

**SAN DIEGO COUNTY COUNCIL**



**1983**

**POW WOW**

**Boy Scouts of America**  
**San Diego County Council**

**RONALD K. BRUNDAGE**  
SCOUT EXECUTIVE

Dear Scouters:

Welcome to the 1983 Cub Leader Pow Wow. I know that the staff has prepared an exciting event for you. Make sure that you take advantage of all of the opportunities of today's event.

With all of the information and ideas that you will pick up today, you probably will say to yourself "Gee, I can't remember all of that." That is why the Pow Wow Book has been put together, so that you may take it with you and refer to it when you find the need.

Training is one of the most important aspects of the Scouting program. I am happy that you would take the time to attend the Pow Wow and hopefully, you will avail yourself of other training experiences that are offered in the Scouting program.

Sincerely,

A handwritten signature in black ink that reads "Ron Brundage". The signature is written in a cursive style with a large, sweeping initial "R" and a long, horizontal flourish extending to the right.

Ron Brundage  
Scout Executive



SPECIAL THANKS to the following businesses and individuals for their donations to the 1983 San Diego County Council Pow Wow. Some of them donated a substantial discount, others made gifts. Their contributions are gratefully acknowledged.

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**War paint to wounds  
Magic tricks, puzzles  
Derbies, regattas, races  
Cooking  
Den and pack activities  
Games**



LETTER FROM THE EDITOR:

Dear Pow Wow Participant:

This is the beginning of the first section of what I hope will become a valued resource for many years to come for each of you. This Pow Wow book is like other Pow Wow books because it gives you material and training about the ideas in the Cub Scout program. It is unlike other Pow Wow books because it contains some of the best and original efforts of many people.

I have thoroughly enjoyed editing this book. Through this job I have come to meet volunteers from all over San Diego County Council. The quality of material shared, enthusiasm and dynamism is evident, not only in these pages, but throughout the day's classes and events as well. They are just wonderful people it has been a delight to get to know.

Please, do yourself a favor and READ THIS BOOK! To begin the book, go back about eighty years with Dawn Caldemeyer and read about how the very first Americans used war paints. This article will bring the spirit of our Pow Wow theme, Indian Summer, directly into your mind, as you learn of the beauty and complexity of Indian cultures. Each of the sections of the book contains ideas never seen in a Pow Wow book before, as well as some old ideas we've recycled. The entire book has been a team effort, and I'd like to take this opportunity to thank the team.

I'd like to thank Noah & Nancy Yates, who picked up the weak and loose threads of the book in several sections and completed them all by themselves. (Nancy and Billie Reed also typed "Lotsa-Pages".) Eileen Sampson not only coordinated the entire Crafts program for today, she helped edit and typed the Crafts section as well. (We got her when she was first home from the hospital, with nothing else to do...she couldn't run away.) Jim Haley, John McAllister and Jerri Brodie turned in "camera-ready" copy, a real time-saver. Pam McDowell typed the entire Webelos section on her new computer, and Frank Uravish donated drawings of indian artifacts, seen throughout the Webelos section.

Linda Milanese not only compiled the "Where to buy War Paint" Directory, she helped scrounge for many resources. She located San Diego Looseleaf and persuaded them to economically provide the binders at a discount to Pow Wow.

Thank you to each of the section leaders listed in your staff list. Their material submitted is what made this book. (And you thought I made it all up?) When you find mistakes, (and you will,) remember that Doubleday didn't proof-read it for us, and Harcourt-Brace didn't print it. This book is a volunteer effort.

Finally, I must thank Carl Case. His artistry is exceptional. He has taken hundreds of "rough ideas," (some of them positively crude,) and turned them into polished illustrations, diagrams and cartoons. He is professional, diligent and witty. Enjoy his work and USE IT, because Carl considers use of his work high praise. It has been a delight to work with him.

Have fun carrying this home!

Edi Chapman  
Pow Wow Book Editor

# WAR PAINT



TO WOUNDS



pacific coast chin tattooing



mohave men-face paint designs



mohave women face paint designs



# I N D I A N   W A R   P A I N T

by Dawn Caldemeyer

## History

Although Indians painted their bodies with special designs when they went to war, not all Indian paint can be called "war paint," as it was also used for other purposes. Some say painting started out as a way for Indians to camouflage themselves so the Great Spirit wouldn't see them killing their animal brothers. From there it developed into a way of expressing themselves.

Various designs were used to designate members in societies, for achievements and social standing, ceremonies and mourning, but all painting was done in simple designs. When used for personal adornment, there were no certain patterns to follow. When an Indian was lucky enough to have a multitude of colors to choose from, he would paint his face in stripes and spots in any form that pleased him.

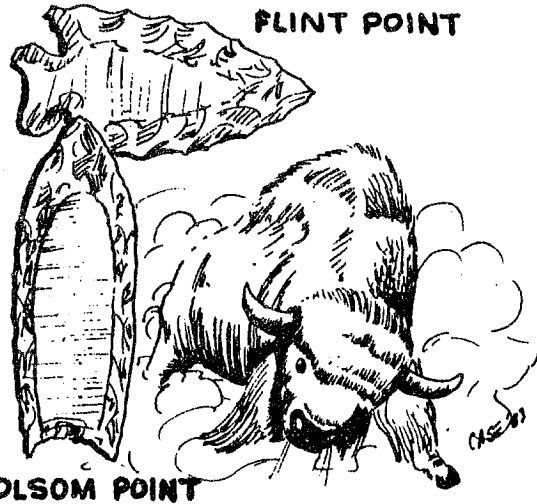
The earliest known date with proof of ancient Indians painting themselves is estimated at approximately 3000 B.C. Nearly 900 skeletons were found in a burial mound at Indian Knoll near Green River, Kentucky. Most of the skeletons found had a residue of red ochre on them, the most commonly used form of Indian body paint.

The most common reason for face and body painting was for protection from the elements. Indians would rub buffalo grease, bear grease or fish oil into their palms, then onto their face; next, powdered paint was spread evenly over their faces. When used for other purposes, paints were first mixed with fat and then applied. These paints would remain on the body for a long time, which was convenient, since an Indian was often in a situation where he couldn't wash himself for days. Thus, the paint served as a protectant from dirt and grime as well as the weather.

Another reason Indians painted themselves was for mental conditioning. Warriors would paint their personal protective designs on their bodies, which were like spiritual medicines, before entering a battle. (This also helped to identify one another.)

## Native Colors

Native paints were mainly derived from animal, vegetable and mineral sources, with earth paints the most common. Early colors used were red, blue, brown, black, yellow, green and white. Many tribes regarded the earth-red and vermilion paints as sacred colors. Most Indians believed red represented life. The Blackfoot discovered about six different shades of red. The bases for most red paints were crimson-colored earths containing oxides or iron, and a crushed reddish-yellow rock. Another red was obtained by baking a certain gray and yellowish clay together over ashes. Still another red was made from spring buds of the pussy willow. The universal red found by nearly all tribes was red ochre. When certain red clays were heated they became even redder because of the oxides within the clays. Yellow clay could be found along the Yellowstone River or obtained from buffalo gallstones, bull berries, or the moss of pine trees. A yellow ochre found at Standing Rock could be heated to



produce the sacred vermilion color so sought after by most Indians. A light shade of blue was found in a natural mud or made from dried and pounded duck droppings found along lakesides. Green colors were found in certain types of mud, plants that grew near lakes and in copper ores. Certain clays, when heated, could make a green or yellow color also. Some Indians were reported to have known how to make a green from native blue mud and a particular yellow colored earth. A white earth and a white clay were used for white paint, and authorities also say that selemite stone, after heating, could have formed a white powder. When white paint was mixed with water it was often used to clean and whiten buckskin clothes and skin tepees. Limestone was probably used to provide a white paint in areas of California. Charcoal ground down to a powder or a natural clay made black. This black, along with red, was the other universally used color by Indians. When white traders came later, gun powder was also used. Other colors were introduced by traders in the late nineteenth century and, after the Indians were esconced on reservations, commercial paint soon replaced the original earth and vegetable colors.

The natural pigments used to make Indian paints were ground to a powder in stone mortars and kept in skin bags. They were mixed for application with water or, when used for painting tipis, clothing, etc., a glue obtained from boiling fresh scrapings from hides or a beaver's tail was used as a binder.

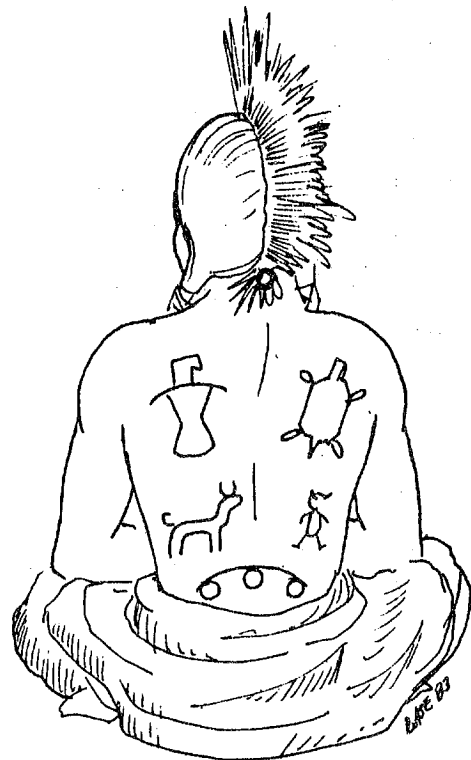
### Symbolism

Color symbolism among the tribes varied somewhat, usually from region to region. Most common meanings, generally in the Plains tribes, were:

**Red:** Often referred to blood and from this, war or life itself; it was liberally applied to surfaces of sacred ceremonial objects, and to the face and body (though white or blue were often used to paint the entire body).

**Yellow:** Most often symbolized the sun and, therefore, daytime; some tribes also used it to symbolize joy or happiness.

**Light Blue:** Most often stood for sky or water, but some Eastern tribes thought of it as the "line of life". (The power of a thing or an act was understanding the purpose behind it. By placing blue, the color of the heavens, upon tobacco, which stood for the earth, the Indian united heaven and earth, making them one.)



**OJIBWA WARRIOR**

**Dark Blue:** Represented mountains or victory in some tribes, while in others it meant sadness or trouble.

**Green:** Most often symbolized vegetation.

**White:** Usually stood for peace or purity in all tribes; also snow & winter.

**Brown:** Represented the earth or animal life

**Black:** Symbolized night or war, thus, death

Red Bird, a Sioux, said that each color had a symbolism with the sky. Red corresponds to the red clouds of sunset, which indicate fair weather. Blue is the cloudless sky. Yellow is the forked lightning. White stands for the light.

Black was used for anything associated with night, even the moon being painted black since it belonged to the hours of darkness.

Colors chosen for directions might be completely different for tribes of the same lineage living near each other, but exactly the same among widely separated groups. Common choices among Plains tribes are: north-blue or black, east-red, south-white and west-red. Determining the colors sometimes depended entirely on the religious ideas of these tribes.

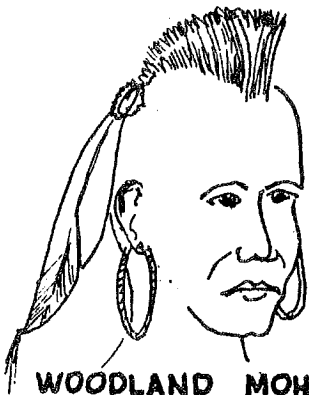
### Paints in Daily Life

As mentioned earlier, the basic reason most Indians painted themselves was for protection against the elements -- mainly wind, sun, snow and insects. East of the Sierra Nevada lies the Great Basin, where mosquitos are a problem. Indians would rool in the mud for a coating to protect themselves against the bothersome insects. Tribesmen in colder climates not only used paint or mud as an insect repellent, but as an insulator in cold weather. Some powdered paints were even used as remedies for eczema and skin rashes. Part of a Blackfoot treatment for curing an illness was spraying the ill person with yellow paint.

Painting the hair was common among some tribes. Crees used it sparingly, but the Assiniboins painted regularly, smearing their hair in front with clay. Prairie tribes colored their hair with clays and vermilion, when it was available, especially along the parts. Osage women believed that painting the parts in their hair red tied them in to the earth, where everything lives and increases. The Mandans used red in their hair frequently. Hidatsas would dress the back of their hair with white clay, while the Gros Ventres would usually just spot the back orange. Long hair pieces used by the Plains tribes were sometimes daubed with pinkish-colored clay or spruce gum. Some Crow and Blackfoot cut their hair short in front and held it straight up (pompadour style) by stiffening it with bear grease or red or white clay.

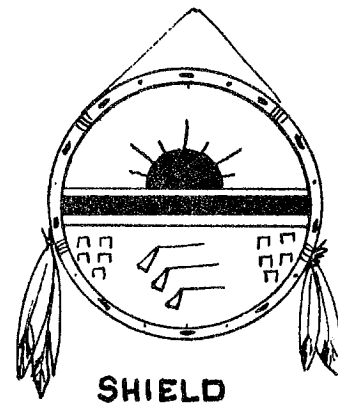
Other Curious Facts Concerning Painting:

1. White stood for peace in Creek towns. If an enemy entered the village with his mouth painted white and wearing white feathers, he was protected and no harm could come to him.
2. The Muskogeans in the Southeast had White Clans and Red Clans in each village. The White Clan leaders selected the chief, or Miko. For official appearances he would paint half his face Red and the other half Black. He only painted a red circle or black circle around each eye in normal daily life. Among these people, certain colors and patterns not only showed a man's status, but what town he came from.
3. Woodland Indian women sometimes applied a spot of "rouge" to cheeks and chin.



**WOODLAND MOHICAN**

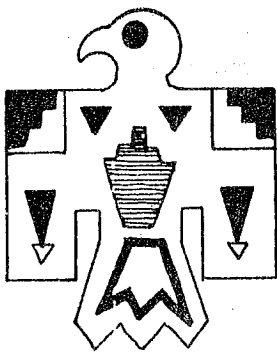
4. Blackfoot bachelors painted faces (seldom bodies) with stripes, circles and/or dots in colors of vermilion, white, yellow and black.
5. Osage national symbols were red paint around the hair, eye sockets, and ears.



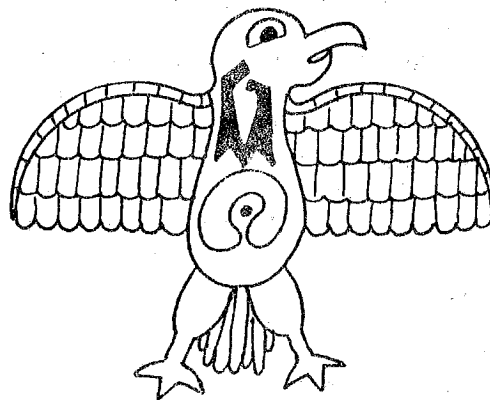
**SHIELD**



6. Stripes of red and yellow were commonly seen on Pawnee men. They also took great pains tipping their eyelids with vermilion.
7. The Otos usually painted both the face and body red, and covered their roaches with vermilion.
8. Old Arapaho women painted their faces with a design to represent peace. A spot was painted on each cheekbone and one on the forehead, with a spot between the eyes to symbolize a buffalo calf, and a line from the mouth down the chin to represent a reed.
9. California Indians did a lot of body painting, the main colors being red, black and white. White paint was supposed to scare away "evil spirits" by fooling them.
10. In May, the Northwest Nootka Tribes went hunting for the California Gray Whale. When everything was ready to go, the men -- nude, with faces painted black -- would carry the boats to the water and, at sunset, begin their expedition.
11. The Beothuks of Newfoundland became extinct very early but we do know these people had a habit of painting themselves with red ocher, which contributed to Indians being tagged "Red Men".
12. For burial, a warrior's face would usually be painted with his personal symbols, especially those of his society.



**PUEBLO THUNDERBIRD**



**NORTHWEST COAST THUNDERBIRD**

In one form or another, the mythical Thunderbird was held in awe by nearly all Indian Tribes. Plains Indians believed it to be a deity in the form of an enormous bird, producing thunder by flapping its wings and lightning by opening and closing its eyes. These birds were thought to carry a fresh water lake on their backs, causing downpours when they flew through the air.

Pacific Coast tribes believed the Thunderbird caught whales during thunderstorms. They also thought of its wings as a bow to shoot arrows.

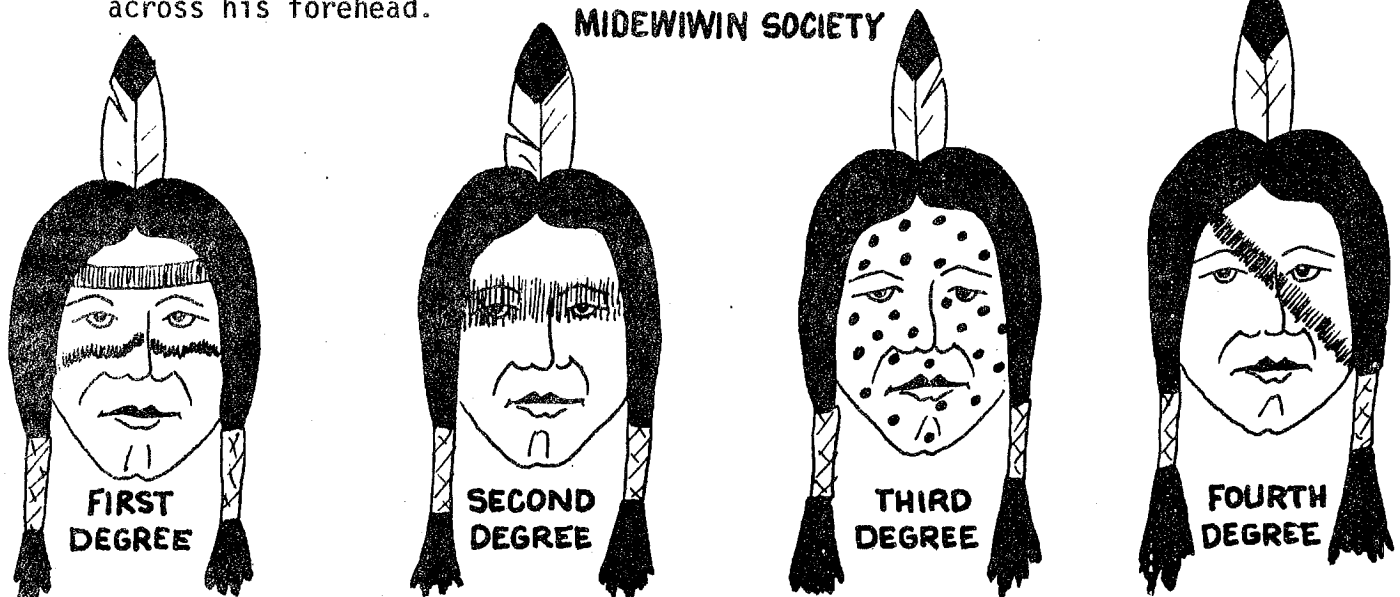
The Thunderbird can be found in all forms of Indian art work, from tipis and clothing to pottery and war shields. It was believed to protect both tribes and individuals from Evil Spirits.

## Society Painting

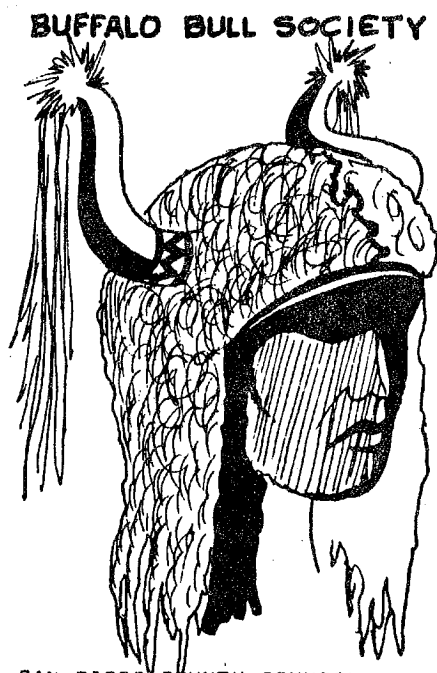
Societies of the American Indian tribes are the equivalent of our present day fraternal organizations. Members of some societies were revered, and many had to be great warriors in order to join certain societies.

A few societies and their practices are listed here. Remember that tribes differ in designs and colors from region to region.

1. Objibwa Midewiwin Society members painted designs on their faces denoting the four degrees of membership. First degree had a green line across his forehead, and a red line below his eyes and across the bridge of his nose. Second degree had a green line across his eyes and a red line above and below. Third degree members' whole face had red and black dots painted over it. Fourth degree face was painted a vermillion and either a green line running diagonally across from right to left or two green bands across his forehead.



2. The Blackfoot Buffalo Bull Society headdress sometimes looked split in half to an observer. The left half was dyed yellow while the right half was red. During ceremonies, a member's face was painted to match the headdress, the division running down the ridge of his nose. His lips were left their natural color.



3. Priests of the famous Pueblo Snake Society blackened their faces with soots and daubed white clay into chins and lips in a ritual dance to bring rain, which is still held today. (Priests dance with snakes in their mouths, a third of them being poisonous snakes.)
4. Club Officers of the Ogalala Sioux Kit Fox organization were distinguished from other members by having their bodies painted yellow for ceremonies.
5. A medicine man, or shaman, would most often have his face and body painted with white, black and red designs.
6. A secret society called "Kuksu" ("big head dance") existed in some tribes, especially the Penutian. Members painted their faces white to resemble "Spirits".

7. When the headdress of the Blackfoot Horn Society was worn by a member, he painted his face yellow with a red band across the eyes and another across the mouth.
8. An Assiniboin Bear Cult member who participated in any Bear Cult activity shaved the middle of his head and rolled some of the remaining hair into a ball resembling a bear's ear at each side of his head. He then painted his whole face red and made verticle bear claw marks on each side of it. A black circle was painted around each eye and also about his mouth.
9. Members of some societies earned the right to wear beautiful feather dance bustles called "crows," which were belted to the back at the waist. The wearer of a "crow" would sometimes add realism by painting white spots on his back to represent the droppings of birds as they hovered over slain bodies on a battlefield.

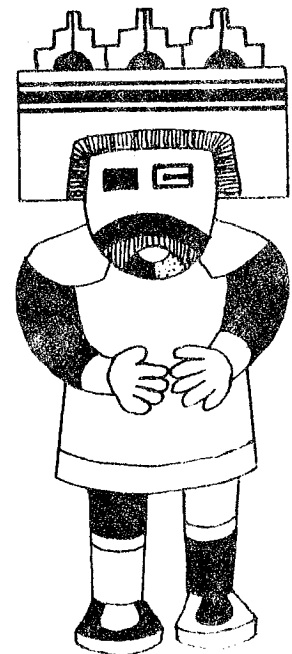
### Ceremonial Painting

Ceremonies were nearly always interwoven with the Indians' religious recognition of and duty toward God, or Great Spirit, as called by many Plains tribes. Group ceremonies, especially, combined their worship in such a way as to create a harmonious effect with all members of the tribe. Thus, the Indians' colors were also harmonious, balanced and exciting. The ancient Sioux believed that by being painted, people had been changed. They had undergone a new birth, and with this received new responsibilities, obligations and a new relationship. Due to this attitude, ceremonial painting was done in a private place, away from the people, so those who were painted would appear as they did from a sweat lodge -- pure, innocent, and with no past troubles. A new relationship was formed as they were now one with the Spirit.

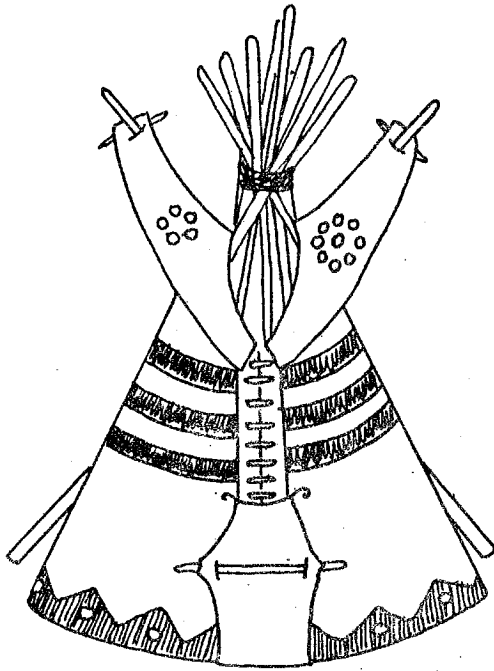
The Sioux Horse Dance Ceremony, a prayer for rain, was quite unique. Four young women, dressed in buckskin dresses dyed scarlet, had their faces painted red and wore crowns of green sage. A single rider followed behind them with his head and face covered in black buckskin and one eagle feather worn on top. His only clothing was a breechcloth, and his whole body was painted scarlet. Black zig-zag lines, representing lightning, were painted on his legs. This design was also painted on his horse's neck and down its front legs. Following him were sixteen more riders, riding four abreast, wearing horns instead of a feather. The first four had their bodies painted black with blue lightning symbols along their arms and legs, riding horses also painted black with the same symbols on their necks and front legs as their riders. Next in the procession were four riders painted white with red zig-zag designs riding upon white horses. The next group were painted red, riding sorrell horses, while the last group rode buckskin horses, and had their bodies painted yellow. In this ceremony, black symbolized the west, sorrell the east, white the north, and buckskin the south.

In a four-day ritual of Mescalero Apache girls, which launched them into womanhood, "godmothers" would paint the girls' faces with a yellow pollen. They would also be dressed in pollen-colored buckskin dresses.

At Tewa ceremonies, the clowns (koshares), mediators with the spirit world, solicit protection of the Pueblos from enemies. Painting their entire body in



**HOPi KACHINA DOLL**



black and white horizontal stripes, their hair tied up in two horns with cornhusks, these clowns hide their serious purpose by delighting villagers with their antics.

For certain ceremonies, the Northwestern tribes of Nootka and Kwakiutl Indians would decorate their faces with crests of animals and checkerboard squares.

In a number of tribes, youths would often daub their bodies with white clay and leave to seek their visions. Some tribes would paint a freshly tanned robe with white clay for them to take on their journey. Using white clay would purify them so they would be fit for the Great Spirit's use. Before reaching the area where the vision would be sought, the boy cleansed himself with sweat baths, steam bathing, and purification from pine needles or sage. Then he would paint himself completely with white clay to remove his body smell, as spiritual helpers which came in the visions were believed not to like the smell of men.

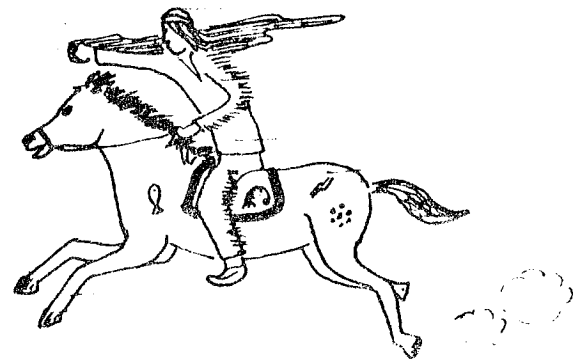
Probably the most important ceremony held by the majority of Plains tribes was the Sun Dance, most often an annual event. Though tribes varied somewhat, it was essentially the Indian's supreme expression of sacrifice and thanksgiving to the Great Spirit. The Blackfoot looked upon the Sun Dance as the holy sacrament of their religion. The Sun Dance was always held when the moon was full, for it was then that Indians believed the eternal light of the creator was shining upon the whole world. Braves and warriors were purified and painted with special designs by their sponsors or "grandfathers," whom they had chosen earlier. The Sioux dancer's body was painted as follows:

1. Red represented all that was sacred, so the face and body were painted red from the waist up.
2. The Spirit, who has no end, was represented by a black circle painted around the face.
3. Four verticle black lines were painted on the chin, symbolizing the powers of the four directions.
4. Black stripes were also painted around the wrists, elbows, upper parts of the arms and ankles to represent earthly ignorance.

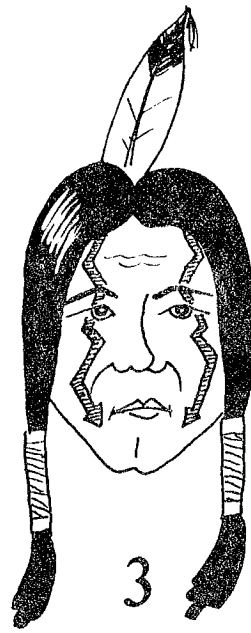
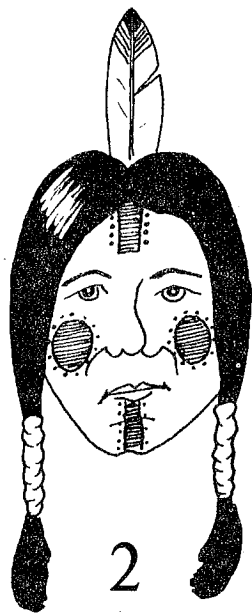
Depending on the tribe, dancers who had participated in the ceremony often painted either a yellow circle with red rays, representing the sun, around the scars left on their upper chests from the Sun Dance, or a black sun with red rays. For a dramatic account of this ceremony, see page 159 of Mystic Warriors of the Plains, by Thomas E. Mails.

Favorite war horses were often painted with the same patterns and colors a warrior used on his own face and body. A Crow Indian reported seeing a Sioux raider whose body and horse were painted in bright blue with white dots.

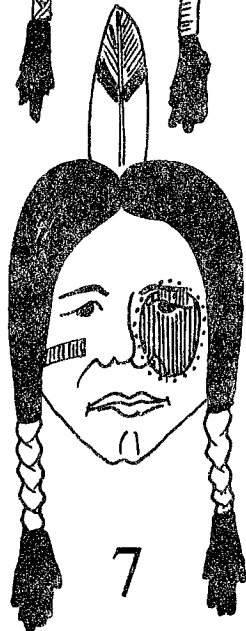
Different tribes created several exploit symbols distinctly their own, but most Plains tribes shared common symbols which were sometimes painted in different colors.



TYPE OF SIGNAL



suggestions for face painting



1988/83

For example, Sioux used red hand prints while Crow used white. Horses were painted on each side, but both sides were the same.

Eight standard achievement marks painted on Plains horses were:

Rectangle - Owner had led a war party.

Hand print - Enemy killed in hand-to-hand combat.

Circle - Fought the enemy behind a breastwork of rocks or logs.

Cluster of large dots - Belief that, since it was revealed in a dream, hail would fall at the right time when pursuing an enemy.

Short horizontal lines - coup marks (placed on horse's front legs)

Rounded or squared horse track - a successful horse raid. (Some warriors colored their hoofmarks to match the color of the horse. White stripes painted under or around a horse's eyes, on its nose or on its flanks, indicated the number of horses captured.)

Blotchy-shaped marks - an expression of mourning upon the death of its owner.

Other symbols besides the above-mentioned were probably medicine markings (for example, a keyhole, which was often seen).

Blackfoot, Crow and Sioux warriors painted red or white coup lines on their horse's noses, and red or white circles around the eyes "to improve the animal's vision".

### War Paints

Today when one thinks of the American Indian, a mental picture of a proud, statuesque Plains warrior astride his magnificent horse, resplendent in his war bonnet of eagle feathers and colorful beaded buffalo skin clothing, will almost surely come to mind. But no such warrior would be complete without his war paints. Not only in the protective powers bolts and designs invoked, confidence and ferocity. (A himself for death since himself with symbols that in battle.) Indians would either to make war, or the horses. Depending on party, full outfits of worn. The usual dress shirt and leggings, but breechcloth suited their

Very few warriors enough to ever wear the war bonnet. Ironically, horned war bonnet the

most to achieve. Either meant one was indeed a great warrior to achieve such a distinction, and in most cases those warriors would eventually become chiefs of their tribes.

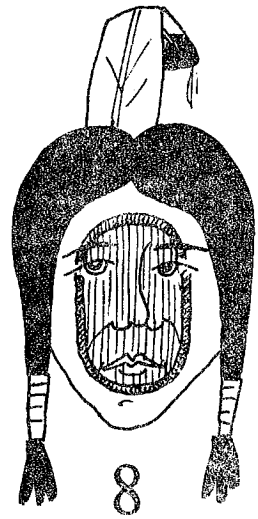
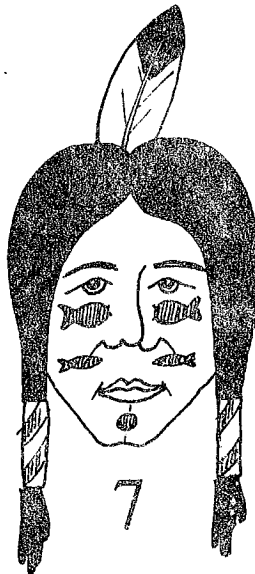
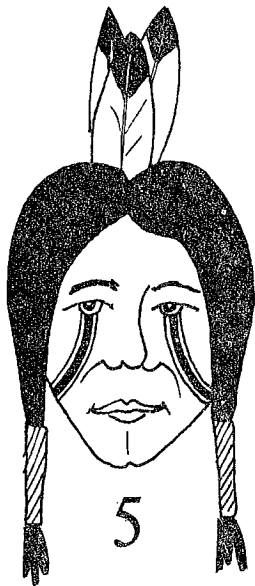
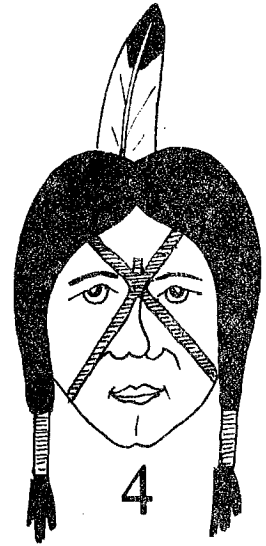
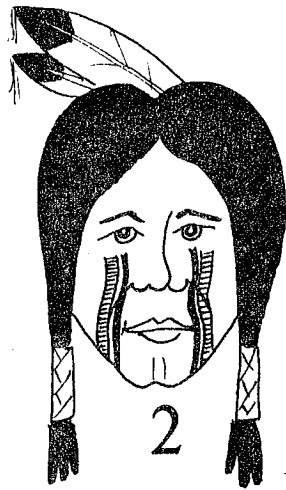
Since the Plains Indians are usually pictured in one's mind, the following descriptions of painted warriors will basically center on those tribes.

On the morning of an attack, Sioux warriors would paint themselves with designs in "magic" colors, drawing zig-zag lightning lines on their horses' legs to give them speed. Animal figures were sometimes drawn on the body to indicate the indian's foremost helper of his clan or the society to which he belonged. One Sioux warrior painted his body and shield sky blue overlaid with large red dots. They took special medicines which they believed would give them power. Those men who had completed the Sun Dance sometimes painted

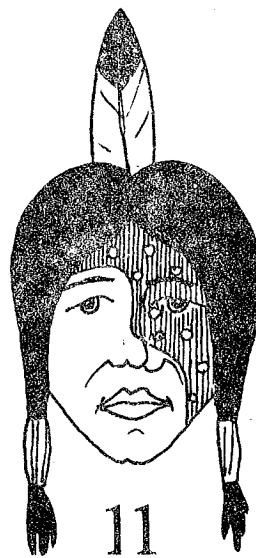
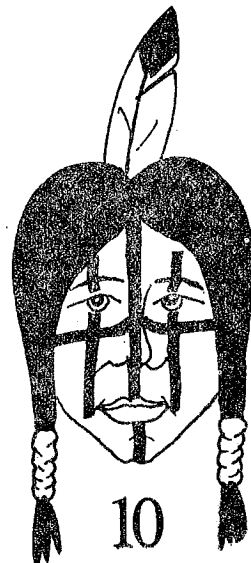


he did the Indian believe and the different symbols but they gave him confidence. A warrior also prepared he almost always painted he wanted to die with enter enemy territory more commonly, to raid the nature of the war clothing were not always was simply a lightweight occasionally a simple purpose.

were actually privileged famous eagle-feathered it was the prestigious Plains warriors strove



plains indians facial decorations



their hands red, a symbol of priesthood.

