of characters available. Consider using props, scenery, costumes to add realism. Use a written skit, adapt it to fit your own situation, or write one of your own.

SCENERY FOR CUB SCOUT SKITS

Simple scenery is fun for Cub Scouts to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind:

1. Scenery should be simple. It should provide an idea or suggestion of what is to come.
2. It can be made from large pieces of corrugated cardboard. Check with furniture stores, appliance stores, grocery stores, or warehouses for large furniture and appliance cartons. Take care in cutting cardboard.
3. Wooden lathes can be nailed to the back of the scenery to make it more sturdy or to help it stand up, and keep painted cardboard from curling.
4. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint are best on cardboard, and it washes off the boys as well. It is best to paint on the blank side of the cardboard rather than on the printed side, so printing will not bleed through.
5. Felt tip markers can be used on cardboard that has been painted a light color, to put in detail work or the whole design, if you wish.
6. When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring left-over latex paint from home. It washes off hands and clothes with soap and water.
7. Tempera can also be used to tint latex when the desired shade is not available. Use tempera or wide-line marking pens for trim and detail work on top of latex.
8. Always keep in mind that audience will see scenery from a distance. Be sure it is distinctive enough.
9. Boys should use old clothes or Dad's old shirt for paint smocks. Den leaders should stand back and let the boys do the work.
10. Create a mood with scenery. Paint in grays if skit is spooky or sad; bright colors if skit is happy or funny.

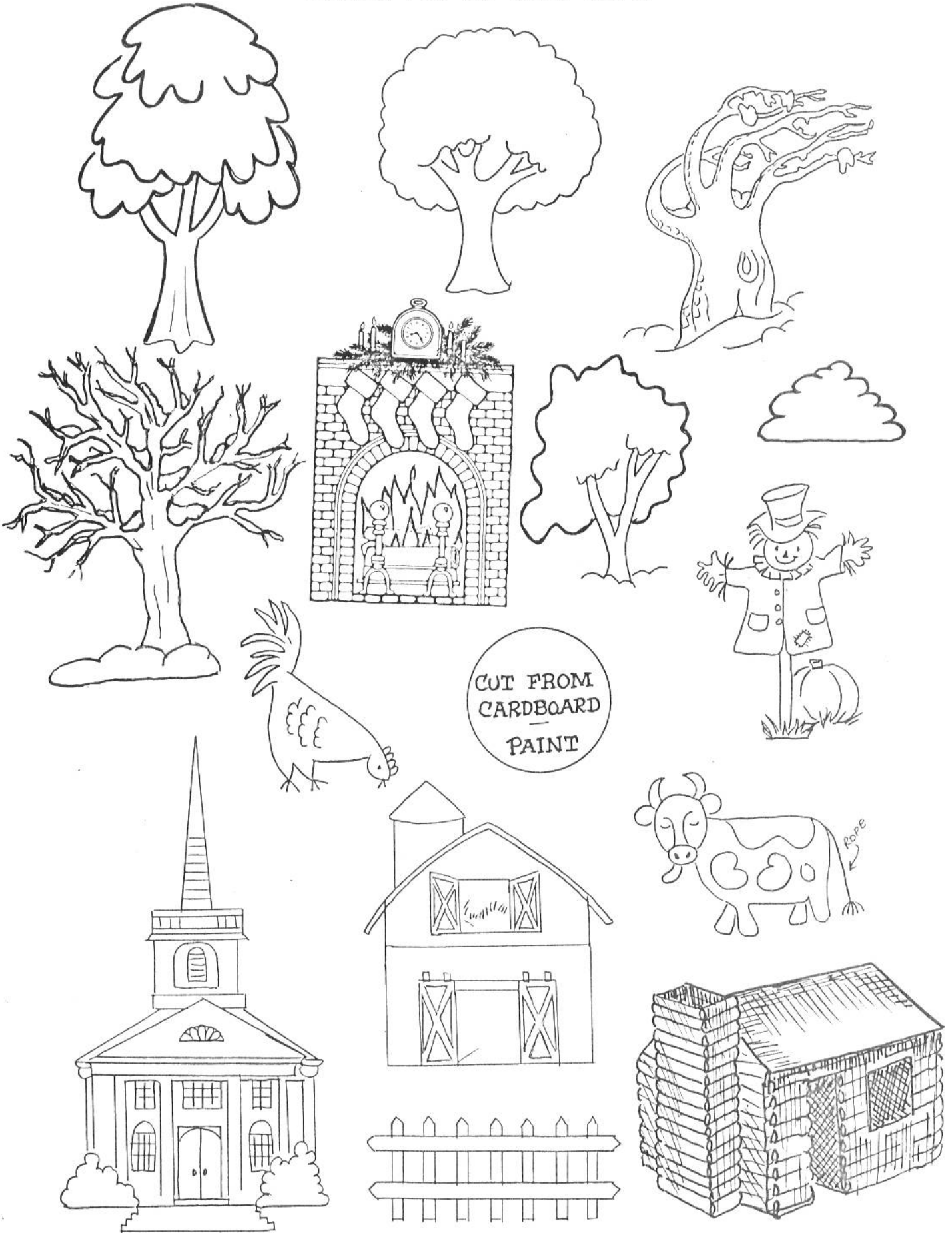
The following are suggestions for scenery which can be cut from cardboard:

- Mountain range
- Bushes, trees
- Lamppost
- Skyline of city
- Forest outline
- Picket fence
- Houses, tents, cabins
- Archways, columns
- Sun, moon, stars (Suspended overhead)

When creating a skyline, cut the pieces low - waist or shoulder height - to give the effect of distance.

Children's coloring books are good sources for backdrop ideas.

SCENERY FOR CUB SCOUT SKITS



CUT FROM
CARDBOARD
PAINT

SKITS

DEN 3'S GIFT

NARRATOR (Boy 5): The title of our skit is Den 3's Gift. You see before you Cubs gathering for a den meeting. They have no project, no material to work with, no Den Mother!

BOY 1: (Walking in) Hi! What are you doing?

BOY 2: (Looking at catalog) Looking for a Den Mother.

BOY 1: In the catalog?

BOY 3: (Looking at catalog) My dad says you can find anything in the catalog!

BOY 1: What happened to our Den Mother?

BOY 3: Mrs. Clark moved.

BOY 2: And Mrs. Smith quit because her boy went into Webelos.

BOY 1: Oh! For the shame of it all - me to be a Cub Scout dropout!!

BOY 3: I wrote to Santa Claus.

BOY 5: (Knocks on door - walks in pulling wagon) Is this Den 3?

ALL: Yes.

BOY 5: This gift came by Santa Express. (Boys gather around box.)

BOY 1: Wonder what it is?

BOY 2: I think it's alive!

BOY 3: A Den Mother!

BOY 4: (Stepping out from back side of wagon wearing a wig, navy blue skirt) I'm not so pretty, I'm not so smart, but I've got that Cub Scout feeling deep in my heart. So when do I start?

ALL: Right now! Merry Christmas and Happy Cub Scouting.

CHRISTMAS SKIT

(Santa Claus comes on stage, leading a big shabby box by the hand.)

SANTA: I'll leave you here on the street and maybe someone will take you this year.

BOX: I hope so. I'll get busy right away trying to make someone take me. (1st Cub enters)

BOX: Please, will you take me home as a Christmas present?

1ST CUB: My mother would really yell if I brought a junky thing like you home with me.

(2nd Cub enters)

BOX: Please, will you take me home as a Christmas present?

(continued)

SKITS

2ND CUB: Nah, I want a new baseball bat.

(3rd Cub enters)

BOX: Please, will you take me home as a Christmas present?

3RD CUB: Are you trying to be funny? I wouldn't take something as dirty as you are for a present.

(4th Cub enters)

BOX: Please, will you take me home as a Christmas present?

4TH CUB: Of course not. I don't pick up strange things on the street.

(5th Cub enters)

BOX: Please, will you take me home as a Christmas present?

5TH CUB: I'd better put you in a trash can. You're littering the street.

(6th Cub enters)

BOX: Please, will you take me home as a Christmas present?

6TH CUB: Kids want presents that are new.

(7th Cub enters)

BOX: Please, will you take me home as a Christmas present?

7TH CUB: No, I don't want you and it looks like nobody else does either.

(Santa Claus re-enters)

SANTA: Well, I see you didn't get anyone to take you again this year.

BOX: I haven't given up hope, someday someone will take me.

SANTA: You know, I've been hauling you back and forth so long that I've even forgotten what you are.

BOX: I'm not sure either, but when God packed me up nearly 2,000 years ago, He called me "Peace on Earth".



SKITS

WEBELOS DO THEIR BEST

Characters: Webelos Leader and 7 Webelos in Uniform.

Props: Desk, 7 Chairs, 7 Sheets of Paper, 7 Pencils

Scene: All are seated and leader stands before them passing out paper and pencil.

LEADER: Boys, before we begin, let's review. What is a 7 - letter word with 3 U's in it?

WEBELOS #1: (Raising Hand) Gee, I don't know; but, it must be unusual! (puzzled look on his face.)

LEADER: (Looking discouraged.) If April showers bring May flowers. What do May Flowers bring?

WEBELOS #2: Pilgrims.

LEADER: Can anyone tell me what a comet is?

WEBELOS #3: Yes, a star with a tail.

LEADER: (Brightening) Very good! Now...will someone name a comet?

WEBELOS #3: Er...Er... Lassie!

LEADER: (Shaking his head in dismay) Boys you may begin on your papers.

(Everyone writes on their paper.)

WEBELOS #4: (Whispering to Webelos #5) I made 100 yesterday at school. (Webelos #5 looks surprised) 30 on math, 30 on reading and 40 on spelling.

(Papers are handed to Webelos Leader)

LEADER: (To Webelos #5) Did you look at his paper? (Pointing at Webelos #4).

WEBELOS #5: Why?

LEADER: The first 4 answers are the same; but, on the 5th answer he put "I don't know" and you put "Me Neither". Hmm ... (to Webelos #6) Why did you make such a low grade on this?

WEBELOS #6: It must have been the temperature of the room.

LEADER: Did you find the questions hard?

WEBELOS #7: Oh, No! Just the answers were hard!

LEADER: After having observed the den and looking at your Papers... I think you have done your best... I would like to award your Showman badges at the next meeting. You've written a terrific skit.



SKITS

AKELA'S MAGIC FORMULA

Cast: 6 Cub Scouts and Narrator.
3 boys are in uniform. Another is built up with padded sweat shirt to look muscled. Largest boy is even more padded than the other. 6th boy wears hat, mustache, dressed like patent medicine man.

Scene: Narrator reads lines of patent medicine man from offstage, while boy playing that part pantomimes. Other boys speak their own lines. Backdrop of oldtime medicine show, with Cub-derived patent medicine names on backdrop. A large cardboard box sits in center stage.

NARRATOR: Good evening, ladies and gentlemen. I am Dr. Wolf. You are about to witness the most amazing muscle building demonstration ever viewed by man. Before your very eyes you will see the powers of Akela's Magic Formula. (He holds up bottle) I will now call on Johnny Cub Scout as a volunteer. (Turns to look offstage and says..) Bring in the volunteer.

(Two Cub Scouts in uniform drag the smaller boy on stage. He is kicking and struggling, trying to get away.)

JOHNNY: No, no, not me ... I don't want to volunteer .. I'm too young to die .. I think I hear my mother calling.

(The other two boys pay no attention and stuff him in box, close the lid, and exit)

NARRATOR: And now, ladies and gentlemen, to show you the strength of Akela's Magic Formula, I'll pour a few drops of this amazing Elixir into the box. (He does this. There are squeals and cries from inside, "Hey, that's cold .. don't do that ...") Any minute now, ladies and gentlemen, you will see a fantastic sight! This powerful elixir will build the most stupendous, most colossal muscles ever seen by man on this simple

boy. (Cries from box .. "Hey, there's nothing wrong with the way I look .. you won't get away with it .. hey, what's happening to my arms .. wow .. look at that .. gee!")

(Narrator looks pleased and assured) Did you hear that folks? It's happening, just as we promised. Any minute now you'll see this remarkable change.

(Box lid opens and a different boy who was concealed in box, steps out. He is very muscled)

NARRATOR: Now, isn't that amazing? Just look at this magnificent specimen of muscle! Ladies and gentlemen, this young man will pass among you to sell bottles of Akela's Magic Formula. (Boy exits)

(Voice from box is heard in whisper "Hey .. when do I get my money? Narrator says "Shhhh")

Now, who'll be the first to purchase this wonderful formula? (Again the voice is heard from the box asking same question and narrator tries to quiet it. This time the Cub's head pops out of box and says loudly.)

JOHNNY: Hey, mister, when do I get my money? If I don't get it, you're gonna be sorry!

(From offstage, largest Cub, more heavily padded, enters)

LARGE CUB: Yeah, mister. When does my little brother get his money?

NARRATOR: (Claps hands to face) Oh, no! (He pulls handful of play money from pocket, drops it on stage and exits)

(Both boys grab part of money, looking pleased with themselves. They wave to audience and exit)

(First two Cub Scouts come on stage pushing a large broom, sweep up remaining money. End of broom pokes out from behind curtains with sign that says, THAT'S ALL FOLKS.)

SKITS

FITNESS CHAMPS

Cast: 6 Cub Scouts in uniform, hold-props as described below.

Setting: All boys come on stage and speak their lines.

ALL: We all excel in Fitness,
We're champs at that you see.
Just listen to our stories
And I'm sure you will agree.

1ST BOY: I hold the title of
The strongest in our den.
Do you suppose that
It's because of my friend?
(Holds up toy skunk while others
hold their noses)

2ND BOY: I'm known as the den's
Muscle man of the year.
Most of my muscles
Are between my ears.
(Pulls out a small hat and tries
desperately to put it on his head)

3RD BOY: I hold the title
Of the fastest of all,
I'm always first in line
For the chow basket call.
(Pulls out bag of cookies and begins
eating them)

4TH BOY: I'm know as the champion
Of the high jump,
One time I missed
And got a big lump.
(Rubs head, with painful expression
on his face)

5TH BOY: To keep in good shape
I exercise each day,
I wonder why my muscles
Turned out this way.
(Removes shirt to show colorful
padding on arms and legs)

6TH BOY: I'm the champion at making
Things disappear, you see.
Watch us all disappear
As I count to three.
(Counts slowly -1...2....3
as curtain closes)

See "Cub Scout Program Helps" for 'Sweet Tooth Skit'.
--

FINGER-LICKIN' FUN

A comic goulash about proper nutri-
tion.

This skit makes planning the proper
diet FUN! The verses are read by
the NARRATOR. Each food group needs
one "food person" to hold up a sign
which says MEAT, DAIRY, FRUITS, VEG-
ETABLES, or GRAIN. Signs should be
easily readable. As the skit begins,
food persons are seated on chairs
with signs concealed. As the skit
progresses, actors pantomime the
actions described in the script.

NARRATOR:

There's a most delicious topic
You all should think about
Whether you are young or old
Or if you're thin or stout.

Everybody loves good food---
The kind that's really yummy,
But one should also learn about
What's healthy for one's tummy.

Just listen to the message
Inside this tasteful rhyme
You'll be balancing your diet
In practically no time!

(continued)

SKITS

The first food that is needed
When planning every meal
Is MEAT that's packed with protein.
(MEAT sign is held up.)
There's beef and pork and veal.

This group has things besides just
meat.
Fish is one; eggs is another.
If none of these appeals to you,
You could eat peanut butter!

The second kind of food you need
To be strong as Samson
Are foods known as the DAIRY group.
(DAIRY sign is held up.)
They'll make you cute or handsome.

Some think the dairy group is dull,
Like only milk and cheese,
But dairy foods are used to make
Outstanding foods like these:

Cheese souffles and casseroles;
Thick milk shakes you can't sip;
Yogurt freezes; home-made puddings;
Ice cream cones, double dip.

And don't forget to eat some
FRUITS and VEGETABLES each day.
(Signs held up.)
They'll add a sparkle to your eyes,
And keep extra pounds away.

GRAIN and flour foods should be
in breakfast, lunch, and dinner.
(GRAIN sign held up.)
They'll give you zest and instant
pep
So you can be a winner.

Now keeping all these facts in mind,
Begin to plan a meal
That has in it each of these foods.
Approach this job with zeal!

You'll need to have a MEAT, a FRUIT,
A VEGETABLE, a GRAIN,
And something from the DAIRY group.
(Signs held up.)
But wait! The answer's plain!

The hamburger's a favorite food.
Now if we plan this right,
We'll have a meal of healthy food
And still love every bite!!

The grain will be the bun, of course,
With lettuce in between.
A patty of some good ground beef,
I like mine extra lean.

(As verse is read, food people go
to table to assemble a "human ham-
burger", always holding signs in
full view of audience. GRAIN person
lies across table as bun. VEGETABLE
person, as lettuce, lies on top of
him. MEAT person heads for table.
When the line "I like mine extra
lean" is read, he sucks in his
cheeks and stomach to look leaner.
He then lies across lettuce.)

Then we'll add a tomato
(FRUIT person piles on top.)
And a thick delicious shake.
(DAIRY person calmly sits on edge
of table, legs crossed, very com-
fortable while all the hamburger
people are miserably piled on one
another.)
Each of the healthy foods is here.
We've not made one mistake!

(Hamburger slowly disassembles, with
GRAIN person so weak that he must be
helped back to his chair by other
food persons.)

And so we've planned a tasty meal
Chock full of healthy chow
Most Cub Scouts like hamburgers,
We've worked that out somehow.

This play has been about good food
The lesson has been taught.
If there's not time to digest it all,
At least it's ..FOOD FOR THOUGHT!

SKITS

WHY EAT GOOD FOOD?

Cast: Den leader, Cub Scouts, doctor, dentist, and coach. All should dress for their part.

SCENE 1 - DEN MEETING

DEN LEADER: Our theme this month is Adventures to Good Health. I'd like someone to visit a doctor, a dentist and a coach to do some research on this theme and find out why proper foods are important. Who would like to do this?

JOHNNY: I would, Mrs. Smith.

DEN LEADER: O.K. Finish as soon as possible.

SCENE 2 - DOCTOR'S OFFICE

JOHNNY: Dr. Jones, could you tell me why it's important for us to have the proper foods?

DOCTOR: Of course, Johnny. You can compare the human body to a building under construction. A lot of different materials are needed to complete it. A lot of materials are needed to keep it repaired. The most important building material for the body is protein. The muscles, heart, brain, and kidneys are almost completely made of protein. But the body needs other things, too. It also needs minerals, vitamins, starches and liquids. Most of these come directly from food.

JOHNNY: Thanks, Dr. Jones. I think I'll go across the street and talk to the dentist.

SCENE 3 - DENTIST'S OFFICE

JOHNNY: Hello, Dr. Jackson, My Cub Scout den is talking about good health and we need to know what foods are important to our teeth.

DENTIST: Well, Johnny, the things dentists are most concerned with are

calcium and vitamins. Calcium is very important for strong teeth. We get small amounts of it in nearly all vegetables, but the main sources are milk and cheese. Dark green, leafy vegetables such as spinach and broccoli give us vitamin B6 which keeps teeth and gums healthy. And we get other important vitamins from foods such as corn, cabbage, cauliflower. We need these for healthy teeth.

JOHNNY: Thanks, Dr. Jackson.

SCENE 4 - LOCKER ROOM

JOHNNY: Hi, Coach Osgood. Our den is talking about good health and I thought you might tell me why you think proper food is important.

COACH: Well, I like to see bodies healthy in all parts. You need good strong bones, lots of energy and if you get hurt, you need to heal fast. I always tell my players to eat some of the seven basic food groups each day. Usually, good common sense, along with an understanding of food values will keep an athlete healthy and strong.

JOHNNY: Thanks, Coach.

SCENE 5 - DEN MEETING

DEN LEADER: Johnny, are you ready to give your report?

JOHNNY: Yes, I am.

DEN LEADER: Good. Before giving us your full report, first tell us why you eat foods that are good for you.

JOHNNY: Well, it's really very simple. I eat good foods because my mother won't let me have dessert until I do!

(Curtain)

SKITS

OPERATION "A"

This is a pantomime skit, with the den chief acting as narrator. Cub Scouts play the parts of the Patient, Doctor, Assistant Doctor, and Nurse. They wear appropriate costumes.

DEN CHIEF: Den _____ will present a skit called "Operation A". We will attempt to take an ordinary boy and turn him into a Cub Scout.

I'd like to introduce our patient.

(Patient comes on stage with a sheet wrapped around him to conceal his uniform. He lays on a table which has been covered with a sheet. The articles which are to be removed from him are on one corner of table, in easy reach of doctor)

To make a Cub Scout we need to cover him with fun and good times.

(Boy is covered with a sheet)

We need to give him laughing gas.

(Assistant doctor administers)

We need to take out hate.

(Doctor removes stone from under sheet)

We need to put in love.

(Doctor puts in large heart cutout which nurse is holding on a tray)

We need to take out selfishness.

(Doctor removes sign 'ME')

And put in cooperation.

(Doctor puts in sign 'WE')

We need to take out idle hands.

(Doctor removes pair of old gloves)

And put in busy fingers.

(Doctor puts in glove which has been stuffed with cotton)

We need to take out laziness.

(Doctor removes old rag)

And put in ambition.

(Doctor puts in inflated balloon, which he bursts with a pin)

We also need to add duty to God and country.

(Doctor puts in U.S. flag)

And family ...

(A parent comes forward and stands by table)

A Cubmaster

(Cubmaster enters and stands by parent)

A den leader ...

(Den leader enters and stands by table)

And a gang ...

(Other uniformed Cub Scouts enter)

And now, we have a Cub Scout!

(Patient stands, dropping sheet to reveal uniform. He puts on Cub Scout hat.)

Our operation was a success!

(Doctors and nurse pat each other on back ... shake hands with parent and leaders)



SKITS

A BEGINNING

Actors: 5-10 persons
 Costumes: Cub Scout uniforms
 Props: TV camera made from cardboard box

Skit opens with parents, a new Cub Scout and his den on stage with Cubmaster.

ANNOUNCER: Ladies and gentlemen, we are about to witness one of the most exciting events of Scouting ... and you are there!

CAMERA OPERATOR: Are we ready?

ANNOUNCER: I think so. Stand by to roll!

CUBMASTER: (to new Cub Scout) Raise your right hand in the Cub Scout sign and repeat after me.

(New Cub Scout raises hand in Cub Scout sign and repeats Cub Scout Promise after Cubmaster.)

(Cubmaster shakes hands with Cub Scout, using left hand and with right hand shakes hand of parents symbolizing an everlasting bond between Cub Scouts, parents and leaders. Cubmaster should state this in his own words.)

(Den gathers around new boy and parents and all leave stage. Cubmaster smiles and also leaves.)

ANNOUNCER: You were there, ladies and gentlemen, and what an event! This is your announcer returning you to our regular programming. The World Cub Scout Broadcasting Network brings you all the up-to-date news that is news!

Also see 'Blue and Gold' section of this book for more skit ideas on this theme.

CUB SCOUT TRAIL

Props: Tepee or tent. Large decorated boxes with signs: Bobcat Store, Wolf Tunnel, Bear Mountain, Webelos Bridge and Rugged Road

Setting: A simulated trail with the tepee standing at the beginning. A uniformed Cub Scout stands at each of the first four stations and den chief at the last. Blue and gold crepe paper streamers are wound around signs, marking trail. Akela, wearing Indian blanket and headdress, stands by the tepee. The prospective Cub Scout wears baggy shirt over his uniform as he comes on stage to meet Akela.

AKELA: Can I help you?

BOY: I'm on my way to manhood.

AKELA: Come, let's follow the blue and gold trail. It's the best way. First we'll stop at the Bobcat Store and get prepared for the journey.

(Boy ducks down behind box, removes baggy shirt and puts on Cub Scout cap)

(Akela and boy move on to next stop)

BOY: I sure hope there aren't any real wolves here!

(Move on to next stop)

BOY: A mountain! Wow! Are you sure this is the best way?

(Move on to next stop)

AKELA: You're doing fine. You're well on your way. I must go help others now. Good luck!

BOY: (Salutes) Thanks for your help Akela. (He crosses Webelos Bridge) Is this the end of the trail? Is this manhood? (Moves on to last stop)

DEN CHIEF: No, but you're getting close. Just follow the rugged road to Scouting.

(Cub Scout moves off stage. Curtain)

SKITS

WHO WAS THAT MASKED BOY?

- Characters:** Cub Scout in uniform with mask, 3 men on street, 2 boys, and a waiter.
- Costumes:** Hat and suits on men in street, casual wear for boys, apron and white chef's hat for waiter.
- Props:** Sack filled with miscellaneous items, hammer, boards, and carpenter items on saw horse, blanket, back pack, soft drink cup, few coins, box painted as soda fountain, strips of red and yellow or orange crepe paper to resemble fire on shirt and doctor's kit.

(Man #1 walks across stage carrying sack and drops it. Cub Scout picks up dropped items and helps man to side of the stage and disappears.)

MAN #1: Who was that masked Boy?
Was he a Bobcat? (exit)

(Cub Scout enters and begins doing push ups.....)

(Man #2 passing by pauses and watches with interest.....)

CUB SCOUT: Hello, Sir. (Exits)

MAN # 2: Who was that masked boy?
Was he a Wolf? (Exits)

(Cub Scout returns counting coins: "5, 10, 15 cents.")

WAITER: (Behind counter) May I help you?

CUB SCOUT: How much are your cokes?

WAITER: 10 & 15 cents.

CUB SCOUT: I'd like the 10 cents size, please.

(Waiter brings drink from under counter and Cub Scout puts money on Counter. Cub Scout exits with drink)

WAITER: (Picking up coins)
Hmmm... 10 cents for the drink and 5 cents for a tip... how thoughtful...
WHO WAS THAT MASKED BOY?
Was he a Bear? (Exits)

(Cub Scout walks across stage wearing back pack. Man #3 observing from the side of the stage: "Who was that masked boy? Was he a Webelo? (Exit))

BOY #1: (Running onto the stage frightened, clothes appear to be on fire) Help Help!

CUB SCOUT: (wraps blanket around boy and rolls him on floor)
Lie still, I'll get a doctor.

BOY #1: Who was that masked boy?
Does he have an Arrow of Light?

(Man #1 enters with doctor's bag and attends boy wrapped in blanket.)

(Cub Scout enters at the same time boy #2 appears from other side of stage.)

BOY #2: Hey! You must be a Cub Scout... could you help me join?

CUB SCOUT: (Puts arm around boy)
Sure! (They leave stage talking)

SKITS

TRACK FINDER

Actors: 5-10 persons wearing Indian costumes.

Setting: Indian village. Skit opens with Bobcat Indian running around asking questions of his brothers who are busy looking for tracks.

BOBCAT: What are you doing Wolf Brother?

WOLF: Seeking the track of the mighty bear.

BOBCAT: May I help?

WOLF: No. Go find Bear Brother.

BOBCAT: What are you doing Bear Brother?

BEAR: Listening to the Webelos tribe.

BOBCAT: May I listen?

BEAR: No. Go find Webelos Brother.

BOBCAT: What are you doing Webelos Brother?

WEBELOS: Looking for the Arrow of Light.

BOBCAT: May I look?

WEBELOS: No. Go find Akela.

(Soon Bobcat starts yelling. He is standing beside Akela who is lying on the floor. All come.)

ALL: What happened?

BOBCAT: Akela and me following great wild beast tracks and Akela was attacked!

ALL: What kind of beast?

BOBCAT: Union Pacific.

ACHIEVEMENT PARADE

This is a simple puppet show. The Cub Scout puppets are made from Jello boxes covered with blue and gold paper. One puppet is a Boy Scout. As each puppet says his part, a boy holds up one of the cardboard insignia posters for the appropriate rank.

1ST CS: I'm a little Bobcat, as you can plainly see. I've learned my Law and Promise, so a full-fledged Cub Scout I'd be.

2ND CS: Now I am a Wolf Cub Scout, with a gold arrow, too. Soon I'll have a silver one, to sew on my shirt of blue.

3RD CS: I'm in my second year now. A Bear Cub Scout I've become. I've earned a denner cord. When you work, they give you one.

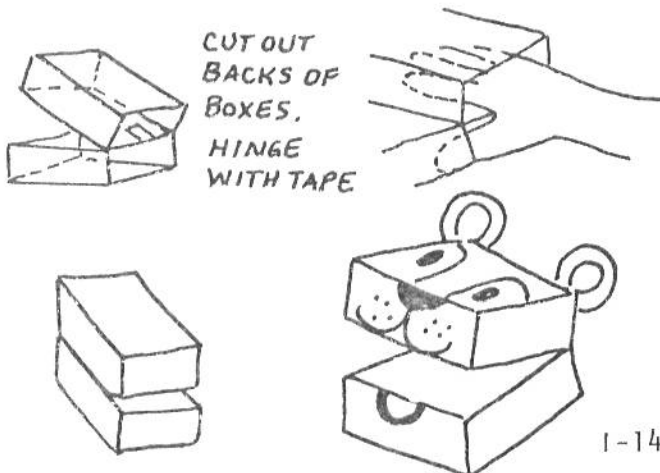
4TH CS: Webelos Scout is the name for me, and now it is the time they teach us to be Boy Scouts. Our leader keeps us in line.

5TH CS: At last I am a Boy Scout, and my Cub Scout days are done. When I think back the last 3 years, it really has been fun.

6TH CS: Once I was a box of Jello, sitting in a store.. when a lady came and bought me and took me out the door. She used me in a salad, and I thought my life was doomed when she threw me in a basket where the other garbage loomed.

Then this little Cub Scout came and rescued me, and told me that a puppet I was going to be. He gave me a face and a brand-new name, then started teaching me a puppet game.

And now it's time for us to go. We really hope you liked our show!



SKITS

COMMUNITY BUS SKIT

This is a pantomime skit with no narration. It is important that the boys use very exaggerated actions.

Actors: Bus Driver, Lady carrying a birdcage, Man carrying gift boxes, Man carrying groceries, Confused and clumsy man, den leader, and any number of Cub Scouts. (Omit any parts to fit to number in your den)

Setting: Chairs are set up to simulate seats on a bus. Chair at front is for driver.

Action: Bus driver smiles when first person gets on. He goes through motions of opening and closing bus door each time.

Lady carrying birdcage, purse, and wearing large hat gets on. She extends birdcage for driver to hold as she looks through her purse for money. She bends her head, pushing her hat brim in driver's face.

Driver looks very unhappy. He takes money, hands back birdcage.

Lady walks to take seat on bus.

Driver goes through motions of driving to next stop. He shifts gears, steps on gas, stops by putting foot on brake, and opens door for next passenger.

Man carrying gift boxes piled up to his nose, boards. He drops boxes on driver while trying to get money out of pocket. He tries to pick up the boxes and drops them again.

Driver raises his arms to protect himself against falling boxes, then tries to help pick them up. He pantomimes a few unpleasant words.

Man takes seat directly behind driver, as driver continues to hand him boxes.

At next stop, men carrying 2 large sacks of groceries boards. While trying to get fare out of his pocket he spills some groceries on floor. He hands both sacks to driver while he picks up apples and oranges. He returns them to sack, pays fare, pushes hat back on head, and finds seat.

Driver goes through all motions of proceeding to the next stop. He is grumbling and looks unhappy.

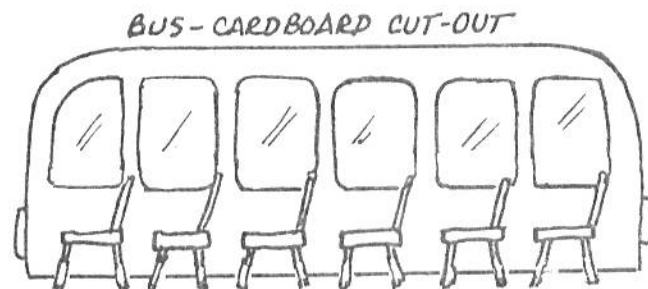
Clumsy man, carrying a rake, hoe, and a shovel runs in front of bus, trying to flag it down. Bus stops. He boards, staggers around, fumbling for fare, drops tools on driver. He drops money on floor and gets down on hands and knees to search for the coins. Finally puts fare in box and fumbles back to find a seat.

Driver goes through motions of proceeding to next stop. Everyone gets off bus.

Waiting at this stop are a den leader and Cub Scouts. They board bus, each pays fare without incident, take their seats quietly.

Bus proceeds to next stop and all get off, thanking bus driver as they leave.

The bus driver faints.



SKITS

THE ABSENTMINDED DRIVERS

This skit can be altered to fit any number of boys. Large cardboard cutouts of boat, plane, rocket, etc. are on stage in full view of audience. Boys are dressed in appropriate costume. As they speak their lines, the audience calls out the correct vehicle.

NARRATOR: We're slightly absent-minded, I've even forgotten my name; Please help us find our vehicles, In our transportation game.

PILOT: I have a pair of goggles
(Plane) And a helmet on my head
Which one of these belongs to me? (Points to vehicles) What was that you said?

COWBOY: My hat's about ten gallons,
(Horse) I've spurs upon my boots,
I wear a kerchief 'round my neck,
My yells I give in whoops.

FIREMAN: I sometimes wear a helmet,
(fire-truck) A rubber coat and boots,
My vehicle is usually red,
My siren has no toots.

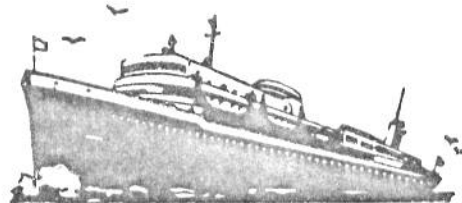
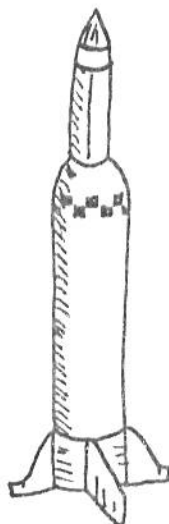
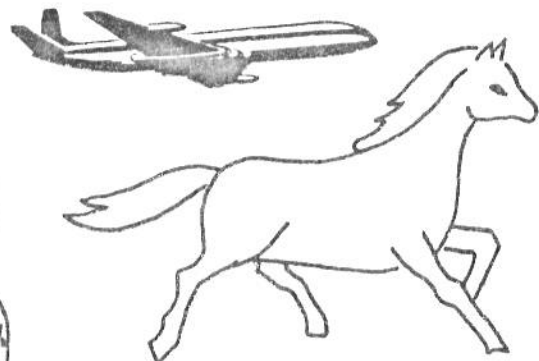
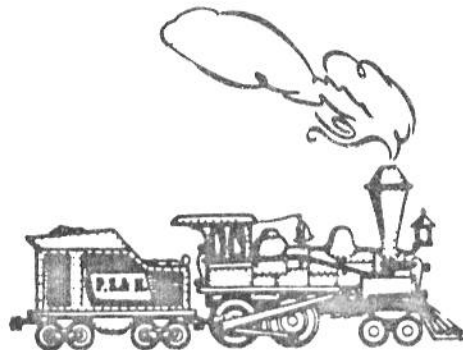
ASTRONAUT: My orbit is outside the
(Rocket) earth, Where silence is profound,
And when my trip is over, I don't touch down on ground.

SAILOR: Over the blue and bounding main,
(Boat) Away, away we float,
I wonder what I'm steering? Could it be a _____?

ENGINEER: I carry loads and people,
(Train) My engine's big and black,
I go to far off places,
I run upon a track.

INDIAN: My highways are the
(Canoe) lakes and streams,
Over all the country wide,
Sometimes I use a hollowed log,
Sometimes an animal hide.

BUS DRIVER: I carry people to their
(Bus) work, And home again at night,
I drive to any part of town,
I'm yellow and shiny and bright.



SKITS

CITY SLICKERS

Cast: Ma, Pa, Boy, Sis, all dressed as hillbillies. Two boys dressed as city slickers.

Props: Large cardboard car cutout with handles on back. A log cabin prop or backdrop.

Setting: Two city slickers drive up in front of log cabin and honk their horn.

MA: (Comes out of cabin) Howdy! What ya'll want?

DRIVER: How do we get to Tulsa?

MA: Well ... I don't rightly know, but I'll ask my son. (Yells into cabin) Sonny, how do ya'll get to Tulsey?

BOY: (Comes out) Well, Ma. I don't rightly know. I'll ask Sis. (Yells into cabin) Sis, how do ya'll get to Tulsey?

SIS: (Comes out) I don't rightly know. I'll ask Pa. (Yells) Pa, how do ya'll get to Tulsey?

PA: (Comes out) Let me see now. I don't rightly know how to get to Tulsey.

RIDER: Boy! You people sure are dumb. You don't know anything, do you?

PA: Well ... it's this-a-way. We might not be right smart ... but we ain't lost!

(Curtain)

FAMILY VACATION

Cast: Mom, Dad, 2 Sons.

Props: Large cardboard car cutout which all actors can fit behind. Car remains stationary. If desired, other boys can move scenery in the background so it looks like the car is moving.

DAD: I'm glad we decided to go on a family vacation. Jimmy, you do a good job of reading the road map so we'll know where we're going.

JIMMY: O.K. Dad. I will.

MOM: Say, that looks like a river.

JIMMY: Yeah, I think it's the Mississippi. Turn right up ahead, Dad.

OTHER SON: There's a building that looks like Independence Hall. Could be in Philadelphia?

JIMMY: Yep. That's where we are. Turn left at that fork in the road, Dad.

MOM: Why, there's the White House. It sure doesn't look like I thought it would. We got here in a hurry.

JIMMY: Now, make a right turn at that filling station, Dad.

DAD: This sure looks familiar. Are you sure we're in Washington D.C.?

JIMMY: Just keep going. There's something up ahead I want you to see.

OTHER SON: There are the golden arches. It's MacDonalds!

MOM: And look ... there's our neighborhood grocery store. We're been driving around in circles!

JIMMY: That was the only way I could figure out to get a Big Mac!

SKITS

THE TALKING TRASH CAN

Actors: Old man, 4 boys in civilian clothes, 2 Cub Scouts. Den chief or adult reads lines for Trash Can offstage.

Setting: A park, with cardboard cut-out trees and a giant size trash can.

T. CAN: Dear, dear. I am getting so lonely. Hardly anyone ever visits me anymore, and I thought I was so attractive! Sitting here on such a nice spot ... right on the corner of 5th and Main. Wait a minute. Here come a couple of boys. Maybe they'll come and visit me.

(Two boys enter, eating candy bars)

1ST BOY: This candy sure is good!

2ND BOY: Mine is too. Want to trade?

(They trade candy and throw the wrappers on the ground)

T. CAN: Here I am, boys. Yoo yoo! Can't you see me? Oh, please don't throw them down there! Well, some people will never learn.

(Boys exit. Old man enters)

T. CAN: Here comes a little old man. Look ... he's reading a newspaper. I'm over here, sir. Please come and see me.

(Man is reading newspaper. He stops and reads a second, then looks at audience and says:)

O. MAN: With these prices, America sure isn't the way it was when I was a boy!

(He throws newspaper over his shoulder and exits)

T. CAN: Oh dear! Why can't I get their attention? Guess I'll just keep trying. Here come a couple of boys on their way home from school. Hi boys! I'm over here!

(Next two boys enter and ignore trash can)

3RD BOY: That was some test today, wasn't it?

4TH BOY: Yeah. What did you get?

3RD BOY: I'd rather not say!

4TH BOY: Me either!

(Boys toss test papers on ground and exit, laughing)

T. CAN: Oh boys, don't put them there. I'll take them. I won't tell anyone what you got. Come back, boys, please come back. Oh, I'm so lonely ... so very lonely.

(Two Cub Scouts enter)

1ST C.S.: Oh, look at this mess! Let's pick it all up.

2ND C.S.: Hey look! There's a trash can over there. We can put the trash there.

(They get busy and pick up all the trash, putting it in the can)

1ST C.S.: Picking up litter isn't our project this month, but I think we should do our best and keep our community beautiful every month.

T. CAN: Oh, thank you. Thank you! I feel so much better now. And the park looks so much better. Thanks for being my friend. Even a trash can like to have friends.

(Cub Scouts pat trash can on back and nod.)



SKITS

ROOTS

Cast: Sam Squash, Paul Bean, Q. Cumber, Bill Pepper, Brock Lee, all wearing large cardboard vegetable cut-outs.

Props: A cardboard cut-out row of grass, plants, with a fence. Vegetable actors stand behind prop as though they were in garden.

SAM: Have you heard? Tom A. Toe is gonna have a garden party!

PAUL: That's terrific! I haven't been to a garden party since that lonely Care Utt invited us to a party in his onion patch.

BILL: I still wither when I think of the smell! How could a vegetable ever survive in that place?

Q.CUMBER: Well, he was just a carrot, remember!

SAM: But last spring he moved out to that hothouse at the gardener's. You should see him now! He acts like a regular hybrid!

BROCK: I've never been to a garden party before. What is it?

BILL: You know! We go over to his row and have a party. You'll really dig it.

BROCK: If it's anything like being transplanted, I don't want any part of it. I'm used to my own garden and I don't intend to be uprooted.

SAM: Silly! It's just for a few hours!

BROCK: But what do you do there?

Q.CUMBER: It's a real hoe-down!

PAUL: Most of the time we listen to records.

BROCK: But Tom A. Toe's favorite recording star is Elton Yawn. He's such a weed! We'll probably have to listen to him all night!

SAM: No, every vegetable brings his own favorite records. I'm gonna bring my country western album by Johnny Chargecard. Remember when he recorded "A Boy Named Sweetpea?"

Q.CUMBER: Wasn't that right after his big hit "If I Were a Carpenter Beetle and You Were a Lady Bug?"

PAUL: There's no one better than John Denmother. His song "Rocky Mountain Spotted Fever" unearths me!

SAM: Did you hear that Rainy and Shares's mother left them unattended as sprouts and they just spread all over? They got in with some dandelions.

BILL: I heard they tried to turn over a new leaf but their roots were too firmly established. Maybe if they had been Cub Scouts when they were boys

SAM: Well, it's all part of plant lore now.

BROCK: Well, anyway, the garden party sounds like great fun. I'd better take my shower or my mother will never let me go ... after being in the dirt all day. Bye, fellows.

(Curtain)

See p. 1-48 for costumes.

SKITS

A ROBOT FOR CHORES

Setting: Four Cub Scouts talking about the hardship of household chores. Two boys dressed as robots.

1ST BOY: You know what I hate? Taking out the garbage and helping with the dishes!

2ND BOY: Gee, you have it easy! I have to weed, mow the lawn, and water the whole yard.

3RD BOY: Bet you don't have to make your bed! All I ever get is girl chores!

(Boys exit and come back with robots)

1ST BOY: I sure hope these robots work!

4TH BOY: Well, let's find out.

3RD BOY: Let's turn on the robot for indoor chores.

(He turns switch on front of robot. Robot picks up a garbage sack and pretends to throw it out the door. He pretends to start doing dishes and breaks them. He begins to sweep and breaks the broom.)

4TH BOY: Oh boy. We're in for it now! Look what that crazy machine is doing!

(Other robot joins in, making a big mess of things. Tossing around newspapers, etc.)

2ND BOY: Quick! Turn them off.

1ST BOY: (They turn off robots) Now we have to clean up this mess before Mom comes home.

3RD BOY: (As they begin work) I think it's easier just to do it ourselves in the first place. Those robots make a bigger mess than any family does!

See p. 1-56 for robot costume

OTHER SKIT IDEAS

Astronauts on Mars - First astronauts arrive on Mars and find it is so hot they cook breakfast on rocks and walk on tiptoes. They meet a Martian and invite him into their spaceship. He finds it so cold that he freezes stiff and astronauts must take him outside to thaw. Exit line: 'Wow! What a hot number!'

The New, New Math - Scene is classroom in year 2000. Students stand around a computer made from large carton with many dials, buttons, keys. Old gray-bearded man enters and says he was a fourth-grade teacher in 1982. and writes on blackboard: "2+2 +?" Students put problem in computer and get no answer. While they try to figure out what is wrong, old man plugs in the computer. They get answer and shout "Isn't that computer great?" Old man shakes head and exits.

A futuristic game called Basebaskfoot-ball. Players wear football helmets, basketball shirts and baseball knickers. Let the boys dream up some strange rules for the game.

A 200-mph rocket train which breaks down and is repaired with a rubber band.

Space shuttle traveling to Mars and Venus, which brings back Martians and Venutians to be Cub Scouts on earth.

Lost in Space - astronauts is space ship watch wildly fluctuating controls, assume they are lost. After a lot of confusion, a ground crewman sticks head into capsule and they find they haven't left the ground yet.

A mind-reading act based on a 'thought-recorder machine' - a box with all kinds of dials, levers and cranks. It can read and record unspoken thoughts.

SKITS

DEN MEETING OF THE FUTURE

Cast: Den leader (wearing long blue cape with blue tie ribbon),
5 boys wearing elbow length blue capes with blue ties.

Props: As indicated in script.

DEN LEADER: 'I see you boys have brought some special things to today's den meeting. (She points to first boy and asks him to show what he brought)

1ST BOY: We visited the planets Mars, Jupiter and Saturn this weekend. (He holds up poster showing solar system and points out these planets)

2ND BOY: I've completed by space scooter. Here's a picture of it. (Holds up picture of space scooter)

3RD BOY: I've completed my cooking project. I made a flying saucer pizza for today's refreshments. I brought the recipe in case you'd like it. (He hands recipe card to den leader and shows his pizza which is a large, round cardboard cut-out with half a styrofoam ball glued in center)

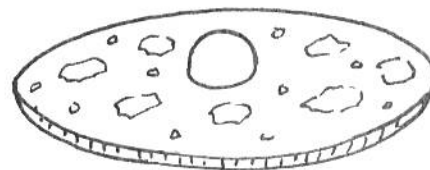
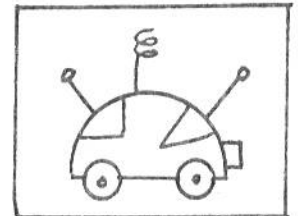
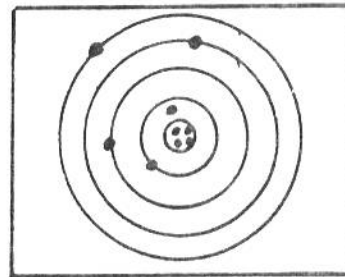
4TH BOY: I've grown a chemical garden. I've brought some of my flowers to show you. (Holds up poster board with chemical formula on it, then shows some large crepe paper flowers in wild colors)

5TH BOY: I finished my photography project. I took three pictures of the moon in different lightings. Want to see? (Holds up blank white poster, then black poster, then poster which is half black and half white)

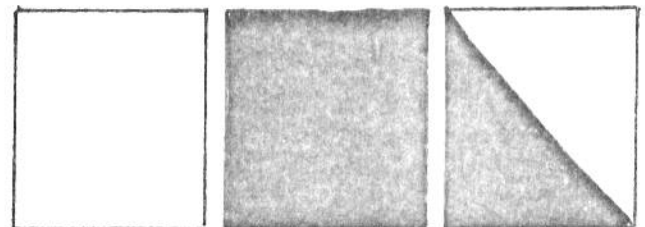
DEN LEADER: It looks like you boys have really been working hard this past week. Here are your progress beads. (Hands each a croquet ball)

ALL BOYS: On Jupiter, Mars, and all the rest .. we're the best, we're the best! Yeah Den 2001! Yeah, Den 2001!

(Boys all wave goodbye to leader and exit)



$$\begin{aligned} x^m(a+bx^2)^4 dx & \\ = x^m \frac{a(m+1)}{np+m+1} & \\ \frac{dx}{y} + \frac{ax^3}{z} \left(\frac{y}{x^7}\right) & \end{aligned}$$



SKITS

ROCKET DRILL

Actors: 6 boys in astronaut costumes
 Setting: Boys are assembled in control room of rocket ship.

1ST BOY: Prepare for take off. Who are we?

ALL: Cub Scout pack _____ of the Intergalactic Cub Scouts.

1ST BOY: What is our purpose?

ALL: To spread Cub Scouting through the galaxy.

1ST BOY: Scouts, take your places.

(Each boy takes his place at some portion of the controls. 1st Cub Scout stands in center with a clipboard)

1ST BOY: Primary engines?

2ND BOY: Check.

1ST BOY: Fuel and fuel gauges?

3RD BOY: Check.

1ST BOY: Temperature gauges?

4TH BOY: Check.

1ST BOY: Retro-rockets?

5TH BOY: Check.

1ST BOY: Communications?

6TH BOY: Check.

1ST BOY: Everyone brace for lift off!

(All boys brace themselves against instrument panels)

1ST BOY: Activate primary engines!

2ND BOY: We have lift off! Approaching cruise speed.

6TH BOY: Base has cleared us to enter warp lane.

2ND BOY: We have entered warp. How's the temperature holding?

4TH BOY: Cabin temperature steady. Hull temperature moderating.

3RD BOY: Well, we're on our way, gang. Isn't it fun?

5TH BOY: Yippee! In just 2 hours we'll be on Asteroid 351.

(The boys continue to carry on a conversation about planets, comets, asteroids, etc. ... anticipating picnic on Asteroid 351. They could sing a Cub Scout song. Finally, the announcement is made:

1ST BOY: Cub Scouts ... brace for landing on Asteroid 351.

THE MARS MONSTER SKIT

GIANT CATERPILLAR

A group of Cubs are in a line bending over to represent a large caterpillar. Sheets or blankets are over them.

The Cub Scout who has captured this monster tells the audience he would like to have them watch this phenomenal animal devour food. He sticks a box of cereal into the monster's mouth. It eats it. (Boys underneath shake tin cans filled with pebbles and move up and down to give appearance of digesting food.) The boy at the end of the monster tosses out an empty cereal box.

(This is repeated several times with various food boxes. Each time the empty container is tossed out at the end.)

Finally the monster grabs the Cub Scout. After a great deal of commotion, the Cub Scout conceals himself behind the sheet. A Cub Scout uniform which had been held under the sheet, is tossed out at the end.

The group make a hasty exit with victim under the sheet.

SKITS

THE VISITOR

As the skit opens, a dim light shows Cub Scouts studying the stars with a telescope.

JOE: Hey, there's the Big Dipper. Do you see it?

JIM: Sure I do. And over there is the North Star. Boy, would I like a chance to travel in space and get a closer look at some of those stars.

BILL: That North Star sure is bright!
(As he speaks, a blinding light goes on at the other side of stage)

JIM: I've got news for you. That's too bright for the North Star. Wait a minute. There's a voice coming from behind that light!

VOICE: Silence, you earthlings! Now listen to me. Can any of you drive a spaceship?

MARK: You've gotta be kidding!

VOICE: How about a jet plane?

TIM: No sir. What is it you want with us, Voice.

VOICE: Watch it! Don't get too familiar! Call me Mr. Voice.

JOE: Yes sir, Mr. Voice.

VOICE: Can any of you drive anything?

BILL: We can drive bicycles. We just had our pack bicycle rodeo.

VOICE: How many wheels does a bicycle have?

MARK: Two.

VOICE: The machine I want you to teach me to drive is much more complicated. It has three wheels.

(Suddenly lights begin to flash)

JIM: I feel sleepy.

JOE: So do I. Please don't hurt us, Mr. Voice.

VOICE: Don't worry. When you awake you won't remember anything.

(Boys all slump to floor and bright lights go off)

VOICE: I may as well leave this vehicle here on Earth. It's too complicated for me.

(From behind bright light, a tricycle is pushed. Then everything goes dark)

FISHING

Actors: 4-8 persons

Setting: Skit opens with one boy in a backyard, shading his eyes with his hands as if looking into the distance.

2ND BOY: (Enters) What are you doing?

1ST BOY: Watching my friends fishing.
(2nd boy looks at him strangely, shrugs, and exits)

3RD BOY: (Enters) What are you doing?

1ST BOY: Watching my friends fishing.
(3rd boy looks at him, shrugs and exits)

(Repeat this sequence as many times as necessary to fit number of boys)

ADULT: (Enters) What are you doing?

1ST BOY: Watching my friends fishing.

ADULT: But they can't catch fish in the backyard. There's no water!

1ST BOY: I know. But I don't have a boat to go tell them.

SKITS

ONE MORE PIECE OF PIE

Cast: Mr. and Mrs. Davis and Danny,
Mr. and Mrs. Smith and Billy,
Mr. and Mrs. Nelson and Jeff.
(The boys are dressed as Cub
Scouts)

Setting: A backyard picnic. They
have finished their meal and
are seated around picnic table.
One piece of pie remains on
plate.

MR. D: Well, Martha, you certainly are
a good cook.

MRS. D: I can't remember when I've
eaten so much and enjoyed it so.

MRS. S: It certainly was delicious!

MR. S: I couldn't eat another bite
if you paid me.

MR. N: Oh come now! You know there's
plenty left in the basket. Let's have
a little more!

ALL ADULTS: No, no. Not another bite.
We just can't.

MRS. N: Just look at that one lonesome
piece of pie. Surely someone will
finish it. You, Ed?

MR. S: No, not me. How about you,
Louise?

MRS. S: No thanks.

MR. D: Me either. I've eaten more
than anyone else. Well ... anyone
except Jeff!

MR. N: Yes, I think for once Jeff has
had his fill. Bet he couldn't hold
another crumb!

MRS. N: Oh dear. I wish someone
would eat that one little piece of pie.

JEFF: Nobody asked me. I'd like
that piece of pie.

MRS. N: Jeff! If you eat one more
thing you'll explode!

JEFF: I'll take that chance. Pass
the pie, please. (Jeff eats the pie
with back to audience. Behind stage
someone pops a blown-up paper bag)

THE ANTS

Actors: 6-8 persons

Props: Paper sacks

Setting: Skit opens with boys standing
together in a backyard. Card-
board cutout trees and bushes
could be used.

1ST BOY: Gee, there's nothing to do.

2ND BOY: Yeah, I know.

3RD BOY: Hey, let's have a backyard
picnic.

ALL: Yeah!

4TH BOY: But it's going to rain.

1ST BOY: I don't think so. If it does
we can eat in the house.

2ND BOY: I'll bring the potato chips.

3RD BOY: I'll bring the hot dogs.

4TH BOY: I'll bring the hot dog buns.

5TH BOY: I'll bring the drinks.

6TH BOY: And I'll bring something spe-
cial!

(All walk off stage, and come back
carrying sacks)

2ND BOY: Here are the chips.

3RD BOY: Here are the hot dogs.

4TH BOY: Here are the buns.

5TH BOY: Here are the drinks.

6TH BOY: (drops his sack) Oh, no!

5th BOY: What's wrong?

6TH BOY: I brought the ants!

SKITS

A PRIZE DESSERT

Actors: Den chief as narrator; one boy dressed as Judge in top hat and oversized coat; 4 boys dressed as cakes, as described below.

DEN CHIEF: Keeping in mind our theme of Cub Scout Fair, our skit is titled "A Prize Dessert". We have been working on our favorite desserts.

First, I'd like to introduce our most gracious and esteemed judge, Mr. Tasty!

(Judge comes on stage, carrying oversize 1st Prize ribbon. He stands to one side of stage)

Our first contestant is Sponge Cake.

(Boy comes out, doing hand-springs. He allows judge to poke him)

Sponge Cake is soft, springy and holey. He comes in all sizes and colors. You can try to look through him. (Judge does this) If you poke him, he'll cry.

(Sponge Cake stands quietly while other contestants enter)

Our second contestant is the famous Washington Pie! Round and plump, covered with a rich green creamy meringue, topped with red cherries. Be careful when you cut it ... because it will flop!

(Washington Pie wears green, with bunch of red cherries on head. Judge tries to cut it with a big cardboard knife. Pie falls.)

Our third contestant is the Devil's Food Cake ... as brown as dirt and wonderfully moist and good. Forget his horns, for what would a contest be without the distinctive touch.

(Devil's Food Cake wears brown, with horns on head. He pokes at other desserts with a fork)

And now, Mr. Tasty, would you please select the prize dessert?

(The judge walks back and forth a few times and finally pins the 1st Place ribbon on one of the desserts)

ALL: (Singing to tune of "Friendship")

Friendship, friendship
Just a perfect blendship,
When other contests have been forgot,
Ours will hit the spot.

LEMONADE STAND

Cast: Lemonade seller and 3 customers

Props: Lemonade stand or table with sign: "Lemonade - All You Can Drink For a Dime". Pitcher and glasses on table.

SELLER: Come and get your fresh, ice-cold lemonade. All you can drink for a dime!

1ST CUSTOMER: All I can drink for a dime? Boy, am I thirsty! Here's a dime. I'll take a glass. (Seller hands him a glass - he takes a long drink; then turns to audience holding his throat) This stuff tastes terrible! (Walks off stage shaking his head)

2ND CUSTOMER: All you can drink for a dime?

SELLER: Yup.

2ND CUSTOMER: I'll have a glass. (Takes a sip) Arghh, this is the worst lemonade I've ever tasted. Did you stir it with your feet? (Exits)

3RD CUSTOMER: Boy am I thirsty. I'll take a glass of lemonade. (Hands him dime and drinks it down) Hey, that's mighty good! I'll take another glass.

SELLER: That will be another dime.

3RD CUSTOMER: But your sign says 'All You Can Drink for a Dime'.

SELLER: That's right, sonny. That's all you can drink for a dime.

SKITS

CHIEF OF ALL BUT ONE

Cast: Glooskap, god of Algonquins
 Chief Eagle Eye
 Chief Deer Foot
 Chief Bear Claw
 Chief Swift Arrow
 Chief Red Feather
 Wasis, a baby
 Other Indians and medicine men

Scene: Tribal council fire. Glooskap stands at right. Chiefs stand at left. Between them are other Indians, medicine men and Wasis

GLOOSKAP: (Extending hand) I am Glooskap, god of the Algonquin Indians.

CHIEF EE: (Advancing and raising hand) Welcome, Glooskap.

CHIEF DF: (Advancing and raising hand) Welcome, Glooskap. It was you who helped us overcome our hard winter.

CHIEF BC: Welcome, Glooskap. It was you who made our barren land fertile.

CHIEF SA: Welcome Glooskap. It was you who overcame the evil spirits on earth before man came.

GLOOSKAP: Yes. I, Glooskap, control everything. I control the spirits of this world and the world to come. I control the fish and rivers, the birds of the air, the beasts of the field and forest. I control every man, woman and child. Everyone and everything must do as I command.

CHIEF RF: Worthy master, may I speak?

GLOOSKAP: You may speak.

CHIEF RF: I know one creature who will not come when you call.

GLOOSKAP: Impossible! I am Glooskap. Who can withstand my power?

CHIEF RF: I have a papoose named Wasis. He can walk, but he will not come when he is called.

GLOOSKAP: A papoose? Glooskap can make the papoose mind.

CHIEF RF: But master, you do not know my Wasis!

GLOOSKAP: Nonsense! Wasis, come to me! (Folds arms and waits)

WASIS: (Frightened) Wa-a-a-a.
 (Continues to cry)

GLOOSKAP: Wasis, you have an evil spirit in you. The medicine men must rid you of it. Beat the drum!

(Indians beat drums. Medicine men dance around, chanting, while Wasis cries louder than ever)

GLOOSKAP: Stop! (Drums and dancers stop) Wasis! Stop crying! (Wasis continues to cry) I give up. I am the ruler of all but one ... you, Wasis. (Points to Wasis, then exits in anger)

WASIS: (Stops crying, watches Glooskap exit, then says..) Goo-oo-oooo.



SKITS

HIGH-LOW BRAVES

Cast: Chief High, Chief Low, and any number of braves. Narrator.
(Indians dressed in costume)

Setting: Chief High and Chief Low are on opposite sides of stage with their braves.

NARRATOR: Chief High and his tribe lived down in the valley, and Chief Low and his tribe lived up on the mountains. Every morning Chief High would go out, look up at Chief Low's camp and call out.

CHIEF HIGH: 'Lo Low. (waving)

CHIEF LOW: Hi, High. (answering)

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

(All braves pace around in circles, shaking their heads, frowning)

NARRATOR: When Chief High and Chief Low heard about their braves they laughed, and said....

CHIEFS: (Together, laughing) We can soon fix that!

NARRATOR: And so, the next morning ..

CHIEF HIGH: (Calling up the mountain)
Hi, Low!

CHIEF LOW: (Calling down the valley)
Lo, High!

NARRATOR: But the braves were still unhappy and more confused than ever. (Braves repeat actions above) So the chiefs got together and talked it over.

(Two chiefs move to center of stage and talk)

CHIEF HIGH: We gottum problem!

CHIEF LOW: You betcha! What we do?

CHIEF HIGH: We exchange camps.

(Chief High gathers his braves and moves to opposite side of stage. Chief Low does the same)

NARRATOR: Now, every morning Chief High calls down ...

CHIEF HIGH: Hi, Low!

CHIEF LOW: 'Lo High!

NARRATOR: The braves are happy and wonder why they were ever unhappy in the first place.

ALL BRAVES: (Smiling, sing together)
So whether you're high or whether you're low, you can be happy wherever you go. Whether you're up or whether you're down; it's as easy to smile as it is to frown.



SKITS

CHIEF SHORTCAKE

Cast: 3 braves and 1 squaw, all wrapped in Indian blankets. Braves can wear headbands.

FIRST ACT - Squaw (Chief Shortcake's widow) stands with arms folded in center of stage. She says nothing but shakes her head back and forth slowly, indicating 'no'. 1st brave enters.

1ST BRAVE: I have come for Chief Shortcake's body. We wish to bury your husband with honors. Give us Chief Shortcake.

(Squaw continues to shake head 'no')

SECOND ACT - Squaw stands in same place, arms still folded, mouth still silent, still shaking head 'no'. 1st and 2nd braves enter.

1ST BRAVE: I bury Shortcake for you.
(Squaw shakes head 'no')

2ND BRAVE: O.K. We bury Shortcake together ... use lots of blankets .. him keep plenty warm at the Happy Hunting Ground. (Both braves kneel and beg)

(Squaw shakes head 'no')

THIRD ACT - Squaw in same position, with same actions. Three braves enter.

1ST BRAVE: More tickets sold for funeral. Standing room only now. We bury Shortcake.

(Squaw shakes head 'no')

2ND BRAVE: You be nice squaw. You give us Shortcake.

(Squaw shakes head 'no')

3RD BRAVE: We heap big braves in tribe. Why you not wish us to bury Chief? We bury him heap big good!

SQUAW: (Finally and emphatically)
SQUAW BURY SHORTCAKE!

Heap Big End

HOW THE CHIPMUNK GOT ITS STRIPES

Cast: Narrator, Eagle, Owl, Bear, Chipmunk

NARRATOR: Long ago all the birds and animals got together to decide how much light they should have.

EAGLE: I think we should have light all the time.

OWL: No. Light hurts our eyes. It should be dark all the time.

EAGLE: No, no.

BEAR: Owl is right. Hunting is better in the dark. It should always be dark.

CHIPMUNK: I think half the day should be dark and the other half light.

NARRATOR: Most of the animals thought Chipmunk had the best idea. So they decided day should be divided into a light part and a dark part. But Bear wanted it all dark. He was so mad at Chipmunk that he chased him. (Bear chases Chipmunk) Just as Chipmunk reached his hole, Bear clawed his back, leaving long scratches. (Chipmunk dives for hole; bear scratches back) So, from that day to this, all chipmunks have had stripes on their back.

- An Old Indian Legend

SKITS

THE RAILROAD CROSSING

Cast: A Conductor who sits on a stool and holds a very thick book; a hillbilly family, including father, mother and several children. All are dressed to fit their roles.

Props: Two ropes laid parallel in front of the acting area to represent a railroad track.

FATHER: (Addressing the mother) Be there a train from the North today?

MOTHER: (To first child) Be there a train from the North today?

(Each family member, in turn, passes this same message down the line to the Conductor, who thumbs through his big book)

CONDUCTOR: No. There's no train from the North today. (speaking to last child)

LAST CHILD: (To next child in line) No, there's no train from the North today.

(This procedure is repeated, with the message being passed back up the line until it gets to the Father.)

FATHER: (Addressing the mother) Be there a train from the South today?

(The same procedure is repeated with the conductor responding negatively. The Father then asks about trains from the East and West, with the message being passed from person to person. When the last message gets back to the Father, he says ...)

FATHER: O.K. It's safe to cross the railroad tracks.

(The family proceeds to walk across the tracks)

Also see 'The Late News' skit in "Cub Scout Program Helps"

LEARNING ABOUT COMMUNICATIONS

Cast: A teacher, dressed in one of mom's old dresses and a wig; and any number of students.

Props: Chair for each student and table or desk and chair for teacher.

Scene: As curtain opens, teacher stands, picks up a small bell and rings it.

TEACHER: Although I'm sure you students understand much about communications, let's review that subject today. As I call your names, I would like for you to stand and name some method of communication which you consider to be effective. Maybe we can come up with some unusual ones. (Teacher calls on each student in turn and he responds)

1ST STUDENT: Sign language is a good method of communication.

2ND STUDENT: I think Morse Code is a good one.

3RD STUDENT: Semaphore is very useful.

4TH STUDENT: Smoke signals were used by the Indians.

5TH STUDENT: What about Indian picture writing? That was a method of communication too.

6TH STUDENT: I think an interesting one is the noise or calls that birds and animals make to talk to each other.

7TH STUDENT: Well ... I don't know if this is the answer you're looking for ... but I heard my dad say once that the fastest way of communications that he knew about - even faster than the telephone - is to 'Tell a Woman'.

(Teacher faints)

SKITS

NEWSPAPER OFFICE

Scene: A newspaper office, Editor at desk.

Characters: Four reporters and the Editor.

FIRST REPORTER: (hurrying into office) Chief, I've got all the dope on a serious accident of last night!

EDITOR: What time did it happen?

FIRST REPORTER: About 12:30 last evening.

EDITOR: Do you think that's news? Everyone will have forgotten about it by this time.

(First Reporter walks slowly out, disgusted. Second reporter enters)

SECOND REPORTER: Say, did you hear about the new orders from Police Headquarters on the Olson kidnapping?

EDITOR: Yeah, they've already been printed, so "scram".

(Second reporter goes out, third reporter comes in.)

THIRD REPORTER: Have I got a news story for you, Chief. The Mayor has just filed suit for divorce.

EDITOR: And when did all this happen?

THIRD REPORTER: About 10 minutes ago.

EDITOR: Will you get out of here. What I want in this office is NEWS. Do you hear me? N-E-W-S!

FOURTH REPORTER: And news you're getting, Chief. Just wait till you hear this.

EDITOR: Well, what's it all about?

FOURTH REPORTER: Just a minute now, don't get excited. (Walks to edge of stage and back again)

EDITOR: (out of patience) Say, listen here....(he is interrupted by a loud bang offstage. Editor jumps up and hollers.) What in the world was that.

FOURTH REPORTER: That's my story, boss. They just bombed the building next door.

EDITOR: Well, now that is news!

MIRROR STUNT

With some practice, this can be a very amusing stunt. The idea is for 2 boys to harmonize their pantomime movements so it looks like there is only 1 boy looking in a mirror. They do everything in unison. Here are some suggestions:

1. Boys face each other, sides to audience. They should be about the same size and height and dress alike.
2. Practice all movements in slow motion, then speed up slightly. Use movements which can be seen clearly by audience.
3. Don't laugh or smile.
4. Do movements like leaning forward and touching noses, putting palms together and tilting head, twist face into comical expression, etc.

Stunt can be ended by 1st boy waving good-bye while other boy motions 'come here'. They stare at each other in surprise, shrug, face audience, bow in unison and exit.

SKITS

FIRE SAFETY

Actors: 7 persons

Props: Fire extinguisher, two fire engines and one fire hydrant (cardboard silhouettes)

Setting: Skit opens with a Cub Scout with a microphone talking to two other boys dressed as firemen.

TV REPORTER: Today we are here at station 7 to speak with Fire Chief No-Fires and his assistant, Lt. No-Smoke. They are the heroes of yesterday's 4-alarm fire at the Bang-Bang Fireworks Factory. Chief, can you give some safety hints to our listeners at home?

CHIEF: Yes. Don't smoke in bed, don't store extra gasoline in your car or garage, and don't let children play with matches.

LT. NO-SMOKE: Also, every family should plan and practice a family escape plan.

REPORTER: How did you manage to put out that big fire yesterday?

VOICES: (Offstage) We helped! We helped!

EXTINGUISHER: I used my strong chemicals to help put out the small fires.

HYDRANT: I supplied the water to the fire engine to put out the fire. Please tell people not to park near me. Yesterday the firemen almost didn't see me because a green station wagon was in front of me.

ENGINE #1: I carried 10 firemen to the fire.

ENGINE #2: My ladders and emergency first aid equipment helped the firemen to save lives.

ENGINE #1: Did you know that some drivers didn't get out of our way as we were hurrying to the fireworks factory?

ENGINE #2: We were almost too late to save the fireworks for next year's 4th of July fireworks show.

REPORTER: Chief, do you have anything else to say to our listeners?

CHIEF: You can prevent most fires. Take fire safety precautions.

REPORTER: This has been your roving reporter, signing off from fire station No. 7. We now return you to our regular programming.

TELEPHONE CHUCKLES

The boys can help develop this skit. Two boys can be talking on phone, or more boys and more phones can be used. Have each sit in a different location on stage, each with a telephone.

Here are some typical ideas:

1. One boy talks so long and monotonously that the other boy dozes off, obviously bored.
2. 1st boy wants to show other boys something in a book, so he holds an open book before mouthpiece and points to pages without speaking. Other boys nod as if they see the pages.
3. All open sack lunches and pantomime munching while talking. They fumble awkwardly as they try to hold the phone while unwrapping a sandwich or peeling an orange or candy bar. One might get confused and hold apple to ear like the receiver.
4. One player could hold up sheet of music and pantomime singing, while another smacks his ear in pain and holds his receiver away from his ear. Another could sway and smile to music.
5. While one boy talks on and on, another yawns and rips pages off a calendar every few seconds.
6. Boys can chat for a while, then hang up and do other things - then rush back to phones to talk some more. This can be repeated several times.

SKITS

A BOY'S THANKSGIVING

A narrator reads the lines while boys pantomime parts of Mother, Father and Boy, holding up appropriate signs, props or cutouts.

NARRATOR:

Thanksgiving comes on Thursday
By the President's decree;
But Friday, good old Friday
Is Thanksgiving Day for me.

There's lots to eat on Thursday,
Just heaps and piles of stuff;
But mother always worries
For fear there's not enough.

So many folks for dinner,
She's sure that some will starve,
And whispers to my father,
"Be careful how you carve."

And as for me, she warns me,
And I've heard it all before,
"No matter what we pass you,
Don't ask for any more."

But Friday, one day after,
She doesn't feel that way.
I've heard it all so often,
I know she's going to say:

"Whoever would have guessed it,
To see those people eat,
That on this turkey's carcass
There'd be left a shred of meat?"

"I thought before they finished
We should have to cook its mate,
But there's quite a lot left over,
Come, Willie, pass your plate!"

Thanksgiving may be Thursday
By the President's decree,
But Friday, Oh boy, Friday,
Is Thanksgiving Day for me.

And it isn't only turkey
For there's nuts and fruit and pie,
And no one counting noses
With a watchful, worried eye.

There's joy in every cabinet,
A surprise on every shelf;
And only gentle warnings
If I go and help myself.

There's candy in a box upstairs,
And in the garage a jug,
With just enough apple cider
To make it go 'Ker-chug'.

Thanksgiving may be Thursday
If you're eating as a guest.
But I give thanks for Friday,
For home folks, that's the best!

SETTLEMENT HEADQUARTERS

The scene of this skit is settlement headquarters, headed up by Sergeant Saturday. A group of pioneers come in, quite upset. It seems two turkeys ran away - and they had planned to use these for dinner.

The Sergeant asks questions of the pioneers, such as the turkeys' names (both named 'Tom'), their size, weight, etc. He asks where they were seen last. The Sergeant leaves, while the pioneers discuss among themselves what they should do.

The Sergeant returns and hands them a plucked chicken (like those found at party or gag shops - or one made from cardboard). The pioneers look is dismay at the chicken. One says: "But Sergeant .. we lost two turkeys and you gave us a chicken!" The Sergeant answers: "Yes, that's true sir, but you said they went into the bushes." "Yes, that's right. But we still don't understand". The Sergeant says: "Well .. it's really quite simple. A bird in the hand is worth two in the bushes!"

The pioneers groan, take the chicken and exit with frowns on their faces.

MISCELLANEOUS SKITS

THE FUNNY BOX

This skit can involve any number of boys.

One boy comes onstage carrying a box in which he has a wide assortment of items. The items can be almost anything. One by one, the items are taken out of the box, for the audience to see. A clever or surprising remark is made about each item. The boys can take turns commenting upon the objects.

Here are some ideas to get you started:

1. A LOVE LETTER WITH BLANK PAGES - sent by a very bashful lover.
2. A PIECE OF STRING ONCE USED TO WRAP A BIRTHDAY PRESENT FROM CLEOPATRA TO JULIUS CAESAR. - The reason the string is so long is that the present was a pyramid.
3. A NEW LOVE SONG ENTITLED, "Let's Take Another Romantic Stroll in the Moonlight Down by the Riverside, Only Next Time, Please Don't Push Me In to the Water."
4. A TRANSISTOR RADIO - that was dropped from an airplane to see whether it could stand the shock.
5. A SHOE - the other one is worn by a very annoyed man now attract - considerable attention as he limps down Main Street.
6. A DAB OF GREASE - from the calendar of a man who wanted the year to run smoothly.
7. A ROCK THAT ABSOLUTELY WILL NOT SINK - unless dropped into water.

8. A BALL - once bounced against the Great Wall of China by an idle shepherd boy.
9. A PEPPER SHAKER WITH NO HOLES - for people who don't use pepper.

LAMP POST

Actors: 3-6 persons

Props: 1 flashlight

Setting: One person comes in with flashlight and announces: "I am a lamp post." He stands, holding light for the remainder of skit.

(2nd boy comes in and begins to look for something near light)

3RD BOY: (Enters) What are you looking for?

2ND BOY: I have lost a dollar and I just have to find it.

(3rd person begins to help look)

4TH BOY: (Enters) What are you looking for?

2ND BOY: I have lost a dollar and I just have to find it.

(4th person begins to help look)

(Continue this procedure until last person enters)

LAST BOY: What are you looking for?

2ND BOY: I have lost a dollar and I just have to find it.

LAST BOY: Where did you lose it?

2ND BOY: Down the street.

ALL: Then why are we looking here?

2ND BOY: Because this is where the light is!

MISCELLANEOUS SKITS

THE CHEWING GUM INCIDENT

A pantomime

Props: One chair on stage.

Cast: A tree (A boy stands with his arm up like the branches of a tree and a "tree" sign on him.)
Six Cub Scouts

FIRST CUB SCOUT stands at the center of stage to portray the part of a tree. Close by is the chair.

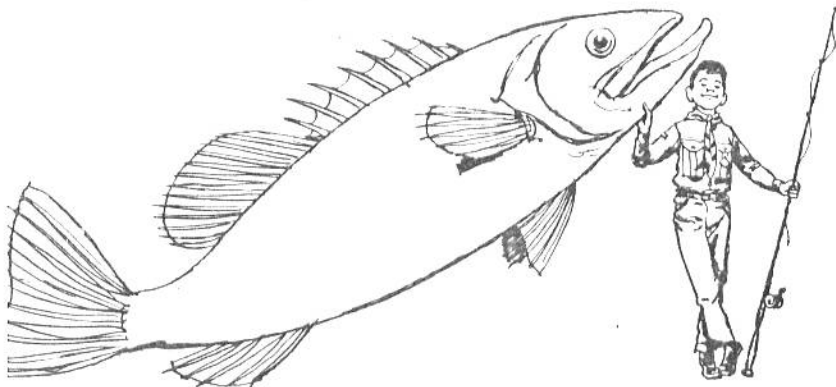
SECOND CUB SCOUT walks on stage chewing gum very obviously. Pretends to remove it from his mouth and stick it on the tree. Then walks off stage.

THIRD CUB SCOUT walks on stage leans against tree and pretends the gum is stuck to his elbow. Pulls it off and sticks it on the chair. Walks off stage.

FOURTH CUB SCOUT enters and sits on chair. Stands up and pretends to pull gum off the seat of his pants. Throws it on the ground. Walks off stage.

FIFTH CUB SCOUT walks on stage and steps on gum. Pretends to remove it from his shoe and sticks it back on the tree. Walks off stage.

SIXTH CUB SCOUT enters, sees the gum on the tree, removes it and puts it in his mouth. Then chews briskly as he walks off stage.



FISHING TRIP

Actors: 4-8 persons

Costumes: Cub Scout uniforms and den chief uniform, fishing gear.

Props: Boat and water cardboard silhouettes, benches.

Setting: Skit begins with Cub Scouts and den chief going fishing. When they reach the lake, the boat is about 5-10' away from dock.

1ST BOY: (Walks across water and gets in boat)

2ND BOY: Wait for me! (Walks across water and gets in boat)

DEN CHIEF: Oh, well! (Steps in water and falls in. He drags himself out of water onto dock.)

3RD BOY: I'm coming. (He walks across water and gets in boat)

(The den chief tries again, and falls into water. This continues until all Cub Scouts are in boat)

4TH BOY: Do you think we should tell him where the rocks are?

PONY EXPRESS

This is a pantomime skit, which with appropriate costumes and props is very believable.

1. Pony Express rider waits at relay station.
2. Another rider gallops in.
3. Mail pouch is quickly transferred from one to the other.
4. New rider gallops about stage as other rider exits.
5. Indians ride onstage and creep in ambush around rider.
6. Indians attack, but rider escapes.
7. Indians give up, exit.
8. Rider gallops about and finally rides offstage.

MISCELLANEOUS SKITS

ALL ABOUT ANIMALS

Cast: Jerry, Jimmy, Johnny, Jack

Scene: Jerry is reading. He turns the pages of his book slowly. One by one, the others enter.

JIMMY: Hi Jerry. What are you doing?

JERRY: (Not looking up) Reading a book about animals.

JIMMY: It must be a good book. (He sits down and picks up another book and begins to read also)

JOHNNY: (Entering) Hi Jerry. Hi Jimmy. What are you doing?

JERRY: (Not looking up) Reading this book. (Closes book) Now I know all about animals.

JACK: (Entering) Hi guys. What are you doing?

JOHNNY: Jerry's been reading a book. He says he knows all about animals.

JACK: O.K. Then tell me what animal can jump higher than the Empire State Building.

JERRY: (Thinks) I'll have to look it up. (He looks in index of book)

JIMMY: (Looking up from his book) I don't think any animal can jump higher than the Empire State Building.

JOHNNY: (To Jerry) And I thought you knew all about animals!

JERRY: So did I. (Looks sheepish)
(To Jack) What animal can jump higher than the Empire State?

JACK: All of them. The Empire State Building can't jump!
(All groan)

MARKED TRAIL

Cast: An adult and any number of uniformed Cub Scouts.

Scene: Adult is helping boys pack day packs and fill thermoses, getting ready for a hike.

ADULT: This sure is a nice day for a hike.

1ST BOY: Great day.

2ND BOY: Just right for hiking in the woods.

ADULT: You musn't keep Mr. Jones waiting. You're lucky to have a den leader like him.
(Phone rings)

3RD BOY: I'll get it. (He talks on phone to Mr. Jones, then hangs up.) Mr. Jones can't go.

4TH BOY: Why can't we go without him?

ADULT: I don't know if that's a good idea. What if you should get lost.

5TH BOY: We wouldn't get lost. The Saturday hikers always mark the trail.

ADULT: Mark the trail? How interesting.

5TH BOY: Yeah. They mark it with candy wrappers, soda cans,

4TH BOY: Newspapers

3RD BOY: Band aids

(Curtain)

COSTUMES



MAKING COSTUMES

Crepe Paper

Crepe paper can be used effectively in costume-making. It is a relatively inexpensive costume 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 easily. With its wide range of colors, crepe paper has many 'boy-making' possibilities.

Cardboard Boxes

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 the boxes with latex and trim with tempera paint or marking pens.

Costumes can help set the theme or mood for the entire skit. They have the magical ability to transform a boy into a man from outer space, a pirate, an astronaut, a clown, an Indian or exotic animal or anything else his imagination suggests.

Costumes should be kept simple. Cloth costumes are durable, but the cost is more, and since skits are usually presented only once, it isn't necessary to go to all that expense and trouble. The boys will enjoy making their own costumes from paper bags, cardboard or crepe paper which can be glued or stapled.

Old Clothing

Costumes made from old clothing are an easy source for mother, den leaders, and boys. Don't throw away those old tights, T-shirts, Dad's old robe, old hats, etc. Save feathers and sparkly trim for knights costumes; scraps of bright material, cast-off toy guns, and foil for deputy badges; vinyl for leather-look vests and trim will be useful for costumes on western themes. Use your imagination and learn to improvise.

Paper Sacks

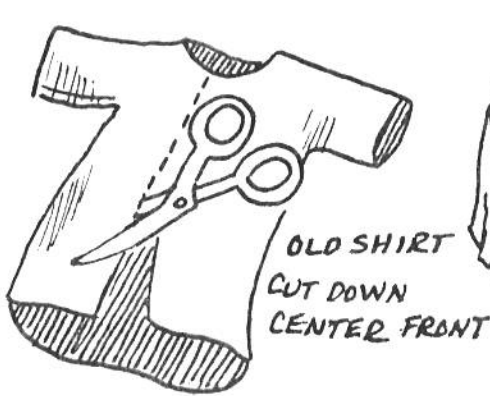
Paper sacks can be used effectively for both costumes and masks. Save large and outsized sacks for future use. They can be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

MAKING COSTUMES (continued)

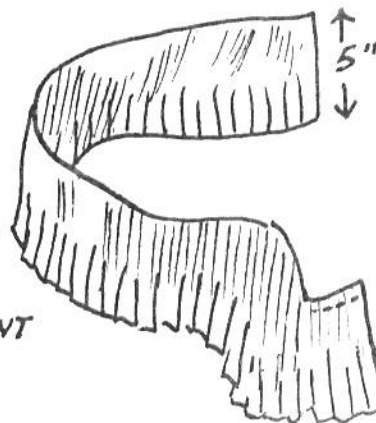
Sometimes a simple sign is all the identification needed for characters or scenery. Props such as a cardboard mustache, eye patch, bandana, cardboard sword make a pirate. Simplicity is the key.

Remember to keep costumes and props at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume making.

The illustrations on the following pages show a wide variety of costume possibilities. Develop your own costumes to fit a particular character, using the guidelines mentioned here.



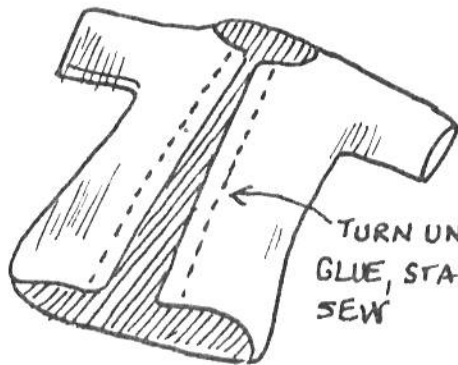
OLD SHIRT
CUT DOWN
CENTER FRONT



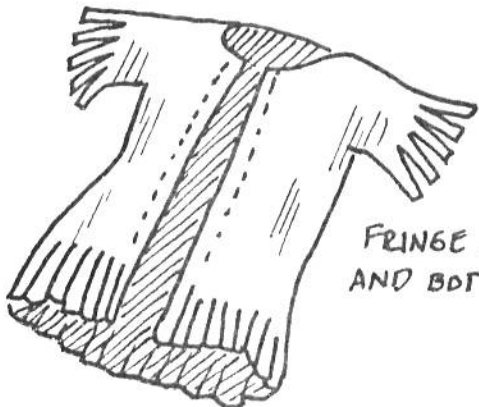
CUT STRIP OF FABRIC
LONG ENOUGH TO GO
AROUND SHOULDERS
AND 5" WIDE.

FRINGE. TURN UNDER

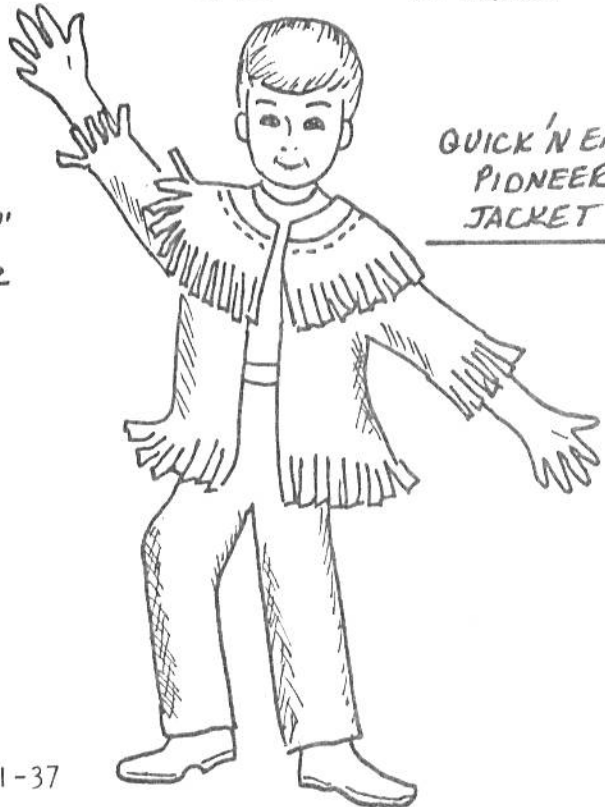
GLUE OR SEW
TO SHIRT



TURN UNDER 1"
GLUE, STAPLE OR
SEW



FRINGE SLEEVES
AND BOTTOM



QUICK 'N EASY
PIONEER
JACKET

STAGE MAKE-UP FOR CUB SCOUTS

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

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

Theatrical make-up is expensive, and since most den leaders work on a limited budget, the information which follows tells about inexpensive substitutions.

MAKE-UP BASE

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

VEGETABLE SHORTENING MAKE-UP

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

REGULAR MAKE-UP BASE

Perhaps the boys aren't playing the roles of monsters or Indians. If their skin is to look normal, use regular liquid or cream make-up in a color slightly darker than their skin.

APPLYING THE MAKE-UP

Cover the face with make-up, all the way up to the hairline. See that it goes down to a little below the collar. And don't forget to cover the ears.

Once the make-up base has been applied, these are some tips which will make your characters distinctive:

Lipstick can be used for both lip and cheek color. A little color in the cheeks helps any character. If the character is someone who spends a lot of time outdoors, he should look 'flushed' by adding red color to regular make-up.

Eyebrow Pencil can be used to darken or change the shape of eyebrows, to line the eyes (which helps any character stand out better), to make freckles, mustaches, sideburns and wrinkles.

Eye Shadow of different colors can be used not only on eye lids, but under the eyes to give a 'hollow' look or on the nose to alter the shape of the nose. It can also be used to make eyes appear sunken.

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

(continued)

Black Crayon can be used to simulate missing teeth.

BEFORE YOU MAKE UP

Remember these important things:

1. Have a good light in the location where make-up will be applied.
2. Remember that the more light used on stage, the more make-up necessary.
3. Apply make-up after the character is in costume. Protect costume with a cape or towel. This will prevent smears that usually happen if the costume is donned after the make-up is applied.
4. Keep plenty of tissues and cleansing cream handy, so that fingers can be cleaned and so that make-up removal can be done.
5. Have the boy wash his face before applying the make-up and rinse it in cold water. This will close the pores and make the make-up go on smoother.

CHANGING THE APPEARANCE

Fat Stomach - Sew cords or tapes to four corners of small cushion or pillow. Tie two around neck, two around hips. Wear under clothing.

Bumps, Lumps and Muscles - Stick pieces of foam rubber or cotton padding on arms and legs in appropriate places. Wear a tight leotard, tights, or nylon stocking sleeves and leggings.

Glasses - Glasses made from wire are the most realistic. Shape two circles with earpieces. You can attach an artificial nose and mustache to the glasses, if desired.

Noses, Ears, and Warts - The shape of ears and noses can be changed by using commercial nose putty. It is light weight and pliable. This can also be used to make warts.

Scars - Draw on scar with eyebrow pencil. For a deep scar, make a red line with a thin white line on either side. Add red dots alongside the scar.

Wrinkles - Draw on wrinkles with grey eyebrow pencil. Age lines across forehead and at corners of eyes, nose, and mouth help age a character. An older person would have red lines around the eyes rather than gray or brown.



APPLY
MAKE-UP
BASE



ADD
SHADOW



ADD
WRINKLES



ADD COTTON
EYEBROWS AND
MUSTACHE

POWDER
HAIR

QUICK 'N EASY WIGS

These wigs are easily assembled and are just the thing for Cub Scout skits, Halloween 'trick-or-treating' or other occasions. 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 1/2" crepe paper.

CURLY LOCKS - For short or long curly hair, curl narrow gift wrap ribbon and sew to stocking cap base. (A cotton stocking could also be used)

BALD-HEADED MAN - Use an old white or flesh colored bathing cap. Paint or glue a fringe of yarn hair around the 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. A long batting curl, tied in back with black ribbon, makes wig for Colonial man.

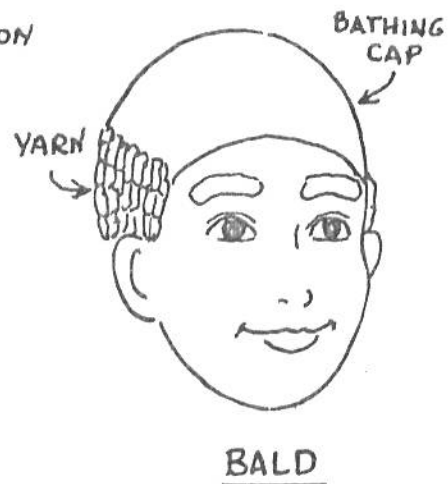
SCARECROW OR HILLBILLY - Sew uneven lengths of heavy cotton rug yarn or raffia to a skullcap base, or to a band which can be sewed inside an old hat.

INDIAN - Arrange black yarn or crepe paper strips across entire base and stitch through center to make a 'part'. Bring strands down to ears, braid, wrap and tie with bright cloth or leather thong.

PRINCESS - Follow directions for Indian wig, using yellow yarn or crepe paper strips. Do not braid. Add conical paper hat, with a small veil attached.

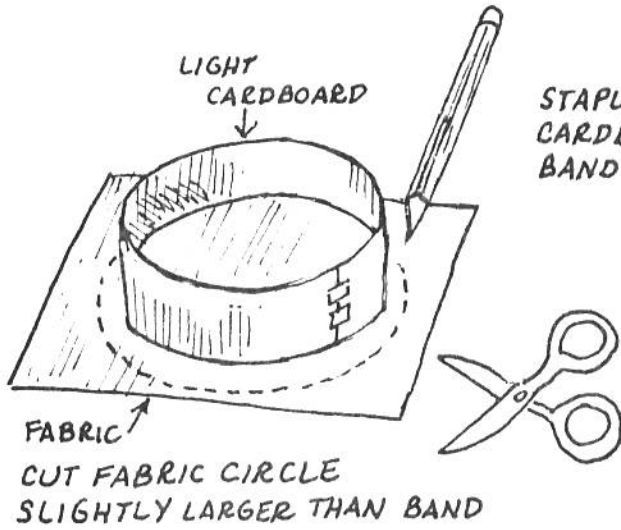
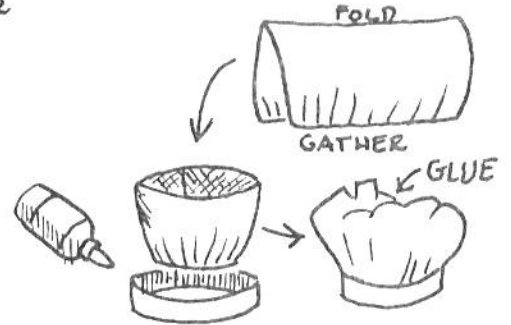
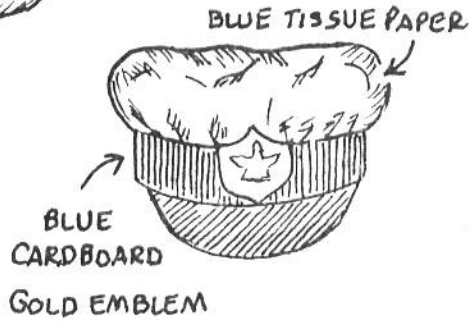
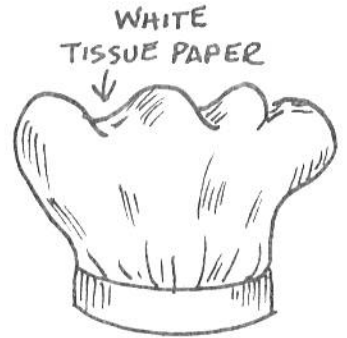
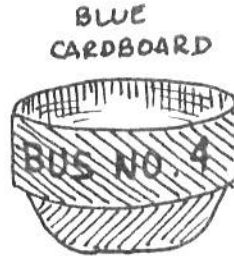
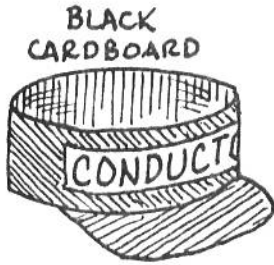
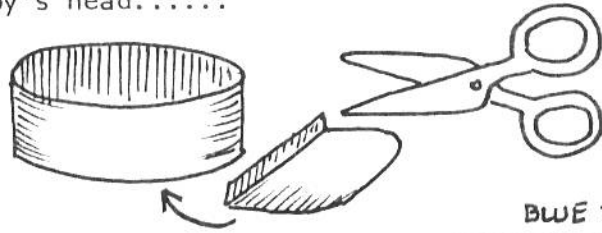
OLD MAN - Use white cotton stocking cut and sewed to form skullcap. Glue white cotton balls all over skullcap.

BRAIDS - Stretch about three strips of crepe paper, 3/4" wide. Twist each strip around and around. Now braid the three strips together.



HATS

Start with a cardboard band, cut to fit boy's head.....

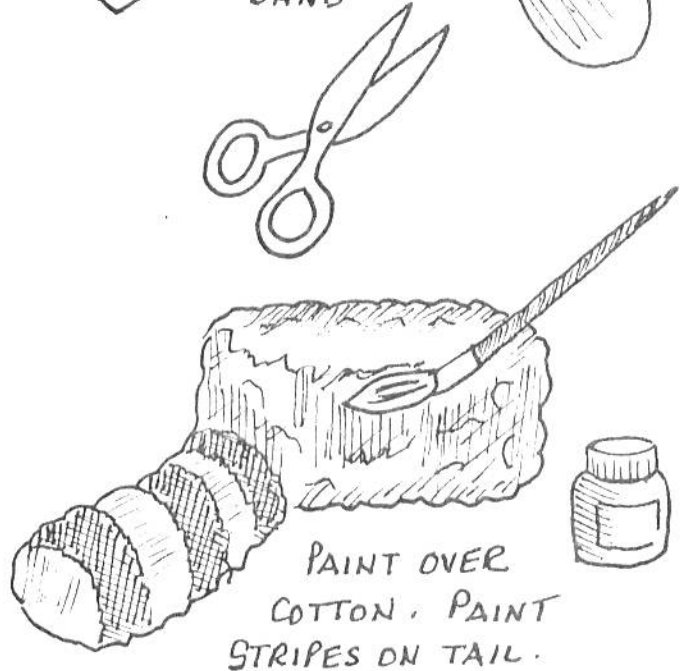


STAPLE OR GLUE
CARDBOARD
BAND TO FIT



COVER FRAME
WITH COTTON

LET GLUE
DRY



PAINT OVER
COTTON. PAINT
STRIPES ON TAIL.

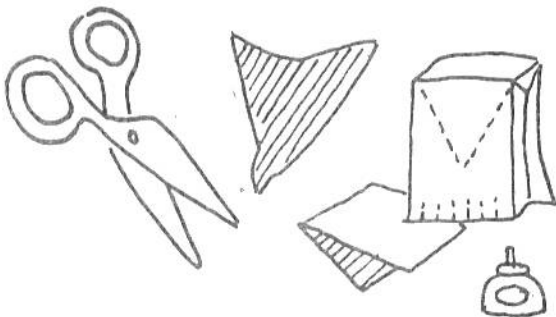
PAPER BAG MASKS

These masks are fun to make and help make costuming very easy. Supplies include ordinary brown paper bags, glue, scraps of yarn, soda straws, paints or crayons, and construction paper. For each mask, cut out small slits or holes for eyes and nose.

LION - To make lion's head, draw face on paper bag and paint or color it with crayons. Cut out ears at sides of bag, and fold forward. Draw the mane on another piece of paper and cut it out - folding like a paper fan. Fold tabs on mane and paste on top and sides of mask. Paste lion's ears down on mane. Add a few broom straws for whiskers.



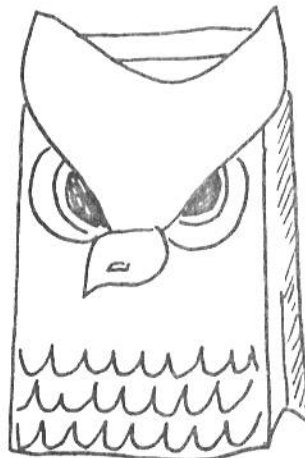
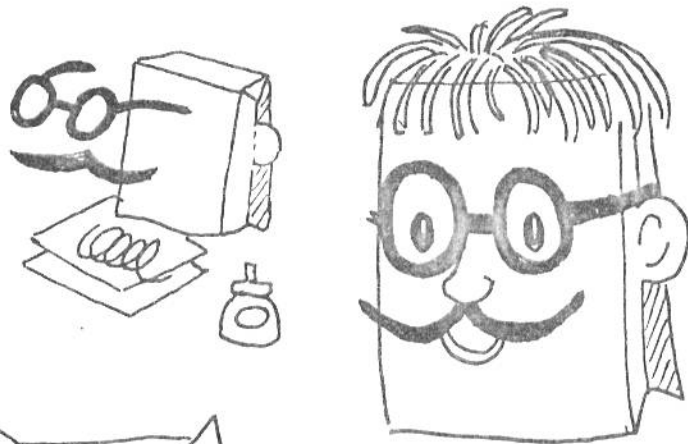
OWL - The owl's big forehead is made from a separate piece of black paper cut in the shape of a triangle. Fold the bottom point upward for a beak, and paint or color it yellow. Big, round eyes will make him look wise. Cut bottom edge of mask to make the feathers, as shown.