The Crow had a ceremony to bring about the death of enemies. They would blacken ceremonial articles just as they would blacken their faces after a successful raid of killing. (Their black painted faces indicated the fires of revenge had been burned out upon completion of the raid.) One Crow Indian, War Eagle, was known to paint his face black before raiding a Sioux village.

Kiowa often painted their body, horse and shield with the same colors: either an over-all pattern or heraldic design.

The Ojibwa painted their faces with vermilion, and in earlier days their foreheads and cheeks were tattooed in a variety of colors. Later they smeared white clay over their backs before going to war, then after it dried, painted symbolic designs.

Among the Omaha, the leader of a war party would paint diagonal lines from just below his eyes to his neck. The lines represented the path his tears would take while "crying for the success of the expedition."

Pawnee scouts painted their faces white to symbolize the wolf, whose power was considered to be of the greatest help in tracking.

Before returning to their village, warriors would paint themselves with achievement marks. Painting the face black would most often mean the raid was a success, or scalps were taken. Black face painting was also used in the victory dances by the warrior who killed the first enemy. It usually only covered the face, but some men would paint their entire bodies. It was sometimes left on for almost a month. If an enemy was defeated, the first four warriors who killed enemies could paint themselves and their female relatives. Wounds were often circled with a black line and surrounded by solar lines which were prayers for the warm healing which comes from the sun. Red lines on arms, below elbows, indicated the number of conquests in war. Yellow lines above the elbow told of successful horse raids.

Mato-Tope, a great Mandan warrior was a member of the Meniss-Ochata, or dog band. Half his face was painted red, and the other half yellow. His body was painted a reddish-brown, with narrow stripes. Seventeen yellow stripes, indicating war deeds, were painted down his arm. On his chest was painted a yellowish hand, noting he had captured prisoners.

Indian women seldom used war paint, but Arapaho women did sometimes paint streaks down their faces on forehead, cheeks and nose to signify war.

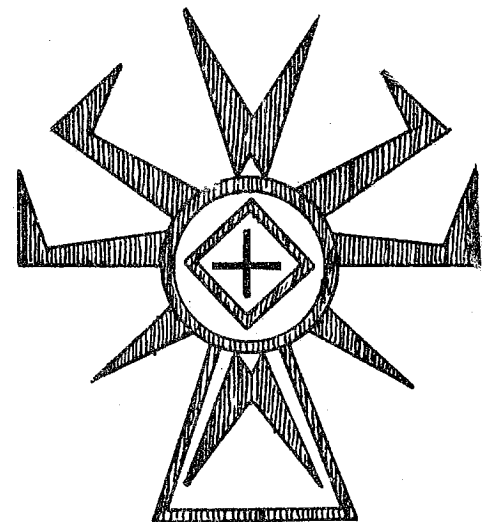
Tribes in the Southwest were basically peaceful. The Pima Indians so abhorred war that if a returning warrior had taken a scalp, he had to blacken his face in shame and be ceremonially purified.

The Nootka painted their faces and bodies with red ocher sprinkled over with a shining sand, which, when the shone on it, was supposed to make the warrior look very fierce.

### Tattooing

Though not as common a practice on the Plains, tattooing was an elaborate "work of art" among most tribes along both coastlines. Tattooing was considered a mark of distinction. A man was a walking storybook, for the designs not only indicated his clan, but told of all his deeds.

Tattooing was achieved with several different implements, depending on the area. Some tribes stitched the skin with sooty thread, but most often it was achieved by pricking the skin with a sharp object, preferably cactus spines, porcupine quills or sharp bone pieces. The bluish dots or lines commonly seen were achieved with black soot, but



**O'SAGE SPIDER TATTOO**



dyes were also used. Considered to be marks of beauty, Indian women wore the tattoos as much as, if not sometimes more than the men in some areas.

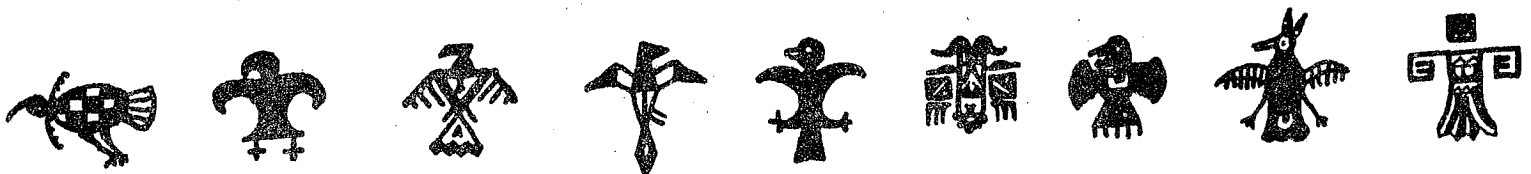
In Southeastern tribes, especially the Seminoles, a boy was given his first name at about six years of age, and his first mark, called a "scratching" was made on him. When he was old enough to accompany the warriors, he was given a second name and more markings. When he returned from battle with scalps or enemy body parts, he was tattooed again and given his final name. By the time a man became middle-aged, he could easily be tattooed from head to toe. Some tattooing would show a man's rank in the tribe. Creeks had very intricate and diversified designs, as did the Woodland Algonquins.

On the plains, the Wichita tribes were sometimes referred to as the "Pawnee Picts" because of their custom of elaborate tattooing. Omaha women were known to tattoo a black circle on their forehead, symbolizing the sun, and a four-pointed star on their chest, symbolizing the night. Crow women often wore a tattooed circle on their forehead, a dot on their nose and/or a line from the lips to the chin. The spider, a symbol of the spirit life, was worn on the backs of Osage women. They believed it tied them in with the earth, where everything lives and increases. As a rule though, most Plains women were only tattooed on their chins.

Mandan tribesmen were tattooed with black lines and other figures on the right breast and right upper arm. Cree men had stripes on their arms and chests.

All Indian tribes along the Pacific Coast tattooed their skins. Believing it made the women more beautiful, girls were tattooed on their chins just before marriage. The Haida women of the Northwest tattooed crests that took up most of the space below their necks.

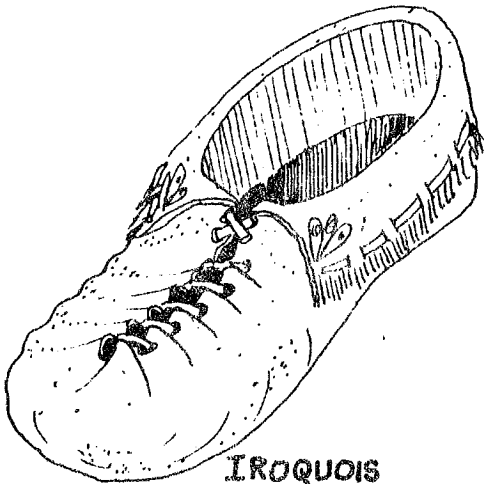
As beautiful as tattooing must have been, it was soon discontinued with the advent of trade cloth, which replaced animal skin clothing, and gave the Indians new avenues for personal artistic display.



### Reference Index

- The American Indian by Oliver LaFarge (All books in Section 970 or 808.8 of your public library.)
- Book of Indian Crafts and Lore by Julian H. Solomon
- California Indian Days by Helen Bauer
- Dress Clothing of the Plains Indians by Ronald P. Koch
- The Indian Book by Childcraft Annual
- Indian Costumes by Robert Hofsinde
- Indian Crafts and Lore by W. Ben Hunt
- The Indian Heritage of America by Alvin M. Josephy, Jr.
- Indian Tribes of America by Marion E. Gridley
- Indians by Edwin Tunis
- The Indian's Secret World by Robert Hofsinde
- The Mystic Warriors of the Plains by Thomas E. Mails
- North American Indians by Royal B. Hassrick
- World of the American Indian by National Geographic Society

## PAINTS AND THEIR APPLICATION TODAY



IROQUOIS  
MOCCASIN

Indian history of applying paints goes back to the use of brushes. Some brushes were made out of the porous parts of bison bones, particularly the spongy parts of the knees, hipbones and shoulder blades. Larger areas were painted by either using sides of large bone brushes or hollow bones filled with paint that was blown onto the area. Some brushes were made by chewing willow and cottonwood twigs. Others were made from yucca leaves, and yet others from the long hair of buffalos, most often their tails. In the latter part of the nineteenth century, white man's brushes were sometimes imitated by using tufts of antelope hair attached to a stick. All these brushes were used for the painting of objects such as tepees, shields, pottery and clothing.

The face and body painting was basically done by hand, or with slim sticks used for small cheek stripes. This method of application also applied to their horses. When Indians painted their face or body, they first covered the area to be painted with

a grease made of buffalo back fat, bear fat or, along the coastal areas, fish oil. They next applied dry powdered paint which adhered to the grease. Frequently when painting the whole body, fingernails were drawn over and through the paint, creating a barred appearance.

For face and body painting today, tempera paints, a variety of grease paints, cake and liquid-base paints or other theatrical make-up can be used. All of these make-ups may be found in a wide selection of colors at area shops in a variable range of prices.

For day-long wear, experts suggest that grease paints or other theatrical make-up be used as they're not so irritating to the skin. They're also best for work under heavy lights. For longer wearing time, you can apply a translucent face powder over the make-up to set it. For further protection and easier removal, you could use a moisturizing lotion, such as vaseline, under the make-up. Liquid make-up has an advantage over grease paint as it can be applied to all parts of the body and won't rub off on costumes as easily. In applying grease paints and other theatrical make-ups, local costume shops in which they may be purchased have further information on application techniques.

Most of the products suggested above wash off with soap and water, although cold creams are recommended.

When using tempera paints (one of the cheapest-by-quantity methods to use) it is recommended to mix one pint (16 oz.) of paint to one cup of water and 1/4 cup dishwashing liquid for easier removal. Even with a large number of faces to paint, in the end you'll still retain most of the paint for future use. Tempera powder will stretch further, but you may have a problem mixing it to the proper consistency. Liquid will keep an indefinite length of time.

To apply the paint, use either your fingers or small paint brushes, the latter giving a more uniform design. Have plenty of water and rags on hand for rinse-offs and clean-ups.

The one drawback to using tempera paints is that certain light-colored fabrics may have a tendency to stain. This isn't always the case, but it has occurred.

by Dawn Caldemeyer, Linda & Frank Milanese

## ARTIFICIAL WOUNDS FOR FIRST AID

### Materials:

Vaseline  
Cocoa  
Flour  
Glycerine  
Red food color

### Tools:

Fingernail file, tongue  
depressor or plastic knife  
Eyedropper bottle

### Directions:

Fill eye dropper bottle almost full with the glycerine and add drops of red food coloring until the liquid looks like blood.

Take a dollop of vaseline about the size of a quarter in the palm of your hand. Add flour little by little, mixing in with the vaseline with your other hand's fingers until you arrive with a mixture the consistency of play-doh.

Then, to match skin color, add cocoa very sparingly by dipping fingertips into the cocoa powder and mixing this into the vaseline-flour mixture. When your wad or ball of vaseline-flour-cocoa goop is the color of the area of skin where you wish to apply the wound, you are ready to proceed.

Place enough of the goop mixture on the wound area. Then spread it out, and feather the edges so that the goop-mixture blends into the surrounding skin.

Now, to make the "wound," take some instrument such as a fingernail file, tongue depressor, plastic knife, etc. to make the "cut" or "gash" in the artificial wound area. Then take a drop or two of the blood-mixture and drop it into the "wound." Try flexing the wound to make the blood evenly dispersed.

### Uses:

Setting up first-aid demonstrations or utilized at a den meeting to stimulate first-aid awareness and have fun.

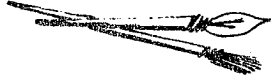
### Hints:

See which Cub can make the most authentic wound. Be creative. Very imaginative wounds have been made by others. What can you come up with?

by Carol & Buell Brown



# WHERE TO BUY WAR PAINT



## Artists' Materials Shops

### AARON BROTHERS ART MARTS

4150 Convoy, San Diego 292-1861  
 2790 Midway, San Diego 224-2909  
 8396 Alvarado Rd., La Mesa 462-8890  
 8827 Villa La Jolla Dr., La Jolla 457-5908  
 845 E. Valley Parkway, Escondido 480-1523

Tempera Liquid \$2.35 / 16 oz.  
 1.45 / 4 oz.  
 .98 / 2 oz.  
 Tempera Powder 3.00 / 16 oz.

### THE CANVAS PEDDLER

(Located in Price Bazaar)  
 1140 Broadway, Chula Vista 426-4300

Tempera Liquid \$2.49 / 16 oz.  
 .69 / 2 oz.

### POTPOURRI ARTIST'S SUPPLY

6930 Alvarado Rd., San Diego 583-4131

Tempera Liquid \$2.75 / 16 oz.  
 1.10 / 2 oz.  
 Tempera Powder 3.50 / 16 oz.

### THE ART SELLER

3832 5th Ave., San Diego (Hillcrest) 295-0928

Tempera Liquid \$3.89 / set of 6 7/8 oz. jars  
 3.99 / 16 oz.  
 1.05 / 2 oz.  
 Tempera Powder 3.00 / 16 oz.

### CABRILLO ART CENTER OF OCEAN BEACH

4940 Newport Ave., San Diego 222-8164

Tempera Liquid \$1.90 / 4 oz.  
 1.10 / 2 oz.

### THE FINE ART STORE

8843 Clairemont Mesa Blvd., S.D. 565-0646  
 4683 Cass, S.D. (Pacific Beach) 483-3170

Tempera LiquiTex \$11.80 / 32 oz.  
 (better quality) 7.10 / 16 oz.  
 4.20 / 8 oz.  
 1.90 / 2 oz.  
 Tempera Liquid 3.90 / 16 oz.  
 Fluorescent 6.35 / 32 oz.

## School Supplies Shops

### EDUCATIONAL SUPPLIES PLUS

248 3rd Ave., Chula Vista 420-2713

Tempera Liquid \$2.50 / 16 oz.  
 Tempera Powder 3.75 / 16 oz.

### TEACHER'S PET

838 Jackman St., El Cajon 579-6011  
 8657 La Jolla Village Dr., L.J. 457-0488

Tempera Liquid \$2.50 / 16 oz.  
 Tempera Powder 2.75 / 16 oz.  
 Face Sticks 2.10 bag  
 (Like tongue depressors)

### THE SUPPLY ROOM

6512 El Cajon Blvd., San Diego 287-9132

Tempera Liquid \$2.90 / 16 oz.  
 Liquids in a tray 3.00  
 Tempera Powder 4.40 / 16 oz.

### GET SMART - EDUCATIONAL SUPPLIES

9510 Chesapeake Dr., San Diego 565-4064  
 1013 S. Escondido Blvd., Escondido 741-4018

Tempera Liquid \$2.25 / 8 oz.  
 Tempera Powder 3.75 / 16 oz.

## Theatrical Make-up Shops

### ALTER EGO COSTUMES

1215 Camino Del Mar, Del Mar 481-2744

Facial Make-up \$2.00 tube  
 Grease Paints 1.00 tube (less)

### GABBS COSTUME & THEATRICAL SUPPLIES

1851 San Diego Ave., San Diego 297-1551  
 All theatrical make-up from body base paint  
 to a rainbow of grease sticks & liquids in  
 a variety of colors. Shop recommended by  
 San Diego Jr. Theatre & several stores.

### GREAT AMERICAN COSTUME CO.

627 8th St., San Diego 233-4792

All-over body paint \$2.98 tube  
 Grease paint .50 stick

### SAN DIEGO COSTUME CO.

7899 Clairemont Mesa Blvd., S.D. 560-9161

Cream-Lining Colors \$2.00 pot  
 Foundations 4.25 compact  
 Grease Sticks (3") .50 each

WHERE TO BUY WAR PAINT, continued

**CHULA VISTA PHARMACY**

299 3rd Ave., Chula Vista 422-2222

Max Factor Theatrical Makeup  
Color Liners (in tins-apply  
with brush or Q-tip) \$3.50 each

Indian Pancake Make-up 4.75  
(Apply with wet sponge)

**FUN 'N FOLLY COSTUME & NOVELTY SHOP**

4683 Clairemont Drive, S.D. 274-7463

All-over face & body - small tube \$1.98 each  
Grease Sticks - kit of 10 4.98

Zauder's Tube Paint .75 each  
1.98 tube

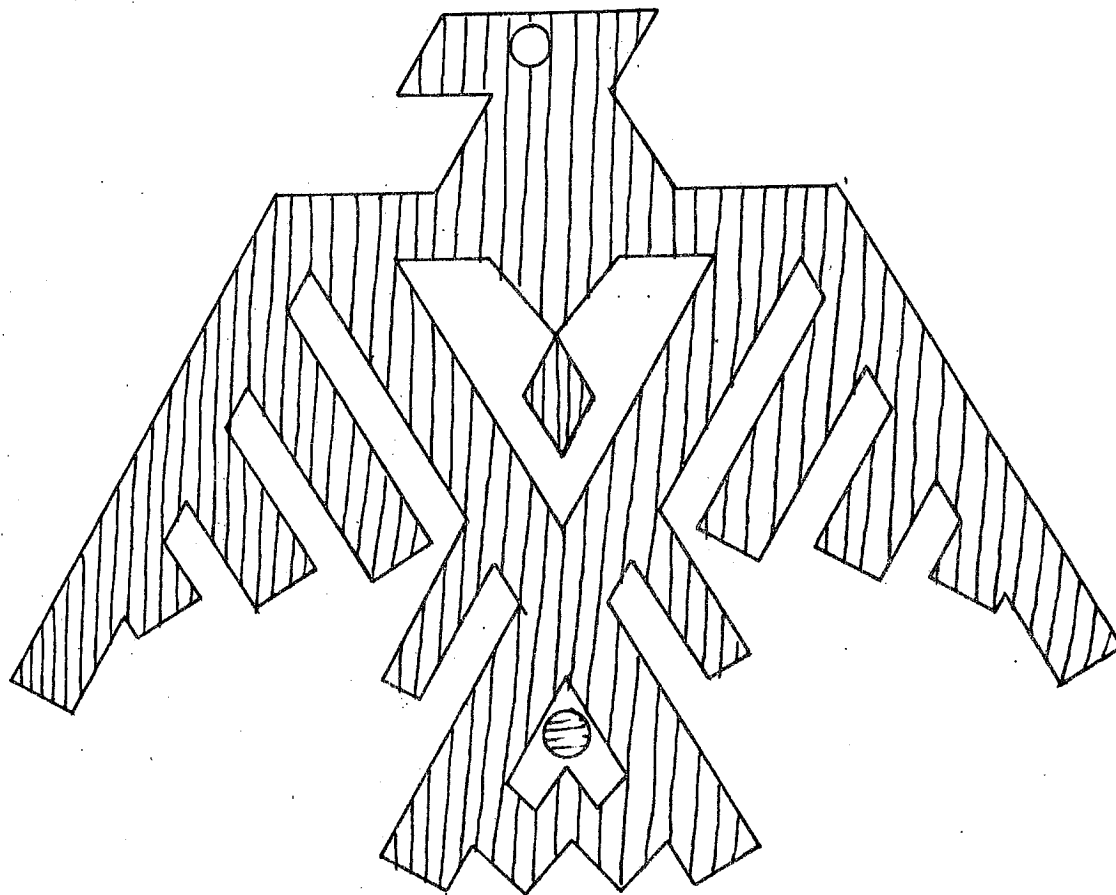
Indian Costume parts - feathers, etc. available

Indian Specialty Shop

**AMERICAN INDIAN STORE**

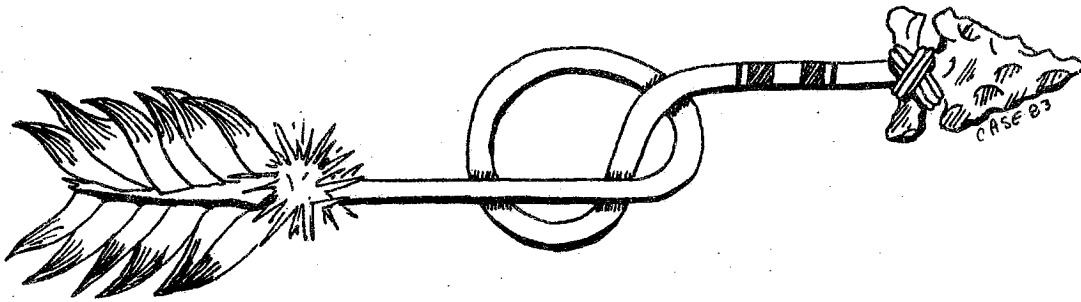
Grossmont Shopping Center, La Mesa 464-2822

This owner of this store is an American Indian with a wealth of information on the subject of Indians, their way of life, arts and crafts, and ceremonies. He also sells books about Indians, along with artifacts, turquoise, moccasins, silver, beads, rugs and kachina dolls.



**OJIBWA THUNDERBIRD**

# MAGIC



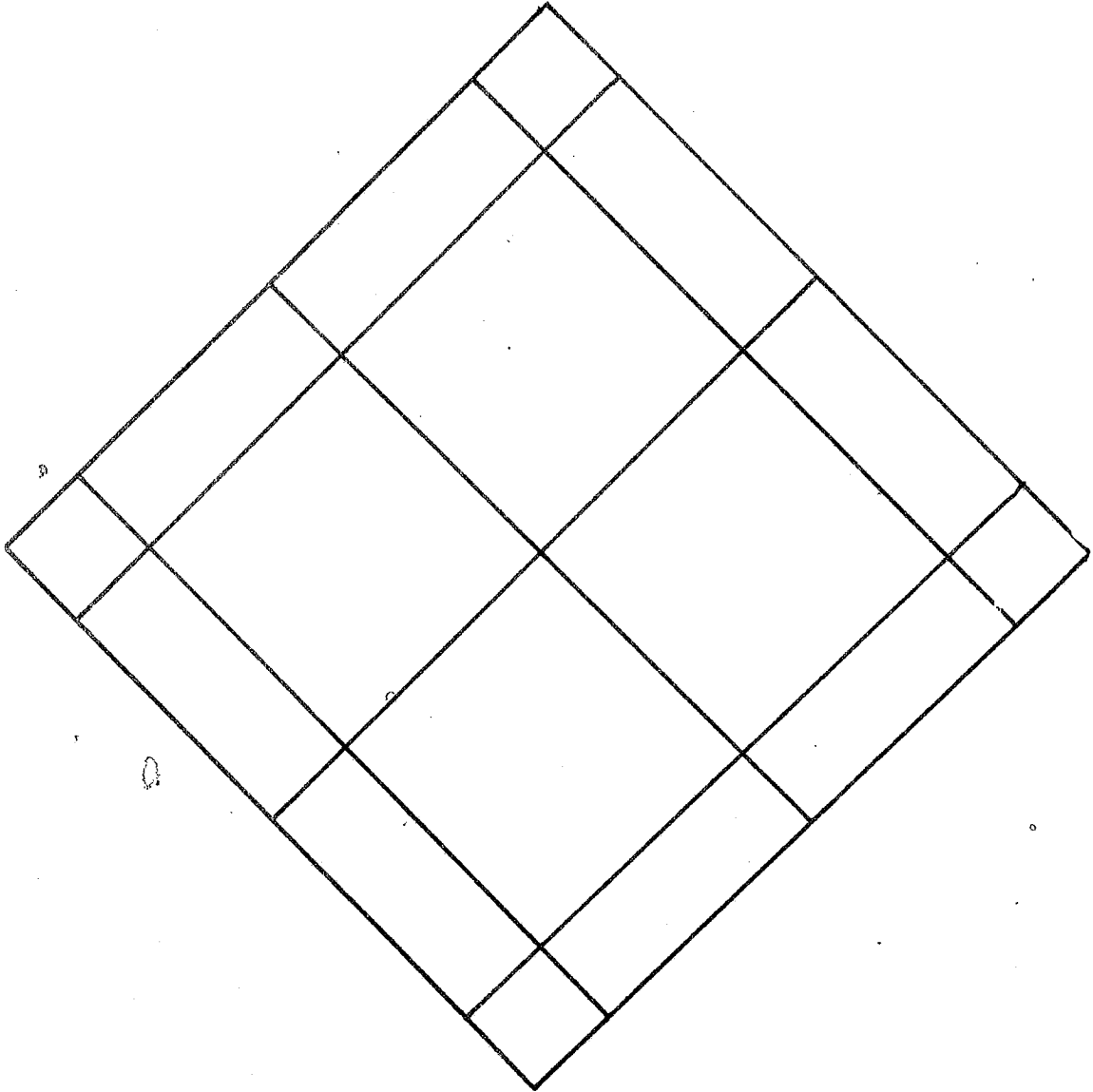
# TRICKS & PUZZLES

There are many different books and magazines that can be used for obtaining ideas for Magic, Tricks and Puzzles. A couple of the books we used were: The Giant Book of Sneaky Feats by Tom Ferrell and Lee Eisenberg, published by Castle Books and The Big Book of Things to Do by Malvina Vogel, published by Playmore Inc. Children's magazines such as "Playmate" and "Highlights" are also excellent references. Your Public Library is a great place to begin looking.

The Boy Scouts of America also publishes books and magazines which are great resources. These include Cub Scout Magic, The Cub Scout Fun Book and "Boys Life". Your boys will enjoy showing you the latest trick from their magazine.

- Sandy & Roger Clinch

NOVEMBER - BRIGHT IDEAS



HOW MANY DIAMONDS CAN YOU FIND ABOVE?

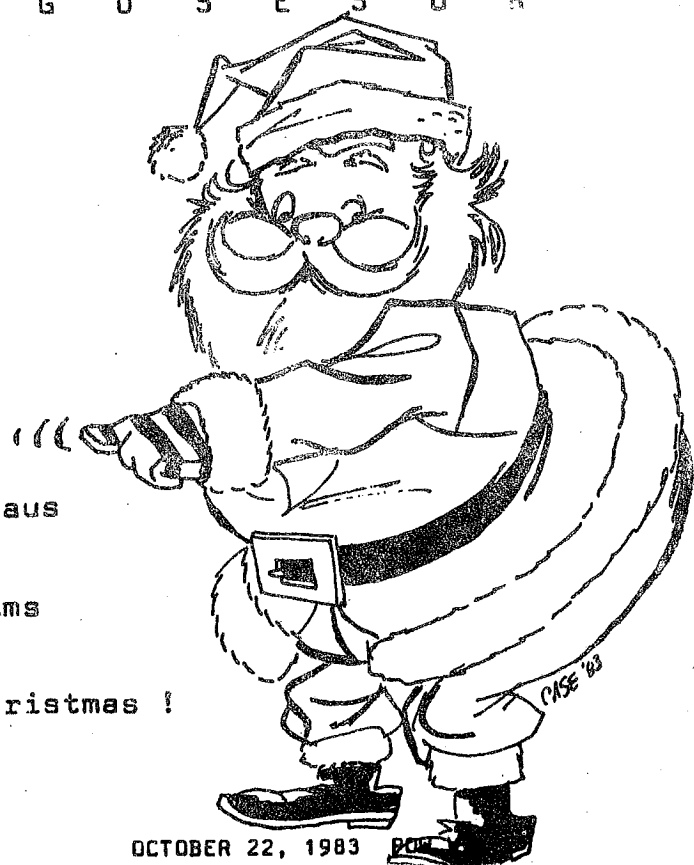
Idea from Highlights for Children - February 1982

(A1) : ZWENNA



DECEMBER - GIVING GIFTS

C H R I P R E S Z S L L E B T W I  
 O N A M W O N S N O V I L L S A N  
 B M E R R H T A E R W S V I X E N  
 G L C U Y P R E S M E R E M A S D  
 E R I M E R R Y C H R I S T M A S  
 S U H T C E L A R S U E E W Z Y A  
 U D O Y Z S L E I N D M F I D S N  
 O O L L T E C Z E N O O Y N I A T  
 M S A N T N N W R C L A A K P N A  
 M L L S A T R E E E P C T L U T C  
 O Y L D T S L E I G H H S E C P L  
 U L O H O U S U G C A R M P L U A  
 S L R E T N I W E T O L I G H L U  
 A O V E T O D A S H E R A T O Y S  
 L H P R E S E E B L I T Z C A N D  
 M I L S M U L P R A G U S E S O R

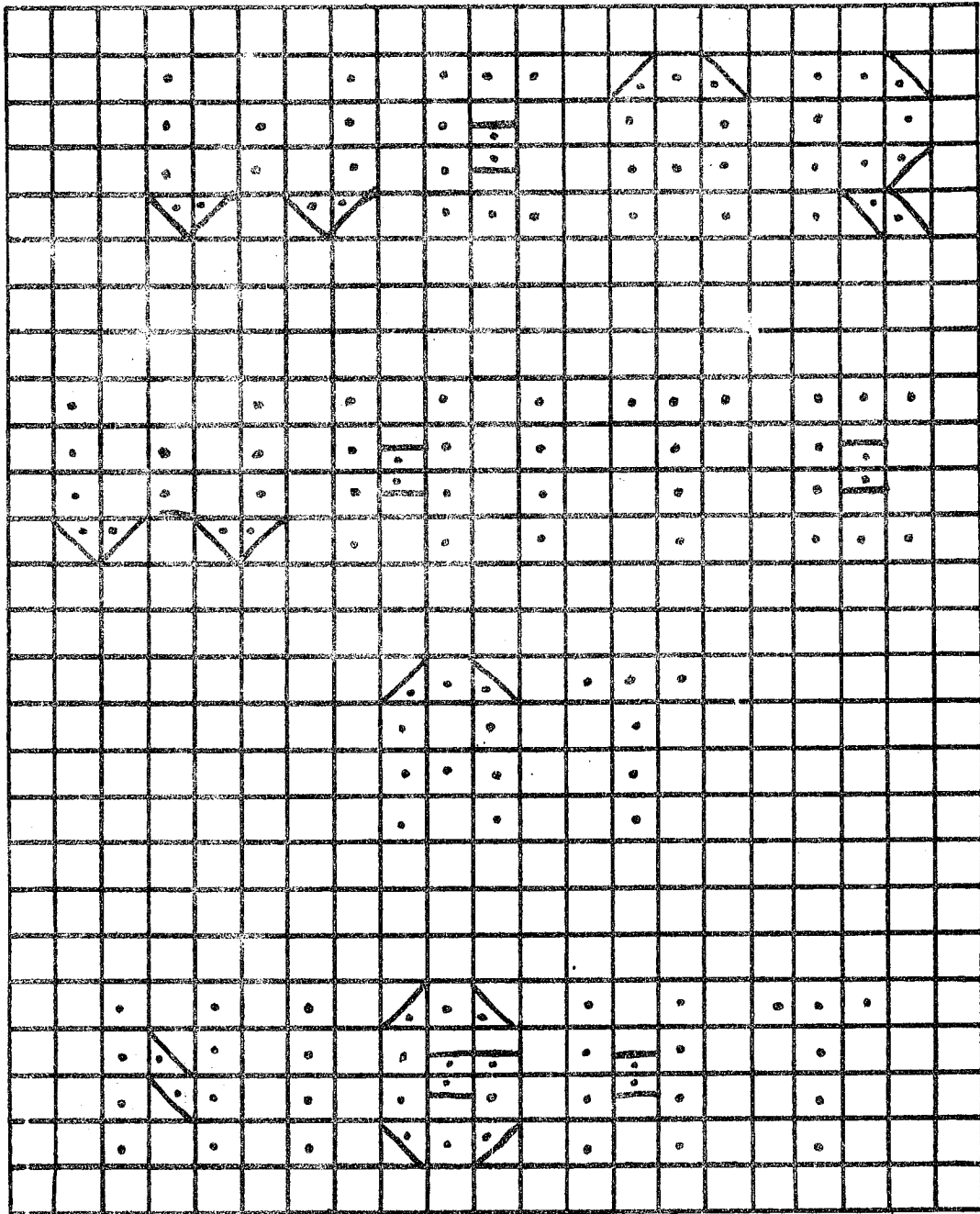


Rudolph  
 Tree  
 Dancer  
 Blitzen  
 Candy  
 Cupid  
 Bells  
 Snowman

Elves  
 Twinkle  
 Vixen  
 Donder  
 Toys  
 Winter  
 Holly  
 Sleigh

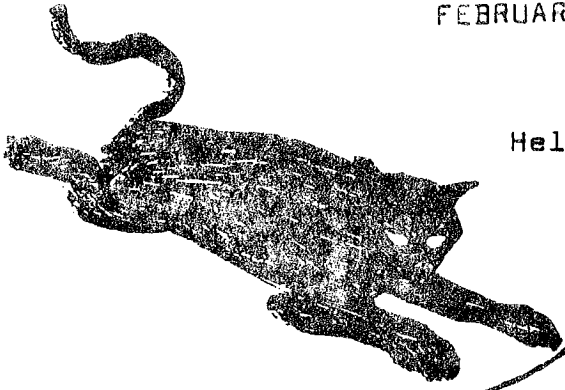
Presents  
 Santa Claus  
 Comet  
 Dasher  
 Sugarplums  
 Mouse  
 Wreath  
 Merry Christmas !

JANUARY - SURVIVAL

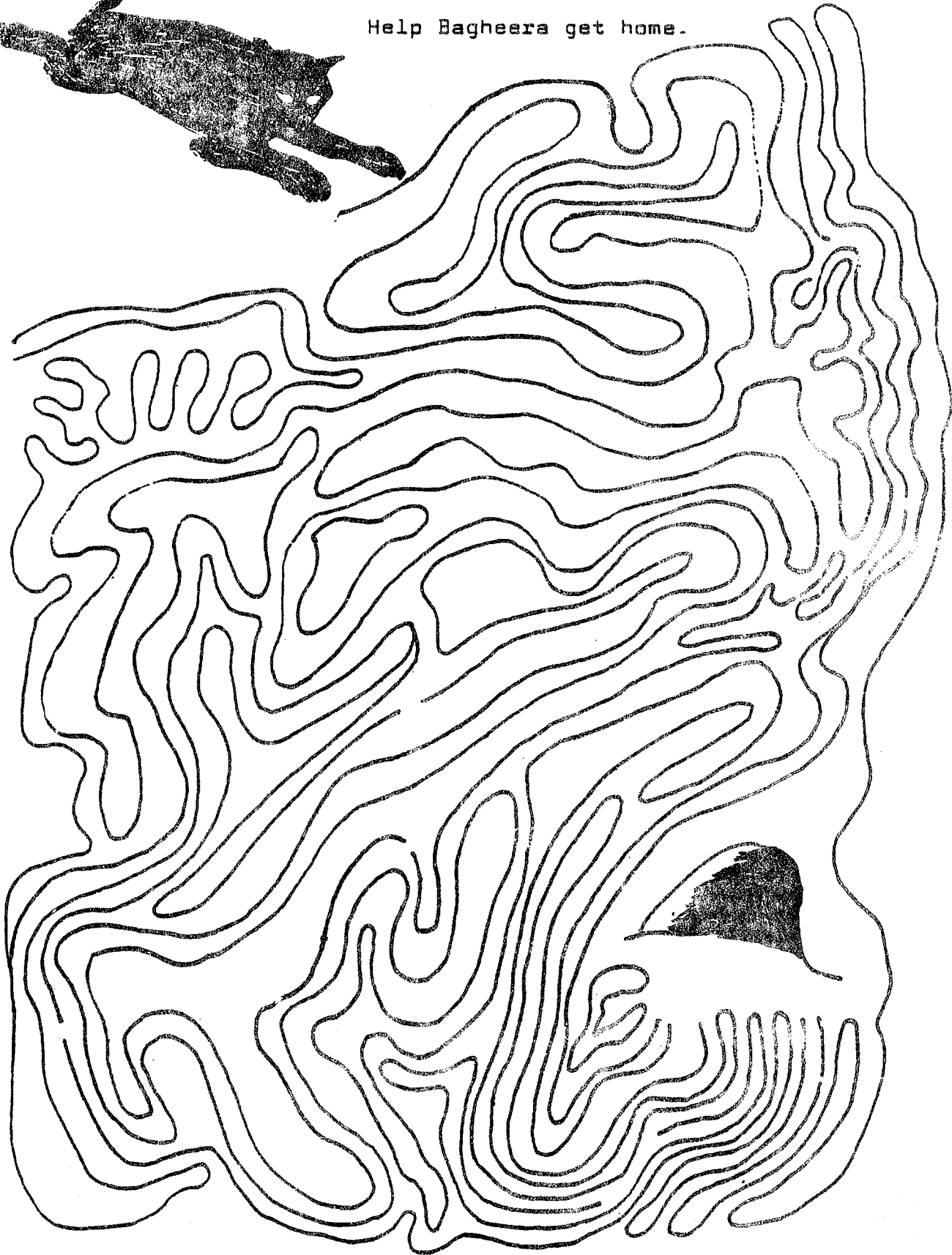


FILL IN THE SQUARES OR PARTS OF SQUARES THAT HAVE A  
DOT IN THEM. YOU WILL FIND A GOOD RULE TO FOLLOW  
AT NIGHT OR ANY TIME AFTER SUNDOWN.

Idea from Children's Playmate - October 1981



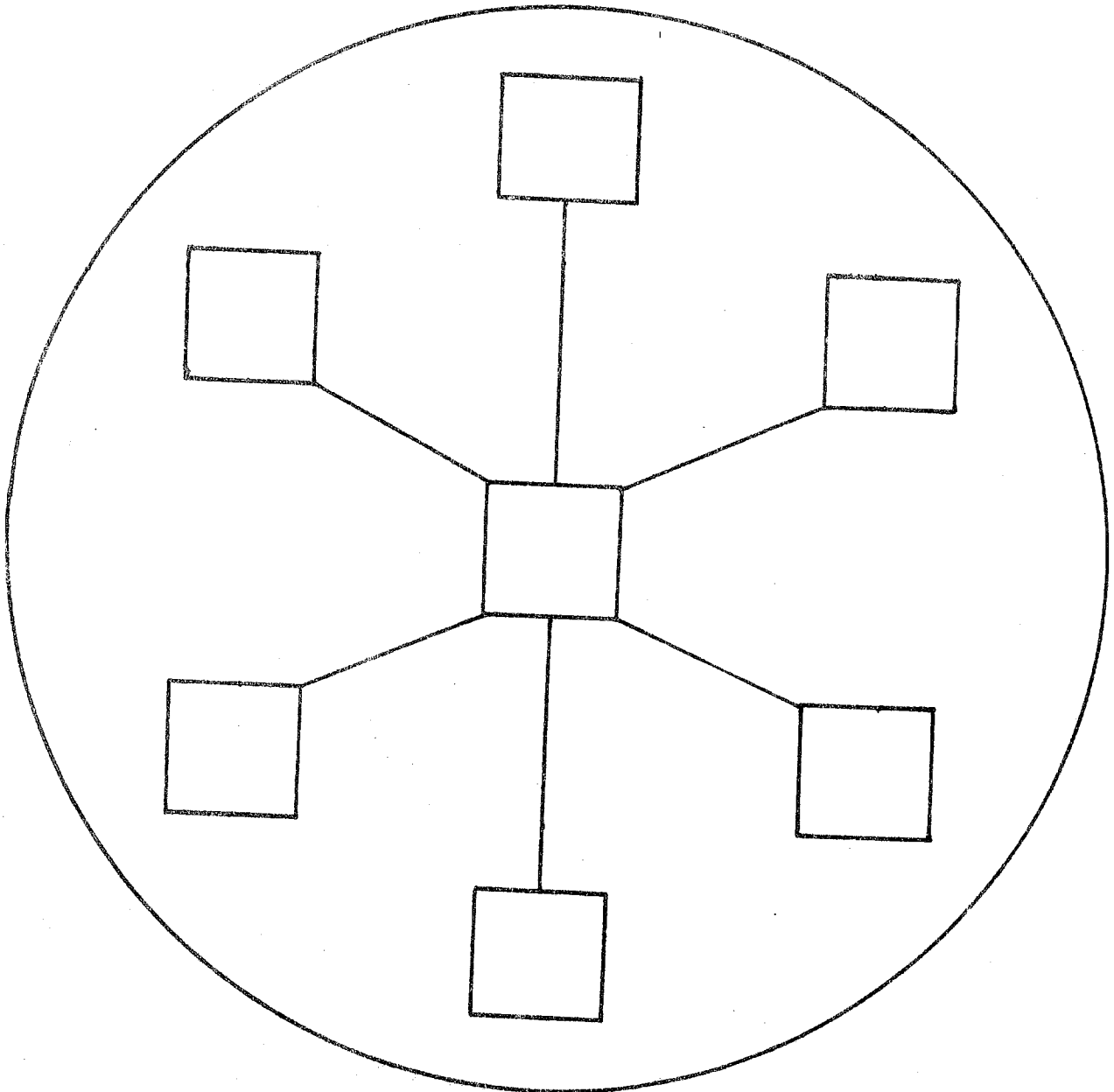
Help Bagheera get home.



# The Magic Wheel

## ADDING FUN

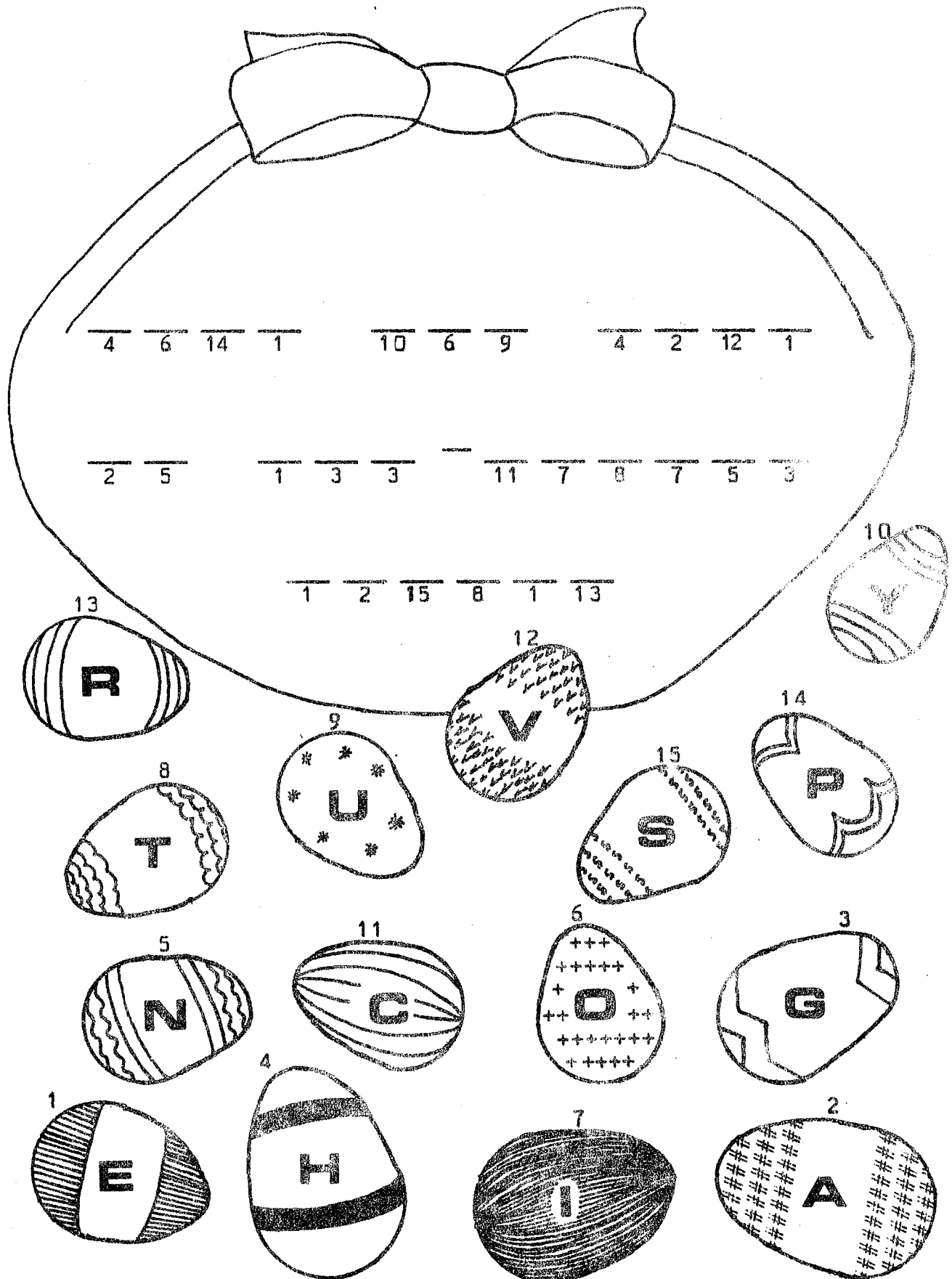
Using the numbers one through seven, write a number in each empty square in such a way that each row of three squares adds up to twelve. Do not use the same number more than once.



Idea from The Big Book of Things to Do - P. 408

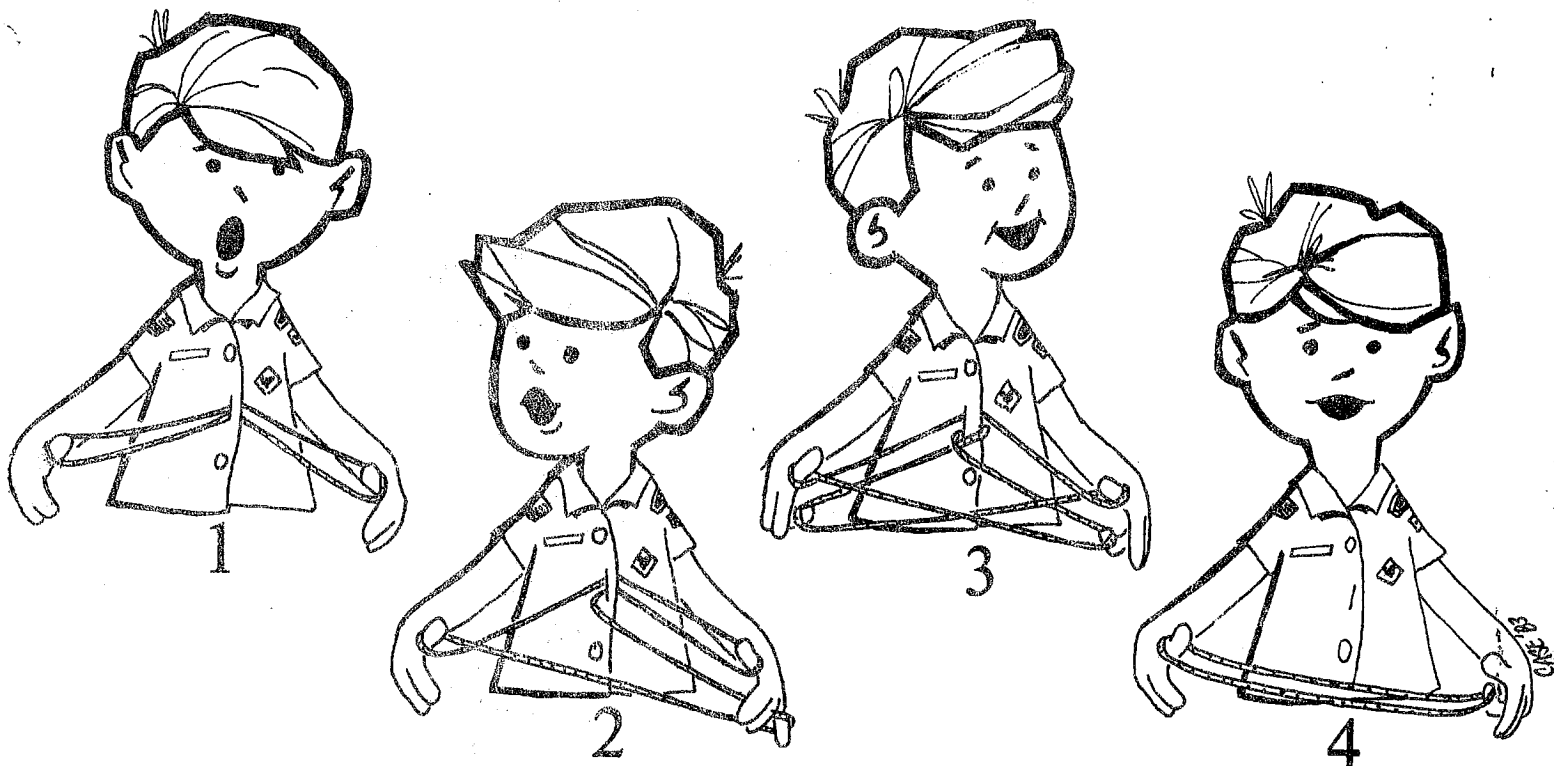
1 2  
3 4  
5 1  
6 2  
7 3  
8 4  
9 5  
10 6  
11 7  
12 8  
13 9  
14 10  
15 11  
16 12

APRIL - BUGS & THINGS



Idea from Children's Playmate - April 1982

# Orbit Your Shirt



**OBJECT:** To get the loop string out of the buttonhole without letting go of it.

**START:** With string through your buttonhole and over both your thumbs, as in Position #1. Be sure the loop is not twisted.

Now with your left pinkie, reach over to your right side and pick up the string behind your right thumb as shown in Position #2.

Do exactly the same thing with your right pinkie as shown in Position #3.

**LET GO** of the string with your right pinkie and left thumb.

**SEPARATE** your hands and the whole thing slips out of your buttonhole as in Position #4.

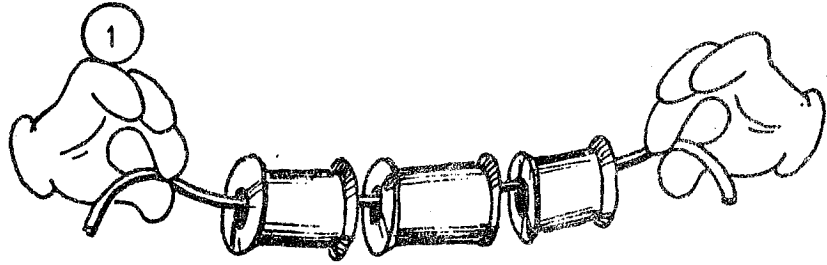
**TA-DA!**

Idea from The Giant Book of Sneaky Feats - p. 261

# Spool Trick

You'll need:

- 3 spools
- 2 strings
- A handkerchief



WHAT SEEMS TO HAPPEN IS:

You present some spools, the ordinary sewing kinds which have been threaded on two strings, as in Figure 1. Any number of spools will do.

2



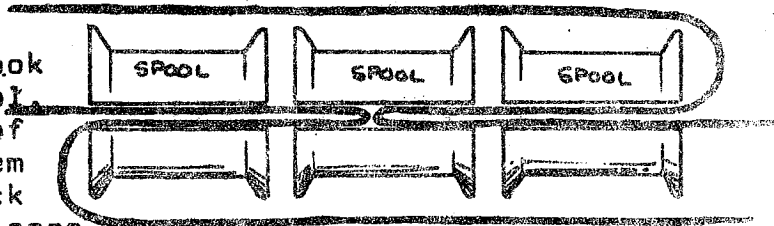
Place a large handkerchief over the spools and mess around briefly it as in Figure 2.

When you pull the strings the spools fall off, and the strings are magically intact.

3

WHAT REALLY HAPPENS:

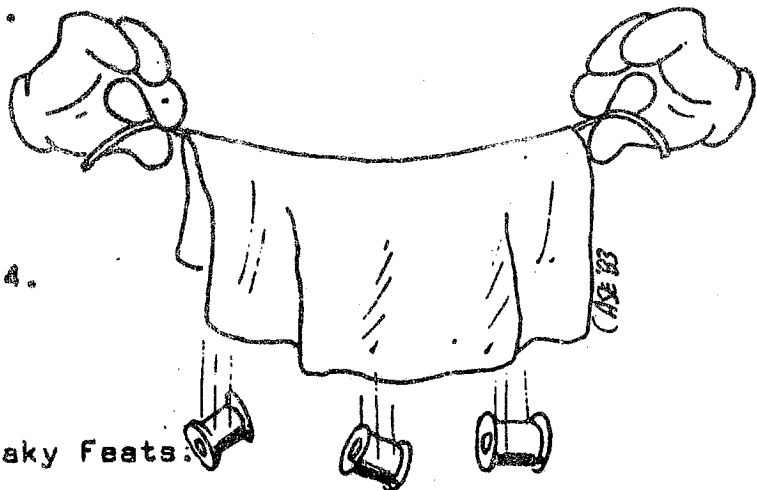
Is shown in Figure 3. Look carefully at the middle spool. As you see, the two pieces of string are not what they seem to be in figures 1. The trick is prepared by taking two pieces of string and tying them together in the middle with one tiny loop of white thread - there it is, right in the center of Figure 3.



4

Now you are ready.

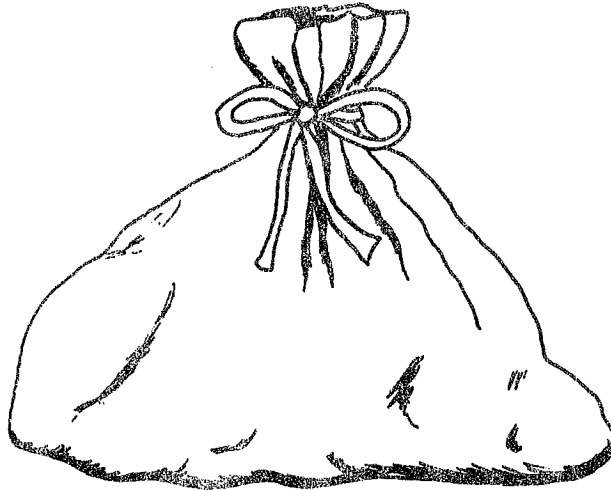
With a grand flourish, jerk the strings apart. PLOP! All the spools fall off, but the unbroken strings still support the handkerchief, as in Figure 4.



Idea from The Giant Book of Sneaky Feats.

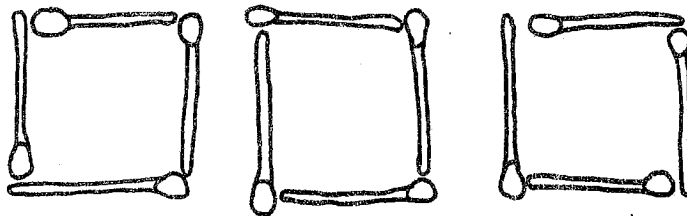
## What's in the Bag?

Here is a good icebreaker. Fill a cloth bag with a variety of objects and tie it shut. Each boy gets a chance to feel the bag. He then writes down what he thinks is in it. The boy who can guess the most correct items wins. Suggested items are: pencils, salt shaker, paintbrush, apple, sponge, etc.

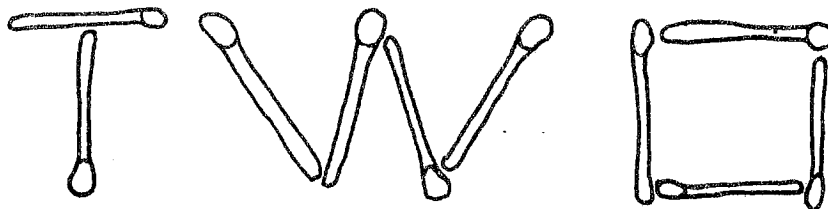


AUGUST - CAMPFIRE YARNS

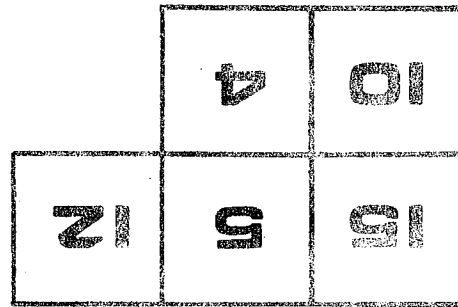
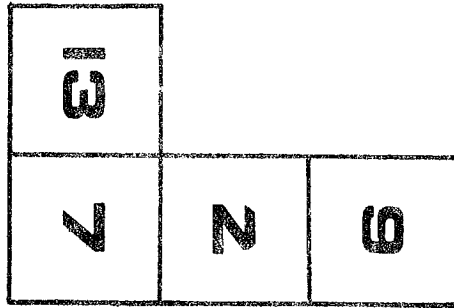
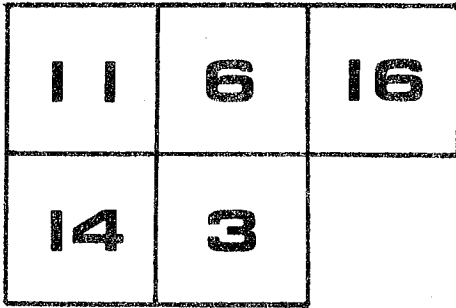
## How Many Matchsticks?



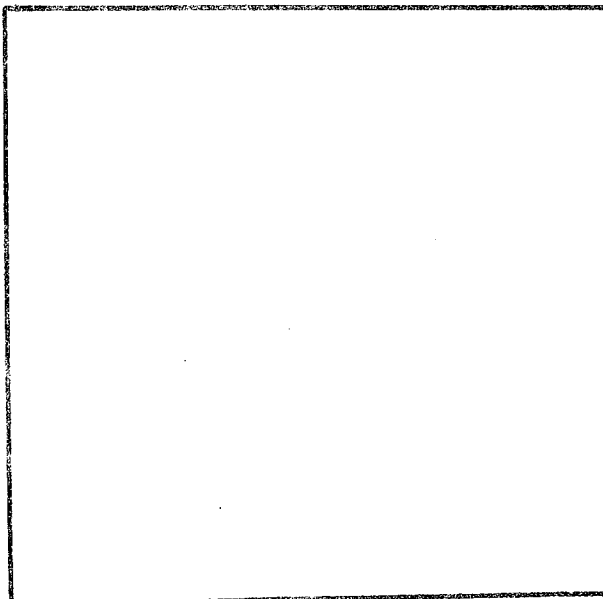
Can you begin with 12 matchsticks in three squares, remove two and have two left? Rearrange the remaining 10 matchsticks to form the word T W O. (Toothpicks will also work for this trick.)







The four odd shaped buildings above are needed together to form the town square in the space below. Each contains certain numbers arranged in small squares. Cut out the shapes. If fitted correctly into the square, the numbers will total 34 up, down, across and diagonally. Each quarter of the square will also total 34. Only one way is correct.



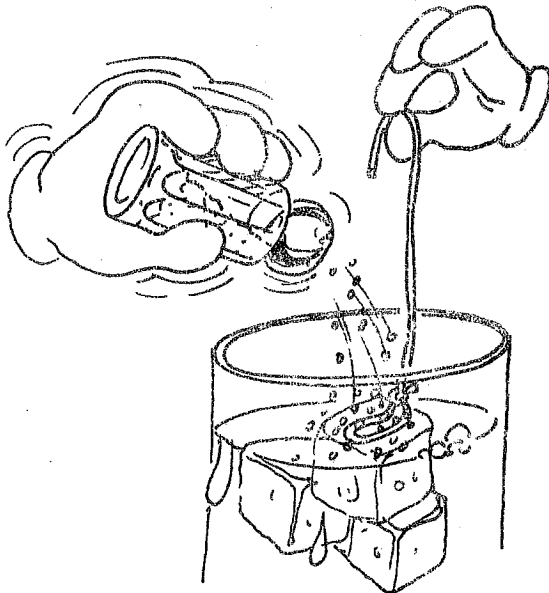
10 4 13 1  
 12 2 15 5  
 8 14 3 9  
 1 11 6 16

Idea from The Big Book of Things to Do - P. 432

# Lasso an Icecube

You will need:

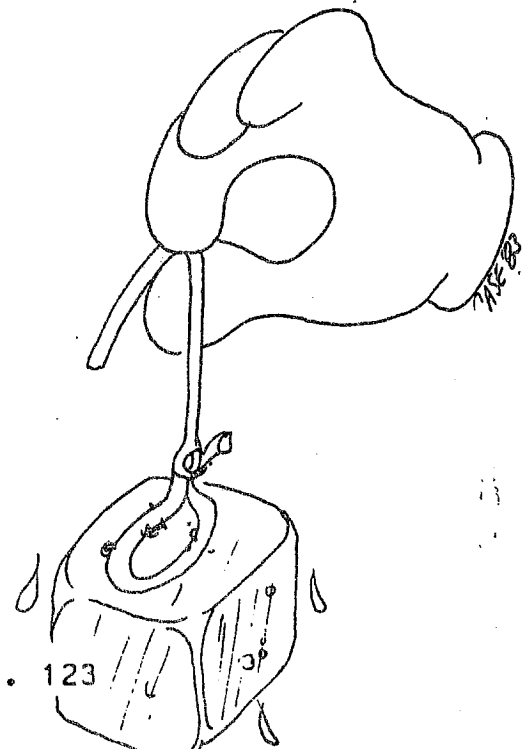
- Glass of water
- Ice cubes
- Cotton thread
- Salt shaker on table



1 Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an icecube & remove it from the glass, (without using any fingers). Let them try it for a while. After they've all tried unsuccessfully, step in & show them how.

2 Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then, sprinkle salt on top of the cube & string. Wait a few seconds.

3 The salt on the ice cube will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.



Idea from The Big Book of Sneaky Feats - p. 123



Baby Bear and Mama Bear have a great idea! Instead of throwing out the pumpkin seeds, they are going to bake them for a healthful and tasty snack. There are (10) Halloween objects hidden in the picture. Can you find a ghost, a witch's hat, a broom, a flashlight, the word "BOO", a black cat, a spider, a skull, an owl and a bat?

Idea from Children's Playmate - October 1982

NOVEMBER - TURKEY DAY

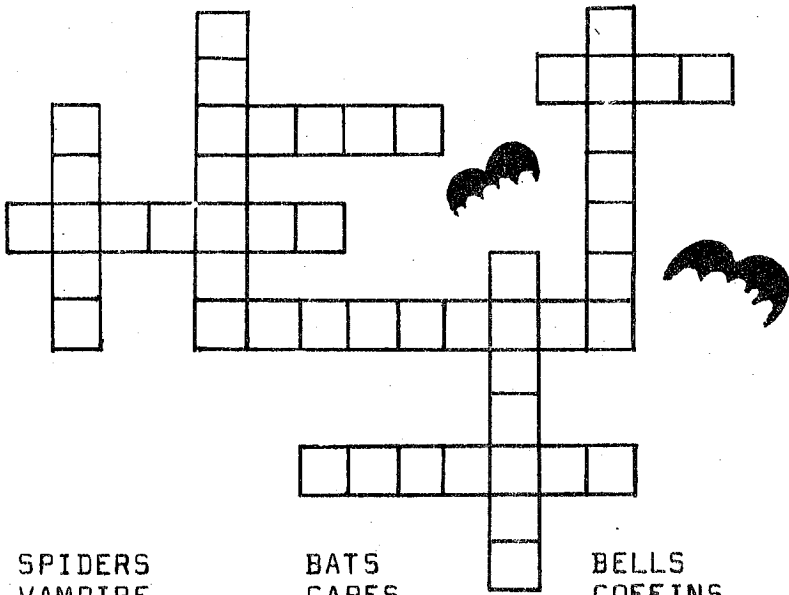


- |                           |                                |
|---------------------------|--------------------------------|
| 1. He's in the picture.   | 7. Kind of holiday pie         |
| 2. Opposite of No.        | 8. Opposite of day             |
| 3. Stairs                 | 9. We give thanks on this day. |
| 4. Cold flakes            | 10. Keeps pie from sticking.   |
| 5. A bird uses it to fly. | 11. What we do to dinner.      |
| 6. To run like a horse.   |                                |

|    |        |     |               |
|----|--------|-----|---------------|
| 9° | Ϸππσβ  | 11° | Εεε           |
| 2° | Μτυθ   | 10° | Ϸεεεεε        |
| 4° | ευοα   | 8°  | 1ρευκεαδτλτυδ |
| 3° | ερεβε  | 8°  | ητδμς         |
| 5° | λεε°   | 1°  | ερωβκτυ       |
| 1° | 1ηςκελ |     |               |

Idea from Children's Playmate - Nov. '82

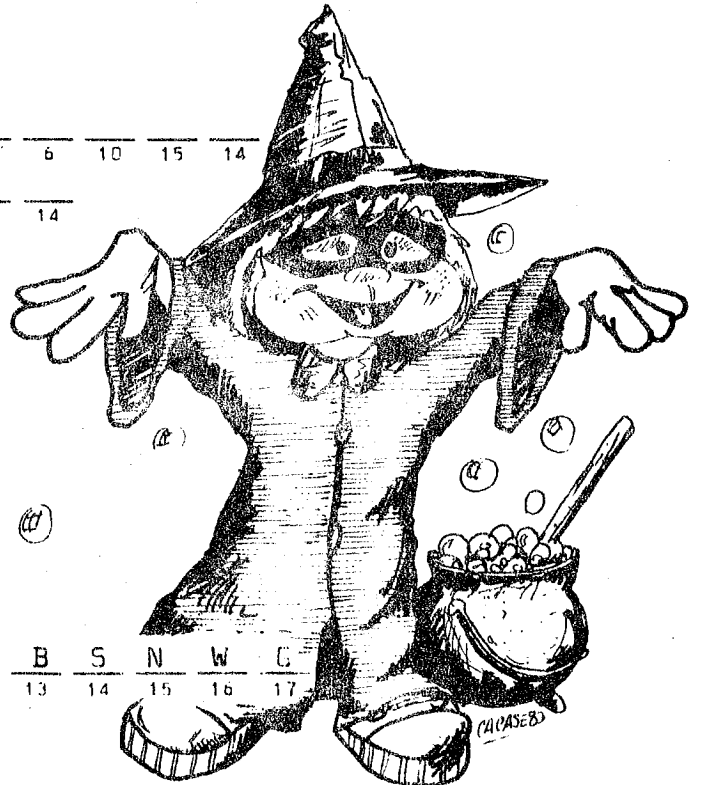
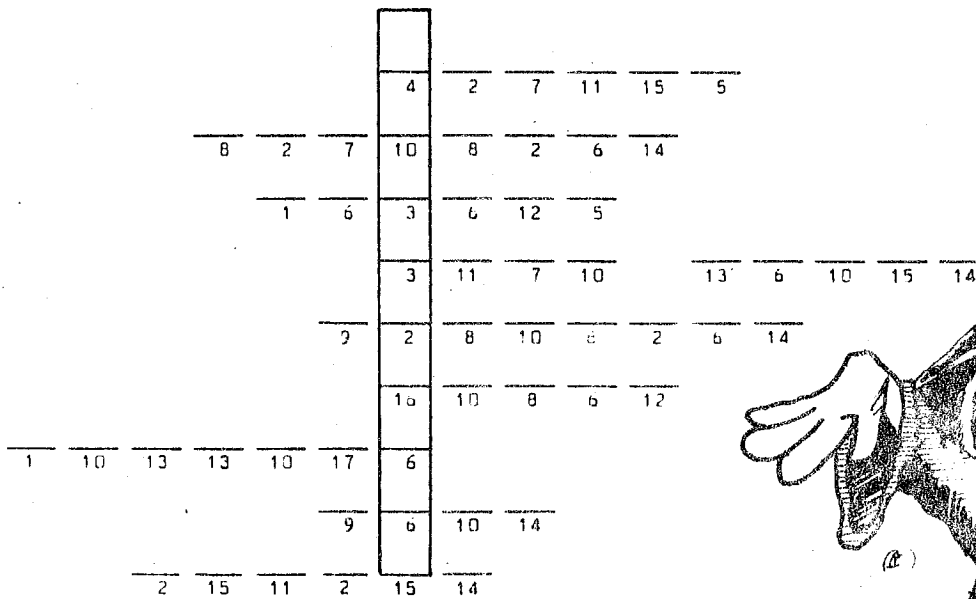
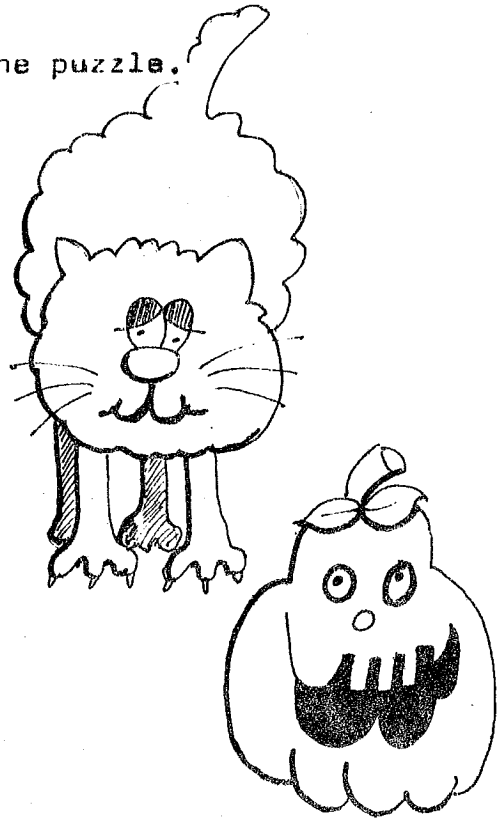
Place each word in the correct boxes of the puzzle.