GOBLIN - The mischievous goblin has a face that will be fun to make. Use lots of soda straws or yarn scraps to make his hair.



FUNNY MAN - The big eyeglasses on the funny man should have wide, black rims, which can be painted on or cut from black paper. Cut large ears from each wide of the bag. For hair, glue on scraps of yarn. Yarn can be used for moustache - or it can be cut from black paper and glued on.



ALUMINUM FOIL MASKS AND HATS

Aluminum foil is an interesting material that can be used in costumes. One of these masks or hats can be made from a single roll of aluminum foil. Foil masks also reflect the gleam from lights.

Cub Scouts can make their own aluminum foil masks or hats. It takes less than an hour. Rabbits, kittens, owls, and clowns are all easy to make. Robots, with foil-covered boxes for bodies, and space men are naturals for foil masks.

1. Inflate large balloon to size mask desired. For children, 10-12" diameter. Tear a 25' roll of foil into sheets 3' in length. Place balloon, blowing spout up, on the first sheet of foil.

2. Shape foil up around balloon. Put balloon on next sheet so foil will shape up over uncovered portion of balloon.

3. Repeat with third sheet.

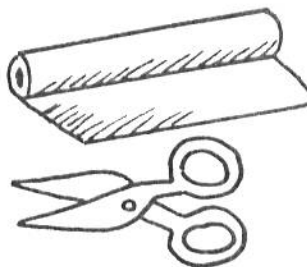
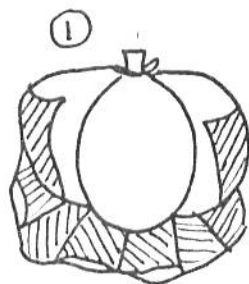
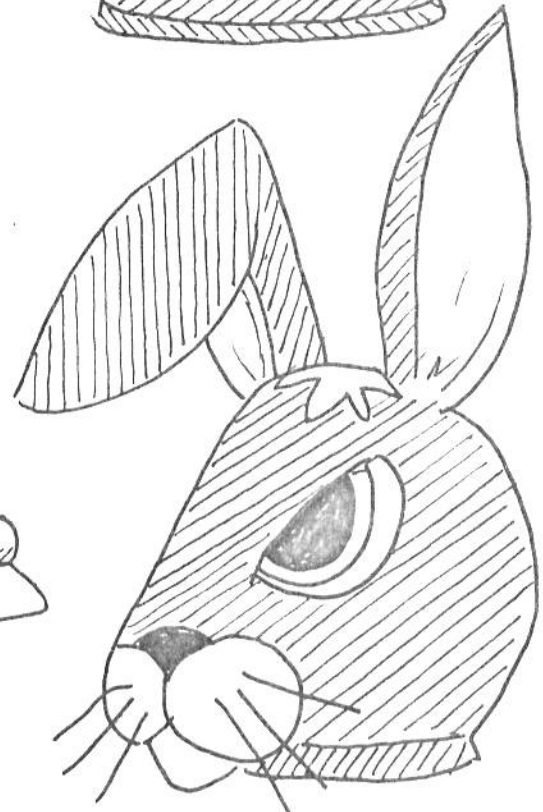
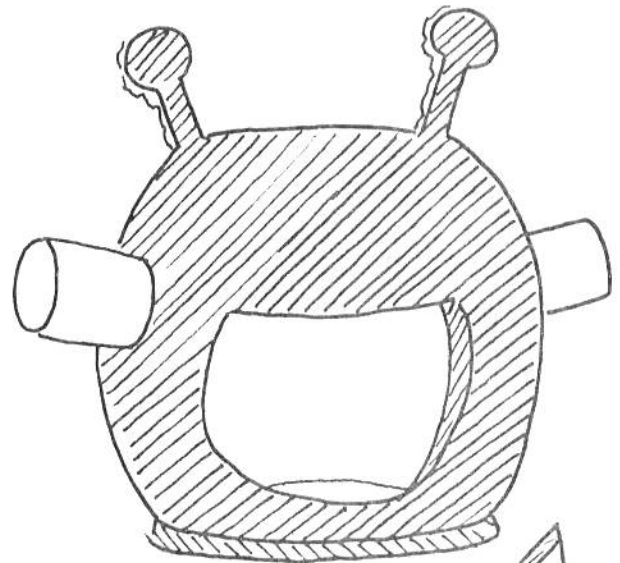
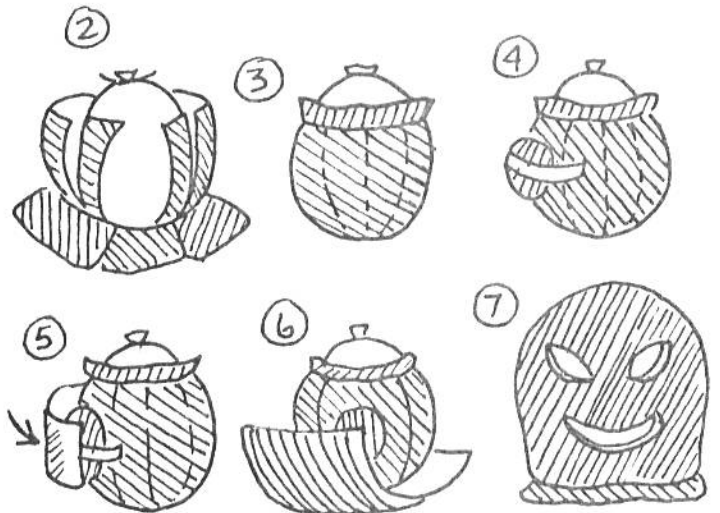
4. Wad up one sheet of foil into a ball for the nose. Fasten into position with cellophane tape.

5. Mold next sheet of foil over center of balloon and over ball, shaping to form nose.

6. Bring remainder of foil over balloon, smoothing neatly into place. Crimp or tuck in edges of foil at top to form head opening (7-9" diameter). Do not tuck in edges before this step or mask will not hold together properly. Let air out of balloon and remove it from mask.

7. Cut out eyes and mouth with scissors.

(See next page for details on making specific masks)



ALUMINUM FOIL MASKS AND HATS (continued)

SPACE MASK (see preceding page)

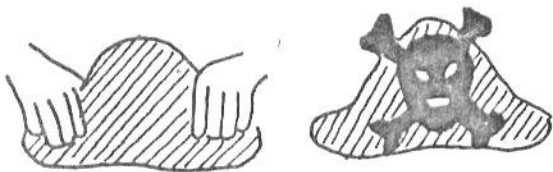
1. Use the basic instructions found on the preceding page. Then:
2. Cut a semicircle out of lower half of mask for face opening.
3. Add knobs made from paper cups or spools and antennae from crushed foil. Attach to mask with white glue.

RABBIT MASK (see preceding page)

1. To make this wiggly-nosed fellow, use the basic mask-making method found on the preceding page.
2. With wads of foil, during the basic steps, give this rabbit a nose and add foil to the top of his head to keep it pointed.
2. The slanted and almond-shaped eyes are the same as the lion. The ears are cut from double thicknesses of foil.

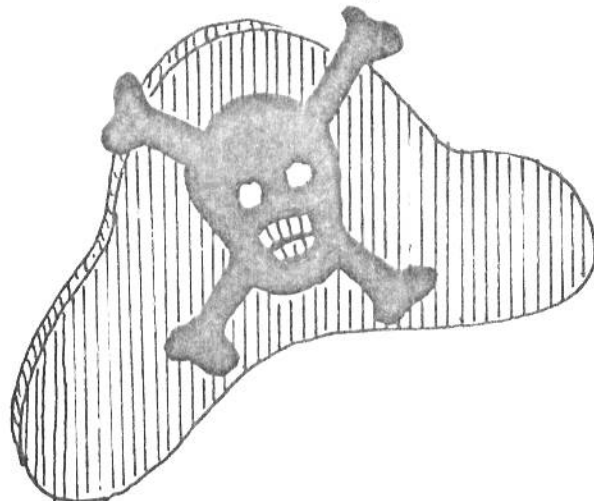
PIRATE HAT

1. Pirate hats are easily constructed from foil. Take two 24" long sheets of aluminum foil. Crush top and side together and spread bottom for head opening.
2. Place the partially completed hat over a Cub Scout's head and crush it into pirate hat shape.
3. Remove hat, and using two more 24" sheets of foil, crush one over either side of hat to provide strength.
4. Add skull and crossbones cut from felt or construction paper.



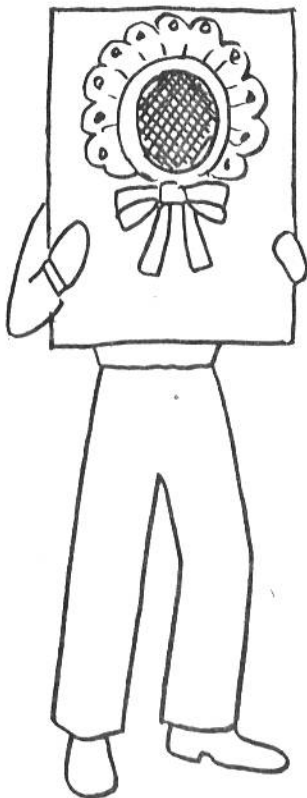
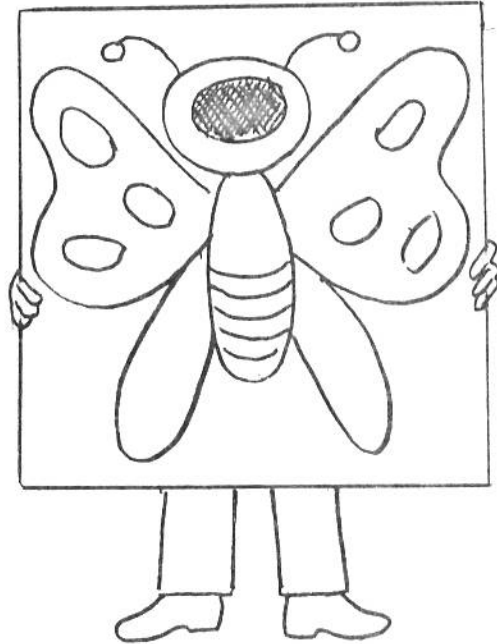
LION MASK (see below)

1. Use basic instructions found on the preceding page, except:
2. When the nose is added, also add wads of crushed foil to shape the lion's chin and two cheeks. These are pieces like the nose, but not as large. After these features are added continue shaping sheets of foil around the mask and over the features.
3. The ears are large and rounded. They are molded from double thicknesses of foil that are crushed into the proper shape and glued on, using pins to hold.
4. The lion's mane is made from loops of ribbon pinned in place.
5. Lion's eyes are cut out slanted and almond-shaped. Other features can be cut from felt or colored plastic tape.



PEEK-A-BOO MASKS

The characters in many skits can be represented by poster board masks, which have the face or face and figure painted on, and a face hole cut out. The boy holds this cardboard in front of him and puts his face in the face hole.



CARDBOARD CUT-OUT COSTUMES

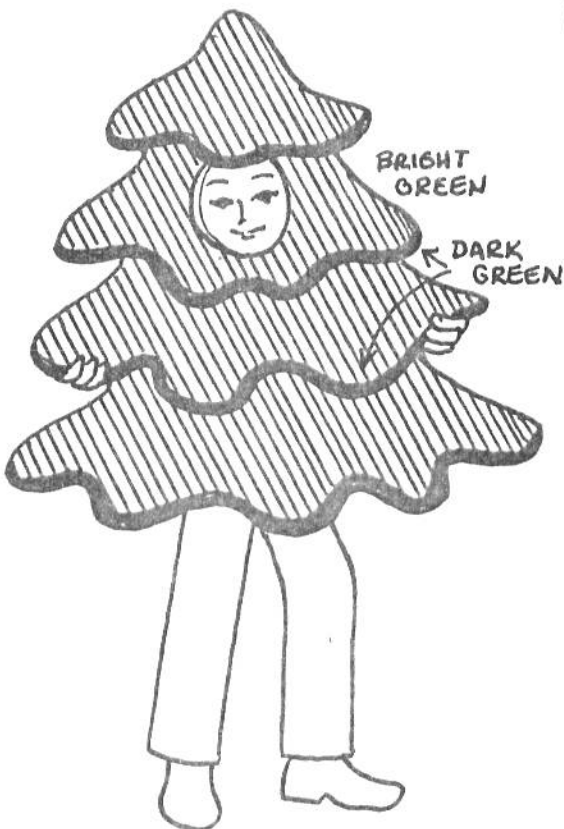


Easy costumes can be made from cardboard - the type that comes from cardboard boxes or Scout-o-rama type cardboard.

Boys hold these costumes in front of them. They need to be cautioned to remember to face the audience.

Cardboard can be painted with poster paint, tempera or latex wall paint. Details can be drawn in with wide-line markers.

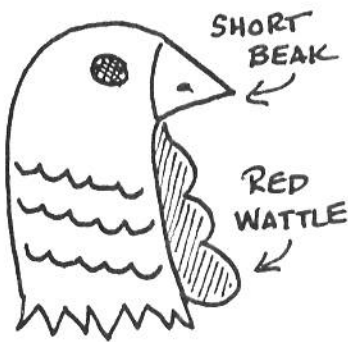
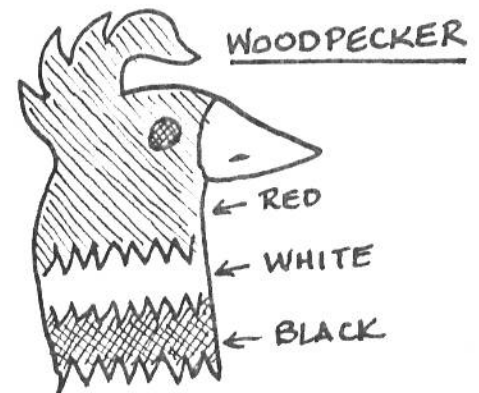
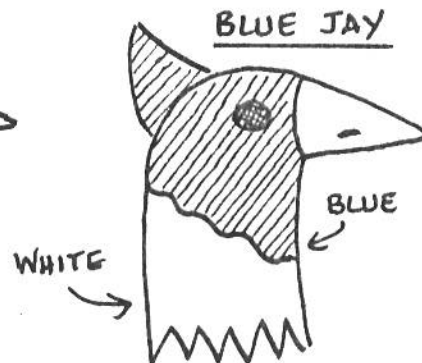
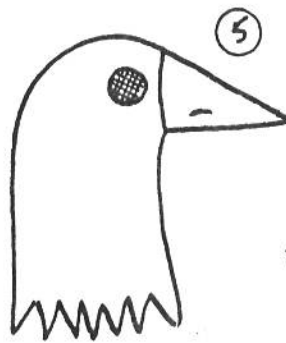
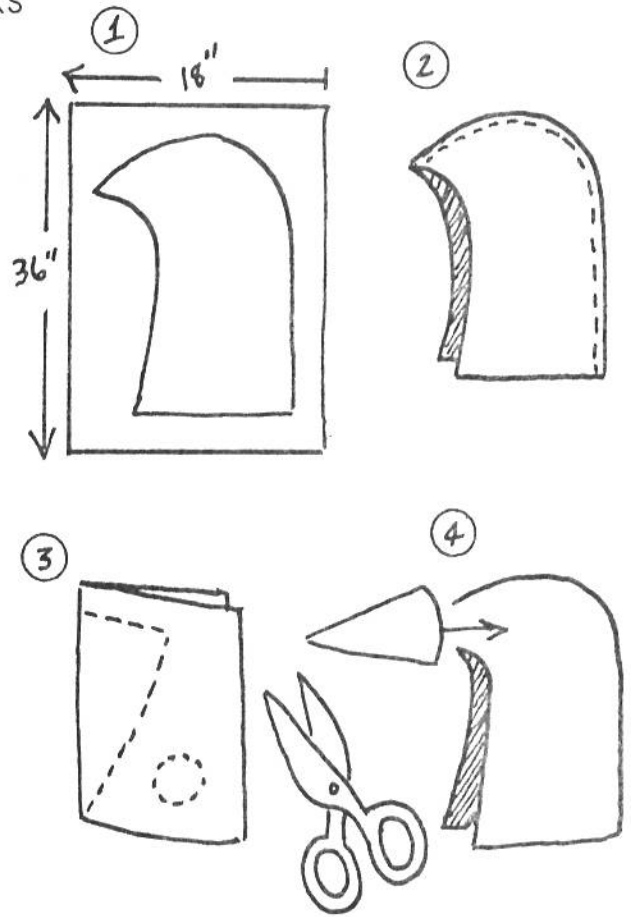
Almost any character can be portrayed with this type of costume. Remember that the boys' hands will not be free to do anything else, since they are holding the costume on.



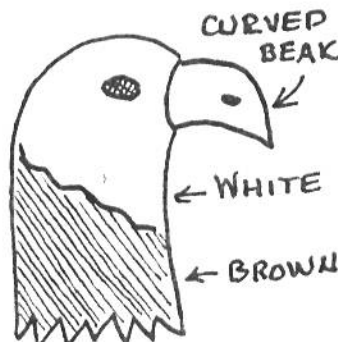
BIRD MASKS

These masks are almost costumes in themselves. They reach approximately to the hips. They can be worn with tights or shorts and long stockings.

1. Cut two of bird head pattern as shown. Use brown wrapping paper which can be painted with poster paint or latex paint after head is stapled together and turned.
2. Staple or glue edges (see dotted line) leaving an open seam at the neck.
3. Cut beak and eyes from construction paper.
4. Open beak. Overlap and glue on each side of bird head.
5. Glue on eyes. Make shaggy cuts on bottom of mask. Glue on colorful plumage cut from crepe paper, if desired.
6. After the boy has tried on the mask, you may find it is large enough that the front can be closed. If so, secure it with staples.



TURKEY



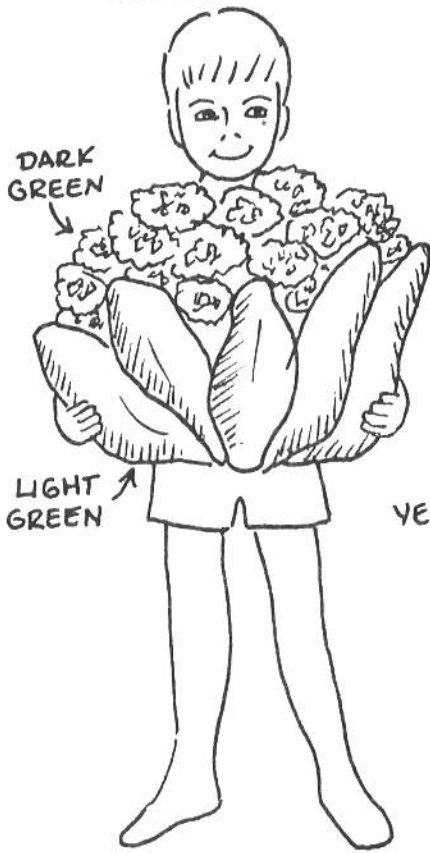
EAGLE



OWL

VEGETABLE COSTUMES

BROCK LEE



BILL PEPPER



YELLOW



SAM SQUASH

Vegetable costumes can be made from cardboard cutouts the size shown, or larger, with face holes cut in them. The same designs could be drawn on oversize paper bags and worn over the head.

Paint with tempera or latex paint.

Hand holds can be attached to back of cutout, or the boys can hold them as shown.

Boys could wear dark green leotards. Or they can wear shorts and green short socks.

DARK GREEN

LIGHT GREEN



PAUL BEAN



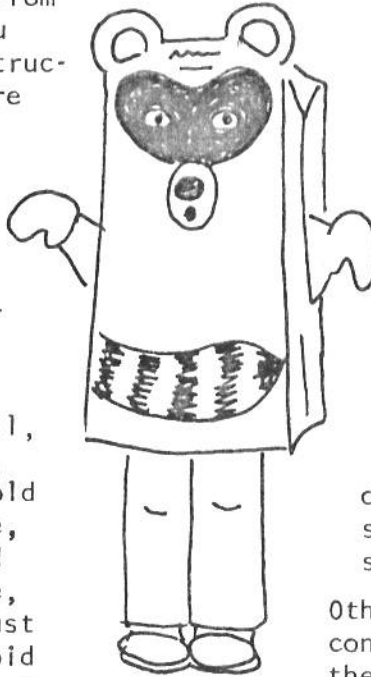
Q. CUMBER

PAPER BAG COSTUMES

These costumes are made from giant paper bags. Or, you can use heavy brown construction paper if the bags are not available.

You'll need a 36 X 52" piece of heavy brown paper, cellophane tape, masking tape, colored construction paper, scissors, pencils, crayons, poster paints and glue.

Fold the paper into a roll, short side to short side, and glue a 2" overlay. Fold the roll into a bag shape, 15" across both front and back and 10" to each side, with side centerfolds, just like a paper bag. To avoid stress, fold so that seam is not along a side.



For animal ears, measure a 4" square at both top corners. Make slits down 4" from top, and cut out center section. Fold all cut edges to inside to form perky, triangular, stand-up ears. Glue along top edge to close head.

Arm holes are an oval shape, about 4" x 12" in both sides. Add reinforcement with cellophane tape to prevent tearing.

Try the bag on the boy to determine where eye holes should be placed. They should start about 7" from top of mask head. Cut eye holes large so if bag moves on boy, he can still see.

Other details are made with colored construction paper and glued on for the final touches. Let each boy decorate his own.

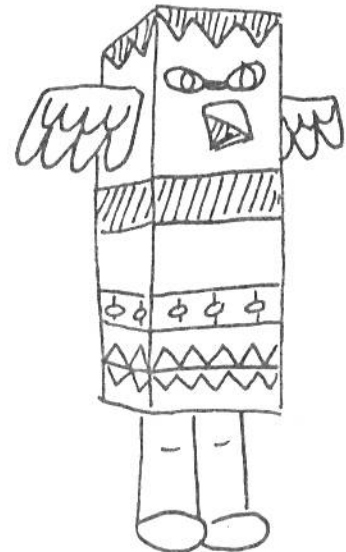
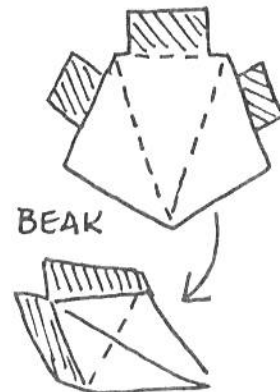
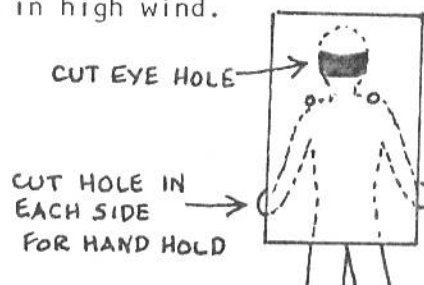
TWO-LEGGED TOTEM POLES

Wouldn't it be fun to see a whole forest of totem poles in a den skit? These animated totems are tall cardboard cartons which are usually available at grocery or hardware stores.

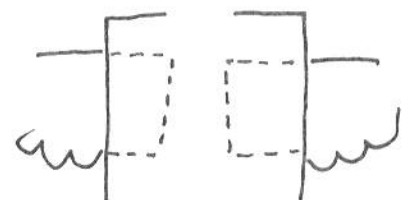
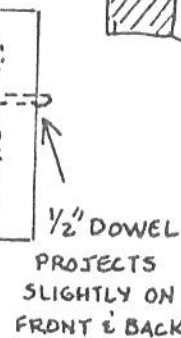
Dismantle the carton, lay it flat, and sketch the designs on the blank side. (Commercial printing will probably show through the paint)

Reassemble box before adding wings and beak. These are made from large cardboard pieces inserted through slits in boxes and fastened on inside with staples and tape.

Hand holds are cut about 2" up from bottom of each side. Fasten padded dowels inside boxes at shoulder height. These supports make the boxes manageable even in high wind.



CORRUGATED CARDBOARD WINGS



HILLBILLY COSTUME

The boys can wear old overalls, and torn shirt with different color patches sewn on haphazardly. Lots of dirt, holes, and patches make a good hillbilly.

A corncob pipe can be made with a 6" piece of dowel stuck into a chunk of hollowed out corn cob or clay dough (see 'Crafts' section for clay dough recipes). Paint brownish-yellow.

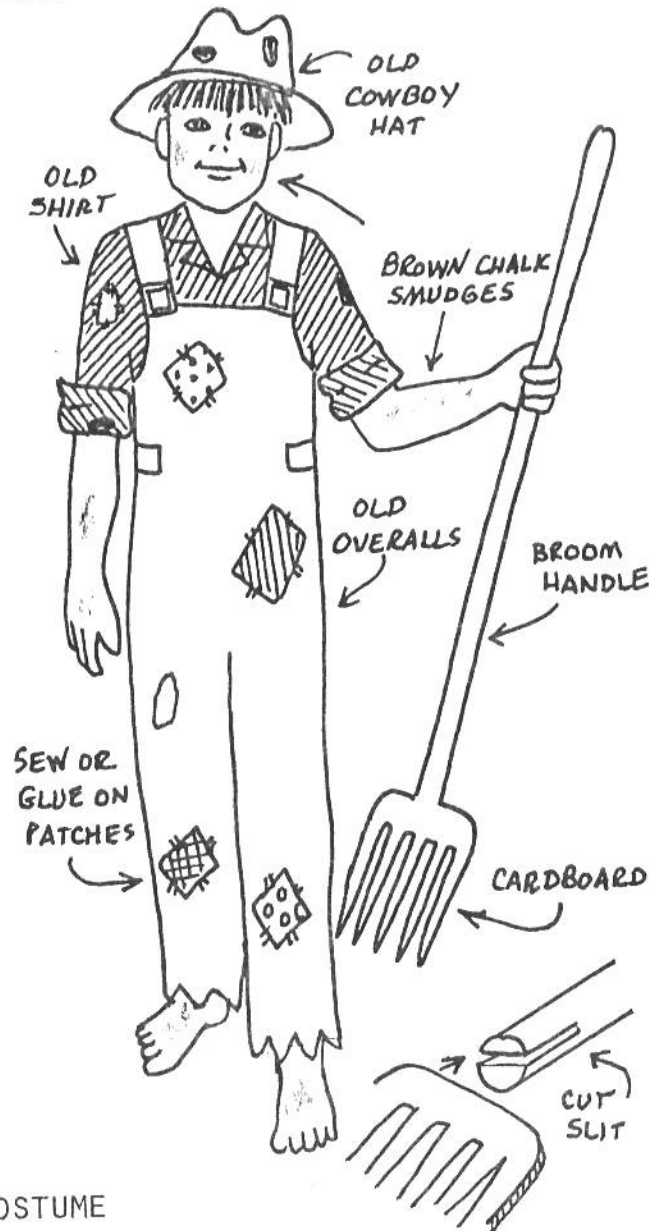
Missing teeth can be made by blackening teeth with wax crayon.

Pitchfork can be made from cardboard attached to an old broom handle.

Mess up the hair, or wear a wig. Or glue pieces of yarn to inside of hat.

Hat is an old cowboy hat which has the brim pulled down. Cut holes in it and splatter with dark color paint to resemble dirt and hard times.

Use brown chalk to smudge dirty places on arms and feet. Hillbillies go bare-footed or wear worn-out boots which are too large for the wearer.



MUSCLE MAN COSTUME



Cut off the foot part of old nylon stockings. Slip these over the boy's arms and legs. Underneath, stuff cotton or sponge lumps.

If the boy wears a leotard or tights over this padding, it will look like he is greatly muscled.

If the 'muscles' don't want to stay in place, secure them to the skin with rubber cement or spirit gum before putting on the nylon. Either of these is easily removed.

INDIAN COSTUMES

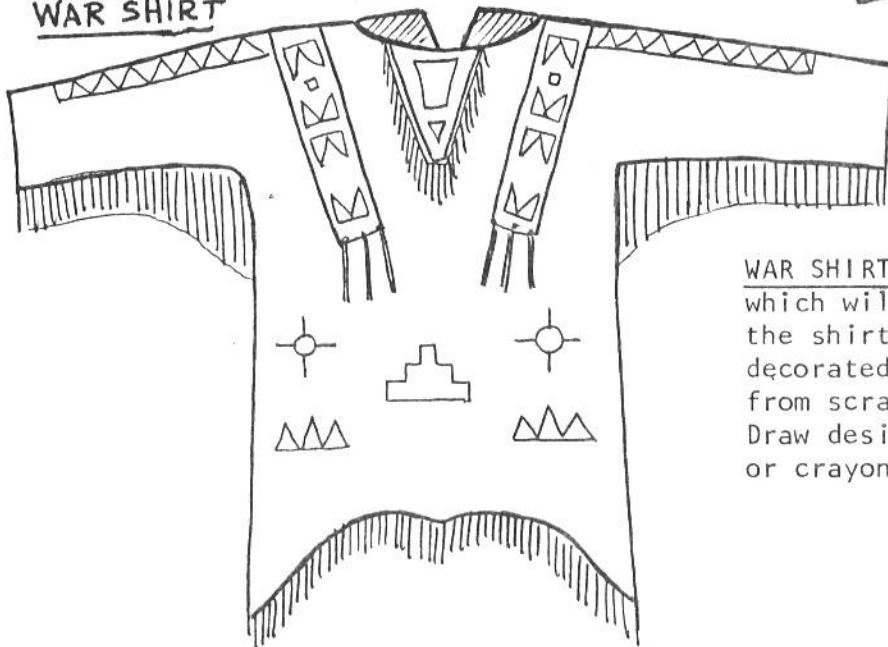
Indian costumes can be made easily and quickly from grocery bags. When you crush the bag and iron it, it will have a leathery look. Decorations can be drawn on with colored felt markers.

VEST - Slit the bag up one side and cut openings for neck and arms. Shape the shoulders by making tucks and stapling. Decorate.

BREECH CLOUT - Cut two side panels from a crushed and ironed paper bag. Glue the panels to a length of heavy tape or ribbon. Make belt long enough so it can be tied at the side.

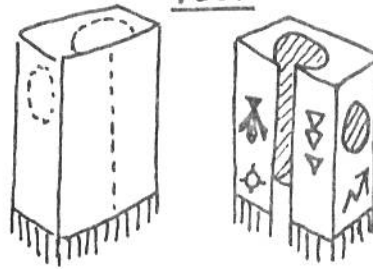
HEAD BAND - Cut a strip of crushed and ironed brown paper about 2" wide and long enough to reach around the boy's head. Fold the strip in half lengthwise. Overlap and glue ends so headband fits around head. Real feathers can be used, or feathers can be cut from construction paper and fringed diagonally along sides.

WAR SHIRT

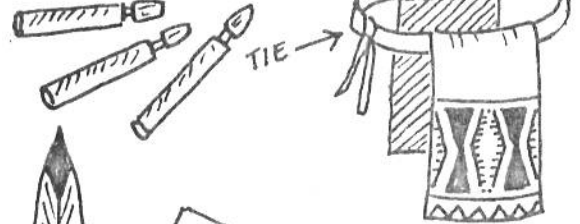


LEGGINGS - Cut from old trousers or pajamas. Or cut from leather-like crushed brown paper. Decorate with bells or Indian designs drawn on with colored marker.

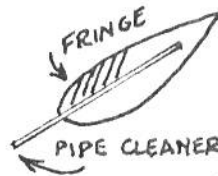
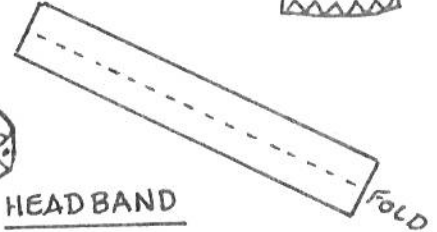
VEST



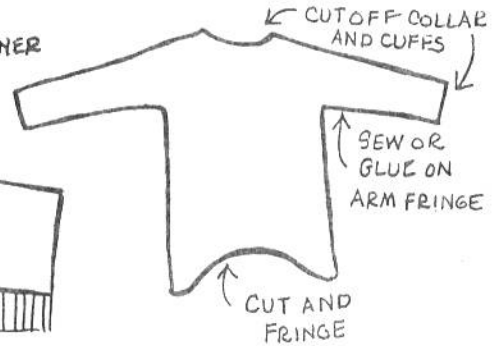
BREECH CLOUT



HEADBAND

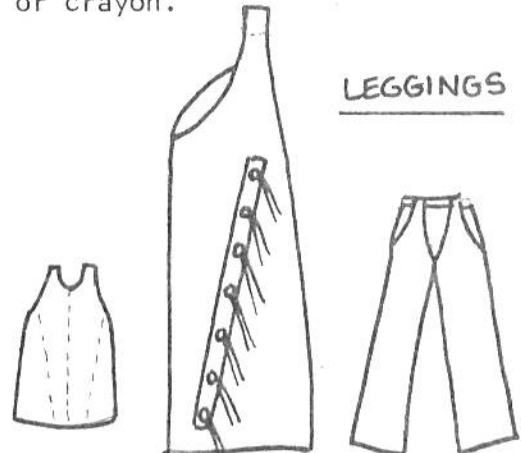


MAN'S SHIRT



WAR SHIRT - Use an old flannel shirt which will look like buckskin. Wear the shirt backwards so front can be decorated. The fringe can be cut from scrap flannel and glued on. Draw designs with colored markers or crayon.

LEGGINGS



INDIAN MAKE-UP

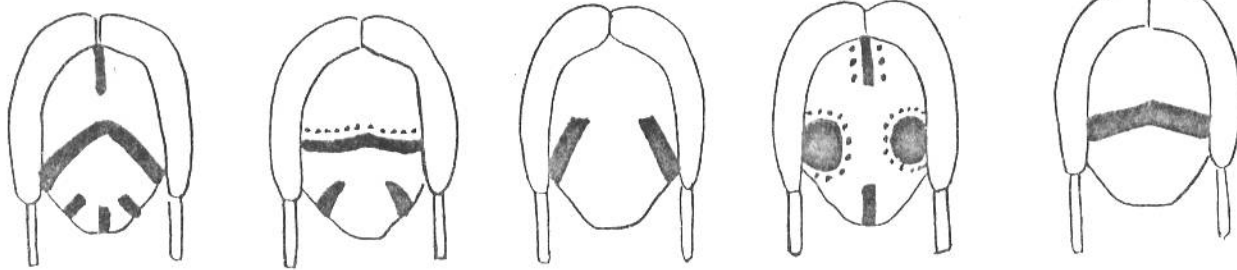
The best Indian make-up for a white person is a good deep tan. However, for those boys who are fair-skinned, it is easy to use a dark liquid make-up. This is also easy to remove. Be sure the entire face and neck is covered.

Make-up colors did not represent the same things to every tribe, but generally, black was used to represent death, red for human life, blue for sadness or trouble, white for peace or purity and yellow for joy. These colors can be mixed as follows:

Mix cold cream with powdered tempera paint or food coloring, and confectioner's sugar to a thick consistency.

This home-made make-up is easy to remove with cold cream. The colors are applied over the base make-up.

1. Using a liquid or cream base make-up, cover area around eyes, including eye lids.
2. Cover ears completely.
3. Work make-up into hairline. Cover forehead and lower part of face.
4. Cover neck and part of chest and shoulders that will show. Also cover hands and arms.
5. Put a dab of rouge or blush on cheek bones and chin and blend in.
6. Using colors, add decorations as suggested below.



INDIAN NECKLACES

Indian necklaces can be made from painted bottle caps, clip clothespins, milk bottle caps, wooden spoons, strung on cord or thong. Colored wooden beads can be strung between the larger items.

Another type of necklace can be made from the neck bones of turkeys or chickens. Collect a half dozen or more and allow a day or two for them to dry. Color them with food coloring and string like beads.

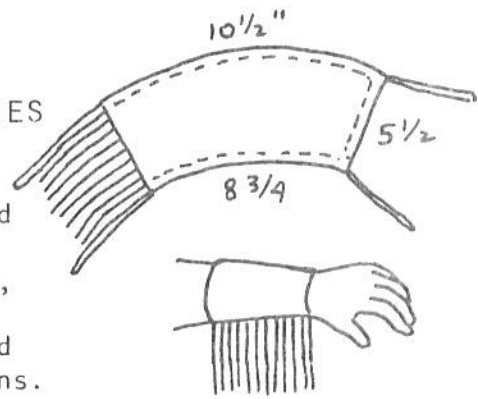
A variety of different types of pasta can be used to make necklaces. Select the shape you desire, but make sure it is hollow and can be strung. These can be colored with crayon or felt markers.

Or, string dried melon or pumpkin seeds on strong thread. The easiest way to color these seeds is to dip the necklace in a pot of paint and hang it up to dry. They will look good unpainted.

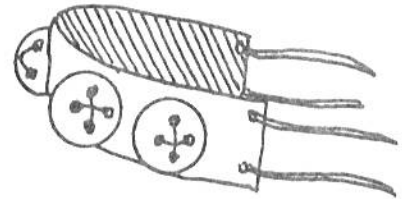


INDIAN ACCESSORIES

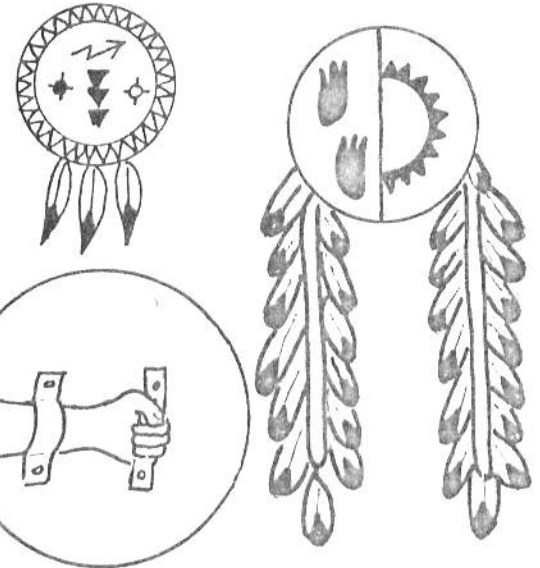
FRINGED WRISTLETS - Cut from crushed, ironed brown wrapping paper, as shown in drawing. Turn under and glue $\frac{1}{4}$ " hem on top, bottom, and one end of each cuff. On other end, glue fringe about 5" wide. Add ties to hold cuffs in place. Decorate with Indian designs.



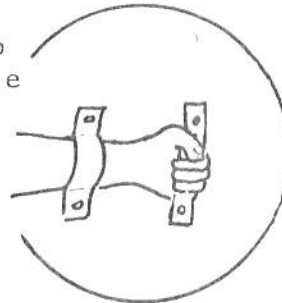
BELL WRISTLETS - Cut strips of naugahyde or plastic upholstery fabric, 3" wide and long enough to fit around the wrist. Add shoelace ties. Sew on large jingle bells or glue on bottle caps for decoration.



WAR SHIELD - Use a round pizza cardboard for the base of the shield, or cut circle from corrugated cardboard in desired size. Paint with latex paint and add tempera or marking pen designs. Or, instead of painting, you can cover the shield with leather-like crushed and ironed brown paper. Add real or artificial feathers for trim around bottom of shield, or glue on felt strips with feathers attached.

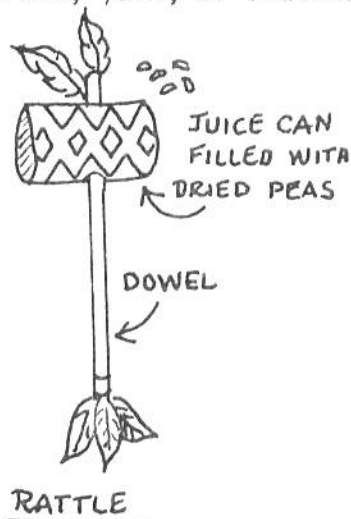
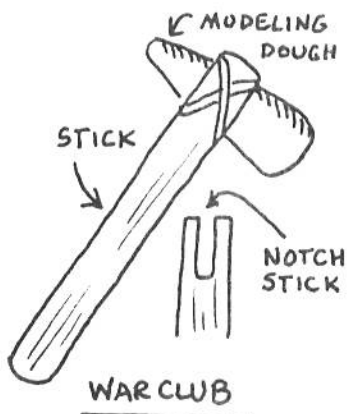
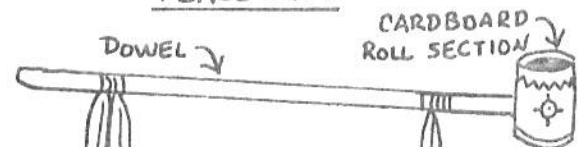


DRUM - Use a large tin (such as potato chip can or #10 tin can). Cut out both ends. File off any ragged edges. Paint outside of can and add Indian designs. Cut two circles of inner tubing approximately 2" larger than top of can. Punch holes around the edges and lace tightly to ends of can with thong or cord.

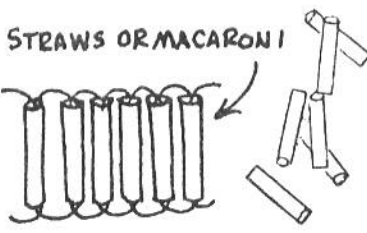


DRUMSTICK - Use a dowel or stick about 7" long. Paint desired color. Pad one end tightly with a wad of cotton and wrap with a piece of chamois or other soft leather. Tie it with a leather thong. Decorate with bright colored strips of felt, yarn, or feathers.

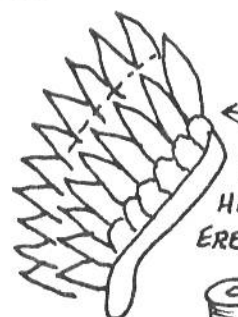
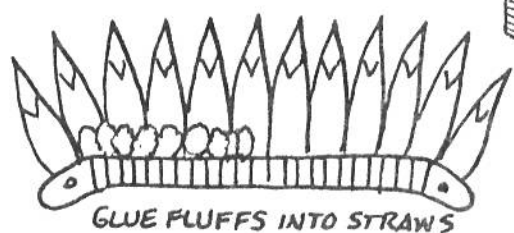
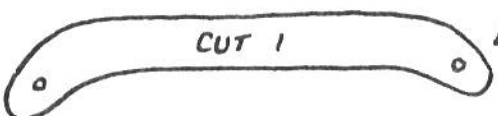
PEACE PIPE



INDIAN WAR BONNET



CARDBOARD



DECORATE EARPICE
GLUE TO HEADBAND



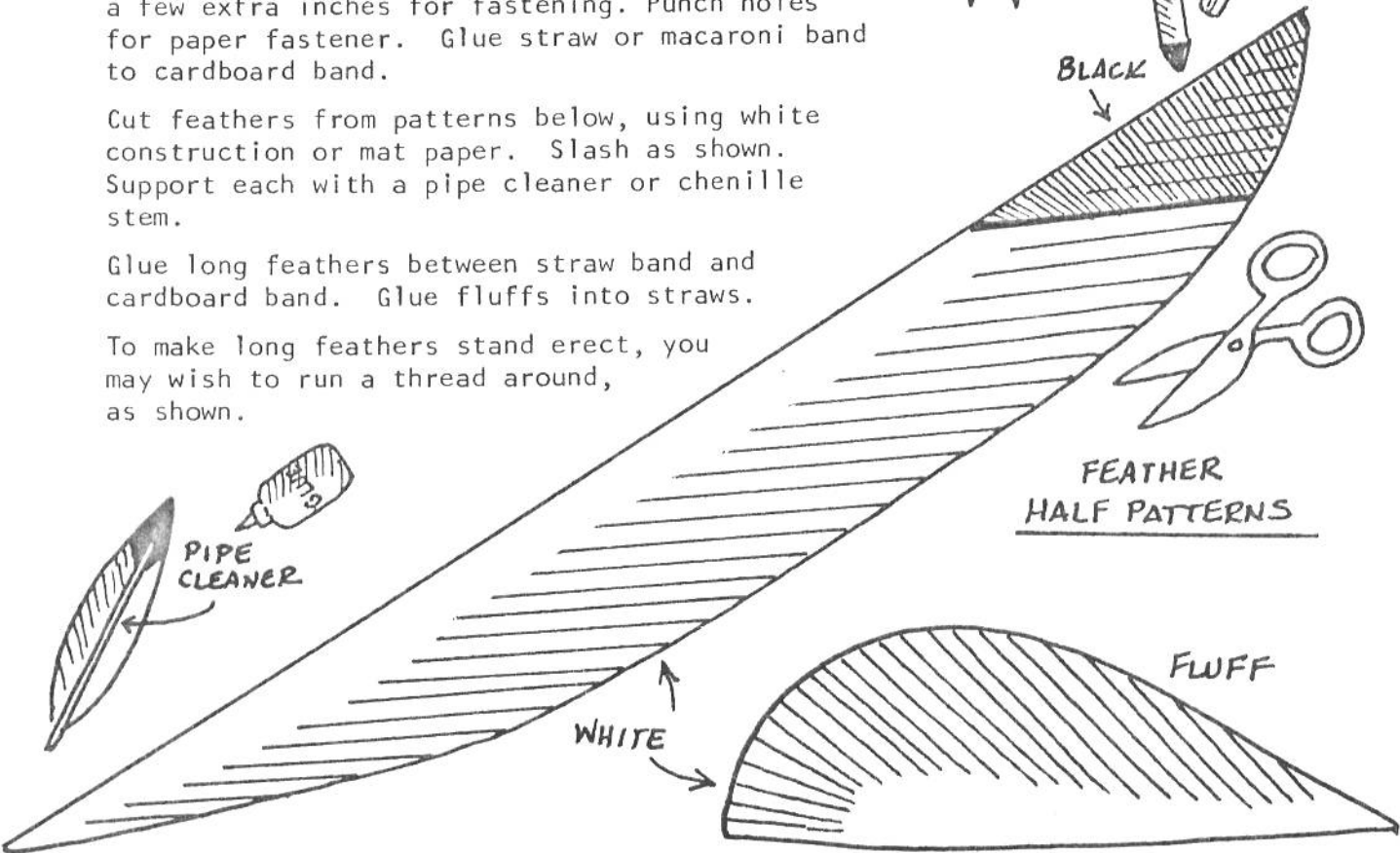
BLACK

Cut headband to fit boy's head, allowing a few extra inches for fastening. Punch holes for paper fastener. Glue straw or macaroni band to cardboard band.

Cut feathers from patterns below, using white construction or mat paper. Slash as shown. Support each with a pipe cleaner or chenille stem.

Glue long feathers between straw band and cardboard band. Glue fluffs into straws.

To make long feathers stand erect, you may wish to run a thread around, as shown.



ASTRONAUT COSTUME

The basic costume can be a pair of coveralls dyed electric blue or grey. Or, you can use an old sweat shirt and sweat pants or ski-type pajamas which have been dyed or spray-painted.

Helmet - This can be made from a 3-gallon ice cream carton. Glue on paper cups or typewriter spools for earphones. Cut out face opening and cover with light weight plastic or plastic wrap. Or, you may wish to use the aluminum foil helmet shown in this section.

Boots - Use ski boots or galoshes wrapped in foil.

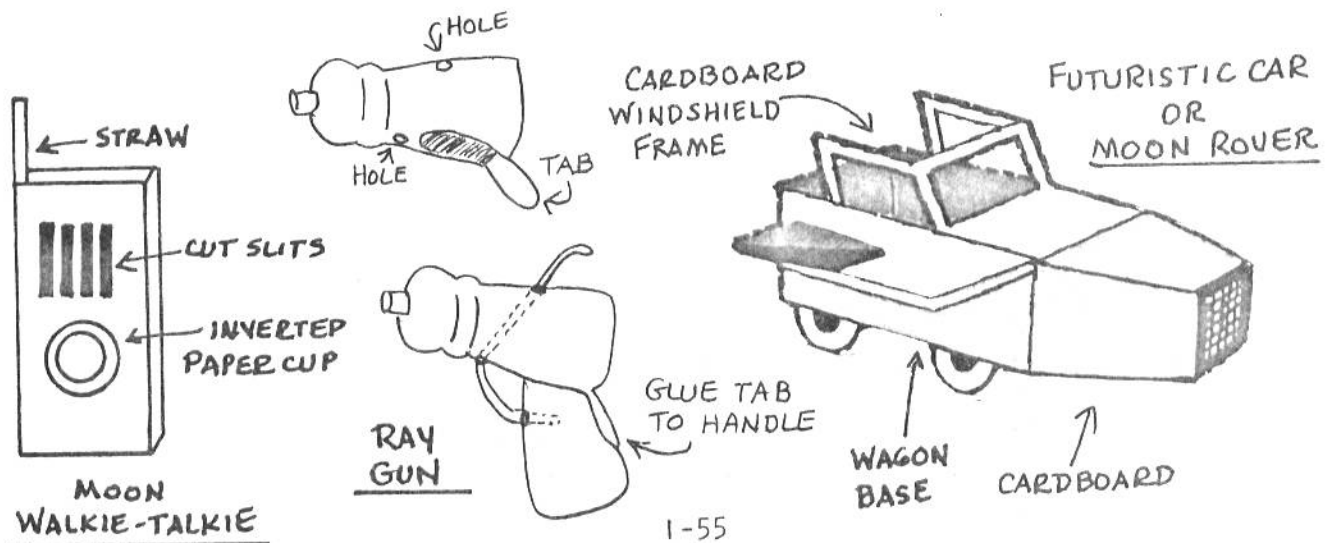
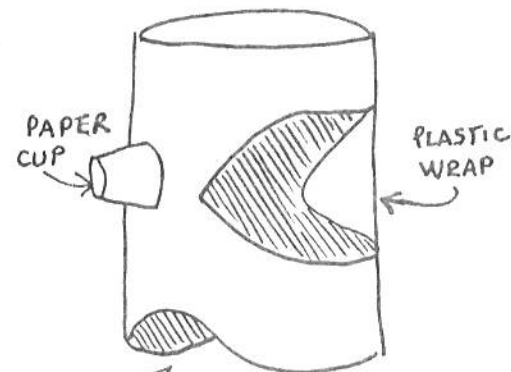
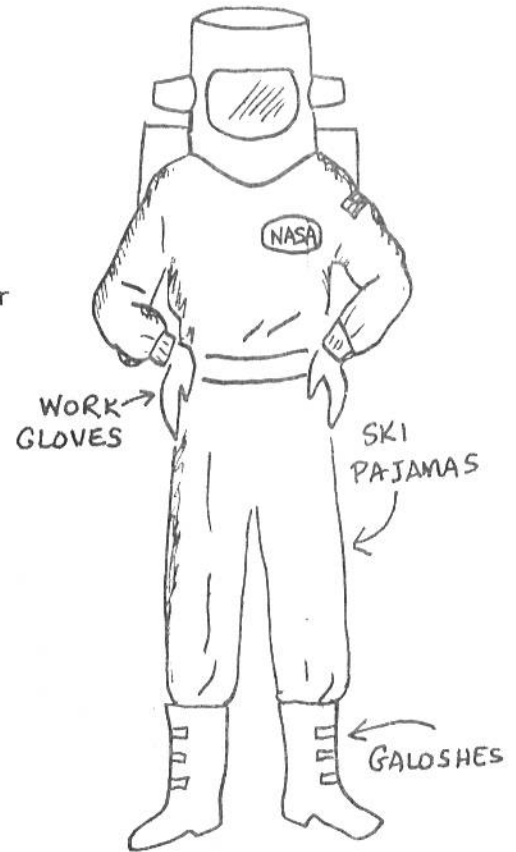
Oxygen Tank - Use two round oatmeal cartons taped together and spray painted - or other small box. Run rubber tubing or plastic clotheline from oxygen tank to space suit.

Communications Box - Use a cardboard milk carton or a 2-pound cheese carton. Glue or wire to top of oxygen tank. Run wires from earphones to communications box, coiling excess at sides.

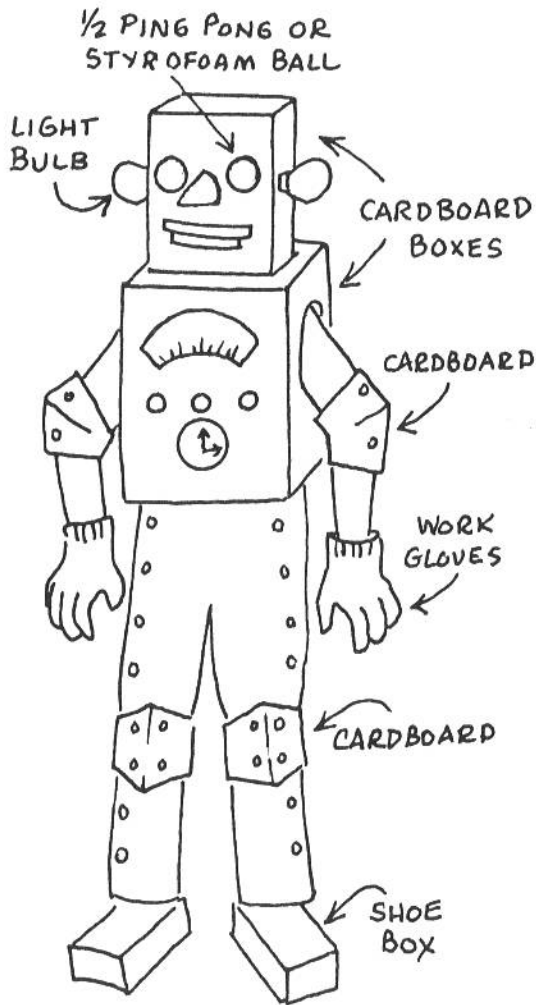
Gloves - Use old work gloves. Spray paint silver.

Ray Gun - Use two oval-shape plastic detergent bottles - one for the barrel and one for the handle. On the narrow side of the 'barrel' bottle, cut a narrow oval tab near bottom, as shown. Insert neck of 'handle' bottle into opening and glue tab to side of handle. For trigger, cut a flexible strip of plastic and insert through holes as shown, with one end sticking out of top of gun and other end bending back into handle. Spray paint.

Moon Walkie Talkie - Spray paint a clean quart size milk carton black. Cut slits for speakers. Glue on a straw for antenna and paper cup which have been painted silver.



ROBOT COSTUME



The basic robot costume is a pair of ski-type pajamas or sweat shirt and sweat pants which have been sprayed silver, topped with boxes which have also been painted silver.

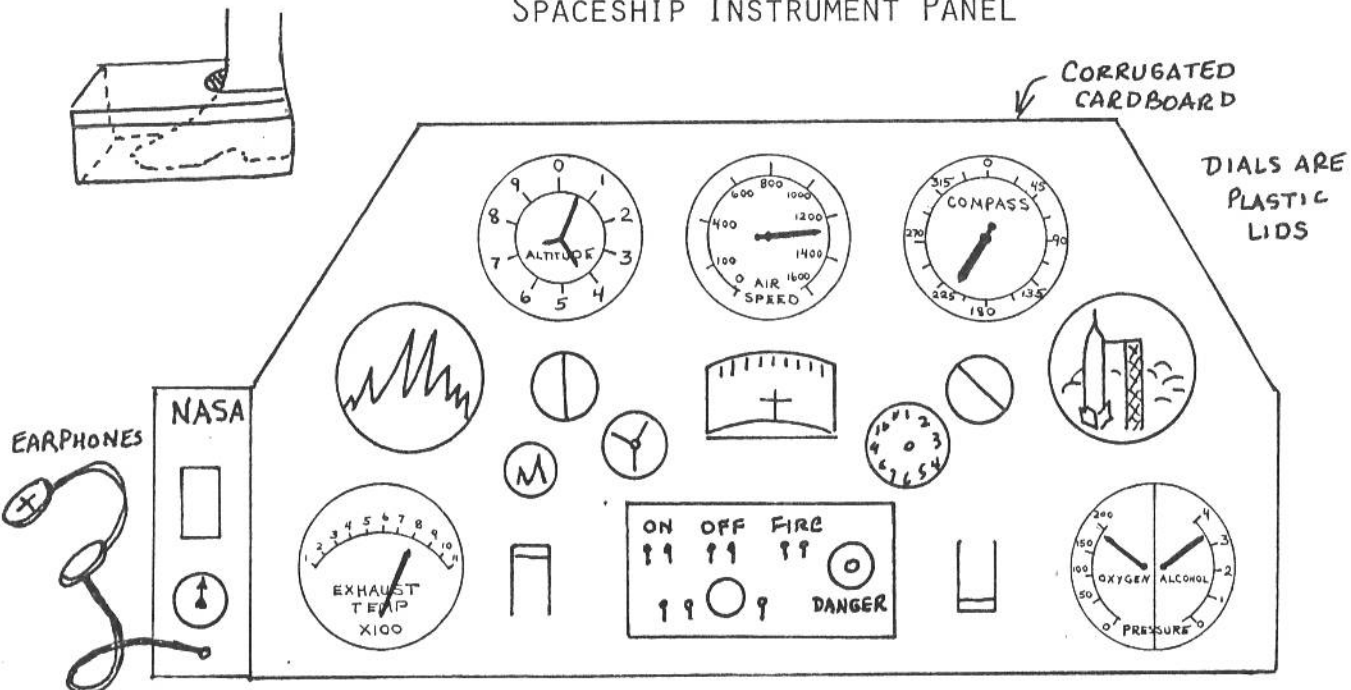
Head - A cardboard box which will fit over boy's head. Ears are burned-out light bulbs. Eyes are 1/2 ping pong balls or styrofoam balls. Nose is a lightweight cardboard cone. Mouth is cut out - this is the boy's eye hole. Be sure it is in a position where he can see.

Body - A larger cardboard box with holes cut for arms and neck. Boy slips this box over his head before putting on the robot's head. Box is painted silver and decorated with assorted dials and knobs.

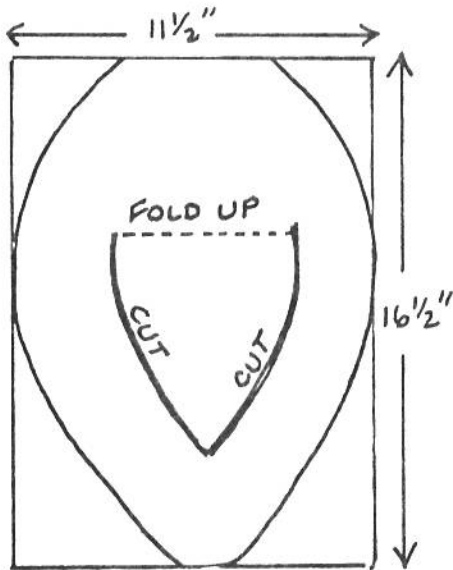
Elbows, Knees - Elbow and knee guards are cardboard, fastened with brass paper fasteners.

Feet - Feet are slipped into shoe boxes which have hole cut and have been painted silver. They won't come off if the boy shuffles along instead of raising his feet as he walks.

SPACESHIP INSTRUMENT PANEL

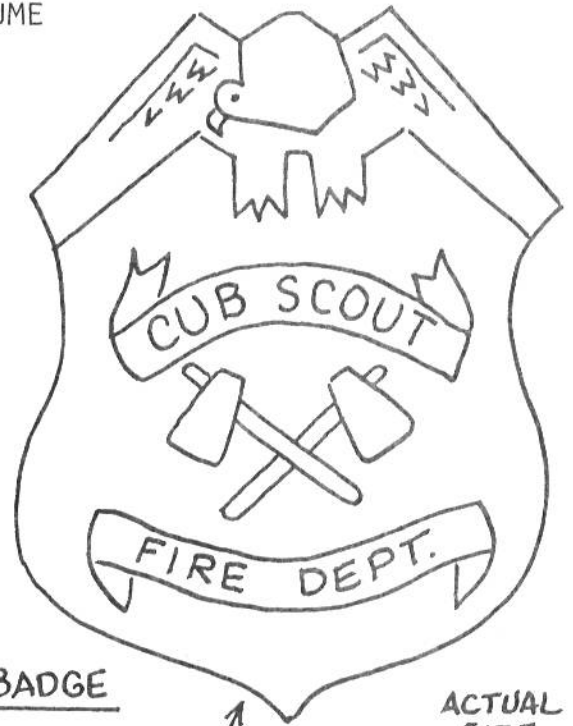


FIREMAN'S COSTUME



CUT FROM HEAVY RED CARDBOARD. DECORATE WITH DEN NUMBER.

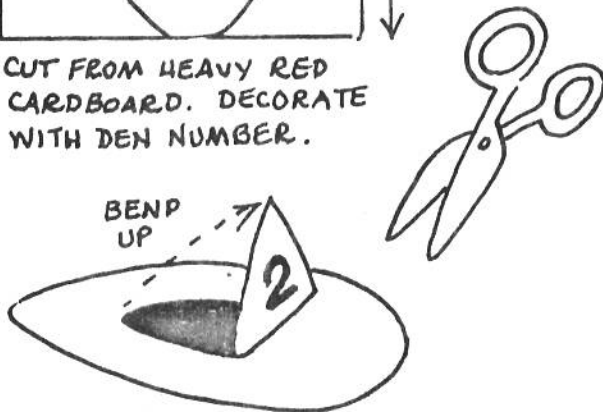
- OR -



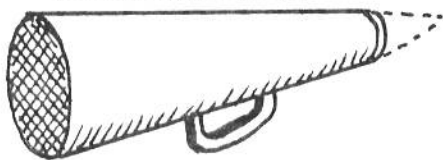
BADGE

ACTUAL SIZE

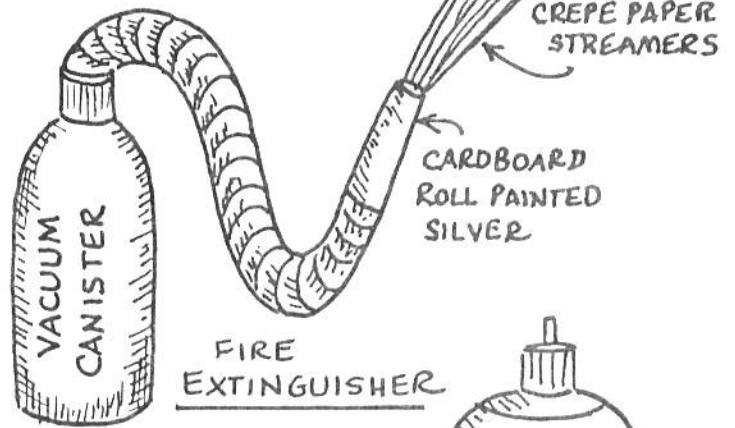
CUT FROM CARDBOARD. TAPE SAFETY PIN TO BACK



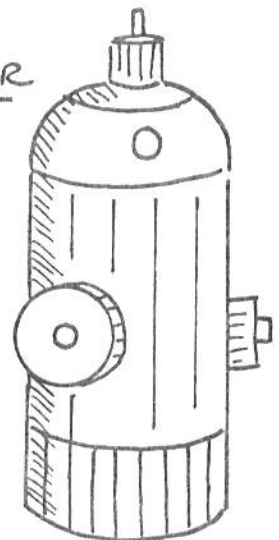
FIRE CHIEF'S MEGAPHONE



CUT FROM LIGHT WEIGHT CARDBOARD. ROLL INTO CONE SHAPE. TAPE. ADD HANDLE. PAINT.



A hula hoop can be used for a fire net.



CARDBOARD CUT-OUT HYDRANT

Cub Scout firemen can wear dark colored raincoats, boots and a fireman's hat.

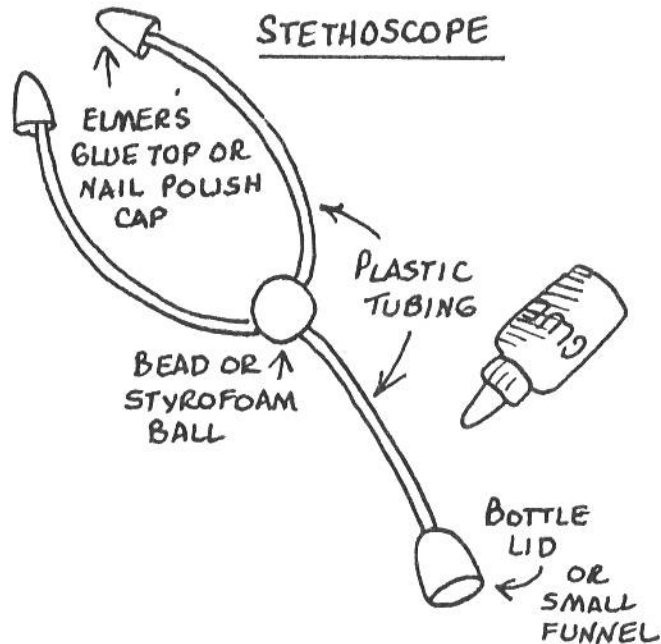
An old vacuum canister and hose makes a good fire extinguisher. Tape crepe paper streamers inside nozzle, turn on the power, and they will blow out and look like a stream of water.

DOCTOR'S COSTUME



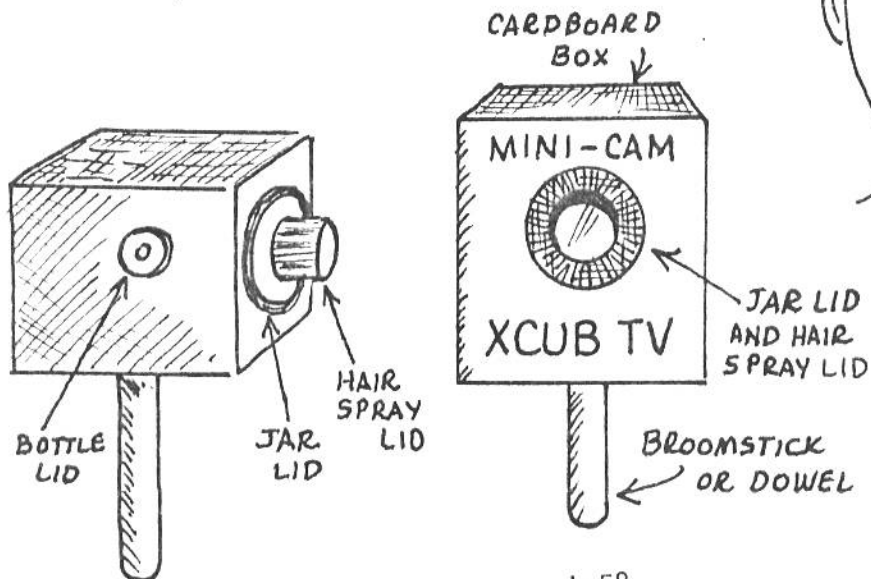
Cub Scout doctors can wear small-size lab coats, or dad's old white shirt turned backwards with cuffs cut off. They can wear white tennis shoes.

They can wear a stethoscope as shown below and carry a black bag.



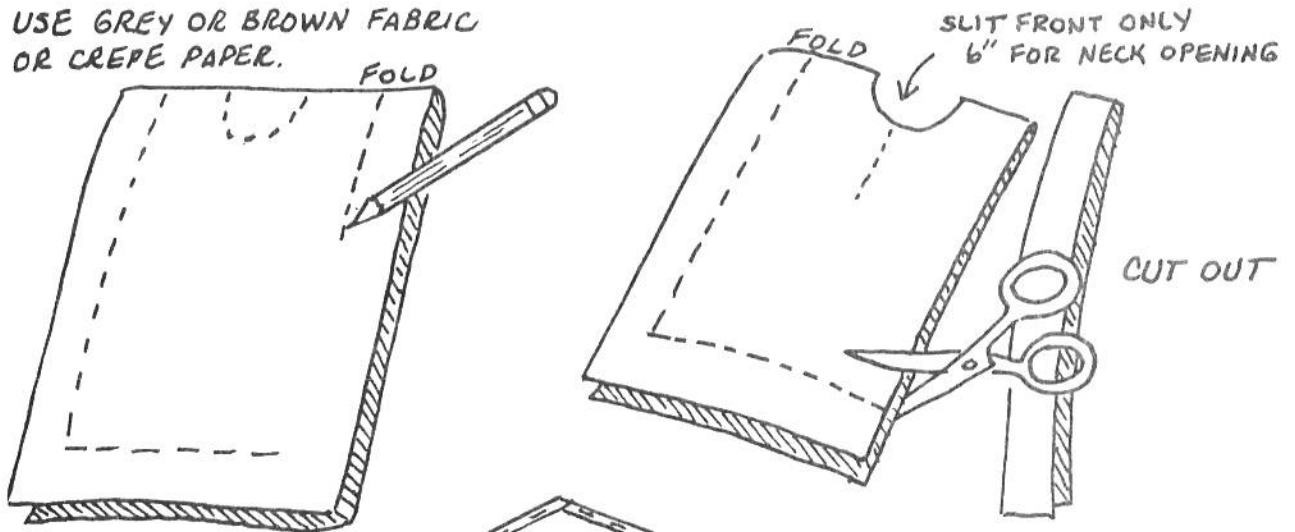
REPORTER'S COSTUME

Cub Scout reporters can dress in uniform, wear a 'Press' card in their caps, and carry a microphone, camera, note pad and pencil.

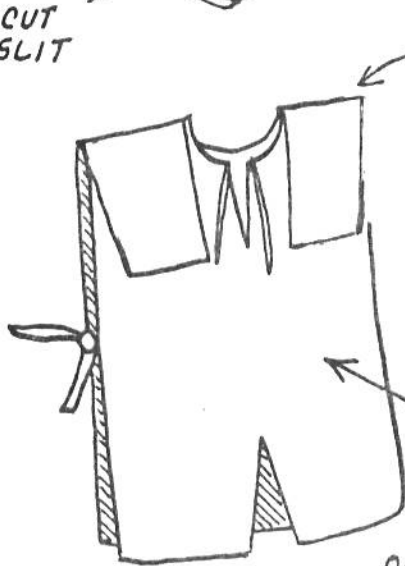
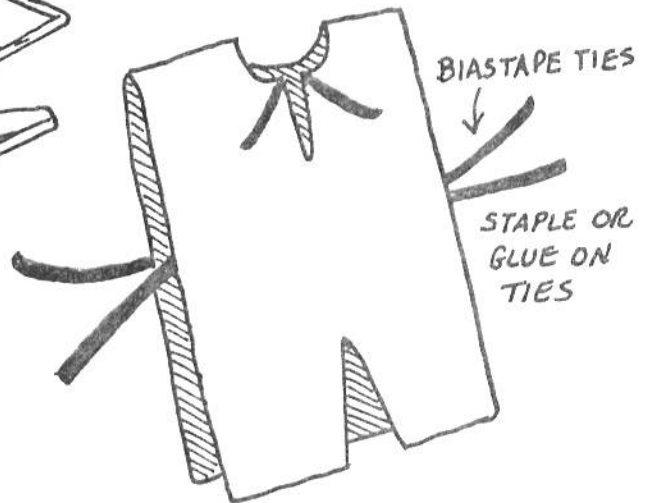
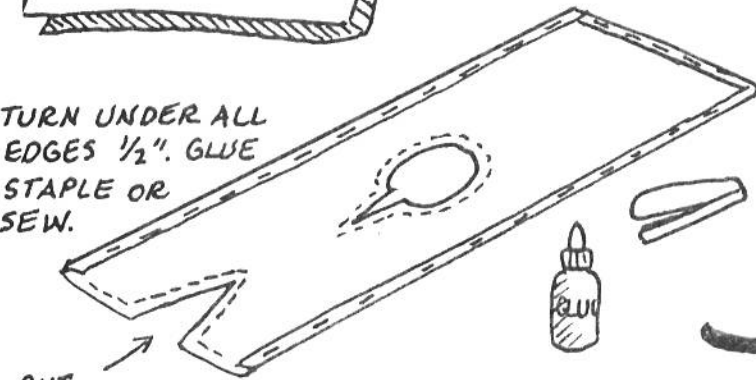


PILGRIM COSTUME

USE GREY OR BROWN FABRIC OR CREPE PAPER.

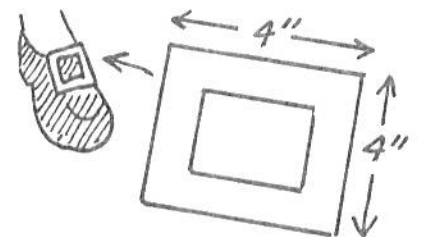


TURN UNDER ALL EDGES 1/2". GLUE STAPLE OR SEW.

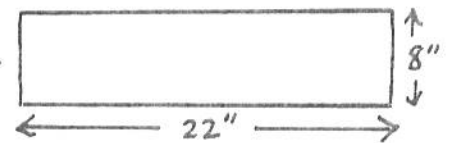
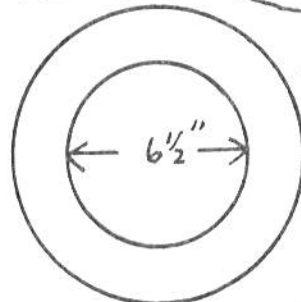
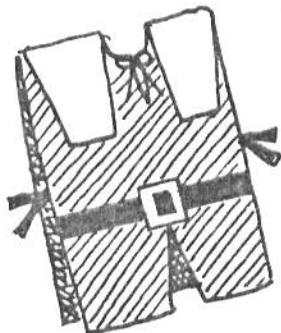


CUT COLLAR FROM PAPER OR FABRIC

CUT BELT FROM PAPER OR CARDBOARD. GLUE ON FRONT.

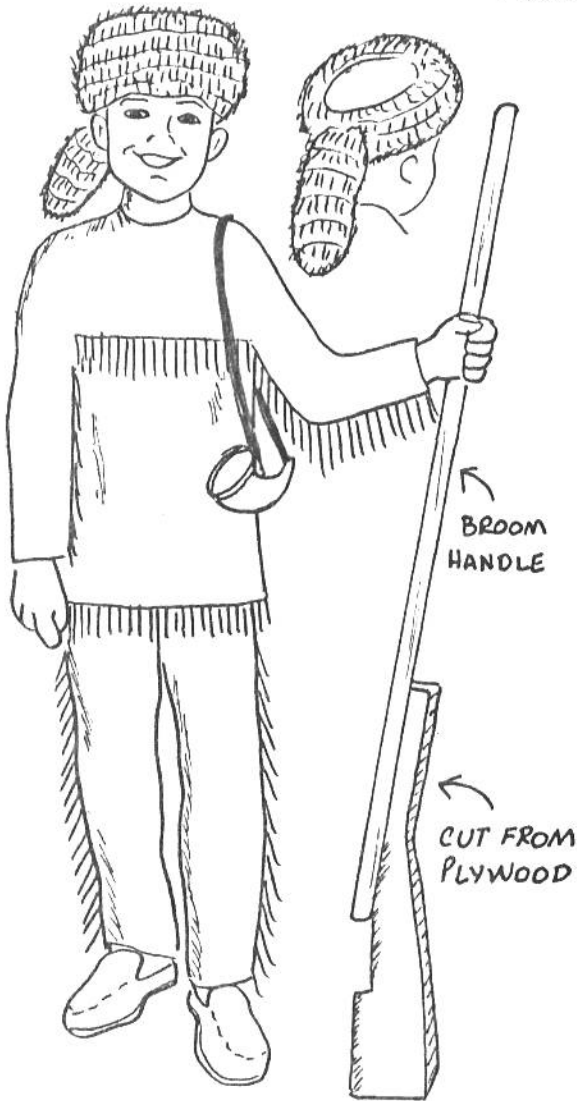


CUT SHOE BUCKLES FROM CARDBOARD. STICK TO TOP OF DARK COLORED SHOES WITH MASKING TAPE.



CUT HAT FROM BLACK OR BROWN CARDBOARD

PIONEER COSTUME



Coonskin Cap - Can be made from old fur pieces or crepe paper. For crepe paper hat, cut a 4" band of brown mat paper long enough to go around boy's head. Overlap one inch. Cut 2" wide strips of brown, grey and beige crepe paper across fold. Slash one edge into a 1½" deep fringe. Paste alternate rows of three colors across band, starting at top. Keep rows close together. Overlap ends of band and paste to form cap.

For tail, cut off 8" length of brown crepe 10" wide. Twist into rope. Cut 2" wide strips of brown, grey and beige crepe. Cut into fringe as for cap. Put a little glue on tip of rope and wind with brown fringe for about an inch. Then switch to grey and beige together and wrap another inch, gluing as you wrap. Continue alternating colors to end of strip. Staple tail to back of cap. (See p. 1-41 for another idea)

Shirt - Use an old shirt dyed brown. Sew or glue on yarn or fabric fringe as shown in illustration.

Pants - Use old brown slacks. They can be worn plain, or a fringe added down legs.

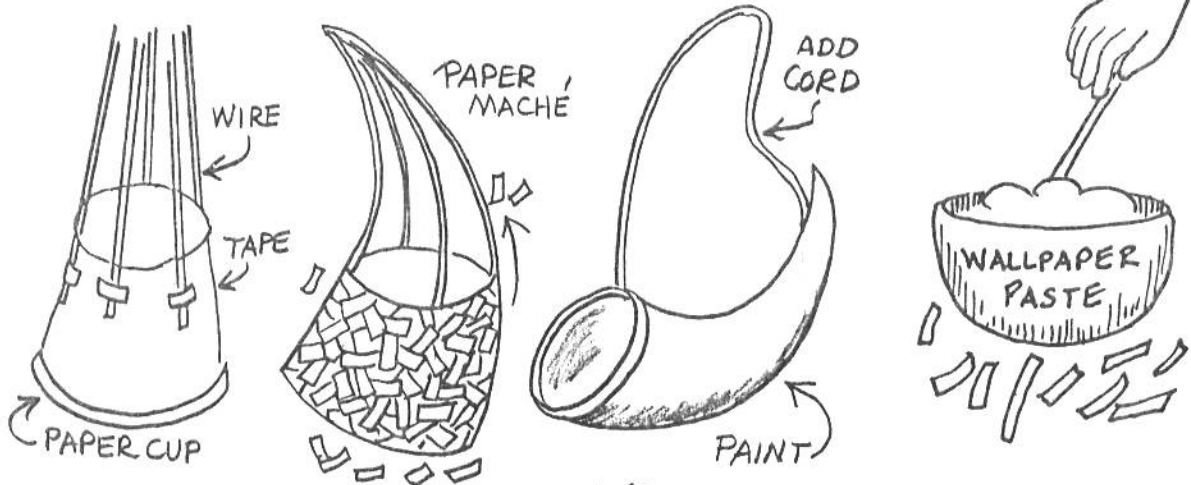
Musket - Musket is a broomstick, nailed to a handle which has been cut from 1/2" plywood.

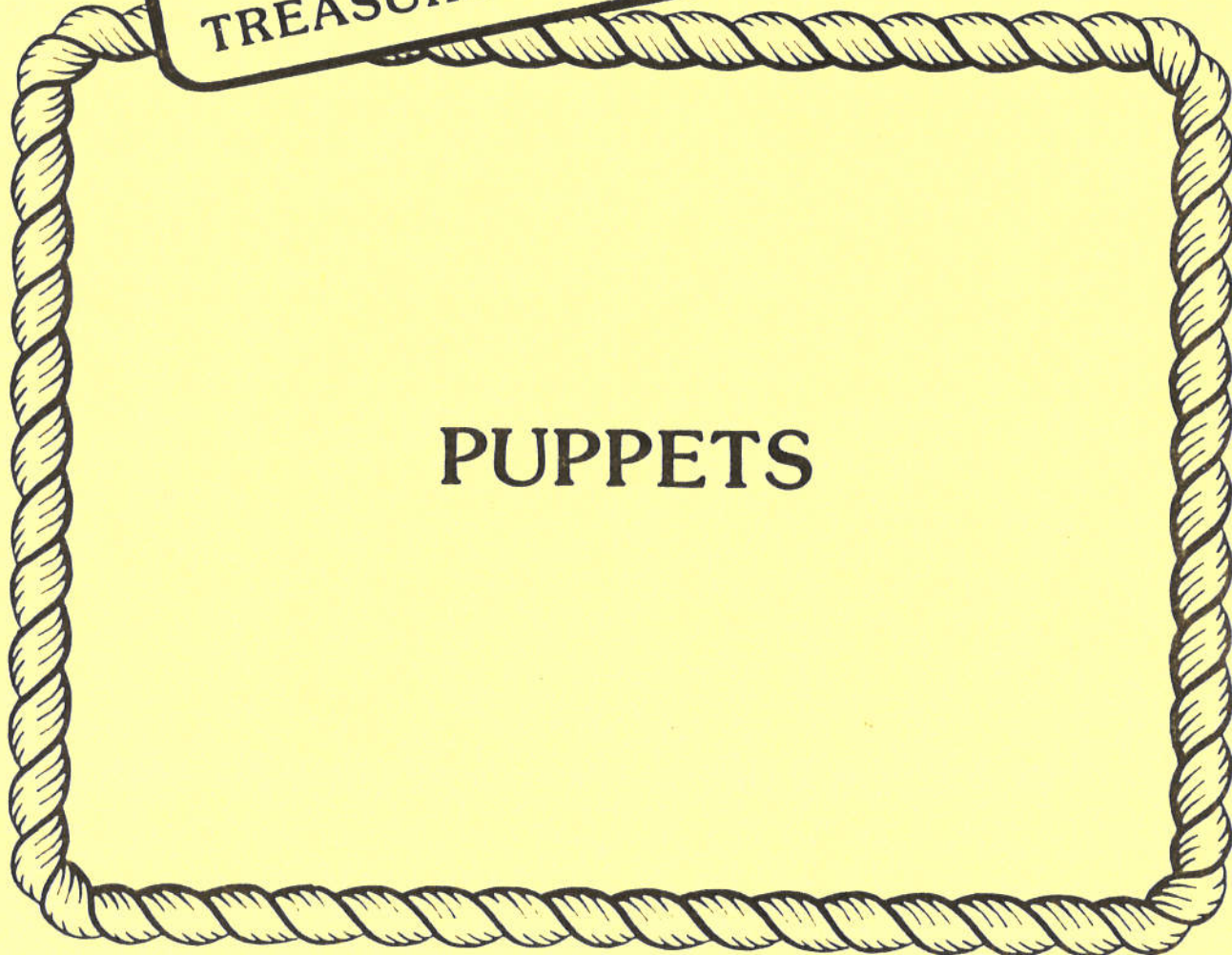
Powder Horn

Tape six wires around a paper cup as shown in illustration. Cover with strip paper mache. Let dry. Paint brown.

Add a cord or thong so it can be hung around the neck.

Note: The pioneer's vest can also be made using the same method as described for the Indian costume - with leather-like crushed and ironed brown paper.





PUPPETS

PUPPETS

A puppet is a figure of a person, animal, or object that is made to move by the efforts of a human being - child or adult. It derives its "life" and "personality" from that person's efforts and imagination.

Puppets belong in a Cub Scout's world because they are

- fun
- educational
- entertaining

Puppets have the potential to

- stimulate a Cub Scout's imagination
- provide ways in which a boy can express his creativity
- assist a boy in expressing his thoughts and feelings
- help a boy develop his listening and verbal and language skills
- give a boy opportunities to use and develop his small muscles
- provide for activity in which boys are constructively planning, working and playing together

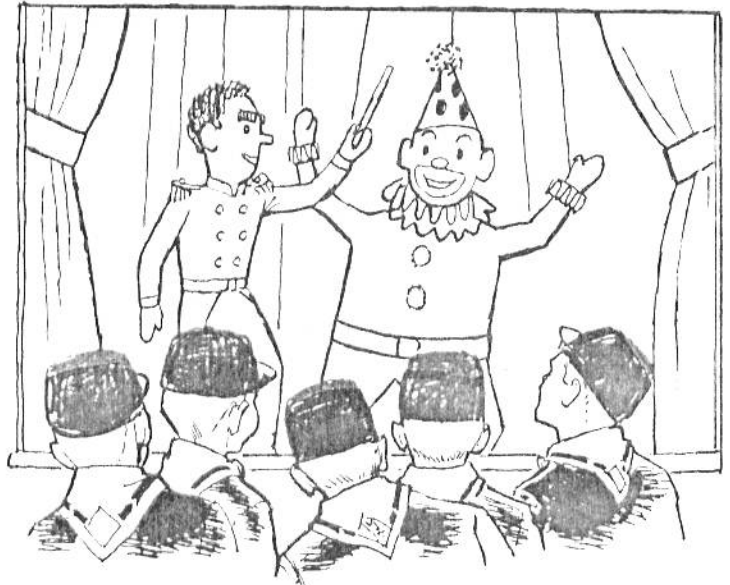
Puppets can be used specifically

- as an art or craft project
- to tell or dramatize a story
- to teach facts or concepts
- to play musical instruments or sing songs
- to impart information
- to give directions and/or instructions etc., etc., etc.,

These puppets can be made and used at home, den meetings, pack meetings, recreation programs etc.

This section deals with making puppets, puppet stages, lighting, and props. The puppets recommended are simple enough to be made by Cub Scouts but can be more elaborate to suit the difference in age and abilities within the den.

We want to emphasize that the pictures and patterns provided in this section are merely ideas and suggestions. They should be used as guidelines. The Cub Scouts should be encouraged to individualize their own puppets by modifying the basic ideas or patterns in any way they choose to fit their needs. The important thing is not to reproduce a puppet exactly from this section, but for each Cub to be able to create his very own puppet using the basic ideas and patterns from this section.



WRITING THE PUPPET SCRIPT

The best method of assembling a script is to begin with an outline. In the process of assembling a script, consider these:

1. Determine the intent of the script.
2. Select a situation - real or imaginary.
3. Select characters.
4. Determine how characters act and react.
5. Give the characters specific dialogue.

Be sure to keep in mind some basic things about puppets. They are quick fantastical characters. They speak in short, jumpy phrases. They jump to illogical conclusions as quickly as they do logical ones. Also, they have a tendency to leap to extremes in character and situation. Their pace is always quick, light and bouncy. These feelings should be suggested in script materials.

Scripts need not be original with the puppeteer. Select a familiar story to dramatize, a song to "sing" a current event, a holiday idea. Perhaps at first it would be better to just let the puppets get the feel of movement and freedom - just let the conversation come as it may. Let the puppet find itself - let the boy lose himself!!!

IDEAS FOR PUPPET PLAYS ON THEMES

December - 3 comical puppets, each with a big letter on his chest - D, Y, or B ... demonstrating how Cub Scouts do their best.

January - Pickets are parading Cavity Corner carrying signs "Fewer Sweets Mean Better Teeth", "Visit the Dentist Twice a Year", etc. Mr. Sweet Tooth who frequently visits candy stores comes down street, tries to enter a store, but is kept out by pickets. Captain Eat Right of the local law enforcement agency comes along and drives him away. Pickets cheer.

March - Puppets representing the four badges of rank demonstrate some of the requirements for various achievements.

April - Rod puppets of cars, boats, trains, planes, and other methods of transportation. Each talks about the benefits of his own type.

May - Rod puppets of fluffy cloud, rain cloud, sun, rain drop, etc. dramatize how water and sunshine are important to growing things.

September - Buffalo puppets, or totem pole cylinder puppets telling an Indian legend.

October - Quiz show or variety show with puppets acting as M.C. and contestants.

November - Several pioneers go on a bear hunt. Bear puppets trick them and get away.

REMEMBER - the boys will have some good ideas of their own. Let them decide what type of puppets and story best fits the theme.

GETTING READY TO CONSTRUCT

Before starting to make a puppet or build scenery and props, it is helpful to be familiar with a full range of possible construction materials. This generally insures that the result will be original and intriguing puppets and sets. Have a place for collecting and organizing the following types of odds and ends into containers or on shelves.

- * old bottle brushes, scouring balls, steel wool mops, fly swatters, wooden and plastic spoons and hair curlers
- * broom handles, dowels, popsicle and other wooden sticks, coat hangers, umbrella parts, bicycle spokes, and chop sticks
- * plastic containers, small boxes including egg cartons, plastic and wooden baskets and trays, used rubber balls, ping-pong balls, and tennis balls
- * buttons, beads, sequins, glitter, costume jewelry, bits of glass
- * corks, sponges, lids and caps, spoons and spools, weights and fishing floats
- * socks, stockings, gloves and mittens, felt and other cloth scraps, polyfoam, cotton, kapok and other materials to use for stuffing
- * lace, fringe, pom-poms, trimmings, netting, feathers, fur bits, embroidery thread, raffia, ribbon, shoe laces, string, yarn and rope
- * pipe cleaners, chenille, wire, tooth picks, and tinsel

- * styrofoam balls, sheets and packaging shapes, wood scraps, sponges and old leather goods or scraps
- * old dolls (especially rag dolls), doll clothes, doll house furnishings, hats, wigs, and stuffed toys
- * colored construction paper, crepe paper, molded and corrugated paper and cardboard from packaging, sheets of different weight cardboard, shiny, fuzzy, or transparent flat materials (wallpaper sample books are a good source), cellophane, metallic paper, paper plates, bags and cups, cardboard and plastic tubes, old newspapers and magazines
- * natural objects and materials such as unspun wool, gourds, shells, pebbles, seeds, seed pods, twigs, etc.



BRINGING THE PUPPET TO LIFE

Working the puppet is called "manipulation" and it is not as easy as it looks. Puppets come alive as the puppeteer slides his arm into the glove or sleeve... There are things to remember as you work with puppets....

A puppet can answer questions by nodding just a little. The puppet can answer questions by nodding or shaking its head, or it can whisper things in the actor's ear. It is important to move the puppet every time it speaks, or reacts to what the actor says, and to keep it still the rest of the time. Movements must be appropriate to what is being said. If you flop the puppet around too much the movement ceases to be effective. Small movements and pauses in between work very well because then you've got more in reserve when you want to express excitement. It is even alright for them to stand still now and then. Of course the real answer is practice - face a mirror and go through the various movements that will put life into your puppet.

1. Hold puppet vertically.
2. Let them walk off stage, not sink out of sight.
3. Think of actions a puppet can do best and include them.
4. Keep actions clear and simple.
5. Let your puppet speak and act according to the kind of person that he represents.
6. Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak.

7. Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.
8. Do not hide one puppet behind the other.
9. Let the puppet exaggerate both feelings and actions that go with the feelings. An excited puppet should be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.
10. In some cases, it is a good idea to have the puppet speak aloud to himself as he goes about his act. For example, he might say while looking - "I'll look under this tree for a rock."

Following are some hints and how-to's about manipulating your hand puppets.

Walking - Move the wrist back and forth. The puppet should not pop out of thin air, but enter at the side of the stage or enter as coming up stairs into view of the audience.

Talking - If the mouth is moveable, it is simple to indicate talking. If it is immovable, move the head up and down rhythmically on phrases or groups of words.

Listening - Puppets should have good listening manners. A puppet should not move while another is speaking, and he should face the one who is speaking.

BRINGING THE PUPPET TO LIFE (continued)

Sitting - Lower the puppet gently and insert the index finger of the opposite hand under the garment to make a knee. Gradually remove the finger as the puppet sits.

Climbing - Lower the paper mache tree or beanstalk or fence or ladder, etc. slowly while the puppet remains at stage level. Its only movement is grasping the branches or stalk at intervals.

Piano Playing - Use a toy piano that has been muffled so that no sound is heard when the keys are struck. Puppet performs as a recording or tape of a short piano selection is played.

Dancing - Two puppets may dance together or indicate kicking movements by using the pointer finger of the opposite hand to make kicks underneath a full skirt.

PUPPET ACTIONS

Head - nod or thrust forward and back

Hands - clap, hold to head, scratch head, fling to sides, cross in front, point.

Waist - (your wrist) bow, twist, sway, sit down.

Legs - (your forearm) walk, leap, limp, dance.

Some things puppets can easily do:

March to music	Dance
Lead an orchestra	Fight
Sweep a floor	Stack blocks
Play instruments	Wash dishes
Play with balloon	Dust

SHOWING FEELINGS AND PERSONALITY

Excited - Clasp hands, jump up and down

Sad - Hand to face, show movements

Angry - Beat head, bang hands

Afraid - Tremble

Tired - Slow, languid movements

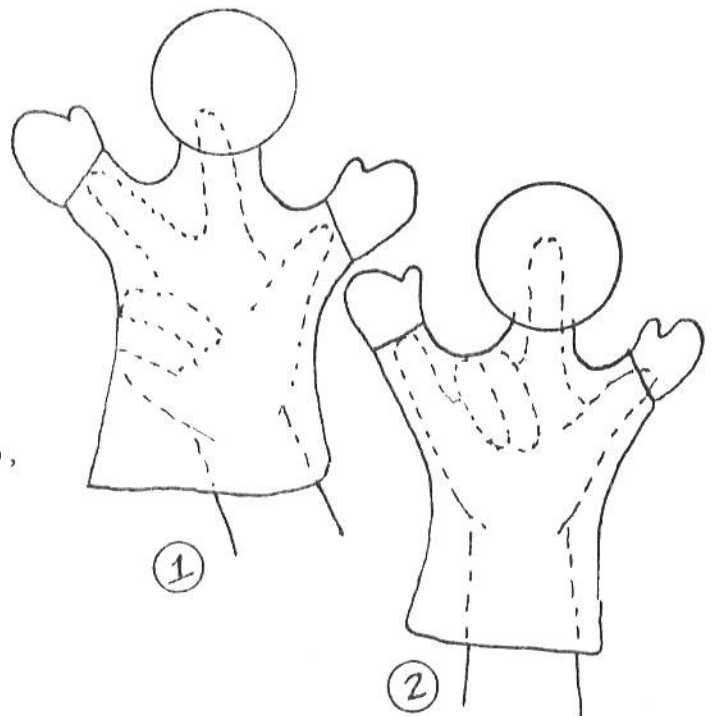
Old - Shaky, slow movements

HAND POSITIONS

Here are two ways of holding your hand inside a puppet. The first one gives the puppet arms and a longer reach and the better grip on the props, but it tends to tilt the puppet to one side.

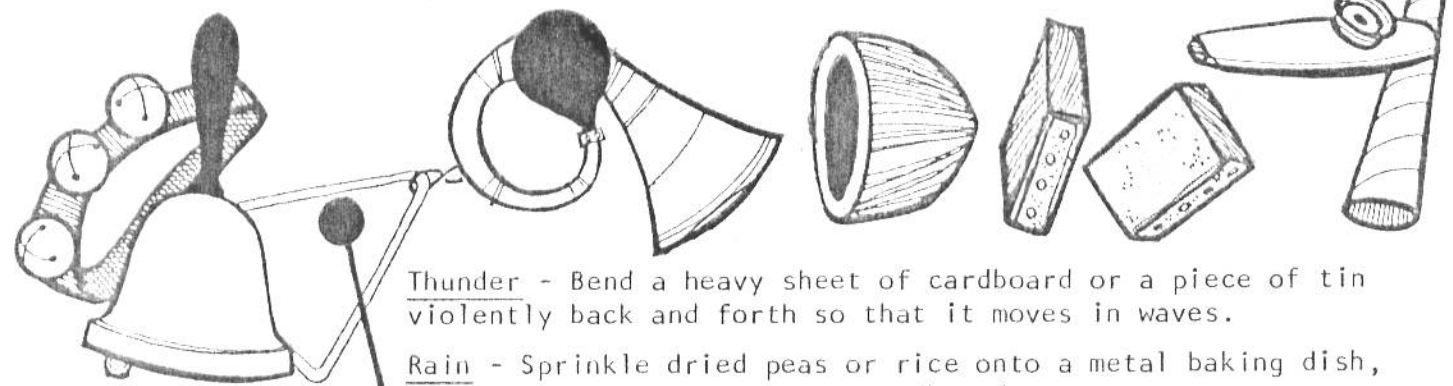
The second position makes for more balance but the little finger makes a shorter arm. It is harder to get it and the thumb together to hold on to props.

First position is best for small hands.



SPECIAL EFFECTS

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



Thunder - Bend a heavy sheet of cardboard or a piece of tin violently back and forth so that it moves in waves.

Rain - Sprinkle dried peas or rice onto a metal baking dish, or roll marbles around in a cardboard carton.

Galloping Horses - Alternately and rhythmically tap two small wooden blocks or strike upsidedown cups on a wooden board.

Wind - Pull a smooth stick across the tightly stretched piece of silky material. Or cut a narrow slit in a piece of paper; then holding it about 1/2" from lips, blow to make sound.

Gurgling Stream or Boiling Liquid - Put a straw into a cup of water and blow hard.

Mist, Fog or Smoke - Blow corn starch or baking soda through a narrow tube by squeezing a container filled with this which is attached to one end. Dry ice can be sprinkled with water just prior to the time for the special effect.

Fire - Create dancing shadows in front of a red light by placing something that moves in front. Streamers can be placed on the front side of a fan at low speed. For sound, crumple cellophane into ball. When released, it will crackle like flame.

Lightning - Use a flash attachment from a camera, or flick stage lights on and off quickly.

Snow or Magic Dust - Throw up soap flakes or paper confetti.

Auto Brakes - Slide drinking glass across pane of glass.

Hail - Pour rice on pane of glass, tin, or wood.

Animal Roar - Any closed box will do - cocoa can, coffee can or two foil pans taped together. Tie a string in center of a pencil. Punch hole in container, place pencil inside box and pull string out through hole. Rub string with resin or a green leaf. Drag fingernails along string to produce noise.

Note: Most sound effects will need to be made in front of a microphone, so the audience can hear them.

LIGHTING

Darkening the room and illuminating the puppets with spot lights or stage lights not only helps an audience see the show, but it also builds an atmosphere by providing a focal point for the viewers' attention.

Experiment with lighting in different ways and from various angles - above, below, in front, behind and to the sides of the puppet stage opening. Find out which type of lighting throws unwanted shadows, and which kind gives the desired illumination.

Many types of lights are readily available. One quick and easy way is to beam light from a slide, filmstrip or overhead projector directly onto the stage. Goose-neck lamps, light sockets with clamps or lightbars also are good sources of lighting.

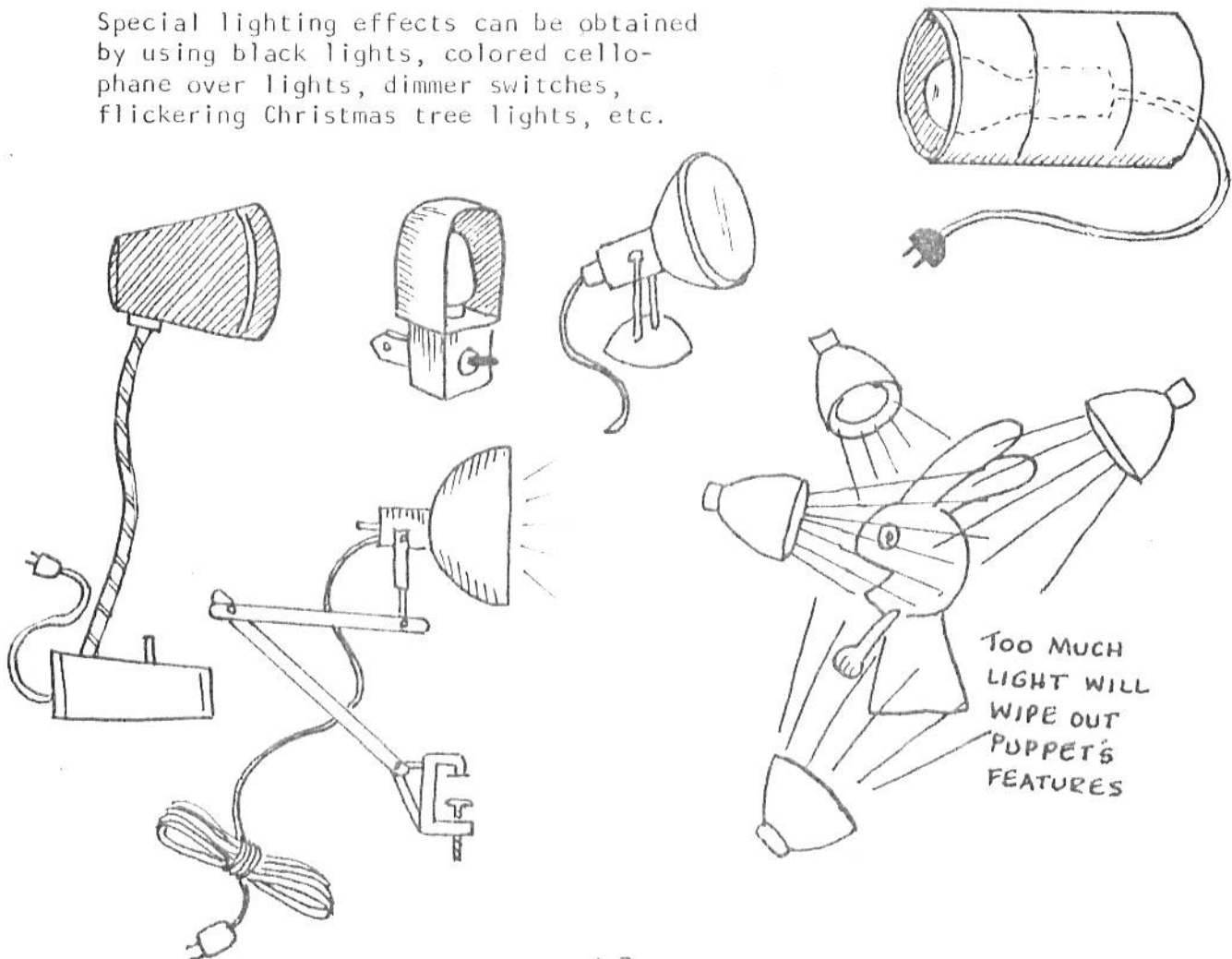
Special lighting effects can be obtained by using black lights, colored cellophane over lights, dimmer switches, flickering Christmas tree lights, etc.

It is important for lights to be set so they will not shine in eyes of the audience. Housing for lights can be made from tin cans, such as coffee cans, which can be spray painted black.

Make sure all light cords are set where no one will trip over them. It is best to attach them overhead, if possible. If they are on the floor, tape down cords.

Remember that too much lighting will wipe out the puppet's features. It will lose its shape and look flat.

The best way to learn how to use lighting properly is by trial and error - practice before the show.



PUPPET STAGES

Your theatre may be simple or elaborate - a one-time thing or for permanent use - a cardboard box, a drape, a table or wood - your theatre will be determined by your needs.

The primary purpose of a puppet stage is to mask the puppeteer. However, the stage should enhance the qualities of the production.

There are three categories of stages: makeshift, temporary, and permanent. Makeshift stages are suitable for simple productions but if the puppets are to be used to any extent a more sturdy stage should be used. Portable or permanent stages do not need to be extravagant. In fact, if the stage is too colorful, it may distract from the puppets. However, some color is needed and useful.

The stage should be sturdy although it is not necessary to use heavy materials. There is no need for a puppet stage to support a lot of weight. The only weight directly on the stage should be the curtains. Lights, sound equipment, and other materials should not be supported by this type of stage.

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



TABLE
TURNED
ON ITS
SIDE

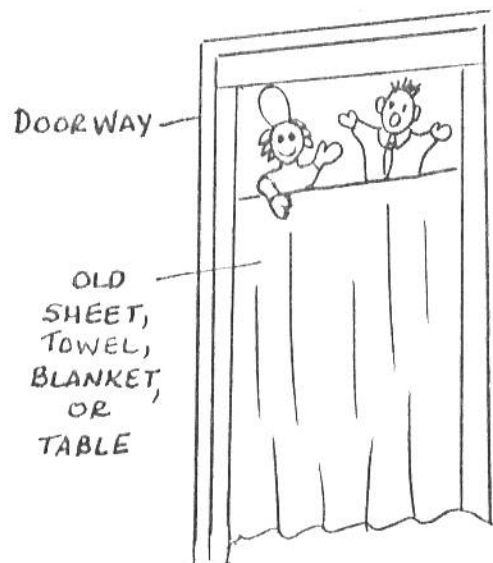
BACKGROUND

A good background is crucial to the success of a production. The background determines how well the puppets are visually defined for the audience. A very bright background may be difficult to look at for any length of time. Also, it may make it difficult to concentrate on puppets of a similar color: Bright, warm colors are generally used with the puppets. Therefore, the best backgrounds are darker, solid colors. Deep blues, browns, even black are generally the best for a background. Care must be taken that a puppet is not the same color as the background.

HEIGHT

The theatre's height is determined by the height of the actors and whether they perform sitting down or standing up. The stage should ideally be just above the top of the actor's hair, so that he need not be stooping or cramped, with his head bowed and so on, this can be a great strain on the muscles.

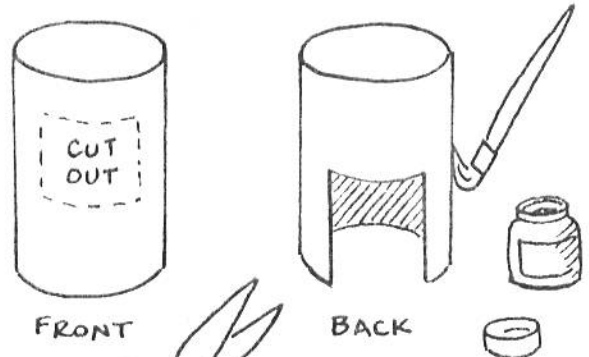
Measure from the floor to the top of the tallest actor's hair (sitting or standing) and then add about 2 feet, 3 inches. That gives you the height of the theatre.



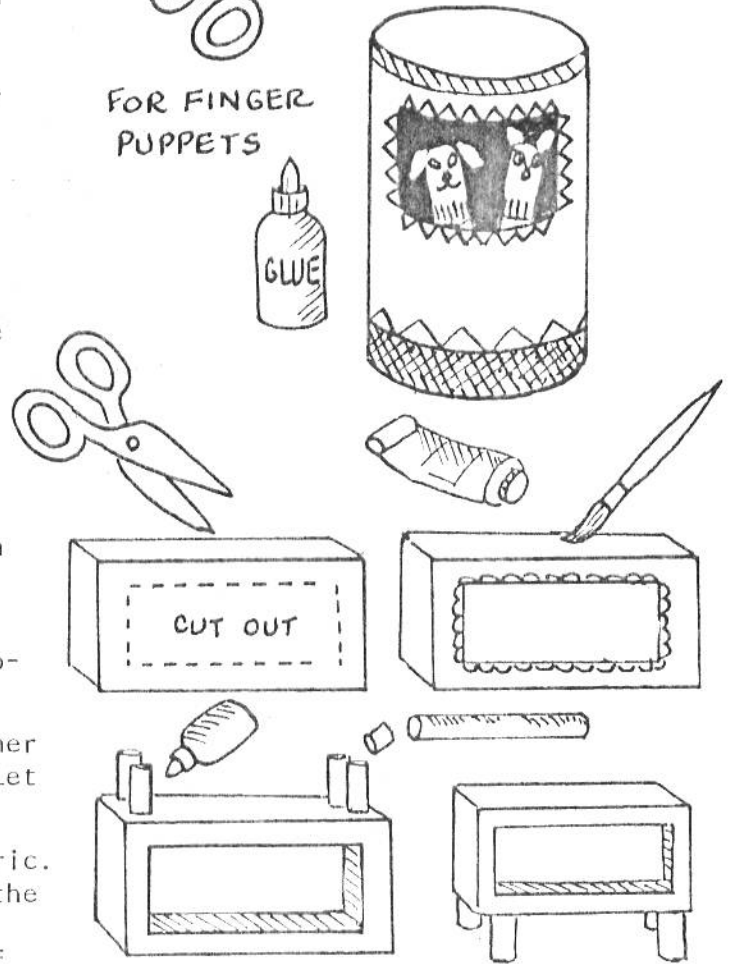
PUPPET STAGES (continued)

OATMEAL CARTON STAGE

1. Remove the lid from the oatmeal carton and turn carton upside down. Draw a front window about 1" down from what is now the top of the carton.
2. Next draw an opening on the back side of the carton on the bottom half.
3. With a knife or a pair of scissors, cut along the lines you have drawn on both the front and back of the carton. Decorate as desired with paint, felt, construction paper or other trim.
4. Set the finished stage on a table or bench. Slide your hand with the finger puppets on it through the back window until the puppets show in the front window. You are now ready to begin the show.

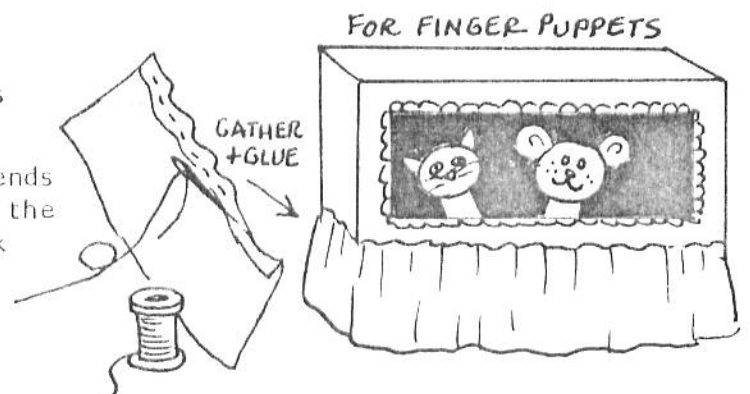


FOR FINGER PUPPETS



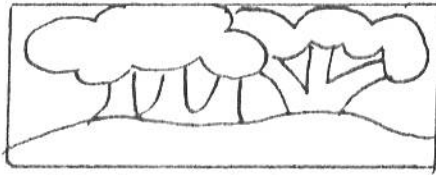
SHOEBOX STAGE

1. Lay a shoebox on its side. Draw a line about 2" from all four edges of the side facing up.
2. Cut out along these lines and decorate box as desired.
3. Glue a cardboard tube to each corner of the box on the side just cut. Let glue dry.
4. For skirt, cut a rectangle of fabric. It should be a little wider than the cardboard roll is long and long enough to go around three sides of the box, plus about 6".
5. Fold over one long side of fabric and sew a running stitch along this side.
6. Gather skirt slightly by pulling ends of thread until skirt fits around the three sides of stage, leaving back open.

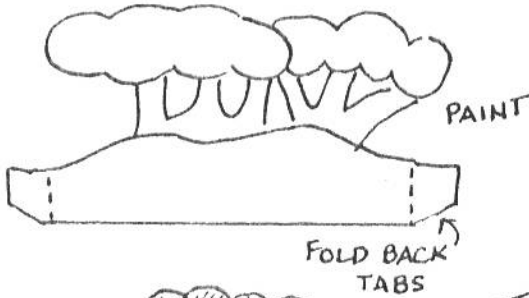


PUPPET STAGES (continued)

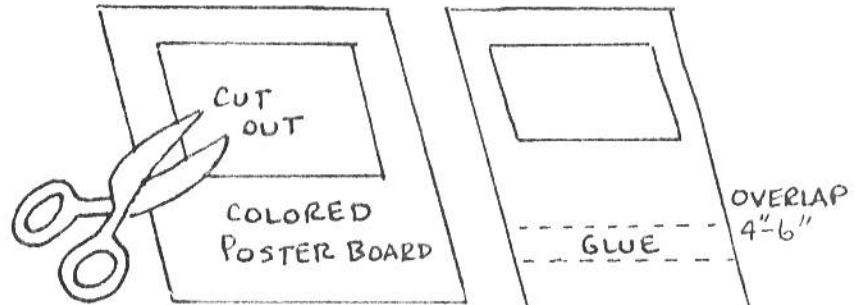
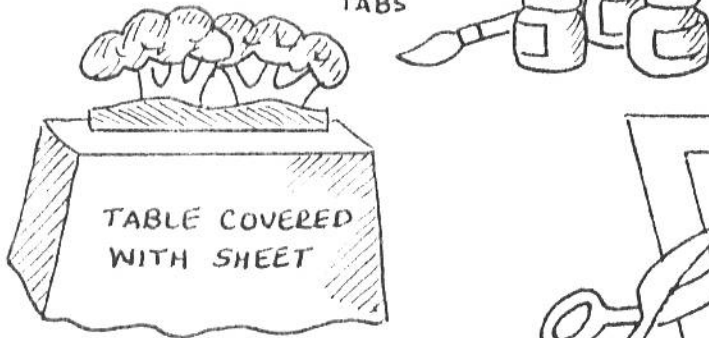
SHAPED CARDBOARD STAGE



DRAW ON CARDBOARD
CUT OUT

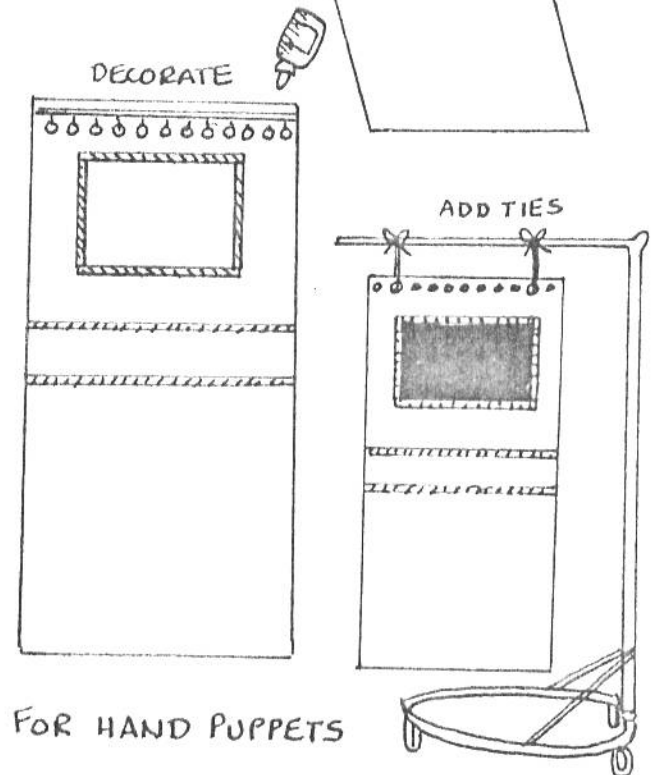


1. Draw scenery on corrugated cardboard. Paint and cut it out.
2. Leave tabs at each end which can be folded back and will allow the stage to stand up on its own.
3. Bend the tabs back, and if necessary, tape them in place.
4. The stage should now stand on a table.
5. Boys operating hand puppets are concealed behind table which has been covered with a sheet or blanket.
6. Or try cutouts of a boat, car, bus, space ship



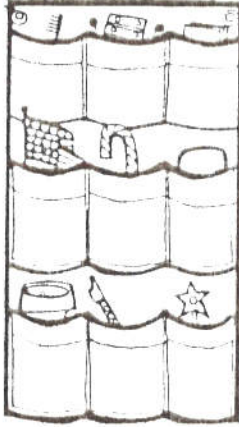
FLAT CHART STAGE

1. Draw and cut out a window in the upper third of one of the two posterboards.
2. Next, glue the two sheets of posterboard together, allowing 4" to 6" overlap on the shorter edge of each board.
3. Decorate as desired.
4. Punch a hole near both of the top two corners and lace a 6" to 7" piece of cord through each hole.
5. Tie the board to a chart stand or ironing stand, using the cords. Place the stage in the desired area and position the puppeteers behind it. The show is ready to begin.



FOR HAND PUPPETS

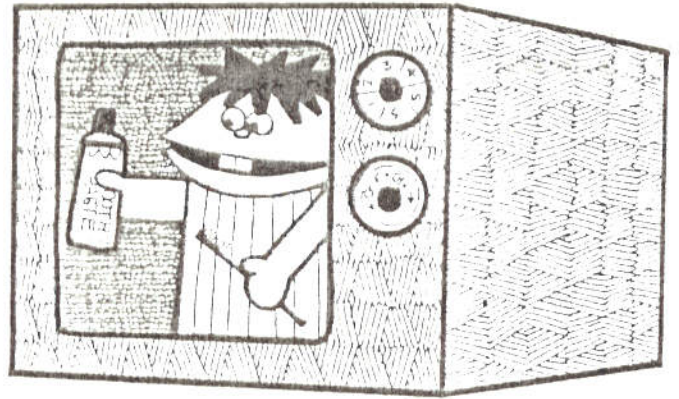
USE A SHOE-BAG TO HOLD YOUR PROPS



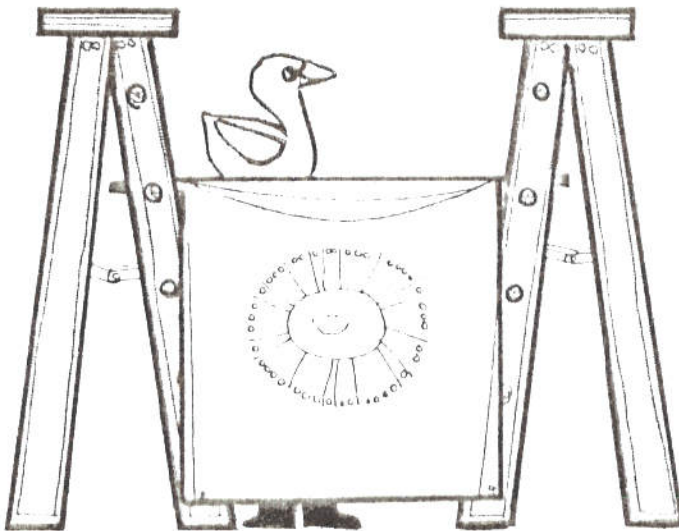
MORE STAGES...



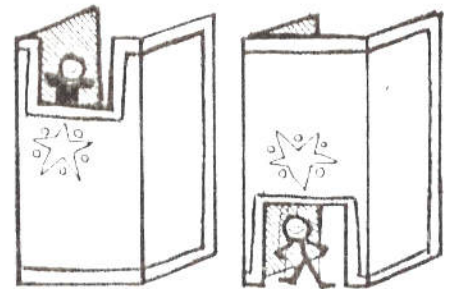
HOLLOW LOG MADE FROM OATMEAL BOX



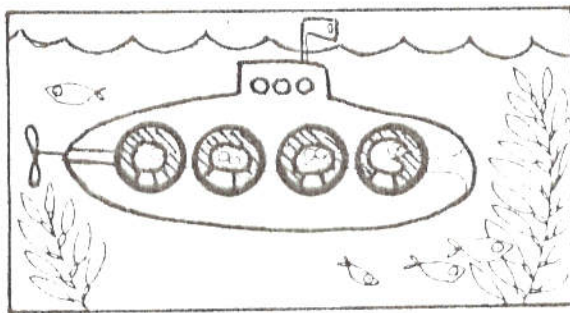
TELEVISION STAGE MADE FROM CARDBOARD BOX



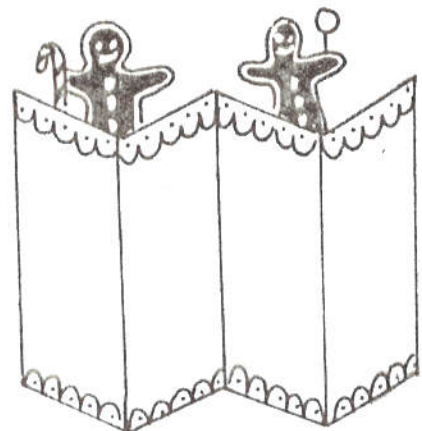
LARGE STAGE MADE FROM TWO LADDERS AND A SHEET



REVERSIBLE STAGE FOR HAND PUPPETS OR MARIONETTES

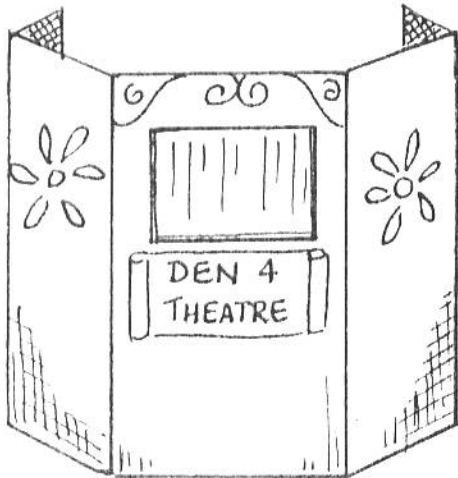
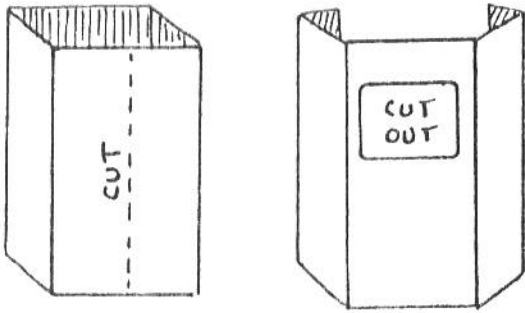


SCENE PAINTED ON LARGE CARDBOARD WITH HOLES FOR PUPPETS TO PEEP THROUGH



FOLDING SCREEN

MORE STAGES (continued)



PAINT AND DECORATE
ADD CURTAIN

REFRIGERATOR BOX STAGE

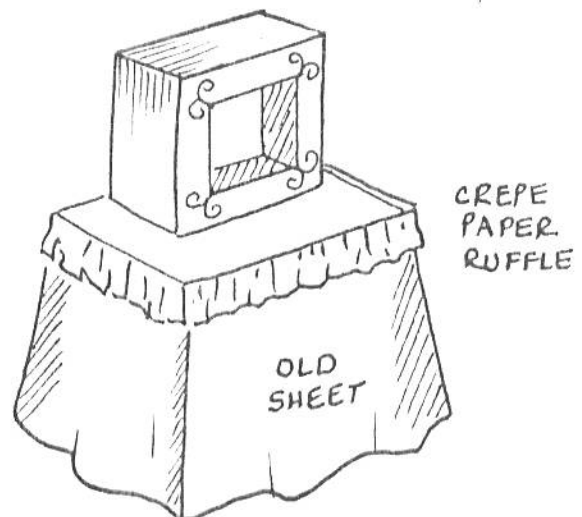
1. Ask the merchant to remove the bottom and top of the carton and lift it up off the appliance uncut.
2. Then cut it down the center of one side. Do not cut at corner. This will make a large screen with a narrow panel on each end and 3 wider panels between.
3. Turn cardboard inside out.
4. In center of wide panel, about elbow high, cut a window - 2" from the top and 2" from the fold at side.
4. Paint as desired.
5. On inside (printed side), hang a curtain made from 1 yard of black fabric strung on a fine wire and fastened above the window with removable copper brads. The puppets perform in front of this curtain.
6. This stage is simple to carry or store, and is easily replaced when it wears out.

TABLE MODEL STAGES

Make table model stages from smaller cardboard boxes. The sides of the stage need to be about 24" high. Cut out back side. Cut opening in front, leaving a frame at least 4" wide.

Decorate as desired.

Set stage on card table which is draped with an old sheet or blanket to hide puppet operators.



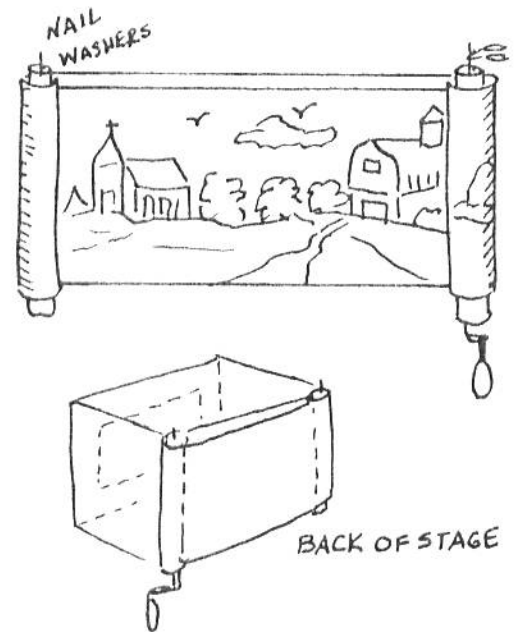
SCENERY FOR A PUPPET THEATRE

Scenery enhances a puppet production by increasing the believability of the situation in the script. Therefore, scenery must express some element of the puppet production. Care must be taken that scenery does not distract or interfere with communication between puppets and the audience. Scenery should assist and support.

As a general rule, the shorter the script, the less scenery is necessary. In longer productions, scenery creates added visual interest and can be instrumental in maintaining the attention span of the audience.

Cleverly drawn or painted signs work well in short, episodic puppet shows. These can indicate the location, time, or give other information that will help the audience understand the story. Comic effects can be achieved by using multiple signs, signs with arrows, signs with cartoon figures, and signs with cartoon sketches of places. The effect is enhanced if a puppet actually holds the signs. Occasionally, a sign can become a puppet and participate in the action.

Painted cloths or other types of backdrops can be hung over the back of the puppet stage. A way to achieve the idea of puppets traveling is to use butcher paper, and roll it like a scroll. Scenic elements are painted or sketched on the butcher paper, and the scroll is then rolled from one spool to the other. The paper moving behind the puppets can suggest that the puppets are walking.



MOOD MUSIC TO CREATE AN ATMOSPHERE

Symphony #6 in F Major, Pastoral, (Beethoven). Birds, running streams.

Classical Marches (Boston Pops)

"Clair de Lune" (Debussy) - Sad, poignant, dreaminess.

"Mars Music From the Planets" (Holst). Eerie or sinister mood.

"In a Persian Market" (Ketelbey). Quick moving, vivacious.

Overture from "Magic Flute" (Mozart). Good introductory music.

"Song of India" (Rimsky-Korsakoff). Warm, peaceful day. Water.

"William Tell Overture" (Rossini) Vivacious introductory music.

"Circus Polka" (Stravinsky).

"Skater's Waltz" (Waldteufel). Good for iceskating, a ballet, etc.

PUPPET HEADS

More than any other part of the puppet, the head must express personality. This should be done in a simple way, as details are often lost, going unnoticed and unappreciated by an audience. In most instances, it is best to keep an expression quite neutral and to let the voice and movements of the puppet show the emotions. The size of a human puppet's head should be no smaller than one-sixth of the body.

The following methods and materials are some ways to approach puppet head construction:

* Styrofoam Ball or Egg Shape: can be shaped by adding things and cutting away sections, using a heated awl; eye sockets can simply be poked in.

* Paper-Mache': can build this over crinkled-up newspaper, styrofoam, or balloon.

* Sock: can be used almost as is for many puppets; can be stuffed and decorated, or pulled over a puppet head shape such as a ball or plastic bottle.

* Sponge: can be used as it is or can be shaped with scissors.

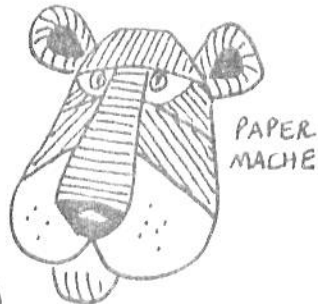
* Polyfoam: half-inch or three-quarter-inch sheets can be cut and formed into any shape; contact cement is best though heavy-duty craft glue recommended for young children.

* Cloth: felt, muslin, and fake fur are among the types most frequently used.

Some instant and "junk" puppet heads can be made by using one of the following as a base: vegetables or fruit, paper plates, cups, spoons, fly swatters, blocks of wood, boxes, gourds, paddles, balls, plastic containers, and such.

It is important to consider how the head will be attached to the puppet's body, unless a stick already comes down from the head material, such as with a fly swatter. In some cases a rod or finger hole can be poked into the head. In other instances, such as for hand puppets, a cardboard tube should be attached. A tube or stick might need some felt cloth added in order to have a surface on which to attach the costume. The tube should fit so as to permit good control of the puppet's head.

STYROFOAM BALL



PAPER MACHE



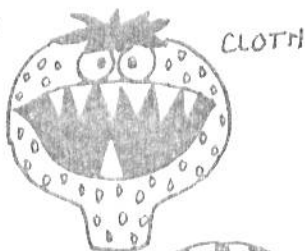
SOCK



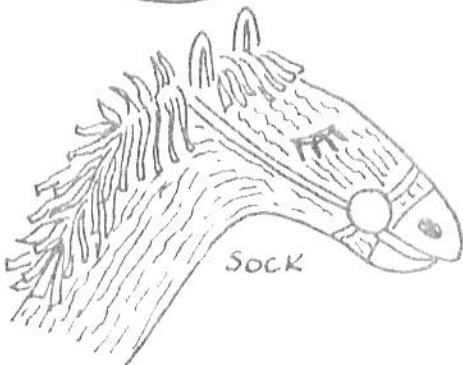
EGG CARTON



POLYFOAM



CLOTH



SOCK



CARDBOARD CYLINDER

FACIAL EXPRESSIONS AND FEATURES

Most puppets are more effective with simple, clearly defined and exaggerated features. The sizing and position of the features is pertinent to character development, as shown by the illustrations.

HAIR

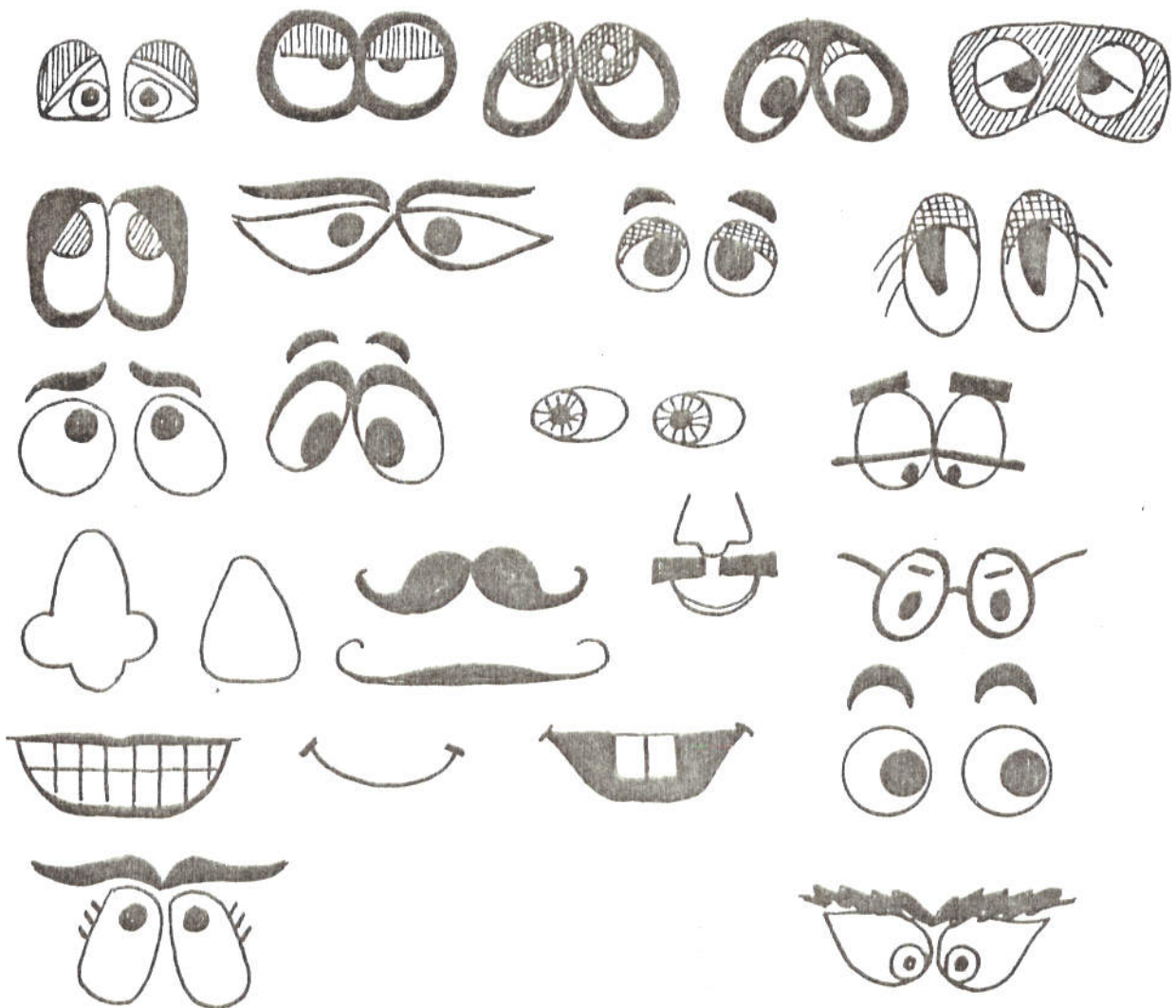
Hair in the form of wigs, beards, moustaches or eyebrows can be pinned, taped, glued, stapled or sewn onto a head, depending on the head and hair materials. Narrow streamers of crepe paper, shredded plastic bags, strips of scrub pads and steel wool, fur pieces, unspun wool, wood shavings, feathers, string, and yarn can be made into hair, depending on the effect that is desired.

EYES

Give the puppet's eyes sparkle! Use a touch of glitter, the head of a pin or tack, a sequin or a shiny button on the puppet's pupils.

For quick, easy-to-make eyes, use various sizes and colors of stick-ons which are usually available at office supply stores ... or cut the patterns shown below from paper or felt. A black felt-tip pen can be used to make a dot for the pupil.

For some characters, loosely attached moveable eyes will be effective. Buttons and ping pong balls can be stitched so they will move when the puppet moves. Hobby and craft stores carry plastic moveable eyes in different sizes.



ONE-PIECE PUPPETS

One piece puppets are made of cloth and are more durable. Their advantages are that they are very very simple and quick to make as the glove, arms and head are all cut in one piece. The disadvantage is that the head movement is not so controlled - but this is a small technical point which need not deter those who wish a quickly made puppet for a just-for-fun performance.

Materials: Cloth - 2 pieces, $14\frac{1}{2}$ " x 10" and thread

Trace the one-piece puppet basic body diagram - be sure to extend additional inches. Cut 2 pieces of cloth - lay together, wrong side outwards. Stitch together about $\frac{1}{4}$ " from the edge. Sew right around leaving only the bottom open for hand. Turn right side out.

This is the basic method from which any character can be evolved.

DRESSING ONE-PIECE PUPPETS

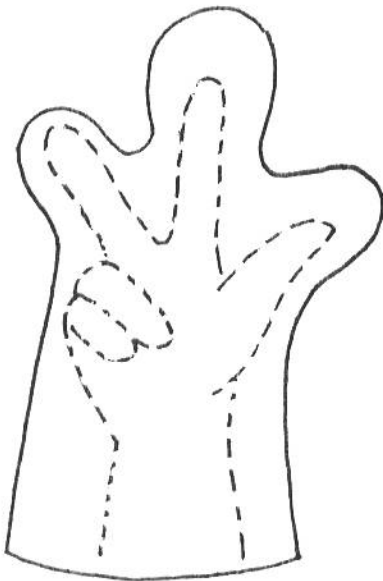
A simple, raglan-style dress will allow easy movement if the arm-holes are cut wide and low so that the finger and thumb can slip comfortably inside. If the sleeves are too tight or too long manipulation becomes impossible.

Clothes should be made of soft material which will not fray (such as felt).

Facial features can be drawn on with marking pen or painted on. Hair is made from yarn or cotton.

Hats, neckties, collars, etc. all add to the puppet's appeal. These can be made from felt.

PATTERN



SEW ON
DOTTED
LINE

EXTEND ANOTHER
3-4"

FOOT AND KNEE PUPPETS

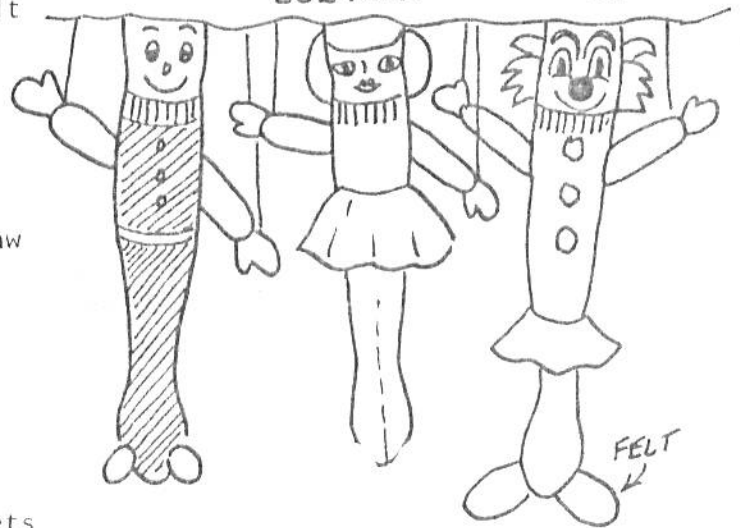
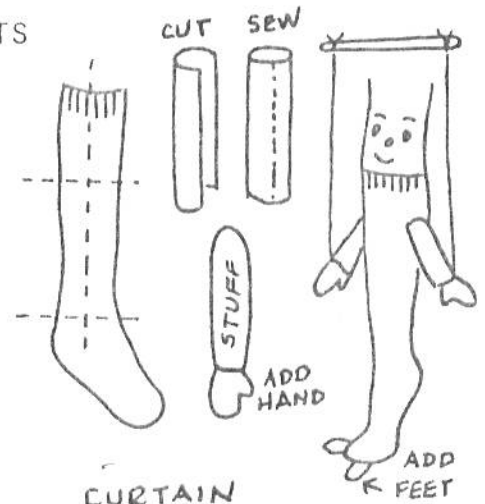
KNEE PUPPETS

For each puppet you will need one sock to slip onto your leg for the body of the puppet, and part of another sock for the puppet arms. Cut off the foot of the second sock, then cut sock leg in half lengthwise.

For arms, cut one of the pieces in half. (Save other half for another puppet) Sew across the end and down the side. Turn, stuff, and sew to body. Sew felt hands to arms.

String the arms of each puppet to a stick, so that the puppeteer can wear a puppet sock on each leg and operate both easily.

Use eyebrow pencil and lipstick to draw puppet's face on bare knees.



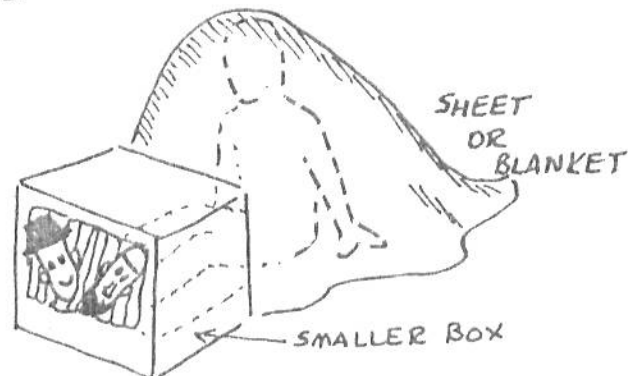
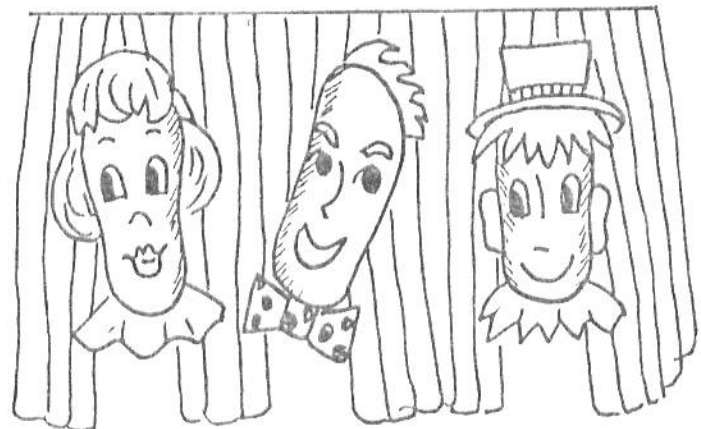
FOOTSIES

The faces of these funny footsie puppets are the soles of your socks. You can cut out felt features and sew or glue in place on bottom of sock. Sew on yarn hair.

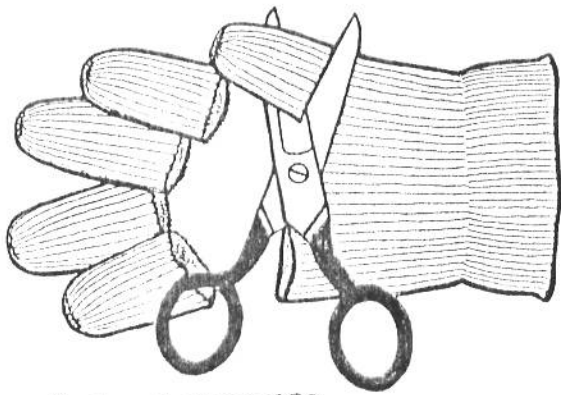
To make different types of characters, add collars, bow ties, hats, whiskers, etc.

Footsie Theatre is cut from a cardboard carton, as shown in the drawing. Place a smaller carton inside as a resting place for the legs. Drape a sheet over the puppeteer. Make a curtain for the theatre from crepe paper strips so the foot puppets can 'enter' through the curtain while the legs of the puppeteer are concealed.

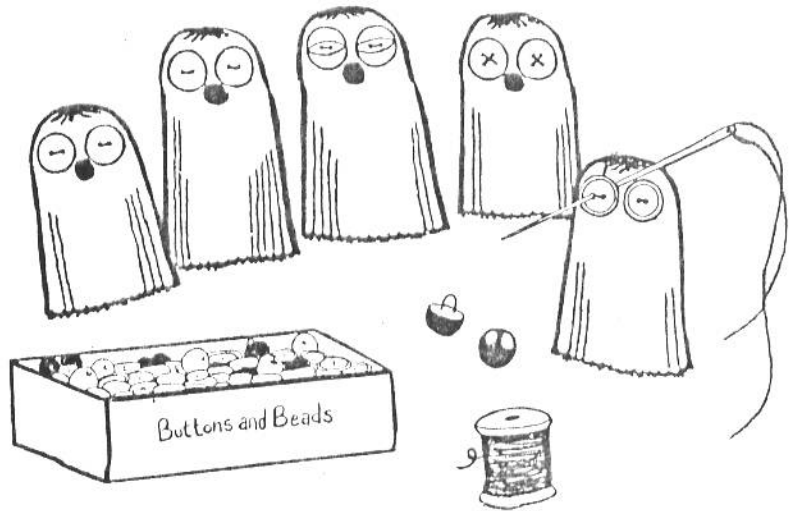
Instead of the theatre, you can simply cover the legs with a blanket, leaving only the puppet footsies showing. Boys have a lot of fun with these.



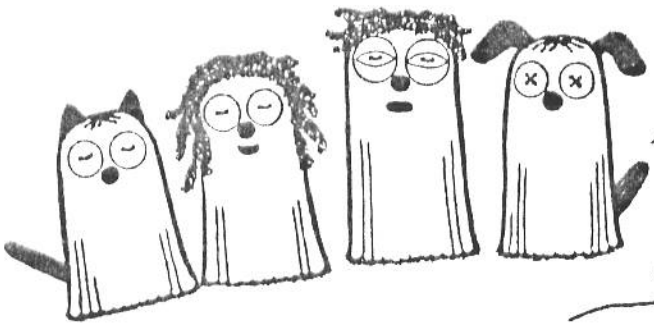
GLOVE FINGER PUPPETS



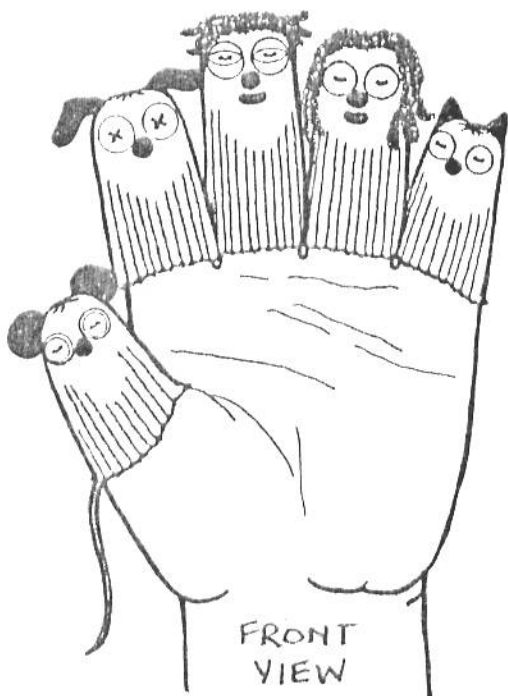
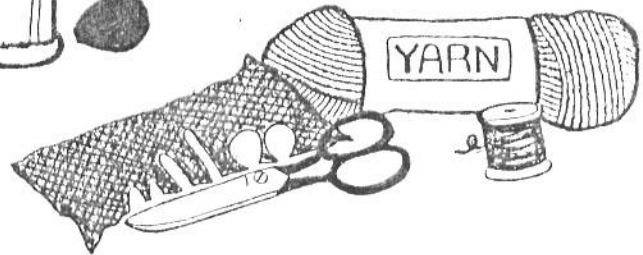
CUT THE FINGERS
OFF AN OLD GLOVE



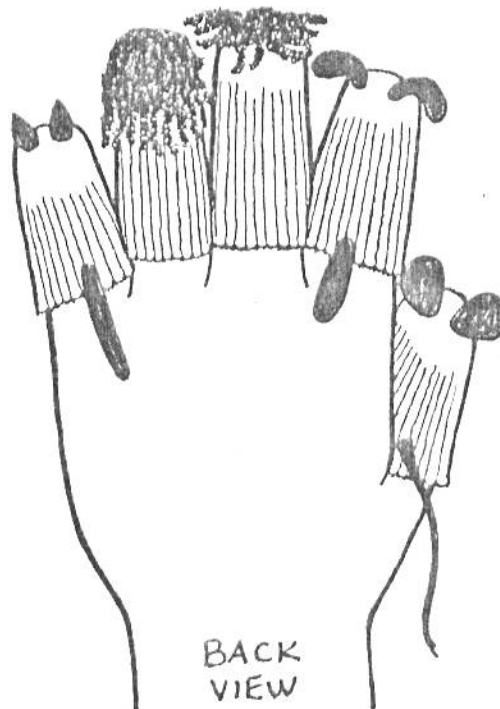
SEW ON



CUT OUT FELT EARS, MOUTHS,
AND TAILS. USE YARN FOR
HAIR. SEW OR GLUE TO PUPPETS.



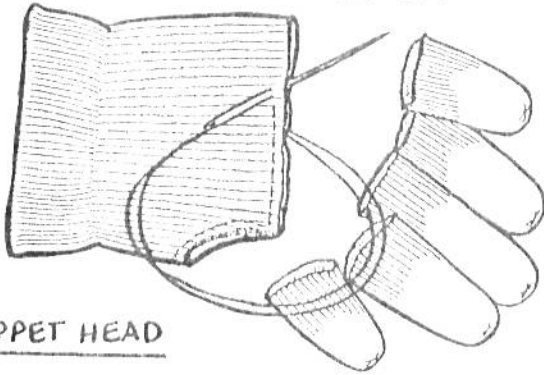
FRONT
VIEW



BACK
VIEW

GLOVE PUPPETS

SEW WHERE FINGERS WERE CUT OFF

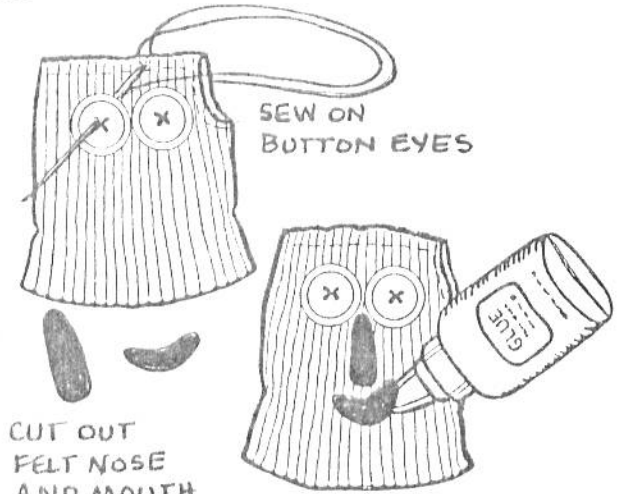


PUPPET HEAD

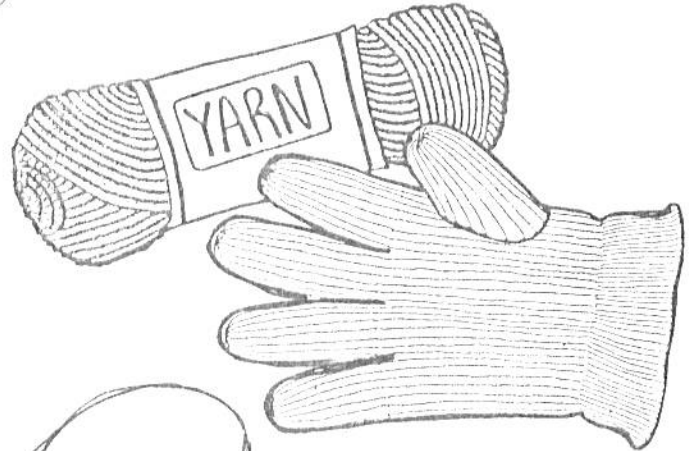


SEW ON YARN HAIR

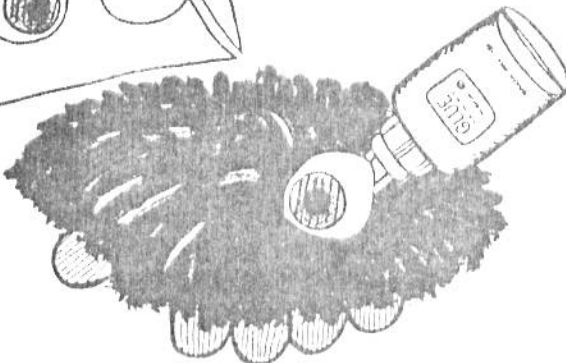
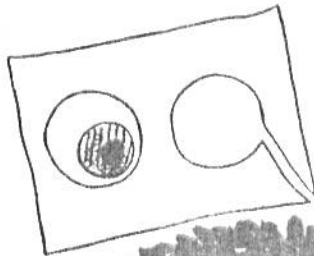
SEW ON BUTTON EYES



CUT OUT FELT NOSE AND MOUTH. GLUE ON.

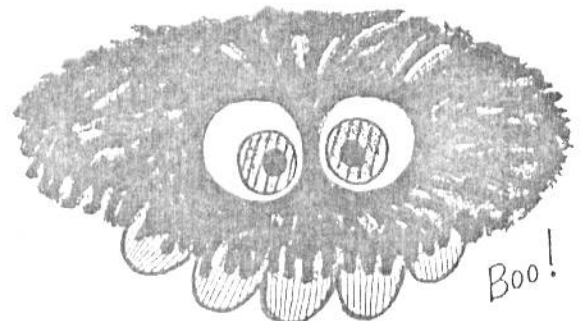


SEW YARN ON BACK OF AN OLD GLOVE. DO NOT SEW GLOVE TOGETHER.



CUT OUT FELT EYES. GLUE ON.

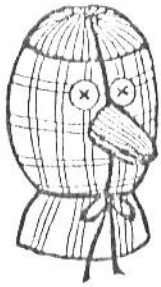
GLOVE MONSTER



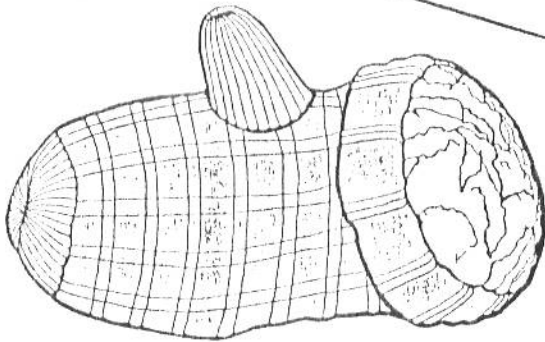
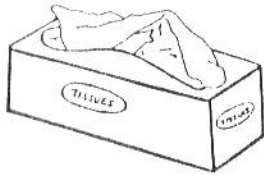
Boo!

PUT HAND IN GLOVE. PUT FINGER TIPS ON TABLE TO MAKE HIM WALK

GLOVE AND MITTEN PUPPETS



MITTEN DUCK

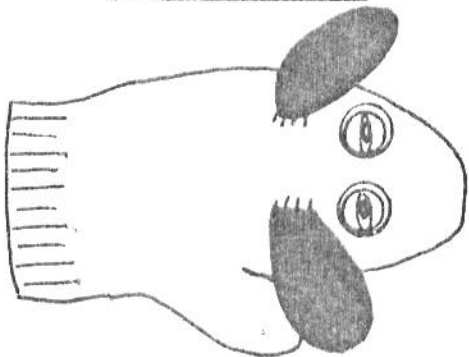


Stuff a mitten with tissue or any stuffing material.

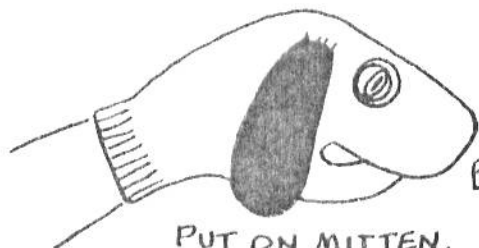
Turn mitten so thumb becomes a beak. Sew on button eyes.

Tie a string or ribbon around duck's neck. Put index finger into head. Make a fist with other fingers.

MITTEN MUTT



SEW BUTTON EYES AND FELT EARS ON OLD MITTEN.



PUT ON MITTEN.
THUMB IS LOWER JAW.
MOVE IT UP AND DOWN TO
MAKE HIM TALK OR BARK.

GLOVE RABBIT



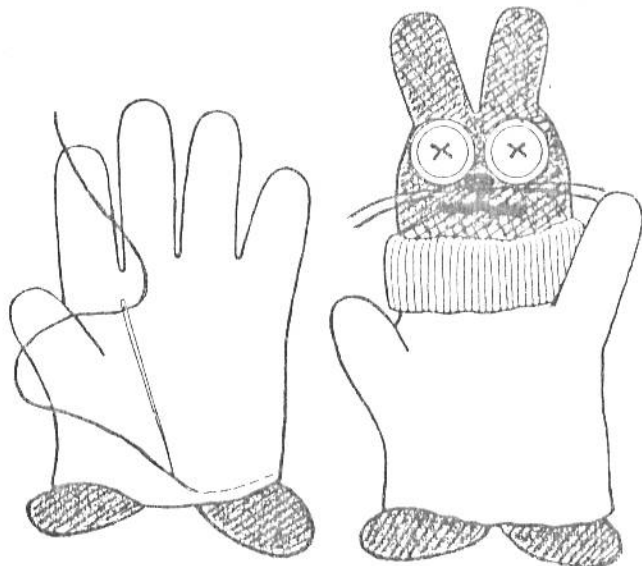
Turn an old glove inside out. Cut off index and smallest finger. (Save to use for feet later) Sew up openings.

Turn glove right side out, but leave thumb turned in. This is the rabbit's mouth.

Sew on button eyes and a felt nose. Use heavy thread to make whiskers.

A second glove is the rabbit's body. Sew the two fingers cut from the head glove onto the bottom of the second glove for the rabbit's feet.

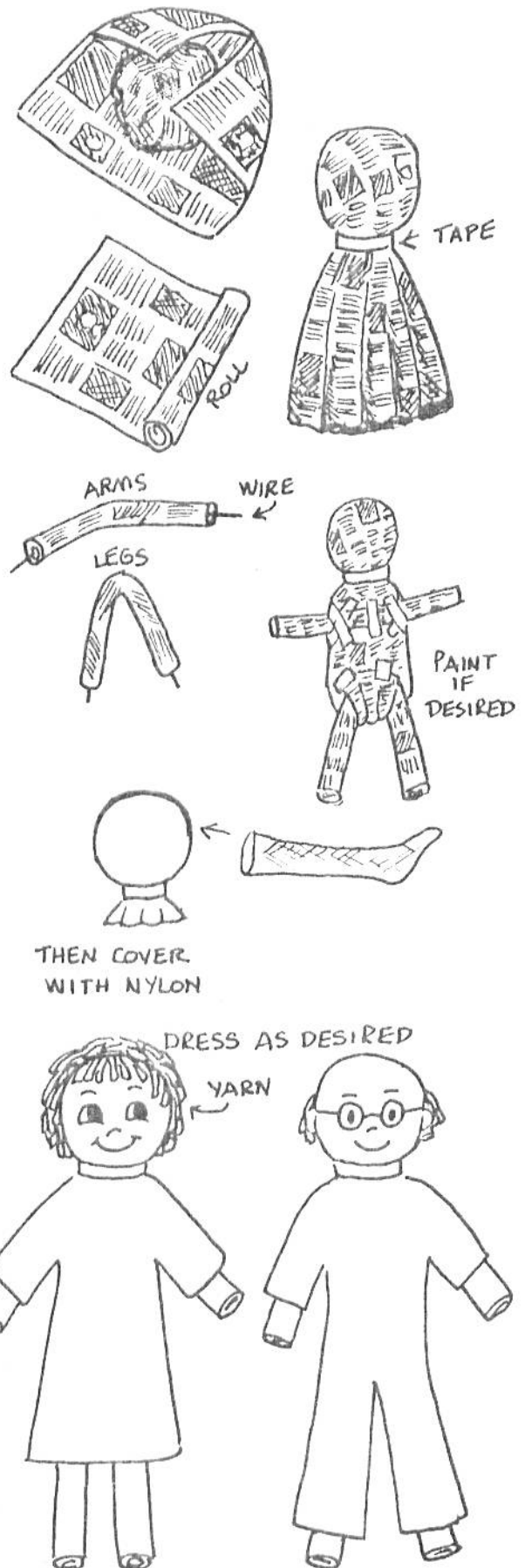
Put glove on hand; three fingers in rabbit's head. Now hop along.



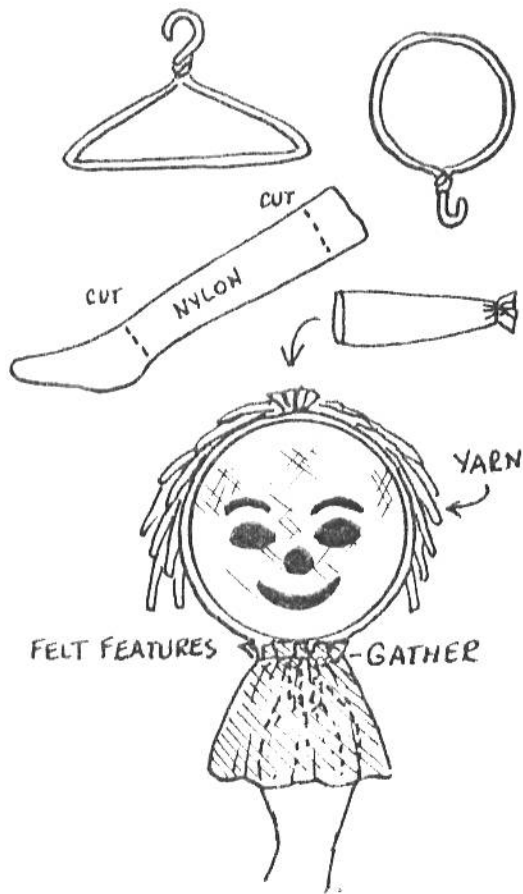
NEWSPAPER PUPPET

Material: Newspaper, wire, tape, construction paper, yarn, nylon stocking, material for clothing.

1. Crumple a double sheet of newspaper to form a ball.
2. Place the ball in the center of an unfolded sheet of newspaper. Gather the paper around the ball to form the neck and body. Holding the paper securely around the head, tape beneath the head to form the neck. Leave the remainder of the paper hanging down to form the body.
3. Roll a sheet of newspaper lengthwise for the legs. Roll another sheet crosswise to form the arms. Tape arms and legs as needed to hold in shape. Insert a medium weight piece of wire in the arms and legs before attaching to the body.
4. Lay the legs across the body about 3 inches from the bottom of the body. Bring the paper back over the legs and tape securely. Fold the legs down.
5. Secure the arms in place by taping in a crisscross fashion around the body.
6. Cover the head with a piece of white cloth. Stretch a flesh-colored nylon stocking over the cloth and secure at the neck. To finish the head, add eyes, mouth, and nose cut from construction paper. Use yarn for the hair. Paint the arms and legs with tempera if desired.
7. Newspaper puppets can be manipulated as rod puppets or hand puppets, or operated from above with strings.
8. Dress as desired. Call on moms to help with costumes.



COAT HANGER PUPPET



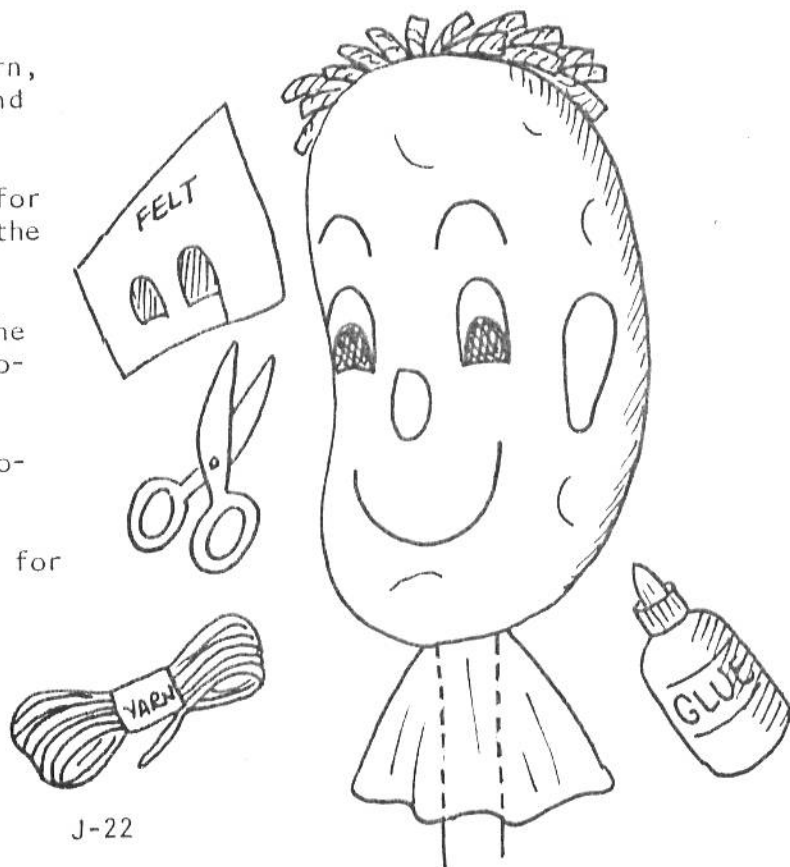
Materials: Coat hanger, nylon hose, tape, construction paper, yarn for hair, scraps of material, and paste.

1. Shape the coat hanger to form an oval or a profile for the face.
2. Cut the foot and top off a nylon hose. Tie a knot at one end and pull over the coat hanger with knot at the top and open end at the handle.
3. Cut features for the face from construction paper or felt, and paste on. Hair may be made from yarn or cut from construction paper.
4. Gather a piece of material over the handle to hide puppeteer's hand.
5. Manipulate as a puppet or hold over the face as a mask to help portray a character in a story.

POTATO PUPPET

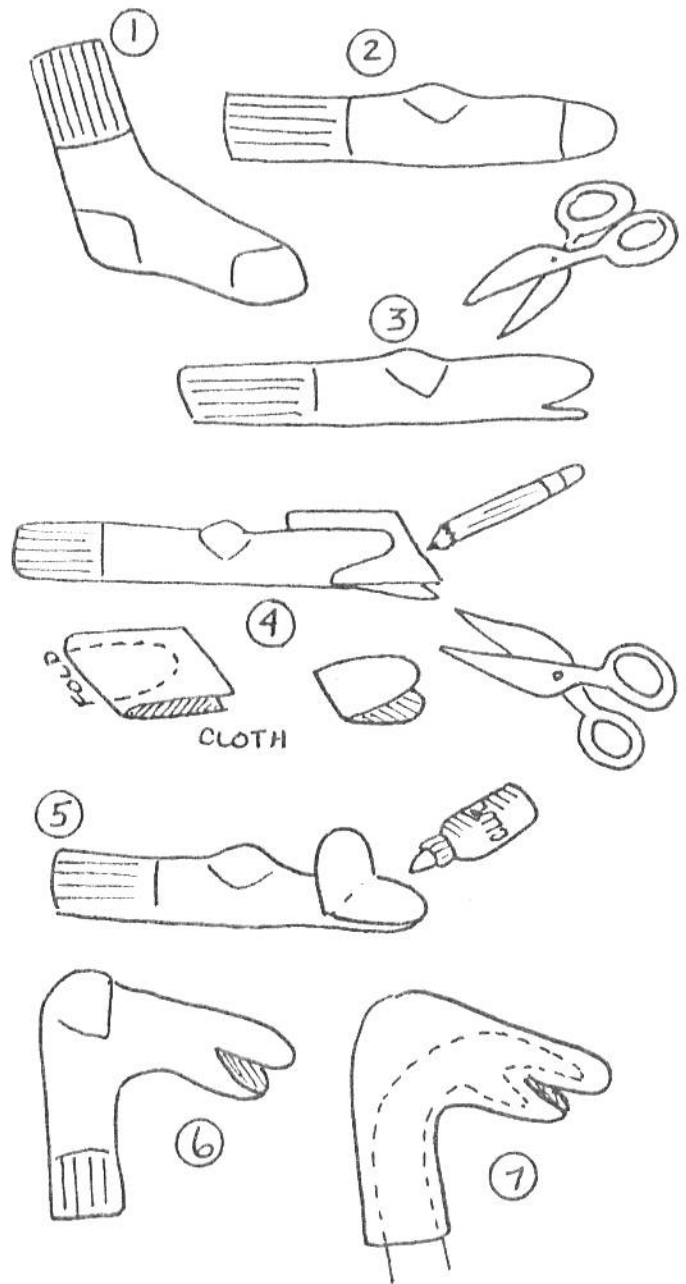
Materials: Potato, scrap felt, yarn, glue, foot-long 3/16 inch dowel, and material for costume.

1. Select scrap pieces of felt for facial features and glue to the potato.
2. Stick the sharpened end of the dowel into the base of the potato 2 or 3 inches.
3. Glue cloth to the dowel or potato for costume.
4. Fasten yarn on top of potato for hair.

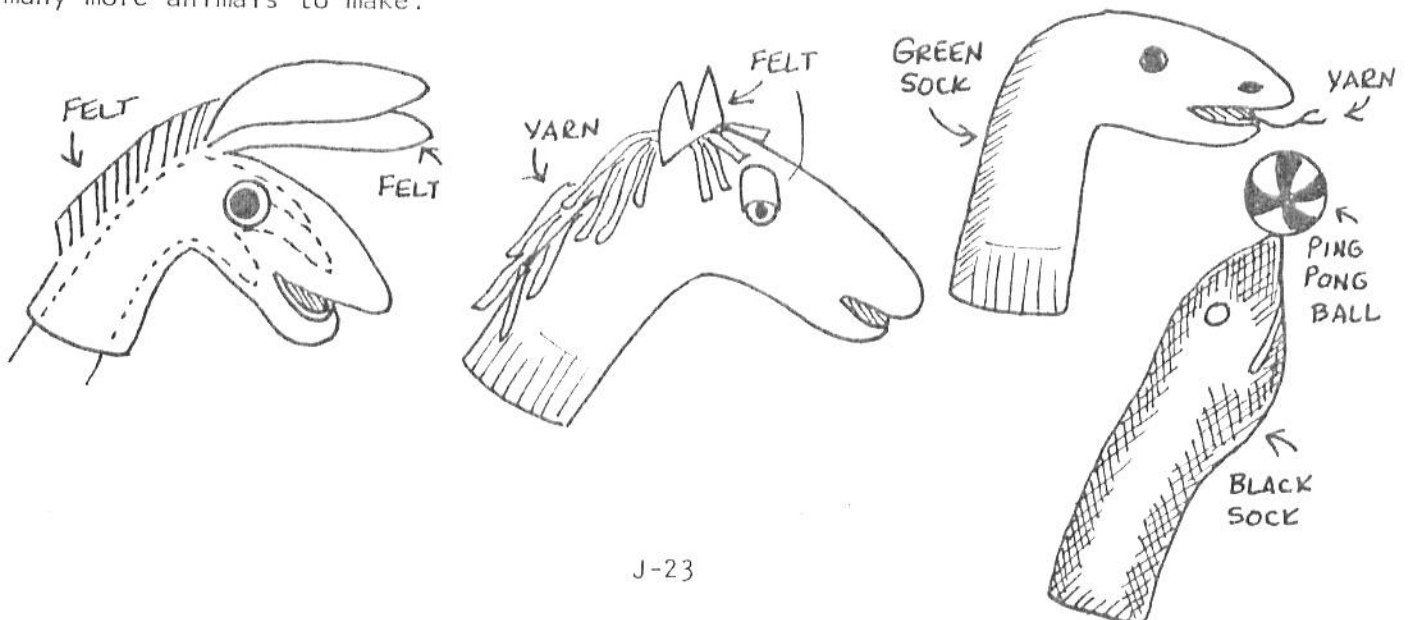


SOCK PUPPETS

1. Use an old sock. Wool or fleecy socks work best, but any will do.
2. Spread the sock out flat so that the heel is on top as shown in illustration 2.
3. Cut around the edge of the toe and back about 2" or 3" as shown.
4. You'll need a small piece of red, pink or orange cloth folded in half as shown. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the edge of the cut. Draw around the mouth with pencil. Remove the cloth and cut out the mouthpiece.
5. Sew or glue it into the sock as shown in illustration 5.
6. Turn the sock right side out when the glue is dry or the seam has been pressed.
7. The thumb should work the bottom lip while all fingers work the upper lip.
8. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.



You can be so creative with this easy-to-make puppet that you will think of many more animals to make.



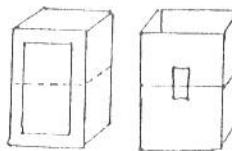
BOX PUPPET

Boxes are a good source of material for making puppets. For small puppets, use Jello boxes. For large ones, cereal boxes can be used. For unusual puppets, use spaghetti boxes, egg cartons, or other type boxes.

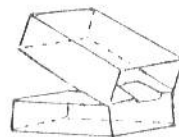
For boxes with a waxy surface, add a small amount of liquid soap to tempera before painting. Scratch the surface before gluing on trim. Or, the boxes can be covered with construction paper. Features can be drawn on with marking pen, painted on, or felt or paper cut-outs glued on.

Start with two boxes (the same size, or different sizes, depending on puppet) or cut one large box in half. (See illustration) Tape boxes together as shown so that back side of puppet is open and hinged. Decorate as desired.

USE 2 BOXES
OR CUT A
LARGE BOX
IN HALF

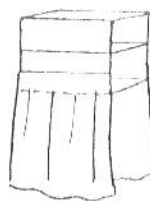
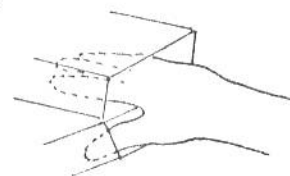


TAPE TOGETHER,
TOP AND BOTTOM
TOUCHING, OPEN
ENDS OUT.



CUT OUT BACKS
OF BOXES.

HINGE WITH
TAPE

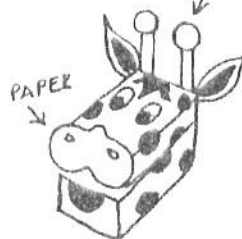


IF DESIRED,
GLUE ON A
FABRIC OR
CREPE PAPER
'SKIRT'.
LEAVE BACK
SIDE OPEN



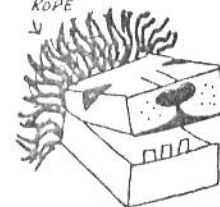
BROOM
STRAWS

PIPE CLEANERS

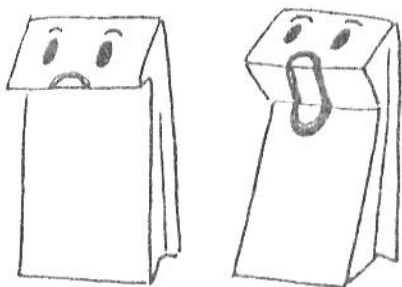


PAPEX

UNRAVELED MANILA
ROPE



PAPER SACK PUPPET



Paper sack puppets are the easiest, least expensive and fastest type of puppets for Cub Scouts to make.

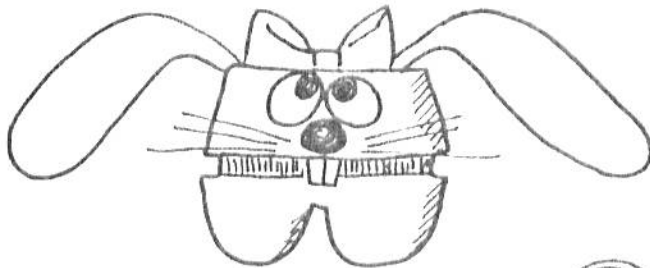
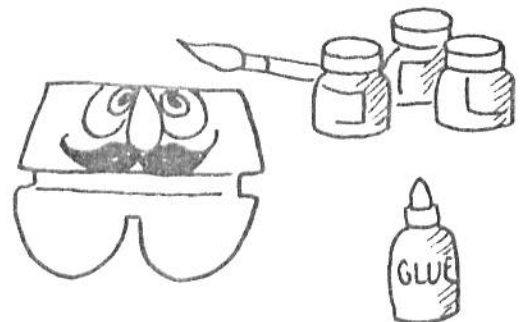
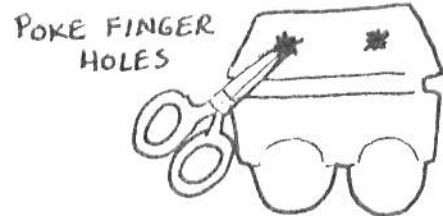
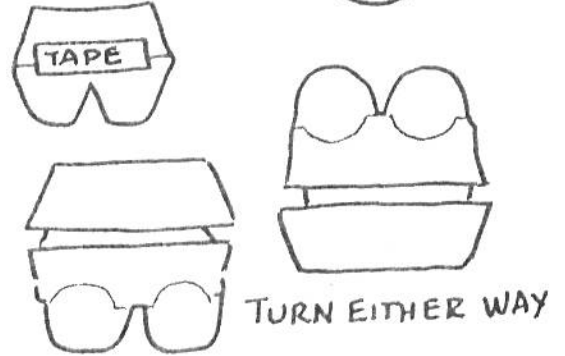
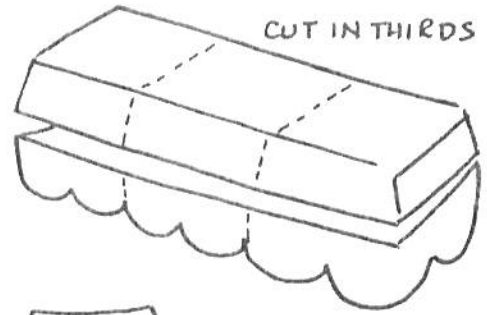
Use small size paper sacks (lunch bag size). You'll need crayons, felt-tip pens or paint, scissors and a pencil. Additional materials such as felt, yarn, construction paper, buttons, etc. can be used where desired.

1. Leave the sack folded (with fold on top) and mark lightly where features will go. Eyes and nose should be on bottom of sack; top of mouth on bottom of sack and bottom of mouth on side of sack.
2. Lift bottom of sack and finish filling in the mouth.
3. Glue on hair, ears, clothing, etc.
4. Operate puppet by placing hand in sack with fingers over fold in bottom. Open and close with your hand to make the puppet talk or sing.

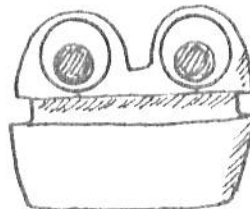


EGG CARTON PUPPET

1. Use large scissors or a paper cutter to slice an egg carton into thirds. Each third becomes a puppet mouth. Reinforce the hinge with masking tape to make a more durable puppet.
2. Help each boy decide if his character needs the bumpy side up or down, as the holes for controlling the puppet will be placed in whatever is the top half of the puppet.
3. Boys can decide whether to cut off the egg carton flaps or turn them into teeth or lips.
4. Poke and twist the point of closed scissors into the top, back part of each puppet, directly above the hinge. Finger holes made in this way last longer than if two circles are carefully cut out, because tearing is less likely.
5. Provide a variety of odds and ends for making eyes, hair, ears, noses, etc. Styrofoam egg cartons are particularly good for poking things in, like pipe cleaners and feathers. Pipe cleaners can also be used to attach things such as earrings or bows.
6. If desired, paper or cloth bodies can be stapled or taped to the back, underside of the puppet heads.



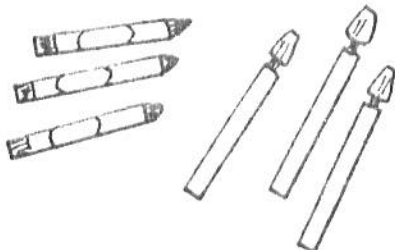
RUDY RABBIT



FREDDIE FROG



TOOTH MONSTER



SHADOW PUPPETS

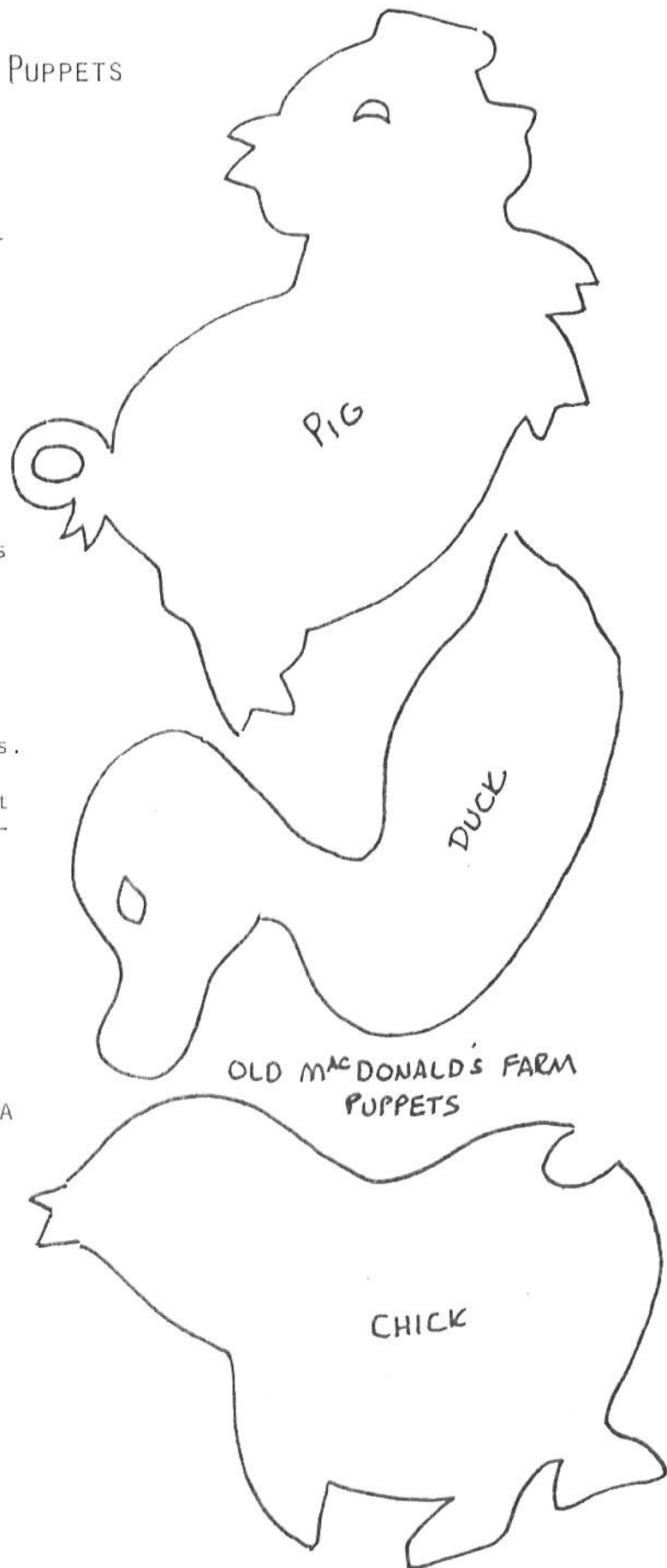
Shadow puppets are cutout figures placed behind a screen and lighted from the rear. The screen is constructed of varying types of materials, normally dictated by the size of the screen. If the screen is small, say 8" x 11", it may be made of white paper. However, the best screen material is some type of cloth. Muslin or a similar inexpensive material will work.

To make the screen, the fabric is stretched tight until there are no wrinkles or sags. The fabric is attached to a sturdy frame, normally wood or pipe. A facade can be imaginatively designed and painted to attract interest to the stage.

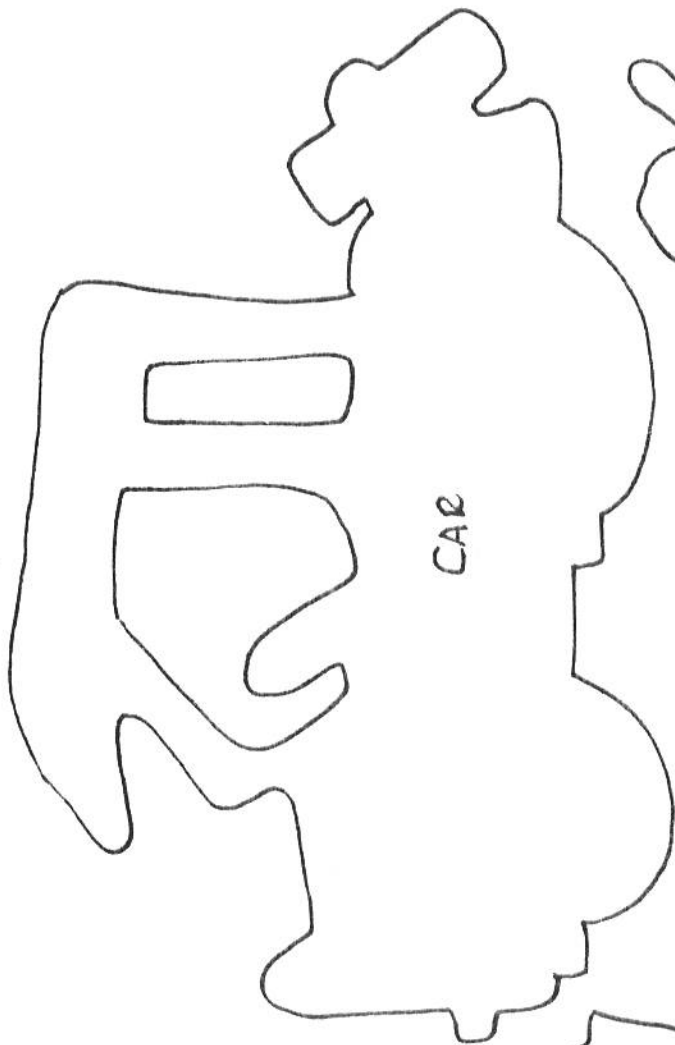
The puppets and scenery are cutouts. They are attached to one or more rods and held up behind and against the screen. These can be pure silhouettes. Or, by cutting out certain features, like eyes, they can take on two dimensional characteristics. Painting shadows and certain features will further enhance the puppet.

Body limbs can be jointed by varying types of hinges to enable the limbs to move independently. A rod must be attached to each limb in order to provide controlled movement.

A light source is placed directly behind and slightly above the puppet screen. The light source may be a 150 watt house bulb, a 300 or 400 watt reflector spotlight, or special stage lights. These lights may be placed on a dimmer and the illumination varied for special effects. (The size lamps and type of light will depend on the amount of illumination of light necessary to project the images through the screen.)



See "Skits and Puppets" for shadow puppet screen

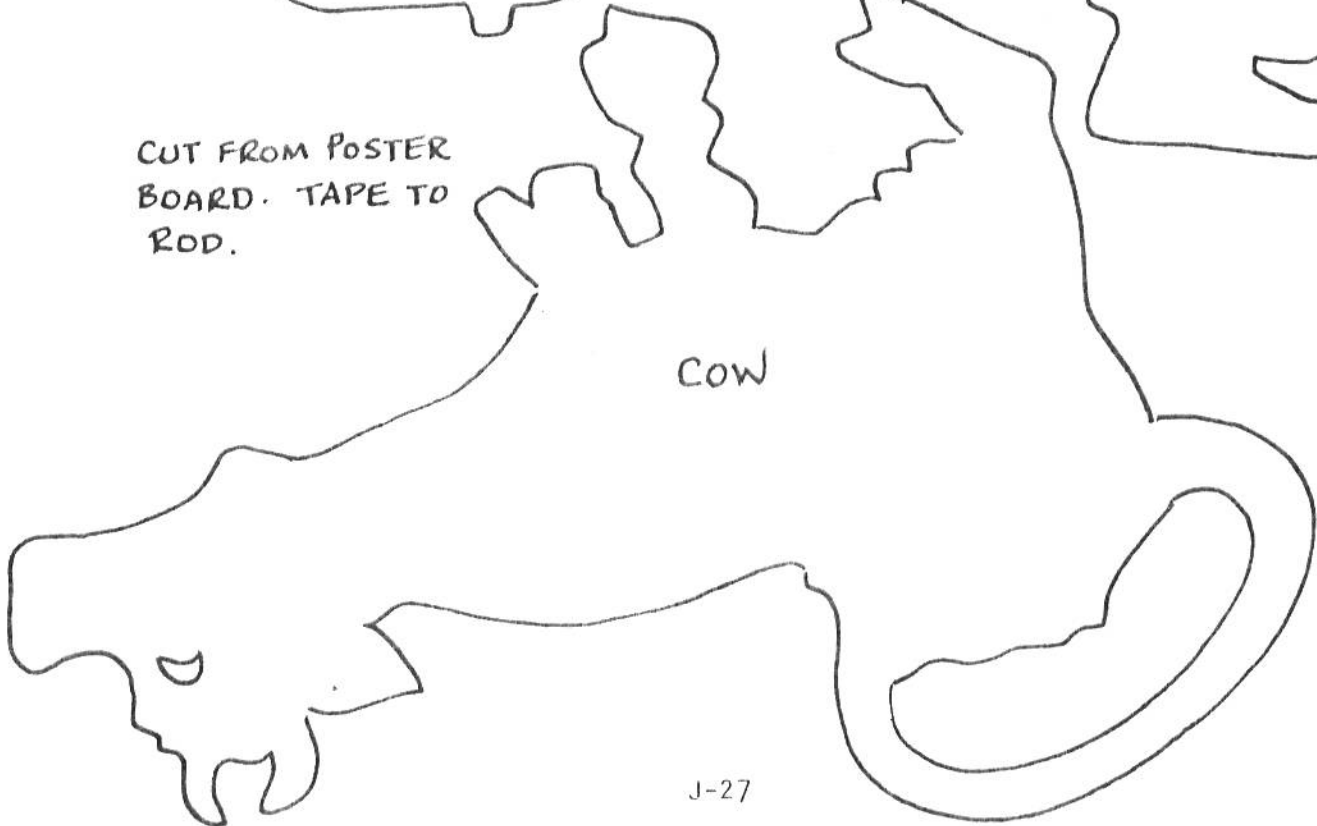


CAR



OLD MACDONALD

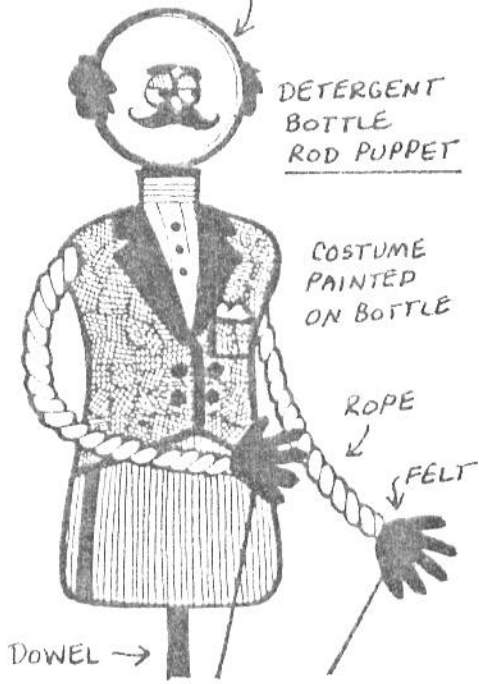
CUT FROM POSTER BOARD. TAPE TO ROD.



COW

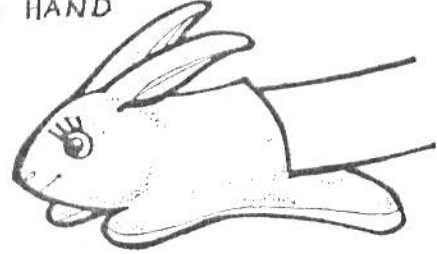
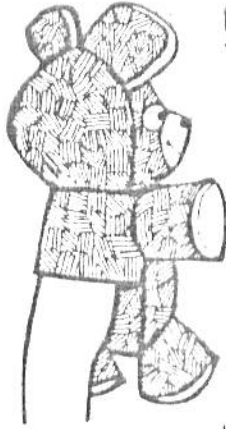
STYROFOAM BALL

MORE PUPPETS

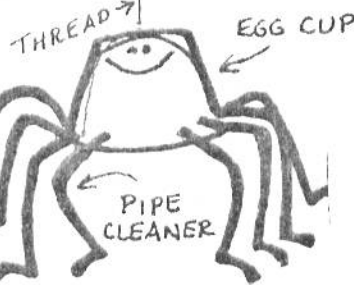


PUPPETS FROM STUFFED TOYS

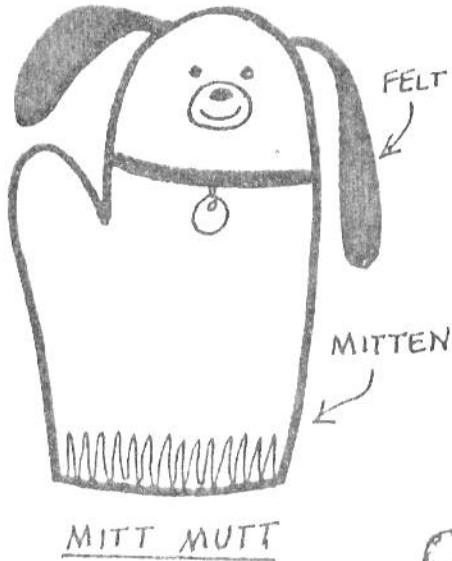
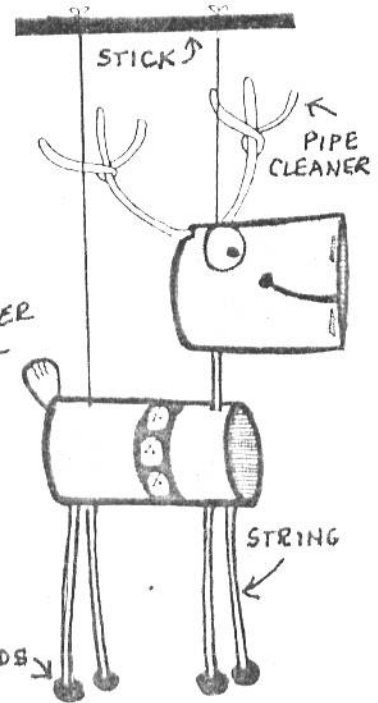
CUT A SLIT IN BACK OF TOY.
REMOVE ENOUGH STUFFING FOR YOUR HAND



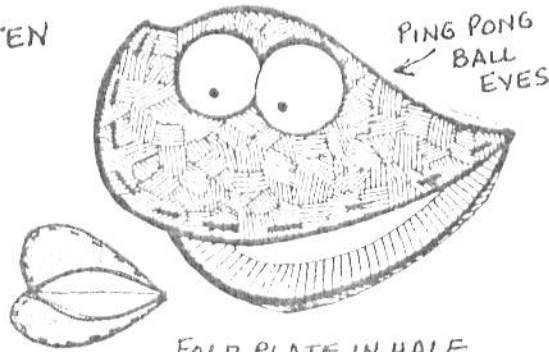
EGG CARTON SPIDER



CARDBOARD TUBE MARIONETTE

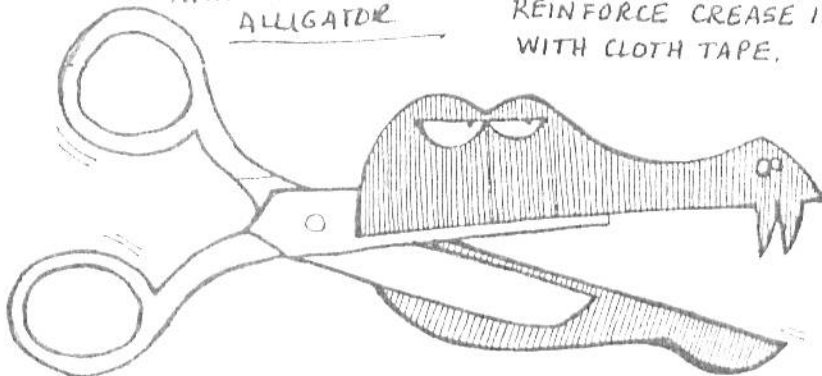


PAPER PLATE PUPPET

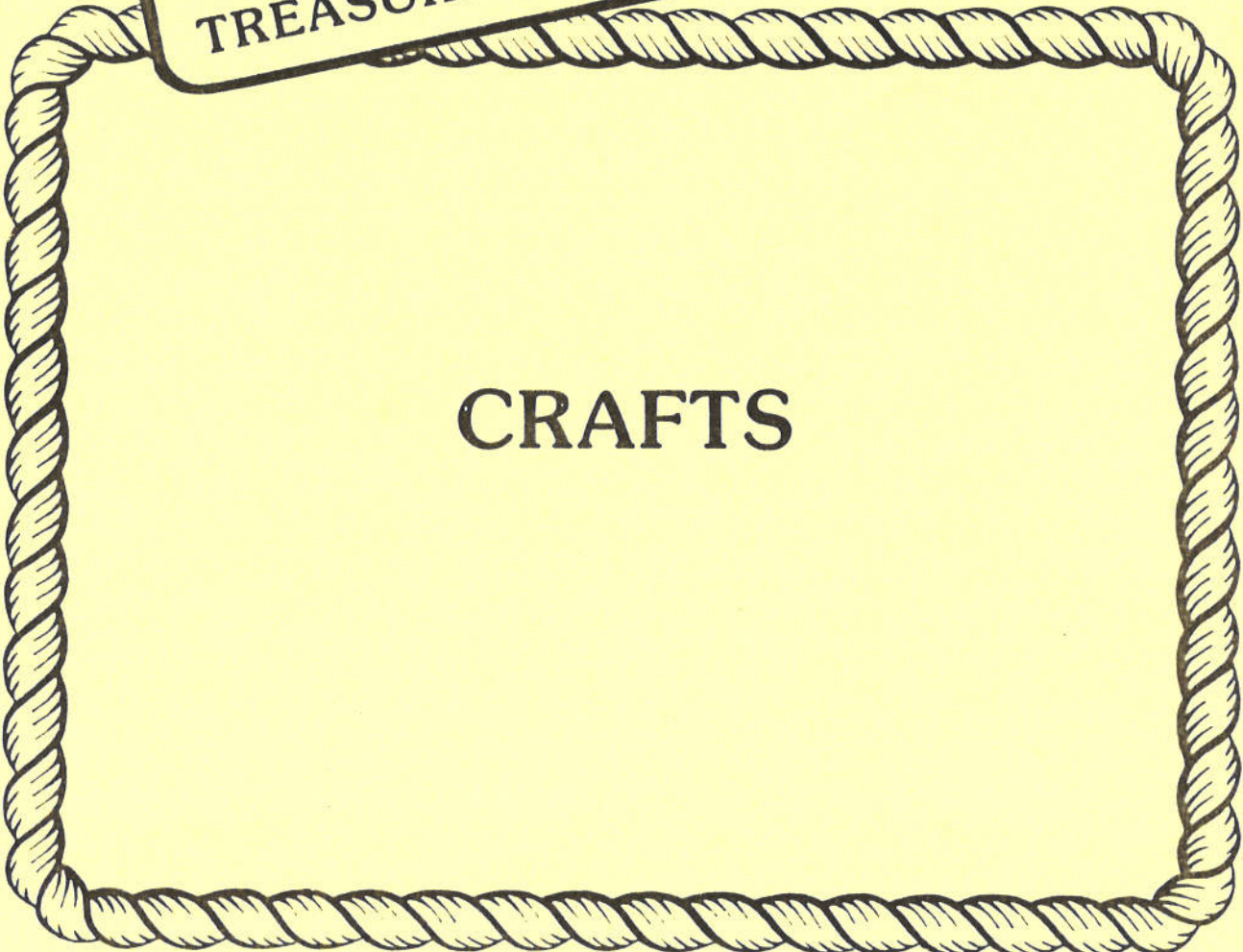


FOLD PLATE IN HALF
STAPLE ON 2 HALF CIRCLES
OF STRETCHY KNIT FABRIC.
REINFORCE CREASE IN PLATE
WITH CLOTH TAPE.