SPIDERS  
VAMPIRE  
SKELETONS

BATS  
CAPES  
COBWEBS

BELLS  
COFFINS  
CANDLES



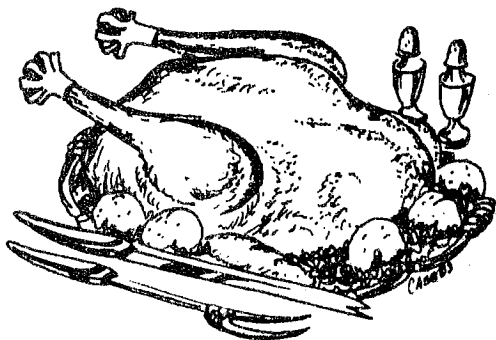
C O L H Y E M T P A I R B S N W G  
1 2 3 4 5 6 7 9 9 10 11 12 13 14 15 16 17

NOVEMBER - TURKEY DAY

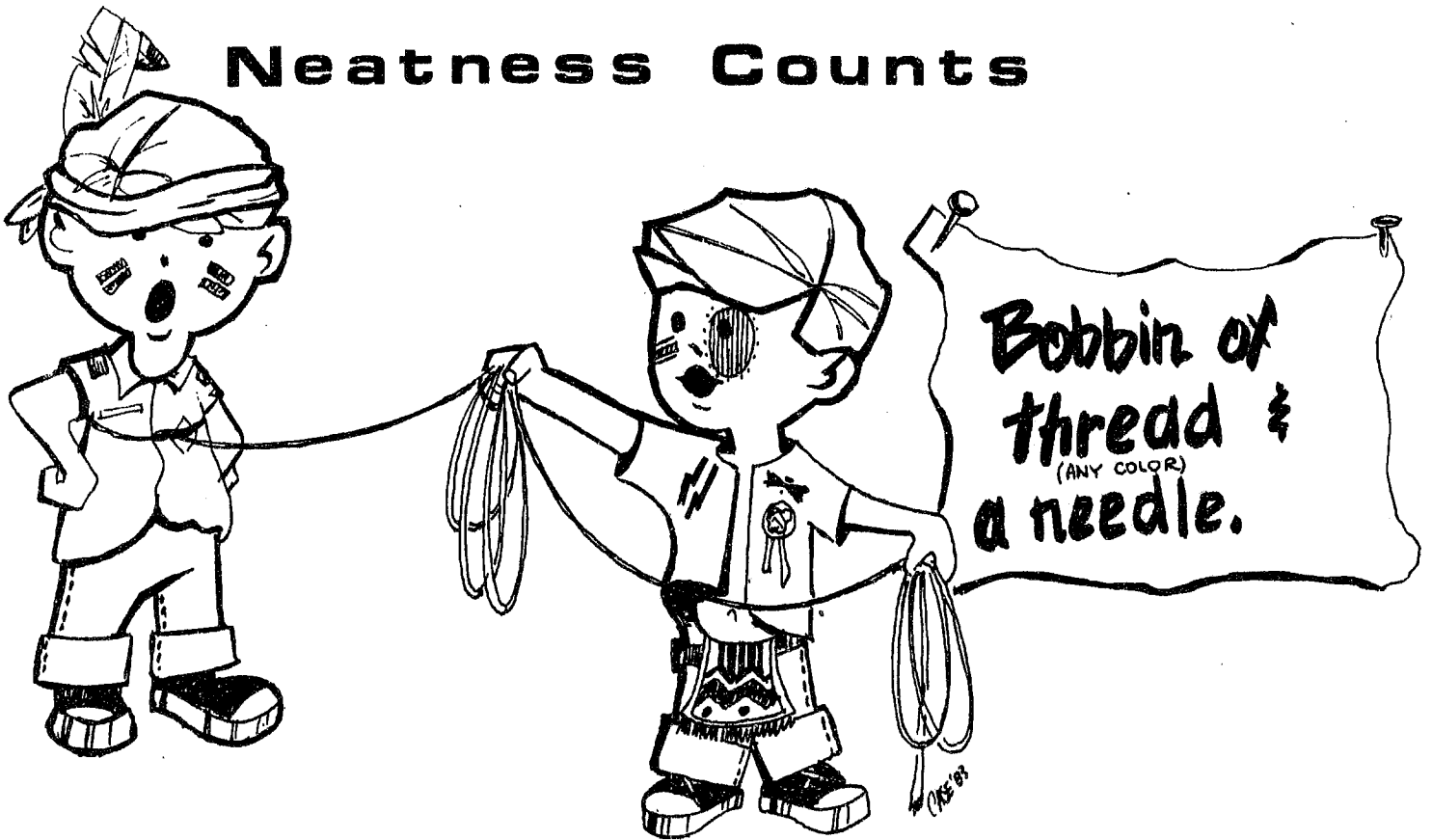
|   |   |  |   |   |   |   |   |   |       |       |       |       |       |       |
|---|---|--|---|---|---|---|---|---|-------|-------|-------|-------|-------|-------|
|   |   |  |   | ① | V | E | G | E | _____ | _____ | _____ | _____ | _____ | S     |
|   |   |  |   | ② | B |   |   |   | _____ | C     | U     | I     | T     | S     |
|   |   |  | ③ |   | O |   |   |   | _____ | _____ | _____ | _____ | _____ | _____ |
|   | ④ |  |   |   | C |   |   | B | E     | R     | R     | I     | E     | S     |
|   |   |  |   | ⑤ |   |   |   | T | U     | R     | _____ | _____ | _____ | _____ |
|   | ⑥ |  |   |   | R | A |   |   | _____ | _____ | _____ | _____ | _____ | _____ |
|   |   |  |   | ⑦ |   |   | S | A | _____ | _____ | _____ | _____ | _____ | _____ |
|   | ⑧ |  |   |   |   |   | K | I | N     | _____ | _____ | _____ | _____ | _____ |
|   |   |  | ⑨ |   |   |   |   | L | K     | _____ | _____ | _____ | _____ | _____ |
| ⑩ |   |  |   |   | P | O | T | A | _____ | _____ | _____ | _____ | _____ | _____ |

CLUES:

1. Pull your chair up to this.
2. Abbreviation for island.
3. Resides.
4. Past tense of run
5. Opens a lock
6. Serve food in these.
7. A young man.
8. A device used to get water.
9. Abbreviation for mile.
10. Parts of a foot.



## Neatness Counts



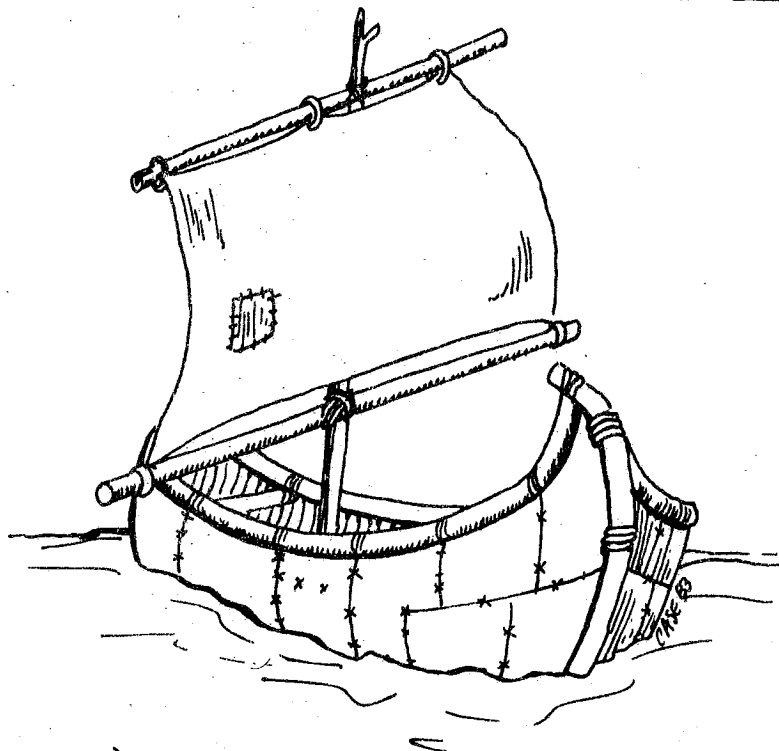
To play this trick, you will need: A Bobbin of Thread,  
(Any Color)  
and a Needle.

THREAD THE NEEDLE.  
PULL IT THROUGH YOUR POCKET FLAP.  
REMOVE THE NEEDLE.

SOONER OR LATER, SOMEBODY WILL SPY THE THREAD AND PULL IT.  
WHEN THEY DO, KEEP TALKING AS THOUGH NOTHING IS HAPPENING.

THEY WILL PULL MORE THAN A FOOT OF THREAD BEFORE THEY GET  
THE IDEA.

# DERBIES REGATTAS



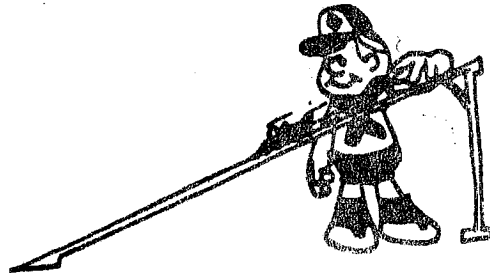
**& RACES**



Competition for Cub Scouts is meant to be FUN.

The Spirit of Scouting should prevail in all your races.

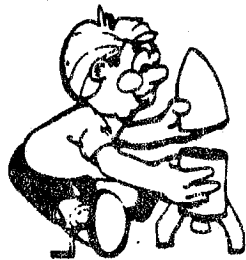
The PINEWOOD DERBY



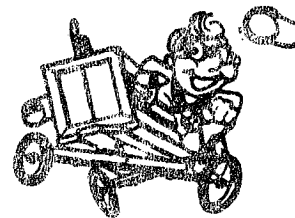
is

practically synonymous with Cub Scouts, and is an annual event in Packs all across the country. Other racing-types of pack events include a RAINGUTTER REGATTA.

SPACE DERBY,



CUBMOBILE DERBY



and

BIKE RODEO.



Use this section to help plan Pack races that will leave every boy feeling that he is a winner.

- Beverly & Dennis Ward

## PINEWOOD DERBY

The purpose of the Pinewood Derby is to develop good sportsmanship and skill and craftsmanship in boys of Cub Scout age. Experiences a boy has in the Pinewood Derby race help him grow mentally as well as in craft skills.

### PACK MEETING PREVIEW

It is suggested that the den or pack schedule a demonstration of "How to Make a Pinewood Derby Car" in the den or pack meeting as least one week before the race. Make sure sure that everyone has a copy of the rules (size, weight, length, width, etc.) and follows them. The ground clearance is very important - 3/8". Cars will drag and won't run properly if clearance is less. This pre-race inspection of cars will help to catch all possible problems before race time. Remember, a Cub Scout and his parents making a car for the first time need a lot of help!

The Pinewood Derby Race is designed so that each Scout has a chance to win something, if not in speed, in static competition. Each car runs a minimum of twice so that each Scout has the fun of seeing his car race more than once. No elimination method can be absolutely perfect, and lane factors and lubrication are just part of the luck of competition, just as it would be in real racing. Sportsmanship will be as much a part of the competition as winning.

Suggestion for Speed Races and Static Competition are outlined below:

### CLASSES:

### SPEED COMPETITION (Four Categories)

- |                     |  |     |                   |
|---------------------|--|-----|-------------------|
| 1) 8-year-olds      | 1st  | 2nd | 3rd Place Winners |
| 2) 9-year-olds      | 1st  | 2nd | 3rd Place Winners |
| 3) 10-year-olds     | 1st  | 2nd | 3rd Place Winners |
| 4) Top Pack Winners | Three fastest cars - All age groups combined |     |                   |

If your pack is not large, you may wish to race without age differences, or with EXPERIENCE as a factor, 1st year racers, 2nd year racers and 3rd year racers competing against each other, regardless of age.

### STATIC COMPETITION

### CLASSES:

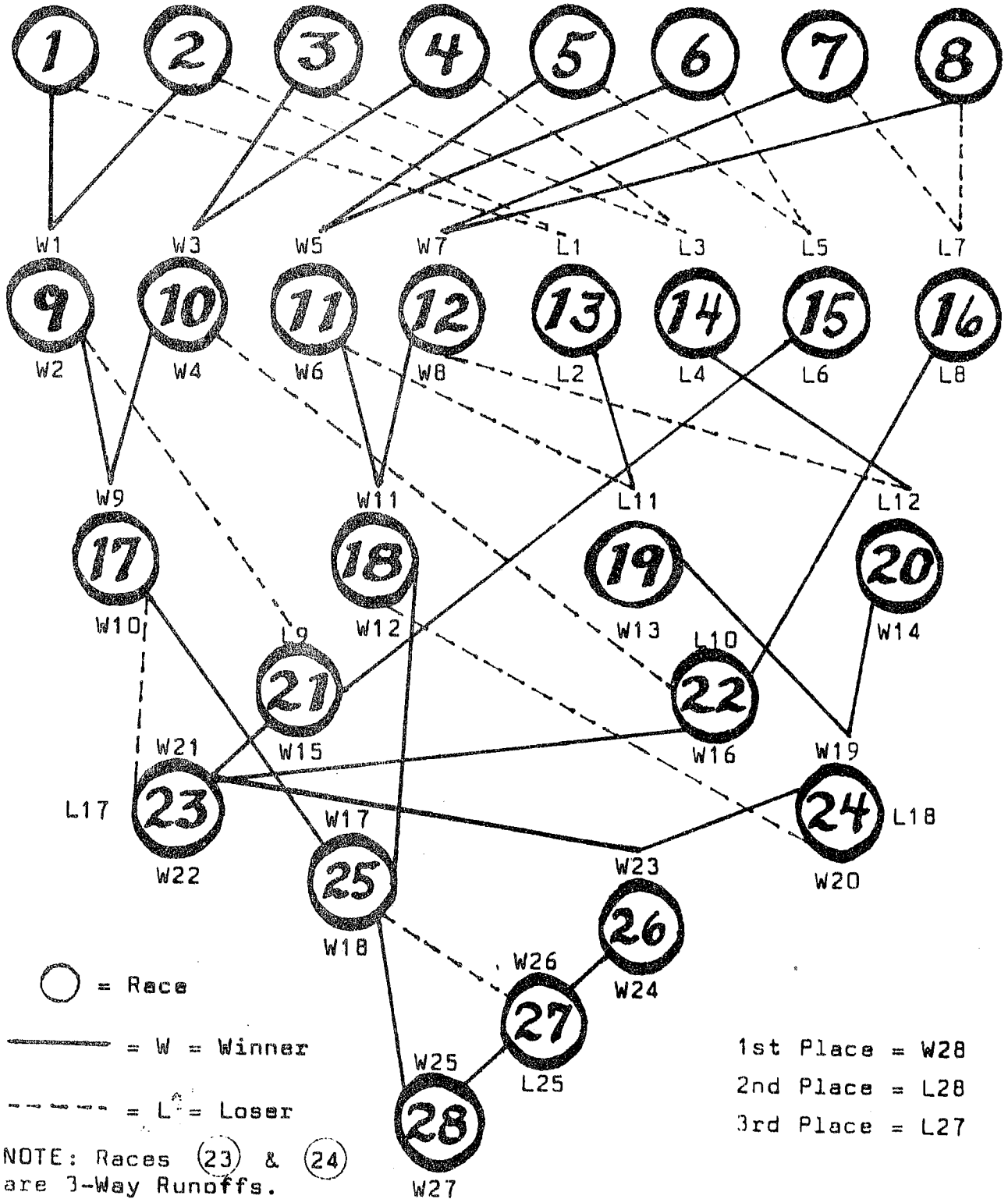
- |                   |                         |
|-------------------|-------------------------|
| 1) Most Unusual   | 9) Most Detailed        |
| 2) Most Beautiful | 10) Most Inspirational  |
| 3) Most Original  | 11) Most Professional   |
| 4) Most Colorful  | 12) Most Craftsmanship  |
| 5) Most Authentic | 13) Most Artistic       |
| 6) Most Effort    | 14) Most Humorous       |
| 7) Most Patriotic | 15) Most Creative       |
| 8) Most Typical   | Other Categories Chosen |

## PINEWOOD DERBY CHAIRMAN'S CHECK LIST

- A. Check ahead of time to confirm date, time and place for Derby.
- B. Arrange for Track. If you have your own, make sure it's in good condition. If you borrow from the Council, make reservations several months in advance.
- C. Pinewood Derby Kits. Buy these as a Pack (for a discount over individual prices) and hand out to Cub Scouts one month before your race. Extra wheels are available. Get some to have spares.
- D. Trophies. It is suggested that every boy receive recognition for his participation. Some packs have successfully made their own trophies for very little money. It is desirable to present trophies for both speed and craftsmanship.
- E. Judges. Three judges are needed for craftsmanship judging. If your track does not have an electronic finish, you will need 3 persons to determine how the cars finish.
- F. Registration. Should start 1/2 hour before the race. You need one person to weigh and check size of car, and one person to assign and attach number to car. On a piece of paper write the Cub Scout's name beside the number assigned to his car.
- G. Race. You will need the following:
  - 1. Table to graphite cars (Be sure to cover floor & table with tarp.)
  - 2. Rope to rope off all around the track.
  - 3. One adult to start cars.
  - 4. One person to keep score. (You may want to use an overhead projector and screen.)
  - 5. Have available: drill motor, glue, file, graphite, wheels, and axles for all emergency pit stops.
  - 6. Your race will run smoother if you provide chairs at the starting gate and chairs at the finish gate. The Cub Scouts who have their cars at the starting gate will sit on the chairs at the finish gate and pick up their cars after they have raced. Before you start the race, you call the next Cub Scout who will be racing in the order arranged on your chart. Have them sit on the chairs by the lane on which their car is racing, then you'll be ready for the next race. Some one who knows all the Cub Scouts should have a copy of the racing schedule to make sure the boys sit on the chairs in the right order.

## DOUBLE ELIMINATION RACE CHART

Chart for 16 boys may be expanded in multiples of 4 to suit any Pinewood Derby, Space Derby or Regatta. Each race consists of three heats. The 2 out of 3 winner is the winner. A Car must lose two races to be eliminated from competition (except for a finalist). Try to keep the same cars from competing in 2 races.



## PINEWOOD DERBY SAMPLE RULES

1. Use only the wood block, wheels, and nails furnished in the kit.
2. Parts from model car kits can be used only in decoration within specified dimensions.  
Finished dimensions may not exceed:
  - a. Weight 5 ounces
  - b. Width 3 inches (outside of wheels)
  - c. Length 7 inches
  - d. Height 3 inches (from ground to highest point on car)
  - e. Clearance Body cannot be lower than 3/8 inch.
  - f. Additional weight must be securely fastened to car body.
3. Wheels furnished cannot be altered in any way that would change the dimensions, except to polish and for "truing".
4. Wheel bearings, washers and bushings are not allowed.
5. Lubricating is permissible, prior to entry only. (Most entries use dry locksmith graphite.)
6. A Car must be free wheeling - no starting attachments allowed.
7. The car must have been made this year.
8. ANY car not meeting specifications will be disqualified.
9. Only ONE CAR per Scout can be registered. (The same car used in static judging may be used in racing, but two separate cars are not permitted.) A Cub Scout should be allowed to enter in the static divisions of his choice if he feels his is the "Most Patriotic", etc.
10. Cars may not be altered in any way after they have been registered.
11. All cars must start by gravity from a standstill. No pushing allowed.
12. Re-run heat if any car leaves the track, or if there is a tie race. More than two re-runs automatically disqualifies a car if it continues to leave or jump the track.

PINEWOOD DERBY

PRE-RACE CHECK LIST

- \_\_\_ 1. Car body has a very low profile. The front and rear are rounded like an airplane wing. FAST CARS HAVE A LOW PROFILE.
- \_\_\_ 2. Wheelbase (distance between axles) is as long as possible (7" is the usual maximum.) This improves stability, tracking and speed.
- \_\_\_ 3. Car weight is right on the maximum (usually 5 ozs.) - not a gram over or under. Add weight at the official weigh-in by taping coins, paper clips, etc. to the body. HEAVIER CARS GO FASTER.
- \_\_\_ 4. Car body is waxed to a high gloss. This will decrease wind resistance.
- \_\_\_ 5. All four axles are polished smooth. FRICTION IS THE ENEMY OF SPEED.
- \_\_\_ 6. Axles have been glued with epoxy into the body slots to keep them from slipping out when racing.
- \_\_\_ 7. Wheels are smooth and true.
- \_\_\_ 8. All four wheels touch the track.
- \_\_\_ 9. Wheels and axles have been well-lubricated with locksmith graphite. Inside of wheels where they touch the guide strip are also lubed. Relube between each race, if the rules permit.

## PINEWOOD DERBY SUGGESTIONS

1. Time Table: Set up track and chairs from 6 to 6:30  
Begin registration at 6:30  
Begin Pack Meeting and complete registration 7:15  
First Race at 7:30  
(Use similar timing for Daytime Race)
2. Determine work assignments and hold special meeting a few days prior to the race to orient everyone to their job.
3. Consider some sort of board to post race progress, such as tags on hooks, to allow spectators to watch the race progress.
4. A simple method of inspecting the length and width of each car is to construct a box measuring 2-3/4" x 7-3/8" x 1-1/2". If the car fits in the box, it passes that part of the inspection. A small postage scale can be used for weighing cars. CALIBRATE YOUR SCALE WITH 46 "NEW" COPPER PENNIES TO EQUAL 5 OUNCES. If your scale is in grams, 141.75 gm equals 5 ounces or 28.35 grams per 1 ounce.
5. Have some activity planned for about 15 minutes after completion of registration to allow time to organize den heats. Determine den heats and fill out heat cards from den race sheets and registration sheet.
6. Run den heats and determine finalists for each den. If 4 or less drivers to a den, run 2 races so everyone gets to run same number of races. Split heats up so that the same cars don't race against each other so often. A Double-Elimination chart will help to insure this.
7. Run Pack Championship heats through finals.
8. Use Polaroid camera to photograph finish. This simplifies picking a winner in a close race, and the photo may be given to the winner.

MAY THE BEST CAR WIN!

SEE CUB SCOUT ACTIVITIES BOOK FOR ADDITIONAL INFORMATION ON A PACK  
PINEWOOD DERBY.

# RAINGUTTER REGATTA

## BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed below. First, use a medium-grade sandpaper, then finish off with a very fine sandpaper.
2. Give model two coats of sanding sealer which can be obtained from a 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 or model paint in your desired color and design.
5. Add official number at top of sail.

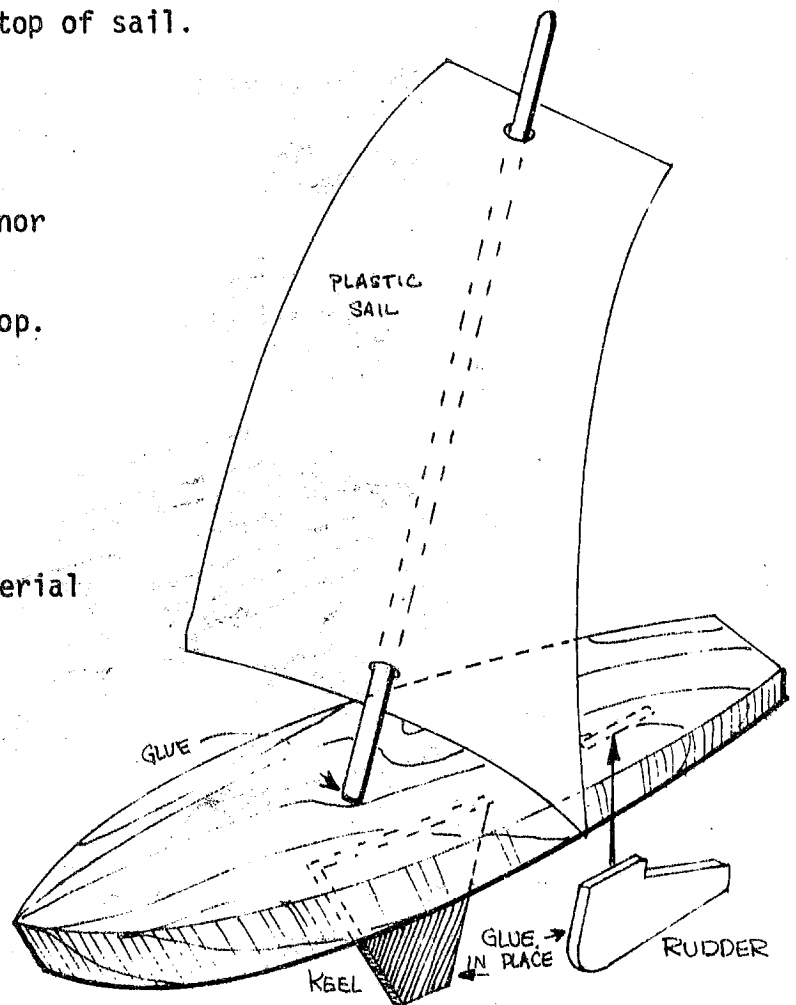
## BOAT SPECIFICATIONS

- Hull - No longer than 7" nor shorter than 6½".
- Mast - 6½" from deck to top.
- Keel - Supplied in kit.  
No Alterations.
- Rudder - Supplied in kit.  
No Alterations.
- Sail - No larger than material supplied in kit.

## SUPPLY ORDER NUMBERS

- 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

Above available from your local Distributor.





# RAINGUTTER REGATTA (Continued)

## RACING COURSE

Course will be determined by the facilities available. A portable wading pool, regular swimming pool, park lake or the quiet water of the back bay, can be used for racing the boats.

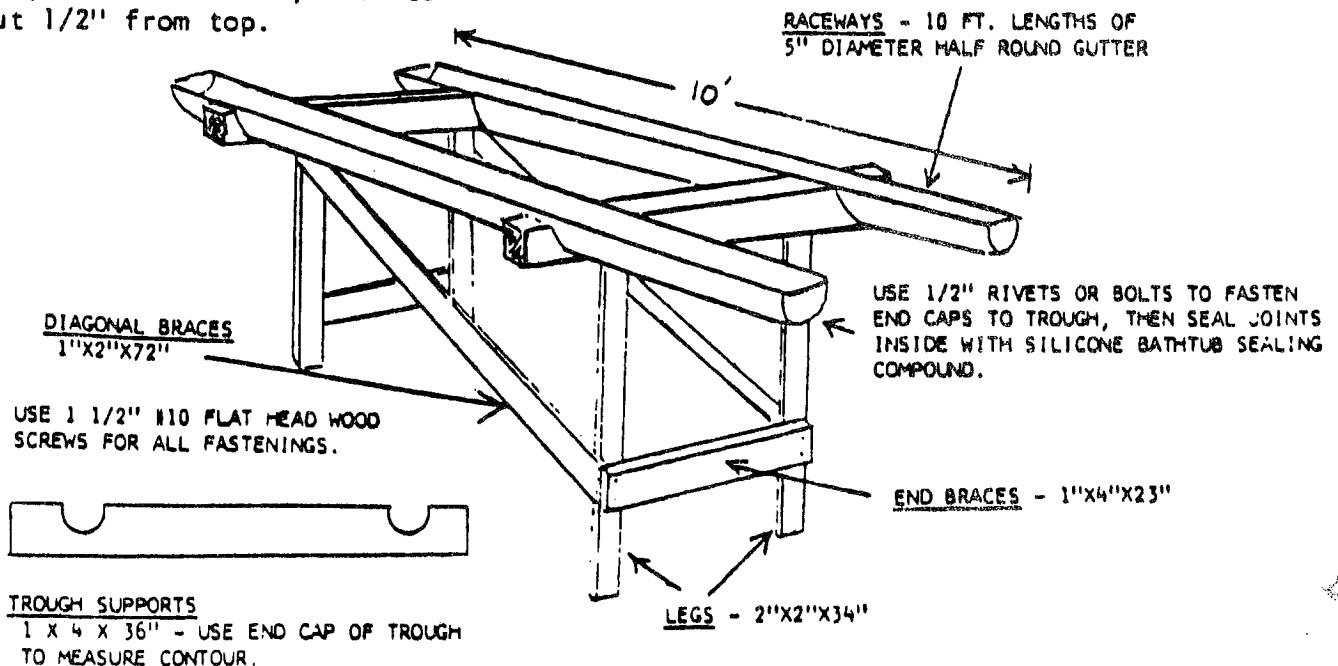
If racing on a calm day or indoors, an electric fan will keep the boats moving.

## MATERIALS FOR DOUBLE RACEWAY

- 2 10 ft. lengths of 5" dia. half round gutter
- 4 end caps for gutter and rivets or bolts to attach end caps
- 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 flathead wood screws for all fastenings.

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

and disassembled. 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.



## RACING PROCEDURES

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. If the winners compete in short intervals a condition of 'hyper-ventilation' may occur. Let boys rest their breathing between heats.

On courses other than the raingutter regatta, boats must be held by the pilots at the starting line and released at a predetermined 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. Race is re-run.

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 rock 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 a '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 race. 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.

RESOURCES

The following are available from your local Scout distributor:

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

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

# SPACE DERBY LAUNCHER

## TOWERS:

- A 4 3/4" x 3 1/2" x 72" pine
- B 2 3/4" x 3 1/2" x 40" pine
- C 2 3/4" x 13/4" x 40" pine
- D 4 1/2" x 12" x 24" plywood

## FASTENINGS:

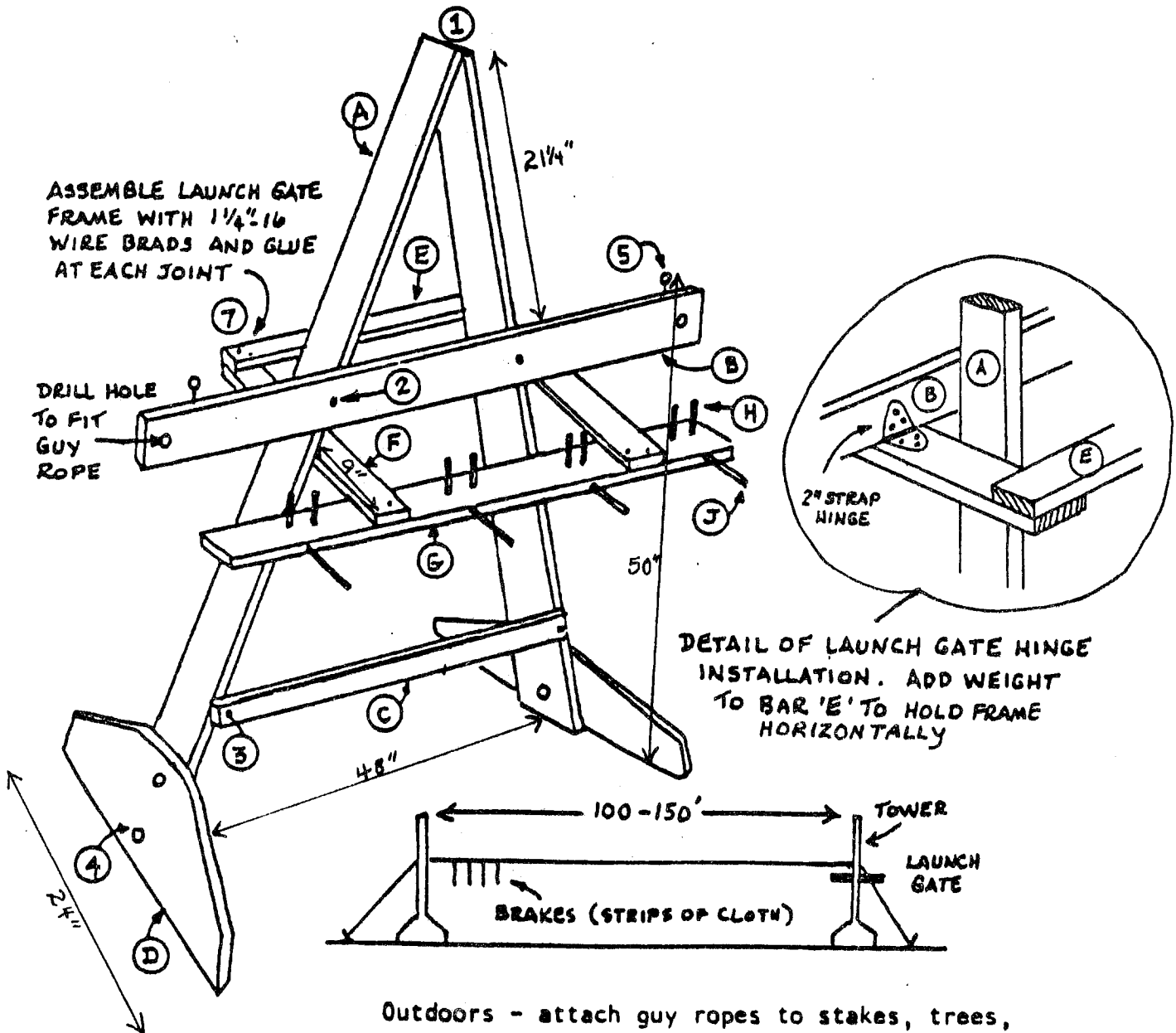
- 1 2 2 1/2" butt hinges
- 2 4 1/4" x 5" carriage bolts
- 3 4 1/4" x 4 1/2" wing nuts
- 4 8 1/4" x 2" washers

## LAUNCHING GATE:

- E 1 3/4" x 13/4" x 24" pine
- F 2 3/4" x 13/4" x 18" pine
- G 1 3/4" x 13/4" x 36" pine
- H 8 1/2" x 3" wood dowels
- J 4 1/2" x 5" wood dowels
- 5 4 screw eyes (for Ropes)
- 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 for guy ropes.



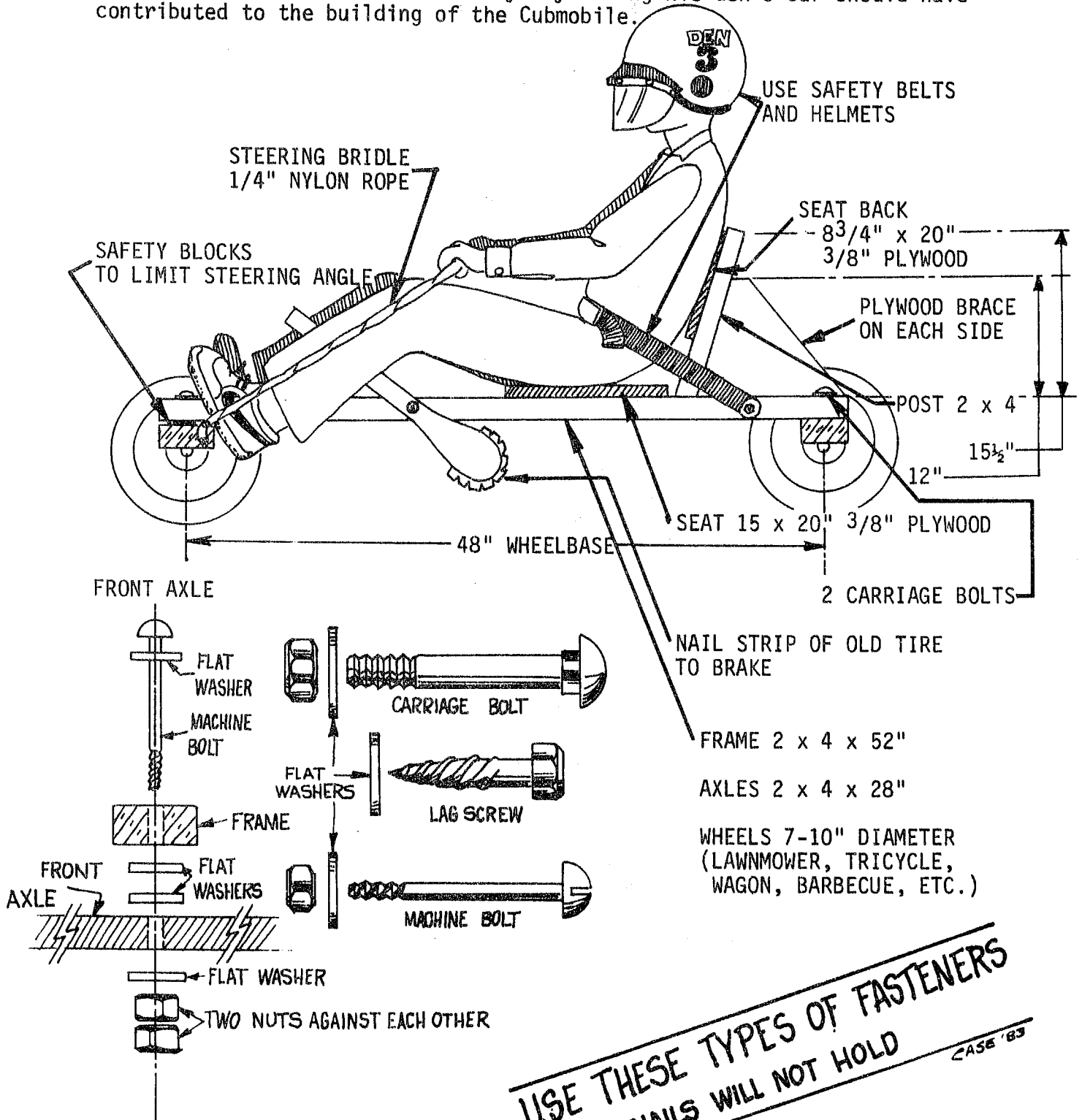
Outdoors - attach guy ropes to stakes, trees, or fences.

Indoors - attach ropes to wall, hooks or columns.

# 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.



# CUBMOBILE DERBY

## THE TRACK

The best location is on a slight hill. 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 well 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. Set up and run the derby with a sense of caution.