ANIMATED ALLIGATOR



SIMPLY GLUE PAPER CUT-OUTS
TO A PAIR OF SCISSORS FOR
A SIMPLE ANIMATED PUPPET



CRAFTS

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 for Cub Scout leaders is to find a craft suited to the monthly theme, holiday, or a special activity, which is within the abilities and 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 various magazines and books also include suitable ideas. The task is, finding the right one.

These guidelines should be followed in working with Cub Scouts on crafts:

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 a big consideration.
2. Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible fit the monthly theme.
3. Crafts should teach some skill such as carving, modeling, painting, weaving, measuring, etc. Merely glueing pieces together is not enough. Cub Scouts like boy-type crafts. They like to hammer, saw, lace leather, and paint. 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 their family's 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 to time-consuming for the boys. But boys need to be able to say: "I made it!"



CRAFTS TIPS

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. Elmer's glue is good for wood and paper. Tacky glue is best for styrofoam or polyfoam. Egg whites made a good adhesive for bonding paper kits.

To make a heavy-duty glue, mix cornstarch with regular white glue until mixture is as thick as desired.

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, put them in a tightly closed pillow case and fluff in an automatic clothes dryer.

INEXPENSIVE ANTIQUING

Use black or brown liquid shoe polish and wipe off excess before it dries. This is especially good 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, RICE, BEANS

To dye uncooked macaroni, beans, or rice, rinse in cold water. Then soak in diluted food coloring until proper shade. The rice and beans can soak for a while, but watch the macaroni carefully. Lima beans can be dyed to look like turquoise for Indian necklaces.

WORKING WITH 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 thinner parts.

Use a hot ice pick or nail, holding it with pliers, to punch holes in plastic. Adults should do this, not the boys.

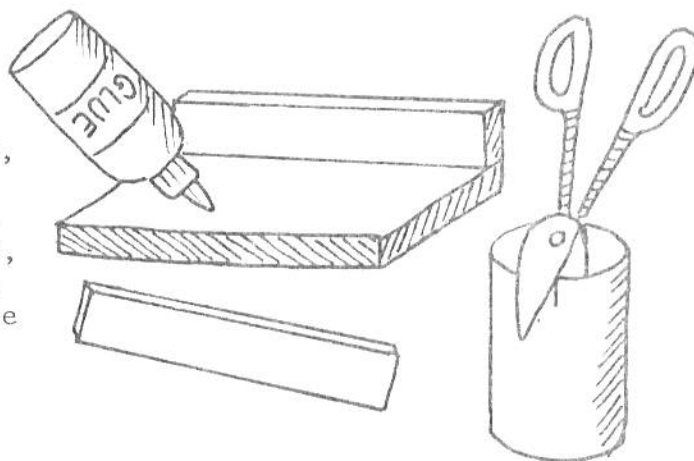
To decorate plastic bottle crafts, first sand lightly. Then use felt marking pens. Give it a light coat of hair spray to seal.

WORKING WITH TIN

Rub the edges of the tin with steel wool after cutting, and you will be less likely to cut fingers on sharp edges. Leaders should supervise any tin work carefully.

SCRAP MATERIALS

Many scrap materials can be obtained at little or no cost. Lumber companies will often provide scrap lumber and wood pieces for Cub Scout projects. They are also a resource for sawdust. Telephone companies have empty cable spools and colorful scrap wire. Ice cream stores have 3-gallon cardboard containers for making helmets. Carpet shops have discontinued rug and tile samples. Appliance stores and moving companies have large cardboard boxes.



PAINING TIPS

TEMPERA

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 least 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.

ACRYLICS

Acrylic paint is available in both tubes and jars. The jar paints are usually best for Cub Scouts. Paint can be thinned with water. Brushes clean with water. Paint is non-toxic and good for painting almost anything.

SPRAY PAINT

A plastic spray bottle is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspapers spread underneath so paint dust will be confined to interior of box.

PAINING PLASTIC

Mix powdered tempera with liquid detergent instead of water or starch. The paint will adhere to the plastic better.

PAINING STYROFOAM

Be sure to use the type paint which will not dissolve styrofoam. See instructions on container.

PAINING 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 and will not resist moisture. For a shiny finish and protection, spray with clear plastic, clear varnish or give it a coat of white glue diluted in water. This will make it waterproof. Acrylic paint does not need a finishing coat.

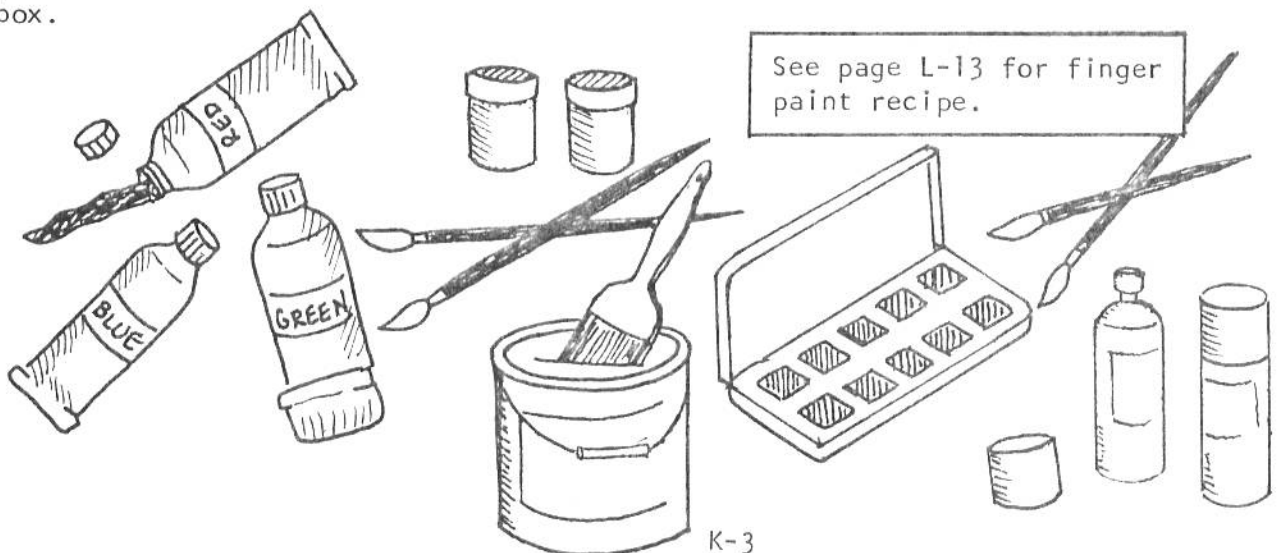
CLEANING BRUSHES

Teach Cub Scouts how to clean their paint brushes properly.

Varnish, oil or enamel - clean with turpentine.

Shellac - clean with shellac thinner or denatured alcohol.

Tempera, poster paint, acrylic - clean with water.



PLASTER CASTING

TYPES OF PLASTER

Plaster of Paris may be used, but casting plaster or Hydrocal from a lumber yard is less expensive and stronger. Dental and orthopedic plaster is the best quality available, but the cost may be prohibitive.

PLASTER MOLDS

Commercial molds are made from either rubber or plastic.

A rubber mold can be made by coating an object with 10-20 coats of liquid rubber or latex (available at hobby stores). Make design from modeling dough, or carve a design from ivory soap or soft wood. (Coat soap with thin layer of vaseline before coating with liquid rubber)

Some items around the house can be used for molds for plaster - plastic spoons and bowls, wax milk cartons, plastic cookie trays, Wizard owl, kitten and tree containers.

PREPARING THE MOLD

It is helpful to prepare the mold by wiping it lightly with a coat of vegetable oil or spraying it with 'Pam'. Another method is to rinse the mold in a weak solution of liquid detergent. This helps the plaster cast slip out easily. An excess of any of these will 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 or small aluminum pan. Add enough plaster to the water until it stops dissolving and a small peak of plaster is visible above the water. Stir gently to prevent air bubbles. The mixture should resemble heavy cream. Do not mix more plaster than will be used. It will harden quickly and cannot be thinned.

HARDENING PROCESS

To speed up drying of plaster castings, add a few grains of table salt to dry plaster before mixing. (There is also a commercial product available to speed drying). To slow down normal hardening process, add powdered borax (1 to 8 proportion to plaster) which will cause it to take twice as long to set up.

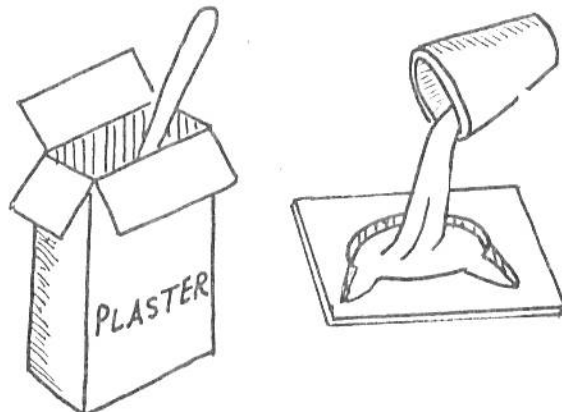
POURING PLASTER

Pour plaster into mold. Tap or bounce mold against table so that air bubbles will rise to the surface. Allow the mixture to stand until it is hard. If water forms on the surface, this means 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 casting to dry completely - several hours for small objects and several days for larger ones. Rough edges may be sanded after plaster is hard.

PAINTING PLASTER

Many kinds of paint will soak into plaster since it is porous. It helps to seal the plaster with a spray sealer, spray plastic, gesso, or plain latex wall paint. After sealer is dry, any type of paint can be applied - tempera, acrylic, oil, or enamel. Enamel and lacquer will leave a glossy finish, where water-base paints will usually leave a dull finish. The latter can be given a coat of clear shellac or spray varnish for a shine. Avoid mixing lacquers and enamels - the paint will peel.



PAPER MACHE'

Paper mache is a modeling material made by mixing wallpaper paste with absorbent paper, such as newspaper, paper towels, napkins, or tissues. Liquid starch or flour-water paste can be substituted for the wallpaper paste.

Boys love the messiness of paper mache and the finished product, so don't be afraid to tackle it. Spread around lots of newspapers and protect the boy's uniforms with old shirts.

INSTANT PAPER MACHE

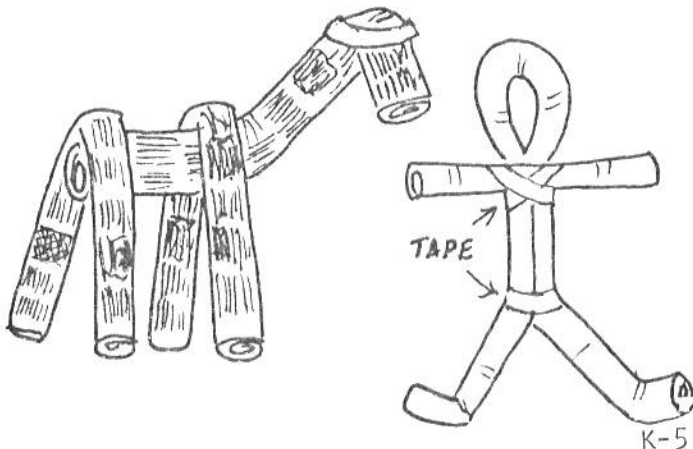
This is a commercial product. Follow the directions on the package for mixing. Dip your fingers in water as you work. Instant paper mache is quicker than the strip method and is good for making banks, centerpieces, props, large flowers and other items where a slightly heavy or uneven look doesn't matter.

Mix only what you plan to use. Caution the boys not to put it on too thick. It will take too long to dry. It should be pressed out evenly with the fingers.

Instant paper mache is good for covering bottles and boxes.

PULPY MACHE

This is an instant-type mache which you can make. Fill a quart jar with small pieces of newspaper. Cover with water and let soak overnight. Squeeze out the excess water. Fill a blender with two cups of water, 1/2 cup flour, 1 tablespoon white glue, 1 cup soaked newspaper and a few drops of oil of wintergreen to keep the mixture smelling sweet. Blend well, and it's ready to use.



STRIP PAPER MACHE

This method is good for making large head masks or stage props. It is done by alternately applying 1" strips of torn newspaper dipped in wallpaper paste. Strips should overlap and be laid in different directions. It is best to tear, rather than cut the paper strips. Let each layer dry before applying another.

To make large head masks, apply mache to a blown-up balloon. When several layers have been applied and are dry, the balloon can be deflated and removed.

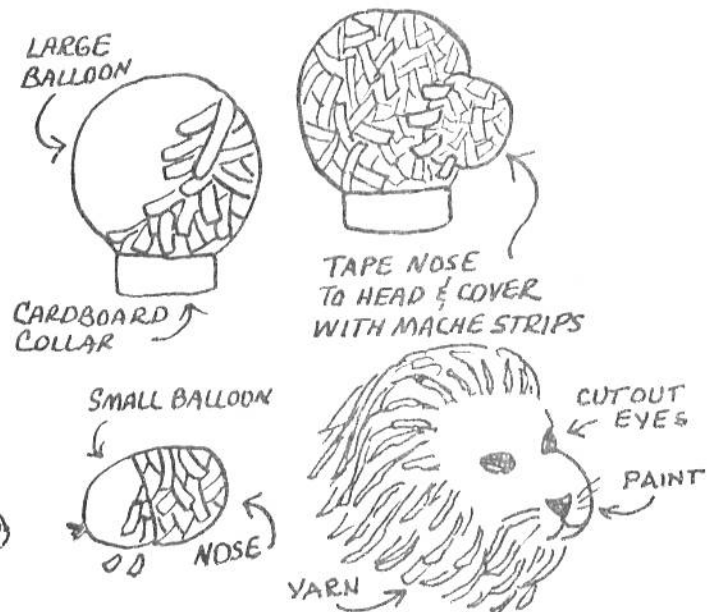
For large items, such as stage props, make an armature or foundation from rolls of newspaper tied together, or use a chicken wire frame. Apply the mache on top of this foundation.

MORE TIPS

Let paper mache items air dry when possible. Any heat tends to make it shrink and buckle.

Any rough edges can be sanded off when the mache is dry.

Paint dried object with gesso or white latex paint before painting with colored tempera. If you're using acrylic paint, you won't need a base coat. Tempera-painted objects should be sprayed with a clear plastic finish or clear varnish for a protective coat.



MODELING DOUGH RECIPES

HOMEMADE MODELING CLAY

Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated (approx. 3-4 minutes). Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

SALT-FLOUR MODELING DOUGH

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

CORNSTARCH-BAKING SODA DOUGH

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

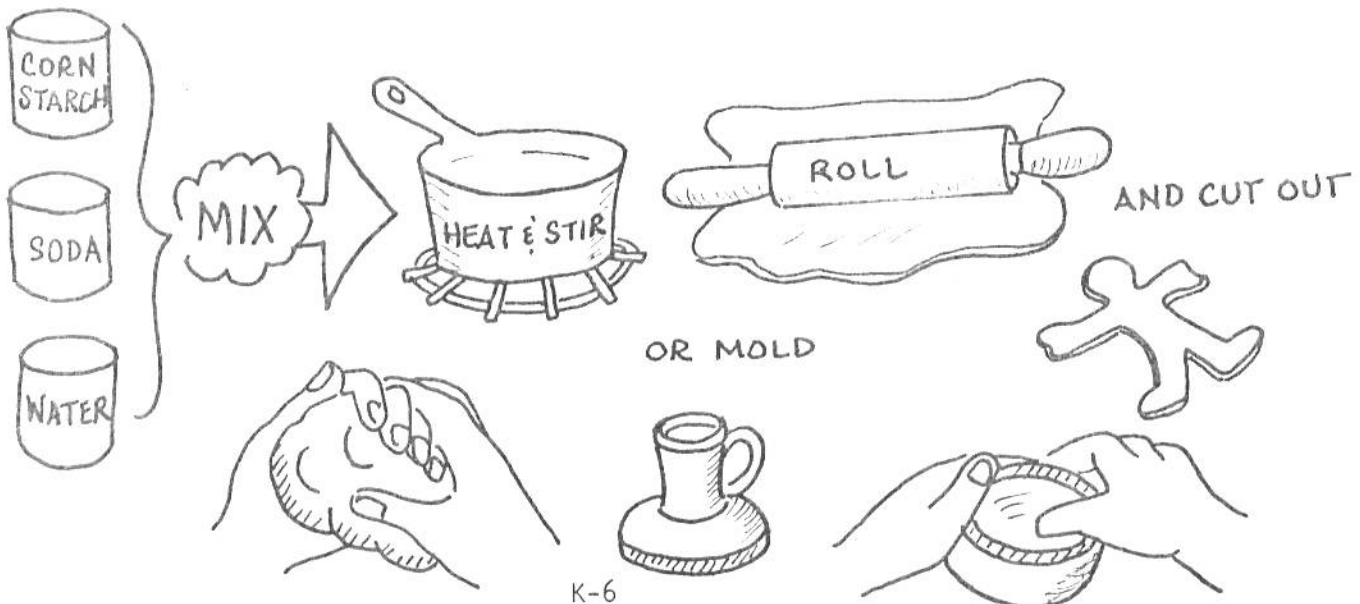
BREAD MODELING DOUGH

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

SAWDUST MODELING DOUGH

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

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



MODELING DOUGH RECIPES

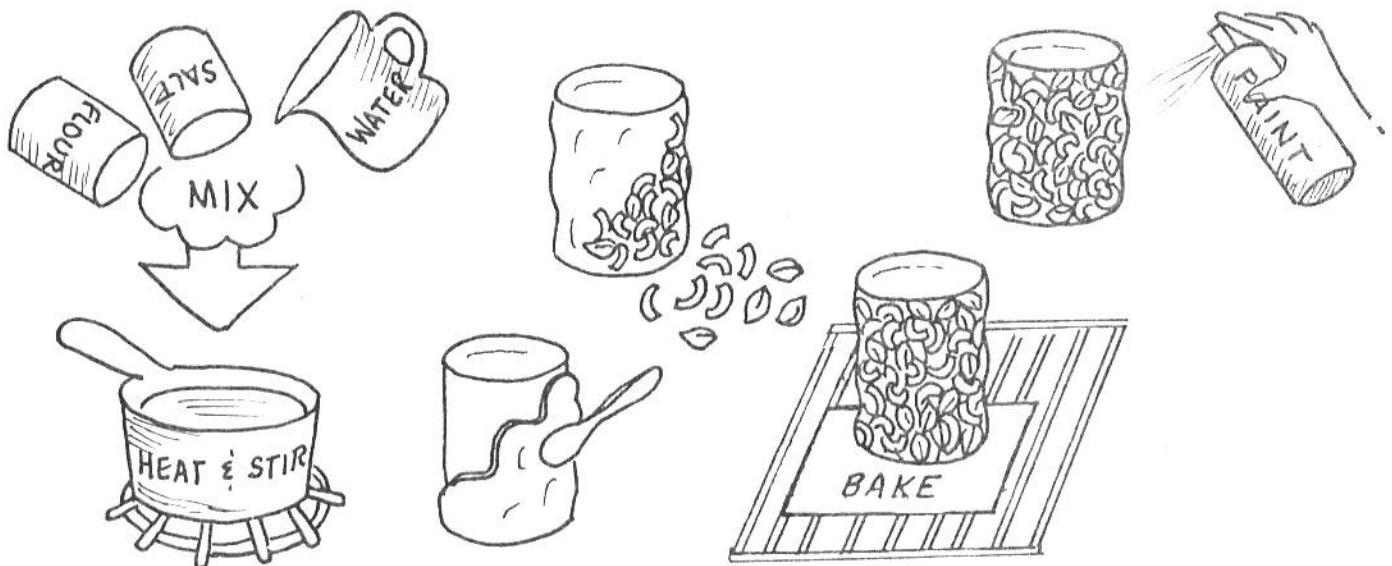
BAKER'S CLAY

Mix 4 cups flour, 1 cup salt, 1½ cups water together with fingers in a big bowl. (Recipe should never be doubled or halved. Always use within 4 hours of mixing) If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold objects. Bake on a cookie sheet in 350° oven for 1 hour. Test for doneness with toothpick. When object is cooled, paint with tempera and glaze with clear plastic spray. Punch holes in tree ornaments or beads with toothpick before baking.



PILLSBURY MODELING MIXTURE

Mix together in saucepan 2 cups salt, 1 cup flour, 1 1/3 cups water. Cook over medium heat, stirring constantly until mixture is hot. Spread the mixture over a tin can, box, or other container with spoon or knife. Press macaroni into the mixture with fingers. Place container in 200° oven for one hour or until mixture is hard. After it has cooled, spray paint desired color.



STAINED GLASS

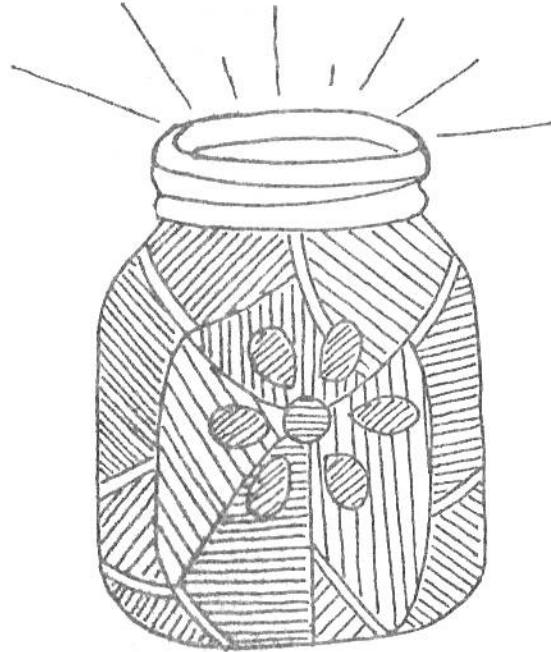
Stained glass windows are found in many churches and are made from lead-encased glass.

Cub Scouts can make their own stained glass that is beautiful and inexpensive. Glue and food coloring mixed together and applied to glass will give the appearance of expensive stained glass.

Helpful Hints

1. Glue mixture is made from Elmer's white glue with food coloring added to achieve the desired color.
2. Baby food jars are excellent for storing mixed glue. If stored glue mixture becomes too thick, add a few drops of water until the desired consistency is reached.
3. Glue mixture colors will dry darker than they appear when wet.
4. When applying glue mixture, brush as smoothly as possible. Two light, thin coats are better than a heavy coat.
5. If two colors touch, allow the first color to dry before applying the second.
6. To brighten or darken a color, add additional coats of the glue mixture.
7. When applying the glue mixture to plastic, metal tabs, mirror, foil pans or tinfoil, a plain coat of Elmer's glue must be applied over the design and allowed to dry before using the colored glue mixture.
8. To transfer patterns to mirror, cover the back of the pattern with white crayon. Place the pattern on top of the mirror and trace around the pattern with a ballpoint pen. When pattern is removed, a wax tracing will remain.

9. Metal tabs must be flattened before applying any glue. The glue tends to puddle in the middle if the tab is still curved.
10. The colored glue mixture may be used as paint for styrofoam.

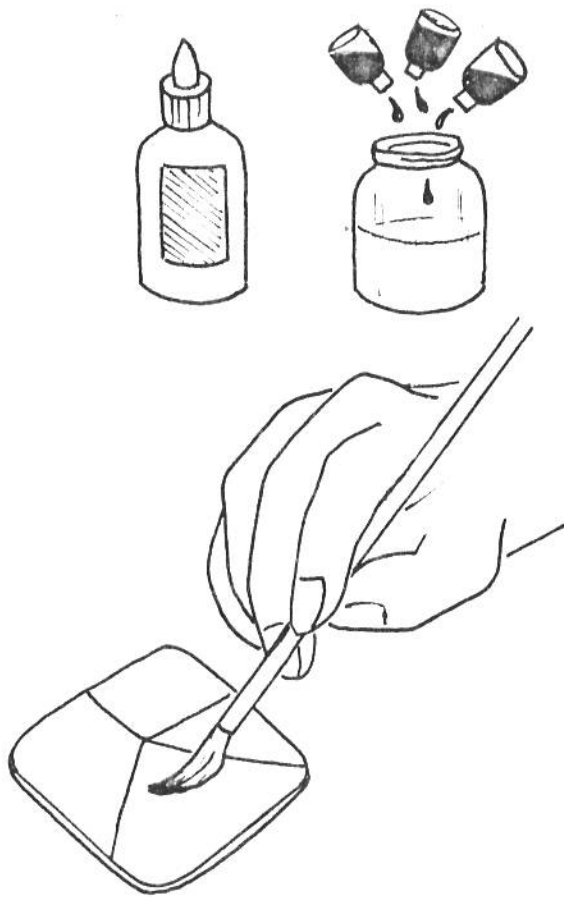


STAINED GLASS CANDLE

Materials

- Baby food jar
 - Colored glue mixture
 - Pattern
 - Food warmer candle
 - Tape
 - Brush
1. Tape pattern to inside of baby food jar.
 2. Paint over pattern with desired glue mixture. Brush it on as evenly as possible.
 3. If two colors in pattern touch, let the first dry before applying the second color.
 4. After glue mixture has dried, place a food warmer candle in the jar and light.

STAINED GLASS (continued)



COLOR CHART FOR BLENDING COLORS

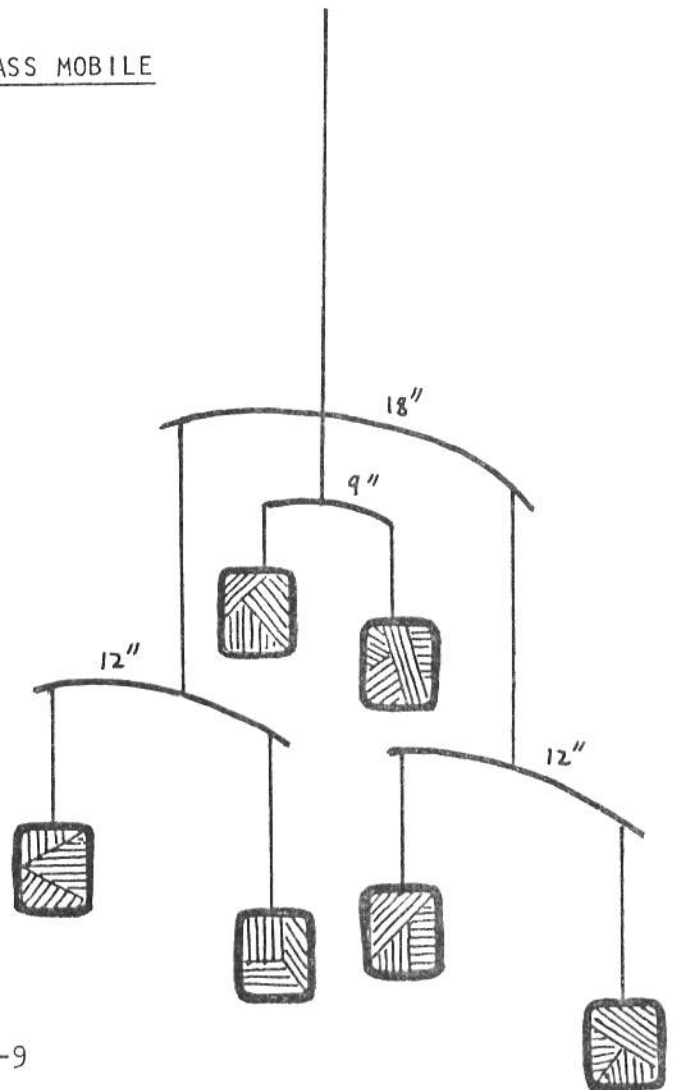
Desired Color	Drops of food coloring			
	Red	Yellow	Green	Blue
Orange	1	3		
Coral	3	1		
Lime green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

STAINED GLASS MOBILE

Materials

Glass blanks (1" x 2" or 2" x 4")
 Colored glue mixture
 Elmer's glue
 Wire
 Cord
 Braid or colored tape
 Gold or silver spray paint
 Pattern

1. Place glass over the design and paint with colored glue mixture. Paint on mixture in even coats.
2. Glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape.
3. Cut four pieces of wire in the following lengths - 1 - 18", 1 - 9", 2 - 12". Bend each length of wire in a curve and spray paint. Use cord to attach glass pieces to mobile.



MACRAME'

Macrame (pronounced mak'-ra-may) is the art of creative knotting. It is one of the world's oldest crafts, and today is even more exciting than ever. This craft is easy to learn and after you have learned to tie the knots, you can make hundreds of beautiful and useful objects.

MATERIALS

A good thing about macrame is the minimal investment needed. Anyone can start without investing a lot of money. The basics needed are the cord used for tying, a board for the working surface (may be a knotting board, scrap lumber, table, or ironing board), scissors, pins or masking tape, rubber bands, and a ruler for measuring.

CORD

Most patterns indicate which type of cord is best. Generally, the size of the project and the way it is used will determine the choice of cord. Most crafts or variety stores carry several kinds of cord. Others are available from marine supply houses or weaver's supply. These are some examples of types of cord which can be used:

- Clothesline rope
- Sisal
- Wool rug yarn
- Nylon seine twine, size 18
- Viscose straw
- Nylon floss
- Cotton wrapping twine
- Jute
- Cabled cotton seine twine
- Cabled nylon seine twine

PREPARING THE CORD

The length and number of cords are determined by the size of the article you intend to make. The cords should be $3\frac{1}{2}$ - 4 times longer than the piece you plan to make - but since they are doubled in half for knotting, they need to be cut 7-8 times longer. It is always better to have too much cord than too little. It is difficult and sometimes impossible to add more.



KNOTTING BOARD

The knotting board should be a rigid, easy to pin into panel on which you will be knotting. The board should be a little wider than your finished project. A 1/2" thick piece of beaver board, white foam, or cork is ideal, or any other stiff material into which pins can be easily pushed. Masking tape can be used to anchor some projects.

FINISHING THE ENDS

To finish the ends of a macrame item in an attractive manner, the ends must be sealed or decorated. The following methods are very satisfactory:

1. Finish by dipping the ends in lacquer, nail polish, varnish or glue. Dip each end about 1/4" and allow to hang until dry. Dipping will prevent raveling and fraying.
2. Finish by embellishments. Add a knot or bead at the end of each cord. You may wish to take the extra precaution of dipping the end, as well.
3. Finish by melting. Nylon cord is prone to ravel or fray. To prevent this, nylon may be melted to seal the ends. Use a match or candle to melt the ends. Just a little heat is sufficient.
4. Finish by unraveling the ends and brushing them with an old toothbrush to make a fringe trim to even ends.

BASIC KNOTS



OVERHAND KNOT

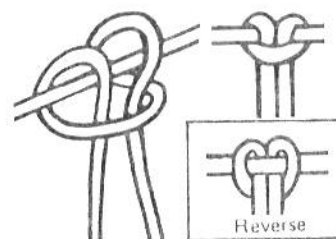
1. An overhand knot can be done with one or more cords. Make a loop with your cord. Then bring the end of the cord down through the loop.
2. Pull both ends tightly. You now have a complete overhand knot.



1 2 3 4

SQUARE KNOT

1. When tying a square knot, the two outside cords, 1 and 4, are called WORKING CORDS and the two inside cords, 2 and 3, are called HOLDING CORDS. Place cord 1 over cords 2 and 3 in an 'L' shape. Place cord 4 over the top of cord 1 at the end of the 'L'.
2. Now bring cord 4 under cords 2 and 3. Pull cord 4 up through hole between cords 1 and 2. You will now have the first half of a square knot.
3. To finish the square knot, bring cord 1 back over cords 3 and 2. Place cord 4 over the top of cord 1.
4. Bring cord 4 under cords 2 and 3. Pull cord 4 up through hole between cords 3 and 1. Pull your working cords up tightly against the first half of the knot. You will now have a complete square knot.



LARK'S HEAD KNOT

1. Fold the cord you want to mount in half. You should now have the center point of the cord. Place the center point of the cord over the ring to form a loop.
2. Pull the cord ends of 1 and 2 through the loop.
3. Pull the cord ends so the knot will be tight against the ring. You now have a complete lark's head knot.

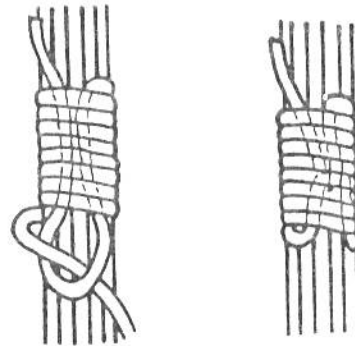
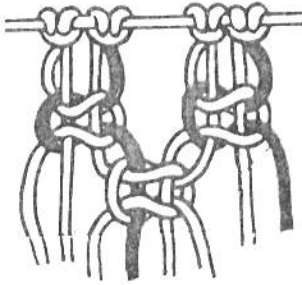


HALF SQUARE KNOT

1. Place cord 1 over cords 2 and 3 in an 'L' shape. Place cord 4 over the top of cord 1 at the end of the 'L'. Now bring cord 4 under cords 2 and 3. Pull cord 4 up through the hole between cords 1 and 2.
2. Bring cord 4 over the top of cords 2 and 3. Bring cord 1 over the top of cord 4.
3. Now bring cord 1 under cords 2 and 3. Pull cord 1 up through the hole between cords 4 and 2. Pull working cords 1 and 4 to bring knot up snug to the last knot.
4. If you continue making half square knots, one after another, you will end up with a twisted pattern.

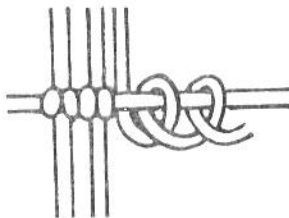
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BASIC KNOTS



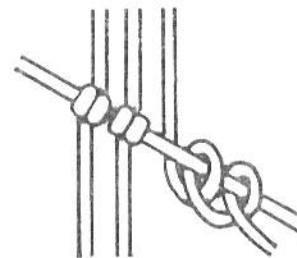
ALTERNATING SQUARE KNOT

1. To tie an alternating square knot pattern, use 8 cords and tie one square knot with each group of four cords - one knot along side of the other knot.
2. Tie a second row of square knots, using four cords - 3 and 4 from the square knot on the left and cords 1 and 2 from the square knot on the right. Tie one square knot using 4 and 1 for holding cords and 3 and 2 as working cords. This square knot should now join the first row together.



DOUBLE HALF HITCH

1. A double half hitch is done with two cords, a holding cord (1) and a working cord (2). Always lay the holding cord across the top of the working cord. Bring cord 2, which will be the holding cord, up and over cord 1, then down through the loop. This is a single half hitch.
2. Bring cord 2 up and over cord 1 again, then down through the loop. This will complete the double half hitch.
3. Each half hitch should be pulled tightly against the holding cord. The holding cord should also be held lightly.



DIAGONAL DOUBLE HALF HITCH

When a pattern calls for a diagonal half hitch, hold the holding cord tightly at a downward slant, then tie the same as double half hitch.

TIN CAN CRAFT

PAINTING

Sand surface of tin can lightly with wet sandpaper to remove shine and make surface ready to paint. Wipe off with wet sponge.

When spray painting, insert brown paper bag in opening to protect inside of can from paint. Spray three light coats of paint to cover. Let dry between coats. (See Figure 2)

PUNCHING HOLES

To make holes in cans for hanging, put can on top of scrap of wood. Hold awl to inside of can and punch hole with hammer. (See Figure 3)

STACKING CANS

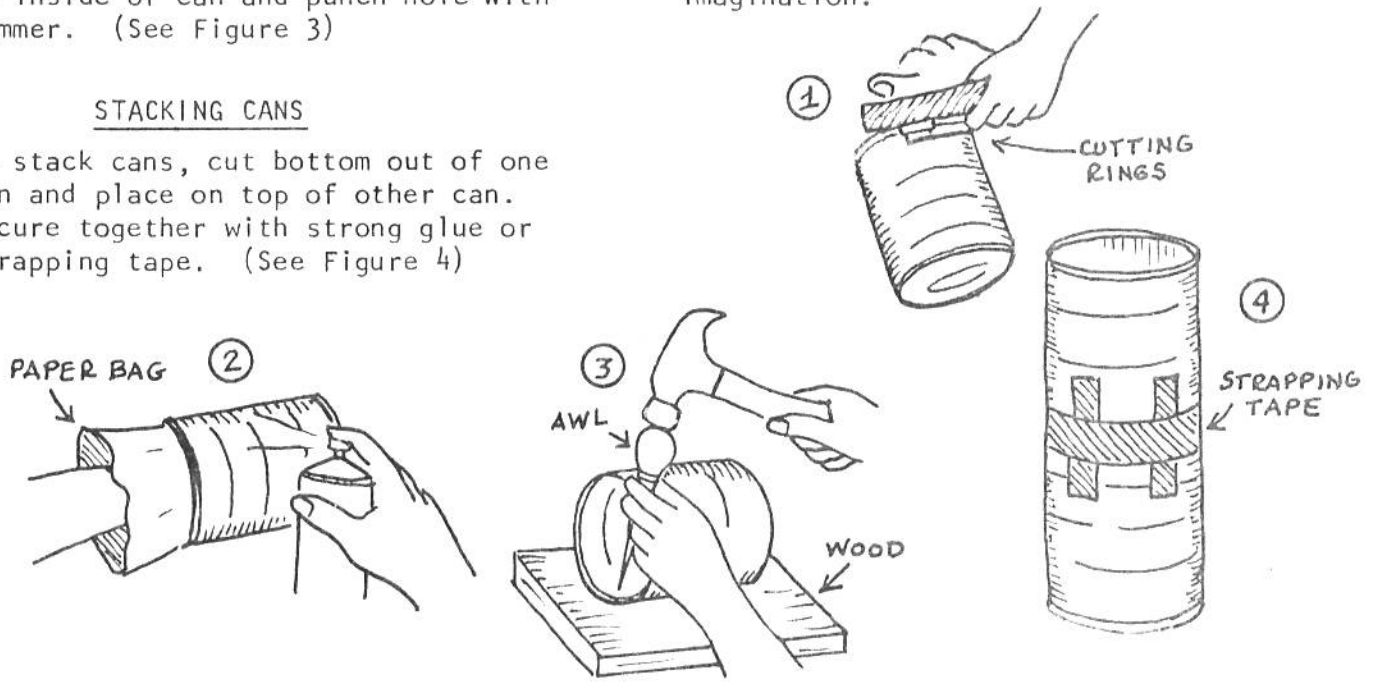
To stack cans, cut bottom out of one can and place on top of other can. Secure together with strong glue or strapping tape. (See Figure 4)

CUTTING RINGS

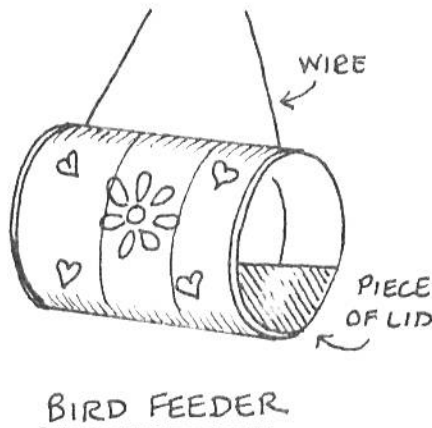
To cut metal rings from cans, use a hand-operated can opener. (See Figure 1) Lids can be saved for flowers and ornaments.

DECORATING TIN CANS

Cans can be painted with enamel spray paint and decorated with a variety of things. Stick on pressure-sensitive letters or dots; glue on macaroni or seeds; cover with tiny mosaic tiles; or with scrap wallpaper or fabric. Cans can also be covered with colored jute twine or yarn. Just use your imagination.



PLANTER



PENCIL CAN



WEAVING ON CARDBOARD LOOMS

RECTANGULAR WEAVING

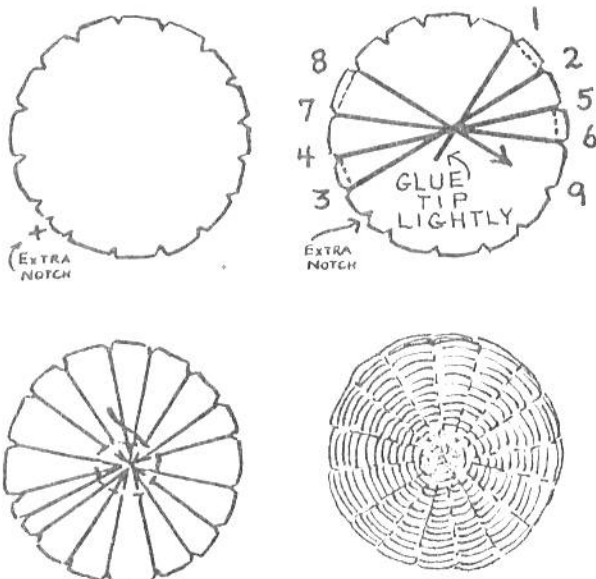
Cut cardboard about 1/2" larger all around than intended for finished article. Along opposite edges, cut the same number of notches about 1/4" deep. Space evenly and at a distance in keeping with the weaving material.

Method A - Begin in lower left-hand corner. Cut small slit in unnotched side to catch end of string, leaving several inches dangling. String loosely as shown. (Dotted line indicates where thread passes around back of loom) Make another slit to catch end of thread.

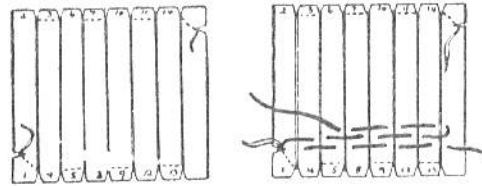
Using a piece of yarn as long as you can manage, thread onto large needle or bobby pin. Weave over and under threads, reversing each row. Leave edges loose. Push weaving down firmly after each row. Tie on additional yarn, as needed.

When article is completed, cut yarn, leaving several inches to spare. Bend cardboard tabs down to remove weaving. Weave dangling ends back into weaving to prevent unraveling.

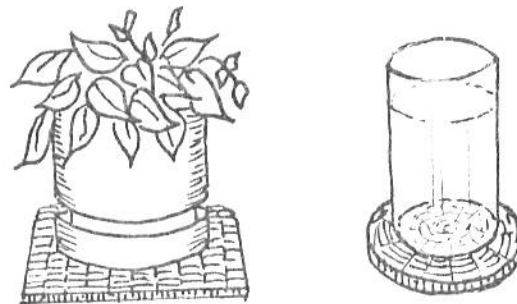
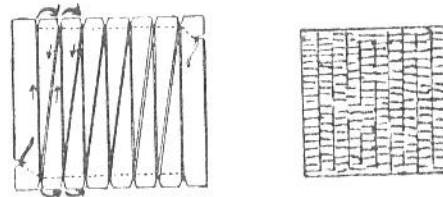
Method B - Use this method for weaving finer materials. See illustration for instructions.



METHOD A



METHOD B



CIRCULAR WEAVING

Cut a cardboard circle about 1/2" larger than you wish the finished mat or coaster. With a pencil, mark divisions for notches around the edge. First divide in half, then in quarters, and so on until the divisions are not more than 1" - 1 1/2" apart. Mark one extra notch between any two of the divisions so there will be an uneven number. Cut notches 1/4" deep.

Paste end of strand lightly to center of cardboard. Bring strand up to edge, into notch, around back and out next notch. Cross over loom to opposite side and repeat process around loom.

Use yarn or raffia to weave from center out, pushing rows as close together as possible at center and keeping it looser toward outer edge.

WEAVING

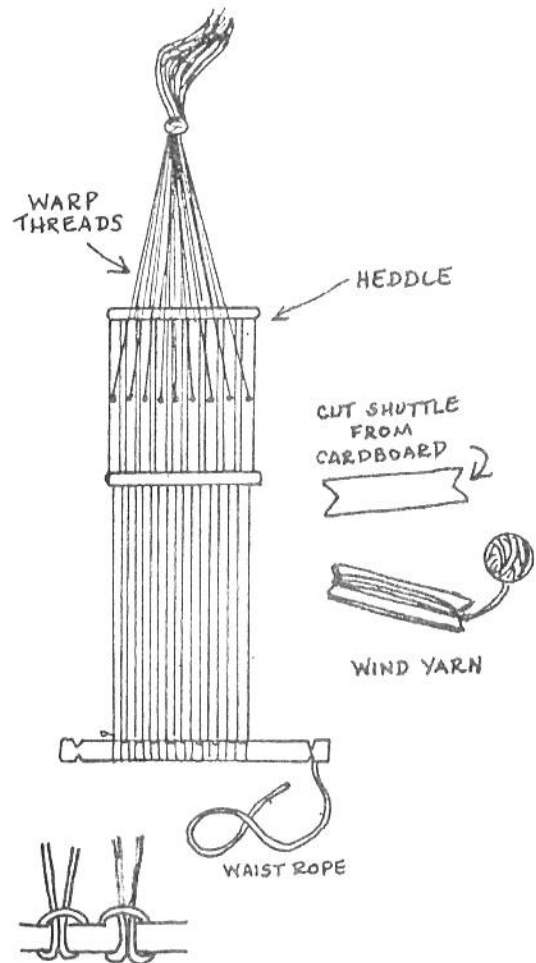
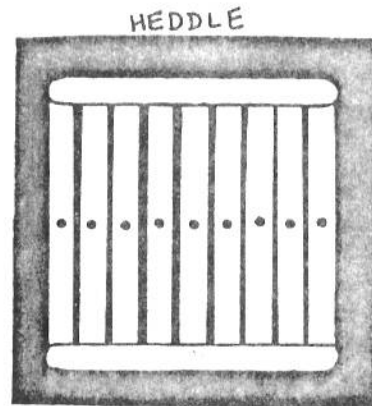
INDIAN TEE DEE LOOM

Materials:

- 13 craft sticks
- Glue
- Cord
- Wood stick, 1" thick, 6" long
- Cardboard
- Drill
- Carpet warp or string
- Yarn
- Rope long enough to fit around waist

Directions:

1. Drill a small hole in the center of 9 craft sticks. (Warp threads go thru these holes.)
2. The other 4 sticks are used to frame the loom - one on each side. Glue together as shown in illustration.
3. Whittle a notch in each end of the 6" stick. Tie one end of the rope around one end of the stick. (When you are ready to use the loom, the rope goes around your waist and the other end is tied to the other end of the stick.)
4. Cut warp threads from carpet warp or string. Cut one the length of your belt plus 18". Cut eight more threads twice as long as the first one.
5. Tie the first warp thread to the stick with a square knot. Fold the other eight threads in half. Wrap fold loop around stick and pull both ends through the loop.
6. Thread the first warp thread through the hole in the first stick on the heddle. Pass the second warp thread between the first and second stick. Put the third thread through the second hole. Continue threading this way until all 17 are done. Tie all ends together in overhand knot.
7. Cut a shuttle out of cardboard about 1" wide and longer than the heddle is wide. Notch ends of cardboard shuttle. Wind yarn around shuttle. Make a different shuttle for each color of yarn.



(continued)

INDIAN TEE DEE LOOM (continued)

Weaving:

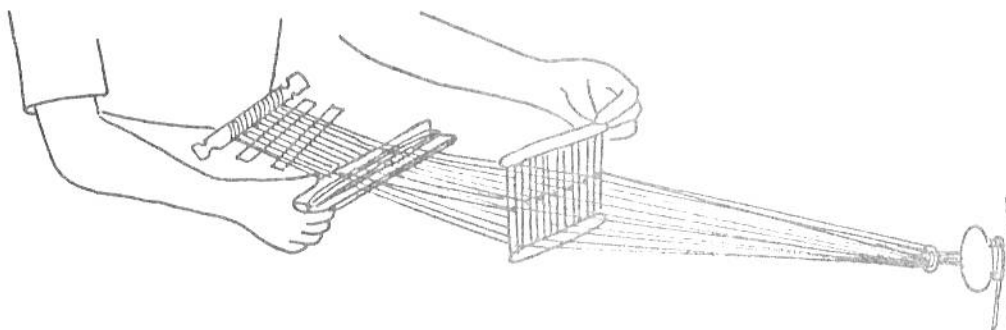
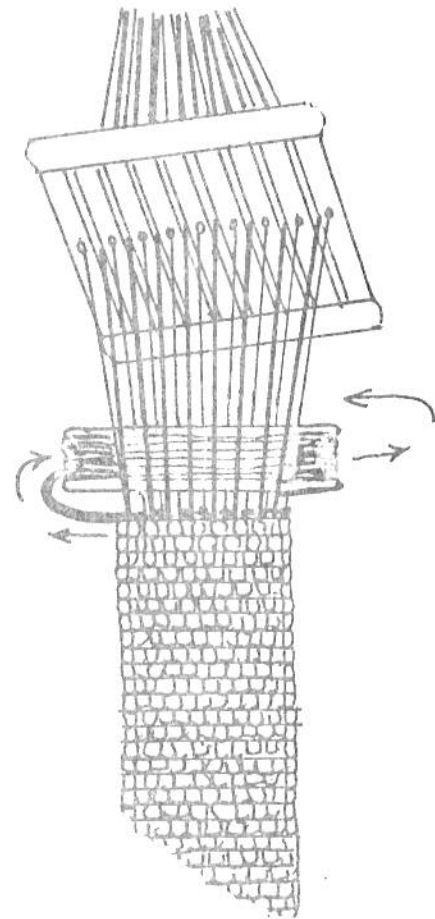
1. Fasten the knot of warps to a chair, doorknob or tree.
 2. Fasten the rope around your waist, tying the loose end to the other end of the stick.
 3. Start weaving close to your body. First weave in two pieces of cardboard (1/2" wide and as long as the heddle). Raise the heddle. The warp threads will form an opening called a shed. Put one of the cardboard pieces in the shed. Then lower the heddle to make another shed, and insert the other cardboard strip here.
 4. To start the yarn, raise the heddle with your left hand and pass the shuttle through, from right to left. The yarn will lay between the warps.
- Then shift the heddle to your other hand and pass the shuttle around the last warp thread, and back through, from left to right.
- The yarn comes back between the same warps and is anchored.
5. Every time you start a new color or put more yarn on the shuttle, start and finish the yarn in this way.
 6. To weave, drop the heddle and pass the shuttle through, from right to left. Then raise the heddle and pass the yarn shuttle through the other direction. Continue weaving back and forth until you have woven five or six inches. The weaving can be wrapped around the stick at your waist so you can reach your work more easily.

7. Don't pull weaving too tight. Keep the edges straight and smooth.

8. Continue weaving until you have reached the desired length.

9. To finish, cut the ends of the warp threads tied to the stick. Remove the cardboard strips and knot the warp threads together with a square knot. Pull the knot up right against the weaving to keep it from unraveling. Cut and knot the other end the same way.

10. This type weaving is good for belts or headbands.



BASKET WEAVING

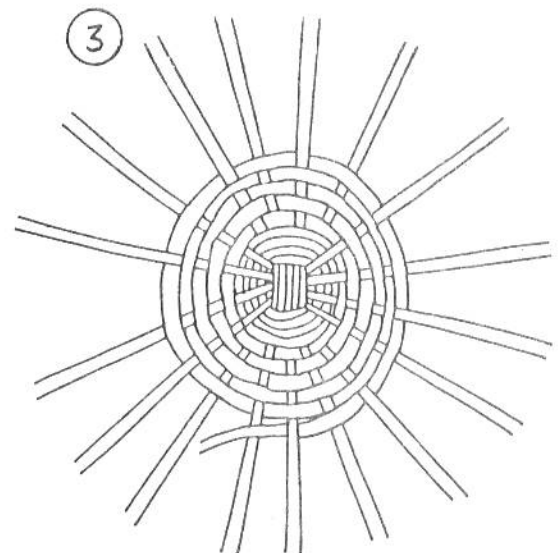
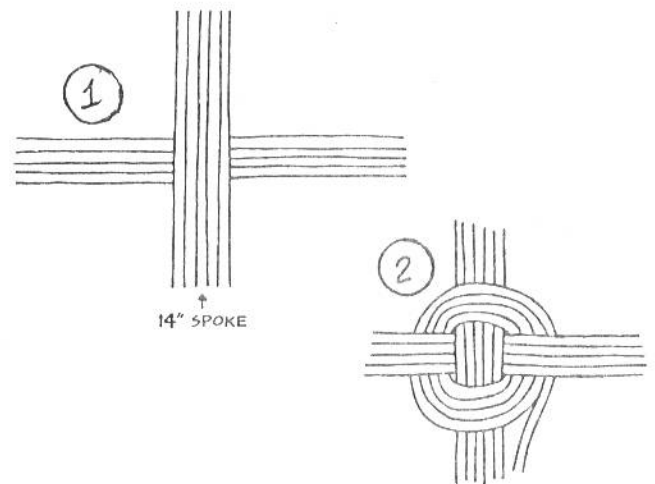
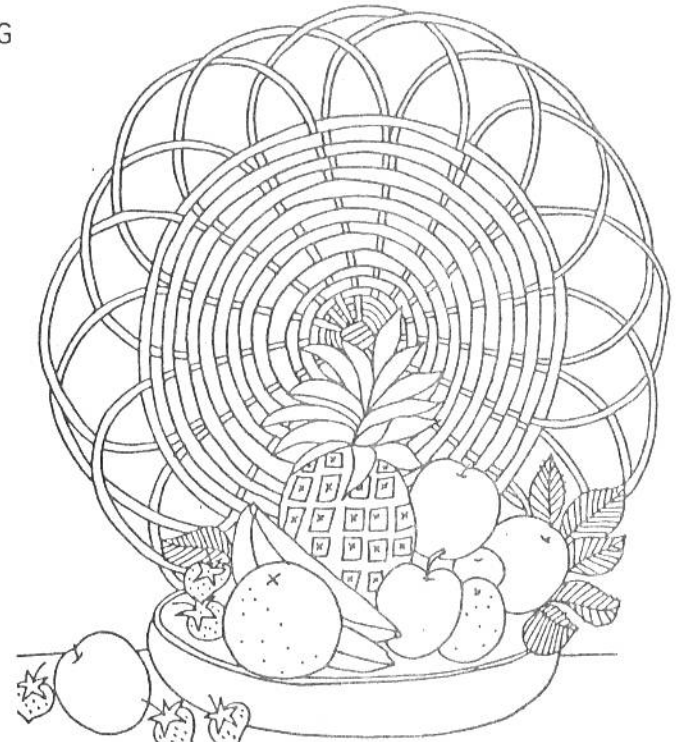
TABLE MAT

Materials

- #4 (thick) reed, 5 3/4 yards
- #2 (thin) reed, 18 yards
- Heavy scissors
- Ruler
- Bucket of water

Directions

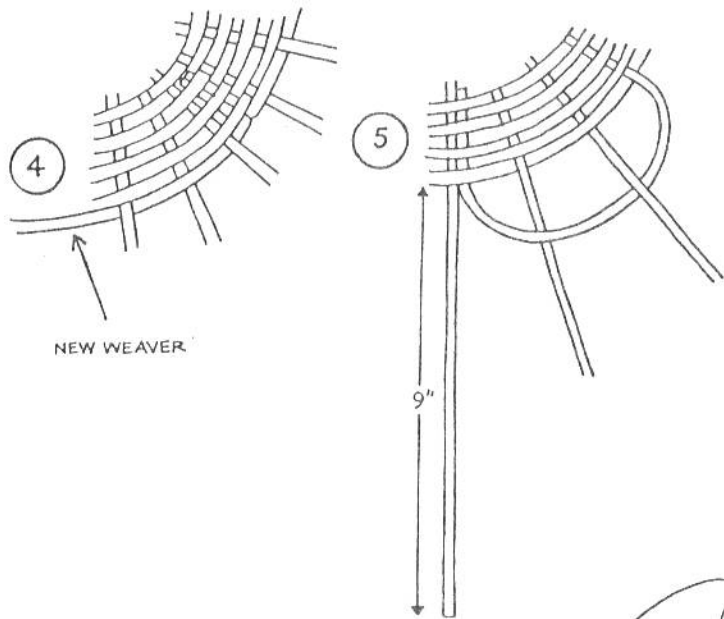
1. Cut eight spokes of #4 reed, each 24" long, and a spoke 14" long.
2. Soak the spokes and thin reed in water for at least half an hour to make them flexible. (As you weave, dip the table mat and the reed in water occasionally to keep them moist.)
3. Place four 24" spokes closely together and parallel to each other. Place the other 24" spokes over the first four at right angles, so they form a cross. Lay the 14" spoke in the center of one group of spokes, with one end even with the ends of the other four. (See Figure 1)
4. Cut a 6-yard weaver from #2 reed. Holding one end of the weaver, bind the spokes together by weaving in a clockwise direction. Weave the reed tightly over one top set of spokes, under the second set, over the third set, and so on. Weave around the spokes in the same way three more times. (See Figure 2)
5. Separate the spokes so they are arranged like spokes of a wheel. In a clockwise direction, weave over the first spoke, under the second, over the third. Continue weaving around and around, keeping each row close to the last. (See Figure 3)



(continued)

BASKET WEAVING (continued)

6. When the weaver is very short, bend it down sharply and insert the end into the part already woven. Cut another 6-yard weaver and insert the first inch into the woven mat. Then continue weaving. (See Figure 4)
7. When 9 inches of the spokes remain, cut the weaver off the bend sharply about an inch into the mat.
8. Bend one spoke clockwise behind the first spoke next to it, in front of the second spoke, and insert one inch into the mat just before you reach the third spoke. (See Figure 5) Continue all around the mat, bending each spoke in the same way.



SPOOL WEAVING

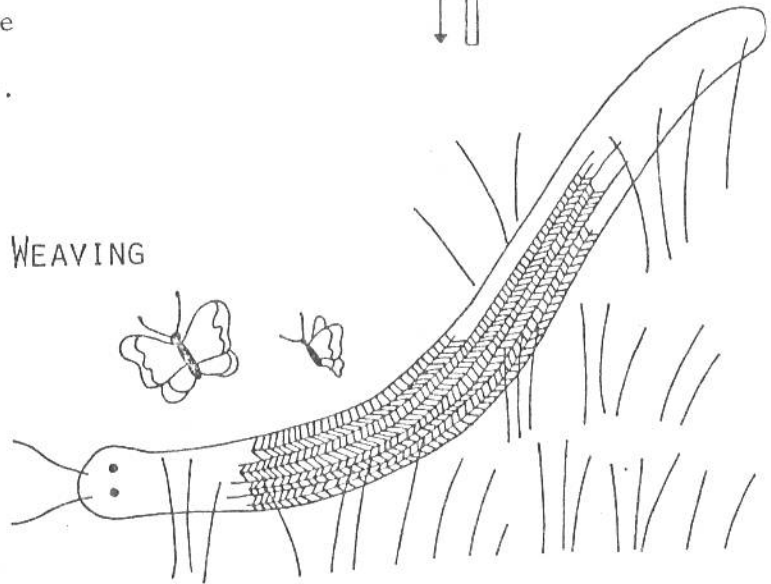
GROVER THE GARDEN SNAKE

Materials

- 4-ply green yarn, $7\frac{1}{2}$ yards
- 4-ply orange yarn, 6 inches
- 10-inch pipe cleaner
- Large wooden spool
- 1-inch wire nails, 5
- Small hammer
- Pencil
- Ruler
- 6-penny nail (2" long)
- Scissors
- Plastic straw ($\frac{1}{4}$ " x 8")
- Upholstery needle

Directions

1. Drive the five wire nails $\frac{3}{8}$ " into the outer part of the spool equal distances apart. (See Figure 1)
2. Six inches from one end of the yarn, tie a loose knot around one nail and insert the short end of the yarn down the center of the spool. Moving counterclockwise to the next nail, bring the yarn across



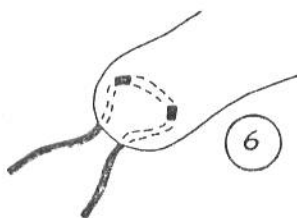
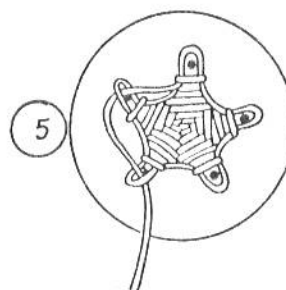
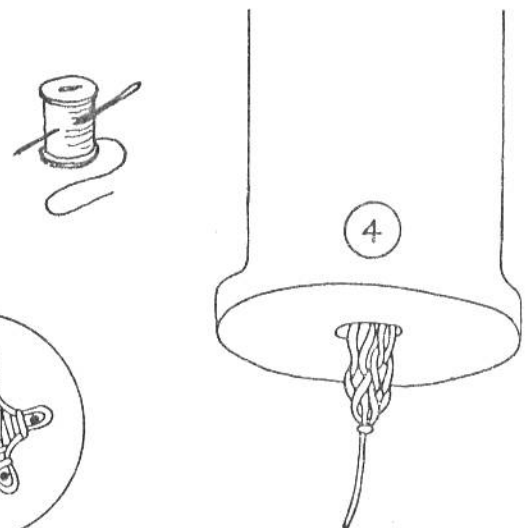
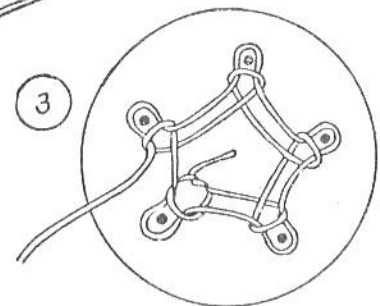
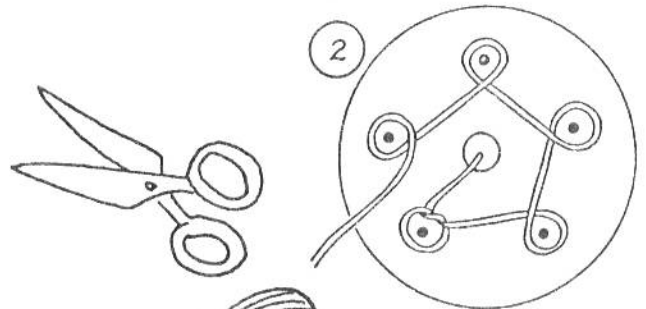
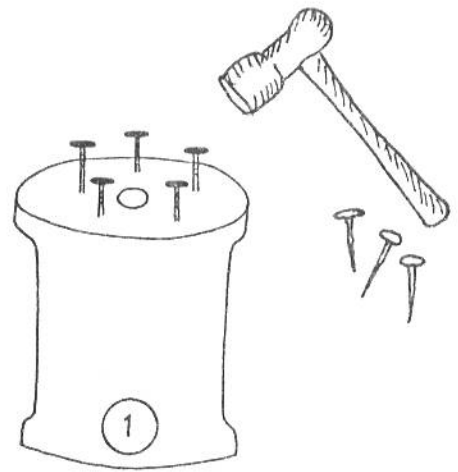
on the side facing the center of the spool, loop it around the nail, and then on to the next nail. Thread the three remaining nails the same way. (Figure 2)

3. Bring the yarn across the first nail, near its top, on the side facing away from the center of the spool. With the 6-penny nail, pick up the lower yarn and lift it over the new yarn and over the nail toward the center of the spool. Move the yarn on to the top part of the next nail on the side facing away from the center of the spool. Repeat picking up the lower yarn and lifting it over the new yarn and over the nail toward the center of the spool. Do the same thing at the next three nails. (See Figure 3)

(continued)

SPOOL WEAVING (continued)

4. Continue weaving around and around the spool. The yarn tube will come out of the hole at the bottom of the spool. Pull down gently on the tube after each circle of weaving. (Figure 4)
5. Weave until 4" of yarn remain. Carefully slip the loop off the nail. Insert the end of the yarn through each loop and pull tight. (Figure 5) Remove the tube from the spool.
6. Insert the straw into the tube from the open end, leaving 1/2" outside the tube.
7. Bend back tightly 1/4" of each end of the pipe cleaner. Insert the pipe cleaner into the straw. With thumb and index finger, hold the pipe cleaner at the closed end of the tube while you remove the straw.
8. Sew the open end of the tube together with the yarn remaining there. Tie a knot and cut off. This is Grover's head.
9. Insert a needle threaded with orange yarn into the center front of the head and up to the top of the head on one side, leaving a 1/2" piece extending. Sew a small stitch for an eye. Bring the needle up on the other side of the head, and sew another small stitch for the other eye. Bring the needle down alongside the yarn extending on front of head. Cut the yarn ends, leaving 1/4" for fangs. (Figure 6) Bend the body to look like a garden snake.



WOOD IS GOOD

The wood craft projects included in this section are suitable for boys and leaders who have had little experience with wood. They require few tools. Scrap lumber can be obtained from the lumber yard.

It is important to make rules and enforce them. Some suggestions are listed here:

1. No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
2. All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
3. All sawdust and sand dust are to be swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

SUGGESTIONS FOR LEADERS

- Have on hand the materials and tools needed for the project.
- Use scrap wood which is free of knots. Knots can sometimes be dangerous.
- Have a sample of the craft project made and in view. Provide step-by-step instructions for the boys.
- Find out what type sandpaper is most suitable for your project - what type nails or brads, etc.

See p. L-21 of this book for additional help. Also see Wolf Achievement 5 and Bear Achievement 2.

SAFETY RULES FOR TOOLS

1. Use each tool for the job it was intended and the way it was intended to be used.
2. Most accidents occur to the hands, face or feet. Protect your eyes. Keep fingers and hands away from cutting edges of tools. Secure or clamp down wood on which you are working.
3. Be patient and never use force. Don't work with tools when you are tired. You need to be alert.
4. Don't wear loose clothing or jewelry which can be caught in moving parts.
5. Never use electrical tools in damp or wet locations.
6. If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.
7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.
8. Keep tools sharp, clean, and oiled.



SAND PAINTING IN A JAR

You don't need a brush or canvas to create a beautiful painting. In fact, you don't even need paint! Here's how to 'paint' in a jar with colored sand. Your finished design may range from simple shapes to eye-catching outdoor scenes.

Materials: Any type of clear glass container with a wide opening, such as a round jar, a fish bowl, baby food jar, fish bowl, or square apothecary jar; colored sand which is available at hobby and craft stores; a long-handled spoon.

Directions

1. Spoon the sand along the outer rim of the jar's inside, forming a series of peaks and valleys.
2. Pour in a different color sand above this. Repeat until entire design is constructed.
3. As the sand begins to climb upward, fill the hollow in the center with spare sand. Any color will do as this part will not show. It will hold the outer sand firmly against the edge of the jar.
4. To correct a mistake, sweep unwanted sand into the center where it will not be seen.
5. Try these special effects:

Birds - Form a single, flat-bottomed mound. Press a pointed object into the center, forming a 'V'. Then fill in around the bird with the same color sand as your background.

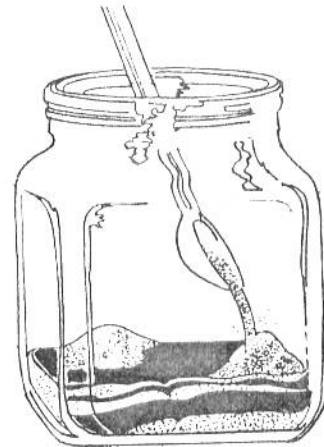
Waves - Using green or blue sand, form several irregular lumps. Pour a thin, even layer of white sand on top. Quickly jab the lumps several times with a pointed tool to create rolling ocean waves.

Mountains - Form several large lumps about 1" high. Then with a different color, make smaller bumps between the big peaks.

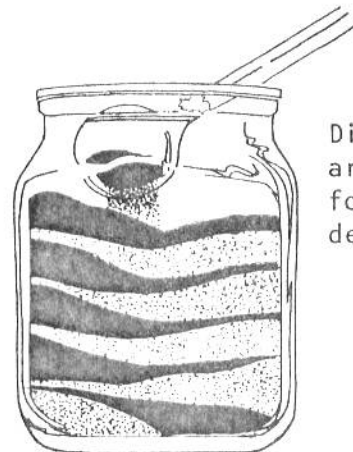
As the sand reaches the top, make sure the surface is level. Add a final layer, then top with seashells, rocks or even tiny cactus plants.



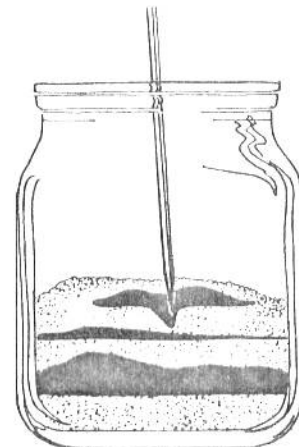
Spoon sand along inner surface of jar.



Grain by grain your painting tumbles into place.



Different colors are layered to form an abstract design.



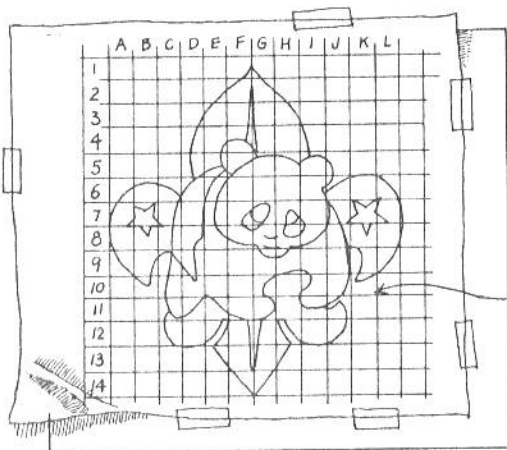
It's easy to make a 'bird'.

Shells or rocks add a finishing touch on top.

HOW TO ENLARGE A PATTERN

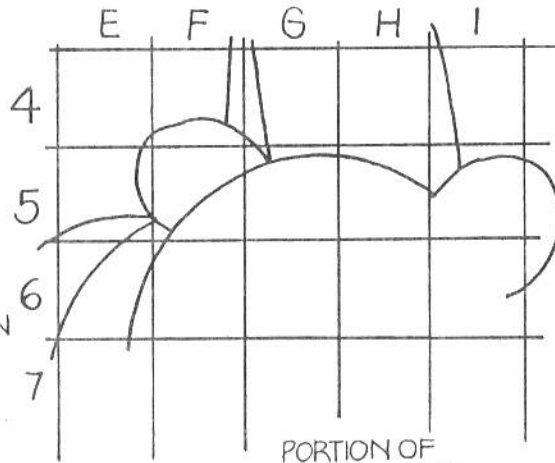
Patterns can be enlarged by using a device called a pantograph, or by the easy method described here. You'll need a ruler, tracing paper and pencil.

1. Put tracing paper over design you want to enlarge. Mark the design's outer limits.
2. Using these limits as guides, draw parallel horizontal and vertical lines on the paper, to create a checkerboard or grid. With a metric ruler, make the lines 1/2 cm apart if the original pattern is small, or 1 cm apart if it is large.
3. Letter each top square. Number down the left side.
4. Tape grid over original drawing and trace pattern onto grid.
5. Decide how much of an enlargement you want. Draw another grid with larger squares so total width and length is the size you want.
6. Letter and number new grid the same as the small grid.
7. Copy the drawing's lines into their exact position in each square of the large grid.
8. Transfer your finished enlarged pattern to your work surface using carbon paper.

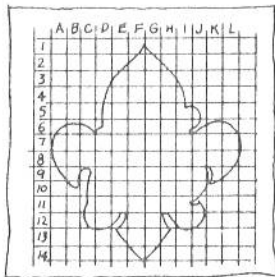


TRACING OF THE ORIGINAL SMALL DRAWING.

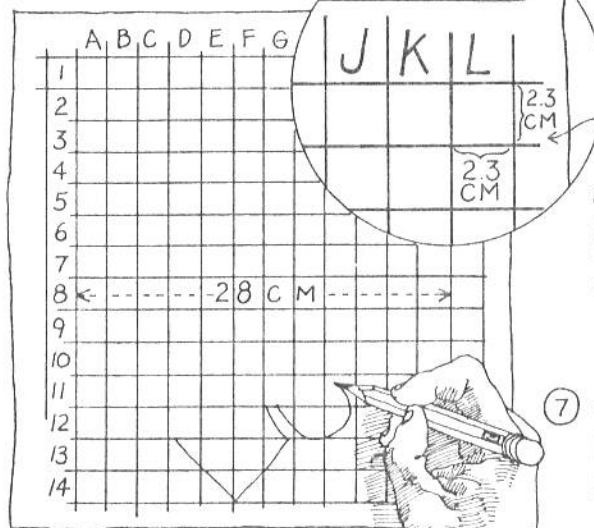
④ CREATE GRID PATTERN OVER SMALL DRAWING, THEN TRACE DRAWING.



PORTION OF LARGER GRID SHOWING HOW TO SKETCH IN THE DRAWING, BLOCK BY BLOCK.



⑤ DIVIDE NUMBER OF SQUARES (12) IN LARGEST SIDE OF ORIGINAL, INTO THE SAME DIMENSION ON LARGER PATTERN.



⑥ SIZE OF BLOCK IN LARGE GRID.
 $28 = 2.3 \text{ CM} \times 12$

⑦ COPY SMALLER DRAWING INTO LARGER GRID, BLOCK BY BLOCK.

MAKE YOUR OWN CHALK AND PASTELS

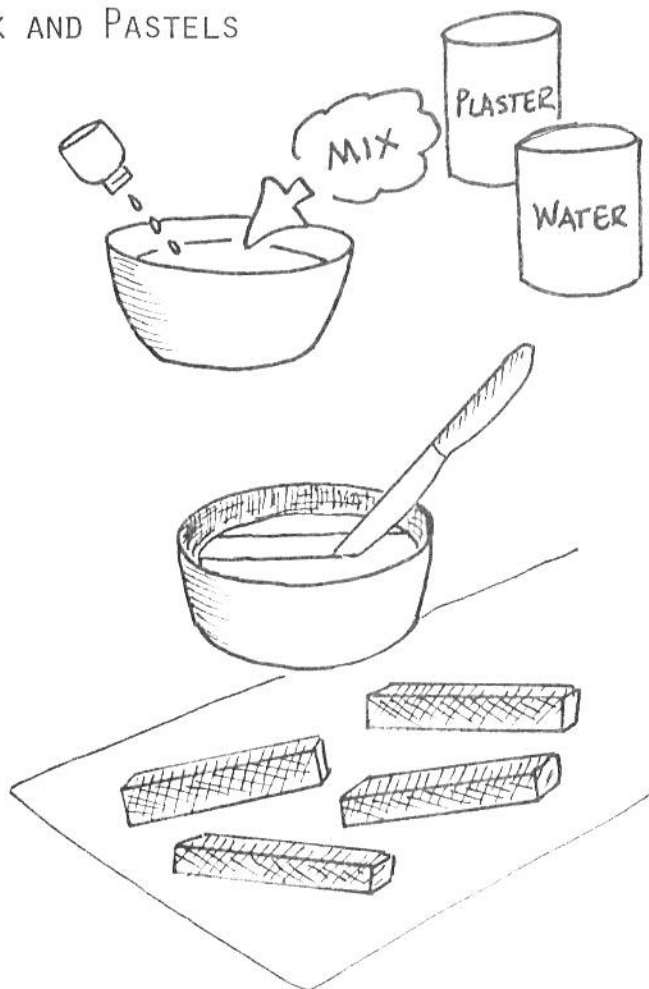
Materials

Plaster
Food coloring or powdered tempera
1 lb. plastic margarine tub for
each color

Directions

1. Fill the margarine tub 1/3 full of water. Sprinkle plaster on water until it looks like no more plaster can be absorbed. Then add a little more plaster and stir.
2. Add enough food coloring or powdered tempera to get desired color.
3. Let plaster harden in plastic tub for about 30 minutes. Then, with a kitchen knife, slice colored plaster into 1" strips.
4. Let it dry in the tub for another hour. Then run knife around edges of plaster to separate it from tub. Chalk will come out easily.
5. Spread chalk on waxed paper and let dry overnight.

Note: If tempera is used, it is necessary to dip the tips of the chalk in water to use on paper or a chalkboard.



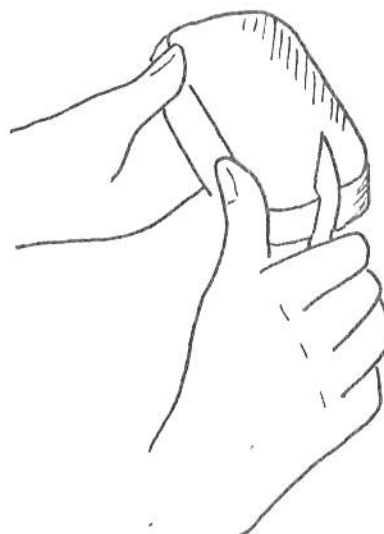
CARVING PLASTER

One of the best ways to teach boys to whittle with a pocket knife is by using soap or plaster as the whittling material. When they have mastered the technique, they can go on to wood, which is a little harder.

Mold plaster in quart-size milk carton or other disposable container. When dry remove plaster.

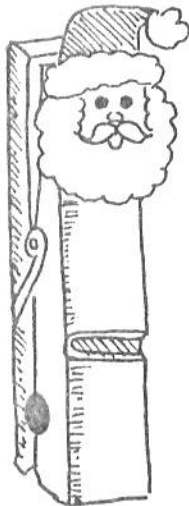
When ready to whittle, let plaster chunk soak for a while in water. Plaster is porous. The water which is absorbed by the hardened plaster will make it easy to work with.

See Bear Achievement 5

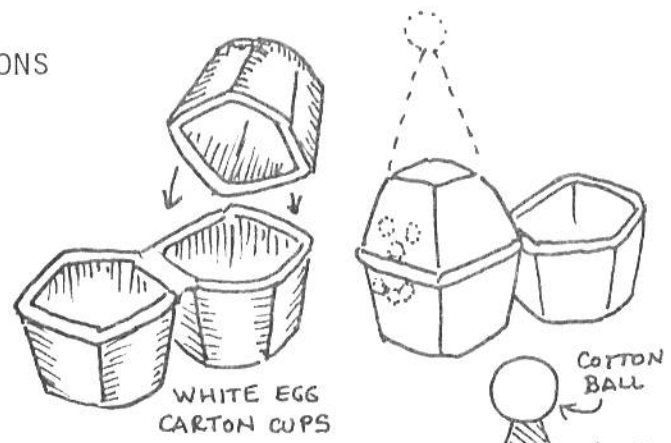
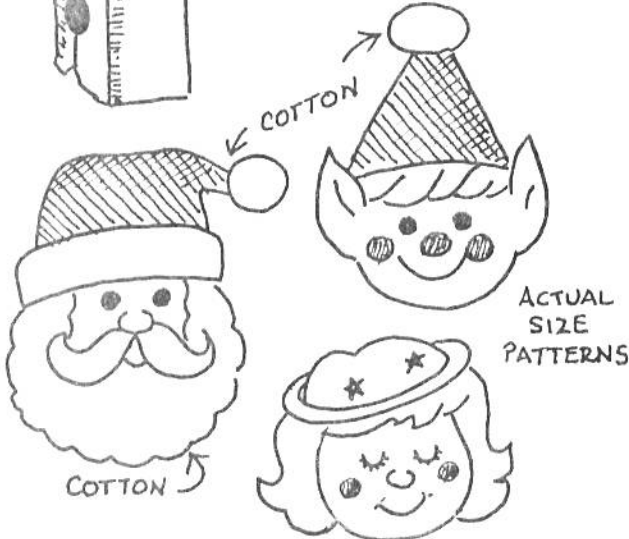


DECORATIONS

SANTA PACKAGE DECORATION



1. Paint a clip-type clothespin.
2. Use one of the patterns shown. Cut from heavy paper and decorate.
3. Glue head to clothespin.
4. Clip on packages for decoration.

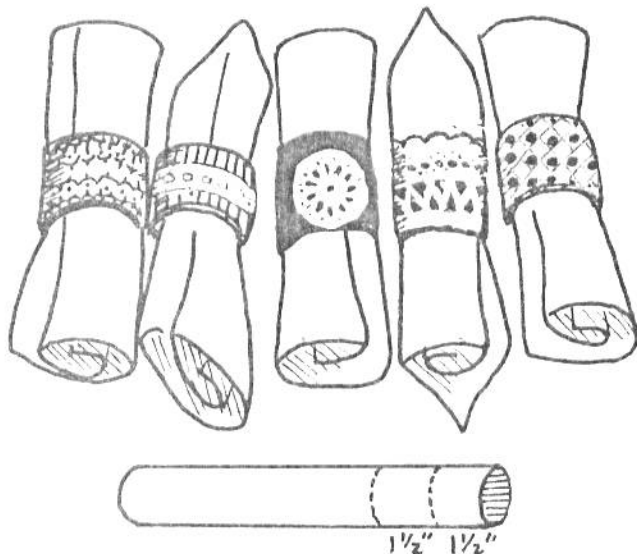


SANTA NUT CUP

1. Attach an egg cup to two attached egg cups with white tape.
2. Cut a 2"x2"x4" red felt triangle. Glue to make cone shape for hat. Set aside to dry.
3. On double-end side, glue on 2 black sequins for eyes, red sequin nose and 3 for mouth.
4. Glue on red felt cone hat.
5. Use angel hair to make mustache, beard, and trim for hat. Top off hat with cotton ball.
6. Fill open nut cup with Christmas candy.



HOLIDAY NAPKIN RINGS



Cover 1 1/2" lengths of cardboard roll with a variety of materials to make attractive napkin rings for Christmas or other special occasions.

Paint ring, or cover with wrapping paper, fabric, bits of lace or ribbon, a paper doily. Or cut designs from cards or wrapping paper.

After glue has dried, spray varnish ring so that it is sealed, shiny and sturdy. Finish the inside of the ring with paint, paper, or ribbon so it looks complete.

Christmas napkin rings could be painted with Christmas seals attached or covered with candy-striped or checked paper.

DECORATIONS

MACRAME JINGLE BELL PULL

(See p. K-10 to K-12 for more information on macrame)

Materials

13 yd. 6-7mm cord or heavy yarn that will unravel. (7 yds. color A, 6 yds. color B)

One 1" metal ring or plastic cafe curtain ring

Six 3/4" jingle bells

One 2 1/2" jingle bell

Directions

1. Cut six color A cords, 1 yd. 6" long.
Cut one color B cord 5 yd. long.
Cut one color B cord 1 yd. long (wrap)
2. This pattern is worked from bottom to top.
3. Center color A cords through loop on large jingle bell.
4. Double the 5 yd. color B cord and put it behind color A cords. Tie 3 square knots using color B cord as knotting cord and color A cords as filler cords.
5. Slide bell up knotting cord on right and tie 1 square knot.
6. Tie 3 square knots.
7. Repeat steps 5 and 6 until you have added five more bells and tied 3 square knots under the last bell.
8. Gather all cords together and wrap with the 1 yd. cord. When wrapping, add ring onto the wrap cord on backside and continue wrapping 2-3 more times around. Trim ends to 2" and unravel cord ends. Finished length is 19"

BRAIDED WREATHMaterials

3/8 yd. each of 3 different calicos

5/8 yd. red or green fabric

Fiberfill stuffing

Thread

Directions

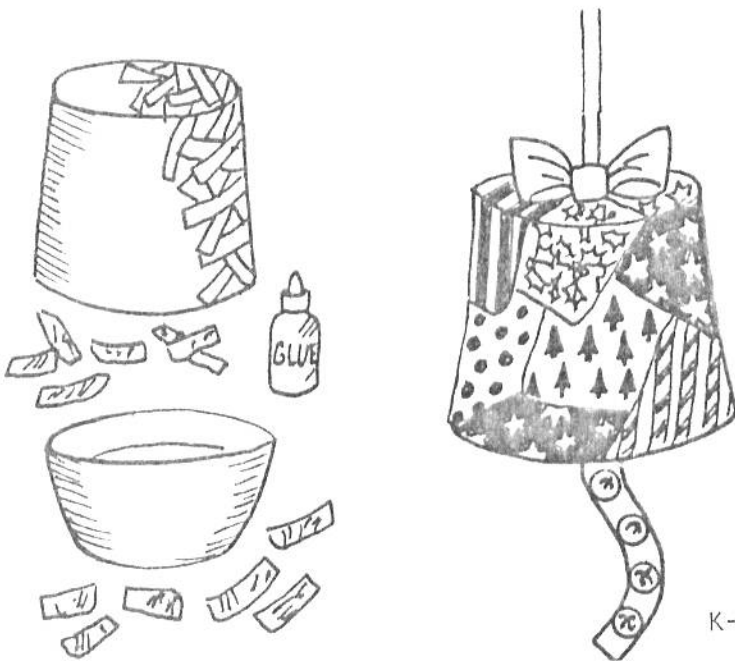
1. Cut calico fabric into 5 1/2" x 60" strips.
2. Fold strips lengthwise with right sides together. Take 1/4" seam down length and one end. Turn right side out.
3. Stuff long strips. Stitch open end closed.
4. Tack 3 strips together on ends. Braid to the end of strips. Sew into a circle.
5. To make bow, cut strip of red or green fabric 11" x 60". Fold in half lengthwise with right sides together. Stitch a 1/4" seam down length and one end. Turn right side out and press. Stitch open end closed. Tie into bow and sew to wreath.



DECORATIONS

JINGLE BELL PINATA

1. Invert a carry-out food bucket (like Kentucky Fried Chicken) and cover with plastic wrap.
2. With a solution of 2 parts white glue and 1 part water, saturate newspaper strips and cover sides and top of bucket. Let each layer dry. Apply 5-6 layers.
3. Remove bucket and plastic wrap, leaving only the paper mache bell. Fill bell 3/4 full of wrapped candies, small toys and gum.
4. Cut a cardboard circle to cover bottom of bell. Tape in place. Cover circle with two layers of paper mache strips. Let dry.
5. In a patchwork fashion, cover entire bell with squares of Christmas wrapping paper.
6. Poke two holes in top of bell and thread with ribbon or cord for hanging.
7. Poke a hole in bottom of bell and glue in ribbon with jingle bells attached.
8. Add a perky bow at the top.
9. Suspend the pinata from a doorway. Provide the boys with long sticks or broom handles. Let them take turns hitting at the bell, blindfolded, until it breaks and candy and treats come tumbling down.

SNOWSTORM JAR

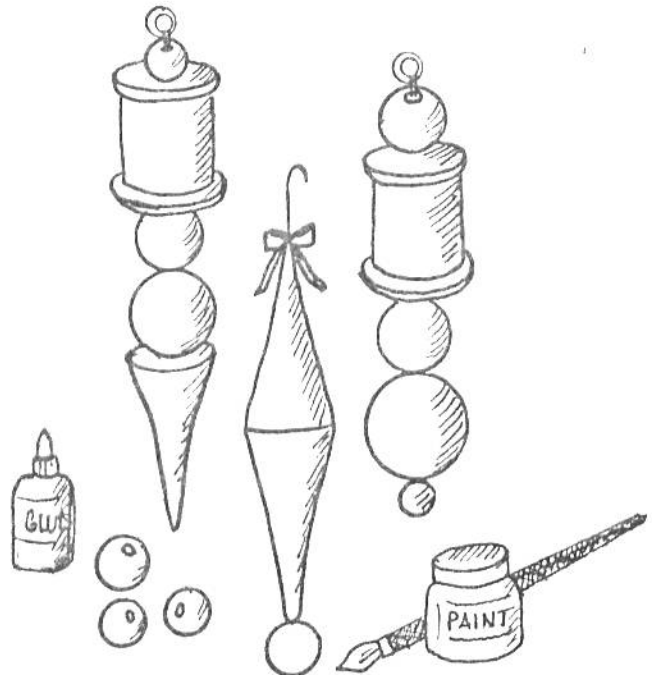
Use a jar with a screw-on lid, such as a baby food jar. With waterproof cement glue a small figure, such as a reindeer or snowman (plastic or china) inside bottom of jar lid. Let glue dry.

Fill the jar with water. Add two teaspoons of mica snow or moth flakes to water. Apply cement thoroughly around rim of jar and screw on lid. Let dry completely before turning upside down.

Jars made a few weeks in advance allow the snow to settle rather than float.

SPOOL ORNAMENTS

Glue old thread spools, golf tees and beads of various sizes together in different shapes. Insert eye screw in top or use wire ornament hanger. Paint various colors, as desired.



DECORATIONS

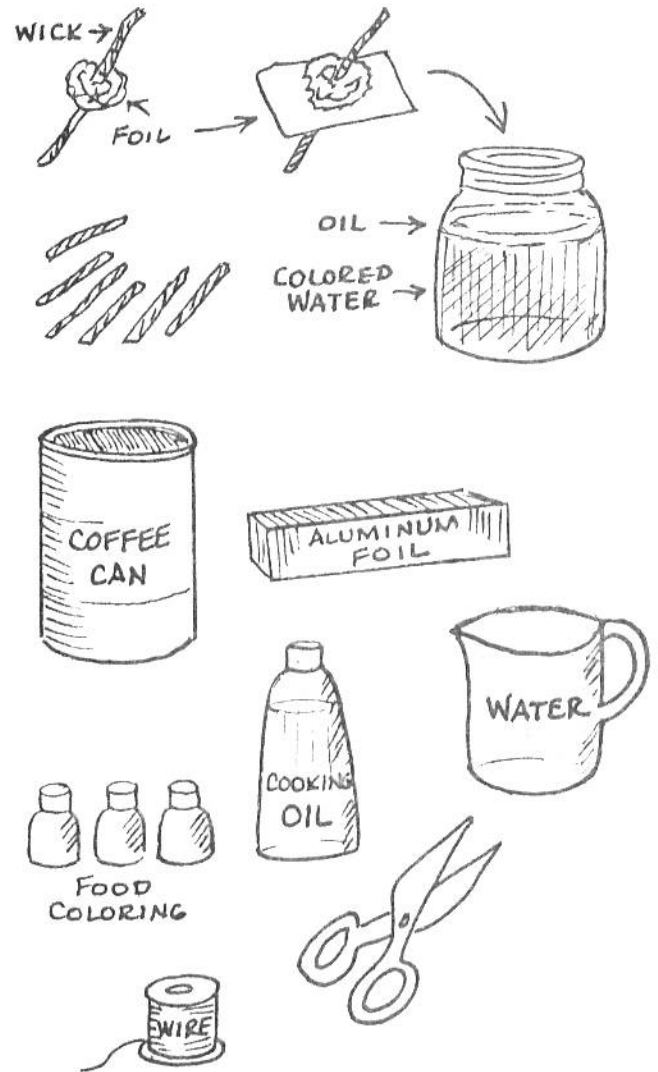
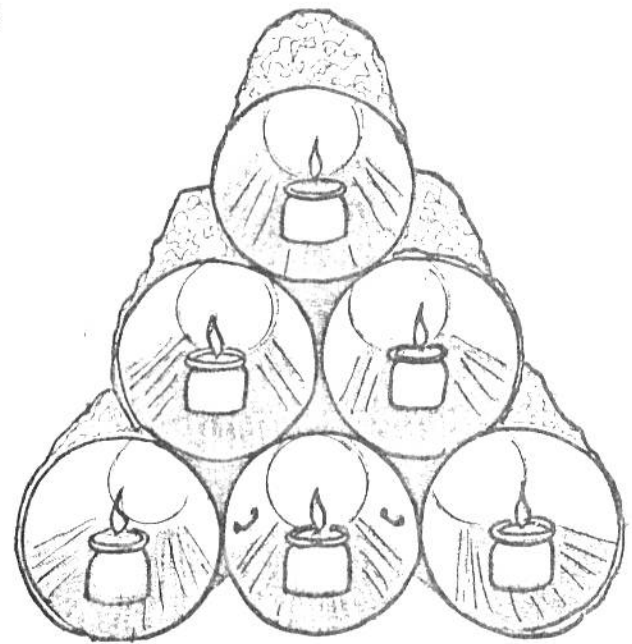
GLOWING COFFEE CAN TREE

Materials

- | | |
|--------------------------|---------------|
| 6 2-lb. coffee cans | Water |
| Aluminum foil | Food Coloring |
| Wire | Cooking Oil |
| 6 baby food jars | |
| 6 pieces of wick (1" ea) | |

Directions

1. Poke a pair of holes in one side of two of the cans, 1/2" from the lip. In a third can, poke two pairs of holes opposite each other. Set these three cans next to each other, with the third can in the center. Wire them together as shown in picture.
2. Set two more cans on top of the three, and one can on top of the two. Crumple a large piece of aluminum foil, smooth it out somewhat and wrap it around entire tree of cans, leaving can openings uncovered.
3. For each candle, fill a baby food jar almost to the top with water. Add food coloring to water. Fill the remainder of the jar with cooking oil which will float on top.
4. Cut a small square of foil and poke a small hole in center. Thread wick through the hole, crushing the foil tightly around center of wick. Cut another piece of foil and thread bottom of wick through top of foil as shown.
5. Set foil and wick in each baby food jar. They will float on top of water. Set one jar candle in each coffee can.
6. The candles will remain lit as long as there is oil to burn. When the oil runs out, add more.



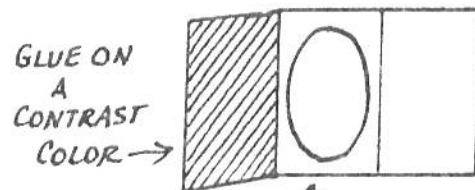
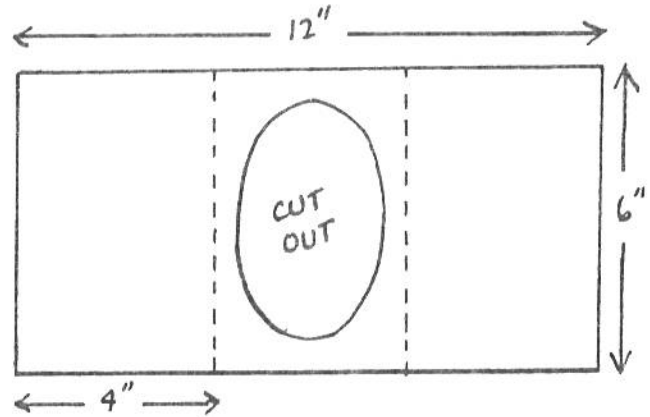
CHRISTMAS CARDS

DYED RICE CARDS

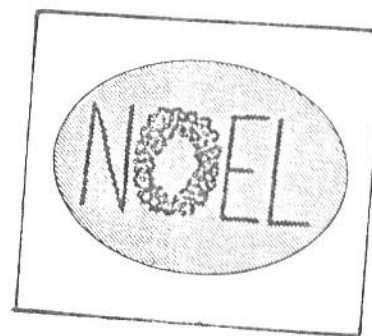
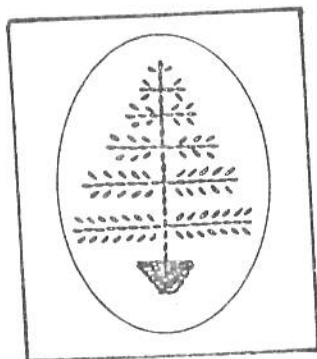
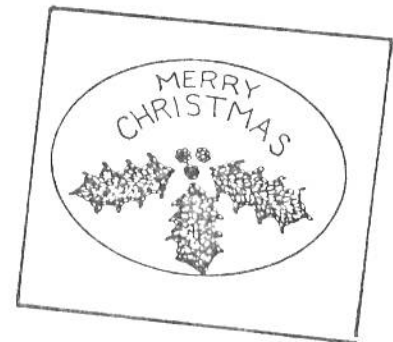
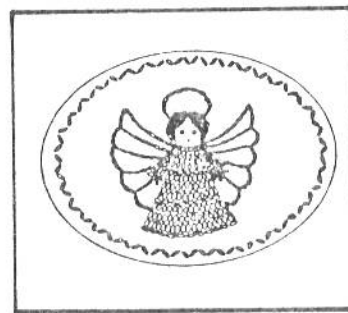
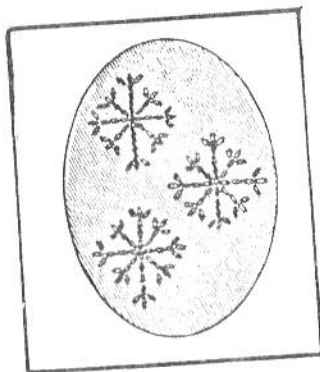
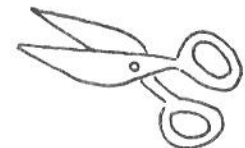
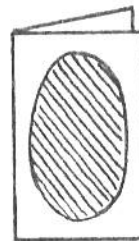
Use regular, not instant rice. To dye it, mix four tablespoons water and 1 teaspoon of food coloring in small bowl. Use a separate bowl for each color. Add 4 tablespoons rice to each bowl and stir until you have the desired color. It only takes a few minutes. Remove rice and place on paper towels to drain. Then let dry on waxed paper about an hour.

For card, cut a piece of colored construction paper 6" x 12". Fold into thirds, as shown. Open. Cut out an oval, 3" x 5", in center panel. Glue a contrasting color construction paper over left panel. Glue these two panels together. Then fold card again so cut-out oval is on front.

Lightly draw a design in the oval, using old Christmas cards for design ideas or making up one of your own. Fill in areas for design with dyed rice, gluing it in place with white glue. Add a message to the front and inside of card.



FOLD OVER AND GLUE



FIRST AID KITS

DEN FIRST AID KIT

Any type of wooden or metal box can be used for a den first aid kit. You may wish to paint or stain the box and add a red cross on top. And you might put the den numeral on top also.

Have the boys bring from home the supplies to be included in the kit. You should have:

- | | |
|----------------|-------------|
| Gauze pads | Scissors |
| Band aids | Tweezers |
| Vaseline | Safety pins |
| Roll of Tape | Thermometer |
| Needle | Bar of soap |
| Roller bandage | Matches |



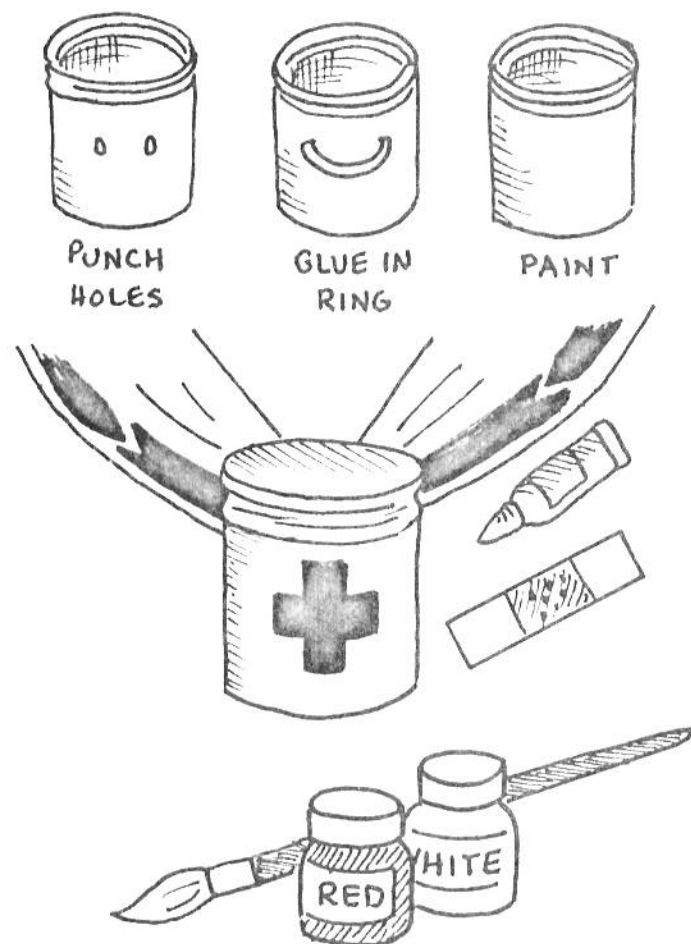
NECKERCHIEF SLIDE FIRST AID KIT

For each slide, use a plastic or tin film can with lid. Punch two holes in back of can so slide ring can be inserted.

Paint can white. Paint on a red cross, or use small pieces of red plastic tape to make cross.

Glue in leather thong for ring, or use a plastic cafe curtain ring.

Put a small band aid on the can with a small tube of antiseptic ointment.



This would be a good time to teach the boys basic first aid skills. See the 'Webelos' section of this book or 'First Aid Skill Book'.

GERM FIGHTERS BOARD GAME

Preparation

Enlarge game board shown on next page on a piece of poster board.

Use colored golf tees or other markers. (One for each player to move around board)

Cut out 12 star cards and 12 germ cards using the patterns shown here. Cut from poster board or construction paper.

Make a die from modeling dough. Mark six sides as follows: 2 ones, 2 twos, and 2 threes. (Players roll only 1, 2 or 3 at each turn)

Directions for Playing Game

Each player puts his playing piece on 'Start' square. In turn, each rolls die and moves either 1, 2 or 3 squares.

Instructions printed on board squares are followed. Star and Germ cards are accumulated until end of game.

First player to arrive at 'Finish' gets 10 extra points.

After all players are through, add up points.

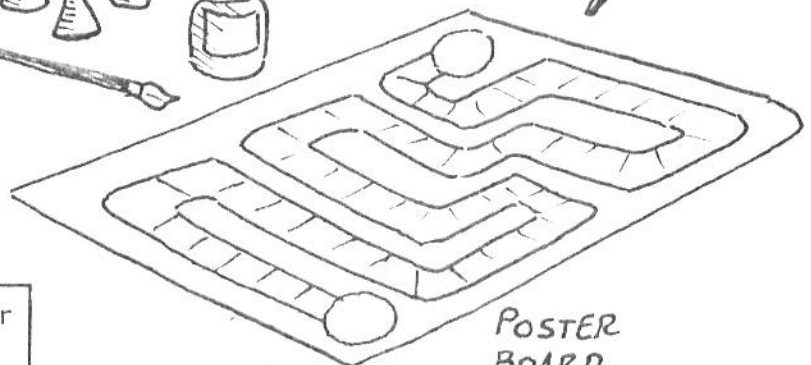
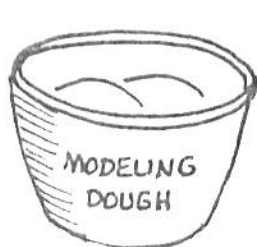
Allow 5 extra points for each Star card held.

Subtract 3 points for each Germ card held.

Player with highest score is winner.



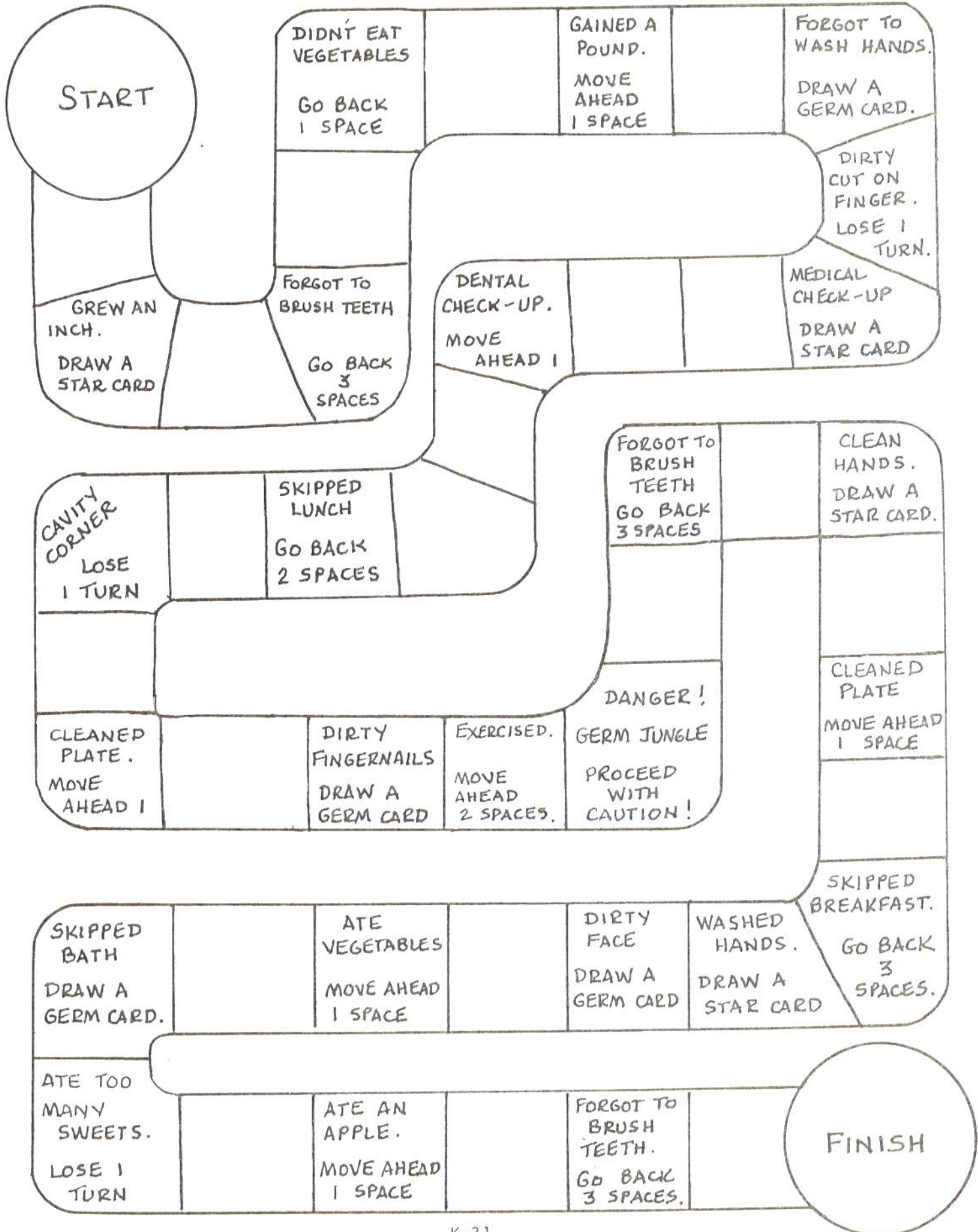
CUT OUT 12 EACH



POSTER BOARD

See "Cub Scout Program Helps" for sample diet chart and ideas for dental poster contest.

BOARD GAME (continued)



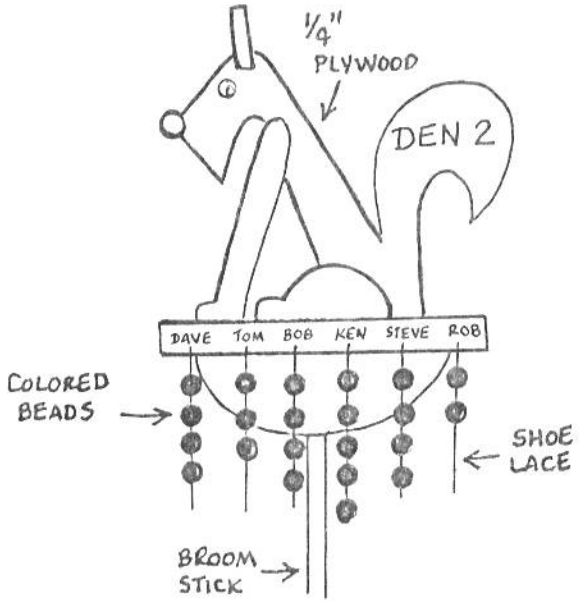
DEN DOODLES

Den doodles are a good way to stimulate and encourage advancement in the den. They recognize each boy's accomplishments as he earns his badges.

Den doodles can be either floor or table models. Floor models are usually fastened to a pole which sets in some type of stand. The stand should be weighted so the doodle won't be top-heavy and tip over.

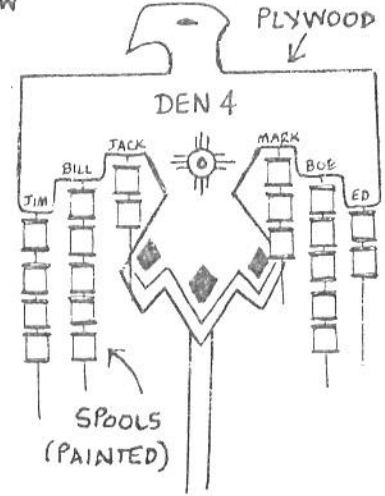
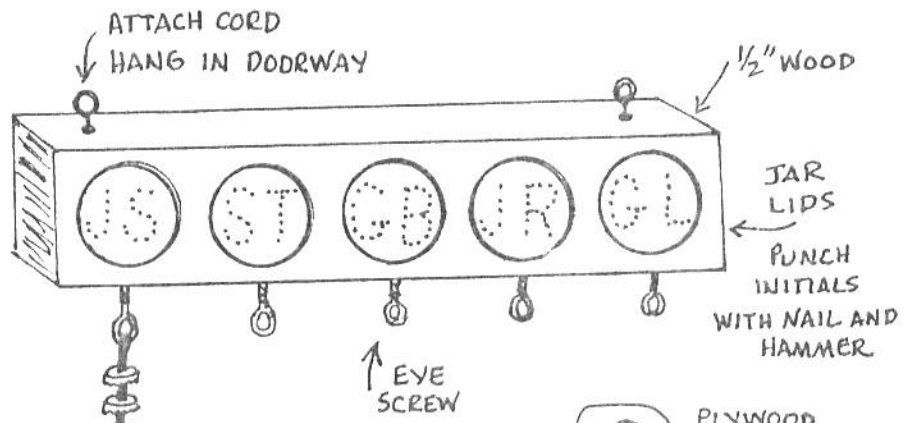
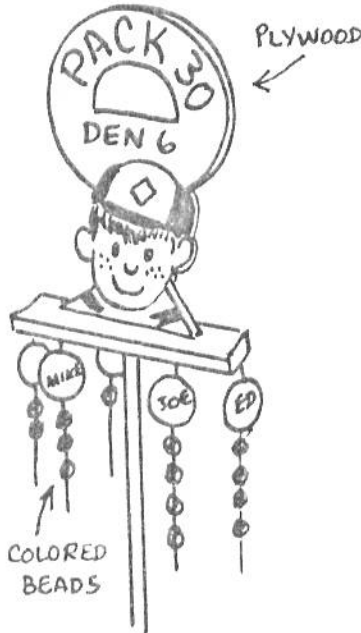
Each boy has a string or dowel on which to hang his objects representing each achievement, elective, activity badge, etc. The most commonly used objects are spools, beads, or something similar.

A short den ceremony can be held each time a boy adds another object to the doodle.



See "Cub Scout Program Helps" and "Den Leader's Book" for more ideas for den doodles.

See "Cub Scout Program Helps" for trophy skin, advancement totem and ladder, den bulletin board, and advancement neckerchief slide ideas.



THEME CRAFT

MACRAME COUP BELT

Materials

- 9 yd. 3mm nylon cord
- 3 beads

Directions

1. Cut cord into six 1½ yd. lengths. Fold cord in half and pin each to knotting board, closely together.
2. Tie 1 square knot with cords 1-4, 5-8 and 9-12.
3. Tie 1 square knot with cords 3-6 and 7-10.
4. With cords 1-4, tie 3 square knots.
5. With cords 5-8, tie 3 square knots.
6. With cords 9-12, tie 3 square knots.
7. Tie square knot with cords 3-6 and 7-10.

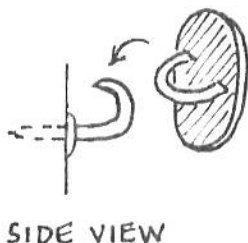
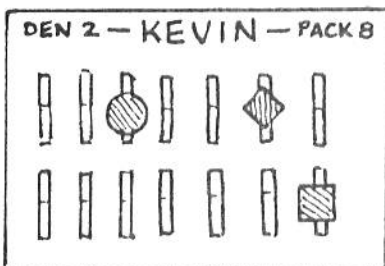
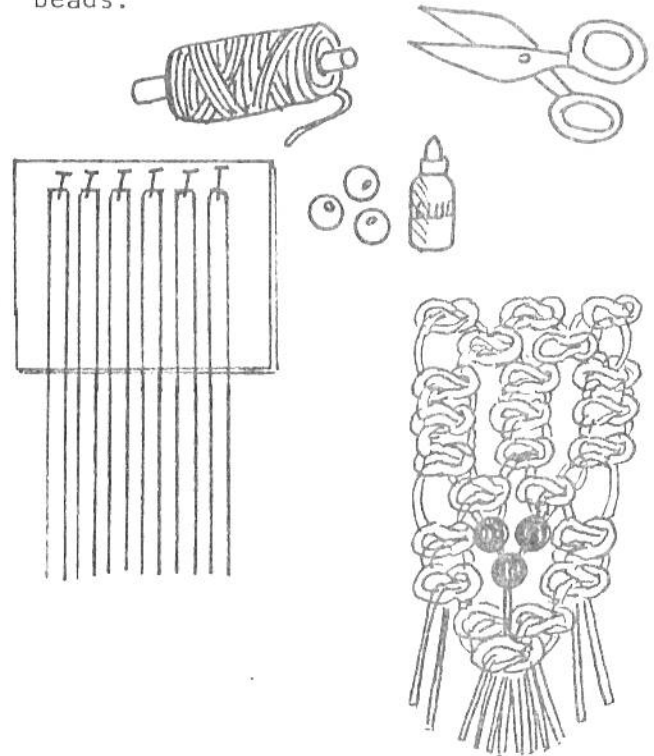
(Note: Steps 4-7 make loops for belt to go through)

8. With cords 1-4 and 9-12, tie 2 square knots.
9. Slip one bead on cords 5-6 and one bead on cords 7-8. Then slip one bead onto cords 6-7 just under the other beads.
10. With cords 3-6 and 7-10, tie 1 square knot.

11. With cords 5-8, tie one square knot.
12. Dot last knots with glue to secure.
13. Trim cords to desired length.

As coup beads are earned for special activities or honors, slip onto cords and tie an overhand knot to secure.

The beads can be painted with the pack and den numbers if desired. The boy's initials may also be painted on the beads.



NECKERCHIEF SLIDE HOLDER

Neckerchief slide holders are usually made from wood, but other materials can be used.

The boards shown are cut from 1/4" plywood, pegboard, or other similar wood. A 12" - 14" square is a good size for a beginner. Finish wood with stain, paint, or varnish.

Use metal cup hooks or snap-type clothespins to hold the slides. Cup hooks are screwed in wood. Clothespins are glued on. Add a picture hanger on back so board can be hung on the wall.

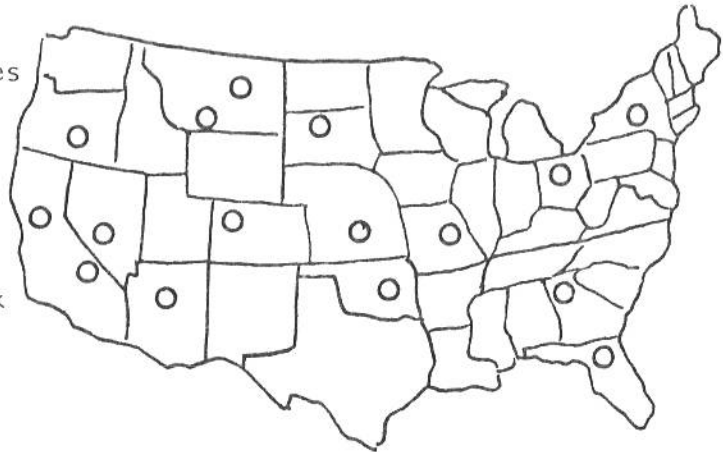
THEME CRAFT

POSTMARK DISPLAY

Have the boys bring from home as many envelopes with postmarks showing cities and states as they can find.

Put a large U.S. map on the wall, and let them cut out and stick on the postmarks in the proper place. Use rubber cement.

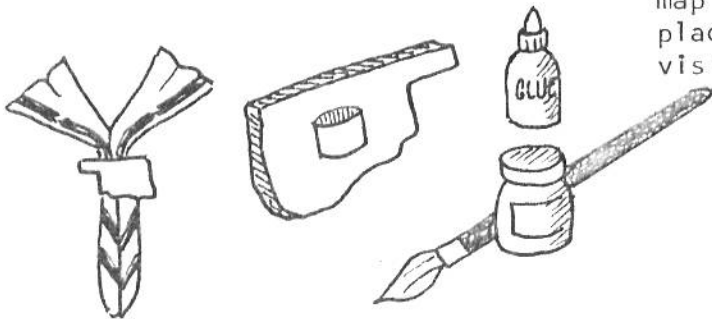
This will make a nice display for pack meeting.



STATE NECKERCHIEF SLIDES

Trace the outline of a state on plywood or masonite. Cut out with a coping saw and paint. Glue on a leather loop.

The boys may want to make a slide of their birth state, or they may wish to make several different ones.



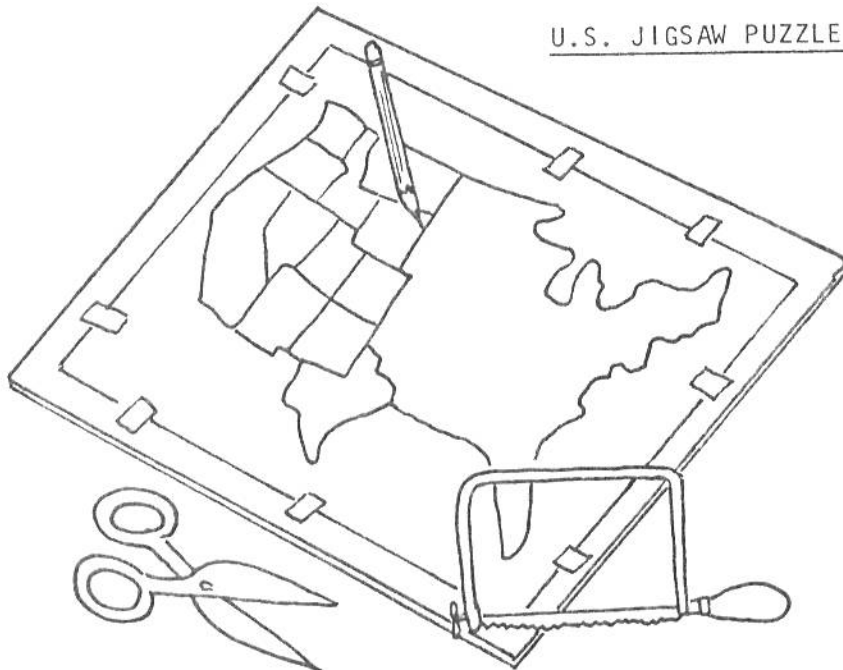
MORE MAP FUN

Use map pins to locate on a city or state map the places the den has visited on den trips. Take to pack meeting for display.

Or, on a U.S. (or even world) map, use map pins with flags to identify the places all the boys in the den have visited.

See "Cub Scout Program Helps" for more ideas.

U.S. JIGSAW PUZZLE



1. Trace U.S.A. outline from a map onto heavy cardboard.
2. Then trace the outlines of the states, making them as simple as possible.
3. Cut out states with scissors if you use cardboard.
4. For a heavier puzzle, use 1/8" plywood, and cut out with a coping saw or jig saw.

THEME CRAFT

LE MOUSE 500
(Mousetrap Car)

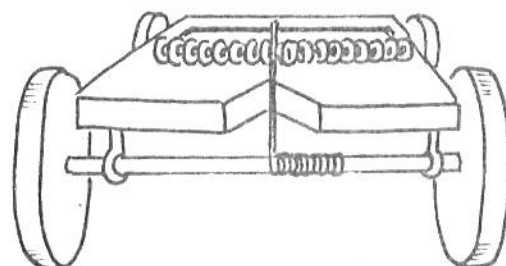
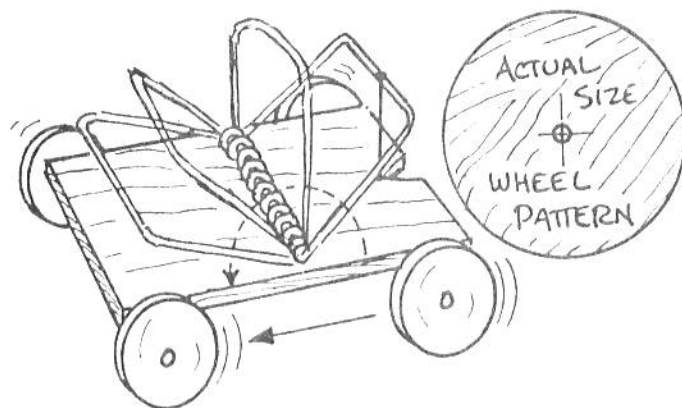
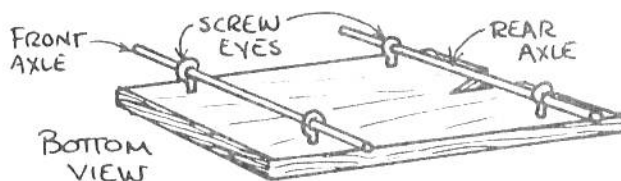
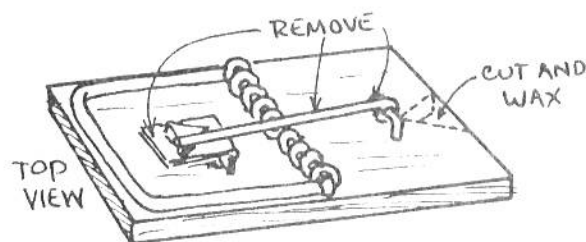
This is a mousetrap on wheels with built-in propulsion - something so simple and inexpensive that every Cub Scout will want to make one.

The simplicity of this racer fires the imagination. The greatest momentum can be obtained from 2-4" diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble. Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind the cord the opposite direction and you have front-wheel drive.

Directions

1. Remove bait pan and hook arm from mousetrap.
2. Cut a 1/2" deep notch at the rear axle line for easy winding of the string. (This will be at the opposite end of the snapper, and the slot should be rounded slightly and waxed or soaped)
3. Carefully measure 1/2" in from each end for eyelets. The wood splits easily, so screw in the eyelets carefully.
4. Insert wire axles through eyelets. Coathanger wire may be used. Sand wire if necessary for easy turning in eyelets. Be sure to roughen the axle where the cord will be wound to give it grip.
5. Make wheels from wood - 1 1/4" diameter by 3/16" thick. They can be sawed from thin wood, or better, sliced from a dowel. Locate and drill center holes. The more accurate this is, the better the racer will run.
6. Knot string onto snapper. Do not tie string to axle.
7. Pull snapper back to its full extent and hold with thumb.
8. Wind the string onto the rear axle until tight. (Best cord is nylon, as it is springy. Cut with a hot soldering iron to prevent raveling)
9. Set the racer on a rough surface (not a waxed floor) and release.
10. Racer should go over 8 feet. Perfect it until it does. Try winding cord backwards for front wheel drive.

You might want to mark off a board for a race track and let the boys have a race. Do not paint the track, as this will make it too slick.



THEME CRAFT

LITTER BAG

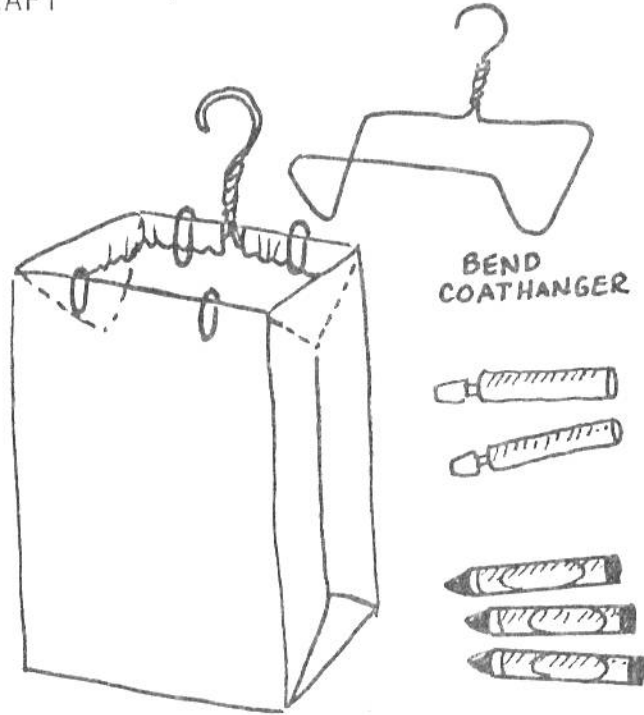
Bend a coathanger as shown, for the frame of the litter bag.

Cover with a brown paper sack, folding down the top and securing with paper clips. The bag can be easily removed, disposed of, and replaced.

Or, you may wish to line the brown paper bag with a plastic bag which can be removed and discarded.

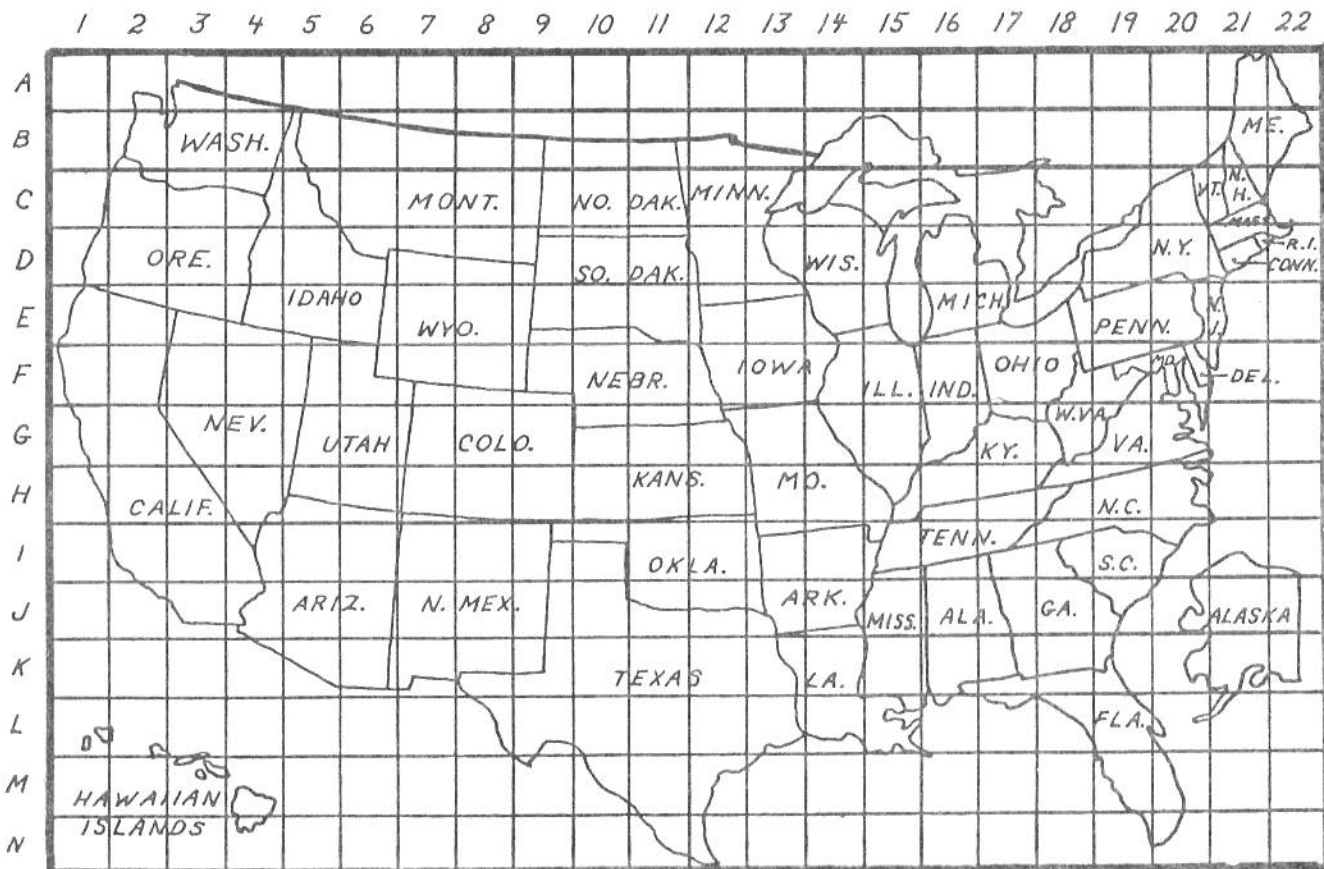
The bag can be decorated with designs chosen by the boys.

Your den may wish to make enough bags to distribute to families and neighbors.



U.S.A. PATTERN

The pattern below can be enlarged for use in making displays or games. Because of space limitations, Alaska is not in proportion with the rest of the map. It should be enlarged 4 times the scale used for the rest of the map.



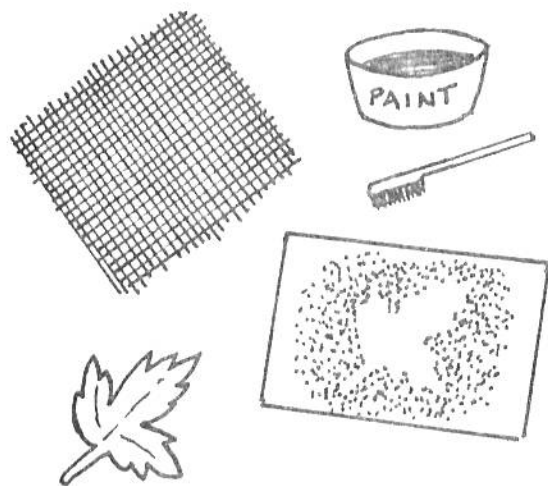
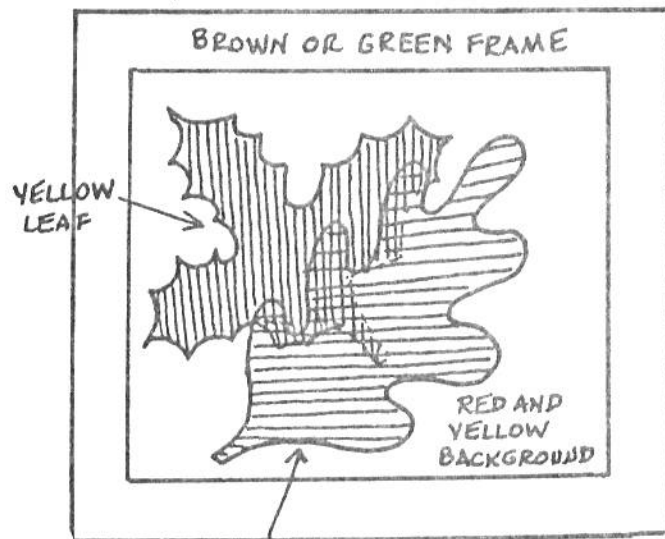
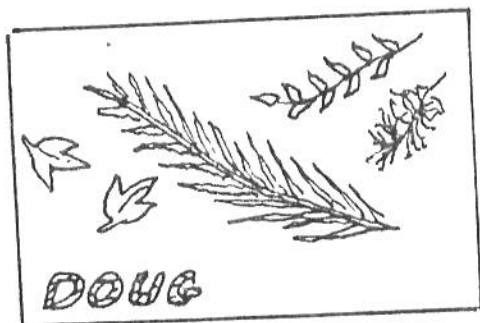
THEME CRAFT

OVERLAP SPLATTER PAINTINGA NEW IDEA!Materials

Paints, poster or tempera, in red and yellow
 Two old toothbrushes
 Old newspapers
 Old piece of screen or splatter screen made for this project
 Two different kinds of leaves, such as maple and oak
 White paper

Directions

1. Cover work area with newspapers. Wear an old shirt or smock.
2. Lay leaf on top of paper.
3. Dip toothbrush into jar of red paint. Hold screen over paper and rub toothbrush across until white paper is lightly covered with a splatter design.
4. Lift leaf carefully.
5. Wash screen so no red paint is left.
6. When first print is dry, place second leaf on paper, overlapping first leaf design.
7. Using another clean toothbrush, splatter the paper with yellow paint. Lift leaf and allow to dry.
8. Make a cardboard frame or place on a slightly larger brown or light green sheet of construction paper.

LEAFY LUNCH MATS

Select a variety of leaves - pecan, black walnut, or lacy, fern-like leaves are pretty. Dry them between newspapers under a book for a few days and then arrange on the sticky side of a rectangle of adhesive-backed paper. With jute or colored yarn, write guest's name (or family member's name) across bottom or in one corner. Cover the entire place mat with Saran Wrap. If it wrinkles, that will make an interesting effect. The leaves stay green indefinitely.

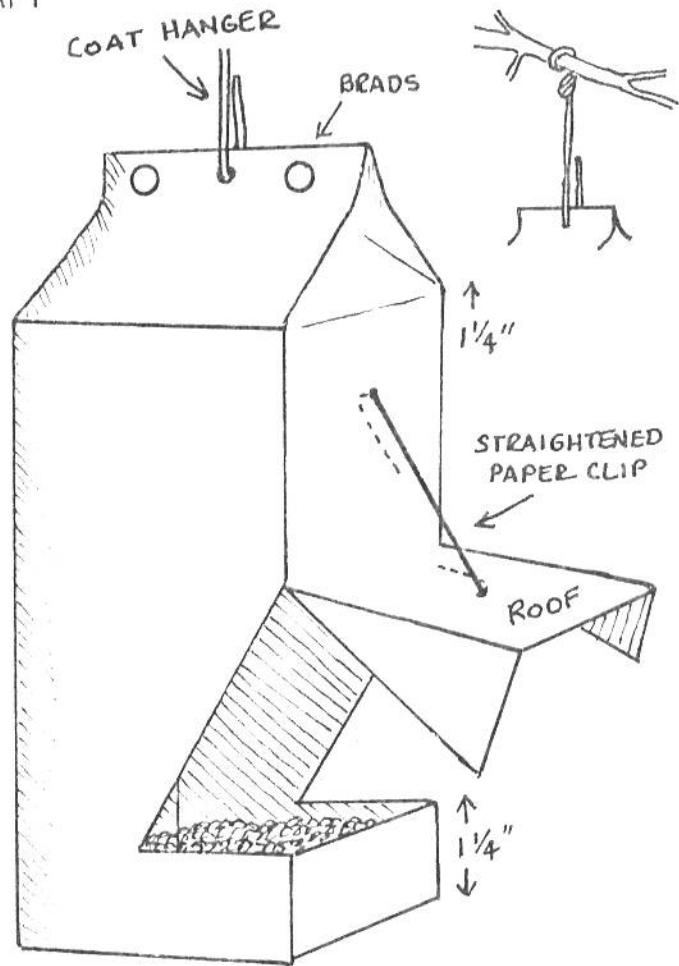
THEME CRAFT

MILK CARTON FEEDERMaterials

Half gallon milk carton
 Paper clip
 2 brads
 Wire coat hanger cut once near hook
 Pen
 Pliers
 Wire cutters
 Knife

Directions

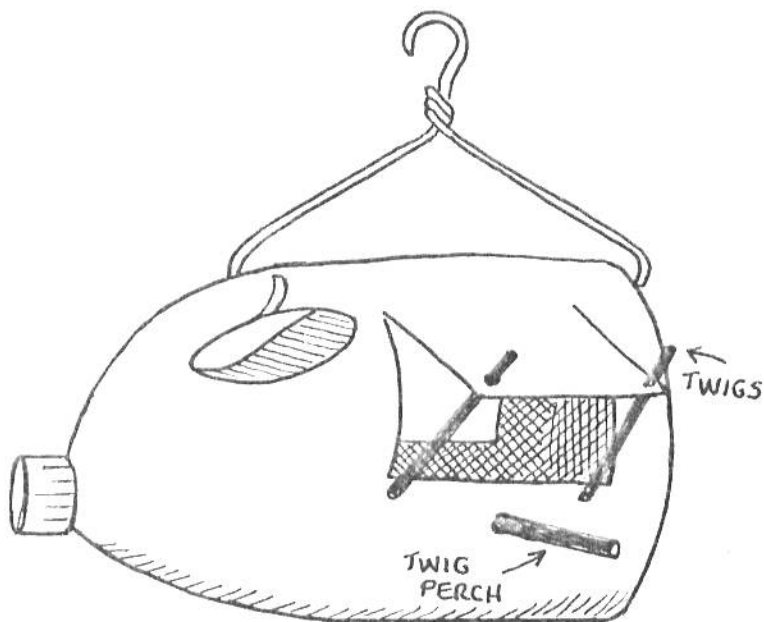
Draw feeder opening with pen. Cut out with knife. Bottom of feeder is $1\frac{1}{4}$ " deep (see drawing). Straighten out paper clip and push through hole $1\frac{1}{4}$ " from point where carton changes shape. Twist each end of clip to hold carton roof. Make a few tiny holes in bottom of carton to let moisture out. Seal top of carton with 2 brads. Push straightened coathanger through middle of carton top, bending hanger back onto itself. Hook other end over branch. When birds get used to feeder, it can be moved closer to the house.

BLEACH BOTTLE FEEDERMaterials

1- or $1\frac{1}{2}$ gallon bleach bottle
 Knife and scissors
 Twigs about 5" long
 1 coathanger
 Nail or paper punch

Directions

With knife or scissors, cut flaps 6" long and 4" high. Punch holes with nail or paper punch and prop flaps open with small twigs. Make perch of twigs on either side of bottle. Hang feeder, using hanger with bottom cut out and ends inserted in handle and bottle of bottle.



THEME CRAFT

HANGING BASKETMaterials

Plastic berry basket
 Old pair of pantyhose
 Potting soil
 4 pieces yarn or jute (12")
 Scissors
 Seeds (dwarf marigolds, thyme,
 portulaca, nasturtium)
 Bucket to mix soil

TWIG PLANTERDirections

1. Cut rectangular piece from top of pantyhose to line basket.
2. Tie a piece of yarn on each corner of basket. Knot the four pieces together at top to hang level.
3. Fill basket 1/2 to 3/4 full of moistened potting soil.
4. Plant seeds just under soil surface.
5. Hang basket outside. Water again now and every day until seeds sprout.

1. Paint a clean coffee can (1, 2 or 3 lb.) inside and out, with black or brown rustproof paint.
2. Gather straight sticks that are all about the same thickness. Cut each so it is 1" longer than the can's height.
3. Stretch 2 rubber bands around can and smear a line of white glue along one stick and slip it under the rubber bands, pressing glue side against can. Continue gluing sticks around the can.
4. After 24 hours, remove rubber bands.
5. Glue felt to bottom of can and under sticks so planter will not scratch table.

HANGING CARROTMaterials

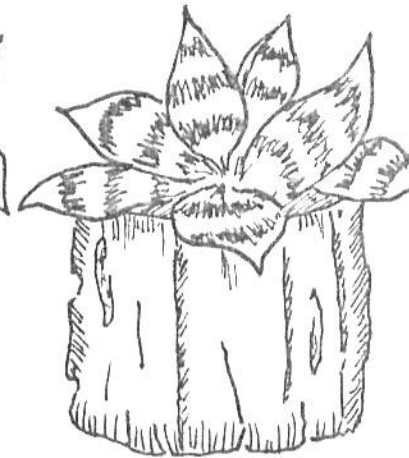
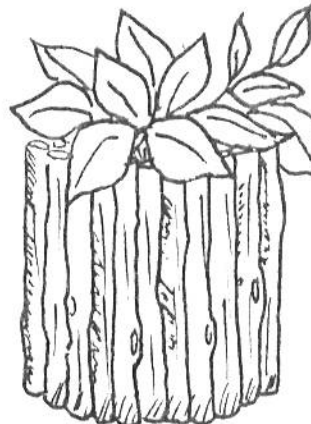
Potting soil (optional)
 Bean seed
 Two 12" pieces of twine
 Carrot

Directions

1. Hollow a 2" hole in top of carrot.
2. Make a hole on each side and knot twine through.
3. Fill 2" hole with water or moist potting soil. Add bean seed.
4. Hang carrot in sunny window. Water it every day.

BARK PLANTER

Cut a square plastic bottle in half or use a square plastic food storage box. Poke holes in bottom for drainage. Glue flat pieces of bark to sides of box and fill with potting soil. Plants with large leaves look nice in this box.



THEME CRAFT

RULES FOR FEEDING BIRDS

1. Once you start, continue. Birds will get used to coming and finding food in your feeders. Don't disappoint them.
2. Birds need moisture too. If you don't have a regular birdbath for water, use an old hub cap or shallow pan on top of an overturned garbage can. If temperature is freezing, boil water every morning and pour over pan, taking out ice. Remaining water will cool quickly for birds to use.
3. Feed every day and early - 5:30 or 6:00 a.m. is not too early to get out and check feeders. This is when the birds eat.
4. Food for birds:

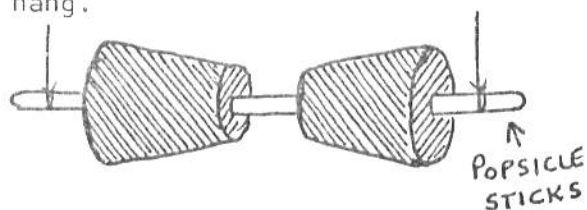
Sunflower seeds	Corn
Small seed mixtures	Peanuts
Bread crumbs (but no mold, please)	Corn meal
Popcorn	Buckwheat
Rolled Oats	Thistles
Suet in mesh bags	Wheat
Combination suet and seed	

Occasional special treats:

Peanut butter
Bits of apple
Other fresh and dried fruit

BIRD TREAT

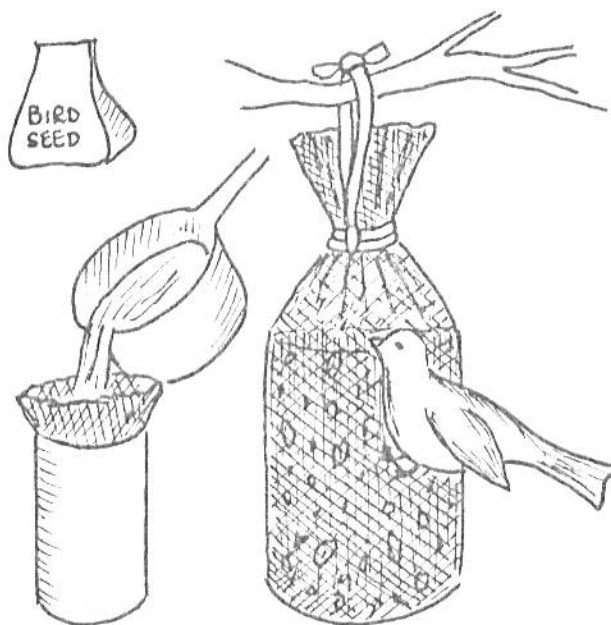
Save all crumbs - cookies, bread, cake, cereal, potato chips. Add to pan of melted suet or bacon grease. Stir in some peanut butter. Pour mixture into 2 paper cups. Insert stick into each one. Refrigerate 24 hours. Peel paper cups away and insert a third stick between ends of two treats to join them. Tie length of twine to end of sticks and hang.

BIRD CAKEMaterials

Wild bird seed 12-oz juice can
1/2 lb. suet
Long piece of wire (such as telephone)
Piece of vegetable sack (onion or potato)

Directions

1. Cut vegetable sack to fit inside can top with extra sticking up above can top.
2. Cut suet into small pieces and heat in double boiler so it won't burn. Let cool and harden. If any pieces of meat are seen, remove them.
3. Reheat suet. After it has melted again, mix in one cup bird seed. Pour this mixture into can. Cool until it hardens.
4. To remove birdcake from can, set can in warm water. Carefully run a knife around inside to loosen sack. Pull top of sack to get cake out.
5. Tie ends of sack with wire, leaving enough wire to tie to free limb. Hang as far out from trunk as possible to keep it from squirrels.



THEME CRAFT

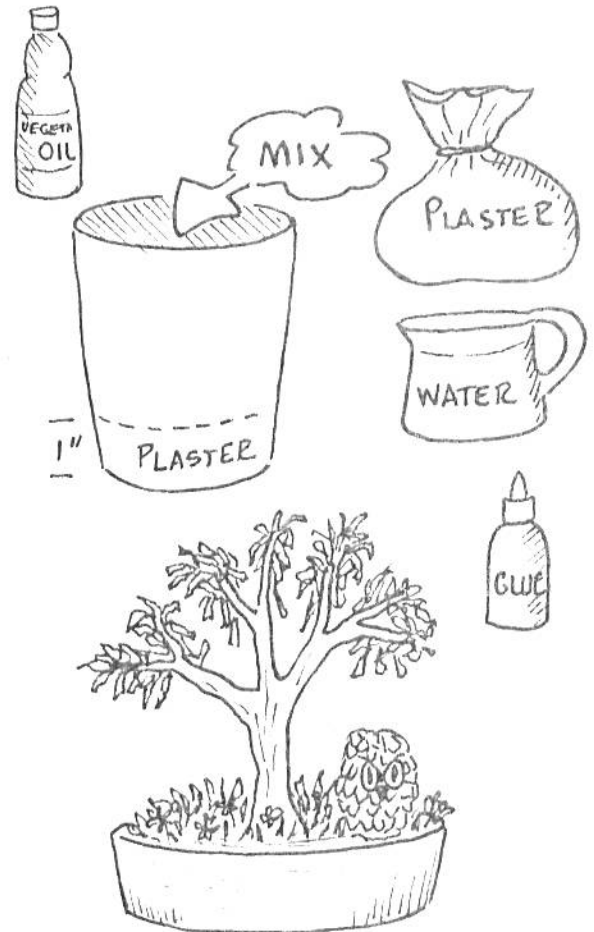
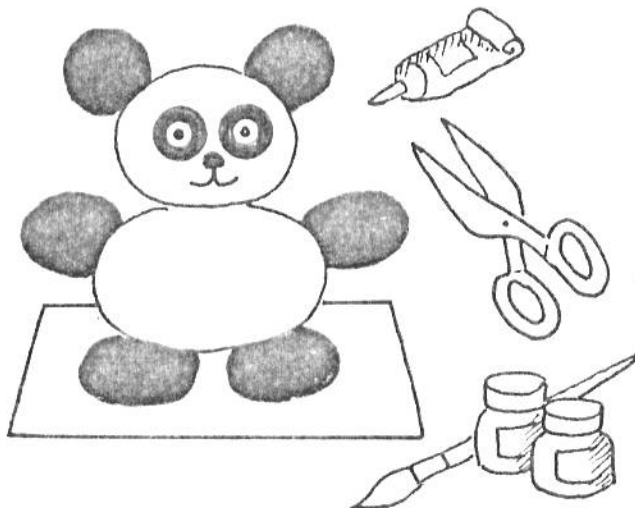
NATURE SCENE PAPERWEIGHTMaterials

Plaster of Paris
 Quart-size plastic containers
 (cottage cheese)
 Vegetable oil
 Branch
 Tree bark
 Easter grass (painted shredded
 newspaper)
 Dried flowers
 Glue
 Small pine cone
 Construction paper

Directions

Make the base by using a quart-size plastic container. Coat the container with vegetable oil for easy removal of the plaster after it hardens. Pour about 1" of plaster into the container.

Insert a small branch shaped like a tree into the plaster. Let the plaster set; then remove from the container. Glue a few pieces of tree bark on the surface of the plaster base. Glue Easter grass on the base and on the tree branch for foliage. Also glue on dried flowers. (Optional - make a small pine cone into an owl. Cut out eyes and beak from construction paper and glue them into place. Glue the owl on the paperweight.)

PANDA PAPERWEIGHTMaterials

8 small stones
 Corrugated cardboard
 Glue
 Paint

Directions

Round flat pebbles can usually be found at the beach or near a river. Six of the 8 stones should be about the size of a quarter for the legs, arms, and ears. The stones for body and head should be twice as big. Arrange the stones on a piece of corrugated cardboard to look like a panda. Glue them down. When the glue is set, trim the cardboard around the panda shape. Paint small stones black and body and head white. Add painted features. Cut a second piece of cardboard 3"x5". Paint it green. Glue panda paperweight to the green base.

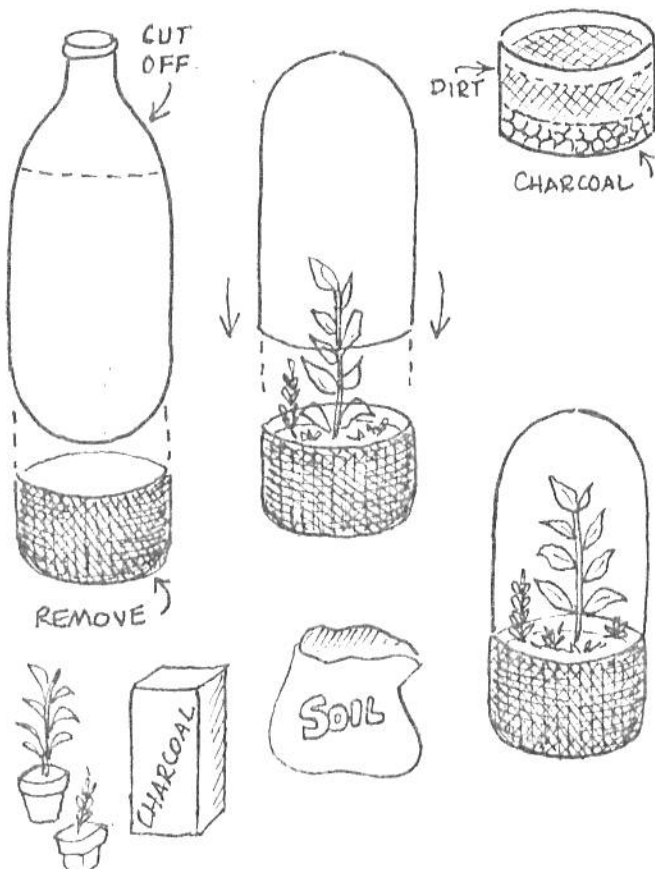
THEME CRAFT

TERRARIUM

This terrarium is made from a 2-liter no-deposit soft drink bottle. Use a clear bottle (not the green ones).

1. To remove plastic bottom and label, soak bottle in hot water for a few minutes. Snap off the bottom with your fingers. You may need to pry it loose gently all the way around.
2. Cut top of bottle off just below the bulge, leaving approximately 2/3 of the bottle.
3. Pour 1/4" of charcoal into black bottom. Then fill with potting soil to within 1/4" of top.
4. Plant with slow-growing plants. Water thoroughly. Decorate with colored rocks, if desired.
5. Turn the 2/3rds of bottle upside down and set on black bottom to form a clear plastic dome.

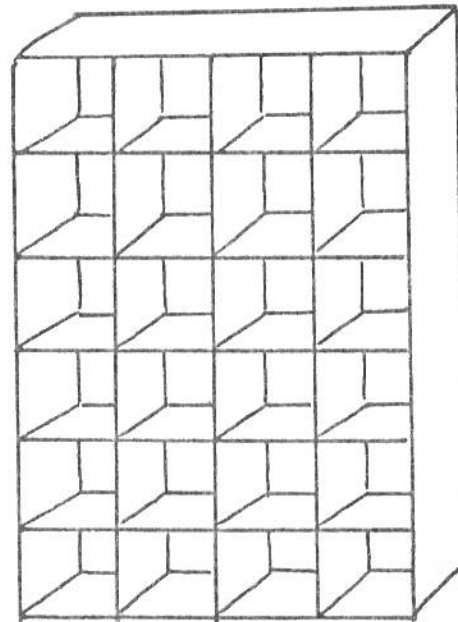
This terrarium never needs water. It creates its own moisture through condensation. Plants live in the environment you have created.

NATURE SHELF

To display items gathered on hikes or in the back yard, use an old wooden soft drink case. Paint it a sunny yellow, in contrast to the browns and grays of your nature displays.

These are some suggestions of things to display in your box:

- Empty wasp's nests
- Empty mud dauber's nests
- Sea shells
- Dead butterflies
- Small wood knots from trees
- Various kinds of feathers
- Seed pods
- Sweet gum balls
- Nuts (acorns, black walnuts, hickory)
- Bark
- Driftwood
- Dried moss or lichen
- Unusual rocks or pebbles
- Snake skin



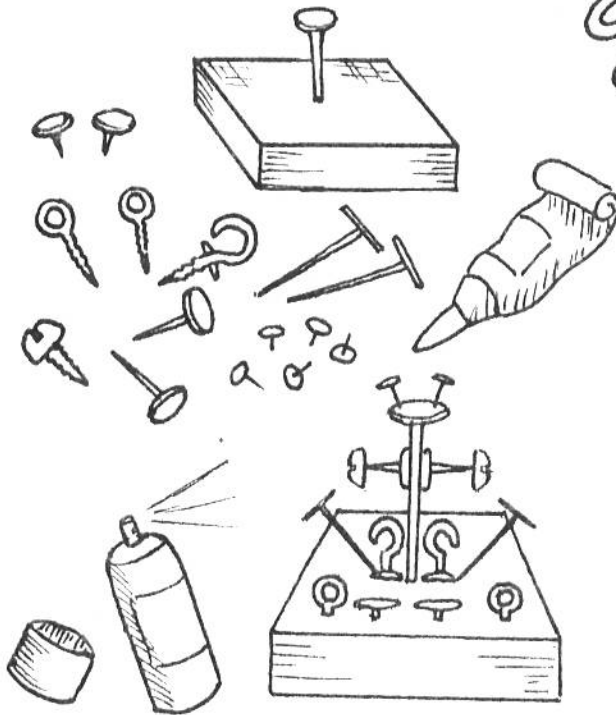
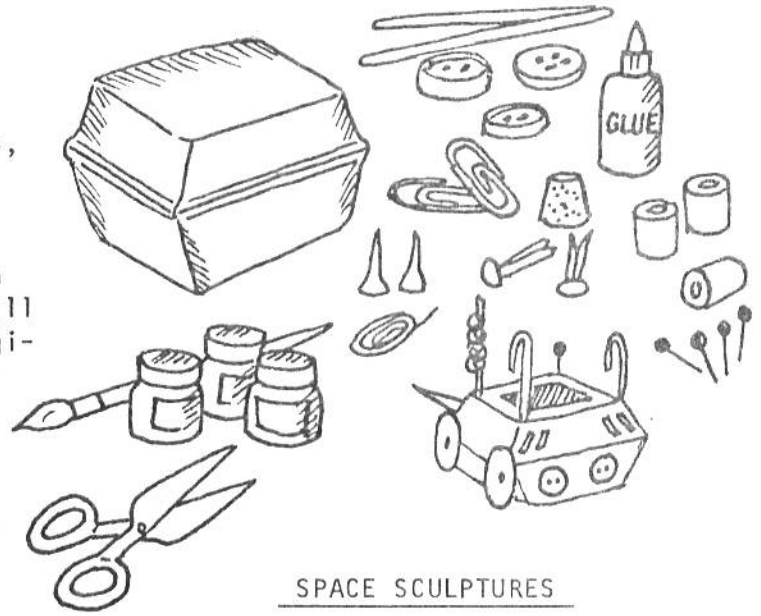
See "Cub Scout Program Helps" for plant experiments, window box, nature observation calendar, cigar box garden, garden gloves and water can ideas.

THEME CRAFT

MOON BUGGY

Provide each boy with a 'Big Mac' carton (empty) and an assortment of materials such as pipe cleaners, golf tees, buttons, screws, wire, cardboard, paint, etc.

Let each boy custom-design his own Moon Buggy or Mars Rover. They will have a lot of fun using their imaginations in creating this world of tomorrow vehicle.



SPACE SCULPTURES

Start each boy with a block of wood (about 4" x 4") which has a nail in the center. Provide other materials such as tacks, nails, screws of various types, cardboard, etc.

Create space models - figures, buildings, appliances, or anything else the imagination inspires.

Sculptures can be sprayed silver or gold. You may even wish to add some glitter.

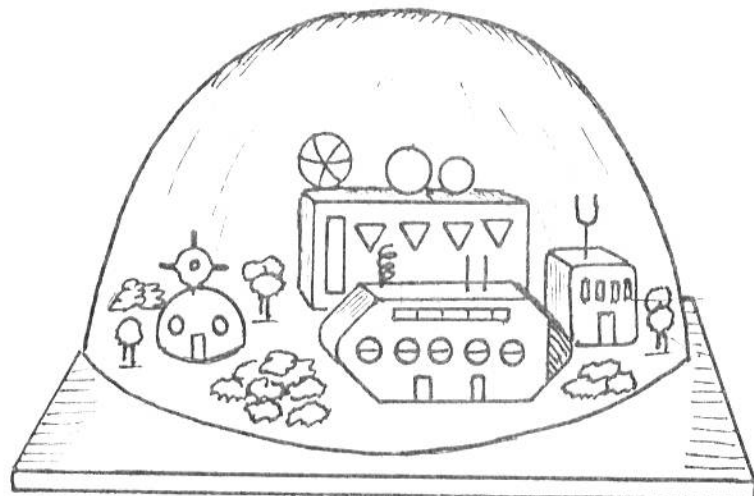
This could be a pack competitive event - similar to the Genius Kit - with each boy being provided the same materials in a sack and judged on his creation.

MOON STATION OR SPACE CITY

The den could make a moon station or space city for display at pack meeting.

Start with a wood, cardboard or plaster base. Make buildings from match boxes, wood cubes or other materials.

Your space city could have a solar energy collector for power, housing, rocket ports, etc. You could add a large plastic or glass dome (such as a round bowl turned upside down) to control the air circulation.



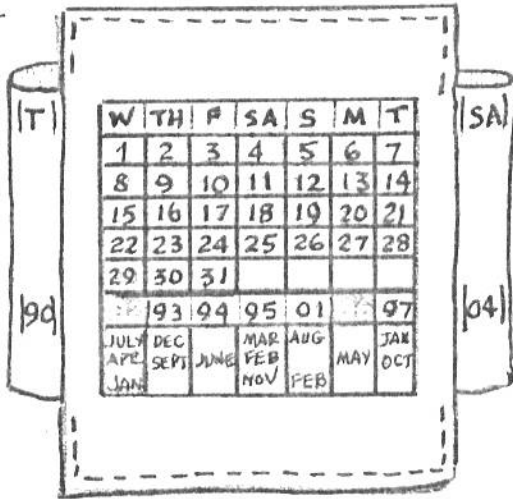
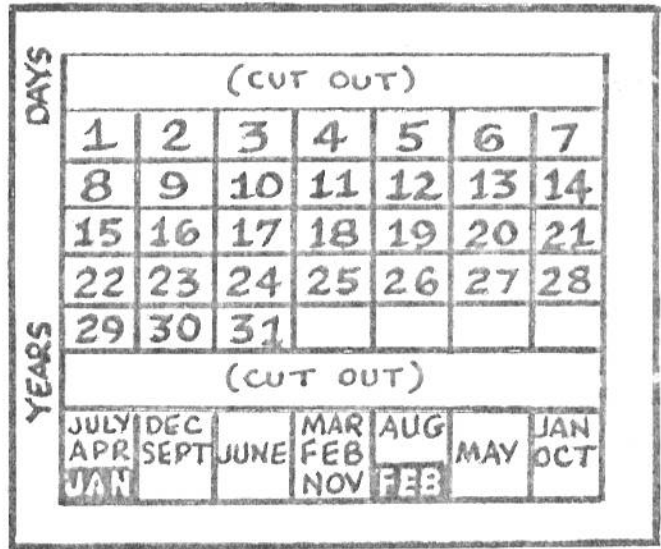
THEME CRAFT

PERPETUAL CALENDAR

(A)

Materials

- Cardboard
- Scissors
- 2 pens or crayons (different colors)
- Ruler
- Tape
- Paper
- Stapler



(B)



Directions

1. Cut cardboard the size desired as shown in figure A. Print the months on the bottom in the order shown, making sure you print two sets of JAN and FEB, printing one set darker than the other. The darker set is for leap years.
2. Measure distance between top of slot showing days to bottom of slot showing years. Cut a long strip of paper slightly wider than measurement. Put this strip of paper behind cardboard and mark where slots will be on paper.
3. Use figure B to print days and years on paper strip, so they will fall in place between appropriate slots. Once again, print years shown darker in a different color for leap years.
4. Cut off any extra paper from sides. Tape two ends together to form a ring. Slip another piece of cardboard the same size as first piece through ring. Put this cardboard directly behind the others so days and years appear in slots. Staple the two pieces of cardboard together at top and bottom. (Be sure not to staple paper ring. It must turn freely)
5. To use calendar, turn paper loop until the year you want is above the month you want. If you want a leap year, be sure to match up with leap months of JAN and FEB if you're looking for a day in those months.

This calendar will let you know what days special events will fall on in the world of tomorrow. It will also make a nice Father's Day gift.

THEME CRAFT

SPACE STORY

Before the boys begin on crafts projects making space cities or posters, read them this story to help set the mood:

While soaring smoothly through space, home and family light years away, the instrument panel amazingly becomes unhinged before your startled eyes. Tearing noises and debris are in horrible accompaniment as you are catapulted from the pilot's seat and helplessly flung against a wall. There is a mighty thunderous, howling crash! Monitors no longer register, and your contact with Earth is lost! Spiraling through the blindingly fluorescent blaze of the galaxy's wild color, the piercing screech of going down, down, down, seems to madden your brain and dissolve your ears. Finally, with a heaving tremble that quiets to a sickening crunch, your spacecraft digs into what sounds like a soft sludge bank. Eerie calm. Gathering courage and whatever strength is miraculously left, you try to see through the port-hole. Nothing! Your view is completely blocked! With no alternative, you fearlessly squeeze through a damaged escape hatch of the hopelessly damaged spacecraft. Outside, you behold and gasp at the sight of what must be the strange land of

Then pass out the materials and let the boys create the story's end.

Directions for Flying Saucer

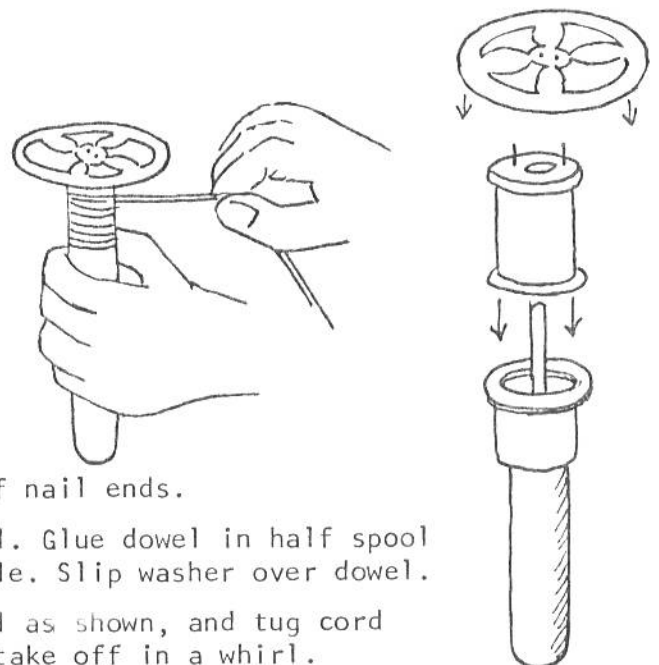
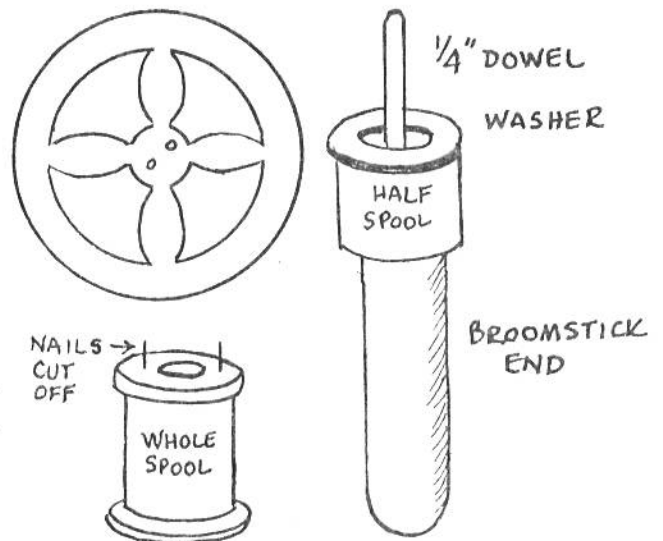
1. Cut off bottom of bleach bottle or use heavy plastic lid for saucer. It should be approx. 6" dia., with outside rim 3/8" wide. Blades are 1 1/2" at wide point, 1/2" where they join center. Center is 1" dia. Drill center holes for nails.
2. Drive 2 nails in whole spool. Clip of nail ends.
3. Saw other spool in half. Insert dowel. Glue dowel in half spool and half spool to cut-off broom handle. Slip washer over dowel.
4. Wrap about 1 ft. of cord around spool as shown, and tug cord toward you. The flying saucer will take off in a whirl.

SPACE CRITTERS

Using the modeling dough recipes found on p. K-6 and K-7, let the boys make their own original 'space critters'. You might like to include some of them in your space city model.

Also see "Cub Scout Program Helps" for space experiments, catapult glider and helicopter.

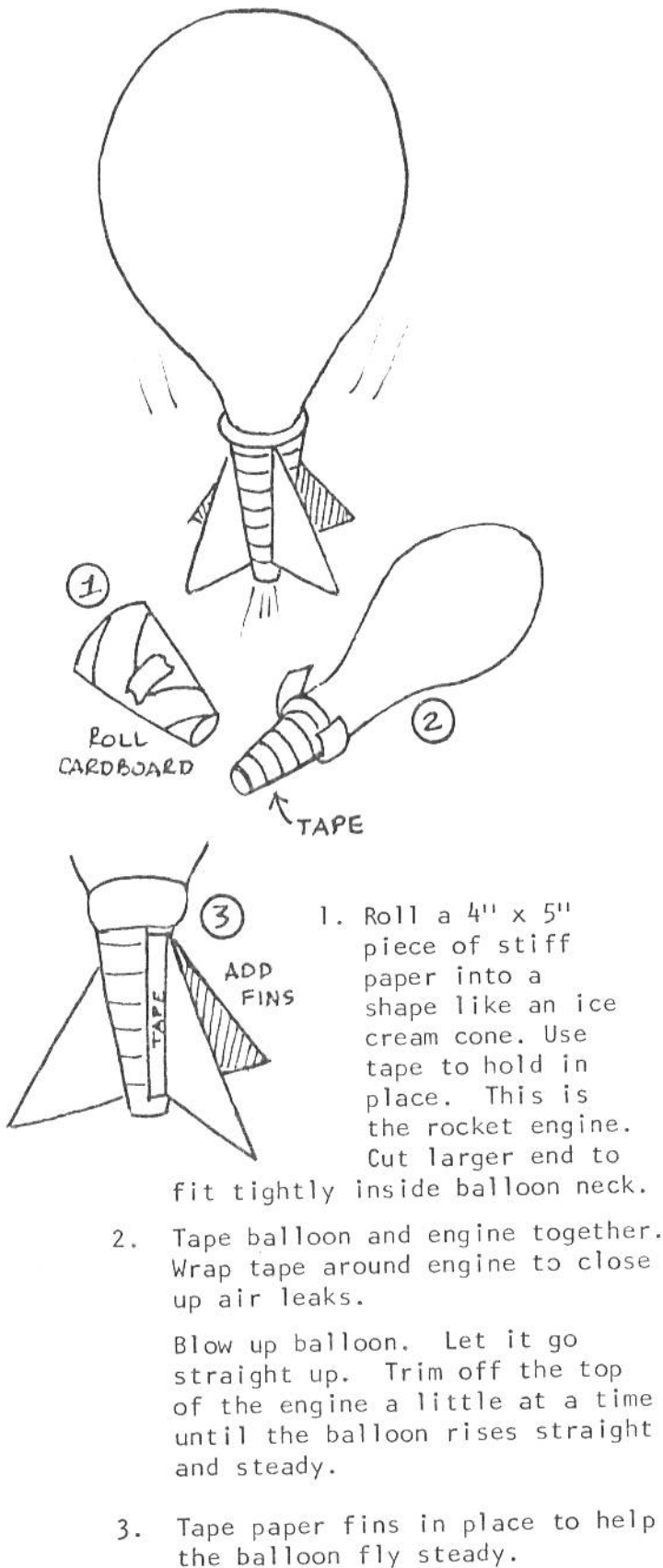
FLYING SAUCER



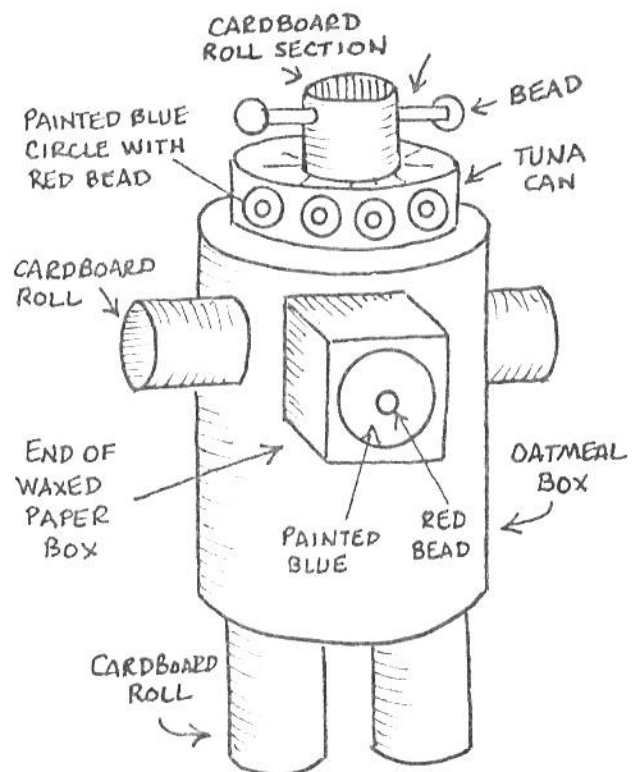
THEME CRAFT

BALLOON ROCKET

ODDS 'N ENDS ROBOT



1. Remove lid from tuna can. Glue open side down to top of oatmeal box.
2. Cut a cardboard bathroom tissue roll into 3 equal parts. Reserve two for arms. In third, punch a hole through the center. Glue this piece to top of tuna can. Push a straw through holes and glue beads on ends of straw.
3. Glue other two sections of cardboard roll to sides of oatmeal box for arms.
4. Use two more cardboard tissue rolls for legs. Glue to bottom of oatmeal box, in position so that robot will stand.
5. Cut off one end of a waxed paper or aluminum foil box. Glue this to center of oatmeal carton.
6. Spray paint robot silver. When dry, paint blue circles on tuna can and robot's front. Then glue red beads in center of blue circles.

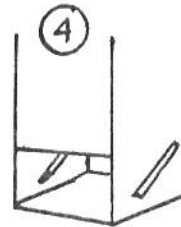
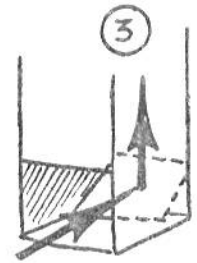
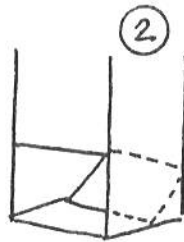
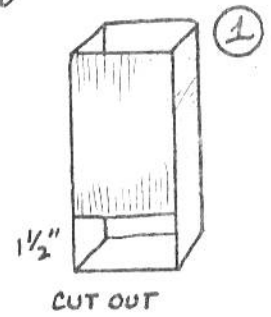
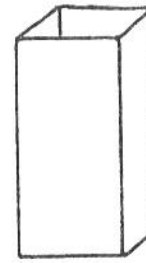


THEME CRAFT

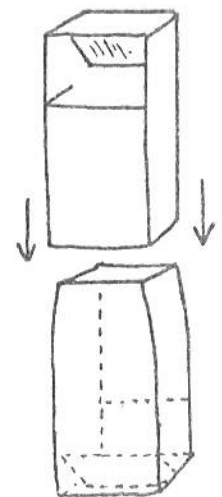
PERISCOPE

With this periscope, boys can sneak up on squirrels and get close to birds. They can hide behind a wall, tree, fence or thick bush and observe unnoticed.

1. Cut off top of 1 qt. milk carton. Wash and dry carton. Cut out near the bottom as shown in figure 1.
2. Tape over the back of a 1 7/8" x 2 7/8" mirror, so if it breaks it won't shatter. Place mirror in carton as shown in figure 2.
3. Adjust angle of mirror until you can see straight out the top of the carton when you look through the hole in the side. Tape mirror in place. You now have half a periscope.
4. If the mirror is wider than the carton, cut slits in sides of carton as shown in drawing. Slide mirror through slits and tape in place.
5. To make the complete periscope, cut the top off another milk carton and repeat steps 1-4. Squeeze the top of the bottom carton so the other will slide down and fit on top of it.



CUT SLITS IN SIDES IF NEEDED

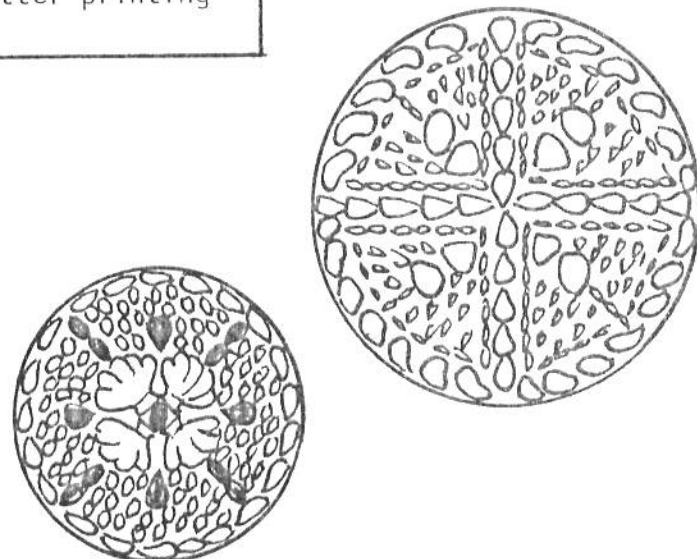


See "Cub Scout Program Helps" for waterscope, bird bath, air pollution tester, spider web prints, nature trail, leaf spatter printing and tin can patio lantern.

MOSAICS

Place one or two shells or acorn cups in a plastic lid. Glue in place. Working from center to outside edge, fill the rest of lid with watermelon seeds, pebbles, gravel, peas, popcorn, or beans. When glue is dry, cover with several coats of clear nail polish.

Or, use modeling dough. Press layer of dough in lid and stick in stones, seeds, and let harden. Coat with clear nail polish. This could be a coaster or paper weight.



FLYING CRITTERS

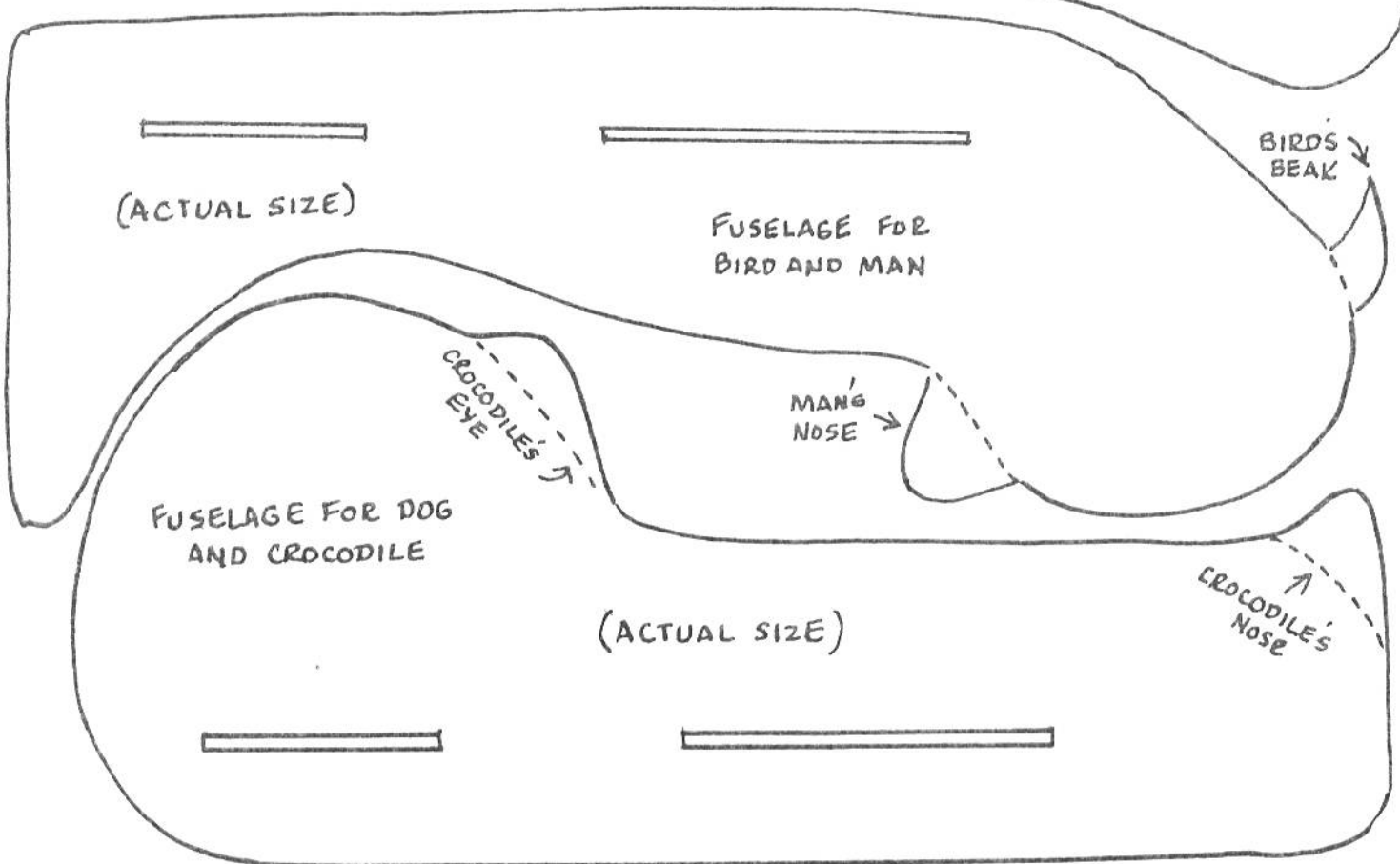
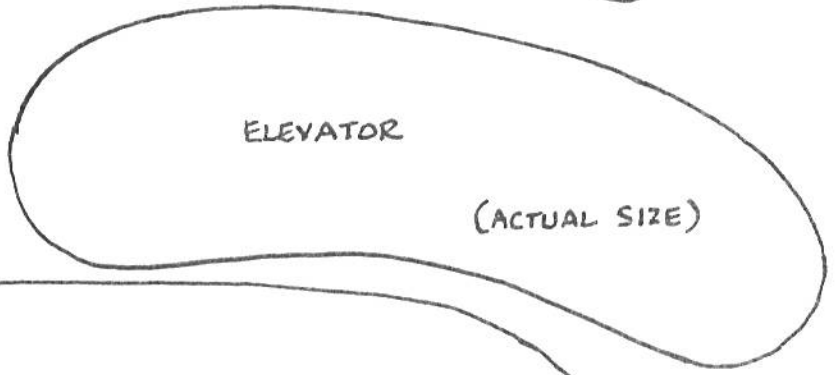
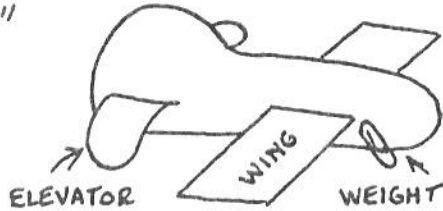
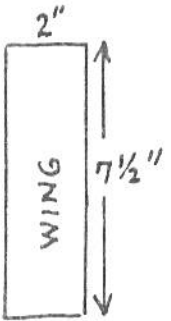
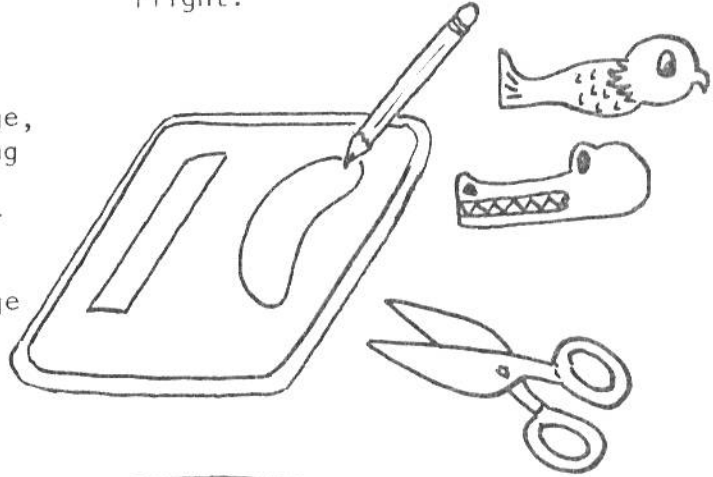
Materials

- Foam or pulp meat trays
- Scissors
- Felt tip pens, crayons or paint
- Paper clips or hair clip (weight)

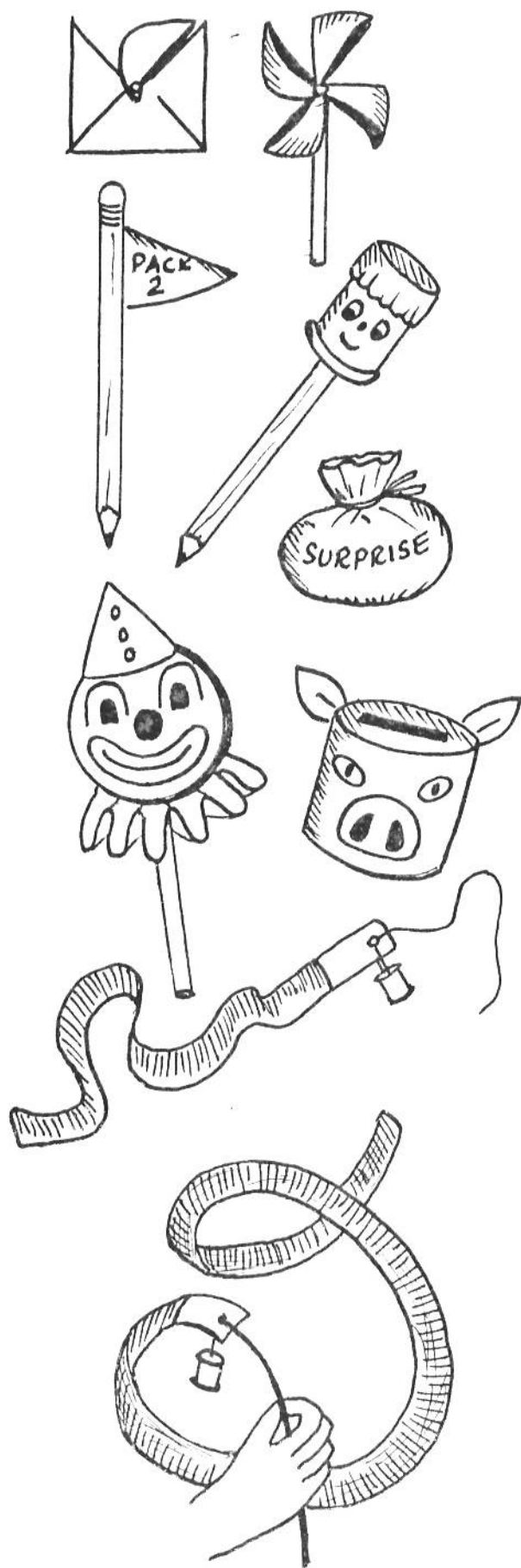
Directions

1. Using patterns below, cut fuselage, elevator and wings for each flying critter from meat trays. Wings and elevator pattern are same for all; fuselage is different.
2. Cut snug-fitting slots in fuselage to insert wings and elevator.

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



MIDWAY GAMES PRIZES



Pinwheel - On a 5" square of heavy paper, draw diagonals from corner to corner. Cut on lines to within 3/4" of center. Pin corners (see illustration) to center with small square of heavy paper on top. Push pin into a cardboard dowel or stick with 1/4" piece of soda straw between for the washer.

Comical Pencil - Glue a pop bottle cap on the end of a spool. Use marking pens to draw on a funny face. Push eraser end of pencil into spool.

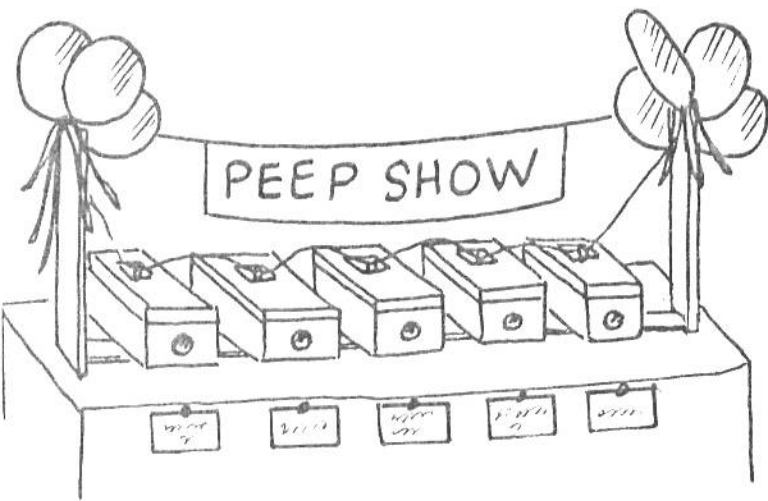
Pennant Pencil - Cut a pennant from construction paper and print your pack number on it with a marking pen. Glue the pennant to the pencil.

Surprise Package - Cut a 4" circle from a scrap of fabric or crepe paper. Put a gum ball or piece of candy inside and gather at top. Tie with a piece of yarn.

Clown Sucker - To a cellophane-wrapped sucker, glue a paper triangle hat, a ruffled paper collar, and facial features.

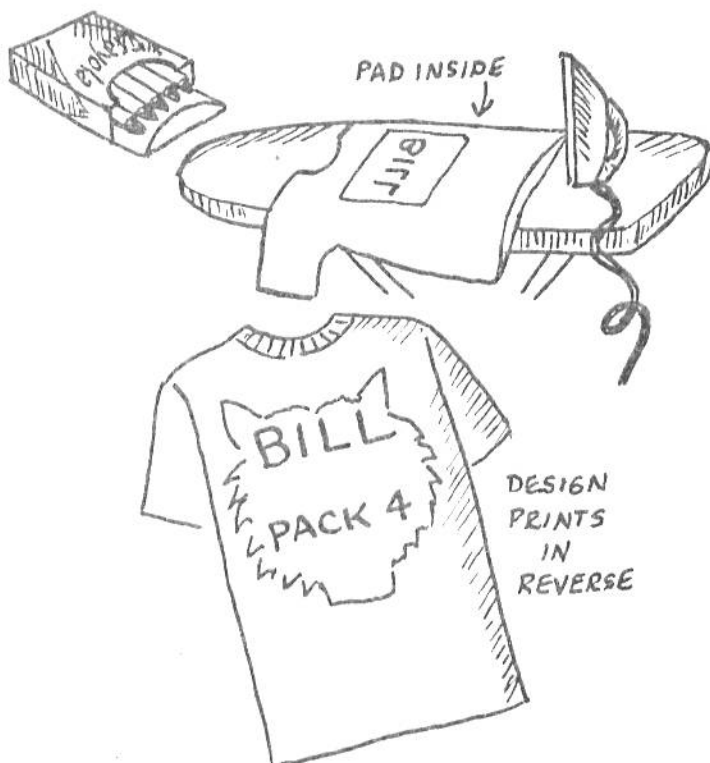
Piggy Bank - Cut a cardboard circle to fit on the top of a metal or plastic spraycan lid. Cut a slot in the cardboard and glue to can lid. Add construction paper or felt pig's ears, eyes, nose, mouth.

Spinning Lariat - Cut a 2" wide strip of crepe paper from the end of a folded package. Open full length and glue one end to a piece of 2" x 4" cardboard. Tie a spool to a hole punched in the other end of the cardboard, leaving about 4 ft. of string dangling. To manipulate, hold free end of string in one hand and swing lariat in a wide arc, forming circles, sidewise figure 8s and so on.



Rare Invisible Fish (bowl of clear water)
 World's Smallest Dog (weiner)
 World's Hardest Head (a hammer head)
 Famous Conductor (electrical plug)
 A Funny Money (mirror)
 World's Smallest Buffalo (buffalo nickel)
 World's Biggest Foot (a ruler)
 A 14-Karat Ring (ring of 14 carrots)

See "Cub Scout Program Helps" for portrait gallery, midway games, and instructions for making silhouettes. Also see 'Den and Pack Activities' section of this book.



PEEP SHOW

Collect several shoe boxes. Cut a peep hole in the front end of each. Make a slot about 1/2" wide across top near other end of box. Put an attraction in each box and arrange them along a table or shelf so the peep hole will be about eye level for a 9-year-old.

String Christmas tree lights over the slots to illuminate the attractions.

Boxes can be painted or covered with crepe paper, if desired.

Add a sign identifying each attraction.

Prehistoric Garden (lump of coal)
 Tear Jerker (onion)
 Hawaiian Native (coconut)
 Ruins of China (broken dish)
 For Women Only (nylon stocking)
 Ocean Liner (sand)
 Pillars of Greece (candle)
 Famous Hole in One (doughnut)

FAIR T-SHIRTS

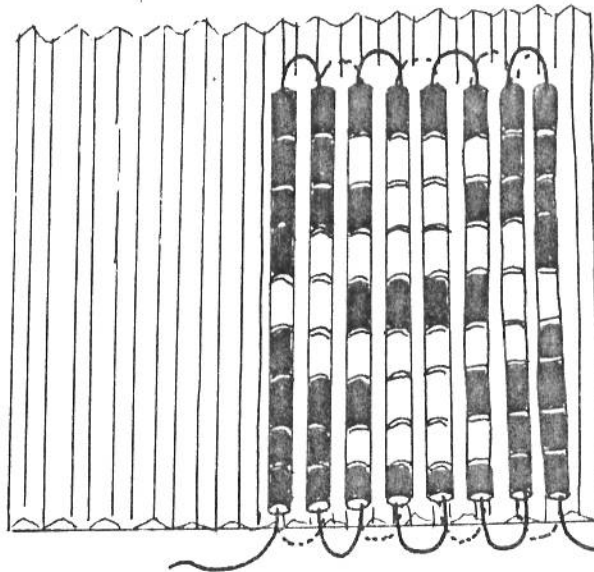
Have on hand a supply of inexpensive white t-shirts in sizes to fit Cub Scout age boys. Also have crayons, white paper, ironing board and iron.

1. Let boys draw their design on plain white paper. (Brush off excess crayon specks)
2. Place t-shirt on ironing board, with pad of newspaper or fabric inside t-shirt so it won't bleed through to back side.
3. Lay paper with design on front of t-shirt upside down. (Remind boys that design will print backwards, so they may need to draw it backwards if names or letters are included)
4. Lay a clean sheet of paper on top of design. Iron (on cotton setting) with steady pressure over entire design.
5. Remove design paper carefully. The image will remain on the t-shirt.

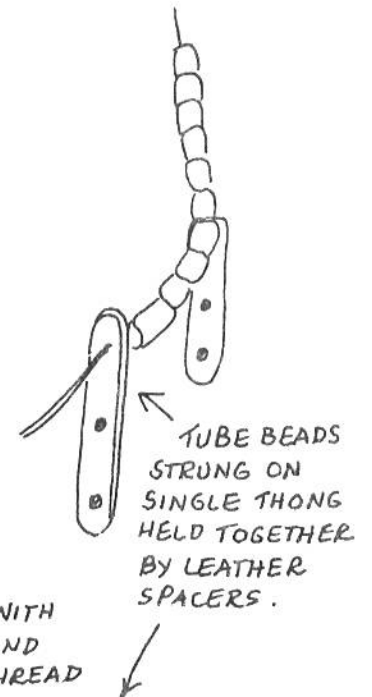
THEME CRAFT

INDIAN BEADING

Boys with good dexterity may want to bead armbands or belts, following the directions below.

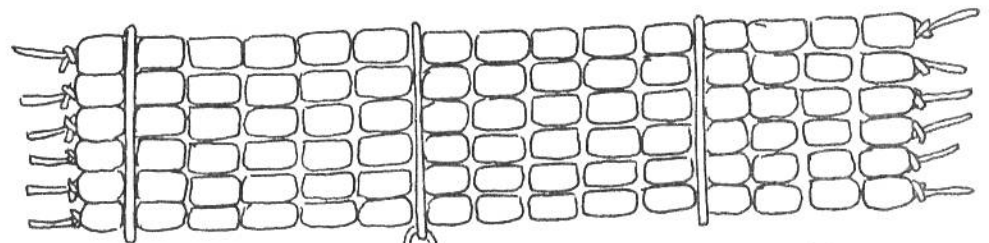


USE CORRUGATED CARDBOARD TO HOLD BEADS IN PLACE WHILE ARRANGING DESIGN

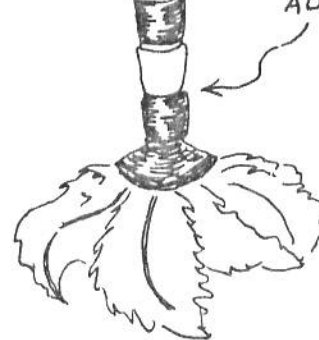


TUBE BEADS STRUNG ON SINGLE THONG HELD TOGETHER BY LEATHER SPACERS.

STRING WITH NEEDLE AND STRONG THREAD



DECORATIONS CAN BE ADDED TO LEATHER SPACERS



BEEF JERKY

Trim all fat off beef. Cut in strips 1/2" x 6". Jerky shrinks during drying. If too thin, it will be brittle. Cut strips with the meat grain.

Place strips in layers in a glass bowl, sprinkling each layer with seasoned salt, garlic salt and onion salt. After you have fixed as much as you think you will need, cover bowl and refrigerate overnight. This will season the meat.

The next day, put strips on an ungreased cookie sheet and place in 180° oven. Remember that you are drying, not cooking the meat. Keep temperature low. Drying usually takes about 5 hours.