## RACING PROCEDURE

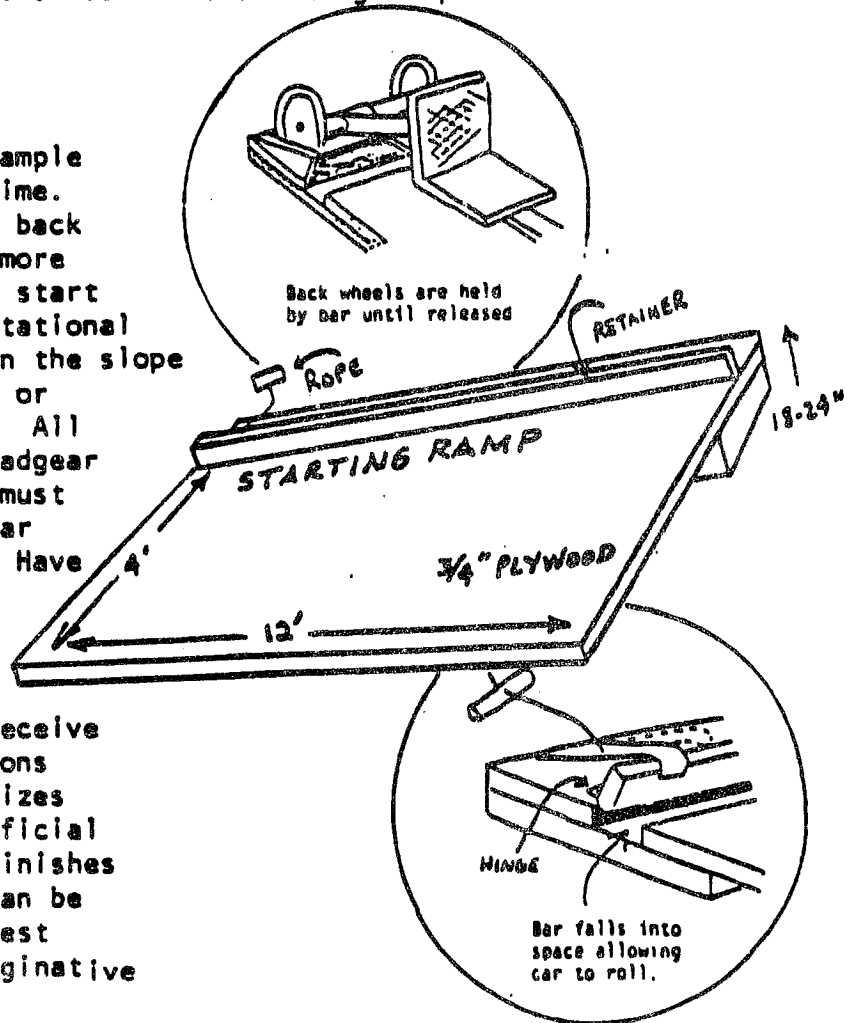
Since several boys race the same car and compete against recorded time, Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. Accurate time-keeping 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. Football or similar helmets are very satisfactory. 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 overall and for other imaginative categories.



## BICYCLE DERBY

This pack event is the culmination of the bicycle safety events. Plan to have a mixture of Team and Individual Events at your Bicycle Derby.

### Individual Bike Competition Events

Several events may be scheduled for the Cub Scouts to compete with each other on an individual basis. Some suggested events:

1. Draw a circle 15-20 feet in diameter. Time the Cub Scout as he rides around the inside of the circle 5 times. Add 1 second to his elapsed time each time he rides outside of the circle. If he stays outside for more than 6 feet, add 1 second for each 6 ft. traveled. The rider with the shortest elapsed time is the event winner.
2. Following an approach, measure how far a Cub Scout can ride a 2 x 4 x 20" board without falling off. The one going farthest is the winner. Be sure to block the approach end of the 2 x 4 so that a smooth transition occurs. You may wish to choose the best of 3 tries. Assign points for this event and pick a winner.
3. Time a rider as he goes a given distance (50-100 ft.) in a 3-foot lane. The rider who takes the longest time is the winner. If the rider's foot touches the ground, he is disqualified. Assign points.
4. After an approach, measure how far a Cub Scout can ride his bike on the rear wheel. The one going farthest is the winner. Assign points.
5. Set up an obstacle course and time the rider. The one with the smallest elapsed time is the winner. Assign points.

### Team Bike Competition Events

Split the Cub Scouts into two equal teams. Possible team events include:

1. Speed Relay Race - Select two near identical bikes such that pedal cranks do not rotate as the bikes are pushed forward. Set up a relay where a Cub Scout rides the bike a given distance and returns the bike to the next Cub Scout. The Scout can peddle with only ONE FOOT. The first team to complete the distance for each Cub Scout is the winner.
2. Water Balloon Relay - Each team is given a 3-foot hose. Each team member in turn, rides his bike to an overhead balloon filled with water. After he breaks the balloon with the hose, he returns and hands the hose to the next Cub Scout in line, and he does the same thing. The first team to complete the process wins.
3. Bike Soccer - Using a large styrofoam or air-filled ball, the team members try to kick the ball across the goal while riding their bikes. The team with the most goals in a given time period is declared the winner.

## BICYCLE SLALOM

A Bicycle Slalom is a great way to brush up on bicycle safety rules and to sharpen up cycling skills!

Decide where you'd like to set up your slalom. You might use a very wide driveway, but a playground or parking area would give you lots more room. Be sure you're setting up in an area that won't be endangered by cars.

Plan the bike course. Mark off the bike paths with colored chalk. The path should be 12" wide. For course markers, use large plastic bleach or milk bottles filled with sand, dirt or plaster. Glue flags to sticks and put a stick in each bottle so those in the slalom can see the bottles easily.

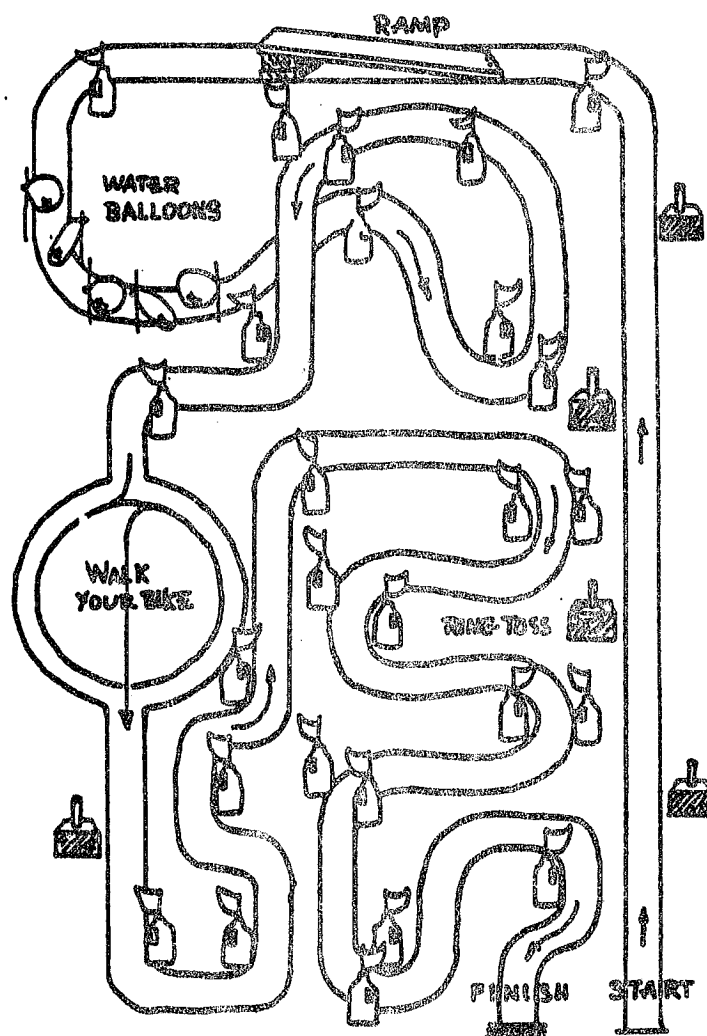
For a ramp, set a long plank on the bike path and raise one end of the plank by setting two bricks under it.

For a ring toss, turn a cardboard carton upside-down. Poke a long stick through. Cut rings from cardboard.

For another specialty on the slalom, tie water balloons to sticks. Set the sticks along the bicycle slalom course.

Station judges at strategic points along the course. Equip them with pencils and paper so that they can score the cyclists in their trip around the slalom. One judge will have a stopwatch or watch with a sweep-second hand. He will time each race, so he should be able to see both the starting and finish lines.

Set up the scoring for the slalom any way you wish. One way is to give each entrant 100 points. For each error or successful feat, add or subtract points.



### SAFETY SCORE

- \* Subtract 1 point for failing to properly signal at turns. Use left arm signals.
- \* Add 1 point for returning hand to handlebar before actually beginning each turn.
- \* Subtract 1 point each time the bike leaves the path.
- \* Subtract 1 point for knocking over markers.

### SKILL SCORE

- \* Add 2 points for each successful ring toss.
- \* Add 5 points for cyclist with fastest time around course.
- \* Add 2 points for each balloon popped.
- \* Subtract 10 points if ramp jump is not successful.

## BICYCLE SAFETY INSPECTION

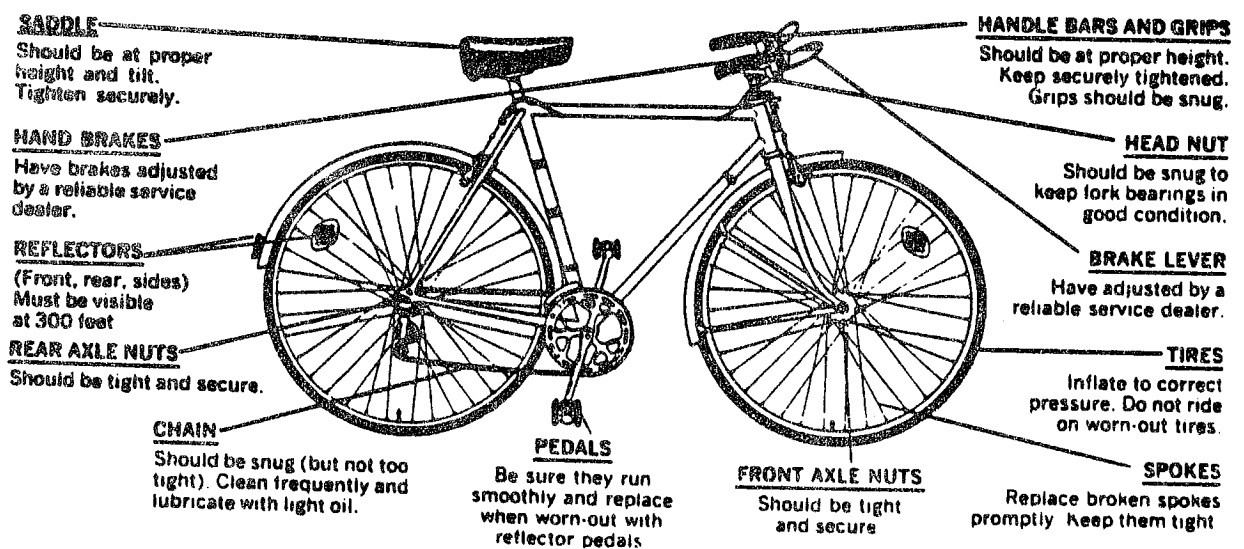
The emphasis for Cub Scouts is on SAFETY in planning an Inspection and Derby. Most of the den and pack activity is concerned with bicycle maintenance and safe driving. This can include plenty of fun and games. By the end of the month planned for these activities, boys should know how to keep their bikes in safe condition, drive safely, and know traffic signals and rules of the road.

### BIKE CLINIC

Planning for a bike clinic takes many parents taking part. Resource people from your community: police, sheriffs, automobile club members and bicycle club or associations may be more than willing to help arrange and publicize this safety event for your entire community, not just your Pack. See what you can do to make this a community service project.

### BICYCLE MAINTENANCE

In Den meetings, 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 available at your Scout Service Center. Show the boys how to check saddle adjustment, handlebar adjustment, spoke tightness, condition of tires, wheel trueness, brake operation, frame straightness, chain tension, bearing adjustment, lights, reflectors and bell or horn operation and gear operation. Urge the boys to make any necessary repairs before the bike clinic.



### 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 boys to register their bikes and obtain a license, if they don't already have one.



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                       |
| <b>STATION 1</b>   |                          |                          |                          |                          |
| 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"/> |
| <b>STATION 2</b>   |                          |                          |                          |                          |
| 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"/> |
| <b>STATION 3</b>   |                          |                          |                          |                          |
| 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"/> |

HOW WELL DO YOU KNOW THE LAW?

Try to answer the questions below. Answers are printed upside-down at the bottom of the page. (Hint: In the vehicle code, even a residential city street is called a highway. The traveled portion of any highway is the roadway.)

|   | True | False |
|---|------|-------|
| 1. A bicycle rider should ride facing traffic.  | ___  | ___   |
| 2. Handlebars must be positioned so the bicycle operator's hands are not elevated above the level of his shoulders when he grasps the normal steering grip area.              | ___  | ___   |
| 3. It's o.k. to let a friend ride on the handlebars as long as you stay within three blocks of home.  | ___  | ___   |
| 4. Riding with no hands is allowed when your arms are so full of bundles that you can't reach the handlebars, if your bicycle is not equipped with a basket or carrying rack. | ___  | ___   |
| 5. During darkness, every bicycle operated on a public street must be equipped with a headlamp that can be seen from a distance of 300 feet in front of the bicycle.          | ___  | ___   |
| 6. The pedal in its lowest position must be within at least 12 inches of the ground.  | ___  | ___   |
| 7. A bike rider must stop at stop signs.  | ___  | ___   |
| 8. A lawfully equipped bicycle must have a brake that permits the driver to make one braked wheel skid on dry, level, clean pavement.   | ___  | ___   |
| 9. It's all right to hold on to the back of a motor vehicle and be pulled on a bicycle or coaster provided the vehicle is driven by your parent.                              | ___  | ___   |
| 10. A bicycle rider must ride upon or astride a regular, permanent seat.  | ___  | ___   |

Answers: 1. F 2. T 3. F 4. F 5. T 6. T 7. T 8. T 9. F 10. T

Are bicycle laws REAL laws?

THEY CERTAINLY ARE!

Article 4 of Division 11 of the California Vehicle Code is entitled: "Operation of Bicycles". Every bicycle owner, and the parents of every child who rides a bicycle, should be familiar with these laws.

## RULES OF THE ROAD

As an expert bike driver you will know and observe these rules:

1. Obey all stop signs and traffic signals, as if you were driving a car.
2. Ride only on the right hand side of the street, as near the curb as possible.
3. Ride single file on busy or narrow streets. Never ride more than 2 abreast.
4. Don't carry another person on your bicycle. It obstructs vision, makes steering and balancing difficult.
5. Don't "hitch on" to trucks or cars. Never "stunt" or race in traffic.
6. Always dismount and walk your bicycle across busy streets.
7. Don't "weave" in and out of traffic. Avoid sudden turns and stops.
8. Be alert for suddenly opened doors when passing parked cars.
9. Stop and make sure sidewalks and streets are clear when coming out of alleys and driveways.
10. Be sure your bicycle has good brakes, a horn or bell, a rear reflector and a headlight.
11. Never drive so fast as not to be able to stop in the assured clear distance ahead.
12. Always carry books or packages in a basket or carrier in order to have both hands free to control the bike.
13. Avoid crowding between cars at stop signs, or between a car and the curb.
14. Stunting and trick riding is always dangerous and should never be done on the street or where there is danger of collision with another person or fixed object.
15. Report all vehicle bicycle accidents to the police.
16. Avoid bumps, chuckholes, stones and slippery surfaces.

## BICYCLIST'S CODE

I appreciate the privilege of operating my bicycle on the streets of this community, and I pledge to do all in my power to live up to this responsibility.

I will be a safe rider, and will do my best to obey all traffic laws and rules of safe cycling because I realize my parents are responsible for my behavior on a bicycle. I will try to reflect credit upon my parents, school and community for their expression of trust and confidence in my ability as a bicycle rider.

Signed, \_\_\_\_\_

# PACK & DEN



## ACTIVITIES

## PACK & DEN ACTIVITIES

First, and most important: Den and Pack activities should be centered around a theme of the month, whether you use the suggested monthly theme in the Planning Guides, or make up one of your own. Activities can only be limited by your imagination.

At Pack Meetings ask dens to bring and display things they did during the month. In the event you use an outside activity, like a field trip, here are some considerations:

Plan for the number of people involved.

Make sure you have adequate transportation, with seat belts for everyone.

PUT IN YOUR TOUR PERMIT!

Incorporate fun, interest and learning.

Keep Safety the #1 Priority.

Plan activities limited to the abilities and ages of the Cub Scouts.

See Page 244 in the Cubmaster's Packbook for more help in planning activities for your pack. The following section is a departure point for your Pack Committee to discuss what they might like to do for each month's activity. Use it & ENJOY.

- Diana Beck & Greg Kamp  
Co-Section Leaders

November '83 - Bright Ideas

Den Activities

DATES TO REMEMBER:            1st Week of November is American Art Week  
November 8            Election Day  
November 11           Veterans Day  
November 12           National Ding-A-Ling Day  
November 24           Thanksgiving

Make a horn of plenty as a Thanksgiving gift to family or committee member.

Use Cub Scout Magic Book.

Have a Taffy Pull.

Make Popcorn balls.

Make props for skit.

Make Turkey from Pine Cone.

Finger-paint a turkey.

Field Trip to Turkey Farm.

Take a hike - notice season changes.

Pack Activities

Put on a magic show.

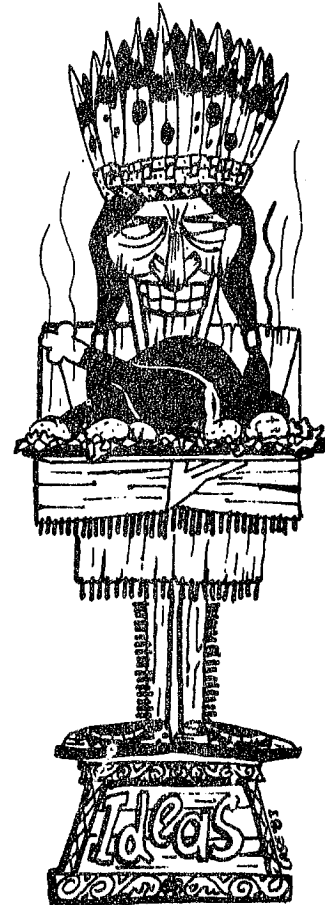
Have boys and families put together a genius kit.

Have a turkey calling contest.

Have a Thanksgiving cookie contest.

Have a skit with Pilgrims & Indians.

Come to Pack Meeting dressed as a Pilgrim, Indian or Turkey.



December '83 - Giving Gifts

DATES TO REMEMBER:

3rd Friday in December - Underdog Day

December 7 Eighth Hannukah Candle

December 25 Christmas

December 31 New Years Eve

Den Activities

Make games or puzzles for day care center or family.

Make gifts for family or committee member.

Adopt a shut-in - run errands and visit.

Make Christmas tree decorations for house or tree.

Go Ice-skating.

Go Christmas Caroling.

Pack Activities

As a Pack, go caroling.

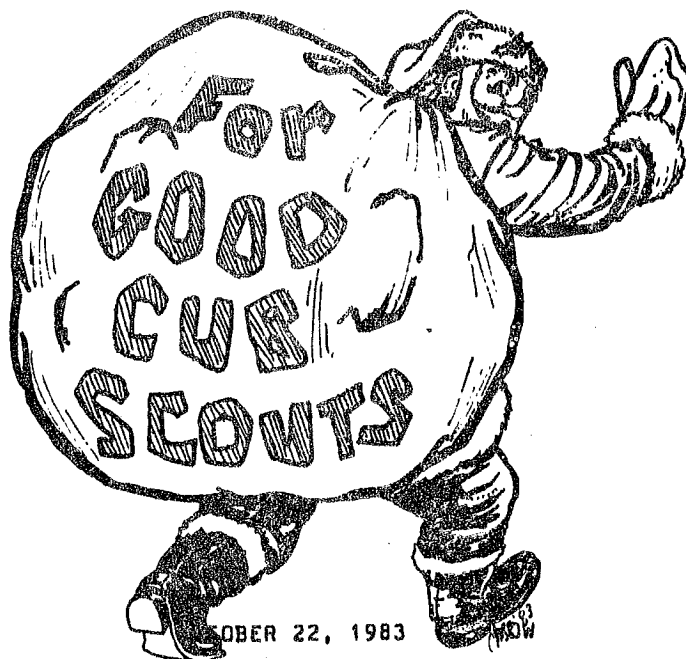
Collect articles for Goodwill, etc.

Participate in Toys for Tots.

Participate in a Christmas parade.

Have a canned Christmas Dinner food collection.

Have Pack or Dens make Christmas cards to send to people who have helped the Pack during the year.



January '84 - Survival

DATES TO REMEMBER:      January 1      New Years Day  
2nd Week of January is Joke Revival Week  
January 16      National Nothing Day  
January 15      Martin Luther King Day  
January 29      Common Sense Day

### Den Activities

Visit Firestation or paramedics.  
Tooth survival - Visit Dentist.  
Discuss what to do in an emergency.  
Have boys plan a menu. Make sure they say all things needed, then cook it,  
using only what they have mentioned.  
Plan a trip - explain to boys what's needed, tour permits, vehicles to get  
there, etc.  
Learn outdoor code.  
Grow garden - plant seeds.  
Make bird house or feeder.

### Pack Activities

Have "Hug-A-Tree" Program come to Pack Meeting.  
Contact Red Cross. See if Pack can help with blood donor campaign (posters,  
promotion, etc.).  
Adopt a park or school yard. Ask Dens to take turns keeping it litter-free.  
Have a nature genius kit.  
Ask Paramedic or fireman to visit Pack Meeting.





## February '84 - Jungle Tales

|                    |                                     |
|--------------------|-------------------------------------|
| DATES TO REMEMBER: | February is National Music Month    |
|                    | February 2 Groundhog Day            |
|                    | February 5 Scout Sunday             |
|                    | February 12 Lincoln's Birthday      |
|                    | February 14 Valentines Day          |
|                    | February 20 Washington's Day        |
|                    | February 22 Baden-Powell's Birthday |

### Den Activities

Make Blue & Gold Banquet decorations and invitations.

Attend Services on Scout Sunday or Sabbath.

Learn about the history of Scouting.

Learn about Lord Baden-Powell.

Have uniform inspection.

Make den doodles.

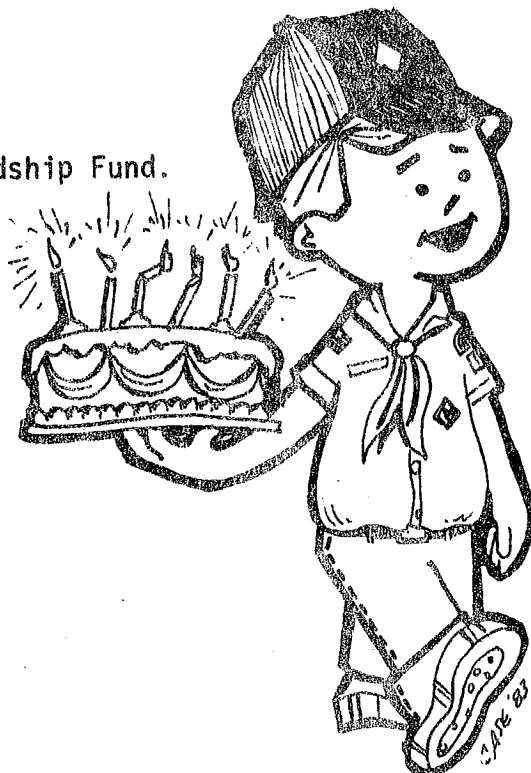
Make Valentine cards or decorations.

### Pack Activities

Hold Blue & Gold Banquet.

Do a Good Turn for Chartering Organization.

Do a Good Turn - Participate in World Friendship Fund.

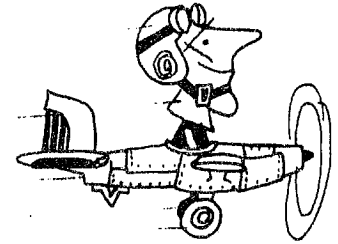


March '84 - Wheels, Wings & Rudders

DATES TO REMEMBER:            March is National Hamburger & Pickle Month  
   2nd Week of March is National Procrastination Week  
   March 15            Buzzard Day in Ohio

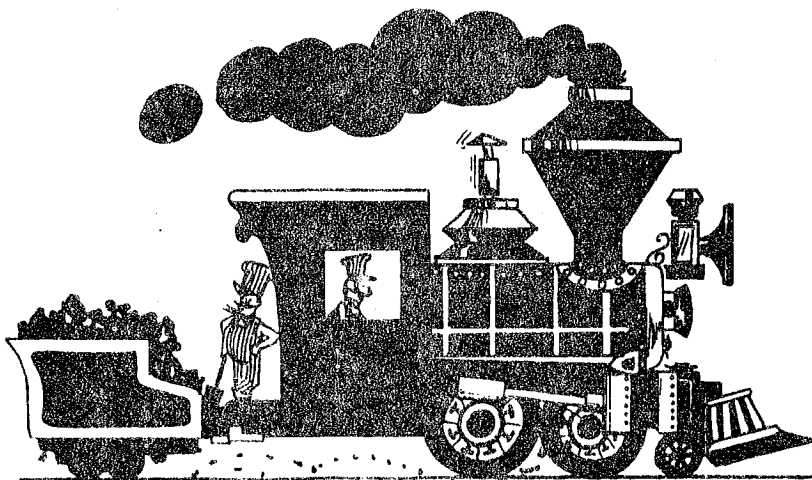
Den Activities

Go on a field trip to the Space Museum.  
Visit a Navy ship.  
Make a den Cubmobile.  
Have a wheelbarrow or wheelchair race.  
Study road signs. Make a road sign neckerchief.  
Have a kite decorating and flying contest.  
Take a bus trip.  
Do knot tying. Make a display board.



Pack Activities

Have a SHOW & DO. Each den does an exhibit or demonstration.  
Have "Regatta" Race.  
Have Pinewood Derby.  
Have Cubmobile Derby.  
Have Bike Rodeo.  
Display kites boys made.  
Display knot boards boys made at Pack Meeting.



April '84 ← Bugs & Things

|                    |          |                 |
|--------------------|----------|-----------------|
| DATES TO REMEMBER: | April    | Easter Vacation |
|                    | April 1  | April Fools Day |
|                    | April 22 | Earth Day       |

Den Activities

Have a bug hunt.

Visit a park or zoo.

Earn World Conservation Patch.

Start an insect collection.

Make insect cages or butterfly nets.

Make Easter eggs or decorations.

Start a scrapbook.

Have a frog-jumping contest.

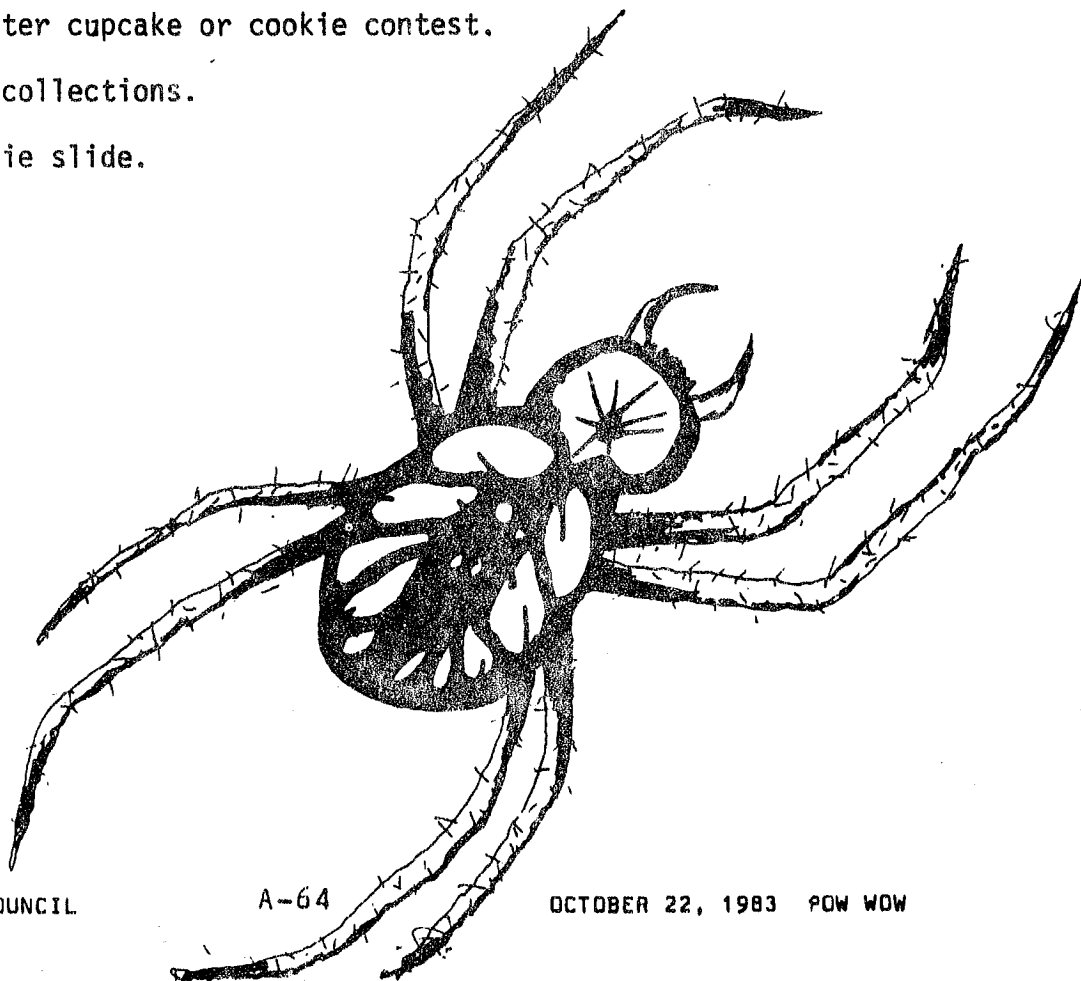
Stake out a 4 x 4 foot area and observe what insect life is there.

Pack Activities

Have a Dad-Son Easter cupcake or cookie contest.

Display boys' bug collections.

Give boys insect tie slide.



May '84 - Life on Other Planets

DATES TO REMEMBER: Have you PLANNED your program to include earning the National Summertime boy, den and pack Awards?

1st Week of May is National Family Week

2nd Week of May is Let's Go Fishing Week

May 8 Children Should Be Seen, Not Heard, Day

May 13 Mothers Day

May 15 Rooster Day

May 19 Armed Forces Day

May 28 Memorial Day Observance

Den Activities

Go see E.T. or similar movie.

Make alien life forms (Similar to genius kit).

Visit Wild Animal Park.

Visit Space Museum.

Learn about Solar System.

Make model of solar system.

Have alien cooking (Green Cupcakes, Blue Lemonade, etc.)

Learn about Astronauts.

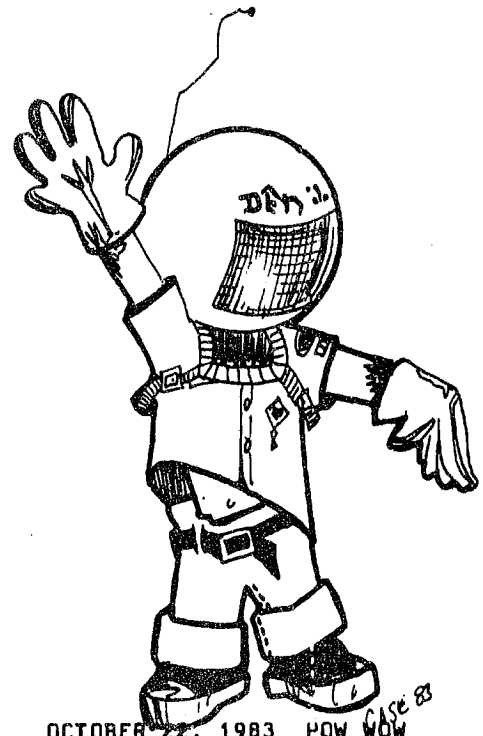
Pack Activities

Have a space derby.

Have a paper plane derby.

Display solar systems made by dens.

Have Alien Cooking Contest.



June '84 - Family Circus

DATES TO REMEMBER:            June is Fight the Filthy Fly Month

   June 10    Children's Day

   June 14    Flag Day

   June 17    Fathers Day

   June 21    Flower Day

Den Activities

- Have a marble tournament.
- Make family games.
- Have a Den Talent Show.
- Visit Zoo.
- Make buddy burners.
- Practice for Cub Scout Olympics.
- Form Den Band.
- Learn meanings of Family Names.

Pack Activities

- Have a SHOW - 1 Den as clowns, 1 Den a Magicians, 1 Den as Animal Trainers,  
Etc.
- Have a Family Talent Show.



July '84 - Fun in the Sun

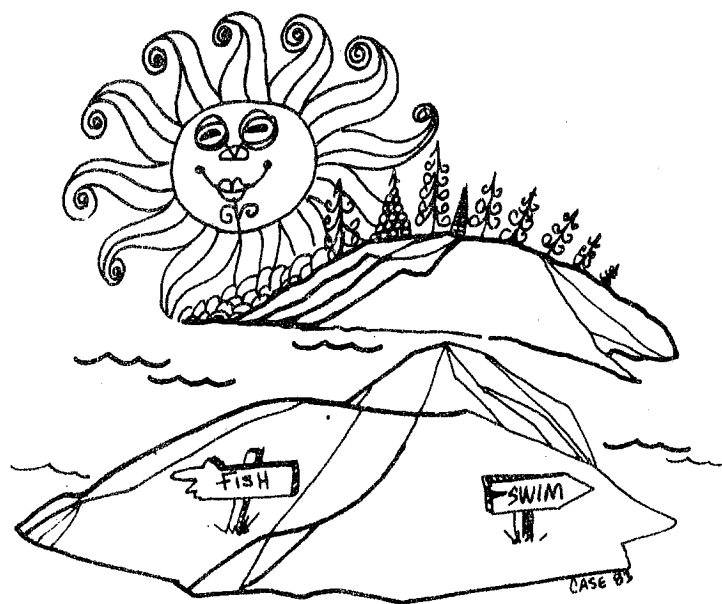
DATES TO REMEMBER:            July 4     Independence Day  
   July 20    Men on the Moon Day

Den Activities

- Learn about historic flags.
- Learn a patriotic song.
- Play miniature golf or frisbee golf.
- Make homemade ice cream.
- Have a backyard campout.
- Earn SLOBB Award.
- Participate in Project SOAR.
- Go outdoor rollerskating.
- Spend a day at the beach.
- Make sun tea.
- Practice for Cub Scout Olympics.

Pack Activities

- Have a Treasure or Scavenger Hunt.
- Have a picnic.
- Have a Pack Swir Party.
- Have a Fishing Derby.
- Have Pack Cub Scout Olympics



August '84 - Campfire Yarns

DATES TO REMEMBER: August is National Sandwich Month

1st Week of August is S M I L E WEEK

### Den Activities

Practice for Cub Scout Olympics.

Make Somemores. Marshmallows, Graham Crackers & Chocolate.

Tell stories.

Have a backyard campout.

Make Old Fashioned Beans & Cornbread.

Whittle. (Learn to use and care for a knife.)

See who can tell the biggest Whopper, (About a Feat of Skill or Fishing Trip.)

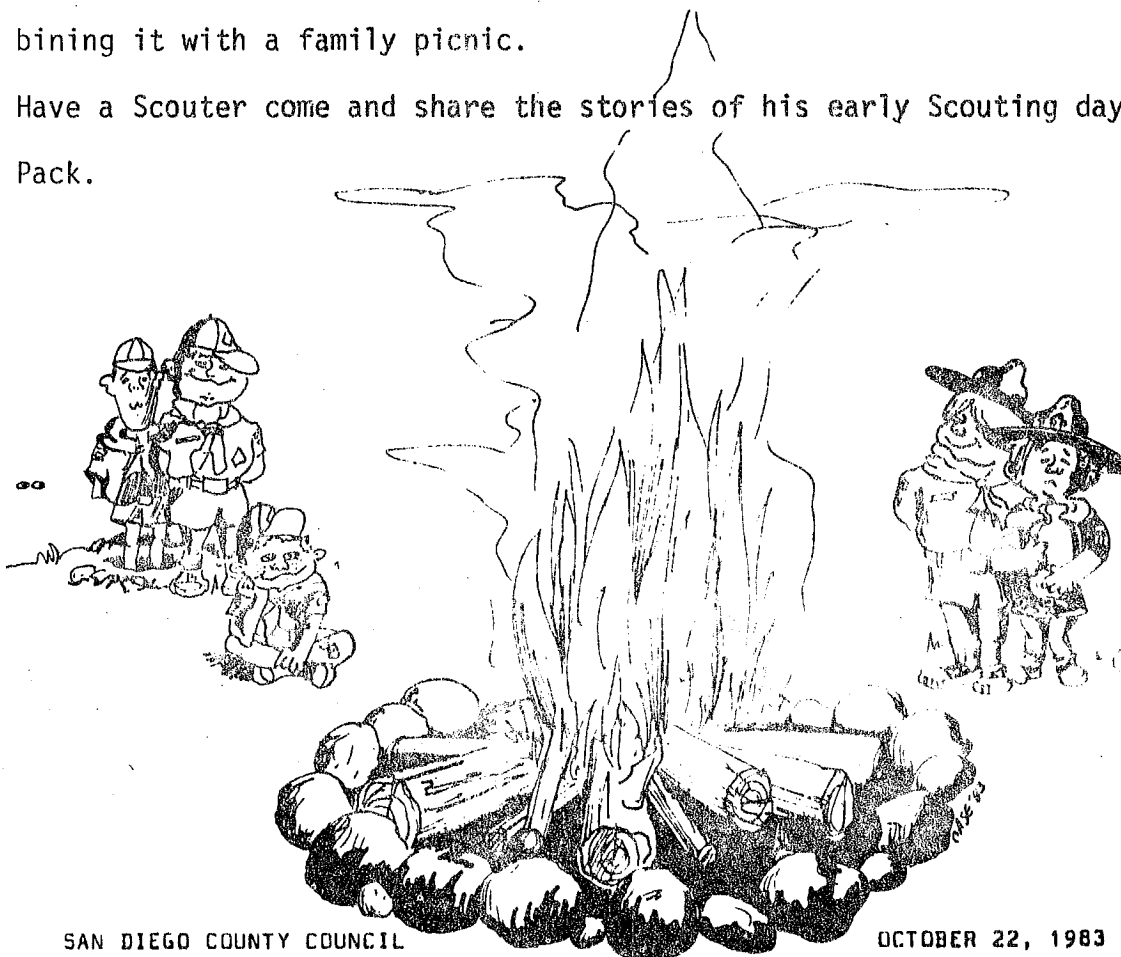
### Pack Activities

Have a weiner roast and outdoor campfire.

Have a song fest.

If you don't have a Cub Scout Olympics in July, have it this month. Try combining it with a family picnic.

Have a Scouter come and share the stories of his early Scouting days with the Pack.



September '84 - Our Town, U.S.A.

DATES TO REMEMBER: Turn in Summertime Awards Applications.  
September 3 Labor Day  
September 5 Be Late for Something Day  
September 9 California Admission Day  
September 26 National Good Neighbor Day

### Den Activities

Learn about city government.

Visit city hall.

Visit a post office.

Learn the size of your city. Get maps. Have the boys show how to get to the various places.

Invite prospective Cub Scouts to a meeting.

Include activities for New Cub Scouts, enabling them to earn Bobcat Rank.

Have a family/leader get-acquainted meeting.

### Pack Activities

Invite Civic Leaders to Pack Meeting.

Have a family get-acquainted activity for new members.

Participate in Roundup for new Scouts.

Induct new families into Pack.





October '84 - Wild & Wooly West

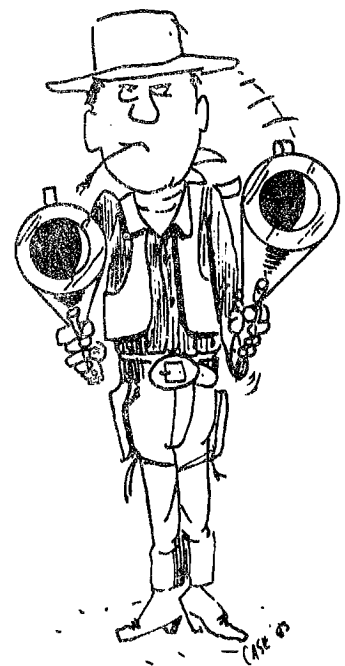
DATES TO REMEMBER:                    October is National Pizza Month  
   3rd Week of October is National Joke-Telling Week  
   October 6      Yom Kippur - Day of Atonement  
   October 8      Columbus Day Observance  
   October 24     United Nations Day  
   October 31     Halloween

Den Activities

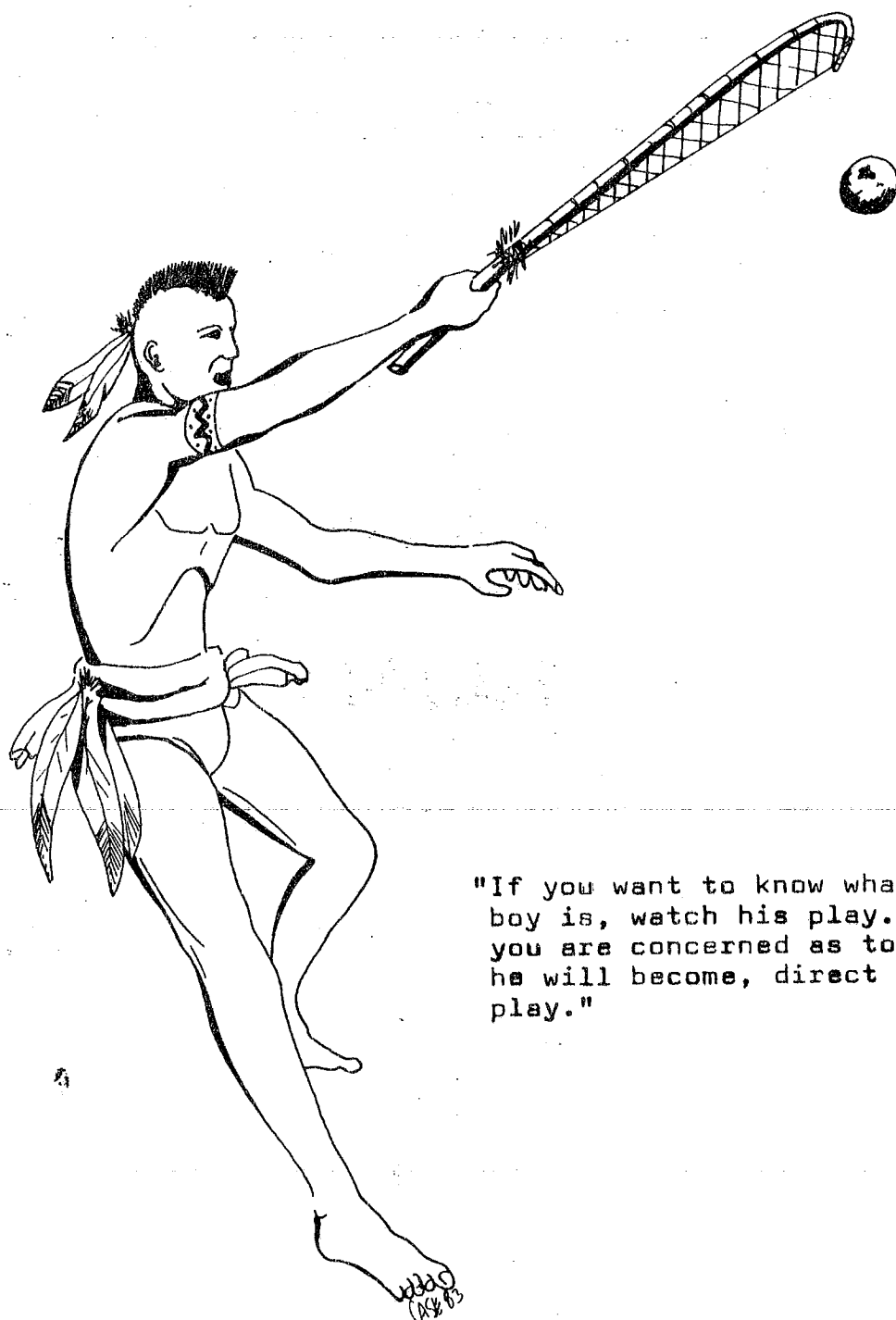
Make Halloween or Western costume.  
Make jack-o-lanterns (carve pumpkins).  
Bob for apples.  
Learn sign language.  
Make butter.  
Make soap.  
Make a candle.  
Make nut ink and use wood nib pen or quill pen.  
Carve arrowheads with plastic spoons from soap.  
Learn to use and care for a pocketknife.

Pack Activities

Talk about safety on Halloween night.  
Have a "Wild West Show".  
Display items from the Old West made by the Dens.



# GAMES



"If you want to know what a boy is, watch his play. If you are concerned as to what he will become, direct his play."

## HOW TO USE THIS SECTION

1. Remove this section from your Powwow book.
2. Duplicate (Xerox, photocopy, etc.) on "cardstock."  
Be sure to use 2-sided copying!
3. Cut along lines to make 3" X 5" cards.
4. Arrange cards using the dividers provided.
5. Place in an index card filebox.
6. Gather the items listed on the "Equipment List" page.
7. Arrange equipment in a box of suitable size.

You now have a GAME CHEST!

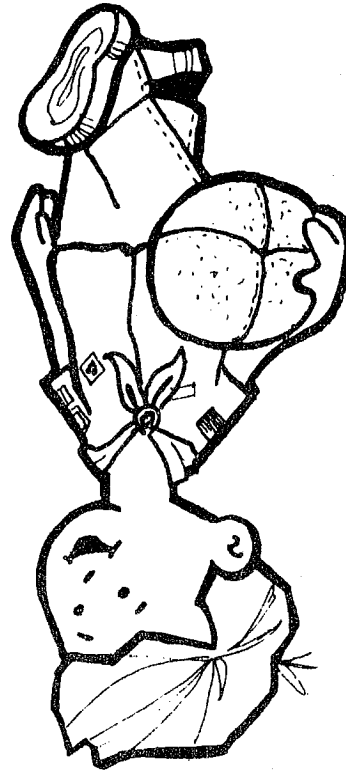
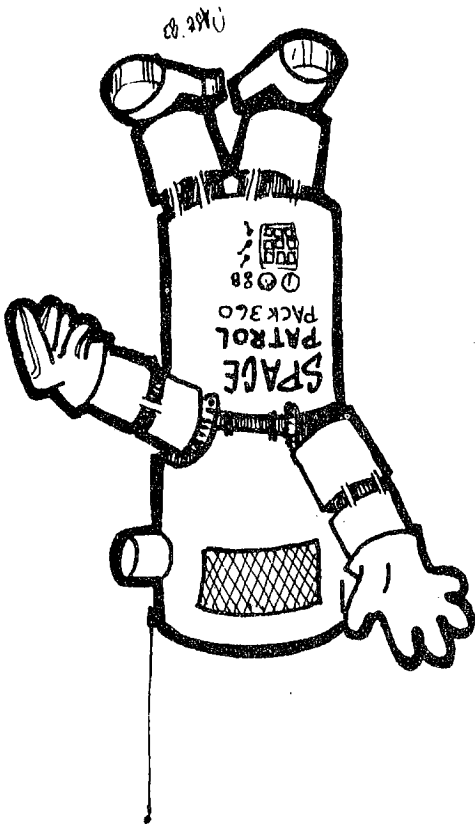
Start leading games -- and have

# **FUN!**

by Jim Haley  
of San Luis Rey District

EQUIPMENT LIST

| <u>GAME</u>           | <u>ITEM</u>      | <u>QUANTITY</u> |
|-----------------------|------------------|-----------------|
| GHOST ENCOUNTER       | SHEETS           | 2 ONLY          |
|                       | CHAIRS           | 4 ONLY          |
| PEOPLE TO PEOPLE      | NONE             |                 |
| SILLY PICTURES        | PICTURE SHEET    | 1 EA            |
| FOLLOWING DIRECTIONS  | DIRECTION SHEET  | 1 EA            |
| JUNGLE LIFE           | NONE             |                 |
| ANTS AT WORK          | STRAW            | 1 EA            |
|                       | BEANS            | 6 ONLY          |
|                       | CUPS             | 4 ONLY          |
| DISC THROW            | PAPER PLATE      | 1 EA            |
| MOUSE HOLE MARBLES    | SHOE BOX         | 2 ONLY          |
|                       | MARBLES          | 5 EA            |
| QUICKSAND             | NEWSPAPER PAGES  | 2 EA            |
| GOLPHER HOLE          | BEAN BAG         | 2 ONLY          |
|                       | CONTAINER        | 2 ONLY          |
| ROBOT ACTION          | CANS             | 4 ONLY VARIOUS  |
|                       | TONGUE DEPRESSOR | 1 ONLY          |
|                       | STRING           | 1 ONLY 36-IN.   |
| FROG FEED             | BEAN BAG         | 1 ONLY          |
| HOT POTATO            | TENNIS BALL      | 1 ONLY          |
| CATCH THE BALLOON     | BALLOON          | 1 ONLY          |
| THUNDER AND LIGHTNING | BEAN BAG         | 2 ONLY          |
| SATELLITE RACE        | TENNIS BALL      | 2 ONLY          |
| GRIN AND BEAR IT      | NONE             |                 |
| KANGAROO CAGE         | BALLOON          | 1 EA            |
| BETCHA LAUGH          | NONE             |                 |
| INDIAN STICKS         | POPSICLE STICKS  | 4 ONLY          |
|                       | TOOTHPICKS       | 12 ONLY         |



2 ONLY 10-FT.  
 2 ONLY 2 ONLY  
 12 EA 2 EA  
 BEANS TOOTHPICKS  
 2 ONLY 2 ONLY  
 DISH  
 1 ONLY PINGPONG BALL  
 2 ONLY TENNIS BALL  
 1 ONLY WHISTLE  
 NONE  
 6 ONLY DARTS (SAFE)  
 6 ONLY TARGETS  
 1 ONLY STARTING BOARD  
 12X18-IN.  
 6X18-IN.

SPPOOL  
 MARATHON  
 CHOPSTICKS  
 HUFF AND PUFF  
 OVER AND UNDER  
 CIRCLES  
 RAIN  
 INDIAN DARTS  
 DARTS (SAFE)  
 TARGETS  
 STARTING BOARD  
 NONE  
 WHISTLE  
 TENNIS BALL  
 PINGPONG BALL  
 DISH  
 TOOTHPICKS  
 BEANS  
 CORD  
 SPOOL

SPPOOL MARATHON  
 CHOPSTICKS  
 HUFF AND PUFF  
 OVER AND UNDER  
 CIRCLES  
 RAIN  
 INDIAN DARTS



### SUGGESTIONS FOR LEADERS

1. Involve everyone (scorekeepers, etc.)
2. Be chief fun maker
3. Join in some games if it will permit participating and leadership at the same time
4. Know the game thoroughly
5. Laugh at your own mistakes
6. Avoid argument: play a second time if there is a lack of agreement as to winner

12. Do not use unnecessary words in describing the action
13. Have a definite method of getting the group into formation desired
14. Start games with precision:  
"Ready - Go!" seems to work fine
15. In relays, pep up the losing team with encouragement
16. Do not play the game too long; stop while the boys are having fun

7. Develop fair play and honesty
8. If errors are noted, do not name those making them, but assume that faulty directions were given
9. Secure attention by clapping hands or using a whistle
10. Give directions from a location where all can see and hear. If it is a circle stand just inside but not in middle
11. Get group into needed formation before describing game

17. If the game is a flop, quickly change to another
18. Keep the room well ventilated

Goblins and Ghosts  
Oct 83

GHOST ENCOUNTER

Location: Indoor/Outdoor  
Equipment: Sheets  
Chairs

Bright Ideas  
Nov 83

PEOPLE TO PEOPLE

Location: Indoor/Outdoor  
Equipment: None

Bright Ideas  
Nov 83

SILLY PICTURES

Location: Indoor  
Equipment: None



GHOST ENCOUNTER - Line up the den in lines with the first Cub Scout wearing a sheet over his head. Each Cub Scout grasps the waist of the boy in front of him. On signal, all start walking quickly straight ahead, around a chair (placed in front of each den), and back. The second boy in each line guides his ghost who can't see. The first den to return to its original position wins. If a group breaks into a run, they are disqualified.

PEOPLE TO PEOPLE - Form a circle, in partners with one person in the center. "It" calls out two parts of the body, (i.e., elbow to shoulder) the partners follow the directions. When "It" calls out "People to people!" everyone must pick a new partner while "It" picks anyone he chooses as his partner. The one without a partner becomes the new "It."

SILLY PICTURES - (See separate sheet.)

Survival  
Jan 84

FOLLOWING DIRECTIONS

Location: Indoor  
Equipment: Direction sheets (1 per boy)  
Pencil (1 per boy)

Jungle Tales  
Feb 84

JUNGLE LIFE

Location: Indoor/Outdoor  
Equipment: None

Bugs and Things  
Apr 84

ANTS AT WORK

Location: Indoor/Outdoor  
Equipment: Straw (1), Beans (6), Cups (4)

FOLLOWING DIRECTIONS - (See separate sheet.)

JUNGLE LIFE - Arrange the boys in a circle. Call out the names of things that are found in the jungle above the ground or on the ground. For example: Elephants live on the ground, Monkeys above. When you call something that signifies above, the players stand; if on the ground, they sit down. Eliminate the players who miss. The list of things to be named should be carefully worked out in advance to keep the game going smoothly.

ANTS AT WORK - On a chair or on the ground place two paper cups, one containing three small white beans. The first player runs to the goal with a soda straw and by "hoover suction method" transfers the three beans to the empty cup. He runs to the back of his line and slaps the last player on the back who passes the "slap" to the second player. As soon as No. 2 receives the slap, he runs to the goal line and, using the straw, transfers the beans back in the other cup.

Fun in the Sun  
July 84

DISC THROW

Location: Outdoor  
Equipment: Paper Plate (1 per boy)

Our Town U.S.A.  
Sep 84

MOUSE HOLE MARBLES

Location: Indoor  
Equipment: Shoe box (1), Marbles (5)

Wild and Wooly West  
Oct 84

QUICKSAND

Location: Indoor/Outdoor  
Equipment: 2 sheets of newspaper per boy

DISC THROW - Toss a paper plate as far as possible. The person throwing it the greatest distance wins the event.

MOUSE HOLE MARBLES - Use an old box and cut a hole just large enough for a marble. Let the Cubs take turns rolling marbles across the floor into the box. Let them keep any that they get in. Choose one boy to be in charge of the box and to collect the loose marbles.

QUICKSAND - Choose two teams for a relay race. Give each Cub two sheets of paper. The runners advance by putting one piece down, stepping on it, then the other, and then reaching back for the first paper to place it ahead of them for the next step. The game is fun to play and watch.

Our Town U.S.A.  
Sep 84

GOLPHER HOLE

Location: Indoor/Outdoor  
Equipment: Bean bag (1), Container (1)

Life on Other Planets  
May 84

ROBOT ACTION

Location: Indoor/Outdoor  
Equipment: Cans (4)  
Tongue depressor on string (1)

Bugs and Things  
Apr 84

FROG FEED

Location: Outdoor  
Equipment: Bean bag (1)

GOLPHER HOLE - Have the boys stand in a small circle while each in turn tries to toss a beanbag into a small container in the center. If he misses, he must drop out. Each time around the boys move back a step.

ROBOT ACTION - Select four different-size cans that will nest easily and set them in a row. Nest them by remote control using a tongue depressor tied to a length of cord as follows: Lower the depressor into a can and, when the stick becomes wedged, lift the can into the next larger one.

FROG FEED - Line the boys up in two equal lines facing each other about 10 ft. apart. Boys crouch like a frog. Number the players in each line from opposite directions. Put a beanbag in the center. Call out a number and that boy from each team jumps for the bag. The one grabbing the bag scores 5 points for his team. 25 points is the game.

Life on Other Planets  
May 84

HOT POTATO

Location: Outdoor  
Equipment: Tennis Ball (1)

Family Circus  
Jun 84

CATCH THE BALLOON

Location: Indoor/Outdoor  
Equipment: Balloons (1)

Fun in the Sun  
Jun 84

THUNDER AND LIGHTNING

Location: Indoor/Outdoor  
Equipment: Bean Bag (2)



HOT POTATO - Players form a circle. One player stands in the center, or if it is a large circle, two or more may stand in the center. The players in the circle throw the ball quickly to each other, and the object of the game is for those in the center to try to catch the ball while it is being thrown from one to the other across the circle. If a center player catches the ball, he changes places with the one who threw the ball.

CATCH THE BALLOON - Players are seated in a circle on the floor, and are numbered off. The highest number is "It." "It" stands in the center and suddenly calls a number and drops the balloon. The holder of the number called tries to catch the balloon before it touches the floor. If he succeeds, "It" tries another number. If he fails, he becomes "It."

THUNDER AND LIGHTNING - Single circle. Whistle is "lightning." Bean bags are "thunder." Two bags are passed around the circle in opposite directions, each player trying to pass it along as quickly as possible. When "lightning" flashes (whistle) player should not have "thunder" (bean bag) in his hands. Those holding thunder must drop out of the game. Play continues. When most of the players have dropped out, remove one bean bag and continue playing until one player remains.

Life on Other Planets  
May 84

SATELLITE RACE

Location: Indoor/Outdoor  
Equipment: Tennis Ball (2)  
(Wrap in aluminum foil)

Family Circus  
Jun 84

GRIN AND BEAR IT

Location: Indoor/Outdoor  
Equipment: None

Family Circus  
Jun 84

KANGAROO CAGE

Location: Indoor/Outdoor  
Equipment: Balloon per boy

SATELLITE RACE - Form teams in separate circles, each facing the center. Give the captain of each team an object representing a satellite. On signal, the holder of each satellite starts passing it around the circle (the earth). Each Cub Scout passes it to the next until the captain holds it again. He shouts "one!" and sends it around again. The first team to complete 10 trips around the earth wins.

GRIN AND BEAR IT - Divide the group into two teams and line them up, facing each other, about 10 ft. apart. Name one team "heads" and the other "tails." Then flip a coin and call out the side that turned up. If it comes up heads, the heads laugh and smile while the tails try to keep sober faces. The heads, of course, try to make the tails laugh. Any who do laugh must join the other team. Then flip the coin again.

KANGAROO CAGE - Have two contestants stand side by side, each with a balloon between his knees. On signal, have them hop to the other side of the room and return to the starting line. The one finishing first wins. If any one breaks his balloon, he is eliminated. If a balloon is dropped, it must be replaced before further progress can be made.

Campfire Yarns  
Aug 84

BETCHA LAUGH

Location: Indoor/Outdoor  
Equipment: None

Wild and Wooly West  
Oct 84

INDIAN STICK

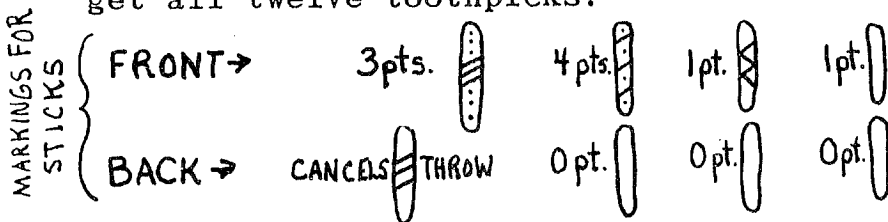
Location: Indoor/Outdoor  
Equipment: Tongue depressors (4)  
Toothpicks (12)

SPOOL MARATHON

Location: Indoor/Outdoor  
Equipment: Spools (2), Cord (2 10-ft.)

BETCHA LAUGH - Arrange the players in a circle. Have the first say "ha," the second in turn, "ha, ha," the third, "ha, ha, ha," and so on around the circle. The ha's must be said without laughing. Those laughing while uttering their ha, ha's are eliminated. The one staying in the longest wins.

INDIAN STICKS - Hold the 4 sticks vertically and let them go all at once. The sides of the sticks face up are scored. If a successful throw (cancel stick is face down), player takes 1 toothpick for each point from the stack. If the stack becomes empty, toothpicks are taken from the opponent. Object is to get all twelve toothpicks.



SPOOL MARATHON - Two lines facing, same number in each. A long cord is stretched in front of each line, held by the players at each end. On signal, the first in each line threads a spool on the cord and passes it down the line. Each player passes it on until it reaches the end of the cord. The last player takes off the spool, goes to the head of the line, threads the spool on the cord and passes it down the line. This is repeated until the players are back in their original positions. Line finishing first wins.

CHOPSTICKS

Location: Indoor/Outdoor  
Equipment: Beans (12 ea.)  
Toothpicks (2 ea.)  
Dish (2 ea.)

HUFF AND PUFF

Location: Indoor  
Equipment: Pingpong ball (1)

OVER AND UNDER

Location: Indoor/Outdoor  
Equipment: Ball (2)

**CHOPSTICKS** - Arrange the players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 beans. On signal, the contest is on to see who can be first to lift out five beans.

**HUFF AND PUFF** - Seat the Cub Scouts at a table that is small enough to place them close together. Put a Ping-pong ball in the center of the table. On signal, the Cub Scouts, with their chins on the table and their hands behind them, attempt to blow the ball away from their side of the table. If the ball falls on the floor, return it to the center of the table and continue the game.

**OVER AND UNDER** - The first player holds a ball. On signal, he passes it between his legs to the player behind, who receives it and passes it over his head to the next player. The ball is passed in this alternating fashion to the end player, who receives it, runs to head of the line, and the action is repeated. The game is over when all are standing in their original position with the first player holding the ball.

CIRCLES

Location: Indoor/Outdoor  
Equipment: Whistle (1)

Fun in the Rain  
Jul 84

RAIN

Location: Indoor/Outdoor  
Equipment: None

Family Circus  
Jun 84

INDIAN DARTS

Location: Outdoor  
Equipment: "Safe darts," 6 12X18-in.  
plywood targets, 1 6X18-in. plywood  
starting board.



CIRCLES - Boys scatter throughout the room. Leader blows several blasts on whistle. If four blasts, the boys must get into groups of four, hands joined and held high. Leader changes number of blasts, thus getting the boys well mixed up. This is a good way of developing teams for games and contests.

RAIN - Players form a circle, close their eyes and do what the person on their right does. Leader starts by rubbing hands to make the sound of wind. When last person is rubbing his hands, the leader pats palm of one hand with one finger to simulate light rain. Again, leader waits until person on his right is making the same sound. Leader follows with clapping hands (heavy rain), slapping thighs (heavier rain), and finally stomping feet (thunder and rain). As the last player stomps his feet, the leader reverses the sounds until finally the leader makes no sound at all and waits for everyone else to stop.

INDIAN DARTS - Set up six 12X18-in. plywood targets 5 ft. apart with numbers painted on them with 1 being closest and 6 being farthest. Each player, standing on the starting board throws six darts - one at each target. Score a point for each of the targets hit. Or use one dart per player and measure the misses with a yardstick. The score for each player is the total number of inches missed.

FOLLOWING DIRECTIONS

Duplicate the following and test the ability of your Cub Scouts in following directions.

- |   |           |
|---|-----------|
| 1. If you ever saw twenty Blackbirds in a pie, write "V" in spaces 12, 13, 19. If not, write "L" in these spaces.                   | 1. _____  |
| 2. If "S" comes before "M" in the alphabet, write "X" in space 8. If it comes after "H," write "T."                                 | 2. _____  |
| 3. If 100 is less than twelve dozen, write "A" in spaces 16, 20.  | 3. _____  |
| 4. If you like recess better than spelling, indicate with an "O" in spaces 6, 11, 14. If not better consult a psychiatrist at once. | 4. _____  |
| 5. Closing one eye and without counting on your fingers, write the sixth letter of the alphabet in space 10.                        | 5. _____  |
| 6. If Shakespeare wrote "Twinkle, Twinkle, Little Star" put "U" in spaces 2 and 7. Otherwise "I."                                   | 6. _____  |
| 7. If up and down are opposites, write "K" in space 17. If they are the same, write nothing.  | 7. _____  |
| 8. If 16 gallons make 1 pint, draw a moose in space 15. Otherwise, write "W."   | 8. _____  |
| 9. If summer is warmer than winter, put an "S" in spaces 4, 9 and add a "C" in space 5.   | 9. _____  |
| 10. If you think this is foolish, write the third, second, and fifth letters of the alphabet in spaces 1, 3, 18, respectively.      | 10. _____ |
| Now read the message -- it makes sense!   | 11. _____ |
|   | 12. _____ |
|   | 13. _____ |
|   | 14. _____ |
|   | 15. _____ |
|   | 16. _____ |
|   | 17. _____ |
|   | 18. _____ |
|   | 19. _____ |
|   | 20. _____ |

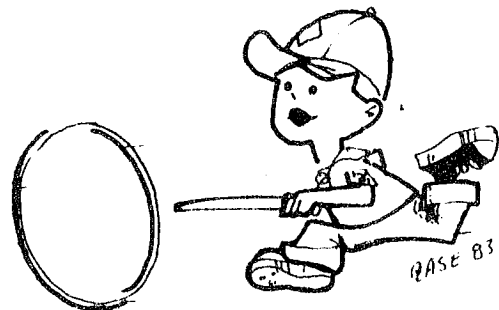
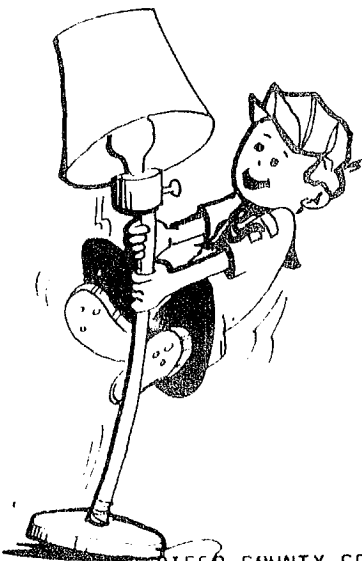
ANSWERS

"FOLLOWING DIRECTIONS"

1. C
2. U
3. B
4. S
5. C
6. O
7. U
8. T
9. S
10. F
11. O
12. L
13. L
14. O
15. W
16. A
17. K
18. E
19. L
20. A

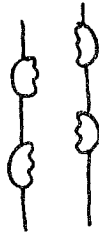
"SILLY PICTURES"

- |                    |                      |                         |
|--------------------|----------------------|-------------------------|
| 1. <u>paws</u>     | 6. <u>bike</u>       | 11. <u>steam shovel</u> |
| 2. <u>bird</u>     | 7. <u>tub</u>        | 12. <u>chimney</u>      |
| 3. <u>stone</u>    | 8. <u>submarines</u> | 13. <u>sea</u>          |
| 4. <u>soldiers</u> | 9. <u>soldier</u>    | 14. <u>telephone</u>    |
| 5. <u>porthole</u> | 10. <u>snow</u>      |                         |

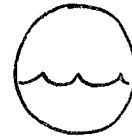


SILLY PICTURES

Fill in the blanks with your best guesses.



1. His \_\_\_\_\_ are all  
That you can see,  
When Mr. Bear  
Climbs up a tree.



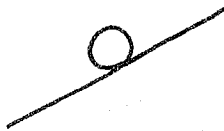
5. The waves look rough  
On an ocean trip,  
Through the \_\_\_\_\_  
Of a ship.