Jerky is ready when it takes on a coal black appearance. Check at 3 hours, and again at 4 hours. When done, it should be brittle on outside and tough and chewy inside.

Store in wide mouth jar or plastic bags.

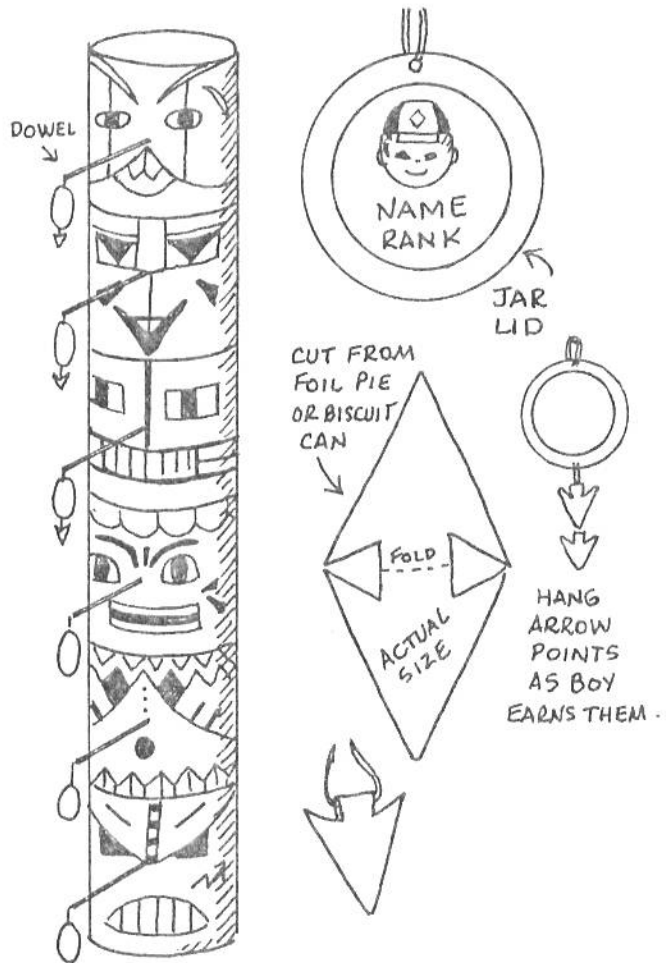
TOTEM POLE DEN DOODLE

To make this den doodle, use shortening cans, oatmeal boxes, ice cream cartons, coffee cans, etc. Use one can for each boy in the den.

Make a hole in each can to run a 1/2" dowel (6" long) through for 'nose'. Hang a picture of each boy or put his name on the nose. A jar lid can be used as the frame. (See illustration).

Cover cans with brown wrapping paper, or paint as desired. Then glue cans on top of each other. Paint faces on the cans.

Arrow points can be made from a biscuit can. Cut out arrow, using pattern shown, double over, and glue together, leaving room at the top of arrow to run string through. Silver arrows can also be made from aluminum foil pans, using same pattern. Gold arrows are the same procedure, wrapped in gold foil paper.



See "Cub Scout Program Helps" for more ideas.

See "Wolf Cub Scout Book" for Indian picture writing.

TOTEM POLES

Totems can be made from various sizes of cans, boxes, egg cartons, and other materials - all the way from table size to 6-8' high.

Decorate each of the sections differently. Some could have wings, ears and noses, made from cardboard or lightweight wood.

Each boy in the den could design and paint his own section.

NAVAJO FRY BREAD

Mix 4 cups flour, 1 cup dried milk, 8 teaspoons baking powder, 2 teaspoons salt together well. Add 2 cups warm water gradually. Mix and knead until dough is soft, but not sticky.

Shape into balls 2" in diameter. Flatten by hands into circles 1/4" thick. Use a little flour to keep dough from sticking to hands.

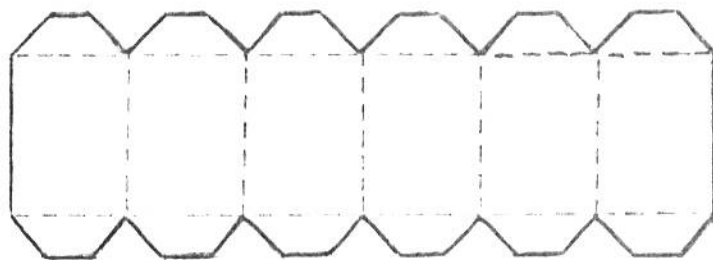
Navajo tradition says you should poke a small hole in center of each circle to release the 'evil spirits' before frying.

Fry in deep fat. Turn when brown. Tastes great with a little salt, or with honey or jam.

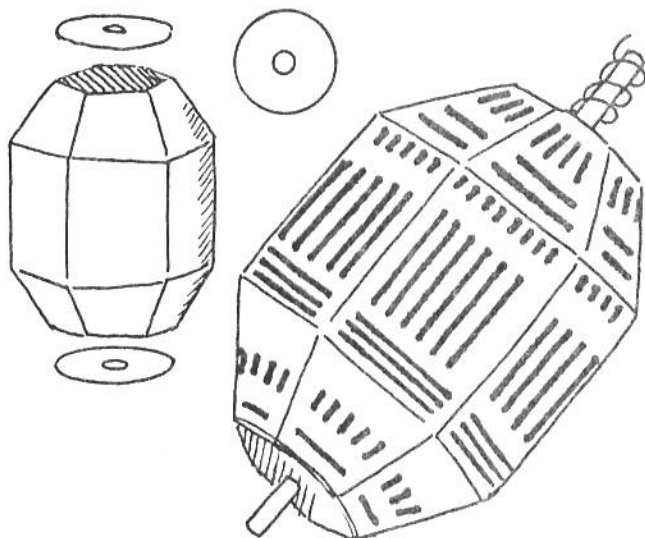
THEME CRAFT

CARDBOARD TELSTAR

1. Enlarge pattern to desired size. Cut from medium-weight cardboard.
2. Paint gray. Paint openings with black tempera, or use felt tip pen. Don't try to cut them out.
3. Score on dotted lines.
4. Cut two cardboard discs to fit top and bottom. Cut 1/2" hole in center of each disc.
5. Bend Telstar to shape. Hold together with tape. Glue disc to top and bottom.
6. Use a 1/4" dowel for antenna and push through holes in discs. Coil some thin wire around top section.

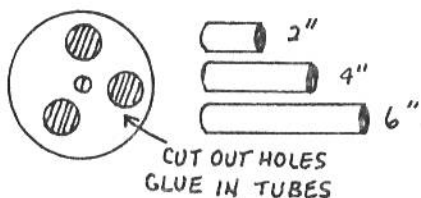
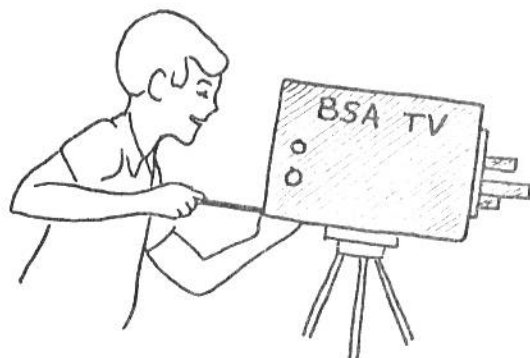


PATTERN - ENLARGE AS DESIRED

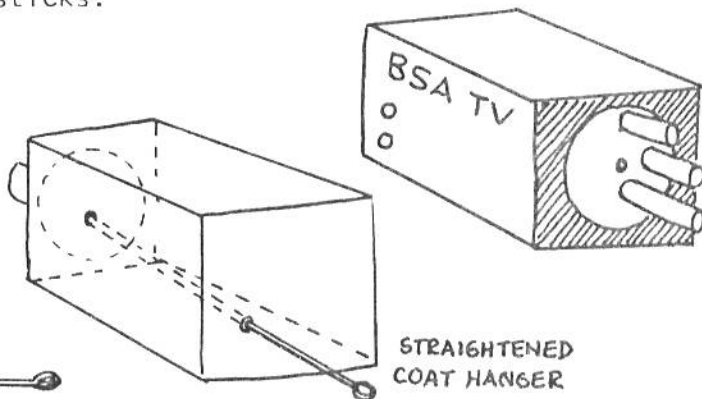
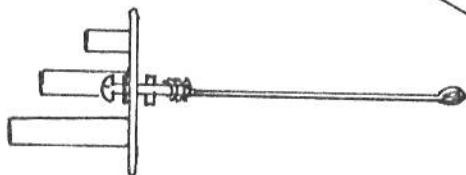


DUMMY TV CAMERA

1. Use a medium size cardboard carton and cardboard mailing tubes in lengths of two, four and six inches for lenses.
2. Glue the lenses firmly to a circular piece of cardboard. After glue is dry, attach this circular piece to the box with a nut and bolt. (Bolt should go through center of circle). Use washers so lens circle will turn freely.
3. Paint TV camera black. Letter channel letters on each side in white.
4. Mount box on a regular camera tripod or make a tripod from old broomsticks.



CUT OUT HOLES
GLUE IN TUBES



STRAIGHTENED
COAT HANGER

THEME CRAFT

TELEPHONE DIRECTORY FUN

Provide each boy with a telephone directory and a 'Discovery' card which has the following on it:

1. Write down the last name of each boy in your den. Then, using the telephone directory, find out which is the most unusual name.
2. Look up the telephone numbers of the following places ... (List ten places in the neighborhood, such as pizza place, school, church, hospital, etc.)

DISCOVERY CARD

Name _____

SAMPLE

Look up the following telephone numbers:

Pizza Hut _____

MacDonald's _____

Elementary School _____

Protestant Church _____

Hospital _____

DESIGN TO FIT YOUR OWN DEN

Another way to use the 'Discovery' card is to ask the boys to imagine that a friend is moving to town soon. Have them find the following in the telephone directory:

1. The name, address and telephone number of a nearby motel.
2. A service station where he can get gasoline.
3. A local rental car agency.
4. Name and phone number of a barber.
5. Name and phone number of a dentist.

DEN NEWSLETTER

Some of the parents in the den will probably have access to Xerox or other types of reproduction equipment. And there is probably a parent who can type.

Let the boys write the stories for the newsletter. There could be features about den trips or other activities, poems written by the boys, favorite family recipes, and many others.

A monthly newsletter can also include announcements of upcoming events, as a reminder to den families.

TIN CAN TELEPHONE

Cut one end out of two small, empty tin cans. Punch small holes in the bottoms left intact. Thread through the holes 20 feet of sturdy cotton string and tie knots in the ends to keep the string from pulling through. Pull the string tight between the two 'phones' and talk.



See 'Skits and Costumes' section of this book and 'Cub Scout Program Helps' for more ideas.

HALLOWEEN CRAFTS

SPIDER

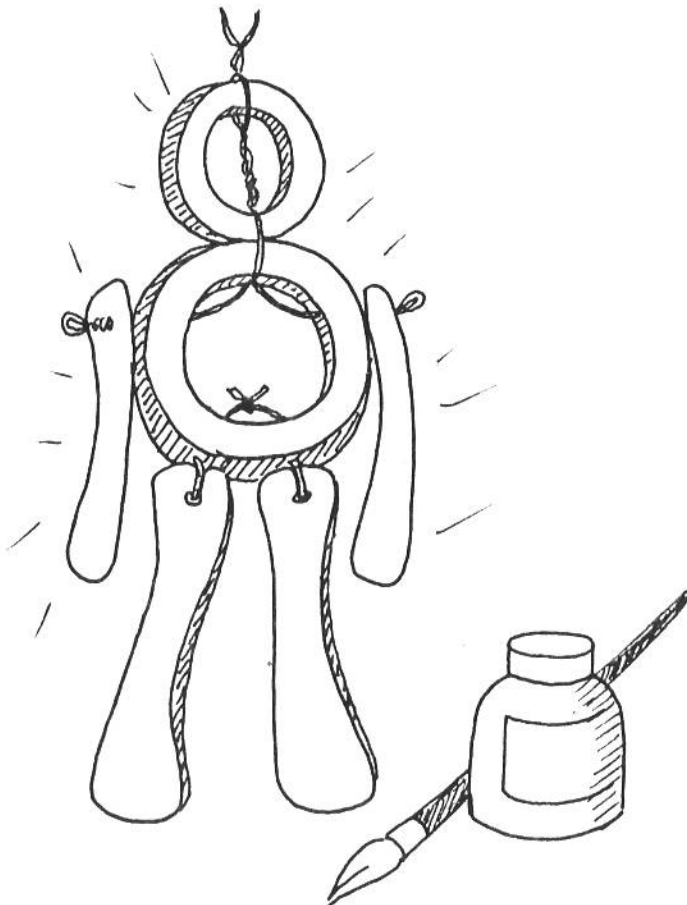
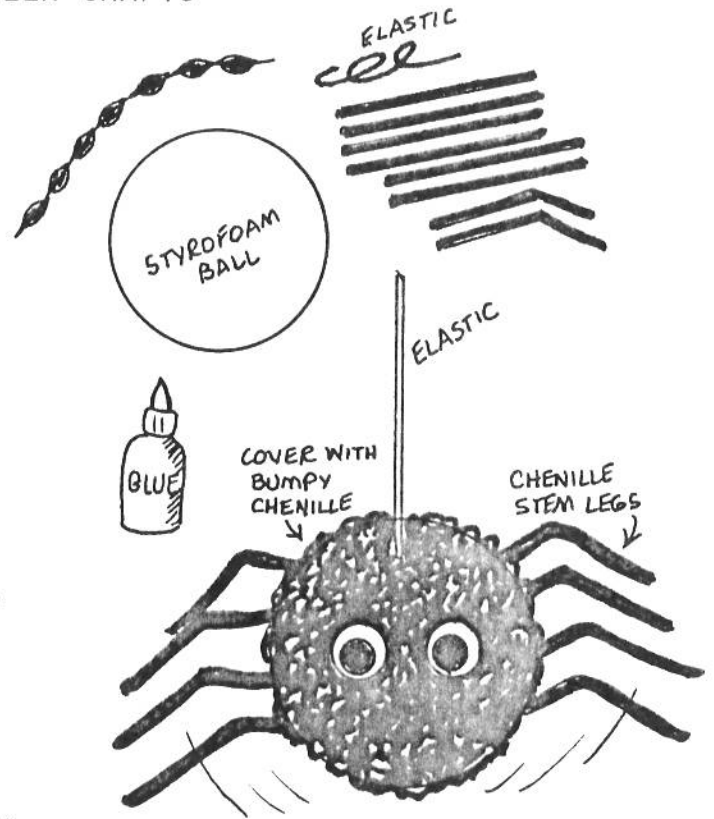
Materials

- 1 baseball-size styrofoam ball
- Plastic moveable eyes
- String elastic
- Black chenille stems
- Black bump chenille

Directions

1. Cover ball with pieces cut from bumpy chenille by poking ends into styrofoam ball.
2. Bend 8 legs from chenille stems. Insert in ball.
3. Glue on eyes.
4. Fasten string elastic on top with a pin and glue.

This bouncy spider will be lots of fun for the boys.



LUMINOUS SKELETON

1. Have the boys begin collecting and saving bones several weeks in advance. It may take a while to obtain enough so each can make a skeleton.
2. The den leader should prepare the bones in advance by cleaning them in a bleach solution for about 3 hours, and drill holes so they can be wired together as shown.
3. The bones are painted with glow-in-the-dark paint, which can be obtained at hobby or crafts stores.
4. In the illustration, the head and body are made from round steak bones. Arms and legs are made from chicken wing and thigh bones.

THEME CRAFT

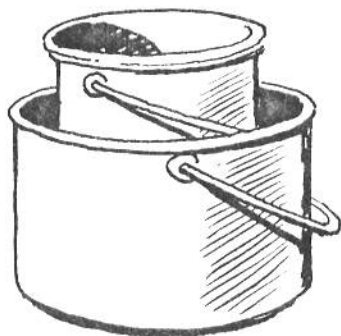
CANDLE DIPPING

Cub Scouts will need adult help with this project.

Use a double boiler in which to melt paraffin. Never melt paraffin over direct flame.

Pioneers used wicks made of rolled cotton, silky down from milkweed, or tow string. You can use heavy cotton twine, cut into lengths. Be sure to allow extra length for tying the 'wick' to a rod for dipping.

Tie a nail (for weight) on the end of the string where the base of the candle is to be and dip the string into melted paraffin. Continue dipping and cooling until the candle builds up to the desired thickness.



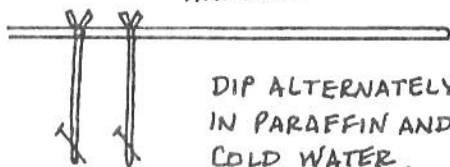
MELT PARAFFIN IN DOUBLE BOILER OVER LOW HEAT

ADD CRAYON SHAVINGS TO COLOR WAX

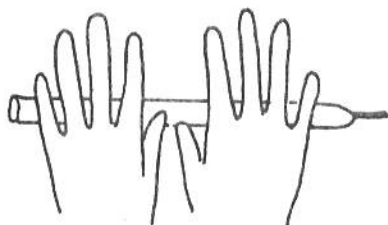


CUT WICKS FROM HEAVY TWINE.

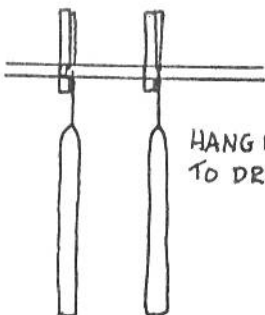
TIE 2 OR 3 WICKS TO STRAIGHTENED CLOTHES HANGER



DIP ALTERNATELY IN PARAFFIN AND COLD WATER.



ROLL TO REMOVE ANY UNEVEN PLACES



HANG UP TO DRY

JOHNNYCAKE

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

- | | |
|---------------------|----------------|
| 1½ cups cornmeal | 1 tsp. soda |
| 1 tsp. salt | 2 eggs, beaten |
| 1 Tbs. flour | 1½ cups milk |
| 2 Tbs vegetable oil | |

Mix all ingredients together with a few swift strokes. Drop the batter by spoonful on hot oiled griddle. Fry until golden brown on both sides. Good with syrup or jam.

OLD-FASHIONED TAFFY

This recipe will make about 1/2 lb. of taffy - enough for each den member to have 3-4 pieces.

First, butter a platter. Then stir together in a saucepan:

- | | |
|---------------|--------------------------|
| 1 cup sugar | 1/4 cup light corn syrup |
| 1/2 cup water | |
| 1/8 t. salt. | |

Heat slowly until all sugar is dissolved. Then bring to a boil, stirring constantly. Have a cup of ice water handy to test candy. Candy is done when a small amount forms a hard ball when dropped into ice water.

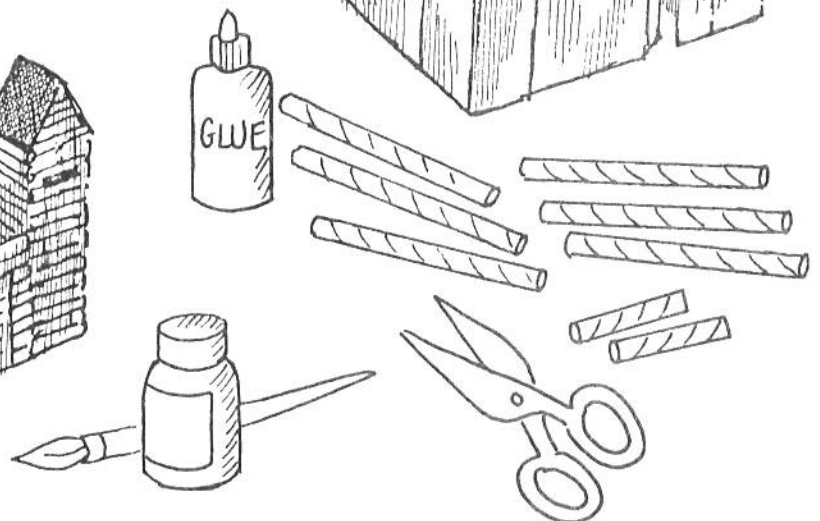
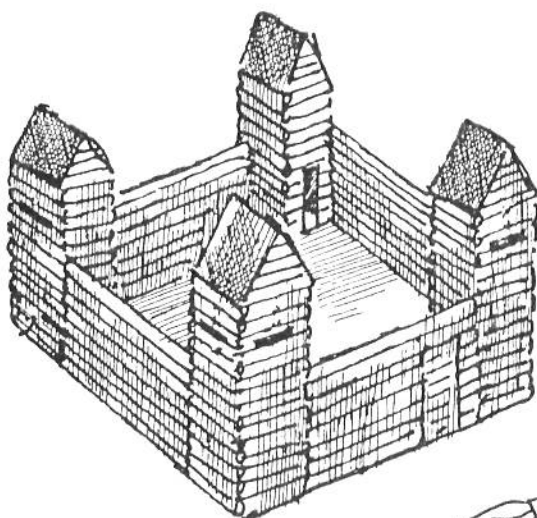
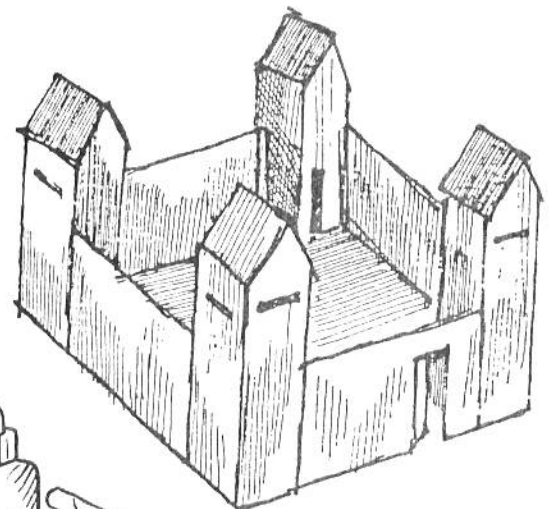
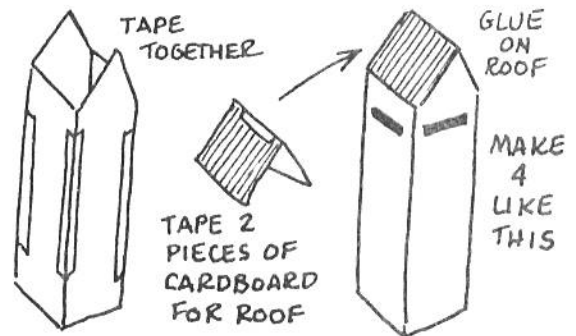
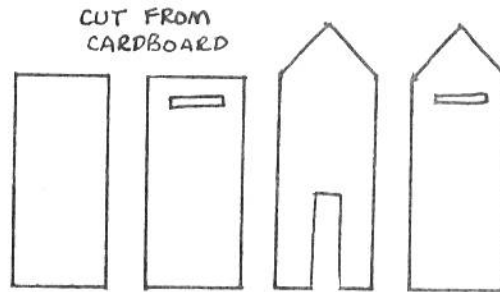
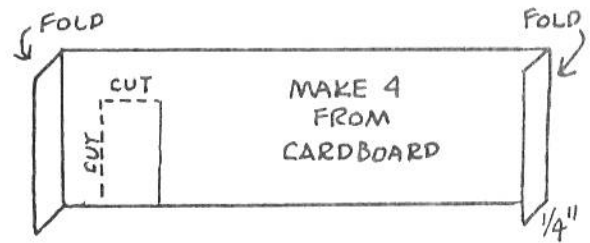
Immediately pour candy onto buttered platter. When it is cool enough to handle, gather it into a ball and pull until it is white and firm. Butter or oil hands lightly for this operation. Pull taffy into a rope, twist it, and cut it into pieces with scissors.

The taffy can be flavored by adding a few drops of peppermint flavoring, or 1 teaspoon vanilla, or 2 tablespoons of cocoa just before you start to pull it.

THEME CRAFT

MODEL FORT

1. Cut four strips of cardboard the length and height you want the fort walls to be. Fold under 1/4" at the ends of each strip. In one strip draw a door. Cut it along one side and the top, then fold to inside.
2. The blockhouses should be about twice as high as the wall. Make 4 frames as shown.
3. In two adjoining sides of each blockhouse frame cut a small slit for shooting through. Cut a door in one of the other sides.
4. Arrange the blockhouses so that the slits are facing outside. Tape the folded ends of the wall strips to the sides of the blockhouses to make frame for fort. Tape the inside and outside.
5. Cut soda straws the length you need them for logs. Glue the logs in place on the outside and inside walls and blockhouses. Let glue dry.
6. Paint with brown tempera or acrylic.



THEME CRAFT

BUTTER CHURN

During the 1700s and 1800s, a butter churn was as much a household necessity as a toaster or can opener is today. Pioneer women spent hours churning milk or cream into butter for their families.

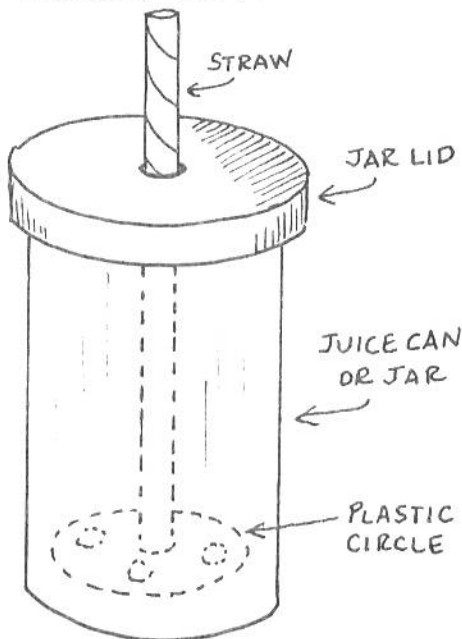
Cub Scouts can make butter the modern way.

Materials

- 1 12-oz. juice can or jar
- 1 straw
- 1 jar lid (bigger than top of can)
- Plastic lid or margarine tub
- Whipping cream

Directions

1. Use a large screw or bolt to hammer a hole in center of jar lid, large enough for straw to fit through.
2. From plastic lid or tub, cut a circle slightly smaller than bottom of juice can. Poke a small slit in center of this circle, and squeeze one end of straw through slit. (The straw must fit tightly). Punch 4 holes in circle.
3. Slip the other end of the straw through the hole in the jar lid.
4. Fill can 1/3 full of whipping cream. Set straw and lid apparatus in can.
5. Holding the lid in place, push the straw up and down for about 30-40 minutes, and you'll have butter.

SOAP MAKING

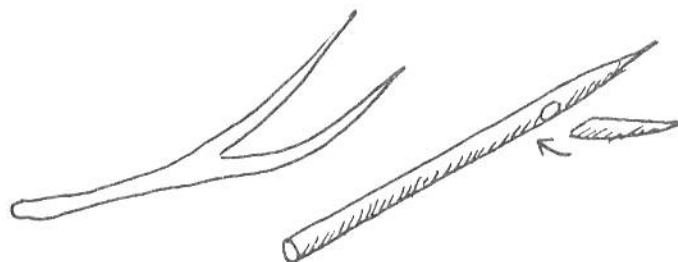
The pioneers made soap by boiling tallow or lard and mixing it with rosin and wood ashes or lye. Most pioneer families made their own soap.

1. Save all small pieces of soap.
2. Break up soap pieces into still smaller pieces and soak in a container of very hot water. Use just enough water to cover the soap.
3. After 10-15 minutes, pour off water. Mold soap around a piece of heavy twine to make a soap ball which can be hung in the shower. Or, mold soap into bar or animal shape.
4. The soap will take a few hours to dry.
5. To make the soap feel, look or smell good, add some instant oatmeal, food coloring, or lemon or strawberry extract, before you mold it.

DIVINING ROD OR FORK

A divining rod or fork was commonly used to locate underground water. Usually a forked willow stick was held in both hands while the pioneer walked over the site where he believed water to be. If water was there, there would be a sudden, mysterious pull exerted on the stick.

Cub Scouts may be able to find forked sticks which look like divining forks. Or, they can be made from dowels, whittled into points and glued together.



THEME CRAFT

MAKING DYES

Pioneers not only had to spin their own thread and weave their own cloth, they also had to make their own dyes and dye the cloth. They used the bark from trees, certain plant roots, and other things from nature to make their dyes.

Here are some ways to make homemade dyes:

Yellow - Collect the dry outside skins of onions. Pour hot tap water over them. Let them soak overnight. Strain off the liquid. Throw away the skins.

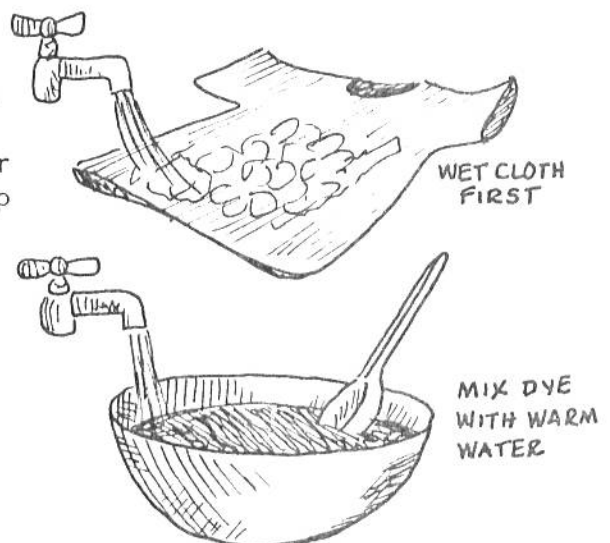
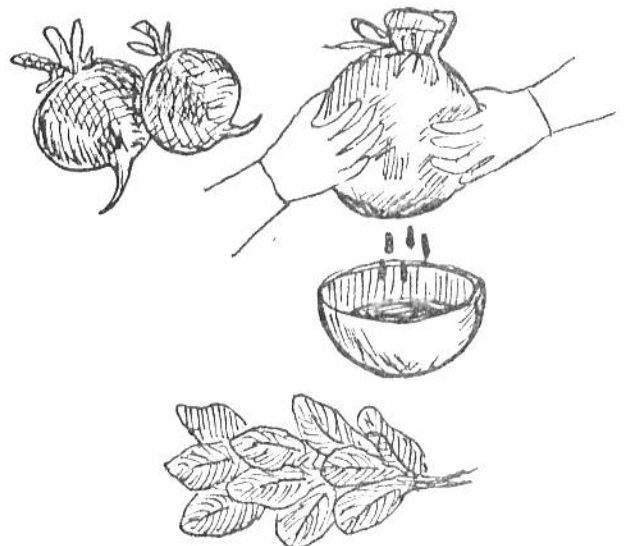
Purple - Bottled unsweetened grape juice makes a nice shade of purple.

Red - Beets make a light shade of red. Grate or grind raw beets in a food chopper. Put the pulp in a piece of cloth and squeeze out the juice.

Green - A light shade of green can be obtained by grinding fresh spinach or green grass in a food grinder. After grinding, put the pulp in a piece of cloth and squeeze out the juice.

Brown - Black walnut hulls (not shell) make a dark brown. Pound the hulls off the nuts and put them in a pan. Pour hot tap water over hulls and let them soak overnight. Strain off the liquid and throw away the hulls.

To use homemade dyes, put the dye in a pan or bowl large enough to hold the cloth you want to dye. Wet cloth before putting it in the dye. Add enough warm water to the dye to cover the cloth. Stir cloth so it will dye evenly. Try to keep it under the colored water. Let set in dye for 15-20 minutes. Rinse dyed cloth in cold water and hang it up to dry.



GIFTS

CRACKED ICE CANDLES

Use a half-gallon milk carton, a 10" candle, 1½ lb. paraffin and 3 trays of ice cubes.

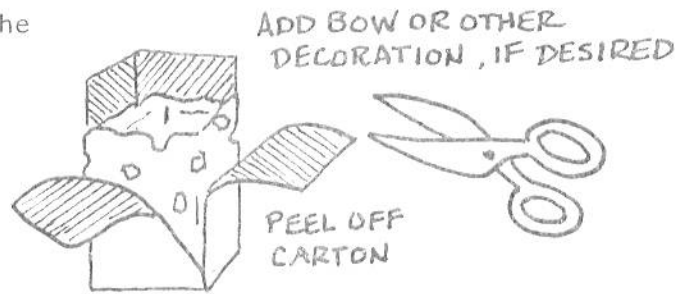
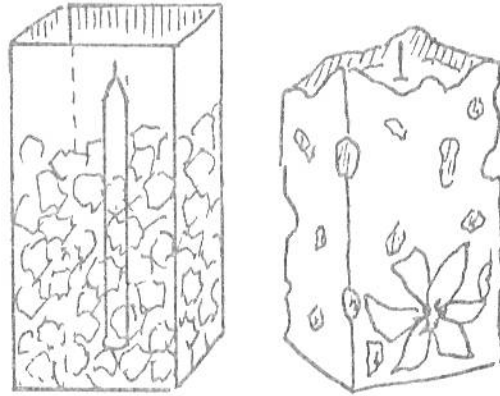
Cut the top from the carton and rinse out any milk or juice that is left.

Crack ice cubes into large pieces. Drain off any water and return to freezer.

Melt the paraffin in a double boiler. For color, add crayon bits. While paraffin is melting, center candle in carton and surround with cracked ice.

When wax is melted, quickly pour all the hot wax over the ice. Let it cool for half an hour, then cut off carton.

Note: Always melt paraffin in double boiler over a low heat. Do not melt wax over direct flame.



STAINED GLASS WASTEBASKET

Materials

1 clean gallon-size ice cream carton
Liquid laundry starch
Varigated colored tissue paper
Clear shellac
Small brush

Directions

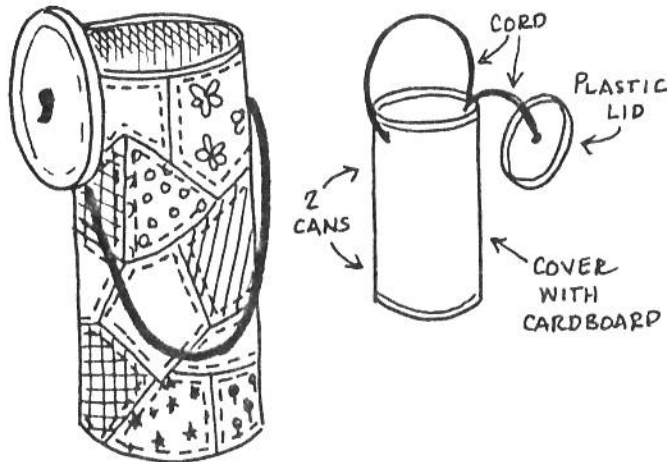
1. Tear various colors of tissue into pieces at least 4" x 4".
2. Coat an area of the carton with liquid starch. Place torn tissue on wet surface, overlapping colors at edges. Put starch on a joining area and repeat with tissue until entire carton is covered. Be sure there are no missing areas. Let dry thoroughly.
3. Give dried container a coat of clear shellac. If desired, you can give the inside of the carton a coat of tempera paint, let dry, then shellac that also.



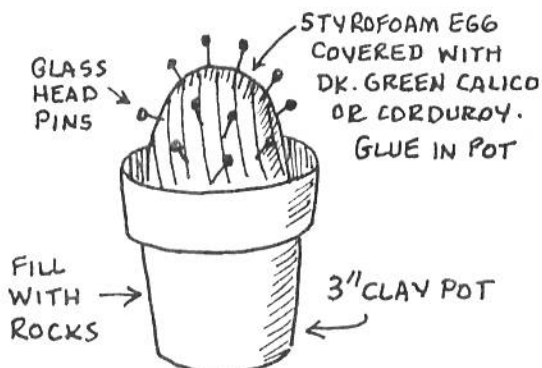
GIFTS

NEEDLEWORK TOTE

1. Stack two tin cans together as shown on p. K-13.
2. Glue lightweight cardboard around cans.
3. Cut and glue fabric scraps to can and lid. Let glue dry.
4. Spray can with several coats of clear plastic or enamel.
5. Use permanent felt tip marker to draw black 'stitches' around the edges of fabric pieces.
6. Poke hole 1" down from top on each side of can. Attach cord through holes, knotting each end on the inside.
7. Also attach another piece of cord to inside of can, knotting it on top side of lid.

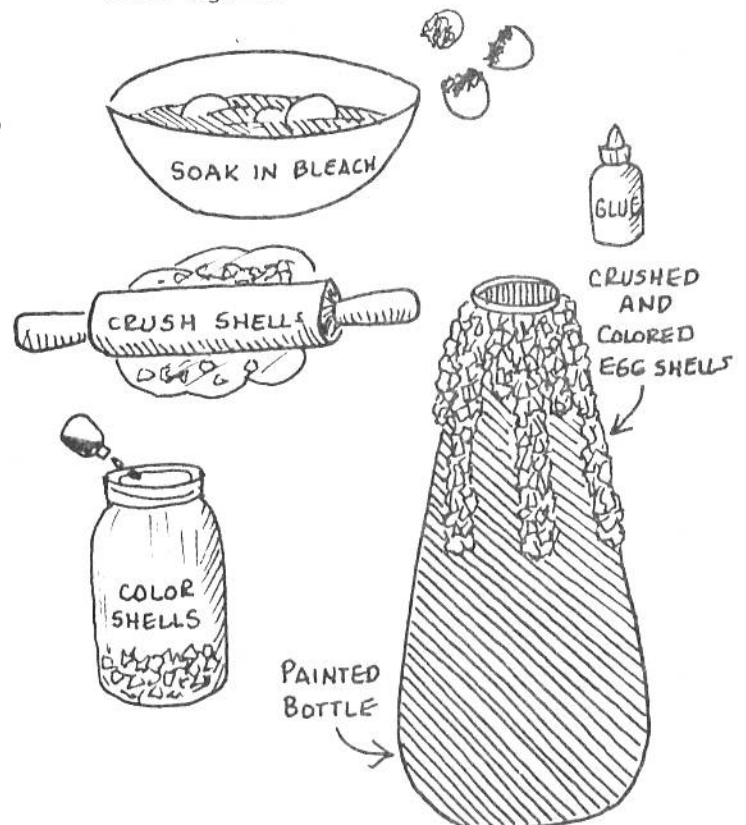


CACTUS PINCUSHION



EGGSHELL VASE

1. To clean egg shells, put empty shells in a jar and cover them with bleach. Soak for 48 hours. This will dissolve all membrane. Rinse with water and let dry.
2. To crush shells, put dried shells in a heavy plastic bag. Roll with a rolling pin again and again until shells are the texture of bread crumbs. Shake the bag several times during rolling to re-distribute shells.
3. To color shells, put them in a glass jar. Add a few drops of desired color of food coloring. Shake jar until shells are colored. Spread on paper towel to dry.
4. Select an interesting shaped bottle for the vase. Spray paint it any color you wish.
5. After paint on bottle is dry, apply long and short strips of glue around top of bottle and sprinkle with the colored egg shells. Work above newspaper so shells which fall can be used again.



GIFTS

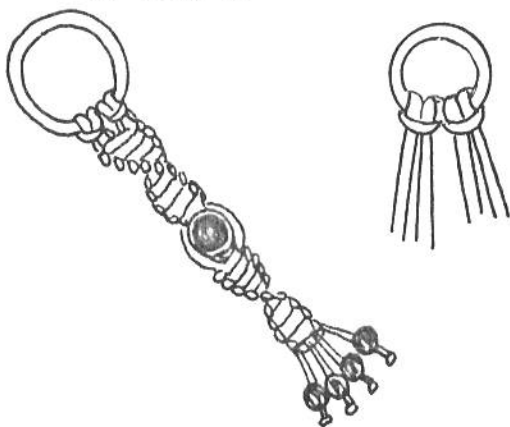
RING-A-DING KEY RING

Materials

- 2 - 1 yd. lengths of 3mm cord
- 1 split ring (key ring)
- 5 beads

Directions

1. Fold cord so that one end is 11" long and larkshead onto split ring so that the short pieces are in the middle for holding cords.
2. Tape ring to knotting board.
3. Tie 9 half knots.
4. Slip one bead onto the two holding cords.
5. Tie 9 half knots.
6. Slip 1 bead onto each cord and tie in overhand knot $1\frac{1}{2}$ " down from last half knot. Trim cords, if needed.
7. Put a drop of glue on last knot to secure.



Hanger for Anything Goes

1. Cut 4 strands 11 inches long. Match ends and tie to twig.
2. Tie half square knots for about 2". Tie off at end of twig. Trim excess and dot knot and twig with glue to secure. Trim twig to desired length.

ANYTHING GOES

This can be filled with spice bags, gift scented soap balls in net, Halloween candy, dried flowers, pine cones, candy canes, jingle bells, etc.

Materials

- 17 yd. 8" medium heavy yarn
- 1-6" twig

Directions

1. Cut 8 cords 2 yd. long each. Find centers and mount each with a lark's head onto twig. Then fasten twig to a hard surface with tape.
2. Cords are identified 1-16 starting on the left.
3. Tie 1 row square knots.
4. Tie 4 rows of alternating square knots.
5. With cords 1-6, tie 5 rows alternating square knots.
6. With cords 7-10, tie 8 half square knots.
7. With cords 11-16, tie 5 rows alternating square knots.
8. With all cords (1-4, 5-8, 9-12, 13-16) tie 3 rows alternating square knots.
9. Repeat steps 5-8.
10. Repeat steps 5-7.
11. With all cords, tie 7 rows alternating square knots.
12. With cords 3-6, 7-10, 11-14, tie one row of square knots.
13. With cords 5-8 and 9-12, tie 1 row of square knots.
14. With cords 7-10, tie 1 row of square knots.
15. Cut fringe to desired length and brush with old toothbrush to fluff.

See p. K-10 to K-12 of this book for more instructions on macrame.

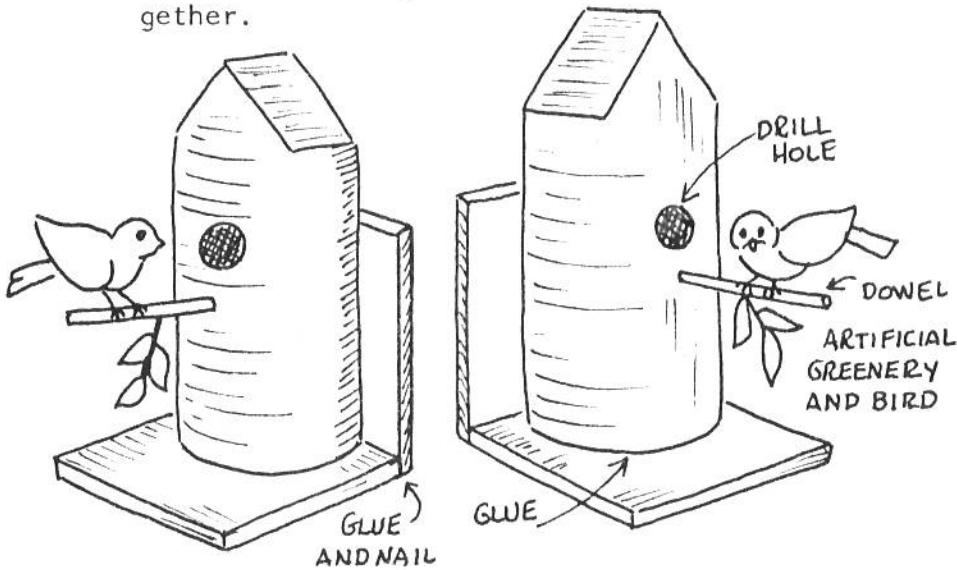
GIFTS

BIRD HOUSE BOOK ENDS

Use a piece of log about 7" long and 3" in diameter for each bird house. Be sure the bases of the logs are flat and level.

Have a dad or older brother help by carving tops of logs into peaked roofs.

Base is made from 1/4" plywood. The size should be about 5" square. Use small nails and glue to fasten together.

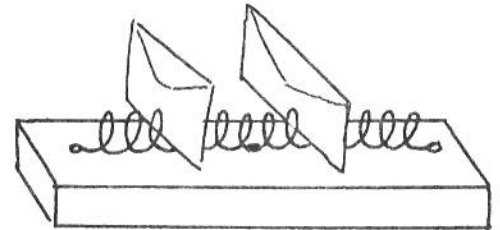


LETTER HOLDER

Use a piece of wood approximately 1" x 3" x 8" for base of letter holder, with a spring or coiled heavy wire approximately 6" long (coiled) on top.

Nail or screw ends of wire to wood, and secure in center with tack or nail.

Paint or stain wood as desired.



See p. K-8-9 for stained glass gifts, and p. K-14, K-17 for woven coasters and mat gifts.

GARDEN CADDY

This caddy is handy for keeping and carrying small garden tools, such as a trowel, hand cultivator, cutters, gloves, etc.

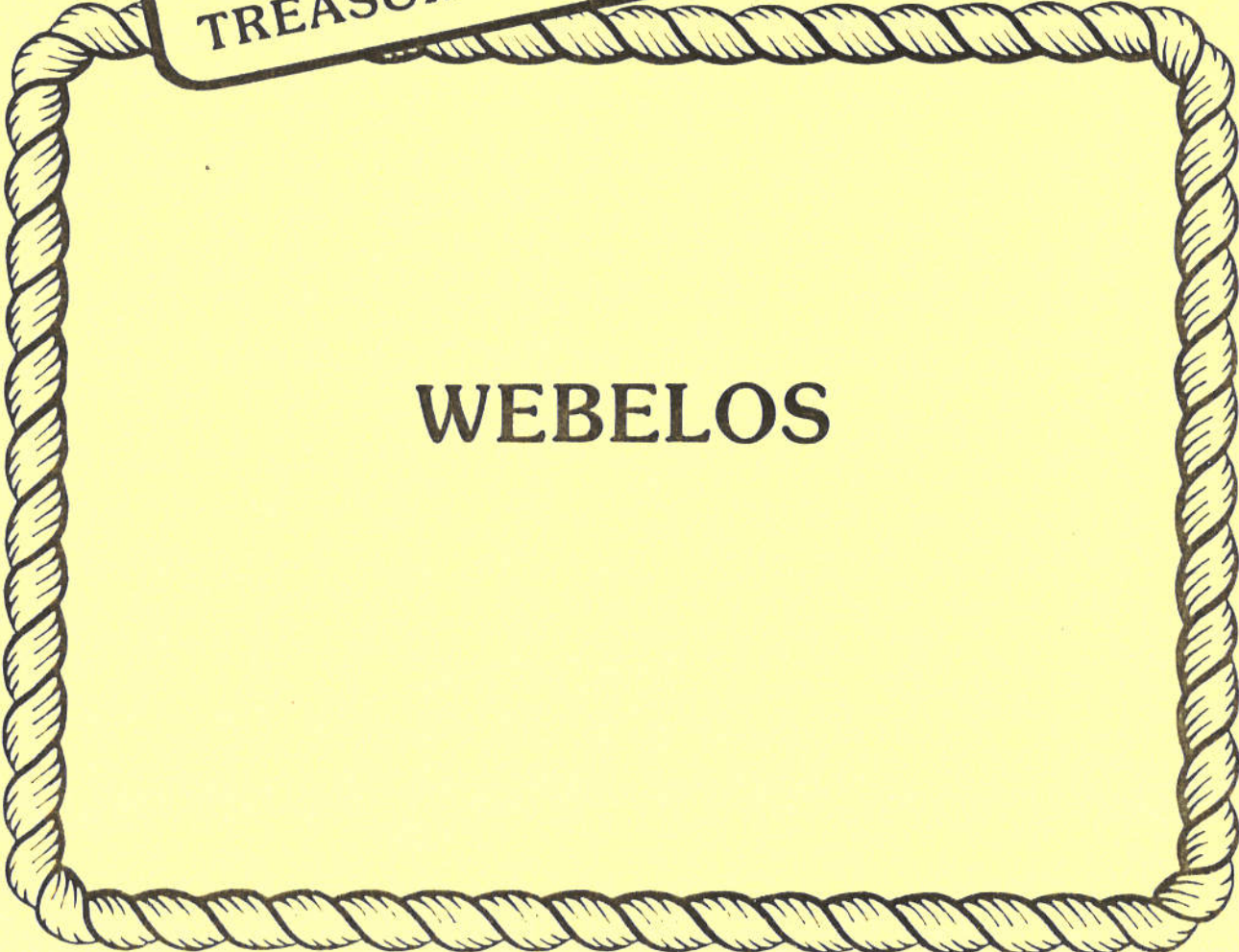
Use a 6 or 8-bottle cardboard drink carton. Cut and discard the dividers on one side.

Cut a piece of heavy cardboard to fit upright in the center of the carton, separating the two sides. Tape and glue in place.

Paint the caddy, or cover with burlap. Decorate as desired.



See "Crafts for Cub Scouts" and "Cub Scout Program Helps" for more ideas.



WEBELOS



LEADERSHIP

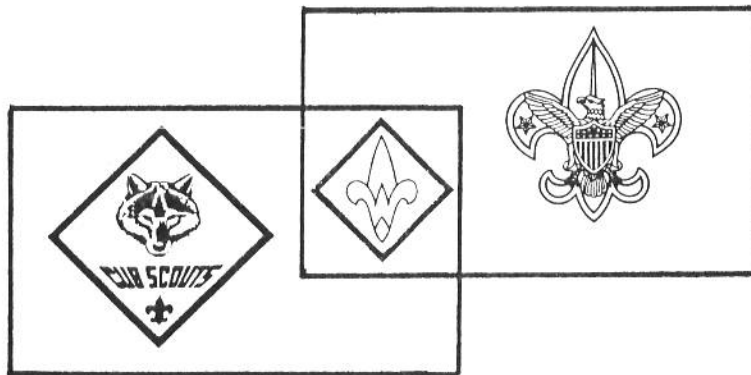
Each of the following leaders plays a significant role in attracting Webelos Scouts into the Boy Scout troop.

Webelos Den Leader - A male U.S. citizen, at least 21 years of age and of good moral character. Should be interested in and enjoy working with 10-year-old boys and serve as a good role model. May be the father of one of the boys in the den. This person leads the Webelos den in a year-round program of activities and helps ensure that boys graduate into Boy Scouting.

Assistant Webelos Den Leader - A male U.S. citizen, at least 18 years of age of good moral character. Assists the Webelos den leader in planning and carrying out a program of activities for the Webelos den.

Webelos Den Chief - A registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as program assistant to the Webelos den leader. Is trained by the Webelos den leader and troop leaders. He should be at least a Second Class Scout - preferably First Class - and skilled in conducting activities to help Webelos Scouts prepare for the troop experience ahead.

Activity Badge Counselor - An adult - often a parent - who has knowledge of one or more activity badge areas. Is recruited by the Webelos den leader and helps Webelos Scouts gain self confidence in dealing with adults.



Troop Webelos Resource Person - A registered male in the troop - often an assistant Scoutmaster or member of troop committee. Acts as liason between the troop and pack. Aids Webelos den leader in planning joint activities and exciting graduation ceremonies, and helps obtain resources for the Webelos den. His main job is to ensure Webelos Scouts of a smooth transition into the troop.

PACK/TROOP RELATIONSHIP

With the help of the unit commissioner, make a list of nearby troops, with leaders' names and phone numbers. The unit commissioner can help bring together the Webelos den leader, Cubmaster, and Scoutmaster for their first meeting. If a unit commissioner is not available, either the Cubmaster or Webelos den leader will need to take the initiative to get things going.

The first meeting is to get acquainted, define responsibilities, discuss leadership needs and make plans to recruit any needed leaders. It is also a time to make plans for joint Webelos den (or pack)/troop activities.

There should be a plan for regular communications between these key leaders to keep everyone interested and informed.

Set up a tentative calendar of joint activities. These are incorporated as part of the pack's and troop's annual plan.

TRAINING

Every Webelos Scout deserves trained and qualified leaders. Webelos den leaders and assistants should take Cub Scout Leader Basic Training which includes a weekend outdoor experience. They should also take part in regular roundtables, pow wows, and other training events.

The Webelos den chief receives on-the-job training from the Webelos den leader. Initial training includes a review of the "Den Chief's Handbook" and "How To Be a Den Chief". Webelos den chiefs should be encouraged to attend a district or council Den Chief Training Conference. The Webelos den leader also provides regular coaching related to the den's program activities.

PROGRAM PLANNING

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, and desires, and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a troop. That's why a quality program is of such importance.

Annual Planning - A Webelos annual planning meeting is held in July. A tentative calendar of activities is set, including joint quarterly activities

with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan.

Monthly Planning - At least once each month the Webelos den leader, assistant, Webelos den chief and troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

Joint Activities - Some suggestions for joint Webelos den/troop activities are shown below:

- Webelos den visits troop Court of Honor.
- Webelos den and troop share an evening campfire.
- Joint attendance at Scout Sunday or Sabbath services.
- Pack/troop community Good Turn, or Good Turn for chartered organization.
- Webelos den on a day hike with troop.
- Troop leaders assist on a Webelos dad-and-son overnight campout.
- Webelos den visits a district camporee with troop as host.
- Scoutmaster and troop junior leaders take part in pack graduation ceremonies.



ADVANCEMENT

The Webelos Scout advancement plan has three parts: The Webelos badge, the 15 activity badges, and the Arrow of Light Award.

As soon as a boy joins the Webelos den he begins work immediately on the Webelos activity badges and the requirements for the Webelos rank.

After he has earned the Webelos badge, he begins work on requirements for the Arrow of Light award.

Pack leaders, Webelos parents, Webelos Scouts, and troop leaders should understand the significance of Webelos advancement requirements as related to Boy Scout requirements.

Meaningful advancement ceremonies are important. Troop representatives should be involved in pack graduation ceremonies.

See "Webelos Scout Book" for information on advancement requirements. See "Webelos Den Leader's Book" for additional help on advancement.



WEBELOS BADGE REQUIREMENTS

1. EARN THREE ACTIVITY BADGES.
2. BE AN ACTIVE MEMBER OF THE DEN FOR 3 MONTHS (ATTENDANCE, DUES, PROJECTS)
3. SHOW THAT YOU KNOW AND UNDERSTAND THE REQUIREMENTS TO BE A BOY SCOUT:
 - + UNDERSTAND AND INTEND TO LIVE BY THE BOY SCOUT OATH OR PROMISE, THE BOY SCOUT LAW, THE BOY SCOUT MOTTO, AND THE BOY SCOUT SLOGAN.
 - + KNOW THE BOY SCOUT SALUTE, SIGN AND HANDCLASP AND WHEN TO USE THEM.
 - + UNDERSTAND THE SIGNIFICANCE OF THE BOY SCOUT BADGE. KNOW ITS PARTS AND TELL WHAT EACH STANDS FOR.
 - + UNDERSTAND AND AGREE TO FOLLOW THE OUTDOOR CODE.
4. POINT OUT AND EXPLAIN THE VARIOUS PARTS OF THE WEBELOS SCOUT UNIFORM. TELL HOW A BOY SCOUT UNIFORM IS DIFFERENT. TELL WHEN TO WEAR AND WHEN NOT TO WEAR THE SCOUT UNIFORM.
5. PLAN AND LEAD A FLAG CEREMONY IN YOUR DEN.



ARROW OF LIGHT AWARD REQUIREMENTS

1. BE ACTIVE IN YOUR WEBELOS DEN FOR AT LEAST 6 MONTHS SINCE JOINING AND HAVE EARNED THE WEBELOS BADGE.
2. REPEAT FROM MEMORY THE BOY SCOUT OATH OR PROMISE AND THE 12 POINTS OF THE SCOUT LAW. TELL HOW YOU HAVE ALREADY PRACTICED THESE IN YOUR EVERYDAY LIFE.
3. SHOW ONCE AGAIN THAT YOU CAN GIVE AND EXPLAIN THE BOY SCOUT MOTTO, SLOGAN, SIGN, SALUTE, AND HANDCLASP. THIS WILL HELP YOU FEEL RIGHT AT HOME WHEN YOU JOIN A TROOP.
4. SHOW AND EXPLAIN HOW TO HANDLE THE 'HURRY CASES' IN FIRST AID - BREATHING STOPPED, SERIOUS BLEEDING, AND INTERNAL POISONING. KNOW WHAT SHOCK IS AND ITS RELATIONSHIP TO THE HURRY CASES. KNOW WHAT TO DO FOR IT. (SEE FIRST AID SKILL AWARD IN *Boy Scout Handbook*) SHOW PROPER TREATMENT FOR CUTS AND SCRATCHES AND HOW TO APPLY A BAND-AID.
5. EARN FOUR ADDITIONAL ACTIVITY BADGES INCLUDING CITIZEN AND AT LEAST TWO OF THE FOLLOWING: AQUANAUT, ATHLETE, NATURALIST, OUTDOORSMAN.
6. WITH YOUR WEBELOS DEN, VISIT AT LEAST ONE TROOP MEETING AND ONE BOY SCOUT-ORIENTED OUTDOOR ACTIVITY.
7. PARTICIPATE IN A WEBELOS DAD-AND-SON OVERNIGHT OR DAY HIKE.
8. AFTER YOU HAVE COMPLETED ALL OF THE ABOVE SEVEN REQUIREMENTS, AND AFTER A TALK WITH YOUR WEBELOS DEN LEADER, ARRANGE TO VISIT, WITH YOUR PARENTS OR GUARDIAN, A MEETING OF A TROOP (OR TROOPS) YOU THINK YOU MIGHT LIKE TO JOIN. TALK TO THE SCOUTMASTER. THEN GET AN APPLICATION TO BECOME A SCOUT, FILL IT OUT, AND HAVE YOUR PARENT SIGN IT. SHOW IT TO YOUR WEBELOS LEADER. (GIVE IT TO THE SCOUTMASTER WHEN YOU ARE READY TO JOIN)

UNDERSTANDING WEBELOS SCOUTS

10-year-old boys are testers. They want you to draw a line for them, and as soon as you do, they will try to cross or bend that line. While these boys are stronger and have more muscular skill than 8 or 9-year-olds, they still don't have adult judgement. They must frequently be reminded of their responsibility for property - theirs and the other person's.

A Webelos Scout thrives on praise and sometimes sulks at criticism. He is eager to please those he likes. He will follow a leader and participate in the program as long as the leader is fair and makes reasonable requests of him.

This age boy plays hard, and then may become intensely serious for a short time. It is best to mix periods of fun and seriousness in den meetings.

A great deal can be accomplished in a disciplined den. A rowdy den can accomplish little in the way of program and offers few chances for helping boys to develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys in citizenship, we must teach them the importance of self-discipline. Baden-Powell, the founder of Scouting said: "You can only get discipline in the mass by discipline in the individual".

An active program will help eliminate behavior problems in the den. Usually boys cause trouble because they are disinterested in what's going on. Here are some tips to help maintain good discipline:

- Insist on attention while you are talking. Boys who want to get on with the activity will help quiet the noisy ones.
- Don't shout or yell. Use the Cub Scout sign to get attention.

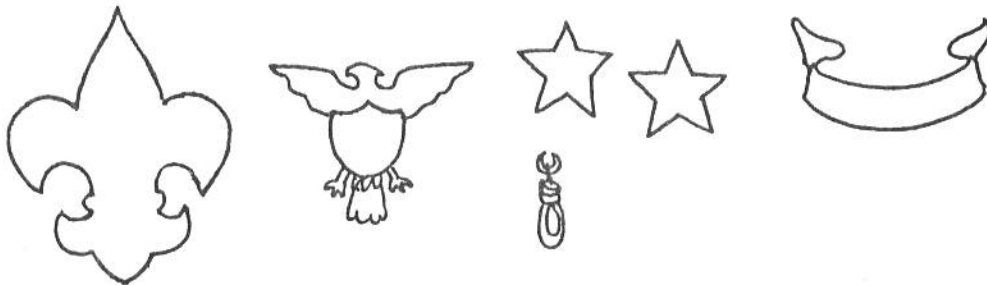
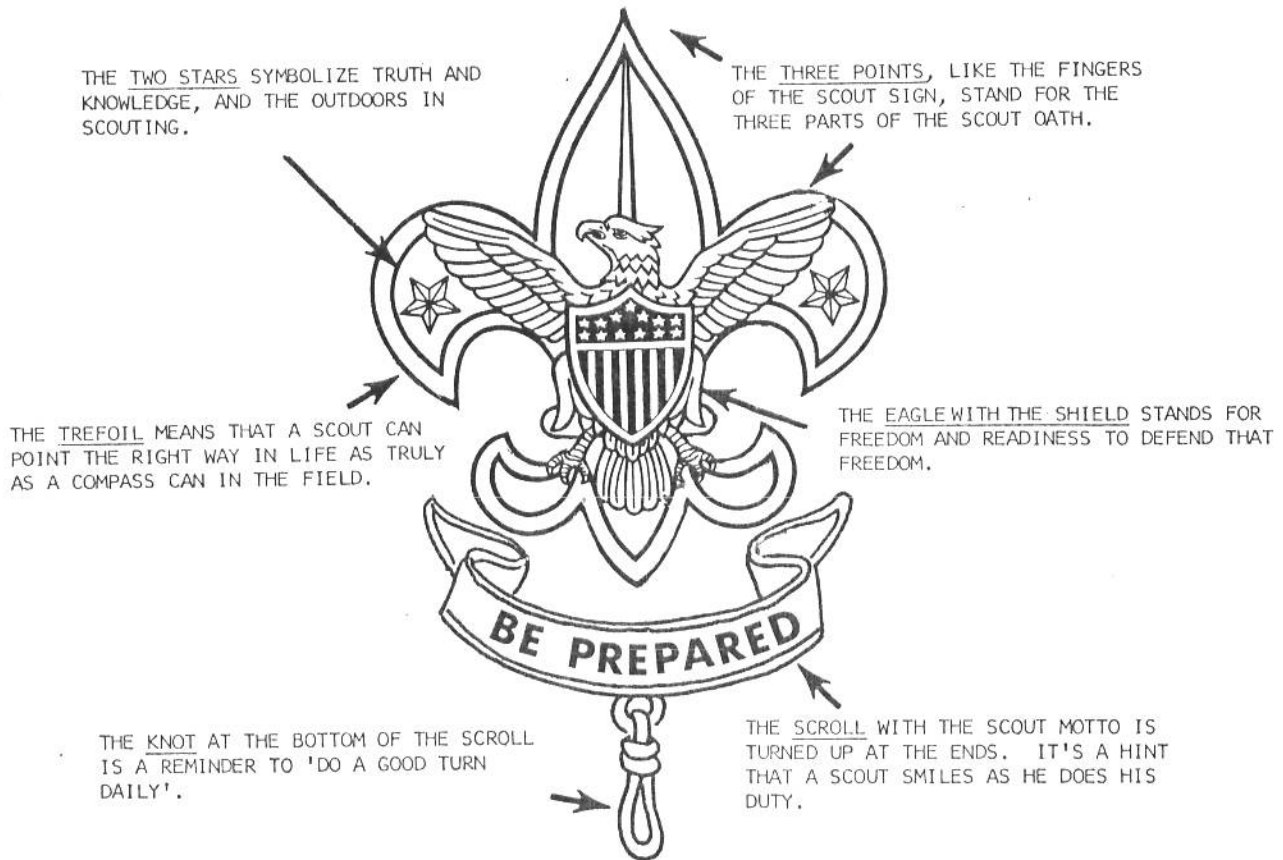


- Have a good pre-opening activity. Trouble starts when a few boys arrive early and don't have anything to do. Once you've lost control, it's hard to regain it.
- Praise in public, criticize in private. No one likes to 'lose face'.
- Make good use of the advancement program. Boys who are advancing usually don't cause as much trouble.
- Keep den meetings going at a fast pace with lots of activity and interesting things to do. Prevention is better than cure.
- Give boys responsibility and expect them to meet it. When they have responsibility, they don't need to misbehave to get attention.
- Get the boys into uniform. A uniformed group has better behavior than one that is not. Set a good example of proper uniforming.
- Be impartial. Don't let one boy get away with something that you would not tolerate from another.
- Let a new member know what you and the den expect of him - such as regular attendance, advancement, proper behavior, Cub Scout spirit, etc.
- Always mean what you say. Never threaten.
- Be firm in a friendly manner. Set behavior rules and stick to them.

THE SCOUT BADGE

To teach Webelos Scouts the parts of the Scout badge, enlarge the design below and cut the separate parts from thin plywood or press-board. Cut out with a scroll saw and paint or stain. Use the individual parts to teach the badge requirement for the Webelos badge.

The Scout badge was adapted from the north point of the old mariner's compass. The design is often called a trefoil - a flower with three leaves. It is also known by its French name 'fleur-de-lis' - lily or iris flower. It goes so far back in history that it is uncertain whether it actually stands for a lower or for an arrowhead. With slight changes, the trefoil badge is used by Scouts around the world.





AQUANAUT

An aquanaut is a person who is at home on or in the water. He has a respect for the water because he knows that it can be dangerous as well as being an area where he can have fun and enjoyment.

1. Take your den swimming and classify the boys according to their swimming ability. (See 'Safe Swim Defense', 'Cub Scout Activities')
2. Teach them the basic rescue methods illustrated by the words: Reach, Throw, Row, Go, Tow. (See 'Webelos Scout Book') Have them practice the first two.
3. Demonstrate boat safety methods and rowing techniques. Give boys a chance to practice what they have learned.
4. Study about water pollutants in the area lakes and rivers, and their effects on the uses of water for consumption and recreation purposes.
5. Have a demonstration of mask, fins, and snorkel by an expert.
6. Practice rescue breathing on a dummy. (See 'Webelos Den Activities')
7. Go to a boat race or a swim meet.

RESOURCES

Webelos Scout Book

Buddy system
 Elementary backstroke
 Sidestroke
 Crawl stroke
 Water rescue methods
 Surface dive
 Snorkeling
 Boat safety

Webelos Den Activities

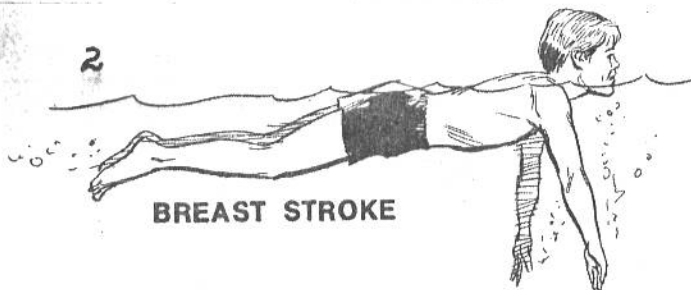
Swimming games
 Water safety
 Rescue breathing

Cub Scout Activities

Safe Swim Defense
 Water games

Webelos Scout Helps

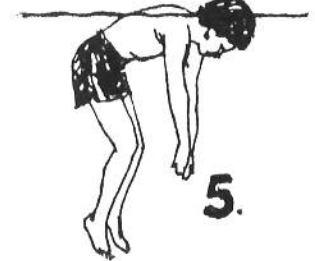
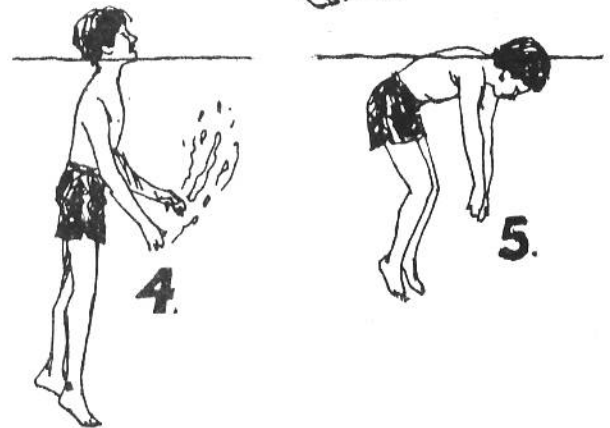
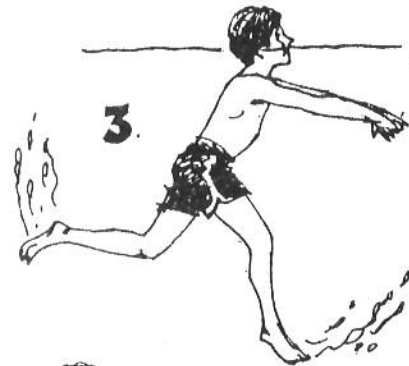
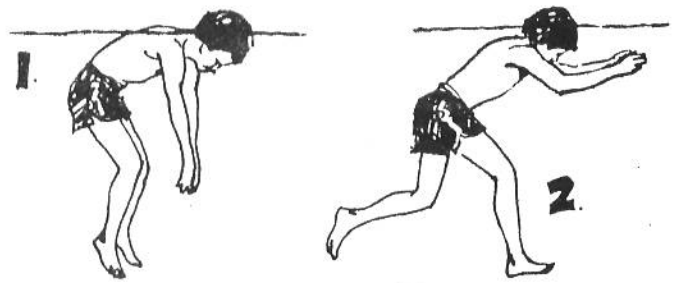
Also see 'Games' section of this book for more ideas for water games.



DROWNPROOFING

This technique for staying afloat indefinitely may give confidence to boys who fear the water and don't believe they can float. The steps are:

1. Relax completely. Be lazy. With lungs full of air, float face down, with back of neck on the surface. Rest for 3 seconds. This isn't a test to see how long you can hold your breath underwater.
2. Get ready to raise your face above the water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
3. As you raise your head to the surface, exhale through your nose and mouth. Your shoulders should stay under water.
4. Keep your head straight and push downward with your hands to keep your head above water. Inhale slowly - there's no rush. With your lungs again full of air, drop your head forward and thrust downward and backward with your arms and legs.
5. Relax. Hold your breath. Let arms and legs dangle while you float forward and upward. Beginners should rest 3 seconds before doing Step 1 again. Experts rest 10 seconds. Avoid bobbing above or below the surface.



ROWING SKILLS

Catch - Sit erect, hold the back straight, brace feet on the boat's ribs or stretchers. Palms should be down on the oars. Bend forward at the waist to make the catch.

Pull - Lay back on the oars and exert steady pull. To complete the pull, lean back beyond the vertical and exert a final pull. Keep elbows near the body.

Feather - Drop the wrist so that the oars are parallel to the water, reducing wind resistance as you go into the recovery.

Recovery - As the oars come out of the water in feathered position, straighten arms and lean forward toward catch position. Keep blades parallel to water.

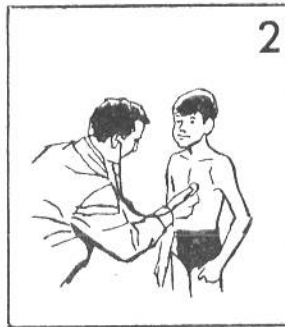
HOME SWIM SAFETY

1. Never swim alone. Most drownings in home pools are a result of violating this rule.
2. Brush or wash dirt off feet before entering pool. Shower first, if possible.
3. Bring your own towels while visiting.
4. Note where owner keeps long pole or emergency gear for helping out a swimmer in trouble.
5. Be sure you know how deep pool is at each end and at middle.
6. Stay out of water right after eating.
7. Make no fake calls for help.
8. Keep pool gates locked at all times.
9. Dive sensibly. Don't dive into shallow end or back-dive off concrete apron. Look first.
10. Remove breakable or dangerous objects from poolside. Remove any electrical appliance that might fall in when connected.
11. Keep an eye on small children who are using inflatable toys to keep afloat.
12. Watch the sun. Too much is painful.

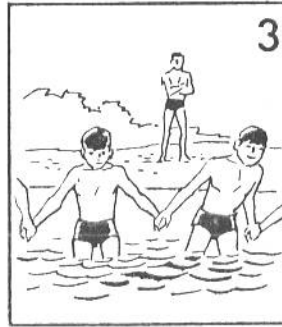
SAFE SWIM DEFENSE PLAN



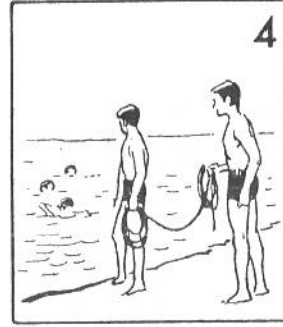
QUALIFIED SUPERVISION



PHYSICAL FITNESS



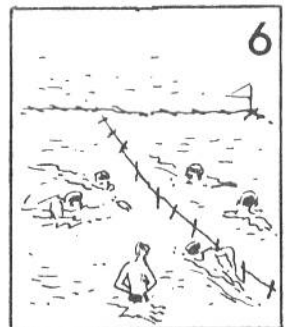
SAFE AREA



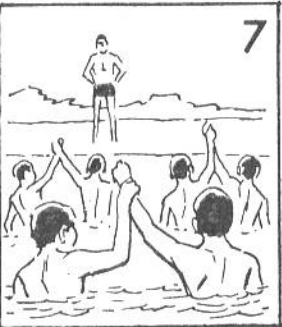
LIFEGUARDS ON DUTY



LOOKOUT



ABILITY GROUPS



BUDDY PLAN



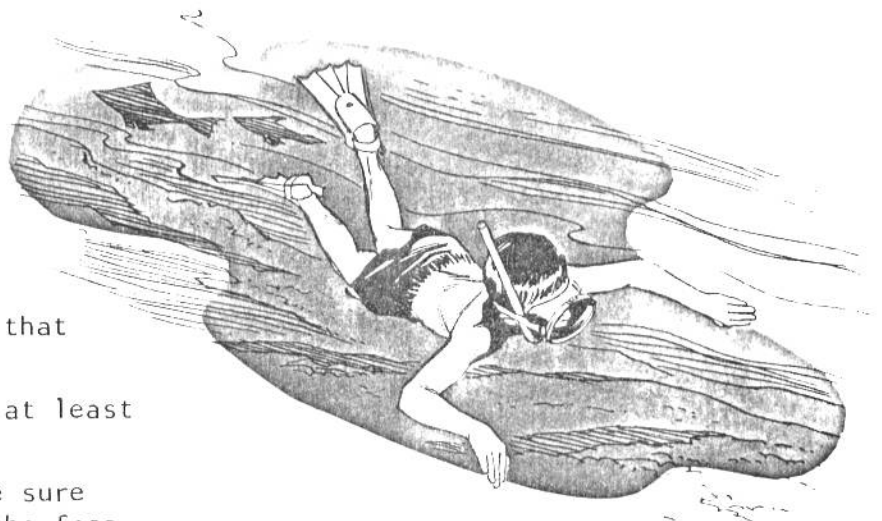
DISCIPLINE

SEE "CUB SCOUT ACTIVITIES" OR "SAFE SWIM DEFENSE" FOR DETAILS OF THE SAFE SWIM DEFENSE PLAN ILLUSTRATED ABOVE.

SNORKELING

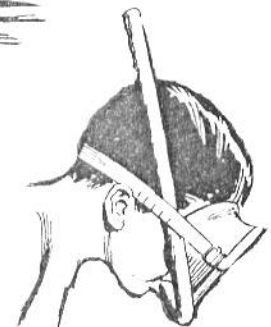
There are a few sensible rules that go along with snorkeling:

- You should be able to swim at least 100 feet comfortably.
- When buying a face mask, be sure the headband fastens near the face plate. A dark color is best. Test the mask by fitting it over your eyes and nose without the head strap and inhale gently. If it fits good the suction should hold it in place easily.
- Be equally choosy in selecting fins. The adjustable type are usually less expensive and easier to find than the slipper type, but the slipper type gives better protection for your feet on rough terrain.
- A snorkel should be a simple, curved, semiflexible tube. The mouthpiece fits on the short end of a J-shaped tube, and the long end should not extend more than 12 inches above the mouthpiece. When worn with the mask, the snorkel tube runs from your mouth under the strap of the mask in front of your ear, and above the back of your head.
- Practice with your mask and snorkel in shoulder-depth water. If the mask fogs up and obscures vision, rub the inside of the face plate with saliva and rinse it out. Excess water in the mask can be cleared by pressing the top of the mask against your forehead and exhaling through your nose.



The snorkel tube can be cleared of water with a sharp puff of breath before you start to inhale. Breathe naturally through the snorkel. If you pant, you will find yourself dizzy.

- Swim fins will more than double the power of your swim kick. Use an easy flutter kick or scissor kick, bending your knees more than normal. Breast-stroke, crawl, or dog-paddle with your arms. Don't try for speed.
- You can begin to explore deeper with the use of a boat, raft or float - and a swim buddy. Never swim alone. Always have a buddy with you.





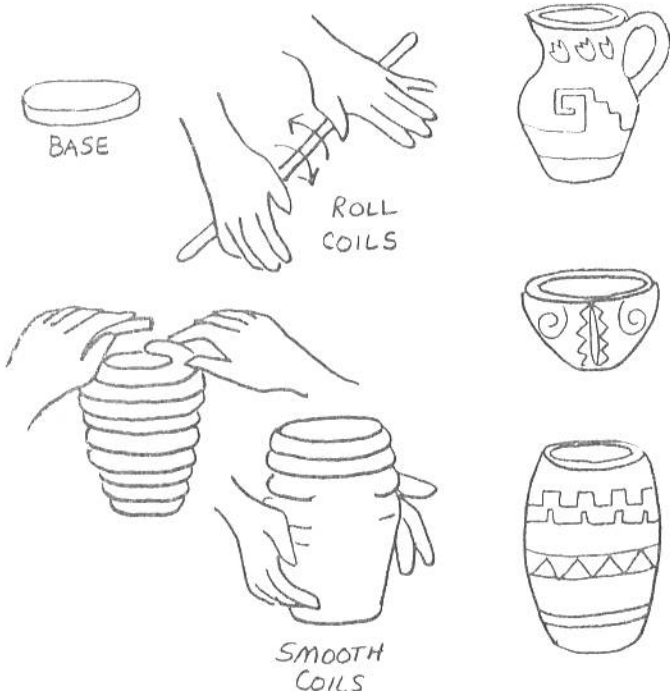
ARTIST

Not everyone is an artist, nor is it intended that you be an artist to work with the boys on this badge. The Artist Activity Badge is designed to help the boys have a better understanding of techniques and color. It is a stepping stone to the Artist and Draftsman Merit Badges. It will also help the boy learn to express himself in a manner that people appreciate and understand.

While working on the badge, a boy will become familiar with several different materials and techniques. Some boys will complete part of the badge requirements in school. You should ask them to bring their work to den meeting and explain what they did to get the results that you see.

There may be a dad in the den who has artistic talents. Ask him to come to den meeting and explain to the boys how to mix paint, how to get depth in the picture, etc. An art teacher would also be helpful in teaching this badge.

1. Invite an art teacher or artist to den meeting.
2. Attend an art exhibit or visit a museum.
3. Make mobiles.
4. Explain and demonstrate with paints and color wheel.
5. Make a simple sculpture.
6. Ask boys to make a profile of a family member and an original picture at home.
7. Have modeling clay and materials on hand for making models.
8. Make drawings on a nature hike.
9. Do sand casting or spoon printing. (See "Webelos Den Activities")



RESOURCES

Webelos Scout Book

Oil painting
Color wheel
Design
Mobiles
Constructions
Sculpture



Webelos Den Activities

Mobile
Frames
Spoon printing
Sand casting

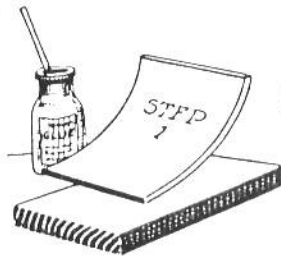
Crafts for Cub Scouts

Webelos Scout Helps

MAKING LINOLEUM BLOCKS

Linoleum blocks are easy to carve, inexpensive, and print very well.

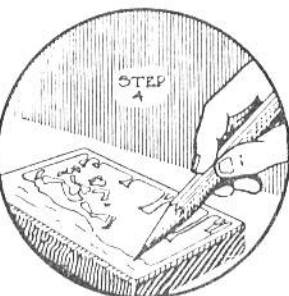
①



First, glue the linoleum to a wood block.

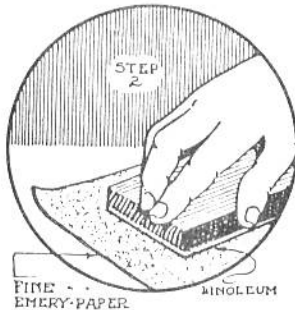
④

Trace the pattern, in reverse, on the linoleum - first with pencil, then with black ink. Mark lines and solid sections exactly as finished cut is to be.



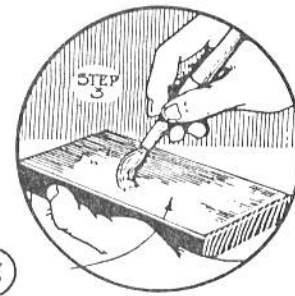
Rub face of block with fine emery paper until it is smooth and flat.

②



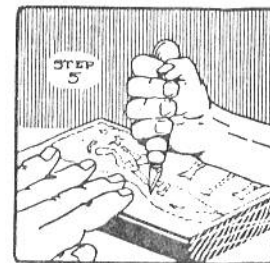
③

Cover face of block with white ink or showcard paint.



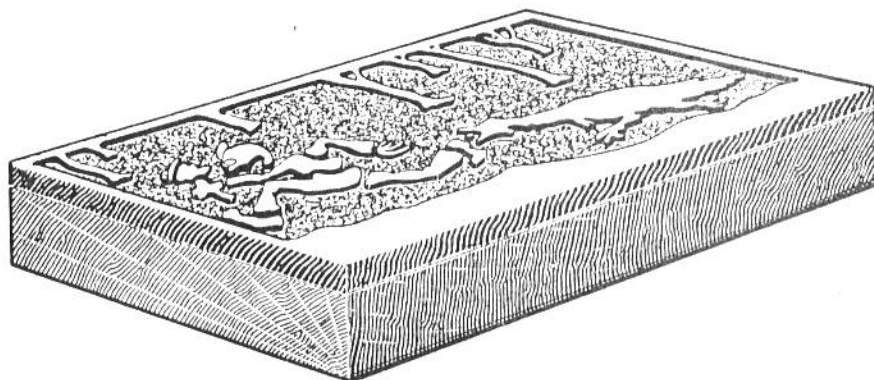
⑤

Carve, in low relief, using knife or carving tools.



⑥

Cover the finished cut with thin shellac. Now you are ready to print.



See "Crafts for Cub Scouts" for more information on block printing.

THINGS NEEDED FOR FAST FABRIC PAINT

Tempera Paints (Blue, Green)

Add 1/4 teaspoonful of vinegar

Glass of Water

White of one egg

Plate or platter

1 small brush

1 larger brush

① Mix the tempera color with water

② Next add a brushful of white of egg and vinegar mixture

③ Paint the fabric

④ Put fabric face down between 2 papers. Add damp cloth on top and steam in by the use of hot iron.

DAMP CLOTH

PAPER

FABRIC

PAPER

ARTIST BADGE (continued)

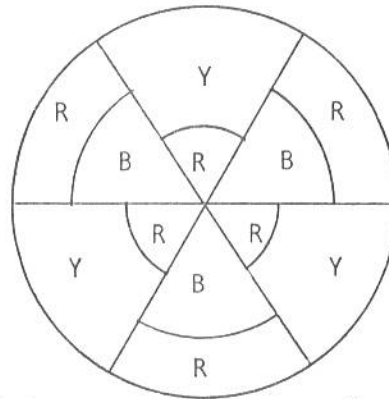
MAKE A COLOR WHEEL

Using the patterns shown, cut a circle from heavy cardboard. Draw designs on each side of the cardboard circle. At the points marked 'X', poke a hole in the cardboard. Thread a string through one hole and back through the other one. Tie string so there is a loop on each side of the cardboard wheel. This loop should be about 2' long.

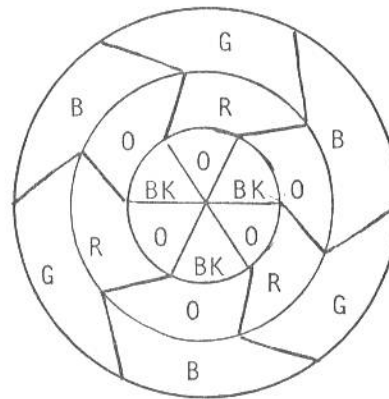
To operate the wheel, hold a loop in each hand and twist the string by whirling the cardboard wheel around in a circle. When string is twisted tightly, pull outward with both hands until string is taut. Using an in-and-out motion with your hands, the color wheel will spin.

Materials

- 50' string
- Large needle to punch holes
- Piece of cardboard
- Crayons, scissors

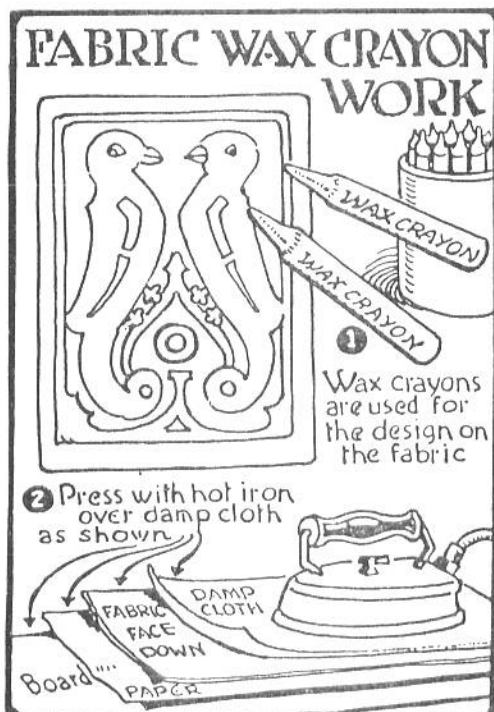


- | | |
|------------|------------|
| R - Red | Y - Yellow |
| O - Orange | G - Green |
| B - Blue | BK - Black |



← 5" →

Using crayons, color cardboard wheel as indicated by pattern.

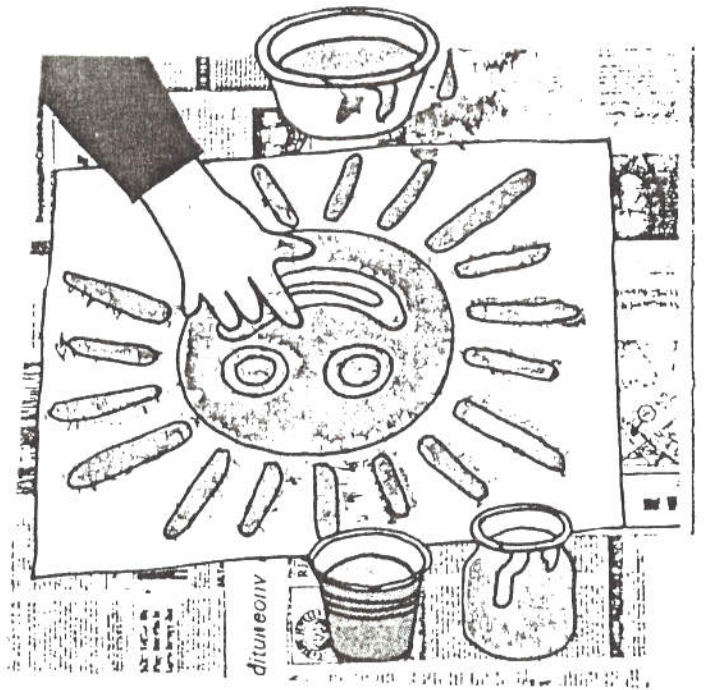


TEXTURED FINGER PAINT

Rub this on paper to get a grainy-looking picture.

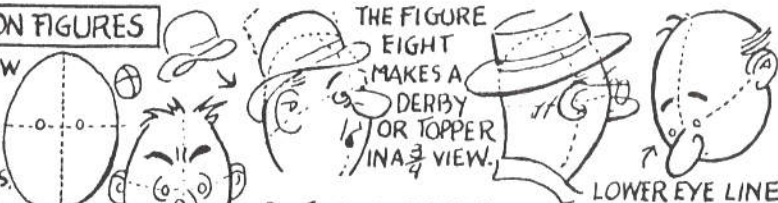
Mix 1 cup powdered detergent and 1/2 cup liquid starch together till mixture is soft and damp throughout. Add enough food color or tempera paint to get the color you want.

Then just dive in and create your own picture on a piece of paper. Don't put the paint on too thick, or paint chunks will fall off when it is dry.



CARTOON FIGURES

FIRST DRAW A CIRCLE OR OVAL DIVIDE IN FOUR PARTS.



THE FIGURE EIGHT MAKES A DERBY OR TOPPER IN A 3/4 VIEW.

LOWER EYE LINE

RAISE EYE LINE

EYES BELOW CENTER



KEEP HAIR SIMPLE

OVAL OR TRIANGLE

TWO OVALS OR TRIANGLE

COPY THESE FORMS AND CREATE YOUR OWN FIGURES



FIRST DRAW THIS

THEN THIS

COUNTRY DOCTOR





ATHLETE

Almost every Webelos Scout hopes that someday he will become a star in some sport. Even if he doesn't, he will probably enjoy testing his physical skills against a standard and against other boys. They are bursting with energy, eager for games of all kinds, and are highly competitive. So the Athlete activity badge is a natural.

This badge fits in perfectly with Scouting's purpose of developing strong bodies. It prepares Webelos Scouts for the vigorous activities they'll find in a troop. The requirements for the Athlete badge are designed to test boys in six physical skills. It encourages them to improve their fitness by practice and continuing exercise.

If weather permits, activity badge fun periods should be held outdoors. All of the tests (except the 600-yard run) can be completed indoors, but the outdoors will provide more room for vigorous games. Some Webelos den leaders use a large wall chart to show the boys' records in the tests. Space is left for periodic tests during the year, so that boys can record their progress. (See "Webelos Den Activities")

1. Encourage boys to do the exercises found in the "Webelos Scout Book". By doing them about 15 minutes each day, they will see steady improvement.
2. Make an obstacle course. Use boxes to crawl through, hurdles to jump, bars to chin, trees to climb, etc. Make it a game by timing the boys as they run the course.
3. Try out the agility exercises shown in this section.
4. Practice pull-ups and push-ups in den meeting.
5. Make homemade physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4" pipe on ends, embedded in large cement-filled cans. A bicycle inner tube is good for stretching exercises.
6. Plan a short physical fitness demonstration for pack meeting.
7. Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope.
8. Invite a gym teacher to den meeting to discuss fitness.
9. Plan plenty of games and contests that will be fun as well as being exercise. Perhaps a Field Day of contests can be planned.
10. Attend a highschool or college athletic event.
11. Take the den on a short (5 miles or less) bicycle trip. Or, play some of the bicycle games found in the Games section of this book.



SUMMERTIME WORKOUTS

Avoid the dangers of summertime temperatures and humidity by following these tips. They will reduce your chances of suffering heat exhaustion or heat stroke.

1. Rest frequently between exercises. Take at least 2 minutes rest between running exercises - more if you need it. It's important to work hard at exercises, but don't forget to rest your body so it can recuperate from its loss of energy and fluids.
2. Drink small amounts of water to replenish the liquids lose in perspiration. Drink water supplemented with salt and glucose.
3. Try to schedule your workout in the morning or early evening to avoid the summer heat as much as possible.
4. Wear white clothing (to reflect the heat), which is loose and comfortable.
5. Persuade a buddy to work out with you. Encourage each other to work hard and keep going when you feel like quitting.



NEWSPAPER GYM

Many great athletes use tricks and stunts as specialized body-building exercises. So can Webelos Scouts. Here's one trick you can use.

Take a large double sheet of newspaper and hold it by one edge. Using only the fingers of the hand that is holding it, and without allowing the paper to touch any other part of your body, work it up into your palm with your fingers and hand until it is a ball. See how hard it makes your fingers work and how your forearm muscles wriggle and ripple as you try to get the newspaper into a ball. You may want to try it with a sheet of newspaper in each hand for a double workout.

Take two double sections and fold them in halves until you have a flat section with one edge that is a foot wide. Roll that piece up to form a baton. Use this baton for exercises. First try to pull it apart as you hold it in front of your chest. Then try to pull it apart as you hold it behind your back. Finally, see if you can break it by twisting it, clockwise with the right hand and counterclockwise in the left hand. Then see if you can jump over the paper baton without letting it go. Then try jumping back through it.

AGILITY EXERCISES

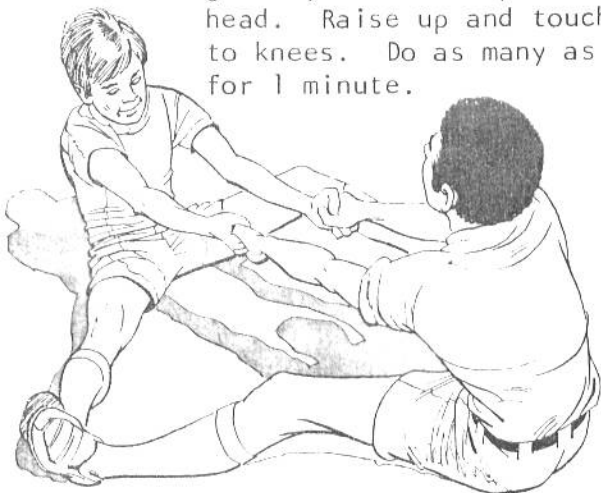
Perform these exercises within the designated time limits. Rest for two minutes between each set.

Set 1 - 8 minutes

1. Fish Flops: Lie flat on your stomach with arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place. Drop to ground and bounce up again. (2 min.)
3. Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 min.)
4. Root Drill: Partners square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

Set 2 - 6 minutes

1. Crab Mirror: Two players on all fours. One moves at random to the left, right, back, or forward. The other mirrors his moves. Switch leaders and repeat. (2 min.)
2. Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 min.)
3. Sit Ups: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for 1 minute.



ROPE GYM

The rope is a 'gym' that can be carried and used for all kinds of fitness activities.

Rope is used in one of the toughest sports - the tug-of-war. Try it at den meeting - half the den against the other half. To exercise alone, tie the rope to a tree or pole, and pass the end over the shoulder. Now pull as hard as possible. This will give the leg, stomach and back muscles some tough exercise.

Tractor-pull is a game, but it is also good exercise. Loop a rope around the back of the neck and under the armpits of two players facing in opposite directions. On all fours they try to drag each other across a dividing line.

Rope jumping develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

For rope climbing, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 15 feet off the ground. At first, climb it any way possible, using calf and thigh pressure. Later, learn to go up hand over hand from a sitting start. This builds arms, grip, shoulders, and the entire upper torso. It's also a skill that will help in future emergency rescue or survival situations.

FLEXIBILITY EXERCISES

Fingers - Extend arms to side, palms down. Quickly flex fingers by alternating between fist and open hand position. (30 seconds)

Wrists - Extend arms to front, palms down, wrists locked. Rotate wrists clockwise, then counterclockwise. (30 seconds)

Palms - Same position as wrists. Turn palms inward and outward in quick, short movements. (30 seconds)



HIGH JUMP - The high jump develops leg power and trunk strength, agility and coordination. When high jumping, always provide a soft landing area, and a clear, dry approach. The scissors jump is illustrated - arms are lowered as the body crosses the bar, the trunk is bent forward and the head tucked in. The free leg is lowered as soon as it has cleared the bar. Other high jump techniques should be tried only under the supervision of a qualified instructor.

BALANCE BEAM - The balance beam develops static and dynamic balance and eye-foot coordination. It helps boys learn self-confidence and body control at above-ground heights. The one leg squat is illustrated. Stand on right foot, arms extended sideward and left foot off beam. Bend right knee and raise extended left leg forward and upward. Lower body until right knee is bent as illustrated, and heel of left foot is resting on the beam.

BALANCE BOARD - This simple piece of apparatus is a fun way to develop balance. To use it, place the board on a flat surface. After you master upright balancing on the board, raise and lower your body, alternate feet for one-foot balancing, try juggling, tossing or bouncing a ball while on the balance board.

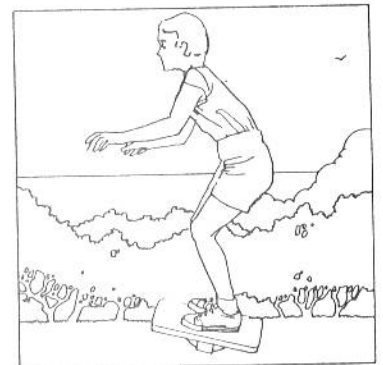
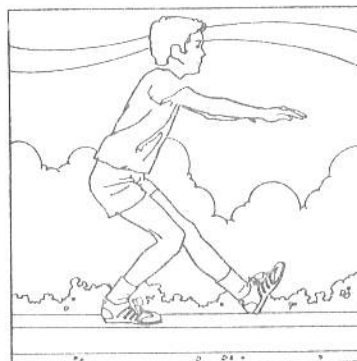
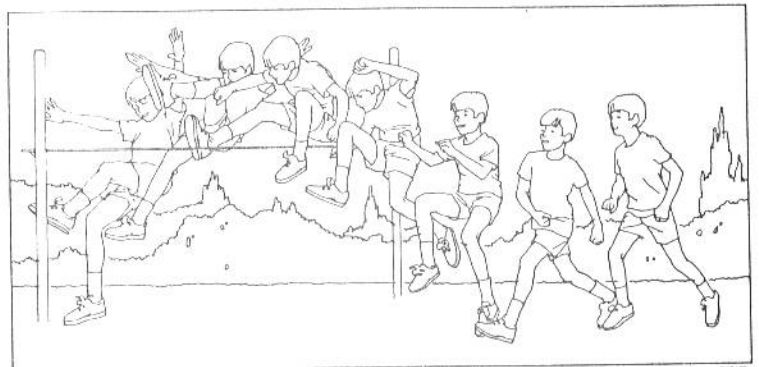
RESOURCES

Webelos Scout Book
Sit-ups, pull-ups
Standing long jump
50-yard dash
600-yard run (walk)
Individual exercises
Dual contests

Webelos Den Activities
Scorecard
Obstacle course

Cub Scout Activities
Field day events
Olympic events
Physical feats course
Bicycle skill tests
Obstacle course

Webelos Scout Helps





CITIZEN

The Citizen activity badge is one of the requirements for the Arrow of Light award. It is the first of several citizenship requirements on the trail to Eagle Scout. A Tenderfoot Scout must earn the Citizenship Skill Award which is a little more advanced than the Citizen activity badge and is a stepping stone to the Citizenship in the Nation, Community, and World merit badges which are required for the rank of Eagle Scout.