2. This early \_\_\_\_\_  
Is much put out  
To catch a little worm  
So stout!



6. A bird observed  
When he looked down,  
This Mexican riding  
His \_\_\_\_\_ to town.



3. One of the wisest  
Proverbs known,  
"No moss grows on  
A rolling \_\_\_\_\_."



7. Instead of going  
To his club,  
Dad relaxes  
In the \_\_\_\_\_.

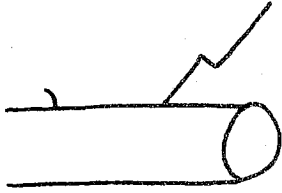


4. Behind the wall,  
Against the sky,  
A row of \_\_\_\_\_  
Marching by.

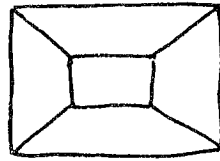


8. Two \_\_\_\_\_  
In England's fleet  
Off the coast  
Of China meet.

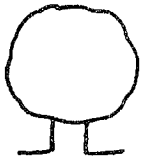
SILLY PICTURES



9. A \_\_\_\_\_ and  
A little dog  
Hide behind  
A great big log.



12. Looking down a  
Square shaped \_\_\_\_\_  
This is what  
You'll see, by Jim'ny!



10. This happened to  
A boy named Joe,  
When he rolled down  
A bank of \_\_\_\_\_.



13. Between two hills  
In Italy  
A full moon rises  
On the \_\_\_\_\_.

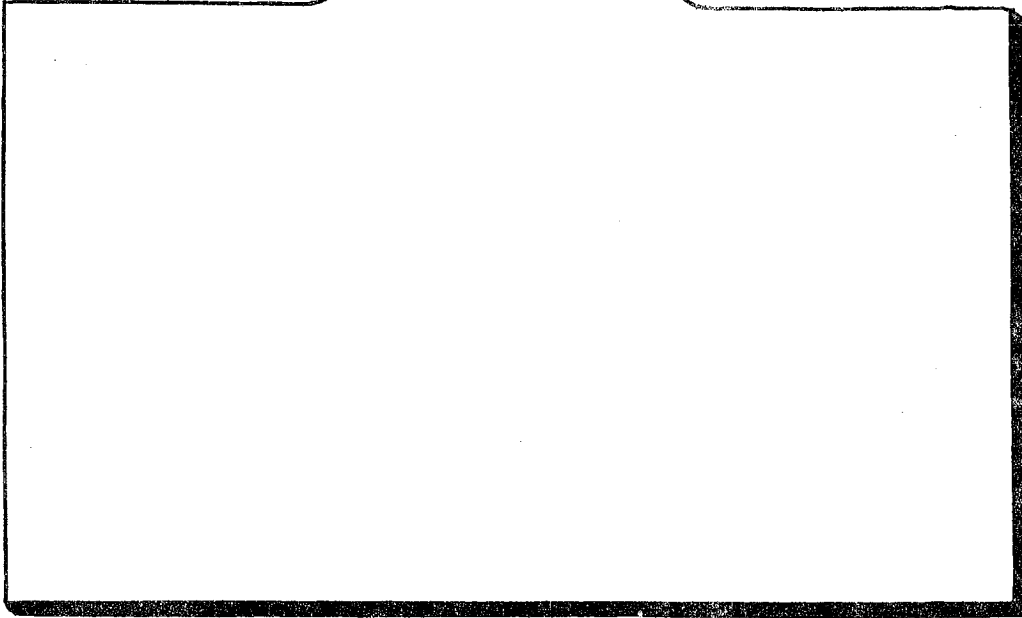


11. Behind the fence,  
In our back yard  
A \_\_\_\_\_  
Is working hard.

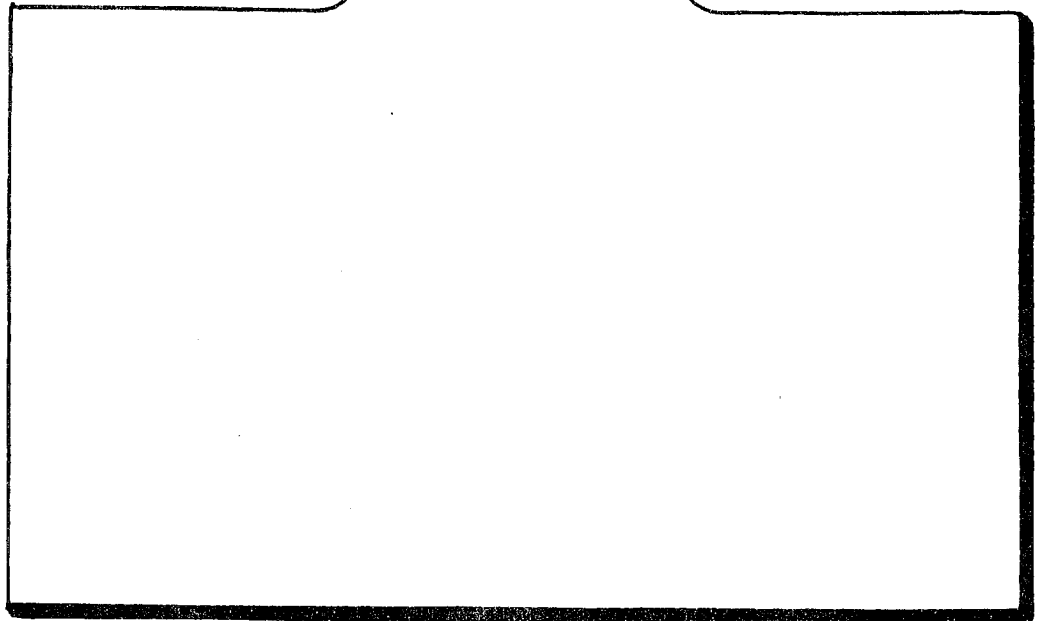


14. An Ostrich thought  
It was a bone  
When he ate  
This \_\_\_\_\_.

GENERAL

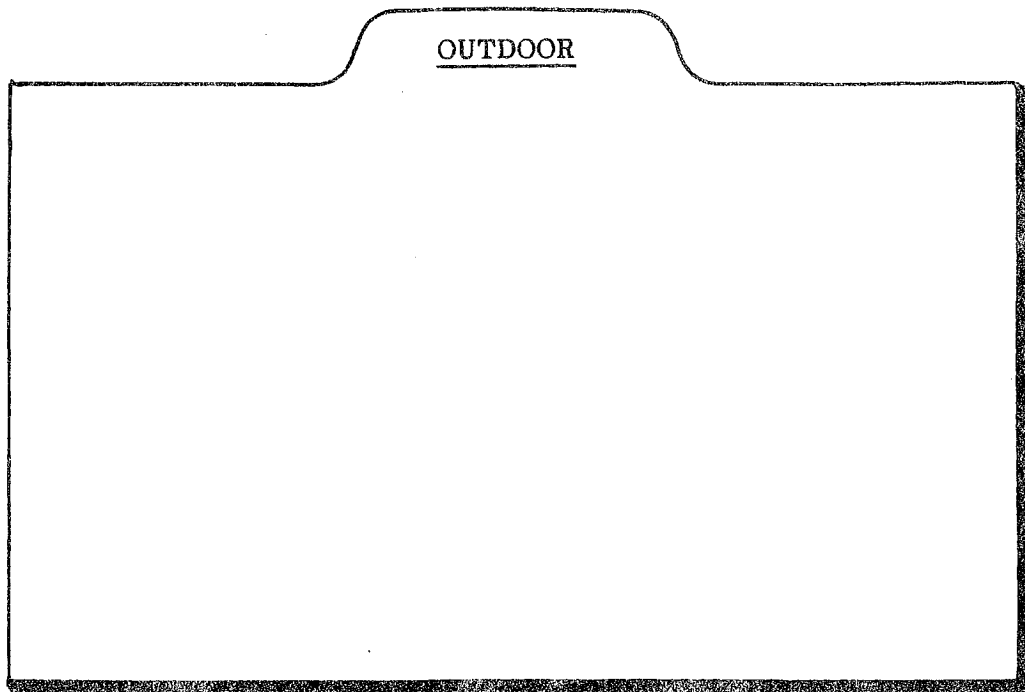
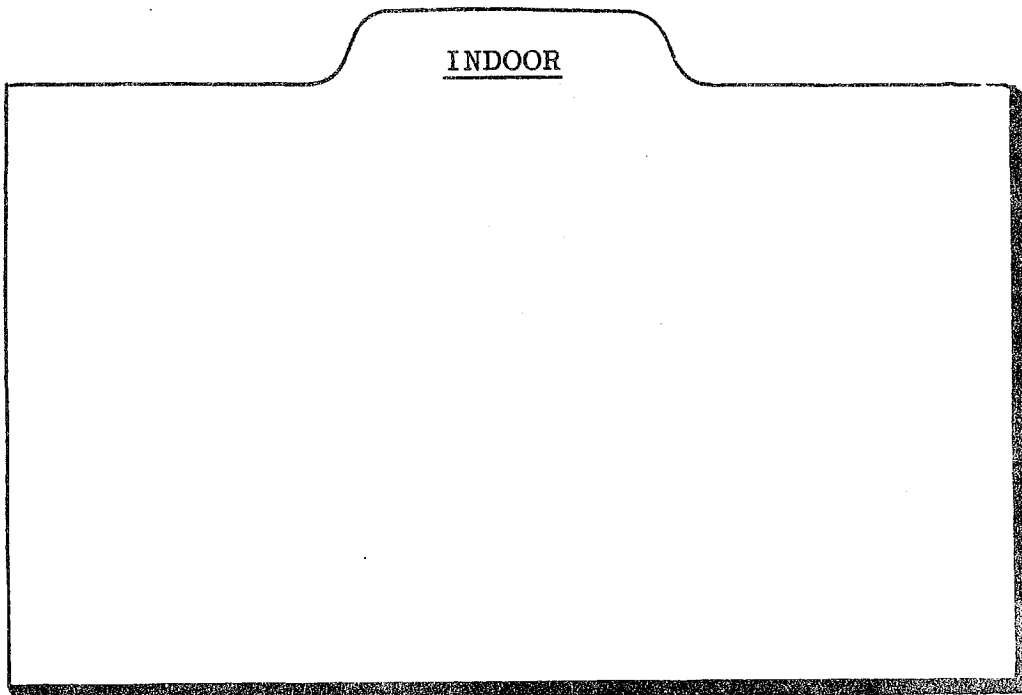


INDOOR/OUTDOOR



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DO NOT PRINT BACK-TO-BACK these 2 pages with tabs for Dividers.



# COOKING





## COOKING

Years ago my mother taught my brother and I how to cook as soon as we were old enough to stir something at the table or at the countertop. Neighbors would sometimes laugh at Mom and ask her "Why are you teaching them to cook? They're BOYS!"

Mom would always answer that "Knowledge is never wasted, and anyone can learn how to do anything."

Today most women would probably applaud Mom's liberated attitude. The truth is, that many parents do not want their children "mucking around in" the kitchen. If you can take the time to teach the boys in your Den the right way to set-up, prepare food and clean-up as they proceed, cooking in your kitchen may be some of the most valuable instruction your boys will receive.

For those days when no one wants to stay in the house, or you have special company coming over later, and don't have time to spare, try cooking in the backyard.

This section contains a few recipes, some ideas for campfire cooking, foil dinners and some simple outdoor cooking tools.

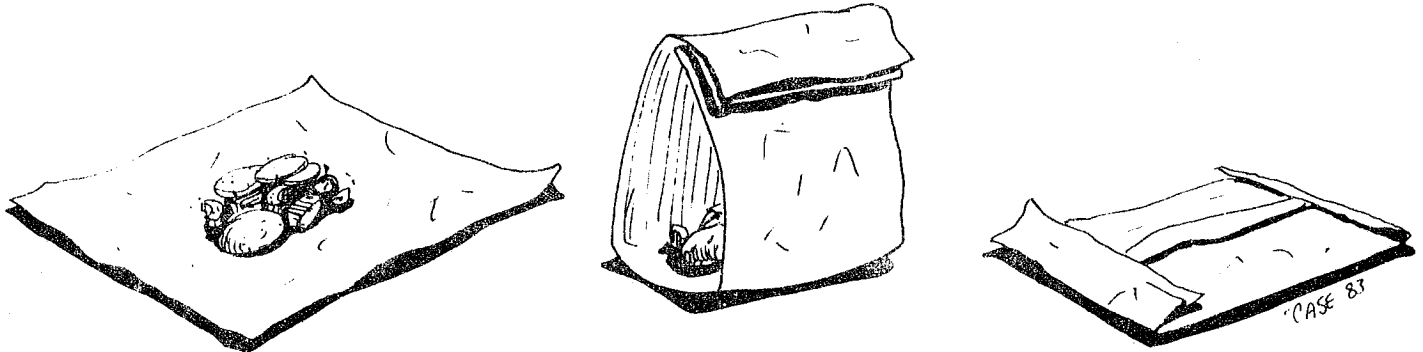
Remember, you may receive a Boy's gratitude if you provide the refreshments every week, but he receives knowledge that will help him the rest of his life when you teach him to cook.

- Dan Hartman  
Cooking Section Leader

## Foil Dinners

Aluminum foil cooking, meals that can be prepared at home and cooked outdoors are fun to take along on any outing, is there a father son camp out in your future?

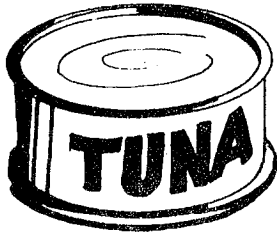
Use heavy foil or two sheets of light foil, and wrap meal in "drugstore fold."



### Foil Recipes

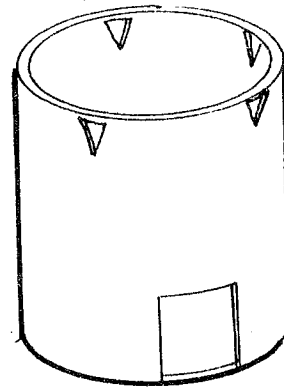
- Burger dinner:** On a one-foot square of foil, place  $\frac{1}{4}$ -lb. hamburger patty, thin slices of raw potato, carrots and onions. Pepper and salt to taste. Pour one or two tsp. of dry gravy mix over dinner and seal tightly. Cook on hot coals about 20 minutes turning twice.
- Chicken & Rice:** Use four chicken breasts about  $\frac{1}{4}$ -lb. each. Place on large foil square. Mix 10 $\frac{1}{2}$  ounce can of cream of mushroom soup and  $\frac{2}{3}$  cup of instant rice, and spoon mixture over the chicken. Sprinkle with paprika. Seal foil tightly and place about five inches above hot coals. Cook 40 minutes or until done, turning once.
- Tuna dinner:** On square of foil, place half of a 10 ounce package of frozen beans or broccoli. Top with half of a seven ounce can of tuna, broken into chunks. Sprinkle with lemon juice and add two Tblsp. of tartar sauce and some chopped onions. Fold tightly. Cook about five inches above hot coals for 25-30 minutes.
- Baked Apple:** Core an apple and place on square of foil. Fill the core hole with raisins, brown sugar and dash of cinnamon. Seal the foil and place package on hot coals for 15-20 minutes.
- Baked Apple #2** Core apple and place on square of foil. Sprinkle cinnamon/sugar in cored hole. Place large pat of butter in hole, sprinkle with more cinnamon/sugar. Seal foil and place in hot coals, for 10-15 min. Open foil and place chopped walnuts in hole, re-seal foil cook 5 more min. Remove from coals open foil, do not remove foil. Happy eating-um-.

## BUDDY BURNER



About 6 feet of cardboard rolled, is needed. It should be level with the can. Pour into this cardboard filling hot wax with rotary motion to be sure entire filling is saturated. Let soak a few minutes and pour some more. Do this until it is brim full of wax. Set aside to cool. To light pull up a shred of cardboard with the point of knife in several places. Light these and flame will spread rapidly. It should last about 1 ½ hours.

AIR VENTS - Only 4 really needed at evenly spaced intervals. Use a punch can opener to make them.



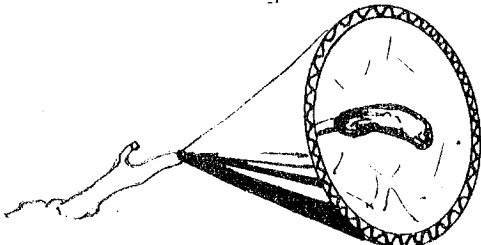
CUT OUT PIECE 2¼" by 3" and fold edge ½".

Frying surface is the bottom of this #3 coffee can.

## SOLAR GRILL

It only works when the sun is shining brightly and is hot.

Cut a triangle of flexible cardboard, and cover it very smoothly with aluminum foil. Bend the triangle carefully into a smooth cone. Stick a hot dog on a wire or thin stick through the bottom of the cone and into the ground, pointing in such a way that the cone points directly into the sun.



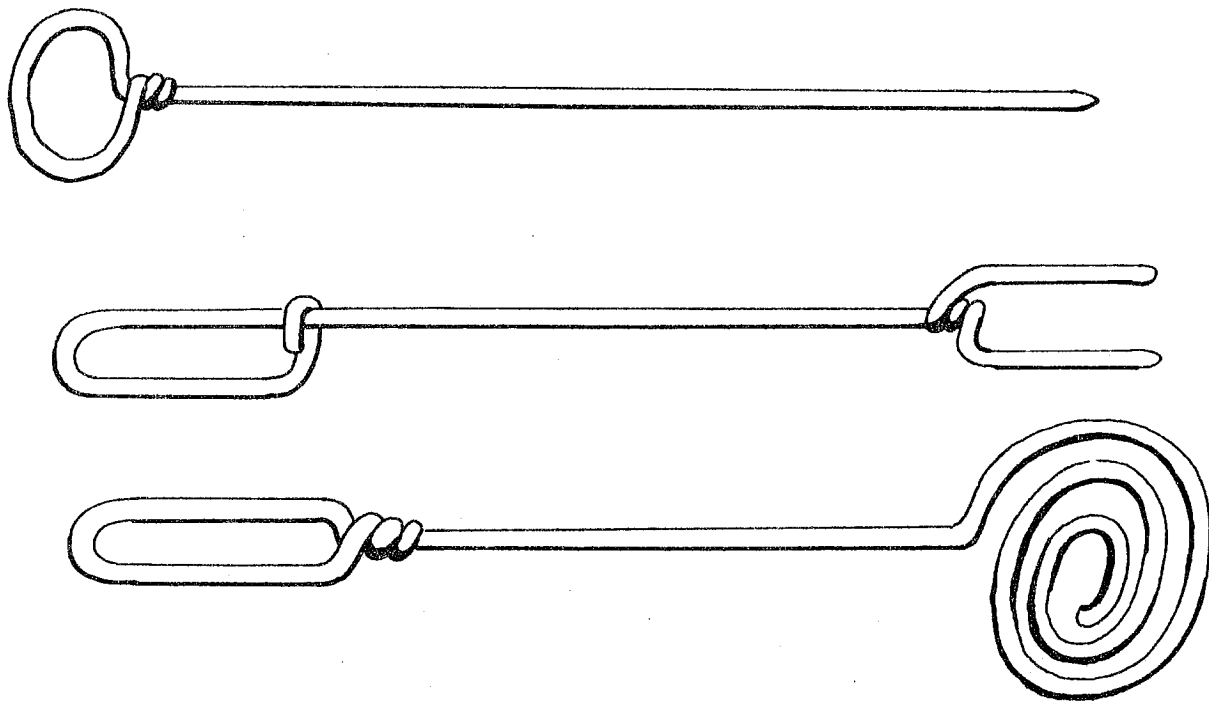
If the sun's rays are strong enough the hot dog will begin to ooze its fat.

## BARBECUE TOOLS

To make these useful implements, use coat hanger wire straightened with pliers. Sand off all paint.

Grills are handy for toasting buns and cooking meats. At one end of your wire, bend up 1" as a prong for holding the meat, then coil the wire around the prong to form a circular rack about 3" across. From another hanger, make a long narrow loop for a handle and twist end of grill around handle. To finish, slip a clothespin over the loop and wrap with plastic coated tape.

To make skewers for kabobs or toasting marshmallows, all you need is a long straight wire with a loop handle at one end.

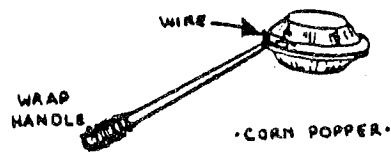


These accessories will make a picnic more enjoyable.

### CORN POPPER

For the handle, remove the hook from a wire coat hanger and straighten the remaining wire. Bend this wire in half; bend the ends of the wire out about 1" from each end.

For the popper, use two foil pie pans. Place them together rim to rim. Using fine wire, attach the bent ends of the handle to one side of the popper as shown. Punch holes for wire through both rims; twist ends of wire to hold handle securely. To hold popper closed while in use, secure rims opposite handle with a metal spring clamp.



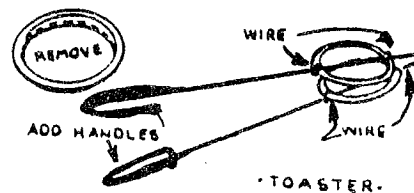
Tape the other end of the handle and wrap it with pipe cleaners to protect the hands from heat.

### SANDWICH TOASTER

Use a wire coat hanger; remove the hook, straighten the remaining wire and bend in half. To hold the sandwich, use two round metal lids, approx. 4½" across.

Cut out the center of each lid, as shown, leaving the rim. Wire a rim to each side of the coat hanger about 1½" from the bend. Have each rim between the hanger wires with tops of rims facing the sandwich.

For a handle on each end, bend another piece of hanger wire about 13" long. Tape each handle in place, wrapping it with pipe cleaners. Before using the toaster, burn any paint off the rims.



Place sandwich between rims holding handles together firmly while toasting.

DISCOVER AMERICA'S HISTORY BY MAKING A  
RECIPE FROM THE PAST

JOHNNYCAKE

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

1½ cups cornmeal  
1 tsp. salt  
1 tbls. flour  
2 tbls. oil  
1 tsp. soda  
2 eggs, beaten  
1½ cups milk

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

This and other easy recipes of the earlier eras of American cooking acquaint the boys not only with their heritage, but also of skills in the kitchen too!

OLD-FASHIONED TAFFY

First, butter a platter, then stir together in a saucepan:

1 cup sugar  
½ cup water  
¼ cup light corn syrup or  
molasses  
Dash of salt

Heat slowly until all sugar is dissolved. Then bring to a boil, stirring constantly. Have a cup of ice water handy. The mixture is fully cooked when a small amount forms a hard ball when dropped into the ice water.

Immediately pour it onto the buttered platter. When the syrup is cool enough to handle, gather it into the 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 into pieces with scissors.

Taffy can be flavored with a few drops of peppermint, 1 tsp. of vanilla, 2 tbls. of cocoa just before your pulling.

NOW FOR THE COOK-OUT

6 milk chocolate bars (1½ oz. size)  
1 cup coconut (shredded or flaked)

Melt chocolate bars in a greased pan. Dip a spoonful onto each graham cracker and sprinkle with coconut.

## JUST-FOR-FUN RECIPES

Not exactly crafts -- but still, something to make! Try it at Christmas time, anytime... eat them on the spot, or give to shut-ins!

Boys love to cook up things - but rarely get a chance. In addition to slice and bake cookies, here are some additional ideas for kitchen fun!

### NO-BAKE COOKIES

Mix together:

1 c. powdered sugar  
1 c. peanut butter  
2 T. margarine  
 $\frac{1}{2}$  c. nuts (optional)

Shape into marble-sized balls and roll in finely chopped nuts or chocolate sprinkles.

### NUT BUTTER COOKIES

Mix together:

$\frac{1}{2}$  c. peanut butter  
2 T. honey

Knead in  $3\frac{1}{2}$  T. instant dry milk.  
Add  $\frac{1}{2}$  c. raisins. Make any shape you want.

### SNOW BALLS

Mix together:

1 6-oz. package choc. chips  
 $\frac{1}{3}$  c. evaporated milk

Add:

1 c. powdered sugar  
 $\frac{1}{2}$  c. chopped nuts

Shape cookies and roll in coconut (or confectioner's sugar)

### PEANUT FUDGE DROPS

Mix together:

2 c. quick oats  
5 T. cocoa  
 $\frac{2}{3}$  c. peanut butter

Put in a saucepan:

$\frac{1}{2}$  c. milk  
 $\frac{1}{3}$  stick margarine  
2 c. sugar

Boil one minute. Remove from heat and add 1 tsp. vanilla. Mix both mixtures together and drop by spoonfuls on waxed paper. (If boiled the full minute, or just over - it will be ready to eat as patties within minutes.)

## SPECIAL TREATS

Let the boys fix their own refreshments for a den meeting - extra nice for a rainy day, indoor meeting.

### QUICK CINNAMON ROLLS

Preheat oven to 425°  
Grease 12 muffin cups

Beat: 2 cups biscuit mix with 2/3 cup of milk, about 15 strokes.

Knead gently on a floured cloth 8 to 10 times. Roll into 12" x 7" rectangle, spread with soft butter or margarine. Sprinkle with a mixture of 1/4 cup sugar and 1 tsp. of cinnamon - you can add raisins or nuts or both! About 1/2 a cup each.

Roll up width wise - seal edge - cut into 1" slices and place the slices into muffin cups. Bake about 15 minutes.

Ice with a mixture of 1/2 cup powdered sugar and 2 to 3 tsp. milk.

### APRICOT CANDY BALLS

3/4 cup dried apricots  
1/2 cup nuts - (almonds or walnuts)  
3/4 cup shredded coconut  
1 tsp. orange rind - grated  
1 tsp. lemon rind - grated  
1 tbs. lemon juice

Grind or chop very fine all the ingredients. Form into small balls and roll in powdered sugar.

Makes about 50 balls

### S'MORES

Everybody always want S'More!!!

Graham crackers  
Milk chocolate candy bar  
marshmallows

Place 4 squares of chocolate bar on graham cracker. Put a hot toasted marshmallow on top of the chocolate and another graham cracker on top of the marshmallow.

### BACON AND EGGS

Fry bacon on a #10 tin can buddy burner, add one or two eggs, and fry to your satisfaction. Add salt and pepper.



## RAINY DAY FUDGE

### Materials Needed:

2/3 c evaporated milk  
1 2/3/ c. sugar  
1 6-oz. pkg. semisweet  
chocolate chips  
1 ½ c. miniature marshmallos

Grease an 8x8 inch pan.

Over medium heat in medium  
saucepan, dissolve 1 2/3 c.  
sugar in 2/3 c. undiluted evap-  
orated milk. Bring to boil and  
boil 5 minutes, stirring  
constantly. Remove from heat;  
stir in 6 oz. pkg. chocolate  
chips and 1½ c. mini-marshmallows  
til melted

Stir til thickened. Pour into greased pan. Cool at room temp-  
erature. Sets for cutting in short time.

## OTHER EASY RECIPES

**Kabobs:** Alternate bite-size pieces of meat and vegetables  
on a skewer. Use cubed luncheon meat, pre-cooked  
ham or quartered wieners. (If you want to use raw  
beef or lamb instead, marinate the meat first in  
Italian salad dressing for a couple of hours.)  
For vegetable, try sliced onions, cherry tomatoes,  
green peppers and pineapple. Broil kabobs over  
hot coals.

**Wiener Kabobs:** Alternate wiener pieces and pineapple chunks.  
broil on grill or over coals.

**Hobo Stew:** Put a big hamburger in bottom of sauce pan, and  
add chopped carrots, potatoes and onion bits.  
Salt and pepper to taste. Add about a cup of  
water and cover. When buddy burner is hot, place  
covered pan on top and cook about 20 minutes.

**Roasted Corn:** Strip husks back but don't tear off. Remove  
silk and soak ears in cold, salted water. Spread  
butter on ears and cover them again with husks.  
Wrap each ear in aluminum foil, and twist ends  
tightly. Lay on hot coals for 10 minutes,  
turning once.

**Twist Biscuits:** Mix all purpose biscuit, pancake mix as package  
directs. Wrap around preheated stick. Cook  
until golden brown over coals.

**Applewiches:** Select an eating apple, slice it thin, and place  
a thin piece of cheddar cheese between two  
slices.

## CAMP FIRE STEW

1 lb. meat - cut into cubes - or -  
1 lb. coarse ground hamburger  
1 large onion - cut into 8 pieces  
8 carrots - cut into 1" chunks  
8 medium Potatoes - cut into 1" chunks  
Salt and Pepper to taste

Brown meat in a heavy pan - a dutch oven works great over a Camp Fire. Add 1½ - 2 cups water and the vegetables. Cover pan and cook slowly - about 1 hour.

Serve with Twixer Biscuits.

The boys can do all the work on this recipe - with supervision. Don't be afraid to let the boys use a sharp knife. Show them the right way before hand.

## TWIXER BISCUITS

Open a Bisquick box and make a depression in the contents so that you can pour a little water into the hole. Stir it gently with a "twixer" (a clean pronged stick) until it forms an egg-sized ball. Remove it from the twixer, flatten it, and wrap it around a clean preheated stick to bake as a twist over the coals. If you prefer, you may form it into a biscuit and bake it in aluminum foil.

For extra flavor, make a depression in the dough and fill with jam, jelly, or cheese, then wrap with foil and bake over the coals for 10 minutes. For pizza--flatten the dough and spread on tomato paste, thin slices of cheese, a little salt, pepper, oregano (pepperoni or salami sliced thin, if desired). Wrap with foil and bake in the coals.

## MARSHMALLOW TREATS

Lightly toast marshmallows on a pointed stick, over hot coals.

Toast chocolate-flavored marshmallows and place between chocolate chip cookies.

Stuff the centers of large glazed doughnuts with marshmallows. Run a pointed stick or skewer through the doughnut and marshmallow and toast lightly.

## CHOCOLATE DRINK

Boil 3 quarts of water (or a #10 can 3/4 full) and add these ingredients:

- 4 small bars of milk chocolate
- 1 chocolate peppermint patty
- 2 large cans of evaporated milk

Mix all ingredients thoroughly and serve hot.

### TANGY HAM

Mix  $\frac{1}{4}$  cup of orange marmalade and 2 tablespoons of soy sauce. Spread sauce on both sides of a slice of precooked ham and grill for 5 minutes on each side.

### EGG ON A RAFT

Grease (with butter or other shortening) the cooking surface of a buddy burner. Cut a hole of 2-2 $\frac{1}{2}$  inch diameter in the center of a slice of bread. Place bread on burner and break an egg into the hole. Season, turn over once, and cook to your satisfaction.

### Sugered Cereal Apple Betty

Open a #2 can of applesauce, pour a layer in the bottoms of several dessert bowls, and cover each layer with sugared cornflakes or other sweetened cereal. Repeat until bowls are nearly full and finish with a top layer of cereal. The dessert is ready for eating.



CEREMONIES and SHOWMANSHIP



CEREMONIES  
SHOWMANSHIP



ROUND UP CLOSING CEREMONY

A BOY'S EYES

The room is dark and a boy is standing with a lighted candle.

Narrator: "I'd like to be a Cub Scout--"  
(his eyes were deepest blue)  
"I'd like to learn and play and build,  
Like Jim and Freddy do,  
I know how to use a hammer,  
I can drive a nail if I try,  
I'm eight years old, I'm big and strong,  
Hardly ever cry."  
I gave him the application and parent-  
Participation sheet.  
(His eyes were filled with sunshine as he  
left on dancing feet.)

Next day, my friend was back again,  
A dejected little lad,  
"I guess I'll skip the Cub Scouts."  
(His eyes were dark and sad.)  
"My Mom is awful busy,  
She has lots of friends you see,  
She'd never have time for a den,  
She hardly has for me  
And Dad is always working--  
He's hardly ever there  
To give them any more to do just  
Wouldn't be quite fair."

He handed back the papers with the  
Dignity of eight years,  
And smiling bravely, left me  
(His eyes were filled with tears).  
Do you see your own boy's eyes  
As other people may?  
How he looks when you're "too busy"  
Or "just haven't time today?"  
A boy is such a special gift--  
Why won't you realize,  
It only takes a little time,  
To put sunshine in his eyes.

# CEREMONIES

Ceremonies are very important to boys at this age. A Cub Scout will remember for years to come how he received his Bobcat or Wolf Badge if there is something to it. If the Cubmaster hands the boy his advancement, shakes his hand and says "congratulations," what is there that made it different from any other pack meeting? What is there to remember?

Ceremonies aren't hard to put together, just a little thought and a few props. In the following pages, you'll find a variety of ceremonies to use throughout the coming year. In using any ceremony, learn to shorten, lengthen or vary it to fit your own situation. Some basic props that all packs should try and have are an Indian headdress, artificial campfire, a bridge, an Arrow of Light, a blue and gold tablecloth, advancement board or advancement posters and candles. (If your sponsor won't allow candles, try using Christmas tree lights and loosen the bulbs until they're needed, then tighten them.)

There is some excellent information on making props and putting on ceremonies in Staging Den and Pack Ceremonies, pgs. 1-23. Here are some additional tips:

Advancement ceremonies--call up each rank separately, so the boys don't get lost in the crowd. Always include the boys' parents as this reinforces the concept that Cub Scouting is a family program. Your Arrow of Light ceremony should always be very special and meaningful, as this is the highest award in Cub Scouting.

Opening ceremonies--should always be done with a purpose in mind; it can really set the mood. It can be theme-related, patriotic or special event (Father's Day, etc.).

Closing ceremonies--they do not have to be as elaborate or as long as openings, usually because once the audience realizes this is the end, they are getting ready to go. But it should leave them with a message or thought for the day.

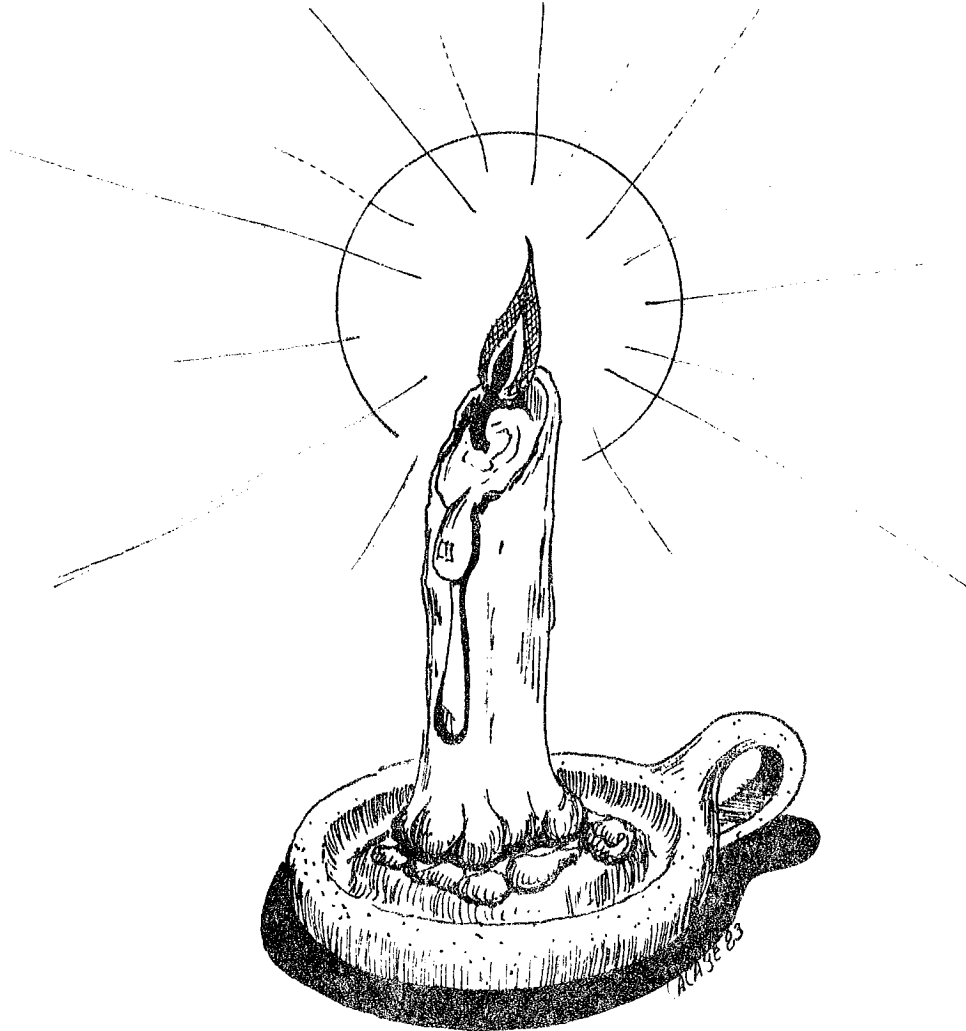
Achievement ceremonies--these might include recognition of the boy who sold the most Scout Fair tickets, the boy who collected the most newspapers, winners of the Pinewood Derby, or a newly trained leader. Look at your own pack and I'm sure you'll come up with other ideas.

Commitment ceremonies--could be the induction of a new denner, a new Den Chief, a new leader, a charter presentation.

Den Ceremonies--can do much to stimulate advancement. They should be simple and have "boy appeal" and yet not compete with pack ceremonies. This gives the boy proper recognition and importance.....something which he might be tempted to seek in a different manner!

Good ceremonies should contain ACTION-DIGNITY-IMAGINATION-INSPIRATION-PARTICIPATION-SIMPLICITY. Ceremonies are put on for the boys, so they should take part. They should be on the boys' level or they won't understand them.

We can't take ceremonies for granted, they don't just happen without time and effort. Ceremonies can be easily omitted and when they are, a very important part of Scouting is left out!



OPENING CEREMONY

Props: Pictures illustrating each line

- 1st Cub: Everyone cannot be brilliant, everyone cannot be smart,
- 2nd Cub: I may not be a genius, but I can build a neat go-cart.
- 3rd Cub: I can dam a stream with boulders, I can climb trees to the top,
- 4th Cub: I can run for blocks and blocks and never even stop.
- 5th Cub: I can't solve a chemical equation or lecture on Newton's rule,
- 6th Cub: But I make a peanut butter sandwich that will really make you drool.
- 7th Cub: I don't know much about flowers, but smelling them is a joy,
- 8th Cub: I don't think I'm a failure. I'm a genius at being a boy!

OPENING CEREMONY

Props: Boys holding letters as indicated below

- 1st Cub: "G"--Gutenberg invented moveable types of printing presses so that more people could have books to read.
- 2nd Cub: "E"--Edison gave us the light bulb, the phonograph, storage batteries and many other things that we regard as necessities today.
- 3rd Cub: "N"--Newton's studies of gravity and light started many other genius's on their way.
- 4th Cub: "I"--Irving's stories have enchanted young and old for years.
- 5th Cub: "U"--Urey's discoveries in chemistry and nuclear power will be used for generations to come.
- 6th Cub: "S"--Scouting's founder Lord Baden-Powell, developed a plan for using the genius of every boy.



ADVANCEMENT CEREMONY

Props: Large picture of Thomas Edison  
 Pictures of a movie camera, telegraph, phonograph,  
 and the light bulb(mounted on table)

Cubmaster: Tonight's theme is Bright Ideas and a person who was filled with "bright ideas" was Thomas Edison. (Show picture) He probably could be called the world's greatest inventor as he not only invented the light bulb, but many other things as well.

Our first motion pictures, in the form of peep shows, were made in the 1890's by Thomas Edison. The idea was to throw pictures on a screen so fast that they gave the impression of movement. Well, tonight, we have some boys who have been moving very fast and are ready to receive their Bobcat. Will \_\_\_\_\_ and their parents "project" themselves up here so we can all get a "peek" out of you? (Awards are handed to parents who give them to their sons.)

Thomas Edison improved on the original telegraph that used a sender and receiver to send messages in the form of dashes and dots. He discovered ways of sending more messages using less wire. I seem to be receiveing a message from the Wolfs out there that they have been busy, too. (Call new Wolfs and parents forward to receive their awards.)

We also have some Wolfs learning their own secret codes to send and are ready to receive some arrow points. (Call boys and parents forward.)