We place a lot of emphasis on citizenship. That is one of the aims of the total Scouting program. A boy needs to know about the leaders of his community, state and nation. He needs to understand his rights and privileges as a citizen. He must understand that with these rights come responsibilities. A good citizen knows he is not always on the receiving end of good things, but should be on the giving end as well.

Webelos Scouts learn to give service. Many of them are already giving some type of service by clean-up campaigns, conservation projects, the daily Good Turn and others.

1. Make notebooks to hold the information boys gain in working on this badge.
2. Visit the State Capitol, City Hall, or a local congressman.
3. Observe a naturalization ceremony.
4. Visit a night traffic court.
5. Teach the boys flag courtesy.
6. Conduct an anti-litter campaign. This could include making and displaying posters, litter clean-up, making litter bags, etc.
7. Perform a Good Turn for the school, church, or community.
8. Discuss the ways boys can be good citizens. Have them make a list of things they will do regularly.
9. Discuss the differences between the rights and responsibilities of citizens.
10. Plan a special Good Turn for the next pack meeting, such as setting up chairs, welcoming committee, ushering, clean-up.

CITIZENSHIP GOOD TURN

Impress the idea of helping others on your Webelos Scouts' minds, when you are working on the Citizen activity badge. Stress this concept and explain that the Good Turn is an expression of good citizenship.

What can the den do? What's needed in your community? Discuss it with the den at your first meeting. Is litter a problem in the neighborhood?

Are neighborhood parks, playgrounds or schoolyards drab and lifeless? Are there old people nearby who can use our help in keeping up their yards or in running errands? Is there a children's home in the area? Handicapped persons? Is there something we can do to help our chartered organization? Our school? Our church?

RIGHTS AND RESPONSIBILITIES OF U.S. CITIZENS

Every American citizen enjoys certain rights and privileges set forth in the Constitution and protected by law. With those rights go individual responsibilities which every American shares.

RIGHTS OF CITIZENS

1. RIGHT TO EQUAL PROTECTION UNDER LAW AND EQUAL JUSTICE IN COURTS.
2. RIGHT TO OWN PROPERTY
3. RIGHT TO BE FREE FROM ARBITRARY SEARCH OR ARREST.
4. RIGHT OF FREE SPEECH, PRESS, ASSEMBLY.
5. RIGHT TO EQUAL EDUCATION AND ECONOMIC OPPORTUNITY.
6. RIGHT TO ATTEND THE CHURCH OF ONE'S CHOICE.
7. RIGHT TO CHOOSE PUBLIC OFFICIALS IN FREE ELECTIONS.
8. RIGHT TO HAVE LEGAL COUNSEL OF YOUR CHOICE AND PROMPT TRIAL WHEN ACCUSED OF CRIME.

RESPONSIBILITIES OF CITIZENS

1. DUTY TO OBEY THE LAWS.
2. DUTY TO RESPECT THE RIGHTS OF OTHERS.
3. DUTY TO INFORM ONESELF ON ISSUES OF GOVERNMENT AND COMMUNITY WELFARE.
4. DUTY TO SERVE ON JURIES IF CALLED.
5. DUTY TO VOTE IN ELECTIONS.
6. DUTY TO SERVE AND DEFEND OUR COUNTRY.
7. DUTY TO ASSIST AGENCIES OF LAW ENFORCEMENT.
8. DUTY TO PRACTICE AND TEACH PRINCIPLES OF GOOD CITIZENSHIP IN THE HOME.

BE PREPARED FOR FIRE

A good citizen is fire safe. These activities can be carried out by Webelos Scouts with the help of their families, to emphasize the importance of fire prevention and preparedness.

1. Draw a floor plan for your home. Map out an escape route from each room, especially bedrooms, plus an alternate.
2. Have a family conference to discuss the plan. Have all family members practice their alternate routes to safety.
3. Learn how to remove screens and storm windows quickly and how to break out and clean off broken glass from a window frame.
4. Learn how to go out a window and drop safely from a high one.
5. Plan in advance the specific location where all family members will assemble after getting out of the house.
6. Discuss these safety rules:
 - a. Keep doors closed at night.
 - b. If smoke is smelled or a fire suspected, always test a door by feeling it at the top. If it is hot, escape another way.
 - c. If you smell smoke, arouse the family. Have a prearranged signal to announce a drill or a real fire.
 - d. KEEP CALM. DON'T PANIC
 - e. Get everyone out of the building first. Never reenter a burning building.
 - f. Then call the fire department after everyone is out. Use a neighbor's phone.

CITIZENSHIP PLEDGE

As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team.



RESOURCES

Webelos Scout Book

The Declaration of Independence
"The Star Spangled Banner"
What Is a Good Citizen
Laws You Obey
How Government Helps You
Citizenship in the World
Citizenship in Your Town

Webelos Den Activities

Good Turns

Webelos Scout Helps

Citizenship Through Service

Service Projects

Bill of Rights

Our Heritage of Freedom

Law & Justice

Your Flag

THE LAW OF SELF-CONTROL

1. I will control my tongue and will not allow it to speak mean, vulgar, or profane words. I will think before I speak. I will tell the truth and nothing but the truth.
2. I will control my temper and will not get angry when people or things displease me. Even when indignant against wrong or contradicting falsehood, I will keep my self-control.
3. I will control my thoughts and will not allow foolish wishes to spoil wise purposes.
4. I will control my actions. I will be careful and thrifty and insist on doing right.
5. I will not ridicule or defile the character of another. I will keep my self-respect and help others to keep theirs.

AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty holds a torch. What does the left hand hold?
2. Which is taller - the Statue of Liberty or the Washington monument?
3. What words are inscribed on the ribbon held in the mouth of the eagle on the Great Seal of the United States?
4. In the Great Seal, what is the bald eagle carrying in its talons?
5. What denomination of currency has the Great Seal printed on it?
6. How many people can fit inside the head of the Statue of Liberty?
7. What is the official U.S. motto?
8. Francis Scott Key was inspired to write the "Star Spangled Banner" when he saw the flag still flying over what fort?
9. Name the four U.S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says that all men are created _____?

Answers - 1. true, 2. the Washington monument, 3. "E pluribus unum" (one out of many), 4. arrow symbolizing war and an olive branch of peace. 5. the \$1 bill, 6. 40, 7. In God We Trust, 8. Ft. McHenry, 9. George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt. 10. equal.





CRAFTSMAN

Helping Webelos Scouts make and do things that are consistent with their abilities and interests is a satisfaction in itself. You also have the opportunity to help the boys develop confidence in their abilities by encouraging them to use their talents and skills for the more advanced handicraft projects or perhaps develop a hobby in one of these fields.

These are some suggestions for the Webelos den leader and activity badge counselor:

Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boy's.

Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.

Watch for signs of discouragement. Help boys when they seem to be having trouble.

Make sure that all boys' projects are carefully planned before they begin so they know what they are making.

Help each boy understand safety practices and take safety precautions where needed. He should know that sharp tools are a necessity and must be used with care and safety.

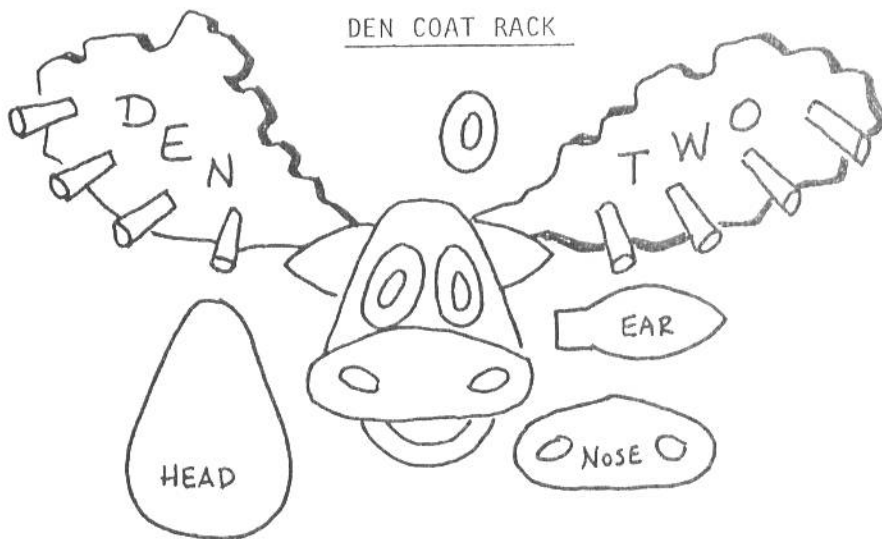
Be extra cautious in metalwork projects.

Clean up working area when finished. This leads to good relationships.

The requirements for the Craftsman activity badge include projects in wood, leather and tin. Pack meeting demonstrations could include demonstration of how to use various tools, leather cutting and metal work.

1. Visit a furniture factory, lumber yard, saw mill or cabinetmaker.
2. Visit a tannery or leather goods manufacturer.
3. Demonstrate the proper care and use of tools.
4. Demonstrate how to use leather tools.
5. Demonstrate metal work, using tin snips and vise.
6. Have a nail-driving contest. Give each boy a scrap of wood, nails and a hammer. Have them practice driving nails straight.
7. Make a tool chest.
8. Have a birdhouse building contest.
9. Make a leather cover for Citizen logbook.
10. Make a den knot board. (See "Webelos Den Activities")





Coat and hat racks can help add to the eye-appeal of your den meeting room.

This rack is cut from 1/2" plywood. Features can be cut from felt and glued on.

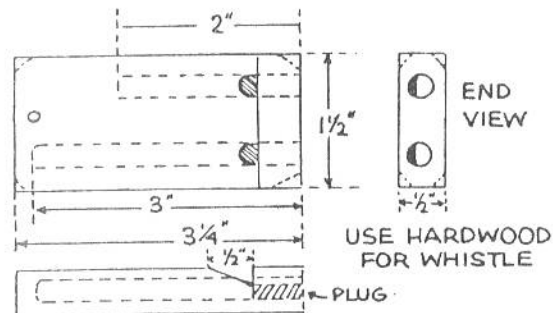
Pegs can be bolts, nails, spools or dowels.

You can work out a series of code signals with this two-tone code whistle. The twin tones make it penetrate a long distance. Each hole may be used independently or both may be blended.

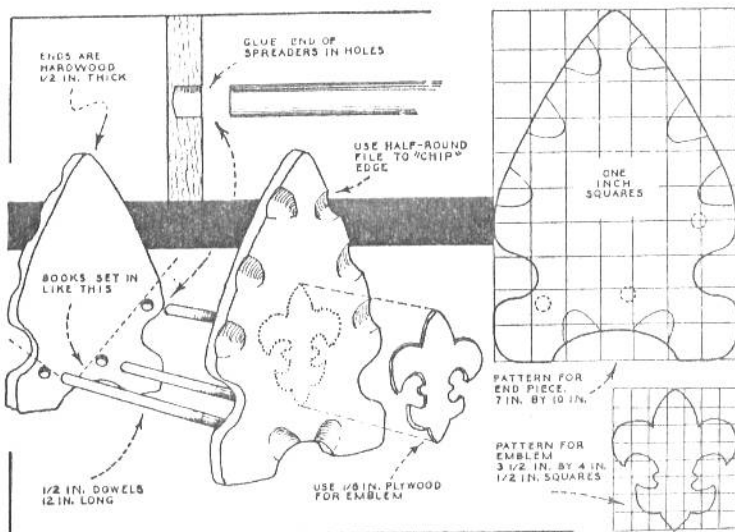
Walnut, maple or birch are good hardwoods to use. Make sure the holes are completely free of sawdust. Round off all edges and sand it smooth, then attach a neck strap lanyard long enough so that you can tuck the whistle into your shirt pocket.

Note that the plugs are flattened off at the top. Plugs should make a tight fit for the best resonance.

TWO-TONE CODE WHISTLE



1. Drill holes as indicated in piece of hardwood. Cut air escape notch.
2. Insert 1/4" plugs flush to straight cut of notch. Cut off excess wood.



BOOK RACK

Use 1/2" hardwood boards for ends. Sand edges smooth and 'chip' edges with a half-round file. Make the 'chip' grooves on outside of end boards only.

Three 1/2" dowels are used for the spreaders. They are 12" long and ends are glued into holes made in end boards. Holes do not go through.

Thin plywood is used for Scout emblem. The Webelos emblem could be used instead, if desired. It can be stained or lacquered.

(coo stick)

The coupstick is a wooden scorecard for a Webelos Scout.

It is cut from 1/4" pine and measures 1 1/2" wide by 12" long.

When the boy first comes into the Webelos den, he is given the blank piece of wood and directions on how to complete it.

As the boy earns activity badges, they are notched by the Webelos den leader. The Arrow of Light award requirements are also notched when they are completed.

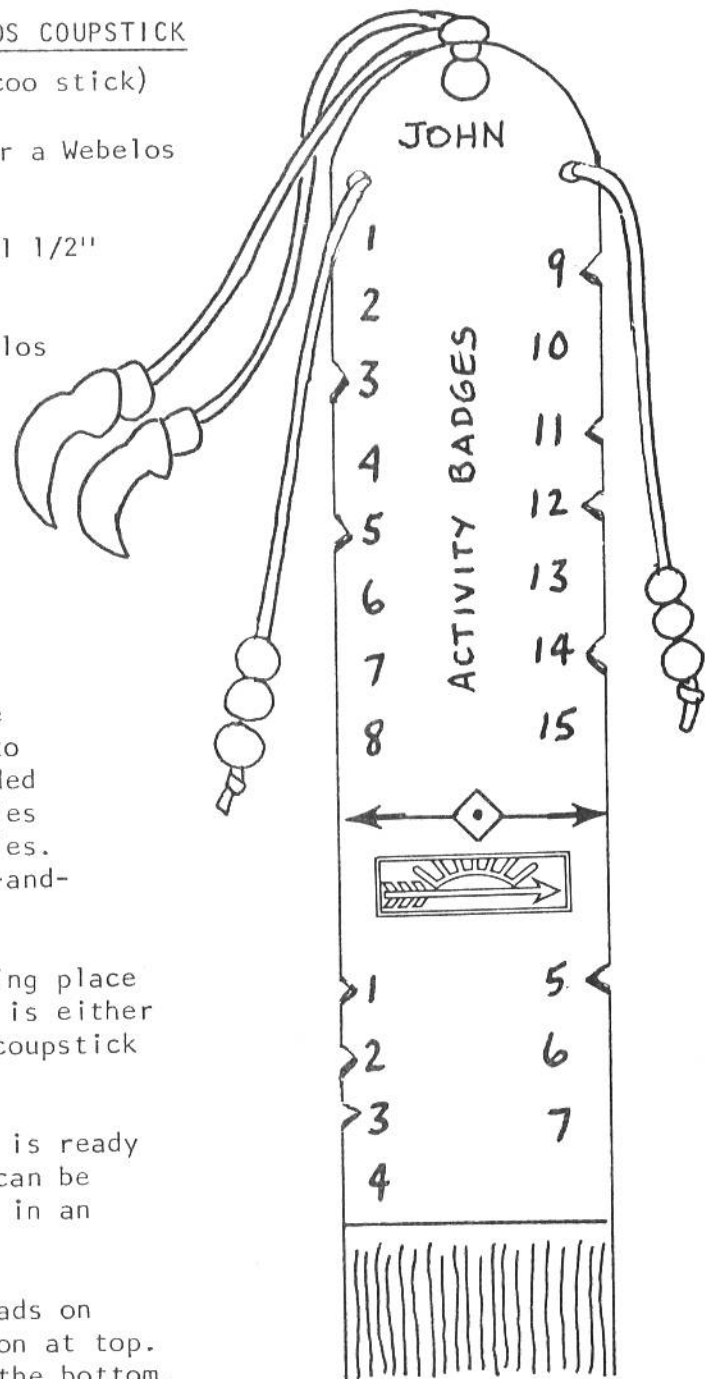
The decoration of the coupstick can be decided by the den leader or left up to each individual boy. Beads may be added as the boys take part in pack activities or in joint Webelos den/troop activities. They could also receive beads for dad-and-son overnight campouts.

The coupstick is kept at the den meeting place except on pack meeting nights when it is either carried by the boy or displayed on a coupstick display board.

When the stick is notched and the boy is ready to graduate into the troop the stick can be presented to the boy by the Cubmaster in an appropriate ceremony.

Leather thongs can be used to hang beads on the stick and for Eagle claw decoration at top. Leather is also used for a fringe at the bottom. The numbered can be burned into the wood with a woodburning pen or painted on.

These coupsticks make an attractive record of the boy's advancement in the Webelos den.



RESOURCES

Webelos Scout Book

- Woodworking
- Leatherwork
- Metalworking

Webelos Scout Helps

Craftsman Activity Badge Helps

Webelos Den Activities

- Lacing leather
- Woodworking projects

Crafts for Cub Scouts

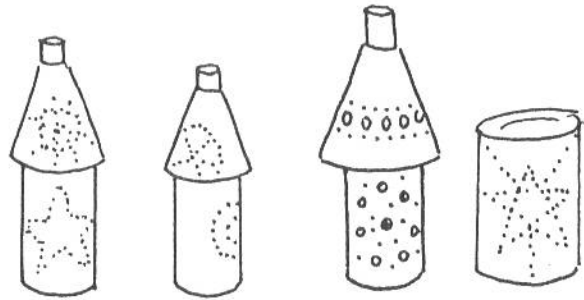
- Wood projects
- Metal projects
- Leather projects

TIN CAN LANTERNS

In Mexico people often light their houses at Christmas with simple tin lanterns. They're decorated with lacy patterns of punched holes. Candlelight glowing through the holes creates dozens of flickering stars.

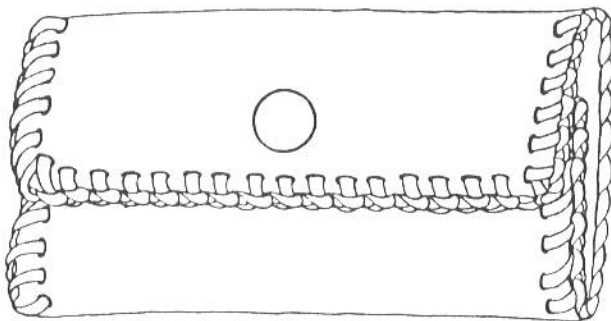
Use tin cans or aluminum funnels. The tin is easily pierced with a hammer and nail if you first freeze water in it. The funnels are sturdier and won't need frozen water.

Make a paper pattern which will fit around the can. Draw designs on the paper to follow as you punch the holes in the can.



Lay the can of frozen water on a towel. Wrap pattern around can and tape it down. Hammer evenly spaced nail holes through the lines of the pattern.

In each punched can place a small candle and holder. Votive candles in glass jars work well. Place the funnel upside down, over the top.



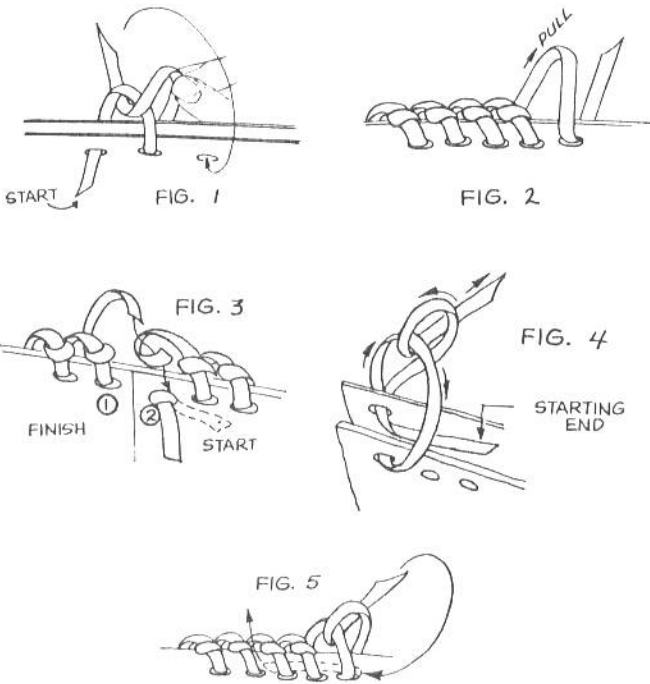
LEATHER LACING

For items that start and end at the same point:

1. Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop front to back. Then tighten the stitch from the back.
2. Continue lacing in same manner.
3. Remove lacing from starting hole. Lace one more stitch in hole 1. Remove starting lace from next loop and insert working end down through this loop. Pull both ends through hole 2 to inside. Cement them in place.

For items that start at one point and end at another:

4. Start by pushing lacing through first hole from inside. Bring lace over top and through same hole in both pieces of leather, forming loop. Go through loop front to back. Go through next hole front to back leaving loop. Continue. Go through each corner hole three times.
5. Finish as shown.

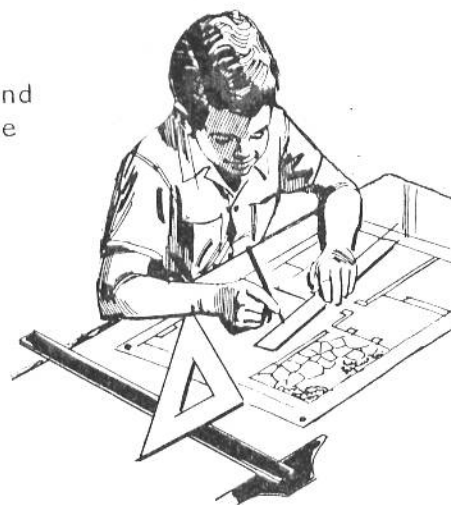




ENGINEER

To become an engineer requires many years of study and hard work. The Engineer activity badge will help the boys realize what an engineer does and what he is responsible for. This badge is a stepping stone to the Electricity, Engineering and Surveying merit badges in Boy Scouting.

The five main branches of engineering are: chemical, mechanical, mining, metallurgical and electrical. Within these five branches there are many specialized fields such as aerospace, involving the design of airplanes and spacecraft, civil engineering, which involves design and construction of all kinds of structures, and environmental which has to do with our environment.



1. Build and demonstrate catapults.
2. Build and demonstrate a block and tackle.
3. Discuss the different types of engineers.
4. Visit a construction site and look at a set of plans.
5. Visit an engineer or surveyor in a municipal county office. Look at the surveyor's manual and learn to read a rod.
6. Demonstrate how to read a floor plan of a house.
7. Visit the municipal water works, TV or radio station.
8. Discuss property lines. Have an expert show how property lines are determined and measured.
9. Visit an operating draw bridge, grain elevator, ship loading operation or other large operation involving cranes or other lifting equipment.
10. Tour a house under construction.
11. Have someone explain how to read topographic maps. Discuss how they are use.

RESOURCES

Webelos Scout Book

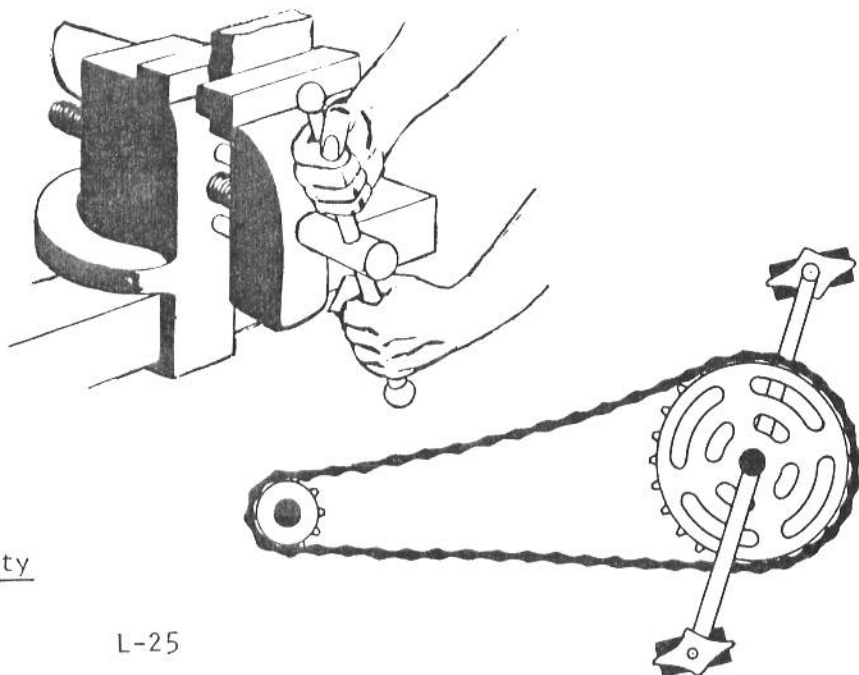
Block and tackle
Electricity safety
Bridges
Catapult

Webelos Den Activities

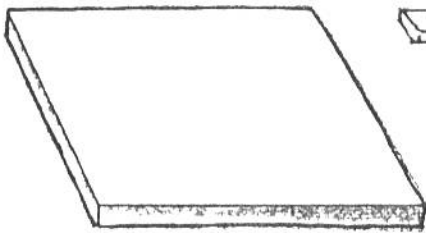
Block and tackle
Catapult
Steam turbine
Paper-clip motor

Webelos Scout Helps

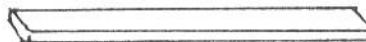
Traveler & Engineer Activity
Badge Helps



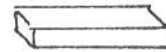
CATAPULT CATCH



PLATFORM - Heavy board 1' square. 5/8" flake-board is good.



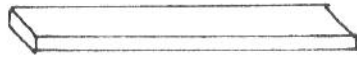
ARM - 1-2" wide and 14" long, or 2" longer than platform



SPRINGER - A 6" length of 1x2" furring strip



BUTTON



DEAD MAN - As long as the platform and less than 2" wide - furring strip

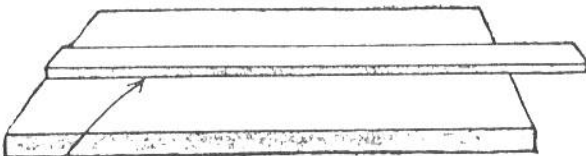


3 WOOD SCREWS

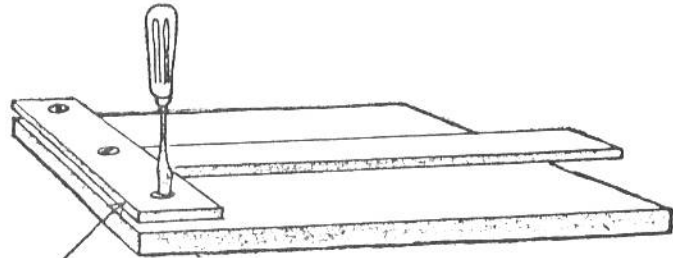
RUBBER BAND



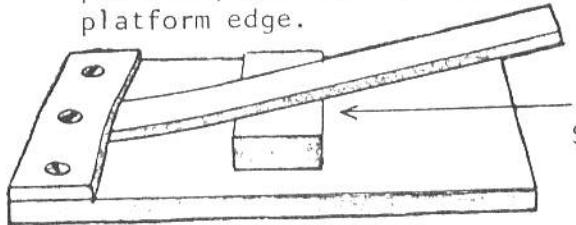
PAPER CUP



1 Lay arm across center of the platform, one end even with platform edge.

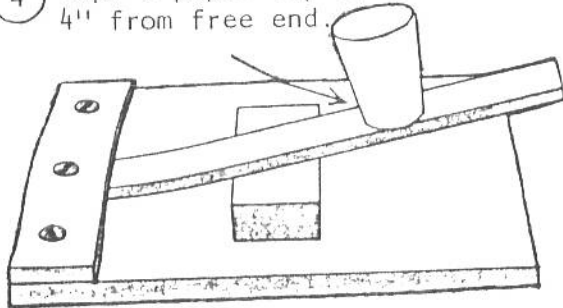


2 Lay deadman along same edge of platform and across end of arm. Drive a screw through center of deadman through arm into platform. Drive screw near each end of deadman into platform.

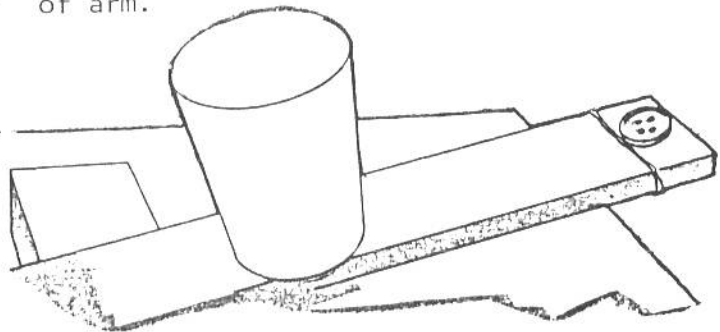


3 Slide springer under center of arm.

4 Tape a paper cup to arm about 4" from free end.



5 Roll rubber band 1" down from free end of arm.



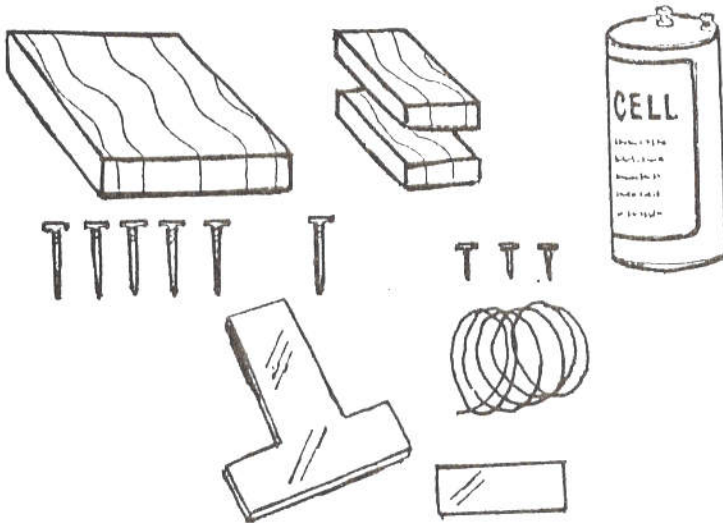
Make a model catapult from scrap wood. The wood for the arm should be thin and strong so there will be a good spring to it. Follow the simple directions above to put the catapult together.

To use the catapult, place the button on the end of the arm. (The rubber band will stop the button from sliding) With your thumb, press down the free end of the arm, then let it go. The button will fly.

With practice, you will find just how much to press the arm down to pop the button into the cup. You can also catapult the button over the cup on the arm and into another cup placed in front of the catapult.

SIMPLE TELEGRAPH SET

Two-way communication can be set up by making two separate telegraph sets. Each person has the key of one set and the sounder of the other.



Materials

- Flat piece of wood
- 2 blocks of wood
- 5 iron nails
- 1 aluminum nail
- 3 metal thumbtacks
- T-shaped piece of tin
- Thin strip of metal (brass, copper or tin)
- No. 6 battery
- Insulated wire

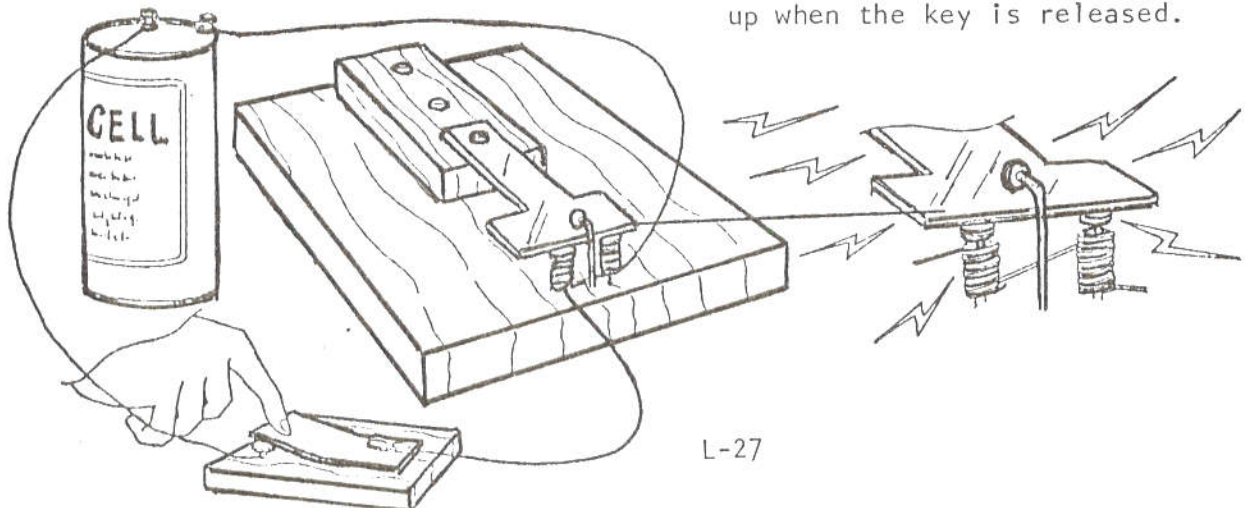
Base - A flat piece of wood holds the sounder. First nail together the wood base, a wood block and the T-shaped piece of tin.

Battery - Connected by wire to key and nails. Touching the key causes electrical current to flow through the circuit. The electromagnets pull the metal T downward to make a clicking sound. The T springs upward and strikes the bent nail when the key is released, making another clicking sound. These clicks form the dots and dashes of the telegraph code. To form a dash, the key is held down for a longer time than when forming a dot.

Sounder - Hammer two iron nails into one end of the base. Wind about 30 turns of insulated wire around each nail to form a coil. Leave loose wire at each end to connect the nails to the key and battery terminal. The nails become electromagnets when current flows through the coil. Hammer a bent aluminum nail as shown. The nail should not touch the T-shape piece of tin.

Key - A thin strip of metal mounted on a wood block. Push two thumbtacks about halfway through one end. Scrape the insulation from the wire left loose from the nails. Wrap the bare wire around the thumbtacks and press down.

Bend the metal strip upward about half an inch from the wood block. Press the third thumbtack under the raised end. Take a piece of wire and scrape the insulation from both ends. Connect the tack and battery terminal by wire. The strip should touch the tack when pressed downward. It should spring up when the key is released.



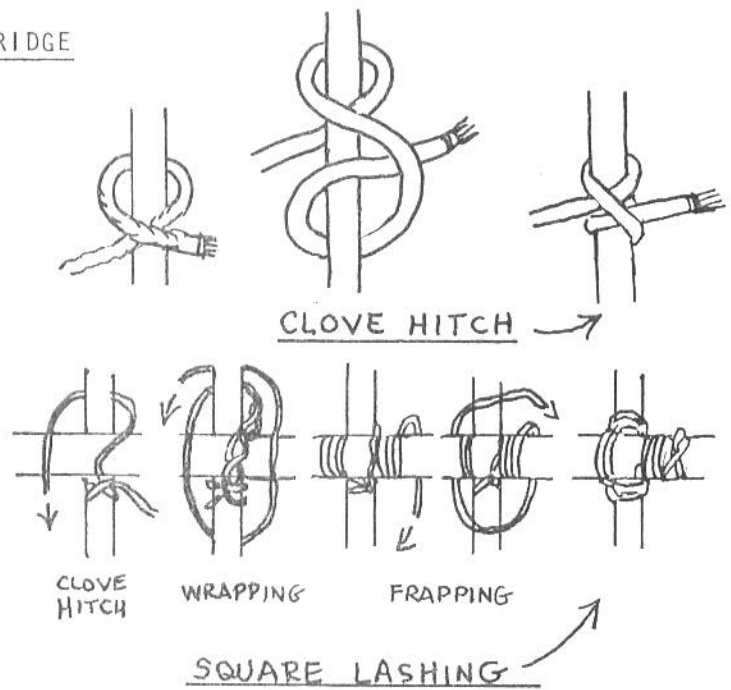
MODEL MONKEY BRIDGE

Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope to walk on and two others as hand ropes.

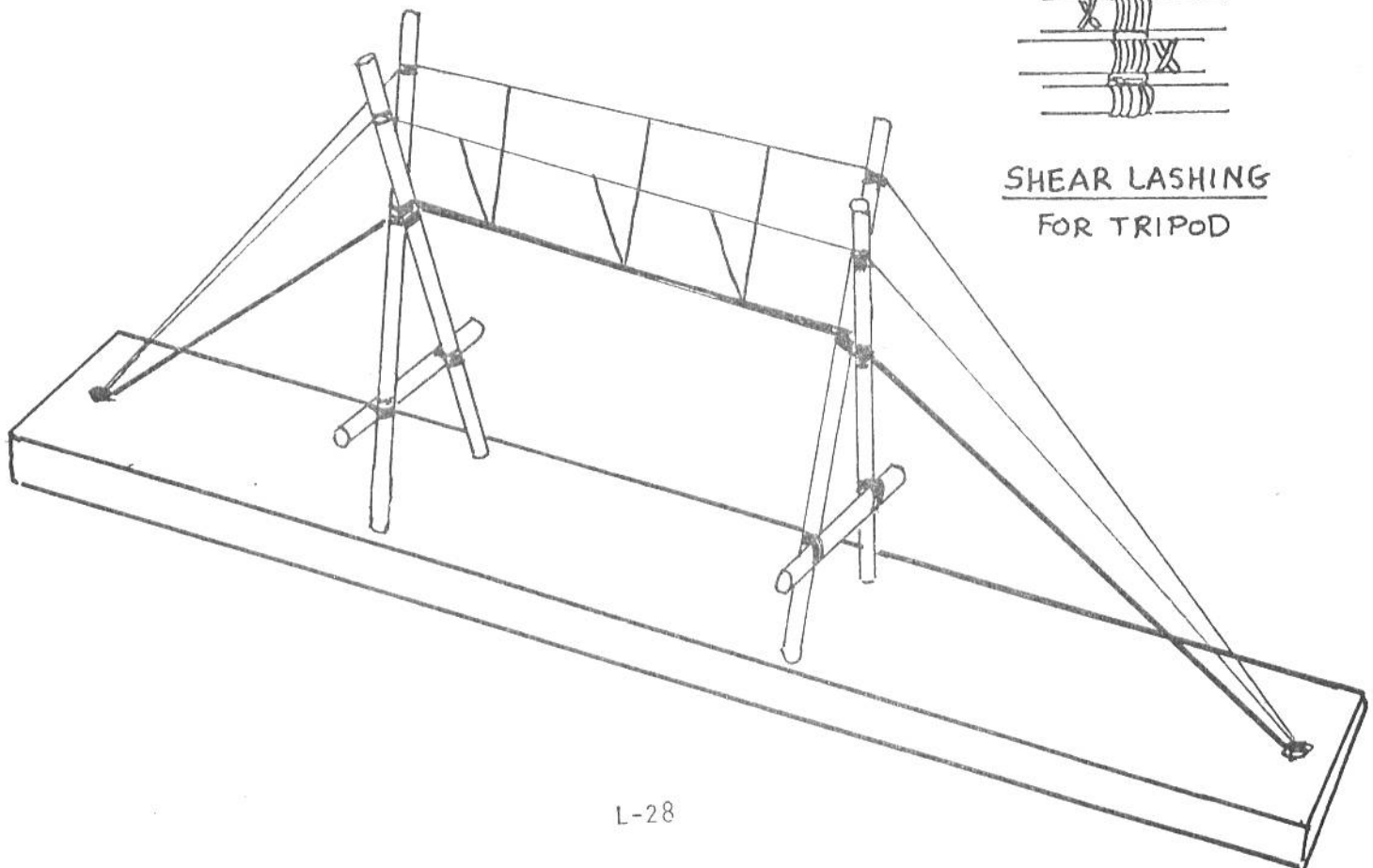
All the same knots and the same design are used in this model as are found in the full-sized version. The monkey bridge is often built in Scout camp as part of the Pioneering merit badge.

You'll need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long, and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the crosspieces, fastened with square lashings about 2" from the bottom. All lashings begin and end with a clove hitch.



Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.





FORESTER

A forester is a person who knows and understands trees and the other things that are found in the forest. He knows which trees are good for lumber, which are best for supply pulp for paper, and which are best for providing homes for wildlife. The forest makes tree inventories, estimates lumber content in standing timber, surveys, does logging, tree planting, insect control, recreational planning, and mapping and marking trees for harvesting. He knows how to preserve and protect forests from fire.

Many of the products in our world today come from trees - lumber for our houses and furniture, rayon for clothing and film, fruits and nuts, baseball bats and other sporting equipment.

1. Demonstrate how to measure tree diameter and height.
2. Make an exhibit 'from roots to fruit' for pack meeting.
3. Make a collection of leaf prints.
4. Visit a lumber yard or sawmill.
5. Find a tree stump or log and count the annular rings. See if you can tell which were poor years for growth.
6. Plant a tree.
7. Ask a forest ranger to tell boys about wildfire and how to prevent it.
8. Make a tree survey of your area.
9. Make a tree identification kit for the den - use strips of bark, leaves or needles, cones and seeds.

RESOURCES

Webelos Scout Book

How a tree grows
Outdoor Code
Tree cross-section
Tree planting
Wildfire prevention

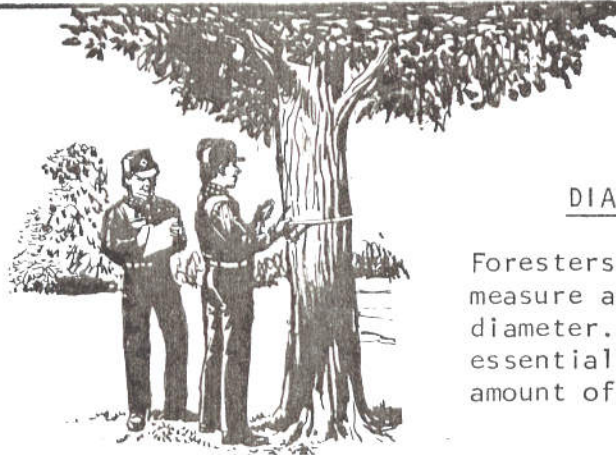
Webelos Den Activities

Leaf identification
Crosscut saw contest
Tree climbing contest
Adopt a tree
Determining tree's age

Webelos Scout Helps

Forester Activity Badge Helps

Help can also be obtained from your State Forest Service, U.S. Dept. of Agriculture.



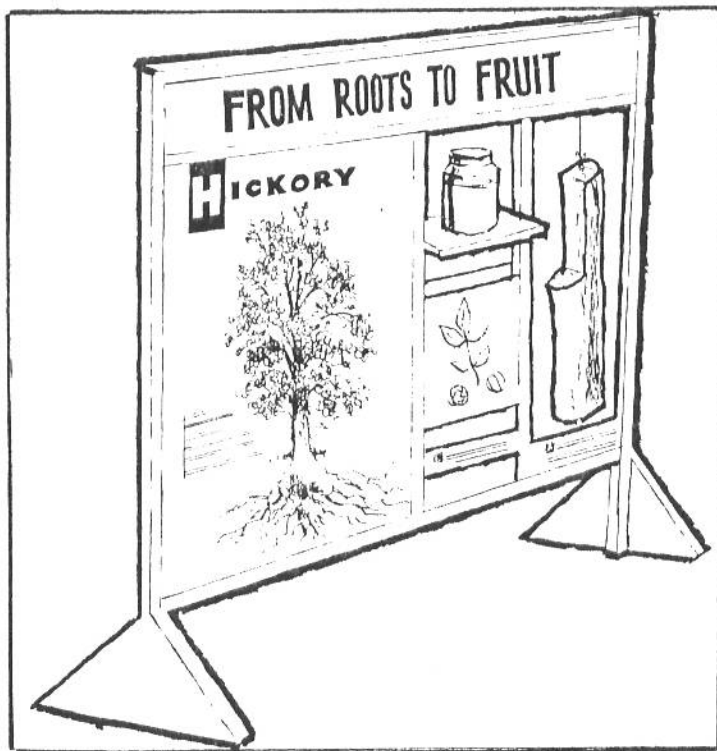
DIAMETER TAPE

Foresters must know how to measure a tree's height and diameter. These facts are essential in figuring the amount of wood in a tree.

1. Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long.
2. Begin at one end of strip and make inkmarks 3.14" apart. Number these marks consecutively starting with #1 on left end of tape. (3.14" on tape = 1" of tree diameter)
3. Wrap tape around tree at chest height, about 4 1/2" above ground. The diameter of tree in inches will be at the mark nearest where the tape overlaps the zero end.

(See page L-30 on measuring tree height)

TREE EXHIBIT

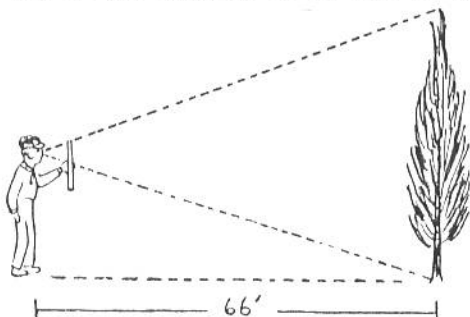


Select a kind of tree to show in the "From Roots to Fruit" exhibit. Mount materials on a durable wood or pressed board panel. Label each item.

MEASURING TREE HEIGHT

TREE HEIGHT

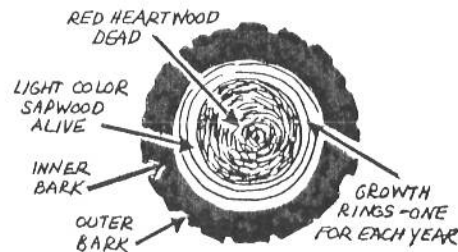
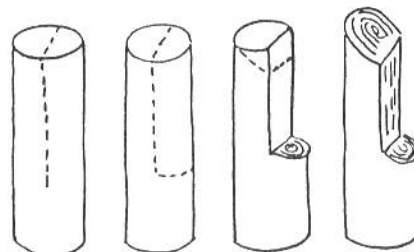
1. GLUE A STRIP OF HARD PAPER OR CARDBOARD ON ONE SIDE OF A YARDSTICK.
2. BEGIN AT ONE END AND MAKE MARKS 6.15" APART WITH INK.
3. LABEL THE FIRST MARK 1, THE SECOND 2, AND SO ON. TO MEASURE TREE HEIGHT, STAND 66 FEET FROM IT.
4. HOLD ARM HORIZONTALLY AND THE STICK VERTICALLY AT ARM'S REACH - ABOUT 25" FROM THE EYES. SLIDE STICK UP OR DOWN UNTIL TOP OF STICK IS IN LINE WITH THE TOP OF THE TREE. WITHOUT MOVING, SIGHT BOTTOM OF TREE (BE SURE STICK IS STILL VERTICAL) AND SEE PLACE ON STICK WHERE LINE OF SIGHT CROSSES IT. THE NEAREST FIGURE IS THE NUMBER OF 16-FOOT LENGTHS IN THE TREE. IF THE FIGURE IS 2, THERE ARE TWO 16-FOOT LENGTHS, SO THE TREE IS 32' HIGH.



FROM THE INSIDE OUT

With a little work, small round fire-place logs or tree branches will show what a tree looks like from the inside out. A cut-away view will show the pith, heartwood, spring growth, cambium layer, and bark. Annual rings can be seen on a cross section. Knots show where branches start. Rough sawed wood can be compared with a finished and varnished section.

1. Obtain small sections of various local trees. If green, allow to dry in a warm place for several weeks.
2. Sections should be about 3'5" in diameter and 12" long. Saw the ends squarely.
3. Retain the bark. Saw sections lengthwise half way down center. Remove one piece by sawing crosswise to end of lengthwise cut. Finally, saw a small diagonal piece off top of remaining half.



4. Sandpaper the top half of cut-away sections and apply a thin coat of varnish or shellac. Leave bottom half as rough sawed wood.
5. Insert small eye screw at end of each block. Hang on a board of native lumber. Add brief description on each part of log section - name of tree, fruit, leaves, and what it's used for.

PLANTING A TREE

Shovel a foot of prepared soil into the hole and insert the tree so that it will continue growing at its original depth or slightly higher. Place the new soil mixture around the roots in six-inch layers, firmly tamping and watering each layer, until the hole is filled to ground level. In well-drained soils, leave a saucer-like depression around the tree to hold additional water. In poorly-drained soils, the tree may be planted an inch or two above ground level and slope the soil outwards away from the tree so heavy rains will run off.

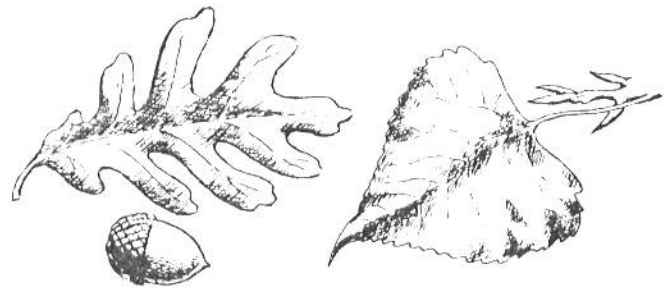
CARING FOR THE TREE

Mulching helps keep soil moist around the young tree. Two inches of wood chips, old sawdust, pine straw, etc. can be used. An area of at least a foot and a half radius from the trunk should be mulched and kept free of Bermuda grass for three years after planting.

Wrapping the trunk with burlap or tree wrapping paper protects the tree from sun scald and insect damage. This wrapping should begin at the soil line and continue to the lowest branch; wrap to remain on the tree for two years. Do not use wire - only cotton string to hold wrapping.

Pruning should be done immediately. Remove broken branches and prune all lateral branches back twenty-five per cent. Never cut the central leader (large vertical branch) back, for this causes a misshapen trunk.

Supporting the tree with stakes and wire will keep it growing upright and protect it from wind damage. Place a 2"x2" stake on the north and one on the south side of the tree. Bend two pieces of old garden hose and position at different heights around the main trunk. Run wire through each hose and tie one wire to south stake and other to north stake. Stakes should be 2' to 3' in the ground.

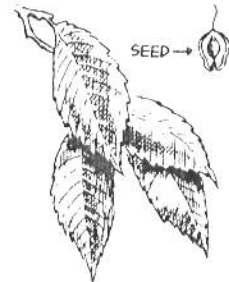


OAK

COTTONWOOD



ASH



ELM



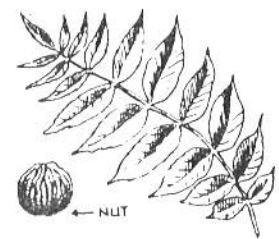
SPRUCE



REDWOOD

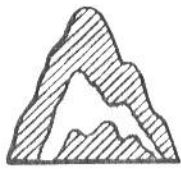


SUGAR MAPLE



WALNUT

Watering once a week is sufficient, unless soil is very sandy. Water should be allowed to soak deeply into the ground. Watering too often in clay or gumbo soil drives air from soil and will kill roots of tree.



GEOLOGIST

Most boys, at one time or another, have rock collections. Some Webelos Scouts may be surprised to learn that the study of geology deals with rocks, and it can be fun. The "Webelos Scout Book" contains information on volcanoes, geysers and the formation of mountains so help the boys gain a fairly good understanding of these occurrences with a little assistance. While working on the badge, the boys will learn how the earth was formed, how rocks and minerals are used and what a geologist does.

1. Have boys start rock collections.
2. Have boys make drawings of what causes volcanoes, geysers and earthquakes.
3. Go on a rock hunt. Identify rocks and minerals found.
4. Make a mineral hardness kit.
5. Invite a geologist to come to den meeting and demonstrate the use of his tools.
6. Visit an industry that uses geological materials.
7. Visit a rock shop or jeweler's shop.
8. Visit a museum of natural history.
9. Make a volcano.
10. Make a rock tumbler and ask a rockhound to demonstrate how it works.
11. Make a rock exhibit for pack meeting.
12. Ask a contractor to come to den meeting to talk about materials used in home building.

IGNEOUS rocks are formed from molten material or magma from the inside of the earth's crust. Examples: Granite, diorite, lava, basalt.

SEDIMENTARY rocks are formed from other rocks that have been weathered or worn down into sediments. Examples: Sandstone, limestone, shale.

METAMORPHIC rocks are formed from existing rocks by heat or pressure. Examples: Sandstone changes to quartzite; limestone changes to marble, shale changes to slate.

RESOURCES

Webelos Scout Book

Types of rocks
Identifying rocks
Mineral hardness scale
Volcanoes
Earthquakes
Geysers
How mountains are formed
Fossils
Where to hunt

Webelos Den Activities

Crystal patterns
Collecting fossils

Geologist & Scientist Activity Badge Helps

Webelos Scout Helps



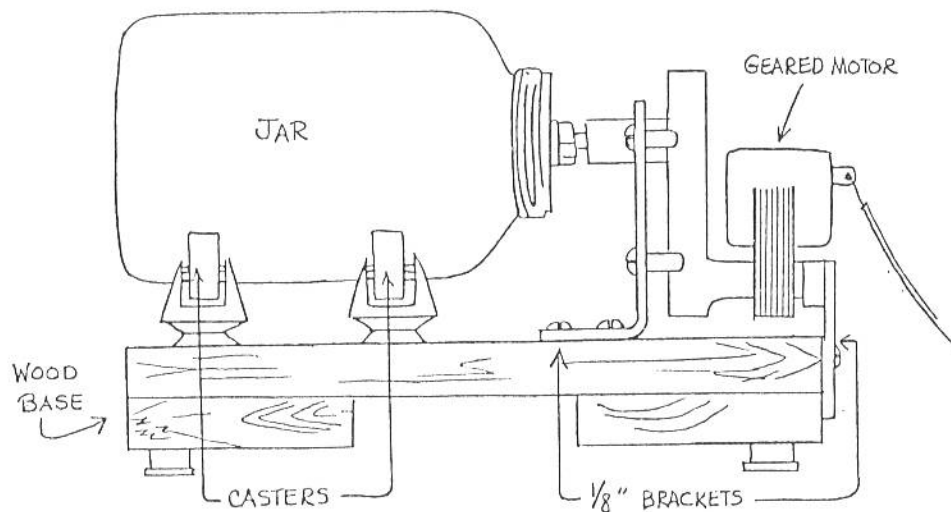
GEOLOGIST BADGE (continued)

THIS SIMPLE TUMBLER WILL GRIND AND POLISH AGATES OR OTHER SEMI-PRECIOUS STONES THAT YOU COLLECTED ON A FIELD TRIP.

THE TUMBLER BARREL IS A QUART GLASS JAR. IT ROLLS ON FOUR ORDINARY NYLON FURNITURE CASTERS. THE KEY TO ITS SIMPLICITY IS A SMALL GEARED-DOWN MOTOR. (A ROCK TUMBLER MUST TURN VERY SLOWLY). THE MOTOR USED HERE WAS A GEARDRIVE 22.8 RPM 110-VOLT AC.

MOUNT MOTOR WITH METAL BRACKETS ON A SUFFICIENTLY LARGE PIECE OF SCRAP LUMBER. ATTACH JAR LIDSHAFT AND, LAST, THE CASTERS, PLACING THEM WHERE THE JAR RESTS AND TURNS EASILY ON THEM. THE ELECTRICAL CONNECTIONS OF THE MOTOR SHOULD BE COVERED AND TAPED TO PREVENT SHOCKS.

ROCK TUMBLER



GO ON A ROCK HUNT

This can be an exciting experience for the boys, with the Webelos den leader or activity badge counselor helping them to identify the specimens they find.

Take this equipment with you: Newspapers for wrapping samples, notebook and pencil, geologist's pick, cold chisel, magnifying glass, compass, heavy gloves, a knife, and a knapsack.

Look for pebbles by the roadside, in stream beds, on river banks, or on hillside ledges. Every road cut, cliff, or quarry will show rocks and minerals and some might contain fossils.

Don't try to collect too much at once. Be selective. Fist-sized specimens are best. If your sample is too large, trim it to size. When you get home, clean specimens with soapy water applied with a soft brush. Soluble minerals and soft stones can't be washed but can be covered with clear plastic for protection.

To mount specimens, put a spot of white enamel on the rock. On the spot, write a catalogue number in India ink, referring to a file card. The card should list the date, place found, identification of specimen, etc. Group your samples - metallic minerals, semiprecious stones, nonmetallic minerals, or igneous, sedimentary and metamorphic. Display them on a shelf or build a mineral display box with partitioned sections. An egg carton works well for displaying rocks.

Rock hunting can be fun if the boys have good guidance. Be sure they have a knowledgeable instructor - member of rock collector's club, earth science teacher, state conservationist, etc. - to help them with this badge.

WHY DO WE HAVE VOLCANOES?

What is a volcano? To a geologist a volcano is almost like a window through which he can 'look' into the earth's crust. Most of the rock material thrown out of a volcano comes from deep within the earth's interior. Without volcanoes, we might never see these rocks. A volcano is really an opening or vent in the earth from which rock materials are erupted.

When we think of what comes out of a volcano, we normally think of lava. This is natural, for great quantities of molten rock do pour from most volcanoes. But solid particles such as ashes and cinders, and gases - steam, sulfur dioxide and carbon dioxide - may also be thrown out. Deep within our earth there are pockets of molten rock called magma. Forced upward in part by gas pressure, this molten rock continually tries to reach the surface. Eventually - by means of cracks in the crustal rocks or some similar zone of weakness - the magma may break out of the ground. It then flows from the vent as lava, or spews skyward as dense clouds of lava particles.

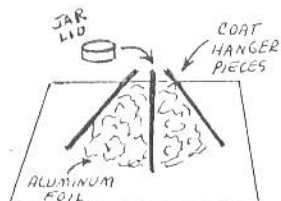
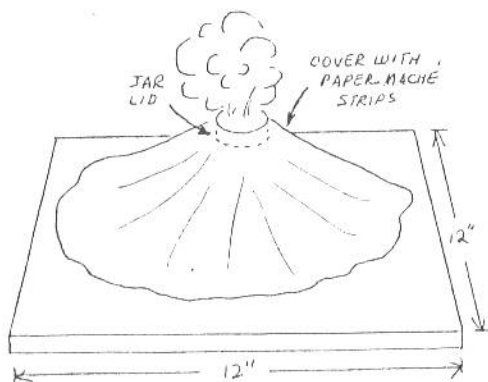
As it pours from the vent, the lava is red-hot. However, it slowly becomes darker as it cools. When it is very hot, the lava is fluid like a very hot tar, and it flows freely. But as it cools, it becomes thick and flows more slowly, like thick, cold molasses.

Lava contains dissolved gases when it first comes to the surface. If the lava is a thin fluid, the gases will quickly form bubbles and easily escape. But some lava is thick and pasty. The gases trapped in pasty lavas do not escape freely and sometimes may break out with explosive violence. This is why some volcanoes erupt relatively quietly while others erupt as a series of violent explosions.

Only 500-600 active volcanoes are known to be present on the earth's surface, but there may be many more hidden beneath the sea. Geologists say that a volcano is 'active' if it has erupted at least once within recorded history. Most of the active volcanoes are located in a belt around the Pacific Ocean. This great circle around the Pacific basin is called the 'Ring of Fire'. Interestingly enough, the volcanic belts are closely related to the regions of greatest earthquake activity. These two geologic activities commonly occur together.

MATERIALS

- | | |
|---------------------------|-----------------|
| 12" SQUARE BOARD | NEWSPAPER |
| ALUMINUM FOIL | 1-PIECE JAR LID |
| COAT HANGER (CUT IN HALF) | PAPER TOWEL |
| AMMONIUM DICHROMATE | WALLPAPER PASTE |
1. STICK ENDS OF WIRE IN HOLES IN BOARD DIAGONALLY. FILL UNDER WIRES WITH ALUMINUM FOIL WADDLED TO GIVE A BASE FOR PAPER MACHE.
 2. COVER WITH SEVERAL LAYERS OF NEWSPAPER STRIPS AND GLUE JAR LID ON PEAK. PUT ON A FINAL LAYER OF PAPER MACHE, USING PAPER TOWEL STRIPS. ALLOW TO DRY.
 3. PAINT WITH TEMPERA OR ENAMEL.
 4. TO MAKE VOLCANO ERUPT, PLACE ABOUT 1 TEASPOON AMMONIUM DICHROMATE (OBTAINED FROM CHEMICAL HOUSE OR DRUGGIST) IN THE JAR LID. LIGHT WITH A MATCH AND WATCH THE ACTION.
 5. THIS IS SAFE INDOORS AND IS VERY IMPRESSIVE WHEN THE ROOM IS DARKENED.
 6. IF YOU USE CHICKEN WIRE FOR THE BASE OF THE VOLCANO, AND LOWER THE JAR LID INTO THE CRATER, YOU CAN USE IT WITH A RED ELECTRIC LIGHT BULB AND DROP A SMALL PIECE OF DRY ICE INTO THE CRATER. THIS WAY YOU WILL ONLY SEE THE SMOKE.



MINERAL HARDNESS KIT

One useful clue to a mineral's identity is its hardness. A hardness scratch test is simple enough to be performed easily in the field. Many experienced rock collectors carry a hardness testing kit on their rock-hunting trips. Just knowing the hardness of a particular mineral is not the complete key to its identity, but it will help you figure it out.

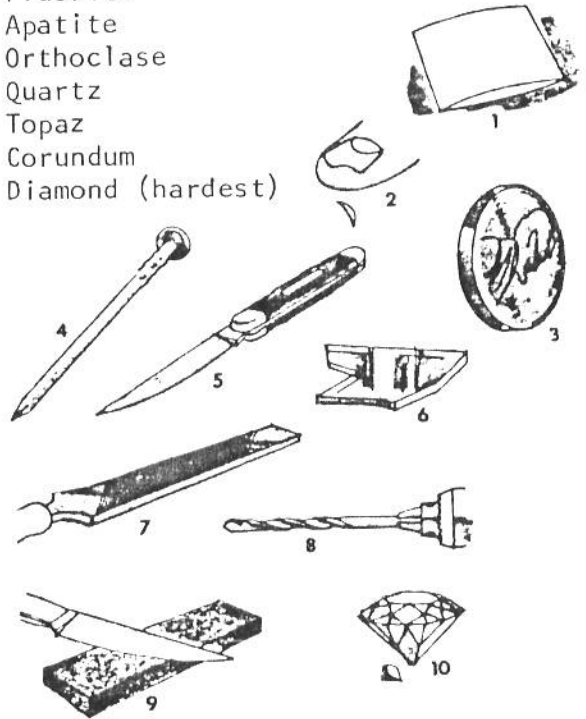
You can make your own kit from materials found around the house or which can be obtained inexpensively.

1. You can purchase talc in the form of tailor's chalk.
2. Your fingernail has a hardness of 2 - 2½.
3. A new copper coin has a hardness similar to calcite.
4. A common 12-penny nail will help you test materials with a hardness of 4 - 4½.
5. The steel of a good knife blade is rated about 5½.
6. Hard glass, such as that found in tempered window glass has a hardness of approximately 6.
7. A high-speed drill bit has a hardness of about 6½.
A good quality metal file has a hardness of about 7½.
8. High-speed masonry drills have points with hardness of about 8½.
9. A carborundum sharpening stone has a hardness of about 9.



Hardness Scale

1. Talc (softest)
2. Gypsum
3. Calcite
4. Fluorite
5. Apatite
6. Orthoclase
7. Quartz
8. Topaz
9. Corundum
10. Diamond (hardest)



MINERAL TESTS

Acid Test -This is used to find out whether a specimen contains minerals called carbonates. Limestone, marble and chalk are examples.

Use vinegar, a weak acid, to test samples for carbonates. Pour a few drops on the sample. If it contains carbonates, the acid will release carbon dioxide and you will see fizzing or bubbling.

Streak Test -Geologists use this test in identification. The specimen is rubbed against an abrasive surface, and the color of the resulting streak is studied. For your streak plate, you can use the unglazed back of a piece of ceramic tile or the edge of a broken china plate.



NATURALIST

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. Most Webelos-age boys are fascinated by wild creatures. Working on the Naturalist activity badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature around us.

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in his Scout troop.

1. Make insect zoos or terrariums.
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large U.S.A. maps. Then go bird watching and see how many species you can identify.
4. Take a nature hike and look for animal tracks. Make plaster casts of the tracks.
5. Study wildlife homes.
6. Make bird feeders and observe birds who use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Visit a zoo or nature exhibit.
10. Make a leaf or nut collection.
11. Make an insect collection, mounting and identifying them.

Each Webelos Scout can make his own nature observation calendar. Every day he writes down in the appropriate box something from nature he has seen.

RESOURCES

Webelos Scout Book

Insects
Poisonous reptiles
Bird migration

Webelos Den Activities

Nature games
Ant farm
Raising frogs
Snakes
Insects

Cub Scout Activities

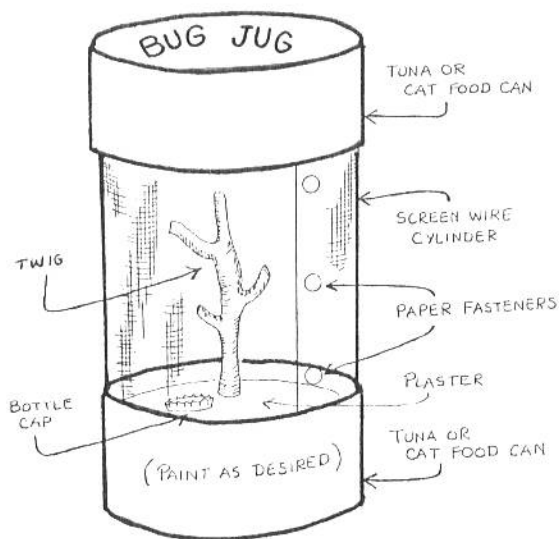
Plaster casts
Leaf spatter printing
Den museum
Nature games

Webelos Scout Helps

Naturalist Activity Badge
Helps

MAY NATURE OBSERVATION CALENDAR 19						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1 GRASS IS TURNING GREEN 	2 SONG SPARROW SEEN ON FEEDER
3 ICE IS BREAKING UP 	4 HAD A SMALL SNOWSTORM 	5 SAW MALE MALLARD 	6 BIRCH BARK 	7 TULIPS COMING UP 	8 OUR GUPPIE HAD 12 BABIES 	9 LOCATED CASSIOPEIA
10 DEER TRACKS IN OUR YARD 	11 HOMER DIED 	12 COCOON FOUND ON TREE 	13 WHITE PINE 	14 FIRST ROBIN THIS YEAR 	15 FEATHER FROM BLACKBIRD 	16 SHOOT FROM A SUGAR MAPLE
17 SNAIL SHELL FOUND IN WOODS 	18 MY BEANS STARTED TO GROW 	19 DOGWOOD STARTED TO BUD 	20 TROUT SEEN 	21 FOUND ACORN 	22 FOUND FOSSIL IN OLD CAVE 	23 SAW A FALLING STAR
24 WENT TO THE BEACHSHORE 	25 SEA GULL FOUND ON BEACH 	26 CATTAILS COLLECTED 	27 COMMON MILKWEED 	28 CAUGHT SUNFISH 	29 SAW GEESE FLYING NORTH 	30 FOUND IN THE WOODS
31 BOY TURTLE FOUND 						

INSECT ZOO



MATERIALS

- | | |
|-------------------------|------------------------------|
| 2 TUNA OR CAT FOOD CANS | 1 PIECE SCREEN 8" X 10 1/2" |
| 1 POP BOTTLE CAP | 3 ROUND HEAD PAPER FASTENERS |
| CASTING PLASTER | STICK OR BRANCH |
| PAIN | |

1. SET ONE TUNA CAN (OPEN SIDE UP) ON WORK TABLE. MIX ENOUGH PLASTER TO FILL CAN TO WITHIN 1/4" FROM TOP.
2. ROLL SCREEN WIRE INTO TUBE 8" HIGH AND AS BIG AROUND AS THE INSIDE OF THE CAN. SET SCREEN DOWN INTO WET PLASTER.
3. PUSH SMALL BRANCH INTO PLASTER IN CENTER.
4. PUSH BOTTLE CAP, OPEN SIDE UP, INTO PLASTER TO MAKE A 'WATERING HOLE' FOR BUGS.
5. USE THE PAPER FASTENERS TO SECURE THE SCREEN WIRE SHUT.
6. THE OTHER LID SERVES AS THE LID.
7. IF DESIRED, THE CANS CAN BE PAINTED BEFORE ASSEMBLING THE BUG JUG. AND A WIRE HANDLE CAN BE ADDED AT TOP, ATTACHED TO SCREEN, FOR EASY CARRYING. THE LID SETS ON TOP SO IS EASILY REMOVABLE.

If you capture an insect alive and plan to observe it, be sure to keep it alive by feeding it.

Praying Mantis - eats flies or small insects, raw meat on a toothpick in small pieces, and water.

Field Cricket - fill bottom of cage with one inch of soil. Water. Feed bits of bread soaked in water, lettuce, or peanut butter.

Click Beetle - feed soft-bodied insects and water.

Grasshopper or Walking Stick - put grass sod in bottom of cage. Water grass from time to time and add a dish of water for the insect.

Caterpillar - feed types of leaves from the location you found him.

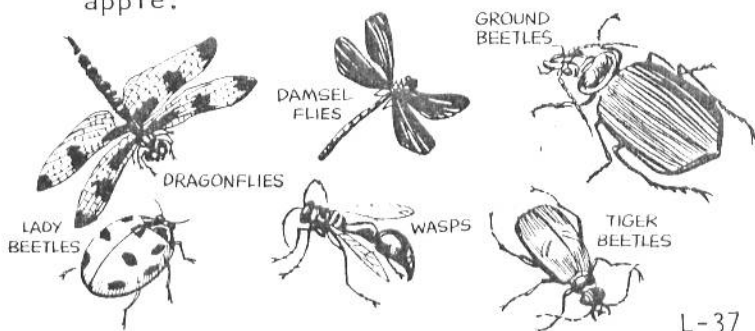
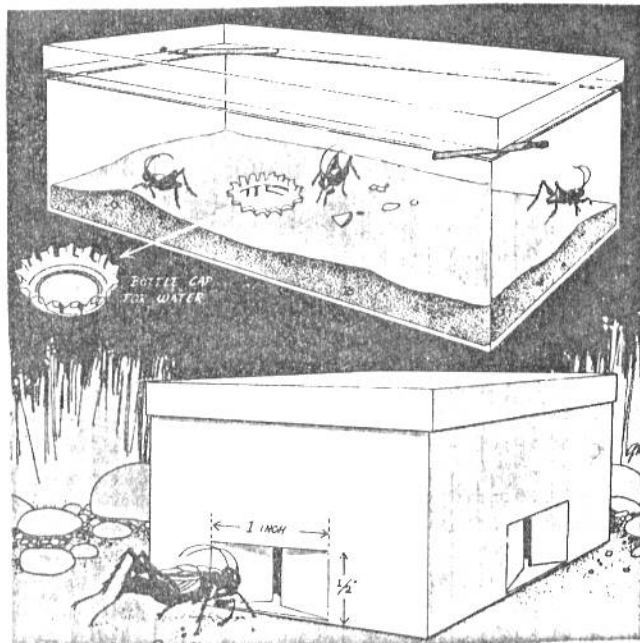
Tarantula - eats most all insects and needs water.

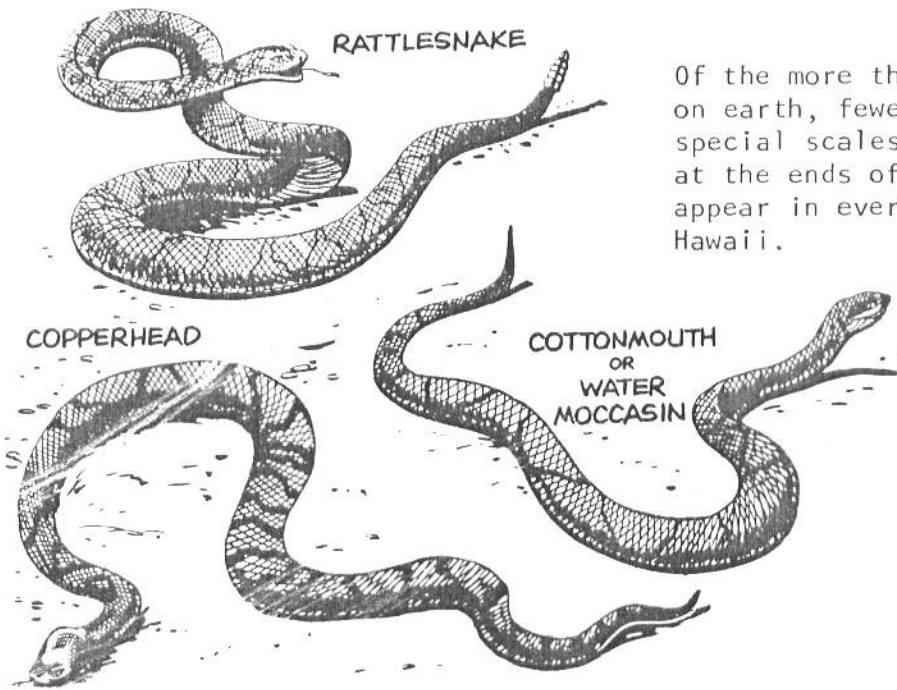
Meal Worm - feed oatmeal or bran meal with small pieces of potato or apple.

CRICKET TRAP AND ZOO

Trap is cardboard shoebox with cover. Cut doors at bottom center of ends and sides, as shown. Push doors in until they are 1/4" open. Put bread crumbs and potato peels in center of box and add lid. Listen outdoors for 'chirping' and set box in that area.

Zoo is a clear plastic shoebox or deep glass bowl. Put 2" of soil in bottom. Push a bottle cap into soil, open end up. Keep it full of water. Punch air holes in cover or raise cover off box by placing match sticks at two corners.





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. Rattlesnakes appear in every state except Alaska and Hawaii.

The poisonous snakes found in Oklahoma are the Western Diamond Rattler, Prairie Rattler, Timber Rattler, Massasauga Rattler, Copperhead and Cottonmouth.

POISONOUS REPTILES

A naturalist doesn't need to travel far to study strange and dangerous reptiles. In the United States, we have some of the rarest poisonous reptiles in the world, and several of these are found in Oklahoma.

Out of the 2500 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 fat, blunt-nosed, orange and black Gila monster is easy to spot as a dangerous species. No other lizard has skin that looks as much like Indian beadwork.

Aside from his deadly bite, there is another reason to leave the Gila monster alone. He is the only poisonous reptile in the world protected by law. You must have special permission to capture him.

The Cottonmouth (or water moccasin) lives close to the water. He has a thick body, heavy head and mouth is white inside. Olive or brown with wide dark color cross bands.

The Western, Prairie and Timber rattlers usually average from 3-4' in length. The Western is gray, brown, tan or reddish with dark blotchy diamonds outlined in lighter color. He has clear black and white rings on his tail. The Prairie is green or olive brown with dark blotches instead of diamonds. His tail is half dark or ringed. The Timber is yellow, gray, tan or light brown. He has no markings on his head. He has dark brown cross bands, and may have a pale stripe down his back.

The Massasauga rattler is smaller, usually ranging from 1½ to 2½' in length. He is gray, tan, yellowish with rows of dark spots having white edges. He has bars on his tail.

The Copperhead's name comes from the bronze or copper-colored top of the head. He is usually 2-3' long, but may grow to 4-5'. He has a viper head, narrow neck, and is pinkish tan or orange brown with dark brown or red cross bands in an hour-glass shape. Young snakes have yellow tails - older ones dark brown or black tails. He is often slow to anger, but more people are bitten by Copperheads than any other species of snake.

INSECTS

Insects are found everywhere and more than 600,000 kinds have been classified. You can find a thousand species in your vicinity if you look for small insects as well as the large ones usually seen.

Only a small percent of insects are harmful, but these can destroy crops. Others, such as mosquitoes, blackflies and ticks can annoy and even infect people and animals. Other insects are known to carry diseases such as malaria and sleeping sickness.

Insects play an important part in the balance of nature. Many of our songbirds eat nothing but insects. Fresh water game fish feed on many kinds of insects. Insects help make our rich plant life and wildlife possible. Although at times they are a nuisance and we hear much about new chemicals designed to destroy them, this world would be a pretty sad place without insects.

We would have no apples, grapes or clover; less cotton, fewer oranges

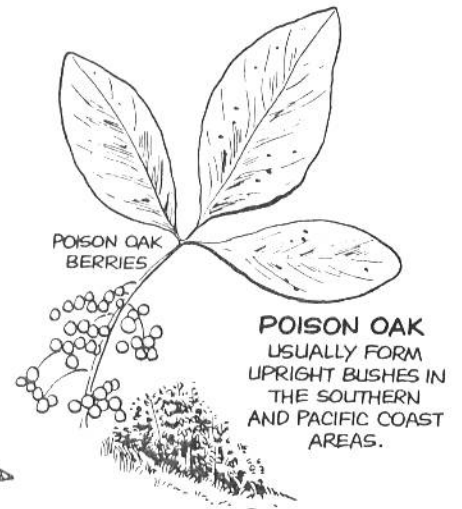
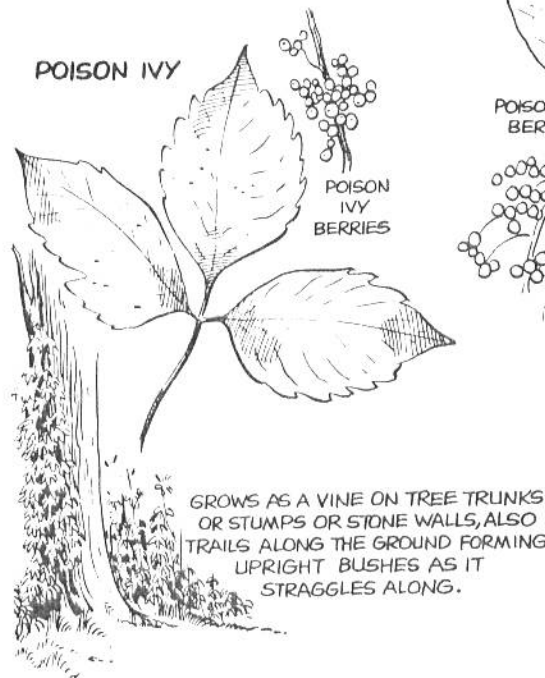
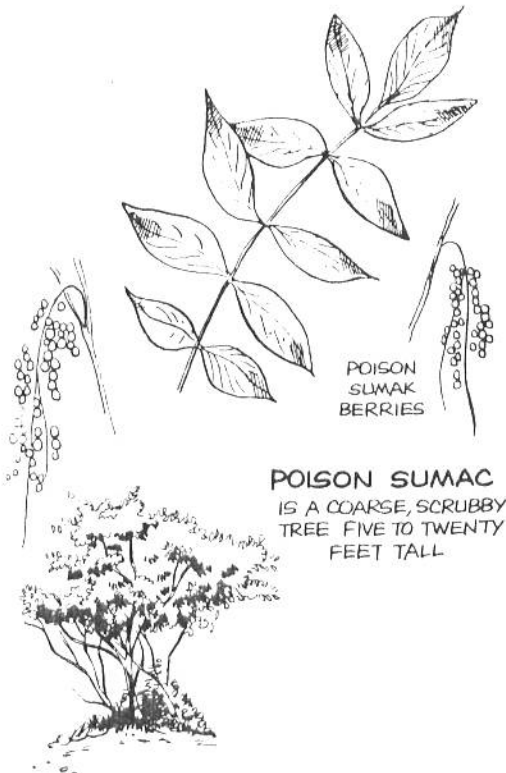
and garden vegetables. These, and many other plants depend on insects to pollinate their flowers. Some insects help control others and all help maintain a balance of nature.

Insects are interesting to study since they take so many forms. Although all insects start out as eggs, they become adults in different ways. Most go through four stages - egg, caterpillar or larva, cocoon, and adult. It's fun to make a pet of an insect. Granted, it's not like a cat or dog, but it can be very interesting to watch an insect in action.

Several kinds of insects can be captured alive, then taken home in small cages or collection jars and kept quite easily. You can have a lot of fun and learn more from watching live insects.

Try holding an umbrella under a shrub while you beat the branches with a stick. Insects will fall into the umbrella where they are easily captured.

POISONOUS PLANTS





OUTDOORSMAN

Many people say that the Webelos program is the bridge between Cub Scouting and Boy Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman activity badge. In this badge the Webelos Scout will receive a preview of the fun he will have in the troop. This badge ties in very well with the Camping, Cooking, and Hiking Skill Awards in Boy Scouting.

The best way to work on this badge is on a Webelos dad-and-son overnight campout. This is not a full-fledged Boy Scout campout ... only a taste of what is to come when the boy joins a troop. After a boy becomes a Boy Scout he will become proficient in handling himself in the outdoors. As a Webelos Scout, he should not be expected to master any of these skills, but only to have a little fun in the outdoors. And speaking of fun ... it is sometimes hard to tell who has the most fun - the boys or the dads.

1. Make a tent. (See "Webelos Scout Book")
2. Make a den first aid kit.
3. Have a den cook-out.
4. Learn aluminum foil cooking techniques.
5. Have a campout planning session with the boys. Make a list of items needed for backyard camping and for the dad-and-son overnighter.
6. Have the Webelos den chief teach boys the basic knots they will need for the dad-and-son overnighter.
7. Practice camping in the backyard.
8. Show boys how to make an improvised sleeping bag or bed.
9. Teach fire-safety principles which include no flames in tents or liquid fire starters.
10. Teach the boys basic first aid. (See "First Aid Skill Book")
11. Build charcoal stoves from 5-quart cans. (See "Webelos Scout Book")
12. Plan and hold a dad-and-son overnight campout.

RESOURCES

Webelos Scout Book

- Making a tent
- Family camping
- Taking a trip
- Outdoor firesafety rules
- Outdoor cooking
- How to use your knife
- Hiking

Webelos Den Activities

- First aid kit
- Aluminum foil cooking

Outdoorsman Activity Badge Helps

Cub Scout Activities

- Ground rules for trips
- Den cookout
- Backyard stove
- Backyard camping
- Family camping

Webelos Scout Helps

Boy Scout Handbook

First Aid Skill Book



WEBELOS DAD-AND-SON OVERNIGHTER

Most of the activities on the Outdoorsman activity badge will point towards the dad-and-son overnight campout. Some Webelos dens dispense with formal den meetings during this time and concentrate on outdoor activities such as outdoor cooking, fire building, hiking and safety.

The key to any successful program is good planning. In preparing for the Webelos dad-and-son overnight campout a certain amount of planning is necessary to obtain good results - that is, happy boys and fathers, and a relaxed leader. The information below is a guide for planning a wonderful outdoor experience.

PREPARE YOURSELF

- A. Read Chapter 7 'The Outdoor Program' in the 'Webelos Den Leader's Book'. This covers the essentials and will give you a foundation on which to plan.
- B. Select date and camping area. This should be done well in advance ... several weeks, if possible.
 1. Privately-owned facilities
 - Check with families in your pack. Someone may own a cabin or land in a suitable location.
 2. Scout camps
 - a. Available weekends, year-round, except during summer camp sessions.
 - b. No charge
 - c. Check with the council office ahead of time about availability of tents, cooking equipment, swimming pool, etc.
- C. Make reservations
 1. If you decide to use a privately-owned campsite, make reservations with the owner ahead of time.
 2. Make reservations for Scout camps through council office.

3. In either case, a Local Tour Permit is required. File this at the council office at least two weeks prior to the campout.

PREPARE THE BOYS

Preparing the boys goes beyond simply informing them that a campout has been planned. The period of preparation before the campout offers many opportunities to introduce materials which will be helpful to the boys.

- A. Discuss and plan the campout with the boys. This is one of the requirements for the Outdoorsman badge.
- B. Discuss fire safety and its need. An excellent set of fire safety rules is found in the Outdoor Code. (See 'Webelos Scout Book')
- C. Teach the boys the taut-line hitch. They will need to know this knot in setting up tents.
- D. Include the Webelos den chief in the campout planning. He can teach the knots and basic rules of fire safety. He will also be very helpful in other activities.
- E. Teach the boys basic first aid.
- F. About a week before the campout send home a personal equipment checklist with each boy, along with a letter giving parents the final details as to when and where to meet, when you will return, etc.



OUTDOORSMAN BADGE (continued)

PREPARE THE DADS

Preparing the dads is equally important as preparing the boys. The end result is a smoothly run campout with everyone knowing what is expected. Properly-informed dads will reduce the load of responsibility on the Webelos den leader to a minimum and make a more enjoyable activity for everyone.

Meeting With Dads - This meeting is held two or three weeks prior to the campout. So that the most can be accomplished, the boys do not attend. Be sure that any dad who does not attend receives the same information. The meeting agenda should include:

1. Date of campout.
2. Location - cover in detail. Provide maps if necessary. Decide if transportation will be on an individual dad-son basis or car pooling.
3. Meeting time and place. Also announce time of return.
4. Schedule of events. Involve the dads in deciding what type of activities will be included in the campout. For example:
 - Nature hike
 - Fishing
 - Swimming
 - Activity badge work
 - Conservation project
 - Games
 - Campfire program
5. Menu. Keep the menu simple, remembering that each dad and son will cook, eat, and clean up together. It is best that similar, though not necessarily identical meals be planned for all involved.
6. Equipment. Each dad should have a personal equipment checklist similar to the boys'. In addition, a hand axe for preparation of fire wood will be needed. 2 or 3 for the den should be enough.
7. Fire Wood. If fire wood is in short supply, make sure everyone brings their own.

The dads' meeting is a good time to get better acquainted. Some of the dads probably have talents which will be helpful on the campout. Let them take leadership in some of the activities.

PERSONAL EQUIPMENT CHECKLIST

- SLEEPING BAG OR BEDROLL AND GROUND CLOTH
(SEE P. 157, *Webelos Scout Book*)
- LOTS OF BLANKETS (NOT ELECTRIC)
- FLASHLIGHT (AND EXTRA BATTERIES)
- PONCHO, RAINUIT OR RAIN GEAR
- COMFORTABLE SHOES OR BOOTS (NO SNEAKERS)
- WARM CLOTHES (AT LEAST ONE COMPLETE CHANGE,
INSIDE AND OUT)
- COAT AND HAT THAT COVERS EARS
- SOAP, WASHCLOTH
- WASHCLOTH
- TOWEL
- TOOTHBRUSH AND TOOTHPASTE
- TOILET PAPER
- WEBELOS SCOUT BOOK

WEAR YOUR UNIFORM

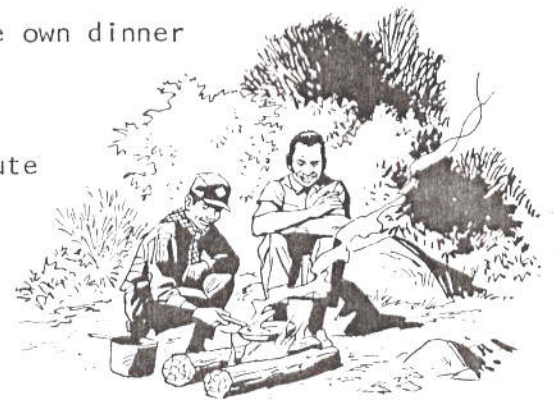


DAD-AND-SON OVERNIGHT CAMPOUT

SAMPLE SCHEDULE

Saturday

- 8:30 a.m. Arrive at campsite
- 8:30 - 9:15 Erect tents, prepare bedding, check cooking areas and fuel supply
- 9:15 Raise U.S. flag while all salute. Pledge of Allegiance.
- 9:20 - 10:20 Nature hike with a purpose, such as instruction in Forester, Geologist or Naturalist badges
- 10:20 - 11:30 Fishing
- 11:30 - 12:15 Father-son buddy teams prepare own lunch
- 12:15 - 12:45 Lunch
- 12:45 - 1:15 Cleanup and dishwashing
- 1:15 - 1:45 Free time
- 1:45 - 3:00 Dads and sons work together on activity badge requirements
- 3:00 - 4:00 Swimming and boating. (Use Safe Swim Defense)
- 4:00 - 5:30 Free time
- 5:30 - 6:00 Father-son buddy teams prepare own dinner
- 6:00 - 6:30 Dinner
- 6:30 - 7:00 Cleanup and dishwashing
- 7:00 - 8:00 Games
- 8:00 Lower U.S. flag while all salute
- 8:00 - 9:30 Campfire program
- 10:00 p.m. Lights out and camp quiet

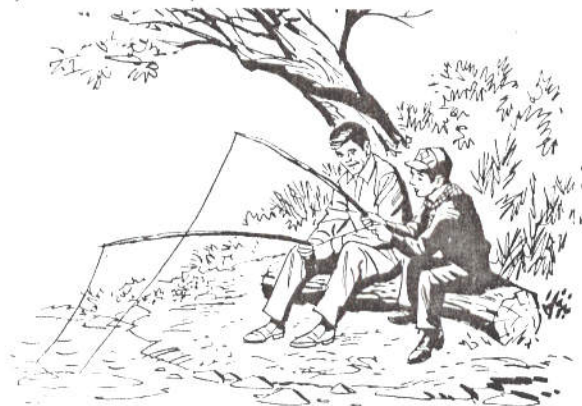


Sunday

- 7:00 a.m.. Reveille
- 7:00 - 7:15 Air bedding and clean up
- 7:15 Raise U.S. flag while all salute
- 7:20 - 7:45 Father-son buddy teams prepare breakfast
- 7:45 - 8:15 Breakfast
- 8:15 - 8:45 Cleanup and dishwashing
- 8:45 - 9:30 Strike camp. Leave campsite in better condition than you found it.

Note: The U.S. flag should fly at all Webelos campouts.

Plan your camp schedule to take into account the religious duties of the boys. If your camp extends into Sunday morning, be sure that they have an opportunity to attend services at their own church back home, a church in a nearby town, or at camp.



CAMPFIRE SAFETY

Before building a campfire, clear a circle 4-6' across of everything that will burn.

Set up your stove or build your fire in the center of this circle. There will be less chance of a fire getting away.

Don't build the fire against a tree or between the roots. Keep the fire away from dead logs and stumps. Don't use firewood that spits sparks. Break burnt matches before throwing them away.

Never leave a fire unattended. Keep a bucket of water or sand handy for emergency use. When you are through with the fire, put it out. Spread the coals and ashes and sprinkle them with water. Stir and sprinkle until the fire is cold out. This means it feels cold to your hand.

① SPRINKLE WITH BACKS OF FINGERS.



② SPREAD STICKS AND COALS.



③ SPRINKLE AGAIN. DON'T LEAVE IT UNTIL COALS ARE COOL ENOUGH TO PUT YOUR HANDS ON.



④ CHECK AND BE SURE THE FIRE IS DEAD OUT!

ONLY YOU CAN PREVENT FOREST FIRES!



FLAMMABILITY WARNING

No tent material is fireproof, and it can burn when exposed to heat or fire. Follow these rules:

1. Only flashlights and electric lanterns permitted in tents. No flames in tents is a rule which must be enforced.
2. Liquid fuel stoves, heaters, lanterns, lighted candles, matches, and other flame sources should never be used in or near tents.
3. Do not pitch tents near open fire.
4. Do not use flammable chemicals near tents - charcoal lighter, spray cans of paint, bug killer and repellent.
5. Be careful when using electricity and lighting in tents.
6. Always extinguish cooking and campfires immediately.
7. Obey all fire laws, ordinances and regulations.

COUNCIL

FOR A SMALLER GROUP BUILD A **BACKLOG FIRE**. USE BIG, SEASONED LOG FOR BACK.



FOR A LARGER GROUP - COUNCIL, FELLOWSHIP, STORY TELLING AND SING-AROUND, BUILD A GOOD-SIZED **CRISSCROSS FIRE**. START IT BURNING WITH TIPI FIRE ON TOP.



COOKING

COLLECT ALL WOOD YOU NEED TO COMPLETE YOUR MEAL BEFORE YOU START COOKING. STACK A SUPPLY IN YOUR TENT AT NIGHT IN CASE OF RAIN OR HEAVY DEW. KEEP YOUR FIRE SMALL - JUST BIG ENOUGH TO COOK WITH.



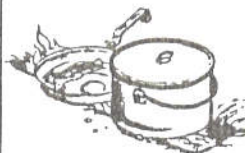
HIKE FIRE
BUILT ON GROUND LEVEL.



HUNTER'S FIRE
USE LOGS FOR SIDES. LINE UP WITH WIND



ROCK FIRE
ONE OF THE BEST - FOR ANY CAMP.



TRENCH FIRE
GOOD FOR WINDY AREAS. TRENCH ABOUT A FOOT DEEP. FAULTS - ① FLOODS EASILY.

- ② OXYGEN HAS DIFFICULTY GETTING TO FIRE.
- ③ HOLE MAY BEGIN EROSION.

CAMPING HEALTH AND SAFETY RULES

Water - Use only tested water for drinking. If the water at your camping spot hasn't been tested, bring water from home in plastic jugs or similar closed containers. Allow enough for drinking water, cooking, and cleanup, and have some extra for fire protection.

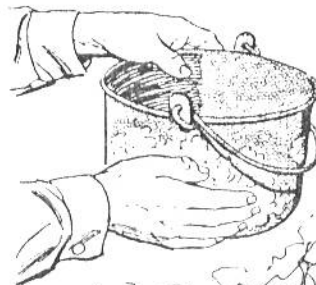
Sanitation - If toilet facilities are not available at the campsite, a slit trench latrine should be dug. It needs to be located away from the camp proper and screened for privacy. The dirt from the trench should be piled on the side and a paddle stuck in the dirt. After each use of the latrine, the paddle is used to spread a light layer or dirt over the excrement in the trench. A roll of toilet paper, protected from the weather with plastic, foil, or an inverted empty tin can should be placed at the latrine.

Dishwashing is often a problem when camping. Webelos dens can solve the problem by using paper plates and cups and plastic utensils. When the meal is over, they can be burned, leaving only cooking utensils to be cleaned. The supply of hot water will be a big help in cleaning pots, pans and stirring spoons.

Campsite Cleanliness - Every bit of litter that can be burned should be burned. If there are garbage disposal facilities at your campsite, they should be used for cans, bottles and wet garbage. If not, then glass bottles and jars should be washed out and taken home for disposal. Tin cans should be burned out in the fire and, when cool, flattened by tromping on them. They too, should be taken home. Wet garbage should be dried beside the fire and burned when dry. Nothing should be buried. Animals will dig it up as soon as you leave, and the clean camp will be a mess by the next day.



ONE OF THE FIRST THINGS AT CAMP IS TO PREPARE HOT WATER, WELL BEFORE CHOW TIME PUT A LARGE POT OF WATER OVER THE FIRE. PART OF THE WATER WHEN HEATED, MAY BE USED FOR WASHING HANDS, THE REMAINDER FOR SOUP, HOT DRINKS, COOKING, ETC. THEN, BEFORE EATING, THE POT IS REFILLED FOR DISHWASHING. **BUT**—IT TAKES A LOT OF FUEL TO BRING WATER TO A ROLLING BOIL, NECESSARY FOR SAFE STERILIZATION OF DISHES AND EATING UTENSILS.



A GOOD LABOR-**SAVING** TRICK IS TO SPREAD A THICK **PASTE** OF SOAP OR SOAP FLAKES ON THE OUTSIDE OF PANS BEFORE COOKING... MAKES IT MUCH EASIER TO WASH OFF THE SOOT CAUSED BY FLAMES. SOAP FLAKES OR LIQUID DETERGENTS ARE EASIER TO USE THAN BAR SOAP.



BURN OUT ALL FOOD CANS AFTER REMOVING BOTH ENDS. DRY OUT ANY WET GARBAGE. STRAIN DISHWASHING WATER TO REMOVE ALL FOOD PARTICLES (ADD TO WET GARBAGE). THEN POUR WATER NEXT TO A STUMP OR SCATTER EVENLY ON GROUND. DO **NOT** POUR INTO LATRINE.



CAMP CLEANUP

MAKE A **LITTER TOTE BAG**. LINE A CLOTH OR HEAVY PAPER BAG WITH A DISPOSABLE PLASTIC BAG, CLOSED WITH A RUBBER BAND OR TWIST SEALER. CARRY AWAY **ALL** TRASH, FLATTENED TIN CANS, GARBAGE. **DO NOT** BURY ANY **NON-BURNABLE** TRASH.



SCHOLAR

The Scholar activity badge is an easy one for boys to earn if they are doing acceptable work at school. This is so because more than half the requirements concern attendance, behavior, grades and service in school. Unfortunately, a majority of Webelos-age boys may not like school; they see it as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge ... but mathematics, history and geography usually are not high on his current list of interests. Through this badge, we hope to encourage boys to do well in school, to understand why schools are necessary and what they can offer, and to learn how schools are run in this country.

The Webelos den leader can influence the boy's thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. 'Scholar', when mentioned, may not provoke a series of cheers from your den; however, if the leader shows enthusiasm and assures the boys this is not just more homework, he is on the right track. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge.

Check with the teacher or principal before starting work on this badge. Chances are, they may be able to suggest other useful projects for the Webelos Scouts. You may wish to have a teacher or principal sign off the first three requirements. At least meet with them and explain, so they will not be caught unaware.

1. Talk about the history of education and how schools developed in this country.
2. Plant flowers or shrubs on the school grounds.
3. Assist the custodian in setting up meeting room for P.T.A.
4. Tour the Education Service Center.
5. Invite a member of the school board or a professional educator to talk to the den about the value of an education and what school has to offer a boy.
6. Raise the flag at school over a period of several weeks.
7. Tour a local high school or visit a college campus.
8. Obtain old school books for the boys to look through and compare with current books. This will help illustrate how education has progressed.
9. Tour the city or branch library. Find out how it works. Boys get library cards if they do not already have one.
10. Ask someone to visit den meeting to talk about careers in the field of education.
11. Plan and practice a skit on education to be presented at pack meeting.

RESOURCES

Webelos Scout Book

History of schools
Who runs your school

Webelos Den Activities

Webelos Scout Helps



BRIEF HISTORY OF EDUCATION

When prehistoric man learned to communicate with words he was able to pass his limited knowledge on to his children. Each generation added new ideas gained from its experience. As contact between individuals, tribes, and nations increased, so did the exchange of knowledge. But this word-of-mouth education was slow and limited.

It wasn't until writing was discovered, about 5,000 years ago, that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes, or astronomers.

About this same time, the system of apprenticeship was established. Boys from poorer families were bound by agreements to work for a master without pay. In return, he taught them a trade or an industrial craft. The master also had to feed, clothe and house his apprentice. This system of apprenticeship was still in effect in colonial America.

When Greece became the cultural center of the western world, education took a new turn. No longer was education a religious rite or a mystery. All citizens could attend school. The teachings of men like Plato, Socrates and Aristotle still influence modern academic studies.

The Renaissance brought a great rebirth of culture to Europe. After the Reformation in the 1500s, church-financed public schools were started. Education was available to all but the very poorest.

The education system of America included:

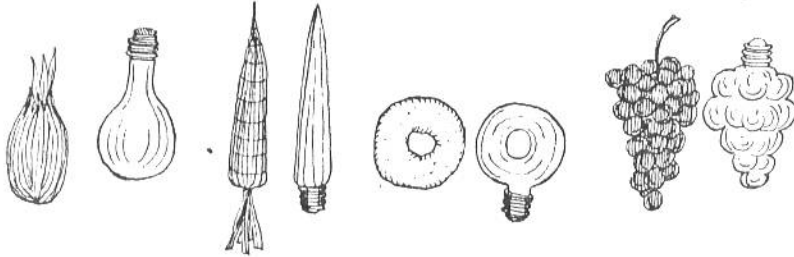
- Apprenticeship training
- Elementary schools - many of which were supported by churches or other groups.
- Secondary and higher institutions where emphasis was to prepare boys for college.
- Prevocation schools which taught technical subjects.

America today has a greater percentage of youth to age 18 attending school than any other country of the world.



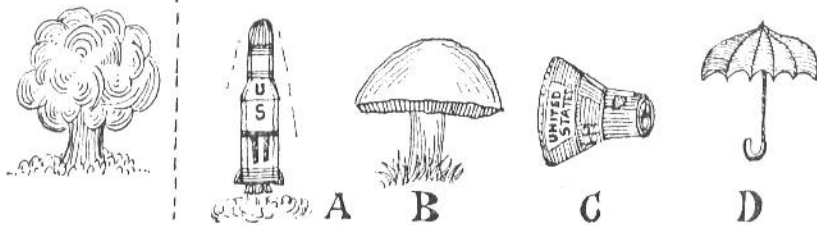
MIND BUILDERS

Here is an exercise to loosen up your creativity. A light "bulb" is not the only possible shape for an incandescent lamp. Other possible shapes might be a light "carrot," a light "doughnut," or a light "bunch of grapes." Think of seven or more other shapes for an incandescent lamp.



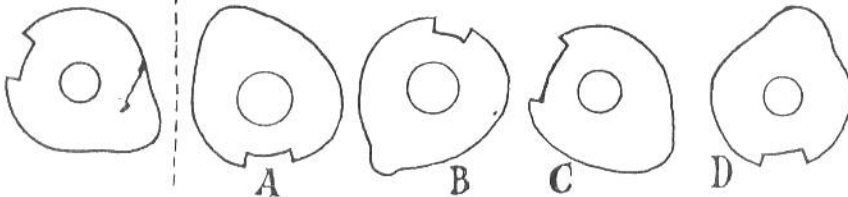
No 'right' answer. How about a light pineapple, mushroom, or rose? Part of being creative is seeing that things could be different than they are.

Which object (A, B, C or D) looks most like the atomic explosion?



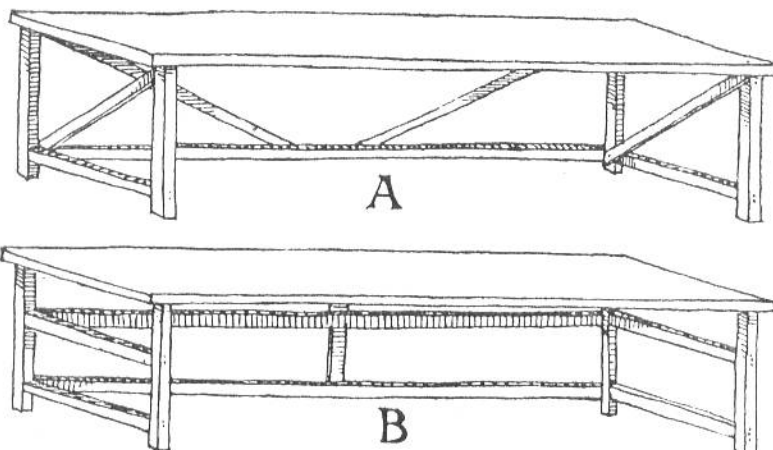
B. The expression 'atomic mushroom' is very appropriate. This type of exercise helps you see how things are alike, though they may be quite different in most ways.

Part of a machine is bent and will not work. Which part (A, B, C or D) should replace it?

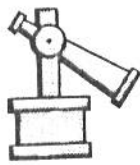


D. This type of exercise helps you perceive the parts of physical objects, whether machinery, buildings or continents.

Which workbench is stronger (A or B)?



A. A structure made with triangles is stronger than one made with rectangles. You can prove this by cutting 7 strips of cardboard and attaching them with thumbtacks, as shown. If you hold onto the points of the thumbtacks and pull outward, the triangle will keep its rigid shape, but the rectangle will change into a rhomboid. Workbench 'B' would be less steady than 'A' and could more easily collapse under pressure.



SCIENTIST

We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

The Scientist activity badge offers opportunities for lots of fun and learning and a touch of magic. Boys who have an inquiring mind will love it, and even those whose interests are more toward the outdoors or sports will be interested if they have plenty of chances to experiment.

Experiments covering each of the badge requirements are found in the "Webelos Scout Book" and additional ideas are found on the next few pages. Choose some experiments and enjoy an 'exploration into science' with your Webelos Scouts. Be sure that you have tried the experiments ahead of time and have the necessary materials on hand. Then the boys can use their scientific knowledge to astound the younger Cub Scouts at pack meeting with their experiments and scientific tricks. Learning scientific methods helps a boy develop the power of thinking.

1. Do the experiments in the "Webelos Scout Book".
2. Make fog, as described in the "Webelos Scout Book".
3. Make a barometer.
4. Visit an eye specialist and learn how the eyes work.
5. Make an optical illusion and show how the eyes converge.
6. Make crystals as found in the "Webelos Scout Book"
7. Visit an airport and ask an expert to explain flight principles.
8. Have a slow-motion bicycle riding contest to illustrate balancing skills.
9. Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure.
10. Make a chemical garden. (See "Webelos Den Activities")

RESOURCES

Webelos Scout Book

Experiments to illustrate atmospheric, air and water pressure

Inertia

Fog

Crystals

Balance

Optical illusions

Webelos Den Activities

Magic garden

Experiments

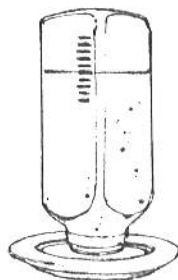
Barometer

Webelos Scout Helps

Geologist & Scientist Activity Badge

BAROMETER

A barometer measures atmospheric pressure. Here is a simple one to make. Use a glass or clear plastic quart milk bottle. Fill it with water; put a saucer over top, and flip it over quickly. Allow a little water to escape into the saucer.



With a felt-tip pen, draw 8-10 scale marks $\frac{3}{8}$ " apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.

A WEATHER FORECASTER

A change in humidity - moisture in the air - usually means a change in the weather. Because human hair reacts to moisture, you can use it to make a handy weather predictor.

Materials Needed

A large, clear glass jar (like a 1 qt. mayonnaise jar) with lid

Lightweight plastic lid (from cottage cheese or yogurt)

Human hair

Paper and thin cardboard.

1. Using a hammer and small nail, punch about 10 holes into the jar's metal lid and cardboard liner. These allow air and moisture in, while the lid keeps out larger air currents.

2. Cut plastic lid into disc with a diameter smaller than jar opening. Make a pinhole exactly in center of plastic disc.

3. Cut a thin cardboard rectangle, 3 cm X 12 cm. Leave a tab on each end. Fold it in half, and crease to form an 'A' shape. Make a pinhole midway in the crease. Draw a character or scene on one half to indicate rainy weather - one on other half for fair weather.

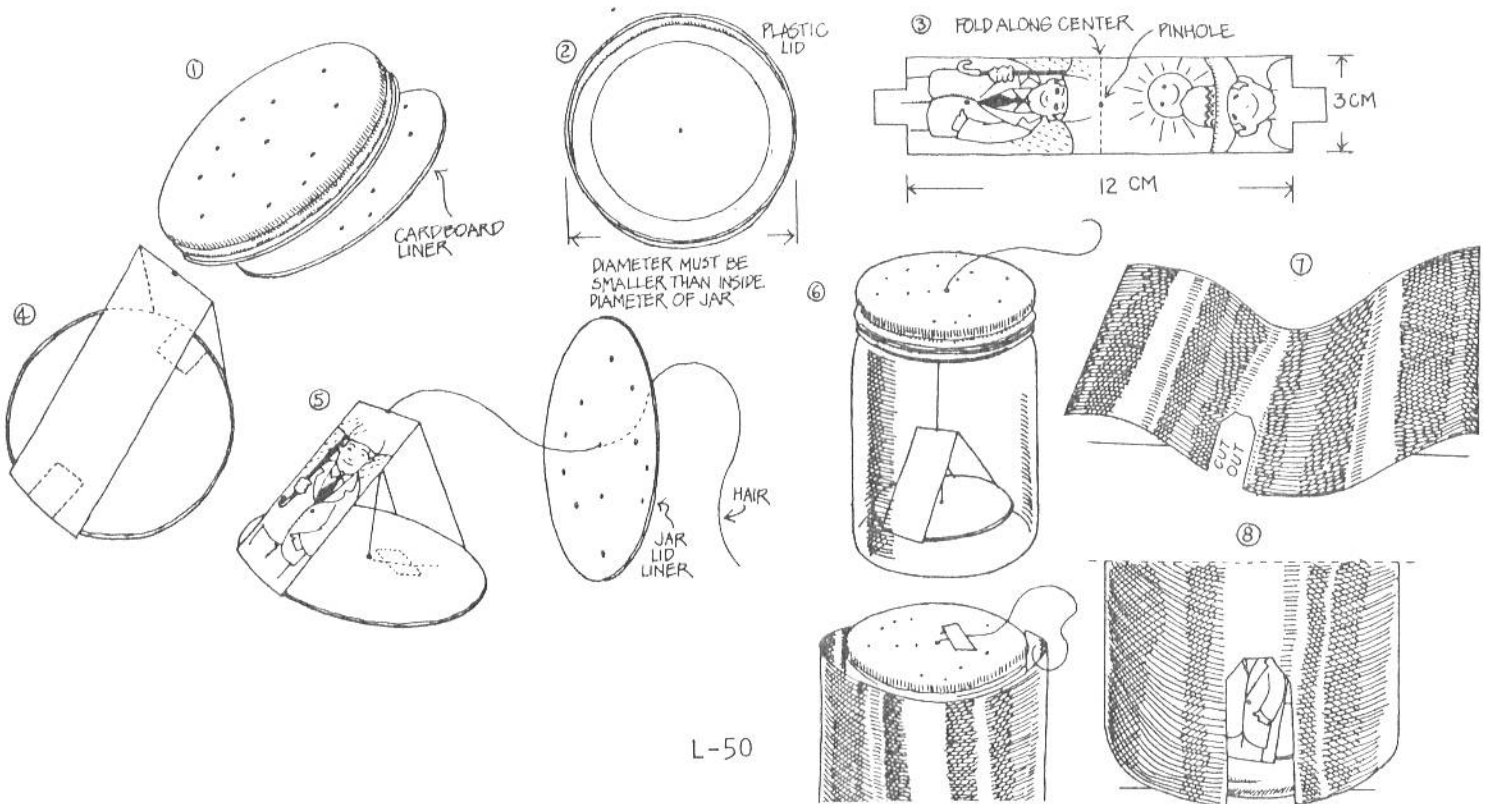
4. Bend the tabs inward, and tape them to opposite ends of plastic disc's underside. The pictures should face outward.

5. Clip a few strands of clean human hair. Thread the hairs through the pinholes in plastic disc and cardboard, and tape them to underside of plastic. Remove liner from jar lid. Thread the other hair ends through a pinhole in the liner. Do not return liner to metal lid yet.

6. To adjust hair, lower base to the bottom of jar and set lid liner on the mouth. Pull hair until base lifts off bottom, rotates freely, and does not touch any glass. Tape hair to cardboard liner, and snap liner back into metal lid.

7. Cut a paper sleeve to fit around jar. Cut out a door the size of both rainy and fair weather figures.

8. Make sure lid is secure. Place it on a brick in bucket of warm water and drape wet towel over top. After a few minutes, turn paper sleeve so you can see the rainy weather character through the coor. Then, when the atmosphere humidity changes, the figures will turn, to show the change through the opening.



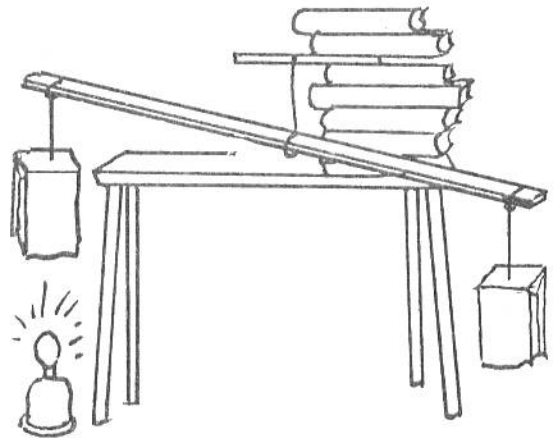
WEIGHING AIR

This experiment will help illustrate why Montgolfiers' balloon worked. You'll need two large paper bags, a yardstick, some thread, a pencil and some books.... to make this balance that weighs air.

Tape a piece of thread to the bottom of each bag. Tie one bag to each end of a yardstick. Then tie a loop of thread around the middle of the yardstick - a slipknot works best. Tie the other end of this thread to something to hold up the yardstick. You can use a ruler held between books stacked at the corner of a table.

Now carefully slip the yardstick back and forth through the center loop until it balances straight across.

Next, hold a lighted electric bulb up close under one of the paper bags. You can use a small table lamp with the shade removed. As the bag is filled with warm air from the light bulb, you will see it rise. This proves that a bag full of warm air is lighter than a bag full of cold air.



Now hold the light bulb under the other bag. As the air in this bag warms up, the air in the first bag is getting cool. Slowly the balance will swing in the opposite direction.

This demonstrates what makes a hot air balloon rise. It also shows what makes smoke rise. The smoke from a fire is nothing but tiny pieces of ash being carried up in a draft of warm air.

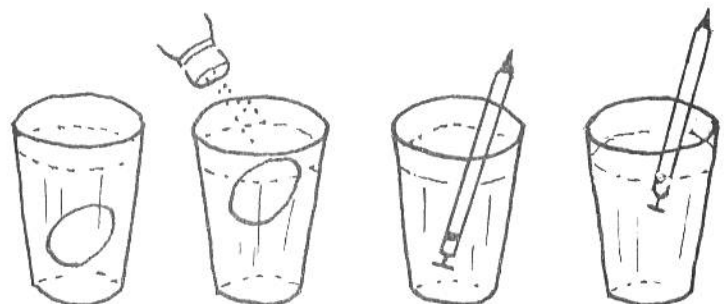
HYDROMETER

This measures the density of a liquid. An object can float in a liquid only if it is less dense than the liquid. Prove this by placing a fresh egg in a glass of water. The egg will sink. Then add two tablespoons of salt to the water and the egg will float.

Try sticking a thumbtack into a pencil eraser and place the pencil in water, point up. Mark the waterline on the pencil. Add salt to water. The pencil will ride higher in the water. Why? Salt water is more dense.

TENSION

Lay a razor blade on a fork, then carefully lower the blade into the surface of a glass of water. The blade will float. Why? Surface tension.



OPTICAL ILLUSIONS

Your eyes don't always see things as they really are. You can prove this by some easy demonstrations.

Floating Finger Trick - While looking at a distant object, bring the tips of your forefingers toward each other at eye level, about a foot from your eyes. When your fingers are about an inch apart, you should see a tiny two-tipped finger floating in space between your real ones. Your eyes must be aimed at a distant object - not at your fingers. Each eye has an image of each finger and, since the eyes are looking far away, the images are not in registry. Close one eye at a time and you'll see how this is so. Principle: Two eyes must aim precisely to localize and identify objects.

Pendulum Phenomenon - Fasten a white disc $3/4$ " in diameter on a 3-foot piece of white thread. Have someone hold the thread so the disc can swing like a pendulum. Start the disc swinging in a perfectly straight line and view it from a distance of three feet against a plain wall. Notice how the disc swings in a line like a pendulum. Hold a sunglass lens over one eye. Observe the path of the swinging object again. The movement will no longer be in line but in a circle. If you switch the lens to the other eye, the movement will appear to be in the opposite direction. Principle: You see best if your eyes are as nearly equal as you can get them. Shows the importance for the two eyes to receive similar images.

VINEGAR MAGIC

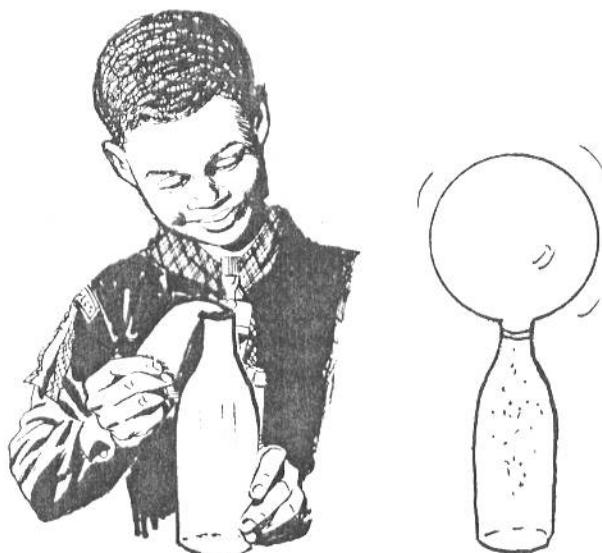
Did you know that vinegar is an acid? It won't eat through everything it touches, but is strong enough to produce some interesting chemical reactions. Use distilled white vinegar for these tricks.

Vinegar combined with baking soda produces carbon dioxide, a colorless, odorless gas. This is the same carbon dioxide that you breathe out with every breath. The fizz in carbonated soft drinks is from carbon dioxide, which makes bubbles in a liquid. Carbon dioxide is used in fire extinguishers because nothing can burn in its presence. It actually smothers flame.

Vinegar also dissolves calcium. Anything containing lots of calcium, such as egg shells and bones, will get very weak when soaked in vinegar.

Genie of the Bottle - Blow up a balloon with carbon dioxide. Use a balloon that has been inflated before so the rubber stretches easily. Put a tablespoon of baking soda in a bottle. Add vinegar and quickly fit the balloon over the rim while the mixture fizzes. You can't see the carbon dioxide, but you can see it fill the balloon.

Bouncing Buttons - Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in vinegar to make buttons bounce to the top. Bubbles of carbon dioxide are lighter than water, and lift the buttons. They will bounce up and down for quite a while. Add more vinegar when they slow down.





SHOWMAN

There are three different ways for Webelos Scouts to earn the Showman activity badge. The three areas are Puppetry, Music and Drama.

If the boy chooses Music, this is a stepping stone to the Music merit badge in Boy Scouting. He will have an opportunity to become familiar with different composers, sing songs, play instruments, and read music symbols. One of the optional requirements is to make a collection of three or more records. This could start a boy off on a music career. Many of the requirements will be completed in school music classes, church choir or singing in den or pack meeting.

It is doubtful if the Showman activity badge will produce skilled entertainers, but it will expose the boys to theatre and musical arts and help build self-confidence in them. And it's bound to be fun for them.

1. Take the den to a school or professional concert.
2. Ask a music teacher or professional musician to come to den meeting to talk to the boys, and perhaps play an instrument for them.
3. Attend a high school play.
4. Use a tape recorder to record the boys' voices so they can hear how they sound.
5. Write a one-act play for pack meeting, or plan a musical program.
6. Visit a costume shop.
7. Write and produce your own movie. Show it to parents or to pack.
8. Write a puppet play and make the puppets to go with it.
9. Discuss sound effects. Teach the boys how to make them.
10. Ask boys to bring their favorite records to play for the den.
11. Take your show to a children's home or hospital as a Good Turn.

RESOURCES

Webelos Scout Book

Puppets
Puppet stage
Composers
Plays
Stage setting
Stage direction
Opera and musicals

Webelos Den Activities

Planning a show
Puppets

Webelos Scout Helps

Skits and Puppets

Showman Activity Badge Helps



Victor Herbert (1859-1924)

W. C. Handy (1873-1958)

George Gershwin (1898-1937)

Aaron Copland (born 1900)

**Leonard Bernstein
(born 1918)**

FOLK MUSIC

Folk music is as old as man himself. Adam may have sung folk songs to Eve. And primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek a fortune in the new world. Black slaves from West Africa supplied a rhythm, a beat and the relaxed and happy sound which are present in today's folk music as well as jazz. Black singers also gave us the 'blues' which is an important part of both folk and jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which were written down or recorded are not 'folk' tunes.

Just as the folk singer comes from many different backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow the Man Down", the French Canadian tune "Alouette", a railroading song "I've Been Working on the Railroad" and a Negro spiritual "When the Saints Go Marchin' In". Folk songs can be as old as "Greensleeves", an 400-year old English ballad - or as new as today's folk singers.

The unamplified guitar is to the folk singer what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute, or mandolin.

We all sing folk songs, but if you want to be a folk singer, entertaining your friends, or even making it a profession someday, listen to other folk singers. Copy their styles, learn their songs, and soon your own style will come out.

PRODUCE A FILM

One way to handle the play-writing phase of the Showman activity badge is to let the Webelos Scouts produce a film. This opportunity should excite any boy. Let them write the script, direct it, film it if possible, and act in the film.

Ideas for the plot will come easy, but the boys will need help in the mechanics of making the film. This rough outline should help.

1. The type of camera does not matter. Film can be brought from home with the boys paying the cost of film and developing.
2. A 50-foot reel of film will run about 3 1/2 minutes, so it is important for the boys to have a script. Determine the approximate length of the film to see how many reels will be needed.

Five seconds is the shortest time for any one scene or title. This will allow the audience time to read it or see what's going on.

3. The script should contain a plot outline to tell the story, and a detailed scene-by-scene outline describing the action of the scene and the time elapsed.
4. Have a run-through where boys learn what they are to do and practice.
5. Next comes a dress rehearsal with an unloaded camera to check out film angles and let the actors get used to their costumes. Make any needed changes in the script.
6. After a final dress rehearsal, shoot the film. It is best to shoot in the proper sequence so editing will not be necessary.
7. Develop the film and show it at pack meeting.



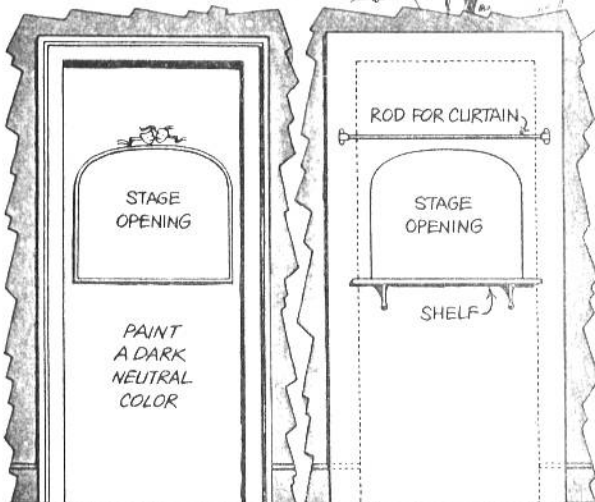
HAVE A PUPPET SHOW



SETTING UP YOUR PUPPET STAGE IN A DOORWAY IS A VERY PRACTICAL METHOD. USE A PIECE OF WALL BOARD WITH THE STAGE OPENING CUT OUT, OR USE PIECES OF CORRUGATED BOARD. AN ASSISTANT CAN TURN THE "AUDIENCE" LIGHTS ON AND OFF.

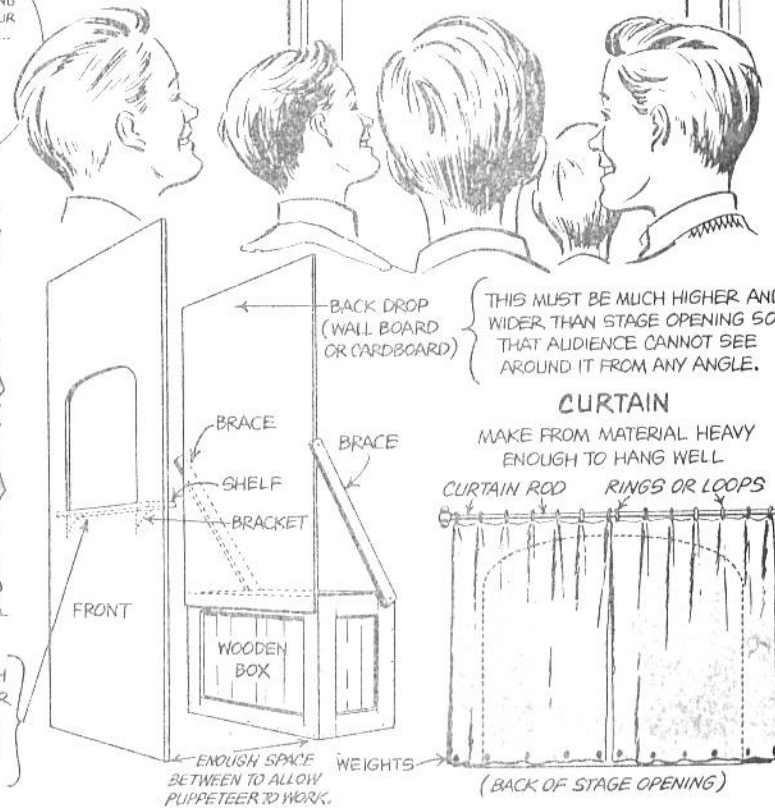
... ONE OF THE EARLIEST FORMS OF ENTERTAINMENT AND STILL AS POPULAR AS EVER. HERE ARE SOME TIPS ON CONSTRUCTING THE STAGE AND SETS. ON OTHER PAGES ARE TIPS ON MAKING PUPPETS AND A SUGGESTED SCRIPT. TRY YOUR HAND AS A PUPPETEER. ...IT'S FUN!

TO MAKE DURWOOD'S ROAR, FASTEN A KNOTTED STRING TO A TIN CAN... THEN HOLDING THE CAN AND RUNNING YOUR THUMB ALONG THE KNOTS... WHAT A ROAR!



FRONT (AUDIENCE) VIEW
FOR LIGHTING, TWO BRIDGE LAMPS, ONE ON EITHER SIDE OF THE STAGE ON THE "WORKING" SIDE WILL DO NICELY.

BACK STAGE VIEW
THE STAGE OPENING MUST BE HIGH ENOUGH TO ALLOW THE PUPPETEER TO RAISE HIS HANDS ABOVE THE STAGE FLOOR WITHOUT HIS HEAD SHOWING.



THIS MUST BE MUCH HIGHER AND WIDER THAN STAGE OPENING SO THAT AUDIENCE CANNOT SEE AROUND IT FROM ANY ANGLE.

CURTAIN

MAKE FROM MATERIAL HEAVY ENOUGH TO HANG WELL
CURTAIN ROD RINGS OR LOOPS
(BACK OF STAGE OPENING)



SPORTSMAN

Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den in the Sportsman activity badge. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them will already know enough about rules, scoring, techniques for several sports so they could pass the requirements quickly.

But that's really not enough. One of the primary purposes of Cub Scouting is 'encouraging good sportsmanship and pride in growing strong in mind and body'. If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den .. and you, the leader .. have wasted your time.

Discuss the importance of sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intraden competition, make up the teams so that strength is about even. If you let the boys choose their own teammates, there is a good chance that most of the best players will wind up on the same team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

1. Have each boy list the sports in which he participated during the last year.
2. Invite a sports figure, coach, or referee to den meeting to tell the boys about the importance of teamwork and good sportsmanship.
3. Go to a football game, soccer match or other sporting event.
4. Have a dad-son bowling night.
5. Let boys practice casting with a fishing rod.
6. Select a sport to demonstrate at pack meeting and practice it.
7. Have a dad-son volleyball game.
8. Hike around a golf course.
9. Practice archery, using a bale of hay behind paper targets. Teach archery safety rules.
10. Take the den ice skating or roller skating.
11. Teach football signals. Practice until the boys know them well.



RESOURCES

Webelos Scout Book

Baseball
Softball
Basketball
Volleyball
Individual Sports
Official Signals

Webelos Den Activities

Archery
Casting Game
Bowling Night

Webelos Scout Helps

TAKE THE SNAP, THROW THE PASS

Try this basic drill at den meeting. Let the boys teach their hands, legs, eyes, and arms to work together. For the target, hang an old automobile tire about six feet above the ground. Take the snap from your center, move back three or four steps, and fire away. Take it slow at first to get the feel of the action. The tire target should be about 10 yards away when you throw the pass.



- Stance - Place your feet shoulder width apart, toes straight ahead, knees bent slightly. The back of your right hand is against the center's rear, your left hand is below, heels of your thumbs together.
- Grip - On the call of ready - Snap! The center brings the ball up to your hands. Grip ball with fingertips on the laces and your thumb around the other side of the ball.
- Run - Take three or four short steps to rear. Keep your eye on the target.
- Throw - Plant your right foot and brake. Step forward on left foot with your toe pointing at target as you raise your arm for the throw. Throw and follow through after releasing the ball.

THROW THE BLOCK - FIGHT IT OFF

Hut! The ball is snapped. Offensive linemen hurtle at the defenders. In the next few seconds the success or failure of the play will be decided. That's the story of football. If the offensive men make solid contact, the chances are good that the play will gain yards. If the defenders slip through the blockers, the play may be stacked up for a loss.

That's a reason good blocking is so important in a contact sport like football. That's also the reason a defensive lineman must know how to fight against the block. In this contest the offensive player has one slight edge. He knows when the snap is coming. He can move first. And he can use different kinds of blocks to keep his opponent guessing.

The defender has the advantage of being able to use his hands and to stand up straighter for a better view of the play. An offensive lineman must stay low and he can never look back to see if the play is going in the right direction. Often the defensive player is larger than the offensive lineman, but he also may be slower.

So knowledgeable football fans watch line play closely. A good match-up between a big, fast defender and a quick, tricky offensive lineman is often as interesting to watch as the moves of a passer or ball carrier. If a football team is a winner, chances are that the team knows all about throwing and fighting off the block.



LEAD-UP GAMES

For some team sports, your den may not have enough players, even counting fathers. The games below will help teach sport skills with small teams.

DRIBBLE THE CIRCLE

Divide den into two teams. Mark two circles of about 18-foot diameter on the ground. Players scatter on the perimeter of their team's circle. On signal, the first player on each team dribbles a basketball all around the circle. When he gets back to his starting point, the next player repeats the action, and so on until all have run. First team finished wins.

SOCCER TEN KICKS

Divide den into two teams. Each team tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of 10 kicks. As he kicks the ball, each player calls out the appropriate number (1, 2, 3 etc.). Hands may not be used. The team making 10 kicks in a row without interception wins.

SOCCER DODGE BALL

This is played like Dodge Ball, except the players around the circle kick the ball instead of throwing it. (See "Webelos Den Leader's Book" for Dodge Ball)

BUCKETBALL

Two bushel baskets or similar containers are placed on the ground at opposite ends of the playing field. Use a regular basketball. Divide the den into two teams and play regular basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

SOCCER TRIANGLE

On a large field, mark off a lane about 10 yards wide and 50 yards deep, using twine or lime. Three players are on offense, one on defense. Starting at one end of the lane, the three offensive players try to advance the ball by kicking and heading it, while the defensive player tries to intercept. The offensive players should stay in a triangle formation not more than 10 yards deep.

BROOM HOCKEY

Give each player an old household broom or similar stick. The puck is a small ball. Play on any size field. Goals are marked by rocks about six feet apart centered on the end lines of the playing field.

SIDEWALK TENNIS

Played with a tennis ball on two squares of sidewalk or patch of level ground marked off in similar size. Ball is batted with the hands. Use regular tennis rules, except that there is no serving court.



WEAR YOUR FISHING TACKLE

Repairmen wear tools on their belts. It keeps them within easy reach. You can easily fix up a belt to do the same with your fishing lures, hooks and other gear.

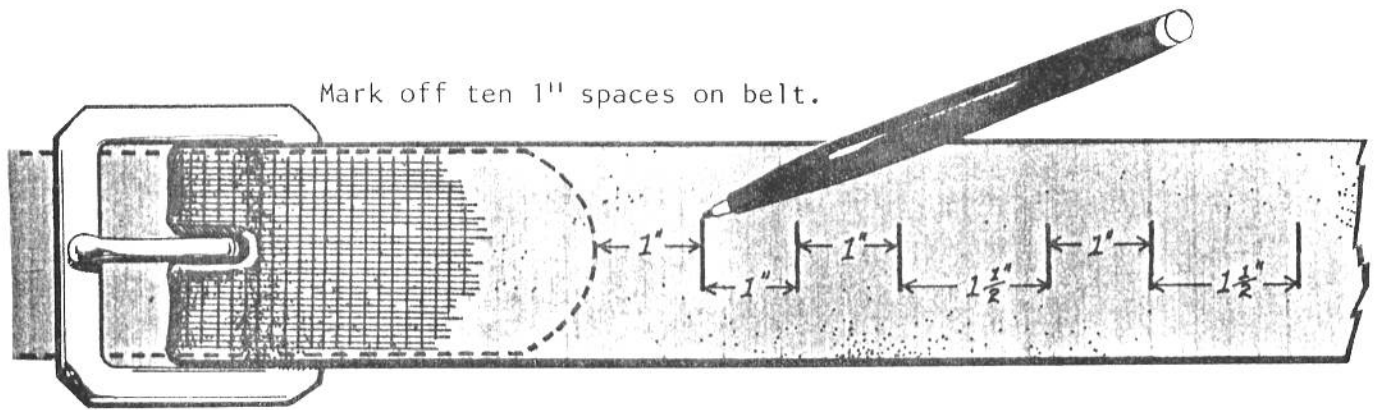
For the fishing-tackle belt you'll need a yard of 1" elastic braid, some strong thread, and an old web-type belt. The belt will hold eight 35-mm size film canisters or plastic pill bottles the same size.

Put the belt loosely around you and with a permanent marker, mark 1" beyond where the tip reaches after it is buckled.

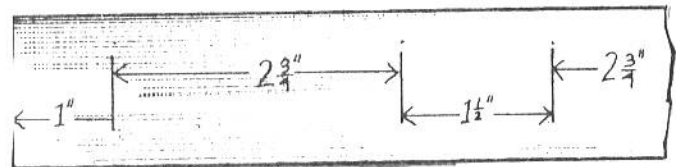
Lay the belt flat and mark it as shown in the drawing. Then lay the elastic flat and mark it as shown.

Sew the 1½" elastic sections to the 1¼" belt sections with an "X-in-square" stitching pattern, as shown. When finished, you will have 8 loops for the round containers, plus belt room to slip on a pouch for larger lures.

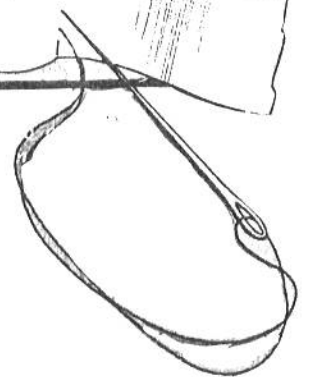
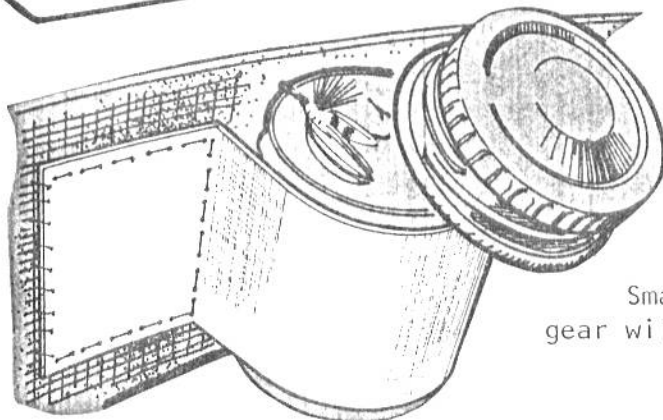
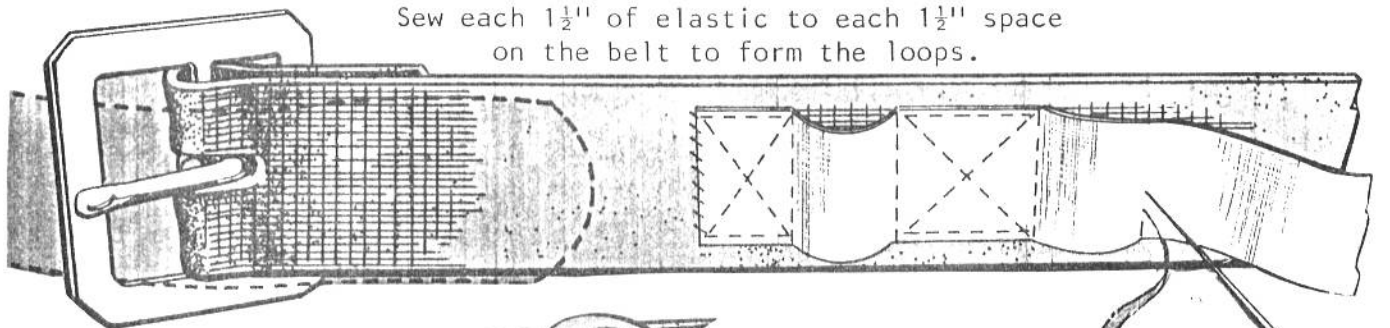
Wear your belt loose. You can move any part of it around to the front. Twist the top down to slide a lure or hook out of one box into your hand.



Mark off 1" of elastic, then alternate 2 3/4" and 1 1/2" marks for 8 spaces. End with 1" space.



Sew each 1½" of elastic to each 1¼" space on the belt to form the loops.



Small containers for fishing gear will fit into the belt loops.



TRAVELER

Earning the Traveler activity 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, boys learn to read maps and timetables of railroads, buses, or airlines serving the area. This information can be used on planning trips. They will learn the comparative costs of rail, bus, or air transportation. They may take trips by bus, train, plane, or boat to points of interest with their parents. They will learn how to use highway maps and plan trips. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

Earning this badge will not only help the boys prepare for travel experiences but will also enable them to get the most out of a trip and to learn more about this great country.

If your boys are experienced travelers, you may want to visit a travel agency instead of making a trip. Or, you might decide to visit a train depot, bus terminal or airport. Make arrangements in advance with officials. At a travel agency, your den should be able to learn how to plan for long trips and secure timetables and travel folders for exotic places. At the airport you may be able to arrange for the boys to see the 'inside' of operations - the dispatcher's office or control tower, or perhaps the cockpit of an airliner.

1. Invite a bus driver or truck driver to come to den meeting to talk to the boys about safety. Or have a highway patrol officer come.
2. Visit a travel agency or automobile club office and find out what they do.
3. Make car first aid kits.
4. Discuss timetables and how to read them.
5. Calculate cost and speed of a plane trip.
6. Locate points of interest on city and state highway maps. Visit some of these places.
7. Visit a bus terminal or airport to see the inside operation.
8. Make a list of travel agencies and transportation facilities in the area.
9. Teach proper method of packing a suitcase. Stress neatness.
10. Visit a state or national park with den families.

RESOURCES

Webelos Scout Book

Schedules
Cost
Places to visit
Packing your suitcase

Webelos Den Activities

Webelos Scout Helps

Traveler & Engineer Activity Badge





FAMILY CAR FIRST AID KIT

Assemble a kit - a small plastic or wood box containing at least these things:

- Roll of 2" gauze bandage
- Cravat bandage
- Sunburn ointment
- Insect repellent
- Soap
- Tweezers
- Small scissors
- Jackknife

Emergency Supplies for Car

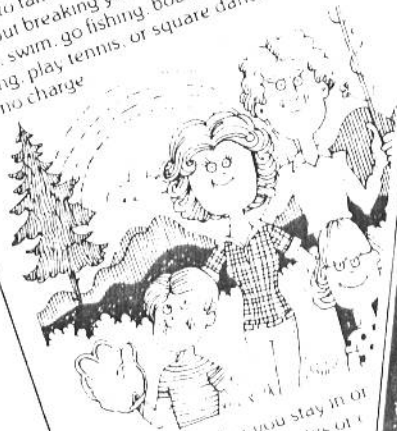
- 2 3x17" splints (1/4" thick)
- Fire extinguisher
- Tow chain or rope
- Flashlight
- Flares or red flags

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GUIDE TO EMERGENCY ACTION

AUTO ACCIDENT

Move the vehicles well off the road, if possible, and turn off the ignitions.

Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified.

Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and a third 100 feet ahead of the scene. If other people are there, station them with the flares to alert traffic.

Warning - Do not light flares near spilled gasoline.

Send for the police, and an ambulance if necessary.

Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

CAR FIRES

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat.

Don't grab wires with your bare hand. If the fire burns out of control and endangers the gas tank, get away from the car immediately.



HEADLIGHT FAILURE

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

CAR SUBMERSION

Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 minutes - enough time to escape if you keep your head.

If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

Depending upon the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.

STRANDED IN A BLIZZARD

Don't sit with the motor running and the windows closed. Deadly and odorless carbon monoxide can seep into the car.

Keep two windows partly open so fresh air circulates. To conserve gas, run the engine for a short while so that the heater warms the car. Then turn it off until the car begins to get cold.

Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.

BE PREPARED - BUCKLE UP

During the next year, safety belts will fail to save thousands of lives because people will be sitting on them when accidents occur. Some of those people may be Cub Scout families, riding to and from den meetings, Scout shows and more.

When you stop to think that ... within 16 seconds someone will be injured in a car accident ... within 10 minutes someone will die in such an accident, and ... by the end of the week 1000 persons will be killed and 40,000 others injured in traffic accidents ... it's easy to see that you could easily be involved. So you need to protect yourself.

Maybe you don't wear safety belts because you can't tell the fact from the fiction. Here's the difference:

Fiction: I don't need a safety belt when I'm going a short way or traveling at a low speed.

Fact: More than half the accidents causing injury occur at speeds of less than 40 mph. Three out of four accidents causing death happen within 25 miles of home.

Fiction: I'll be saved if I'm thrown clear of the car.

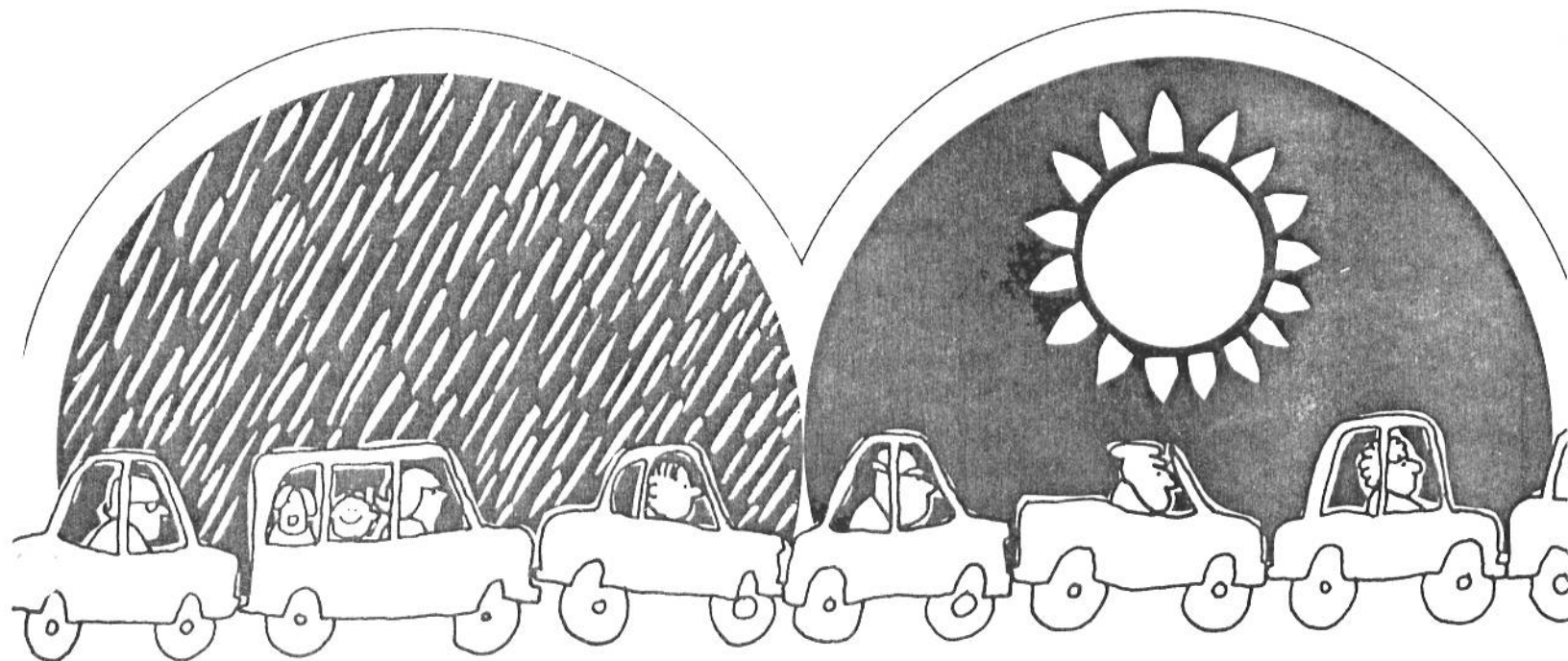
Fact: Your chances of dying are almost five times greater if thrown from the car.

Fiction: Safety belts can actually cause injury.

Fact: This happens only in one percent of all injuries. Even then, the injury is less severe than for the person not wearing the belt.

Fiction: Safety belts can't prevent me from having an accident.

Fact: Safety belts keep the driver in place and in control of the car. It also protects passengers. Without a belt you may be knocked unconscious allowing no chance for escape.



MINUTES, EVEN SECONDS MAY COUNT IN SAVING A LIFE

Even with the best precautions, sudden illness or physical injury can strike anyone at any time. Since the first person to arrive on the scene will usually not be a medical professional, as many people in the community as possible should be prepared to give basic emergency first aid. If you know first aid, you will use it for the rest of your life. With it, you can care for yourself and others in times of accidents and emergencies.

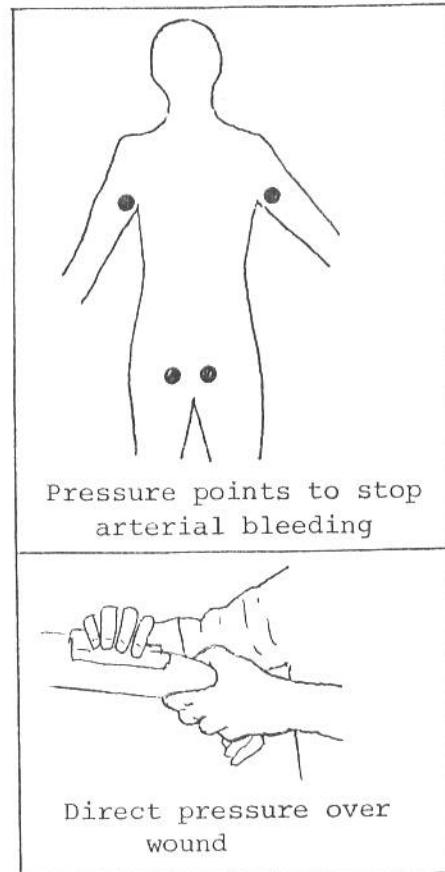
First aid is immediate help right after an injury. It is not playing doctor, it's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If so, you'll be cool and calm, because you know you can help. Your confidence will show and it will aid the injured person as you ease their pain and worry.

As a Webelos den leader, you should set the example by knowing basic first aid. Then enlist the help of a local Scoutmaster in obtaining leadership for teaching Webelos Scouts the first aid requirements for the Arrow of Light award. There are three kinds of cases where fast action spells the difference between life and death - Bad Bleeding, Stopped Breathing, and Poisons by Mouth. These are the hurry cases where every single minute counts. Be prepared to act fast.

BAD BLEEDING

Bad bleeding can cause shock or death. First, stop the bleeding. The best way to control bleeding is with direct pressure over the site of the wound.

1. Use a pad of sterile gauze, if available.
2. A clean handkerchief, or even your bare hand will do. Use the flat part of the hand.
3. Apply firm, steady, direct pressure for 5 to 15 minutes. Most bleeding will stop within a few minutes.
4. If bleeding is from a foot, hand, leg, or arm, use gravity to help slow the flow of blood. Elevate the limb so that it is higher than the victim's heart.
5. Another way to stop bleeding is by using pressure points - arteries that carry blood to the arms and legs. (See illustration) Press firmly with hand.
6. After bleeding is stopped, put bandages or cloths against the wound and tie them in place with another cloth or tape.
7. Send someone else for help.
8. Treat the victim for shock as soon as you take care of the bleeding.



Note: Do not apply pressure to head or neck wounds where there may be a fracture.

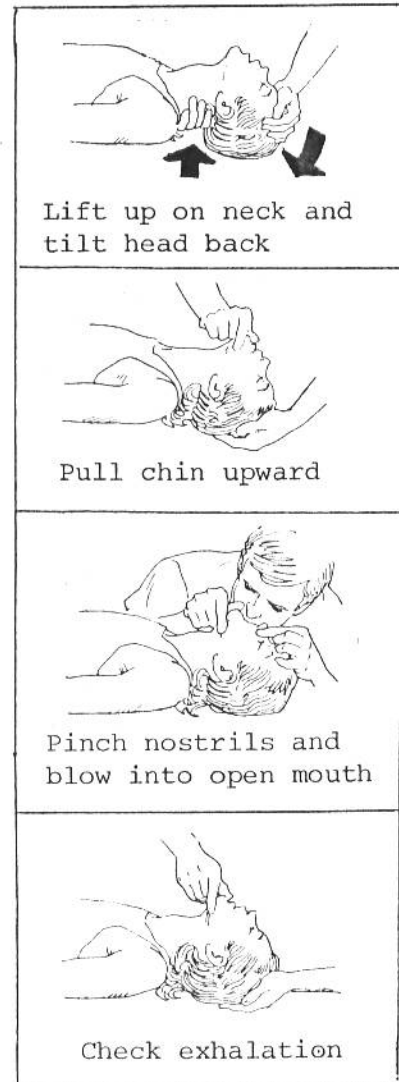
STOPPED BREATHING

A life can be saved by rescue breathing. Use it on a person who has stopped breathing. You breathe your own breath into the victim's lungs. Speed in starting is important. Don't waste time moving the victim to a comfortable place. In a water rescue, for example, you can start rescue breathing while carrying the victim from water to dry land.

Be careful approaching an unconscious person who may be in contact with electrical current. Be sure to turn off electricity before you touch the victim. There are many reasons for unconsciousness, so the first thing to check is breathing.

1. Try to awaken the person. Shake the victim's shoulders vigorously and shout: "Are you all right?"
2. If there is no response, check for signs of breathing:
 - Be sure victim is lying flat on his back. If you need to roll the person over, move the entire body at one time. Use caution with accident victims because of possible neck injuries.
 - Loosen tight clothing around neck and chest.
3. Make sure the airway is clear.
 - Look into mouth and throat to remove any obstruction, liquid or solid.
 - Watch the patient's chest, and test the air in front of his nose and mouth with your fingers for any sign of breath.
 - Check wrist for a pulse.
4. Check the front of the victim's neck. Many Americans have had their larynxes remove surgically and breathe only through a hole in their necks. With these people, rescue breathing must be done at the neck opening instead of mouth.
5. Place one hand under victim's head. Lift up on neck and partially tilt head back by pushing down on forehead with your hand.

6. Pull chin forward.
7. Place your mouth firmly over the victim's open mouth. Pinch his nostrils shut and blow hard enough to make his chest rise. If victim is a small child, place your mouth over his nose and mouth while breathing.
8. Let the victim breathe out. Chest should fall.



9. Remove your mouth and listen for the sound of exhaled air. Repeat the blowing effort. If there is no air exchange, recheck the victim's head and jaw position. His tongue or something else may be blocking the air passage.

(continued)

FIRST AID (continued)

10. Try again. If you still get no air, slap his back to clear his throat.
11. Don't give up until the victim begins to breathe. Call a doctor or ambulance as soon as possible. Cover the victim for warmth.

STOPPED BREATHING - NO PULSE

If the victim is not breathing and there is no pulse, his heart has stopped. Cardio-pulmonary Resuscitation (CPR) is the approved method to start the heart again.

Generally, Cub Scouts are not large enough physically to apply CPR. It requires quite a bit of power. Proper training by local Red Cross, fire department, or Heart Association is essential. CPR can cause cracked ribs, even when done correctly ... and when done incorrectly, the tip of the breastbone or a broken rib can puncture the liver or a lung.

Webelos den leaders are encouraged to take CPR training for their own use, but are discouraged from teaching the boys.

TREATMENT FOR SHOCK

With any serious injury, such as bleeding wound, fracture, major burn, always expect shock, and take measures to lessen it. The symptoms: the skin is pale, cold and clammy; the pulse is rapid; breathing is shallow, rapid or irregular; the injured person is frightened, restless, apprehensive or comatose.

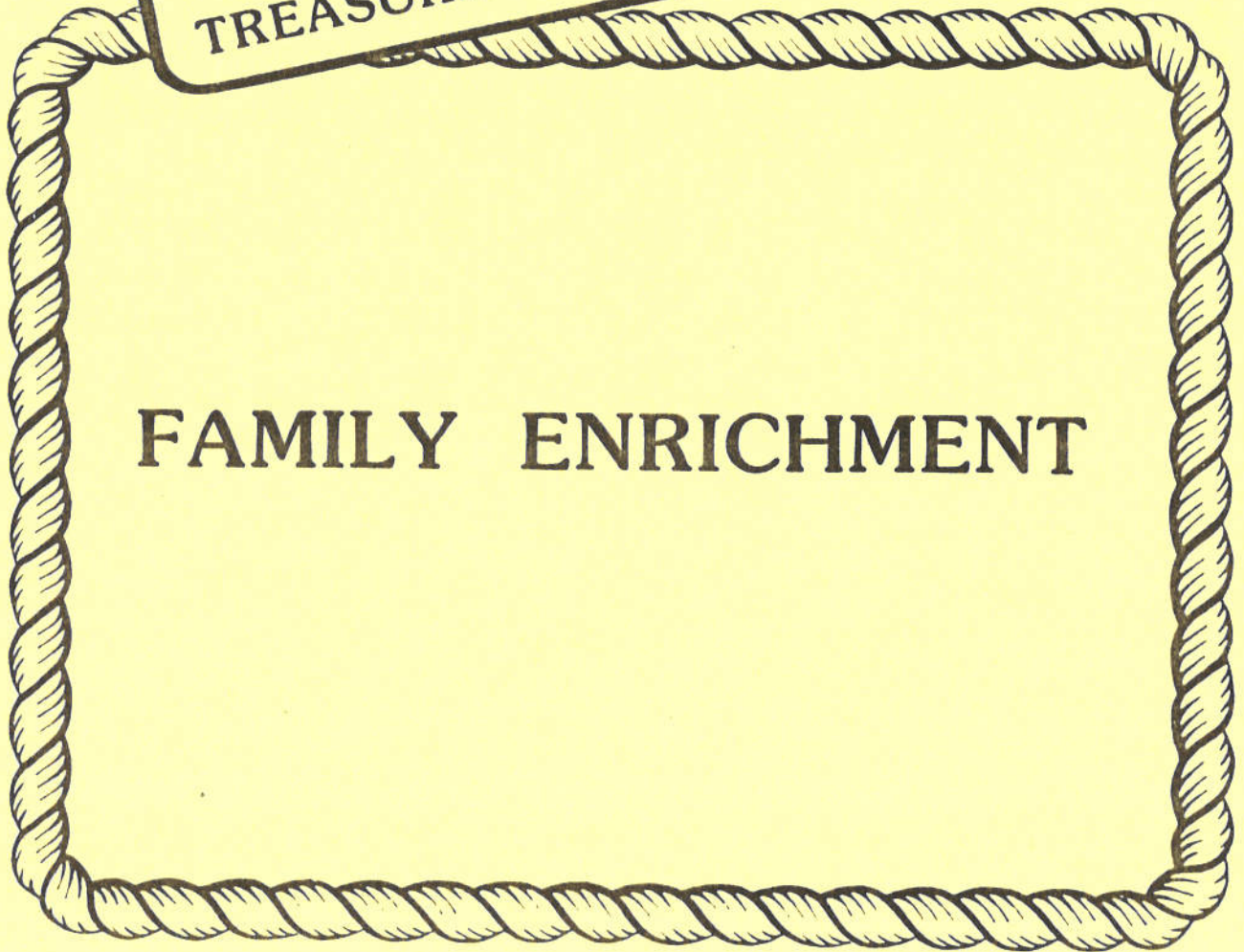
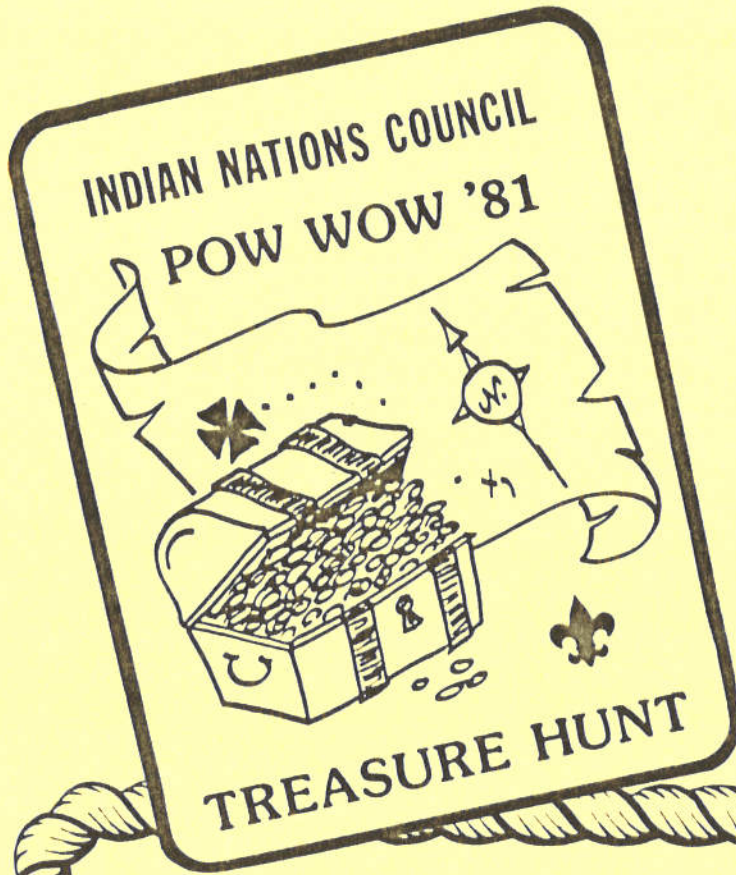
1. Keep the patient lying down with head lower than feet (except for head or chest injuries where there is difficulty breathing)
2. Loosen patient's clothing.
3. If victim is cool, or weather is cool, cover him.
4. If victim is conscious, let him sip a little water. Do not try to force water if the patient is unconscious. It may choke him.
5. If there is head injury, raise head instead of feet.
6. Shock can cause death. Treat for shock after a bad injury.

SEE "WEBELOS DEN ACTIVITIES" FOR 'BILL BLOW' RESCUE BREATHING DUMMY WHICH CAN BE MADE FOR THE BOYS TO USE FOR PRACTICE.

POISONS BY MOUTH

Children may take poisons which will harm them, such as bug killer, rat poison, pills from the medicine cabinet or lighter fluid.

1. Cans and bottles with poison in them often tell on the label what to do for the victim. Read the label and follow directions.
2. The poison should be diluted. Get the victim to drink a glass or water, or better yet, milk.
3. Get help right away. Call your doctor or poison-control center. Tell what the suspected poison is and follow directions.
4. Vomiting can be dangerous if the poison is a strong acid (carbolic) or alkali (lye, ammonia). If the victim's mouth is burned, you can assume it's one or the other, or a volatile substance like kerosene or gasoline. Do not induce vomiting in this cases. Instead dilute and neutralize poison.
 - Neutralize acids with 2 t of baking soda in glass of water.
 - Neutralize alkalies with one t lemon juice or vinegar in glass of water.
5. Give several glassfuls, but don't cause vomiting. Then give a glass of milk. If poisons is kerosene or gasoline, give 4-5 glasses of water.
6. If you are certain the poison is neither acid or alkali, induce vomiting by pressing down on back of the tongue with finger or spoon. Cause vomiting for overdose of medicine. But never induce vomiting if the victim is unconscious.
6. Get victim to a doctor or hospital as quickly as possible. Always take the container of poison to show the doctor.



FAMILY ENRICHMENT

WHAT IS A FAMILY?

Use the term 'Cub Scouting' in a conversation with a non-Scouter and immediately he has the vision of a cute little boy in a blue uniform with a gold neckerchief and a mischievous glint in his eye.

The same term, to a Cub Scout leader, conjures up a very different image. He sees a uniformed boy with his family. Most people involved in Scouting know that Cub Scout is a family program, and without the family, it is not very much at all. Family involvement is vital to Cub Scouting's success.

When we talk about 'family' in Cub Scouting, we could be referring to several different types of groups. Many Cub Scouts do not come from traditional two-parent homes. Some boys live with a single parent, a guardian, or with relatives. Whoever a boy lives with is his family, as far as Cub Scouting is concerned.

A FAMILY IS people giving and receiving love. How often do we come right out and say something like: "Son, I'm not pleased with what you did, but I love you anyway, regardless of what you do."

A FAMILY IS people getting angry with each other but still loving one another. After all, people do get mad at each other. But the important thing is whether we can let off steam without losing our love for one another.

A FAMILY IS loving the differences about each other. Each member of the family is special and unique. Do we really enjoy each other's differences?

A FAMILY IS people talking and listening to each other. It sometimes takes courage to talk about a problem, but when children know that their family will listen, they will discover they



feel better after talking about it. It is when the children learn we're not listening that they sometimes stop talking.

A FAMILY IS people caring about what happens to each other, and letting it show. There is a warm discovery in learning that the family cares. Encouragement when things get tough goes a long way in showing that we care. As family members help boys cope within the home, they will learn to cope with similar situations outside the home. We should know and accept our own strengths and weaknesses as adults and be open with our children about our joys and anxieties.

A FAMILY IS people laughing and crying without feeling ashamed of it. The sound of laughter is beautiful, but there is a difference between laughing at someone and laughing with someone. We all feel like crying once in a while. A tear in the eye isn't something to be ashamed of - it's natural. Tears give us a chance to show our love. Every family member needs to be able to express himself.

A FAMILY IS people sharing with each other and with others. Each day has at least one or two small successes. These need sharing in a family. This is a chance to look for what is good in a day. There is pleasure gained in giving and receiving recognition for small victories, as family members grow closer by sharing together.

(continued)

WHAT IS A FAMILY? (continued)

A FAMILY IS people reaching out instead of fencing in. It's reaching out to each other and to neighbors and friends.

A FAMILY IS a place for having fun, and also for sharing sorrows and healing hurts. The family is probably the most effective mutual, self-help organization ever invented.

Family life has its good times and bad. But most of all, it's people giving strength to each other; caring and letting it show; leaning on each other; feeling loyal to each other. It's worth the effort to keep it strong.

THE SINGLE-PARENT FAMILY

Many of us have a tendency to assume that every boy has two parents. We send home notes which begin: "Dear parents" We tell the boys: "Don't forget to bring your parents." We must be cautious of the terminology we use. It will be an unusual Cub Scout pack which doesn't have one or more of its members who lives with only one parent. Children are sensitive and can be hurt or embarrassed by such references.

Some people mistakenly believe that all single-parent families are alike and have the same problems. This simply isn't true. Single-parent families are all different, just as all other families are different. Some one-parent families are created by divorce, separation, or death. There is a rising number of single-parent families where there never were two parents.

Roughly 50% of boys of Cub Scout age will have some experience of living in a one-parent family before they reach age 18. Cub Scout leaders must recognize this situation and do what they can to help make each boy's Cub Scouting experience rewarding and fulfilling.

Usually the greatest overall need in one-parent families is financial. The majority of these families are headed by women. While the costs involved in Cub Scouting are not excessive, some families are forced to watch every dime. Take care not to embarrass any Cub Scout because of lack of funds required for den or pack activities.

In a one-parent family, the burden of parenting is carried alone. Sometimes decisionmaking is more difficult when there is not another adult to talk to. Schedules and time are often more crucial in a one-parent family. Sometimes there is not as much interaction and activity with the children. Cub Scouting can provide opportunities for fellowship with other adults and family activities which some single parents can't provide.

Many single-parent families are more effective because they work harder at being a family. They communicate and don't take as much for granted. Their lives are more organized and structured. Often the children are given more or different types of responsibilities, and sometimes, as a result, they grow up quicker.



(continued)

THE SINGLE-PARENT FAMILY (continued)

Even though Cub Scout leaders should not try to compensate for a missing parent, they can provide a very important relationship in a child's life. Boys need personal and continuing relationships with adults of both sexes. They need to know they are cared for and valued by both men and women. Scouting can help meet this need.

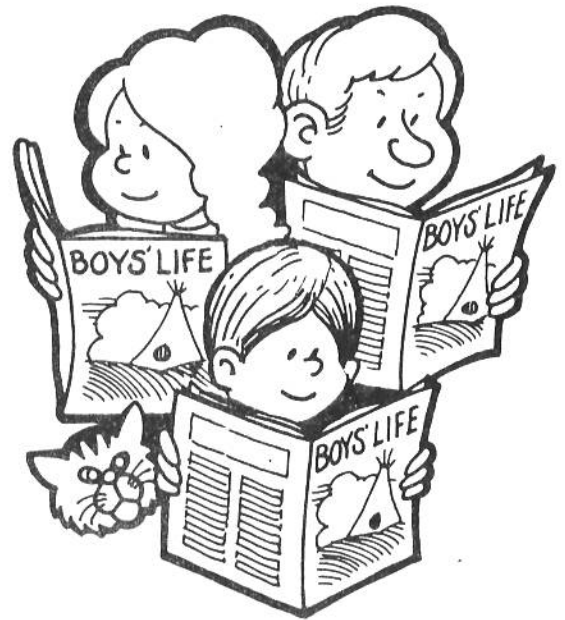
Here are some practical suggestions to help leaders in dealing with single-parent families:

1. Get to know the family situation of each Cub Scout. Discuss this privately and tactfully with the parent. Let them know that you care and want to help.
2. Let the boy know you understand the family situation and that it's O.K. Don't single him out. Treat him like all the others.
3. Let the parent know you are willing to work together on scheduling activities to fit their family's needs.
4. Be aware of any custody rulings which will affect Cub Scout activities, such as Webelos dad-and-son overnight campouts - so the proper parent can be involved.
5. Involve the parent in den and pack activities as much as possible. Encourage, but don't insist on their participation.

Cub Scouting cannot fill the vacuum left by an absent parent. That is not our aim. But we can help enrich the lives of the members of a single-parent family, just as we enrich the lives of all Cub Scout families.

WHEN WAS THE LAST TIME YOUR FAMILY

- read a book together?
- went bike riding together?
- laughed together?
- cried together?
- planned something together?
- sang together?
- said grace at a meal?
- went on a trip together?
- played a game together?
- went to church together?
- went for a walk together?
- made something together?
- prayed together?
- cleaned the house together?
- visited a friend together?
- worked in the yard together?



(See page M-8 for ideas for recreational activities)

COMMUNICATIONS

COMMUNICATING WITH FAMILIES

Good communications between leaders and families is essential in obtaining family cooperation.

1. Let them know what is expected before they join. Then keep the lines of communication open.
2. Be sure they know the regular den and pack meeting dates and times. Provide reminders as needed.
3. Let them know that the best way to find out what is going on is to stay actively involved.
4. Don't rely entirely on boys to transmit messages to parents. The information may never get through.
5. Use newsletters, telephoning, personal visits, or other means to stay in touch and inform families of any special activities, projects, needs.
6. Get to know the family. Find out how the den and pack can help meet their needs.
7. Hold den and pack parents' meetings to communicate information.
8. Keep families up-to-date on how their son is progressing. Let them know how they can help him.
9. Keep them up-to-date on how the den and pack are operating. Share with them the successes and the needs.
10. Keep them informed about activities which can be enjoyed by the family, such as family camping, trips and tours, etc.



DEVELOPING YOUR SENSITIVITY

Communication begins with sensitivity. Make a decision today to start seeing, hearing, and feeling the world around you. Try these things:

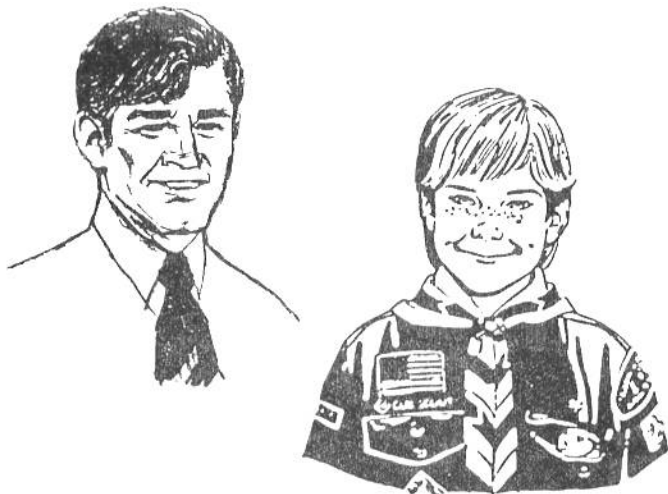
1. When you wake up in the morning, look outside for something you have never seen before.
2. Listen for the first sounds you hear.
3. On your way to work, take alternate routes and notice new sights.
4. Look for small parts of nature that you may have missed, such as a baby bird, a rosebud, etc.
5. Listen to all sounds, loud and soft. Try to identify them and see their significance.
6. Take off your shoes and walk in the grass or through a puddle. If it's been raining, sink your toes into the mud. What does this experience remind you of in the past?
7. Walk in the warm rain.
8. Lie in the sun and let its warm rays say something to you.
9. Touch things you haven't touched in years - the velvety petals of a rose, the whiskers on your father's face, the back of a baby's little head.
10. Look into the faces of people. All people, young and old, have something to say to you.

COMMUNICATING WITH KIDS

Communications begins at birth. At this moment, parents begin to teach their child to communicate. Those who begin early stand a better chance of having good communications when the child reaches the difficult adolescent years.

Remember that nothing replaces love. We must convince our children that they are loved. They must believe it and experience it. It is easy to convey this love to a baby by holding, caressing and touching, but as the child grows older, it becomes more difficult. Somehow, when words become important to a child, parents forget the holding, caressing, and touching. It's as though parents feel they can only communicate one way at a time. Words take over in the parent-child relationship and sad to say, all physical affection is often left behind forever.

The love between parent and child must always be unconditional. I love you. I love you because you are you. I'll always love you. I love your good moments, your bad moments, your fears, your happiness. I love you when you succeed and when you fail. Unconditional love provides the security a child needs to be able to communicate.



I'M GLAD YOU'RE HERE

Let the child know you're glad he's around. There are some ways to let a child know he's not wanted.

1. Never being at home.
2. Not meeting your child's needs.
3. Not holding or touching.
4. Physical abuse.
5. Neglect.
6. Body language that says: 'STAY AWAY'.
7. Facial language that says: 'I DON'T LIKE YOU'.
8. Leaving the child alone a lot.
9. Letting him know he's too much trouble.

Children need a supportive climate which tells them you are glad they belong to you.

A SUPPORTIVE CLIMATE

As a child grows and communicates, he needs the assurance that he can be himself. This provides freedom for him to experience things and express his feelings without fear of rejection.

Children want to please the adults in their lives. They get their recognition from them; they are dependent on them. It is important for parents to continuously provide a supportive environment. Fear of rejection, fear of being alone, fear of punishment, fear of failure, fear of uproar, fear of physical abuse, all are part of a defensive climate.

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When a child tries to communicate and does not receive cooperation, he may get the idea that communication is impossible. He will be hesitant to begin a conversation for fear of a repeat of the hurts and failures of past communication attempts.

In a defensive environment, a boy is late for school and can't find his socks. His mother might say: "If you would put away your clothes, you'd know where to find them." In a supportive climate, the mother would say: "You look in that room, and I'll look in here."

HOW TO COMMUNICATE

Begin talking and don't stop for a lifetime. Keep the channels of communication open. Talking helps you to understand each other. There should be nothing too small or too great to discuss with a child.

Remember that kids are people, too. Your child deserves respect. If you want him to respect you and others, teach him by example. As a child grows in a wholesome, supportive environment, he will grow in self-respect and self-esteem.

On many occasions you'll disagree with your child. That's O.K. There's nothing wrong with that. But remember that he is

a person with needs, problems and feelings just as intense as yours. Try to put yourself in his shoes. This will help you feel what he is feeling.

Don't be afraid to admit your mistakes. We all make mistakes - even parents. Your child doesn't expect you to be a perfect parent, but he does expect you to be an honest one.

Be open and honest, sharing as much of yourself as possible with him. It may be difficult at times. It will sometimes call for an apology from you. And, you may need to say "I don't know" sometimes.

Parents sharing feelings honestly with children help keep communications open. These are some ways to share honestly:

1. I love you so much.
2. I'm glad you're my child.
3. I'm proud of you.
4. I'm not feeling well today.
5. I'm angry about what happened.
6. I'm sorry you're hurting. When you hurt, I hurt, too.
7. I'm sorry about what I said. I was wrong.

Also remember these pointers:

- If your child doesn't deserve a compliment on his work, don't give him one.
- Don't say one thing and do something else.
- Don't give conflicting messages.
- Don't give confusing messages.
- Be consistent.

It is a parent's responsibility to create and cultivate in a child the desire and ability to express himself openly and honestly. There are risks involved. There will be times when you'll think it's useless. But don't give up, whatever you do. Keep the lines of communication open. It will solve many problems and help strengthen your relationship with the child.



ESTABLISHING GOOD FAMILY RELATIONSHIPS

Relating to children in the home as a parent is not only 'doing', it is also 'being'. Like a diligent spider spinning a delicate web strand by strand, a parent must give of himself to produce a strong relationship with the child. Someone said that parents can create a favorable climate for children, but only experiences reinforce the learning. These are some standards for measuring a good parent/child relationship:

1. Practice a sincere respect for the child's worth as an individual. Does he speak to you? He speaks as long as you will listen. If your child doesn't talk to you, he may have had his 'off' button pushed sometime in the past. Many children close doors and windows on the world because they have been told too often "Be quiet", "Hush up" or "Go away".
2. Provide your child's basic needs. Needs - not wants or your frustrated desires for him. Privacy, a place to play and study, clean clothes, ownership of his own things, time to be alone, a sensible program of eating, exercise and rest, opportunity make his own decisions. Always tell him the truth.
3. Expose children to real life experiences. Use births, marriages, deaths, and disasters as teaching times. You will help him both to satisfy his curiosity and avoid irrational fears. Make him aware by issuing realistic warnings against danger. But don't overprotect him.
4. Teach the child the 'how-to' of daily life so he can function with frustration. Confidence grows in the soil of doing it yourself. We laugh at a boy who can't get his own breakfast, or the man who is lost without his wife to pick out his socks. Seldom do we consider the fact that nobody ever took the time to teach them.

5. Fences lend security for emotional development. Set reasonable limits for a child's behavior. Just as surely as a backyard fence protects in a physical way, behavioral limits shield the boy from the fear of not knowing when to stop. In addition to setting limits are the warnings about traffic, fire, drugs, etc. - all the many traps of childhood. Such concern tells the boy that his parents care very much what happens to him.

6. Things to never, never do.

- Don't threaten; you reduce your own authority.
- Don't bribe; this is a clear indication of lack of control.
- Don't refuse to explain; they'll go elsewhere and leave you on the outside.
- Don't use sarcasm or embarrassment. This is the fastest way to demolish a relationship.
- Don't dash his dreams. This is your ticket into the generation gap.

If a child lives with criticism, he doesn't learn responsibility. He learns to condemn himself and find fault with others. He learns to doubt his own judgement.

When a child lives with parents who believe in him, he instinctively holds a higher view of himself and his brothers and sisters, as well. Everybody's sense of worth is enhanced.



ENJOYING FAMILY ACTIVITIES (OR, WHAT TO DO WHEN THE TV TUBE BURNS OUT)

The soot of everyday living sometimes makes a family tend to resemble a cleaning crew. We are forever dusting off our discipline measures, repairing our budgets, checking up on the children's education, and polishing our goals.

No question about it, rearing a family properly is a 'biggie'. It is physically and emotionally exhausting. So we need times to relax, opportunities to recoup our strength and energy, and times to just enjoy being together as a family.

Sometimes it is necessary to pull down off the top shelf the list of 'things I'd like to do someday' and put them into action.

Attend a hockey or soccer game.
Picnic at the lake - watch boats, walk along the shore, play Frisbee, feed the ducks.
Visit the zoo.
Fly kites.
Go jogging.
Visit a museum or art gallery.
Play tennis or ping pong.
Make a pie together.
Create a table centerpiece.
Watch planes arrive and leave the airport.
Make candles.
Play touch football in the park.
Camp out.
Write a 'round-robin' letter to special friends or relatives.
Train a dog.

Recreation does three important things for us. It adds vitality and zest to life, it helps relieve tension, and it helps unite families.

- Take a day off and spend it with the family.
- Schedule a daily playtime with small children.
- Designate a special family night each week.
- Take a family vacation.
- Invite another family to your home ... just for fun.

Below we have listed some suggestions to help 'blow your boredom to bits'. Try them out.

Pick wild flowers, leaves, pecans, pine cones.
Walk in the country. Go for a drive.
Eat in a quaint little restaurant.
Go bicycling.
Tour a historical site.
Canoe down the river.
Window-shop.
Walk the dog in the park.
Make a tape for family and friends out of town.
Shop and learn about antiques.
Walk through a cemetery and read the old markers.
Make puppets and put on a show.
Read aloud.
Make a 'family tree'.
Learn new crafts.

WAYS OF REINFORCING VALUES

1. Do, rather than just talk about.
 2. Use new methods, new ideas.
 3. Use other than your own suggestions.
 4. Provide opportunity for discussion and participation.
 5. Encourage communication.
 6. Encourage expression.
 7. Develop a more mature understanding of the meaning of honor.
 8. Show more understanding of the worth of individuals.
 9. Learn the meaning of helping people, sharing, and giving of one's self rather than just things or money.
 10. Develop an awareness of the need for service. Accept service as a personal and group responsibility.
 11. Show feelings of responsibility to community, state and nation.
 12. Develop an understanding of the United States in relation to the rest of the world.
 13. Have pride in our country and its heritage.
 14. Show an understanding of our country's basic ideals.
 15. Recognize and appreciate the differences of all human beings.
 16. Develop an interest in and concern for others.
 17. Extend kindness, consideration and involvement beyond your immediate circle of family and friends.
 18. Use an understanding of self as a basis for understanding others.
-

IT ISN'T TOO LATE

We have heard many parents say that there are a lot of things in their family life that they wish they might have started earlier. That's not very surprising because it's always easier to look back where we have been than to look forward to where we are going.

Fortunately, we move from the present into the future constantly, moment by moment. No matter what problems may exist, there is the opportunity for a fresh start and a new approach. But time runs out very quickly regarding the things we wish to do with and on behalf of our Cub Scout-age boys. Whatever we are going to do we need to do now.

They are building their memories of their home and their families now. Memories like that are important for the long years ahead, because out of them will come the means for building their own families and enriching the lives of their own children.

So, best wishes to you as you move into the exciting experience of helping your children grow. Make it a happy time, a warm time, a time in which you both discover each other. And let the Cub Scout program help you to do that. It isn't the whole answer, but it sure can help!

See "Cub Scout Family Book" for more help

CUB SCOUTING AND FAMILIES

Cub Scouting is a family program. It is clear that most of a boy's experience in Cub Scouting is in the den and in his own home.

It is obvious, then, that families play a big part in the boy's activities as a Cub Scout. It's safe to say that if the family ignores his Cub Scout activities, then he won't enjoy real Cub Scouting at all.

Parents who go all out to help their sons will be involved in many phases of Cub Scouting, both in the den and pack. But there are two basic things they must do if their son is to get the best of his Cub Scout experience:

1. Help him with his achievements and electives (or activity badges)
2. Attend the monthly pack meetings, especially when the boy is to receive a badge or an award.

Without at least this much help and encouragement, almost certainly a boy will miss out on a great deal that Cub Scouting can offer him simply because so much of the program is related to his home and his family.

Aside from the fact that probably you are a Cub Scout's parent yourself, just what does this mean to you? What can you do as a leader to help make Cub Scouting the home-centered program it is meant to be?

The first rule of parent participation is to make clear to families their responsibility before the boy ever joins the pack. We have no reason to complain if we don't let parents know just what we expect of them.

When a new boy wants to join, invite him and his parents to a pack meeting. Then arrange for the Cubmaster or a pack committee member to call on the family in the home and explain how the program works. The best time to get a pledge of parent cooperation is when they want their sons to join.

You need not be apologetic when you ask parents to help. After all, you are asking them to do things for their own boys. When parents understand this, it places you in an excellent position for requesting their help.

Some leaders are concerned when parents do not offer to help in some way. They are probably just assuming that if their help is needed, you will ask for it. So don't hesitate to ask.

The one important thing to remember is to ask for specific help - "Mary, would you furnish the cookies for next Tuesday's den meeting?" or "Jim, would you drive four boys to the zoo next Thursday afternoon?"

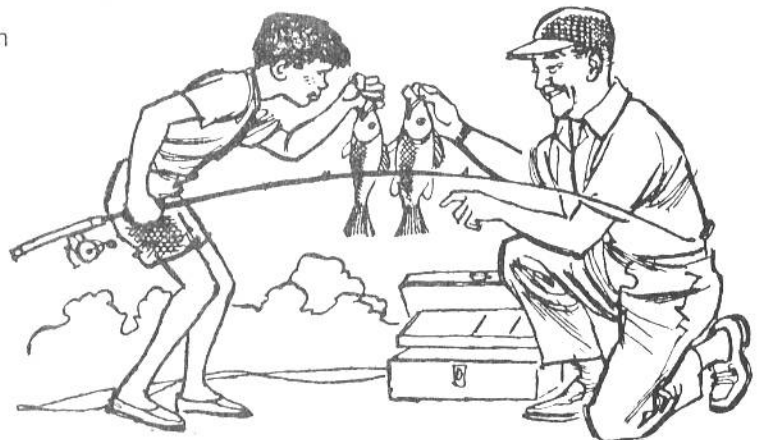
There are many different ways parents can help. A few of these are listed below:

Den Meetings

- Furnish refreshments
- Transportation for field trips
- Telephone calling
- Help on den projects
- Leadership for special activities

Pack Meetings

- Attendance at meetings
- Serve on pack committee
- Lead a special activity
- Provide transportation for pack trips
- Support pack money-earning projects



FAMILY CAMPING

GENERAL INFORMATION

You can't camp without equipment, and equipment does cost money. Many beginners rent the larger items the first year. Some dealers who rent camping gear will apply the rental fee to the purchase price if you decide to buy.

Leave as much as possible at home, especially pets. Some state and private parks do not allow pets, and they must be restrained in national parks.

Before you leave home, hold a dry run to be sure your equipment is complete and in working order, and make certain you know how to use everything. You could try a camping weekend before the big vacation. Plan on camping at only one or two sites during a normal two-to-three week vacation. Too many moves can be tiring and time-wasting.

For a change of pace, consider spending one night at a motel before reaching your campsite. This allows you to bathe yourself and your laundry. Some camps will have showers and coin-operated washing machines nearby.

State and national parks offer some of the nation's most beautiful scenery. Rangers and other park personnel will help you enjoy it, asking only that you help preserve these areas. Take nothing but pictures, leave nothing but footprints, and don't pet a bear unless it's a rug!

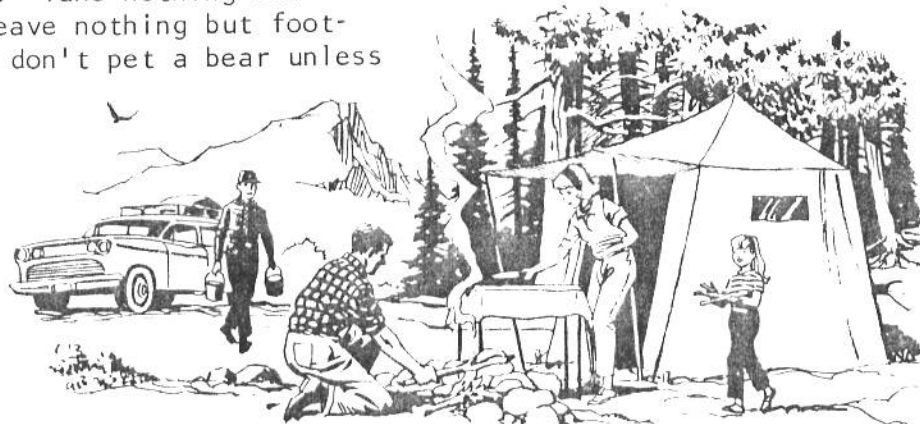
WHERE TO CAMP

There are many places to camp, both public (national and state parks and forests) and private (operated on a business basis by individuals). It helps to know the difference between campsites and campgrounds. A campground in national parks and generally in most other public and private places contains improvements such as running water, sanitary facilities, outdoor fireplaces, and sometimes, covered cooking facilities and wooden floors for tents. A campsite is any spot suitable for setting up a tent. It may be in a campground or it may be in an undeveloped place.

State and national parks operate on a 'first come, first served' basis. Since you can't make reservations, locate your site early. Entrance charges vary, but there will usually be a charge for the car and an extra charge for a travel trailer. Some smaller parks have no charge. Not all parks admit house trailers. Better telephone ahead to make sure.

The easier way to find possible places to camp in a given area is to write the various federal and state agencies. Service station operators in camping country usually know the best camps.

(continued)



FAMILY CAMPING (continued)

Almost all federal and state campgrounds and campsites are available free or for a nominal fee. Charges at private campgrounds vary, but are usually moderate. If you see a campsite that appeals to you, first find out who owns the land and ask permission to camp. If you don't, you may not only have to take your tent down, but you may also be prosecuted for trespassing.

Stop driving early enough to allow time to set up camp before dark. It's much easier and safer to pitch camp in daylight, and is easier to pick a good site.

SELECTING A CAMPSITE

The land on which you camp should be as nearly level as possible. Be sure you are not in a shallow depression. Even a slight one can collect water in a heavy rain. Note the condition of the surrounding trees. If they are dead or have dying branches, don't camp near them. Check out the water supply. Find out if it is well, piped, spring, or stream. Piped, well, or spring water is usually safe. If the only supply is from an open stream or pond, boil it or add a chemical purifier before drinking it.

If your campsite does not have toilet facilities, locate the sanitary area well away from tents and the water supply. Don't camp near swamps, tall grasses, or watery meadows.

A well-ventilated clearing on fairly high ground is best. Such spots are less likely to attract insects. Avoid camping near poison ivy, poison sumac, and poison oak.

EQUIPMENT

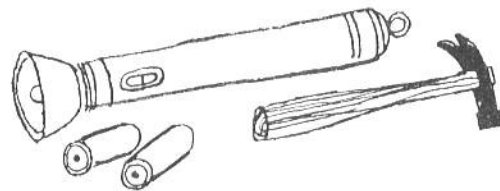
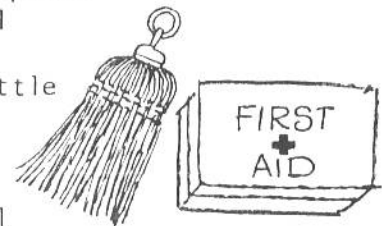
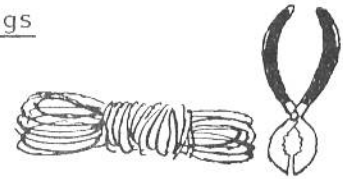
Packing is easier if you decide beforehand what sort of camping and recreational activity you want. If you plan your equipment accordingly, you will use space in your car or trailer more efficiently and spend less money on unnecessary items.

The Big Things

- Tent
- Tarp
- Two-burner stove (for cooking)
- One-burner stove (for constant hot water)
- Air mattress
- Safety can (for gasoline)
- Two-gallon water jug (maybe 2)
- Sleeping bags
- Large plastic sheeting (for ground under the tent)
- Air pump
- Food cooler
- Lantern with fuel and mantles

The Small Things

- Axe
- Pliers
- Whisk broom
- Flashlight
- First-aid supplies
- Folding grill
- Canteen
- Hot water bottle
- Hammer
- Small shovel
- Batteries
- Aluminum foil
- 50' of $\frac{1}{4}$ " rope
- Repair kit (for patching air mattress)
- Water bag
- Compass



FAMILY CAMPING (continued)

COOKING EQUIPMENT (For 4 People)

- 1 long fork
- 1 large knife
- 2 large frying pans
- 1 can opener
- 4 sets tableware
- 4 plastic cups
- 1 fish scaler
- 1 paring knife
- 1 spatula
- 2 small saucepans
- 2 buckets or bucket-type cooking containers
- 1 ice pick
- 1 coffee pot
- 4 plastic plates
- 4 mess kits (to serve both as serving plates and small frying pans instead of the ones mentioned above)

HANDY EXTRAS

- Liquid soap
- Wooden matches
- Steel wool pads
- Hand towel
- Insect repellent
- Pot holder and/or cotton work gloves
- Paper towels
- Small plastic bags
- Hand soap
- Sponge
- Pan scraper
- Dish towels
- Mirror
- Camera and film

Women no longer need worry about leaving modern kitchens when they go camping. Excellent portable stoves add home-cooking convenience to any campsite. Most of these stoves use liquified petroleum gas as fuel. Others run on gasoline, kerosene, alcohol, or solid fuel. Such stoves are easy and inexpensive to operate, and are



readily available at sporting goods stores and department stores. Sometimes a stove may be eliminated since many organized camping areas provide outdoor or open-fire cooking facilities.

CAUTION - Liquid-fuel stoves, lanterns, lighted candles, matches, or other flame sources should never be used in or near tents.

Two buckets or bucket-type containers will slip inside one another for packing and can be filled with small utensils. Don't take too large a food cooler. You will replenish perishable foods en route.

CLOTHES FOR CAMPING

Casual clothing is right for all camping areas. Churches, lodges, and restaurants are accustomed to expect informality. Avoid overload on clothing. Take double-duty garments such as parkas, which double as windbreakers and sleeping garments. Use a poncho as a raincoat or put it under a sleeping bag when the ground is damp.

Take drip dry fabrics and cotton or wool knits. Sneakers serve nicely for hiking and wading. Laundromats are available in most towns and cities. Clothing can be washed while you are shopping for perishable food or having the car serviced.

(continued)

Your campsite can be as simple or elaborate as you wish. Some people don't use tents. They use sleeping bags with attached, hood-like shelters. But for family camping, a tent is recommended. Aside from its advantage in bad weather, it gives privacy that might otherwise be hard to find.

There are many different types of tents available. Before buying any tent, get a catalog of what is available and discuss your needs with your camping goods store.

In pitching your tent, consider prevailing wind, land, and sea breeze, if you are at the shore, and conditions of light and shade throughout the day. For example, in warm areas, try to locate your tent so as to take advantage of breezes, but try not to pitch camp on the lee side of a dusty road.

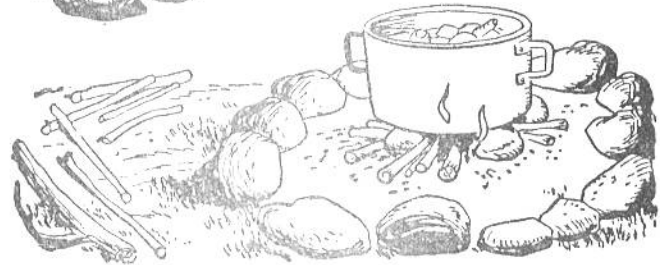
Many campers take along a large tarp and set it up as a shelter to provide a covered area for cooking, eating, and other activity outside the tent.

Keep an adequate supply of drinking water on hand. It is a good idea to keep a vacuum bottle full of water in the tent at night, especially for children.

Always gather firewood during daylight and try to stack it under shelter. Always light at least one lantern before it gets dark.

Be careful when building fires on open ground. Pick a spot away from low overhanging branches. Mark out a circle about two yards in diameter and clear it of all litter, leaves, sticks, pine needles, or other burnable material that might cause the fire to spread. Some campers lay a fire between two logs

set parallel on the ground, eight or ten inches apart. Others make a U-shaped fire wall of large stones that can also serve as warming shelves for pots.



Start with crumpled paper, shavings, or small dry sticks. In wet weather, split a log and cut slivers from the dry, inside part. Keep the campfire small. A good bed of coals with a low flame, surrounded by rocks gives plenty of heat for cooking. Remember to start the fire early, since it will take a while to burn down to coals. Keep water handy to prevent fire spreading.

Never leave a fire unattended. A breeze may come up while you're gone and spread the fire. An unattended campfire or sparks from too large a fire can cause an entire forest to burn. Be campfire safe!

FAMILY CAMPING (continued)

Be sure your matches are out! If your match is not to be thrown into a campfire, then be sure it's out! Hold it until it is cold. Break it so that the charred portion is felt before discarding. Be sure it is 'cold out'.

Never break camp without putting your fire out - dead out. Drench the fire and ground around it with plenty of water. If water isn't available, mix enough soil or sand with embers and the fire will go out. Continue adding and stirring until all material is cold enough to feel with your bare hand. Don't just bury the fire - it may smolder and break out again.

Burn all trash that will burn. Don't bury any. Animals may dig it up. Wash empty bottles and cans and flattened cans so they can be taken with you to a disposal area. Never leave any broken glass around your campsite. Leave it cleaner than you found it.

Before turning in for the night, be sure everything is secure and covered for adequate protection against rain or animals. Be sure food is well covered or hung out of reach. Bears have earned the biggest reputation for plundering, but raccoons are equally bad, and even skunks, porcupines, and foxes are not above that sort of thing. Don't leave opened containers of food in your car. The food may be safe, but the car may be scratched.



CAMP COOKING

The food processing industry has done as much for camping as for home life. A woman no longer has to be a pioneer to excel at camp cooking. Here are some useful tips:

1. Don't carry too much food. A basic supply of canned goods and condiments is easy to pack. It can be added to from stores en route or at your campsite. If you are in the right place at the right time, you can get fresh melons, corn, tomatoes, etc.
2. Ice may be hard to get in state and national parks, so check your supply while you still can get more. Otherwise, consider eliminating perishables or use freeze bags of chemical ice in your cooler.
3. A mesh bag or a potato or flour sack tied with a rope is handy for cooling food in streams.
4. Rub the outside of your utensils with soap before starting to cook. You will be able to wash off soot with little effort.
5. Wrap easy-charring foods like corn on the cob or chicken in heavy-duty aluminum foil.

The following are some types of food that travel well:

Canned Meats
Canned Dishes
Canned Fruit Juices
Canned Fruits
Canned Vegetables
Dried Fruits
Instant Foods
Cookies, crackers, pickles
Mixes (pancake, biscuit, etc.)

Pick up perishable items such as bacon, eggs, milk, fresh fruits, fresh vegetables, meat, bread, etc. as you travel.

FOR A GOOD NIGHT'S REST

Sleeping outdoors has always been half the fun camping. The sleeping bag makes it easy. Some campers use a sleeping bag with an inflated mattress. Others prefer cots, on which a sleeping bag can be used. One extra blanket per sleeping bag is recommended for high-altitude camping in summer. Some sleeping bags are not designed for extremely cold weather, so check the label to see what type weather the bag is suited for.

Prices of sleeping bags vary from inexpensive to very expensive. Your choice will depend on your budget, the climate in which you intend to camp, and the expected use the bag will get. Sleeping bags are fine for adults or children, although some people make auxiliary sleeping quarters in the car for the very young children.



CAMPING SAFETY RULES

FLAMMABILITY WARNING

No tent material is fireproof, and it can burn when exposed to heat or fire. Follow these rules:

1. Only flashlights and electric lanterns are permitted in tents. No flames in tents is a rule which must be enforced.
2. Liquid fuel stoves, heaters, lanterns, lighted candles, matches, and other flame sources should never be used in or near tents.
3. Do not pitch tents near open fire.
4. Do not use flammable chemicals near tents: charcoal lighter, spray cans of paint, bug killer, and repellent.
5. Be careful when using electricity and lighting in tents.
6. Always extinguish cooking and campfires properly.
7. Obey all fire laws, ordinances, and regulations.

SEE P. L-45 FOR CAMPING HEALTH AND SAFETY RULES.



FAMILY ENRICHMENT