The phonograph is credited to Thomas Edison, too. The word "phonograph" comes from the words "sound" and "write," which means that sounds are written down or "recorded." This recording is caused by vibrations, a moving back and forth very rapidly. Our Bears out there tonight have been moving very rapidly and have quite a few achievements recorded. (Call Bears and their parents up to receive their awards.)

Some Bears have really been hot and have recorded a few Gold and Silver Arrows. Will the following boys and their parents come forward to receive their awards and due recognition? (Boys and parents come forward.)

Probably Edison's most famous invention is the light bulb. The hardest part was to find a metal wire which would glow white hot for a long time. Our Webelos have been keeping the Scouting Spirit burning for a long time and I'd like them to come forward now and receive their awards.

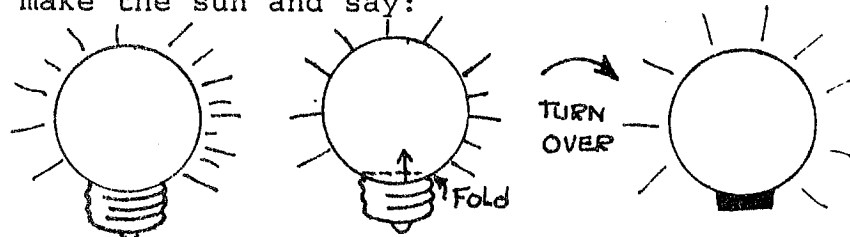
Nancy Yates

CLOSING CEREMONY

Eight Cub Scouts line up, holding large cardboard light bulbs. On the reverse side, paint them yellow with cardboard rays fastened around the edge or use yellow pipe cleaners for rays.

- 1st Cub: Everybody has a spark of genius in them waiting to be lit.
- 2nd Cub: If they'll jump into things and not just sit.
- 3rd Cub: Although we may not go down in history as the genius of our day.
- 4th Cub: We can help others in this world to travel life's way.
- 5th Cub: By sharing our sparks of genius with others that we know.
- 6th Cub: Thus helping ideas, along the way to grow and glow.
- 7th Cub: Remember, the spark of an idea we may share with a friend,
- 8th Cub: Can be added to be others and become a genius idea in the end.
- All: And we can be happy because we helped in our small way,  
Just as we in Den \_\_\_ have each had a part in this thought for the day!

All boys now fold up bottom of bulbs as shown below, and turn over to make the sun and say:



- All: May you have a good night and an even "Brighter" tomorrow.

CLOSING CEREMONY

Form Cub Scouts in a large circle with parents behind their sons.

- Cubmaster: Let us all pause now after a night of fun and think for a moment of the real meaning of November's most important holiday--Thanksgiving. This is the time of year for giving thanks to God and helping other people. Please join me in the Law of the Pack.

OPENING CEREMONY

Dim the lights and have a den lead the pack into the pack meeting with a slow march, singing Christmas carols. The singers may carry imitation candles made with flashlights.

After everyone comes in, the lights come on, and the Cubmaster leads everyone in the Pledge of Allegiance.

CLOSING CEREMONY

Dim the lights and have everyone sing "Drummer Boy."

CLOSING CEREMONY

Cub Scouts stand up front holding their hands in the Cub Scout Sign or, they could have large cardboard hands with the 3 fingers made to fold down as the three words "follows, helps, gives" are read.

1st Cub: Two parts of the Cub Scout Promise, to obey  
and to help other people,

2nd Cub: Are represented by the two fingers, which are  
held high as a church steeple.

3rd Cub: The three fingers which are folded down, stand  
for three words in the Law of the Pack,

4th Cub: Which are "follows, helps, and gives," in  
these Cub Scouts should not be slack.

5th Cub: So, to serve as a reminder this month, our  
theme is that of "Giving Gifts,"

6th Cub: Something to practice all year, it surely  
would give everyone a lift.

7th Cub: Now, let's all join together in giving the  
Cub Scout Sign,

8th Cub: As we say the Law of the Pack, to live by  
for all mankind.

Audience stands and gives the Law of the Pack.

ADVANCEMENT CEREMONY

Props: Cardboard or masonite Christmas tree; cut holes so bulbs can fit through holes. Tape cord to back of tree and plug into outlet; unscrew bulbs slightly so they can be tightened at the proper time.

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

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

The first step along the Cub Scout trail is the Bobcat rank (turn on light representing Bobcat at the bottom of the tree).

Bobcats and their parents are called forward to receive their awards.

Cubmaster: Once a boy has become a Bobcat, he is ready to climb. There are 12 achievements required to complete the rank of Wolf. Some of these require knowledge of the American flag, of keeping strong, of safety, and being helpful to his family. The following boys have completed all 12 of these achievements (turn on light representing Wolf).

Wolfs and their parents come forward to receive their awards.

Cubmaster: As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb to the upper branches of a tree, so the achievements are a little more difficult for the Bear rank. They work on 12 achievements picked out of 4 categories: God, Country, Family and Self. The following boys have earned their Bear (turn on light representing Bear).

Bears and their parents come forward to receive their awards.

Cubmaster: We are getting very near the top and our tree is becoming brighter. So, too, is our pack, bright with the Spirit of Scouting. We have some boys tonight who are also getting very close to the top of their goal, the Arrow of Light. This month the following boys have been working on \_\_\_\_\_ activity badge (turn on light representing the activity badge(s)).

Webelos come forward to receive their activity badge(s).

OPENING CEREMONY

Have Cub Scouts "hiking" into the pack meeting with daypacks on their backs and perhaps singing a "hiking" song from the Cub Scout Songbook. As they get to the front of the room, one of them could pull a folded flag from their pack and secure it to a "staff" that one of the other boys is carrying. Then everyone is asked to stand and join them in the Pledge of Allegiance.

Another ceremony appropriate for this month's theme is the one using a compass found on page 39 of the Den and Pack Ceremonies Book.

CLOSING CEREMONY

Cubmaster: You don't need to be a wilderness expert to survive in a difficult situation. Take the time to learn basic survival rules and prepare your Survival Kit before a trip. If you are ready for any situation, you will have an enjoyable, safe time. Even though it seems strange to spend so much time preparing a kit you hope you'll never use--it's much better to have it and not need it---than NEED it and not have it!!!!

Gladys Swensrud

CLOSING CEREMONYProps: Binoculars

Cubmaster: Did you know that you can look through either end of a pair of binoculars? (Look through the wrong end) If you look this way, everything is very tiny and distant. You don't see things the way they should be seen. The binoculars make the view look worse instead of better.

(Turn the binoculars the right way) But if you use them the right way you see things as they are suppose to be seen. In fact, you even get a better perspective of how things look, things look closer and clearer.

As we close our meeting tonight, I'd like you to think about how you look at people and things in your everyday life. Do you see them distorted and distant or do you see them in the best possible light? Remember, BEAUTY and GOODNESS is in the eye of the beholder.

Adapted by Nancy Yates

ADVANCEMENT CEREMONY

Props: Large cardboard mountain

Place awards on mountain as indicated below

Twigs of sagebrush, cottonwood, cedar and pine (1 for each boy advancing as mentioned below)

Cubmaster: Some of you may have been out hiking around this month, learning all about "survival," our theme for this month. Up in the San Diego mountains, there is a high peak called the Cuyamaca Mountain. It is considered quite a feat to climb to the top, and I'm sure many of you boys would enjoy climbing it.

Tonight, we will try to climb that mountain and see how far many of you have gotten. (Call new Bobcats and their parents forward. Bobcats carry a piece of sagebrush.)

I can see by the sagebrush you carry that you have reached the foot of the mountain. You will soon be starting your upward climb. (Remove Bobcat awards from the bottom of the mountain and give them to the parents to hand to their sons.)

(New Wolfs and parents are called forward, with Wolfs carrying twigs of cottonwood.) You have started up the mountain and have got as far as the springs where the cottonwoods are. Congratulations. (Remove Wolf badges from the mountain and give to parents.)

(New Bears and parents are called forward, with the Bears carrying pieces of cedar.) You have been a steady climber and are already halfway up the mountain where the grove of cedars are. Well done! (Remove Bear badges from the middle of the mountain and hand to parents.)

(Webelos earning activity pins and/or Webelos Badge come forward with sprigs of pine.) Very good! I can see by the pine twigs that you carry that you are very near to the top of the mountain peak. Keep going, you will soon be to the top. (Remove Webelos awards from near the mountaintop and give to the boys.)

(Call boys and their parents up who are receiving their Arrow of Light.) I see that your hands are empty, but your face is glowing. You have been to the top; I knew it when I looked upon your face. You need no twigs to show where you have been, it is written in your eyes. You have felt the uplift, you have seen the glory of the mountain.

ADVANCEMENT CEREMONY (con't.)

(Arrow of Light awards are passed out.)

Cubmaster: Keep this in mind, Cub Scouts: the badges that we offer are not "prizes." They are merely tokens of what you have done, or where you have been. They are just twigs from the trail to show how far you got in climbing the mountain.

Adapted by Nancy Yates  
from "Climbing the Mountain"  
by Ernest Thompson Seton

ADVANCEMENT CEREMONY

Props: Large boxes to make store, den, mountain, teepee  
Signs that read Bobcat Store, Wolf Den, Bear Mountain, Webelos Tribe, Rugged Road  
A simulated trail using the above, with blue and gold streamers wound around the signs, marking the trail. The last sign is held by a Den Chief.

Cubmaster: This month's theme is survival. When you think of survival, you usually think of hiking. There are many trails to take, but tonight we're going to follow the Blue and Gold trail. I think you'll agree that it's the best way.

First, we'll stop at the Bobcat Store and get prepared for our journey. Here we must learn the Cub Scout Promise, the Law of the Pack, and the Motto. Tonight, we have some who have been preparing themselves for their journey into Cub Scouting. (Have new Bobcats and parents come forward and receive their awards.)

Now, we come to a Wolf Den. I wonder if there are any wolves in here. Maybe they're out learning to hunt for food and other means of survival. Do we have any Wolves tonight who have finished their basic survival training? (Call new Wolves and parents forward to receive badges.)

Now, we have come to a steep mountain. This can be a rugged climb but I think well worth the effort. Tonight we have some boys who have climbed that Bear Mountain. (Call new Bears and parents forward to receive their awards.)

We are coming into the great Indian tribe, the Webelos who are swift as the deer, brave as the wolf and kind to their brothers. The young braves must learn many skills before they can become

ADVANCEMENT CEREMONY (con't.)

Cubmaster: mighty warriors. We have some boys tonight who have been working on their Outdoorsman skills(or other activity badges). (Call boys forward to receive their awards.)

We do have one(s) among us who has become the mightest warrior of the Webelos Tribe. He has learned many skills and now stands before us to receive the highest honor we can award, the Arrow of Light. (Have boy(s) and his parents come forward for his award.)

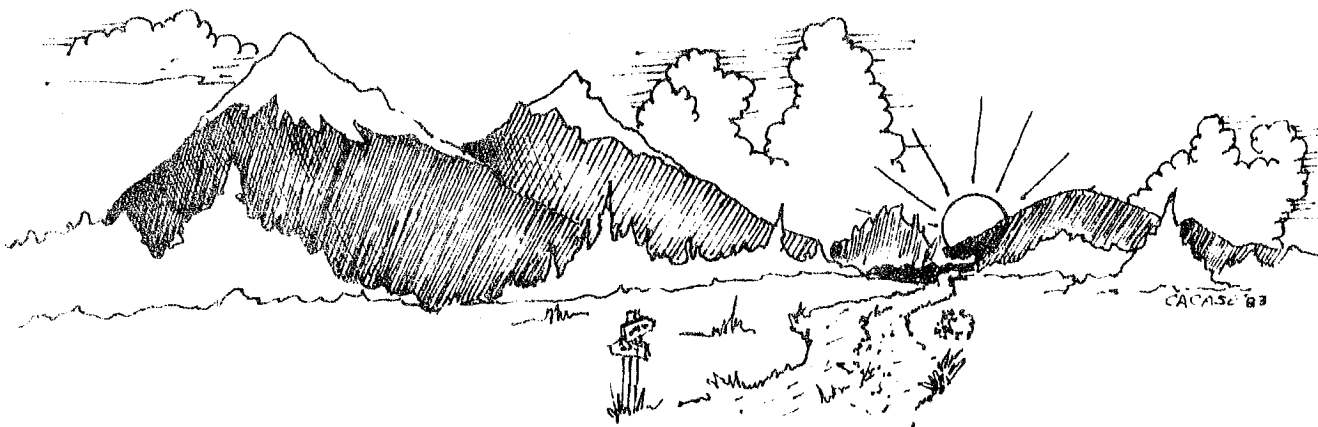
Cubmaster walks to the end of the trail where a Den Chief is holding the sign "Rugged Road."

Cubmaster: Is this the end of the trail? Is this the end of Scouting?

Den Chief: No. You've only just begun. Just follow this "Rugged Road" to Scouting. There are many more adventures ahead of you.

Cubmaster: Thank you. (He walks on by and off the stage.)

Adapted by Nancy Yates  
from "The Cub Scout Trail"





OPENING CEREMONY

Props: Animal masks or large posters of animals from the  
Jungle Book story

Snake: I come out to slither and slide,  
And that makes people run and hide.

Monkey: I come out to eat my grapes,  
People stop and want to gape!

Panther: When hunting my prey I creep,  
But away from me they leap.

Bear: I am good at climbing trees,  
But people are afraid of me.

Tiger: I go out to stalk and growl,  
Everyone runs and starts to howl.

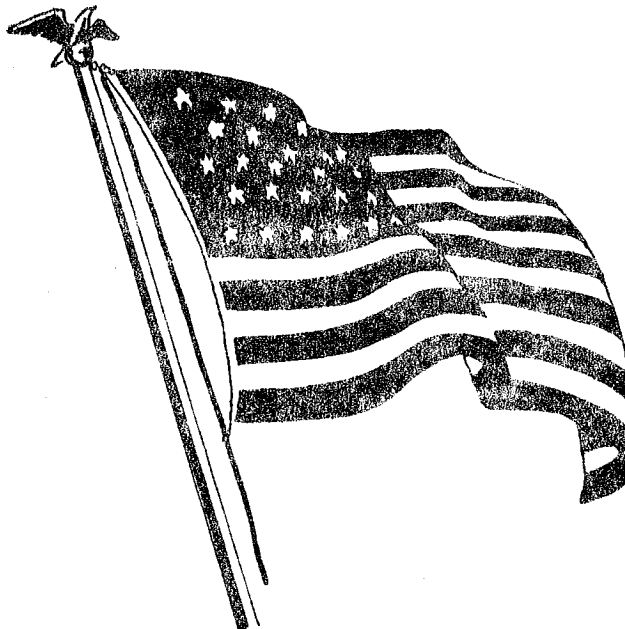
Wolf: I'm cunning and smart, I deem,  
But when they see me, they scream!

Boy carrying the American flag:

When I come out for just awhile,  
People will stand and always smile.

Please stand and join me in the Pledge of  
Allegiance.

Nancy Yates



ADVANCEMENT CEREMONY

Props: "Jungle Tales" book (wallpaper book covered with animal print material)

Badges and certificates are pinned to the pages labeled with the boys' names.

Cubmaster reads the following:

Once upon a time a man named Rudyard Kipling wrote a story about a boy who was found and raised by a wolf pack. That story was called The Jungle Book, and has fascinated youngsters through the years. There was a very famous soldier, an Englishman, who was fascinated by that story. He used that story when searching for a program for younger boys who were not yet ready to participate in another program he had originated, called Scouting for Boys. The man we are talking about is Robert Stephenson Smythe Baden-Powell, and we celebrate his birthday as well as that of Scouting this month. In that book, Mowgli, the man-cub, had to be accepted by the Wolf pack and its leader, Akela. To be accepted, he had to learn the basic laws of the jungle and of the pack.

Cubmaster opens the "Jungle Tales" book.

Cubmaster: In our Jungle Tales tonight, we have the following boy(s) who has learned the basic rules of our pack and earned his Bobcat badge.

Boys and their parents come forward and receive their awards.

Cubmaster: After Mowgli had been accepted into the pack, he had to learn many things about the Wolf; what the various tracks meant, and how to find food. He became a full-fledged Wolf. Tonight we have the following boy(s) who have earned their Wolf rank. Also, the following boy(s) have earned these arrow points.

Boys and their parents come forward and receive their awards.

Cubmaster: Next, Mowgli began to spend time with Bagheera, the panther, and Baloo, the old bear, to learn many of the carefully-kept secrets of jungle life. Tonight, we have the following boy(s) who have earned their Bear badge. These other boys have earned arrow points for their Bear.

Boys and their parents come forward and receive their awards.

ADVANCEMENT CEREMONY (con't.)

Cubmaster: Mowgli, then struck out away from the regular pack to learn the skills of hunting, for his destiny was to stalk the mighty jungle tiger, Shere Khan. Tonight we have the following boy(s) who have learned the ways of the Webelos and earned the Webelos award.

Boys and their parents come forward and receive their awards.

Cubmaster: Mowgli finally became the mightiest hunter of the jungle, triumphant over Shere Khan, the tiger. Our symbol of the mighty hunter is the Arrow of Light. The following boy(s) have earned this highest award in Cub Scouting.

Boys and their parents come forward and receive their awards.

Clancy Sloan

CLOSING CEREMONY

Props: Jungle plants with spotlight on them

Cubmaster: These plants represent our pack and the boys in it. As the plants grow, so do our boys. They represent the development of youth into manhood. They sprouted just as our pack did. They will branch out as we have done and will continue to do. When they reach maturity, they will bloom for all to see and admire. They will perish if not taken care of.

Boys are the same as these plants. They will sprout and grow, branch out and develop into adults. They will become important members of their community and their country, and will bloom into leading citizens for all to see. They will perish into nothing if their ideals and character are not nourished and helped along the way.

Our community and our country need this growing youth. Our pack will bloom only if we, as parents, continue to nourish our youth.

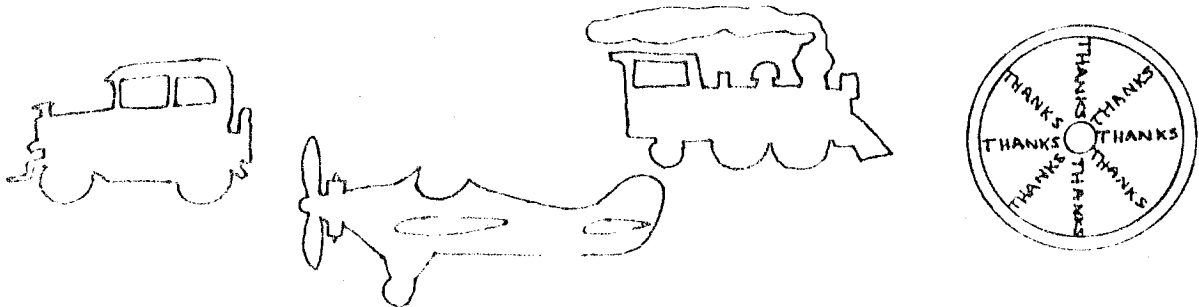
Jerry Phillips

(This could be adapted so a den could do it. Have each boy hold a plant and divide up the sentences so each boy has a speaking part. Substitute the word "we" where it says "boys.")

OPENING CEREMONY

Cub Scouts line up and hold their posters up as indicated below.

- 1st Cub: (word "GO") Wheels, wings, and rudders make many things go,  
All invented be men I'm sure you all know.
- 2nd Cub: (Model-T Ford) Henry Ford was an important man,  
for he helped invent a car,  
He made it in mass production, and made it to go long and far.
- 3rd Cub: (Spirit of St. Louis plane) Lindberg was a man  
whom we've all read about,  
He helped build a plane that made the world all shout.
- 4th Cub: (Steamship) Robert Fulton did his part in making something that would go,  
The steamship made him famous, about steam he sure did know.
- 5th Cub: (Steam Engine) James Watt, too, became famous,  
for something that would go,  
His improvements on the steam engine, year after year did grow.
- 6th Cub: (Large wheel with the word "THANKS" for spokes) So you see men such as these, make our country grow,  
And we're thankful to them, for inventing things that go.
- 7th Cub: (U.S. map) So, as we're thinking about the men who have made our nation go,  
Let us now salute the flag, ever thankful for all that we know.
- 8th Cub: Will the audience please rise. Those in uniform, salute. Those not in uniform, place your hand over your heart. Please join me in the Pledge of Allegiance.



ADVANCEMENT CEREMONY

Props: Large pictures/posters of a car, tugboat (steamship), airplane and a rocket.

Cubmaster: The boys in our pack have not just been spinning their wheels and not going any place. We'll see tonight how many of them are reaching their destination.

Our Bobcats have really been "wheeling along" (picture of a car) and learning the "rules of the road." Will \_\_\_\_\_ and their parents wheel on up here and receive your Bobcat license that will keep you on the Cub Scout road?

"Chugging along" (picture of tugboat) as fast as the current could carry them are our Wolves. Some of them tonight are ready to pull in at the Wolf dock. (Have boys and their parents "tie up" at the Wolf dock for their Wolf rank.)

We also have some Wolves who are really loading up and have earned some Gold and Silver Arrows. (Call boys and their parents forward.)

Not to be outdone, is our Bears who are really "flying high" (picture of airplane) this month. Some have landed right on target and earned their Bear. Will \_\_\_\_\_ and their parents set their wheels down up here and receive their pilot's license to continue flying the B.E.A.R.?

The following boys have taken an extra flight or two and earned their Gold and Silver Arrows. (Call boys and parents forward.)

Our Webelos have "blasted off" this month. (Picture of a rocket.) They have been traveling around working on "Traveler." Let's have them come up here and tell us the exciting places they have been this month. (Call boys forward who have earned Traveler Activity Badge.)

The "final frontier" that all of you boys would someday like to explore has been reached by a few of our Webelos Scouts tonight----that of the Arrow of Light. This is the farthest and highest that anyone can go in Cub Scouting. (Call boys and their parents forward to receive their Arrow of Light.)

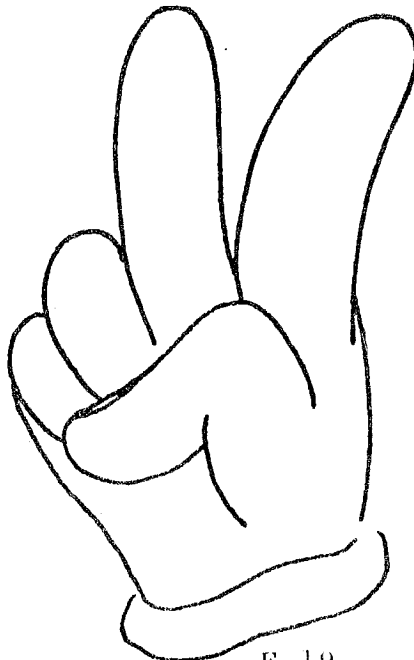
Nancy Yates

CLOSING CEREMONY

Cub Scouts hold large cutouts as they read their lines off the back.

- 1st Cub: (Holding train engine) When engineering a project, keep on the right track. This way you never will be caught slack.
- 2nd Cub: (Holding covered wagon) The covered wagon served folks well it its day. But don't get in a rut--you won't go far that way.
- 3rd Cub: (Holding plane) To guide your life, like a good pilot you'll find, it's important to keep an open mind.
- 4th Cub: (Holding car) If spinning your wheels causes a terrible rumbling, you may not be moving, but just sitting there grumbling.
- 5th Cub: (Holding space ship) Just as an astronaut flies into space, with alot of determination, you can go anyplace.
- 6th Cub: (Holding "GO" sign) We do our best to help the pack "go," while having Cub Scout fun.
- 7th Cub: (Meandering trail) And when it's time to part and each take a separate trail, we'll do our best for God and country, in that we will not fail.
- 8th Cub: (Cub Scout Sign) We remember our Cub Scout Promise in everything we do, won't you all please join us as we pledge ourselves anew.

Everyone stands and gives the Cub Scout Promise.



OPENING CEREMONY

Cub Scouts, dressed as the different "bugs", come out, one at a time.

Narrator: To open our pack meeting tonight, Den \_\_\_\_\_ has been working on the theme this month "Bugs and Things" and brought their collection of "bugs" to share with us.

Let's begin with the:

"Bedbug" (boy dressed in p.j.'s) who just hates to get up in the morning;

"Litterbug" (boy throws around litter) who ruins every place he goes;

"Waterbug" (boy dressed in swimsuit, goggles) who just can't get enough swimming;

"Ladybug" (boy dressed in wig, dress, etc.) who thinks "she's" the best looking bug around;

"Sowbug" ((boy with a pig mask) who's a hog at every meal;

"Pincherbug" (boy with cardboard pinchers on his hands) who hurts everyone he sees.

Well, that concludes our "bug" collection...but I think you left one out.....the "stinkbug."

Boys: (in unison) No, we didn't.

Narrator: Well, where is he?

Cubmaster walks in.

Boys: Here he is now!!

Nancy Yates



CLOSING CEREMONY

Cub Scouts could make "bug" posters to hold up with the words written on the back.

- 1st Cub:       There was a little bug who had the blues,  
                  And cried because he had no shoes.
- 2nd Cub:       He walked around with six bare feet,  
                  And hid them when other bugs he would meet.
- 3rd Cub:       Such a small, sad bug was he,  
                  Until one day he chanced to see,
- 4th Cub:       A happy, wiggly worm crawl be,  
                  With a smile as big as the sky.
- 5th Cub:       That really made the bug feel bad,  
                  For all the time that he was sad.
- 6th Cub:       (And just because he had no shoes)  
                  That worm didn't even have feet for shoes!
- 7th Cub:       The little bug is smiling now,  
                  Because he finally learned how.
- 8th Cub:       To always be thankful for what you've got,  
                  No matter how little, no matter what!



ADVANCEMENT CEREMONY

You could have a large cardboard ladybug with the advancements pinned to the red circles.

Cubmaster: Bugs are usually very small and you don't think much about them until one bothers you. There are all kinds of them: fuzzy ones, shiny ones, wiggly ones, dirty ones, fat ones and skinny ones. Some of them we don't like, but there are many of them that are helpful to us, i.e. the "busy bee."

Although they are very small, there are millions of them all over our earth--in fact, they make up  $\frac{1}{4}$  of all animal life on earth.

Our Cub Scouts are smaller than the Boy Scouts, but yet they make up over  $\frac{1}{2}$  of the Scouting program throughout the world. But just because they are small, doesn't mean they aren't busy.

We have some boys tonight who were able to "bug" their mom or dad into signing their book, so they could come up here tonight and receive their awards.

Our first anxious bugs tonight are the Bobcats. (Boys and their parents come forward to receive their awards.)

How many of you have ever heard of the "wolf larva" of beetles that infests various foods? Not many, I suppose, but I'm sure there are many of you who have come in contact with your own "Wolf" invading your food supply, right? And it seems every time we turn around there are more of them...would our new Wolfs please come forward and accept your awards. (Boys and their parents come forward.)

"Bug-BEAR" is defined in the dictionary as anything that causes excessive anxiety. I know we have several of those type of "bugs" with us tonight. I'm sure their parents will be greatly relieved tonight as the following boys and their parents come forward to receive their Bear.

Our Webelos this month have been busy collecting all these unusualy bugs as part of their Naturalist activity badge. You might want to take a look at their "insect zoos" at the back of the room after the pack meeting. Will \_\_\_\_\_ please come up here and receive their activity badge(s)?

Nancy Yates

OPENING CEREMONY

Props: Large black footprints leading up to the flag stand

Cub Scouts, dressed as astronauts, follow the line of footprints up to the front of the room. One boy, carrying the American flag, puts the flag in the stand.

Cub Scout: The United States has much to be proud of. One of those many things is the fact that the United States was first on the moon where Old Glory was placed as evidence of this eventful day. This indeed, is something for all of us to be proud of, and as we all join together in the Pledge of Allegiance to our Flag, let us be thankful for the courageous Astronauts who helped make it possible for our flag to be erected on the moon. Maybe someday some of our own Cub Scouts may be able to leave their mark on society by leaving their footprints on the moon, too! Please rise now and join me in the Pledge of Allegiance.

OPENING CEREMONY

Props: Flashlight or spotlight

Have lights off with a light on the American flag at the back of the room. As the den marches in with the flag, the stars will seem as if they are twinkling. When the flag is at the front of the room, turn on the lights and have everyone stand and join in the Pledge of Allegiance. You could follow that with the singing of the "Star-Spangled Banner."

CLOSING THOUGHTS

Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere: I often think when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size, some are big, some are little and some men have done small deeds but they have made their hole in the blanket by good work before they went to heaven. Try and make your hole in the blanket by doing good while you are on earth. It is something to be good, but it is far better to do good.

Think of Baden-Powell's words when you promise "to help other people."

ADVANCEMENT CEREMONY

Props: Martian land deeds(see below) for each boy eligible to receive an award  
Large scroll with Proclamation on it

Cubmaster: PROCLAMATION! We, of Mars, in the interest of establishing a permanent and desirable civilization will provide a Martain Land Deed to any earthling who can qualify for space travel and exploration by earning one or more Cub Scout badges listed on the deed. Said deed will provide 1(one) acre of Martian land for every listed badge earned by a Cub Scout.

Call the names of boys receiving awards and have them come forward with their parents to receive their Martian Land Deed. Have badges attached to the deeds.

MARTIAN LAND DEED

In recognition of advanced training and preparation for space travel, we of the planet Mars grant \_\_\_\_\_ acres of land to Cub Scout \_\_\_\_\_ for earning the badge listed below:

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

Whereof, we set our hand this \_\_\_\_\_ day of May, 1984.

\_\_\_\_\_  
Cubmaster

\_\_\_\_\_  
Committee Chairman

CLOSING CEREMONY

Each den forms a living circle.

Cubmaster: Each of your dens represents a constellation just like those in the skies. The stars in the heavenly constellations are true and constant; you can depend on them. Let us all try to develop that kind of loyalty to our den, our pack, and Scouting.

## ADVANCEMENT CEREMONY

Props: Pinhole planetarium punched for the Big Dipper and  
North Star  
Flashlight

The lights are dimmed and the Cubmaster beams the flashlight through the pinhole planetarium at the ceiling or wall.

Cubmaster: For thousands of years, men have known that the North Star is fixed. Shepherds knew it before the time of Christ, and seamen have used the North Star and other heavenly bodies to guide their ships to port ever since they first dared leave the sight of land. Even today, the stars are important in navigation for ships, jet planes and spaceships.

Cub Scouts don't need the stars to find their way. But even so, we do have our own guiding stars to help us through life. There is your church, your school....and Cub Scouting. In Cub Scouting, our navigational aids are the Promise and the Law of the Pack. They tell us how we should act and what we should do for ourselves and for others. The Promise and the Law of the Pack are just like the stars by which the seamen steers his ship.

Tonight, we have some Cub Scouts who have navigated straight and true on the Cub Scout trail. With their parent's help, they have advanced a rank and have shown that they live by the Promise and Law of the Pack.  
(Call Bobcats and their parents forward to receive their awards.)

The Wolfs have continued their flight up the Scouting ladder and we'd like them to come forward with their parents to receive their badges.

Sometimes the Bears get bombarded with a variety of outside activities, but we have some Bears tonight who were able to steer a clear course and will receive their Bear badges.  
(Call boys and their parents forward)

Our Webelos have been navigating the longest and I'm sure they wonder if they'll ever reach their goal. Many of them are very close and we'd like the following boys to come up and receive their Scientist activity badge (or any other activity badges they are working on).

OPENING CEREMONY

Props: Balloon signs, in different colors spelling out CIRCUS

Cub Scouts dressed as clowns come into the Circus Ring carrying "balloons." After each boy says his line, he turns over his balloon. Extra boys can stand on either end and hold colorful balloons.

- 1st Cub: "C"--Come and watch what we have in store  
 2nd Cub: "I"--Including fantastic acts never seen before  
 3rd Cub: "R"--Roaring lions may fill you with fright  
 4th Cub: "C"--Clowns will be making you laugh tonight  
 5th Cub: "U"--Using the Pledge of Allegiance for our show to begin  
 6th Cub: "S"--Stand now together as our flag is brought in.

Color guard brings the flag into the Circus Ring and everyone stands and says the Pledge of Allegiance.

OPENING CEREMONY

Ringmaster: Step right up, folks, and see the fantastic, the unbelievable, the colossal, everything to amaze your senses.

(Cub Scout padded with pillows in women's clothing) Here we have Fanny, the Fat Lady. She's so fat that at the movie theater they had to take out 2 rows of seats and put in a bench.

(Cub Scout uses a black garden hose) Next, is Sampson, the Strong Man. He's so strong that he can bend a 1 inch steel bar in half.

(2 Cub Scouts inside 1 man's shirt) Then, you see Billybob, the 2-headed boy. He has so many brains that he needs 2 heads to keep them in.

(Cub Scout uses a telescoping radio antenna) Last, but not least, is Marvello, the Sword Swallower. He will swallow a 3 foot blade of cold steel right before your very eyes.

We have shown you but a few of our stependous attractions. If you will please stand and join me in the Pledge of Allegiance, we will begin the GREATEST SHOW ON EARTH.

Judy Donnelly

ADVANCEMENT CEREMONY

Props: Circus Ring

Cubmaster: Ladies and Gentlemen, you are about to see a Parade of Achievements like you have never seen before.

For our first act tonight, we have some trained Bobcats and their trainers in the center ring. They will perform for us showing what feats they have mastered. (Bobcats and parents come forward and go through Bobcat requirements with the Cubmaster. Badges are presented.) Notice how these Bobcats have been trained well by their trainers. Let's have a fine round of applause for this fine act we have just seen performed before our very eyes!

And now we have for our second colossal act of achievement this evening, a fine trained Wolf act. The Wolfs in this act are \_\_\_\_\_ (read boys' names who are receiving their Wolf badge and/or Wolf arrow points). Here come those Wolf Cubs and their trainers into our center ring. (Boys and their parents come forward. Go through some circus talk as to the feats they can do that covers some of the Wolf requirements.)

Not to be outdone are the Bears and their trainers. They have spared no expense and effort to come before us at this time and show us what they can do. I'd like these Bears and their trainers to perform in the center ring. (Call boys and their parents up who are receiving their Bear badges and/or arrow points. Talk about what they can do as part of their Bear requirements.)

And now, Ladies and Gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights...in fact, to the very top in the Cub Scout Parade of Achievements. Let's all watch breathlessly as we give special honors in a ceremony which will demonstrate to you what heights these boys have climbed with the help of their trainers along the way. It is a privilege to introduce to you the participants in this outstanding feat. (Call Webelos and their leaders forward. Give boys their activity badge pins.)

And now, for the stars of our show...the young men who have completed the requirements of the Arrow of Light....the highest award in Cub Scouting. In

ADVANCEMENT CEREMONY (con't.)

order to qualify for this award, these young men have shown superior knowledge about Scouting, citizenship, and emergency first aid. As these stars step into our center ring, let's give them a roaring round of applause. (Read names of boys to receive their Arrow of Light. Pass out awards.)

We have presented for you tonight, one of the most exciting, most stupendous shows in the history of Cub Scouting. The young men you have seen before you have attained the heights of achievement...an amazing array of ability and skill...an extravaganza extraordinary!!!

CLOSING CEREMONY

Cubmaster: We've all watched some terrific acts tonight. But I think the greatest act is that of bringing us all together in a night of fun. I hope as you leave tonight, you will think about the joy you saw in your son's eyes and remember that is what Cub Scouting is all about.

CLOSING CEREMONY

Cub Scouts with "HAPPYFACES" on signs. Words can be written on the back.

1st Cub: I think there were 1,000 smiles here tonight, but did you know,

2nd Cub: A smile costs nothing,

3rd Cub: But creates much.

4th Cub: It happens in a flash, but the memory sometimes lasts forever.

5th Cub: It cannot be bought, begged, borrowed or stolen,

6th Cub: But it is of no earthly good to anyone unless it is given away.

7th Cub: So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours.

8th Cub: No one needs a smile quite as much as a person who has none left to give.



OPENING CEREMONY

Props: Picnic basket with cards inside

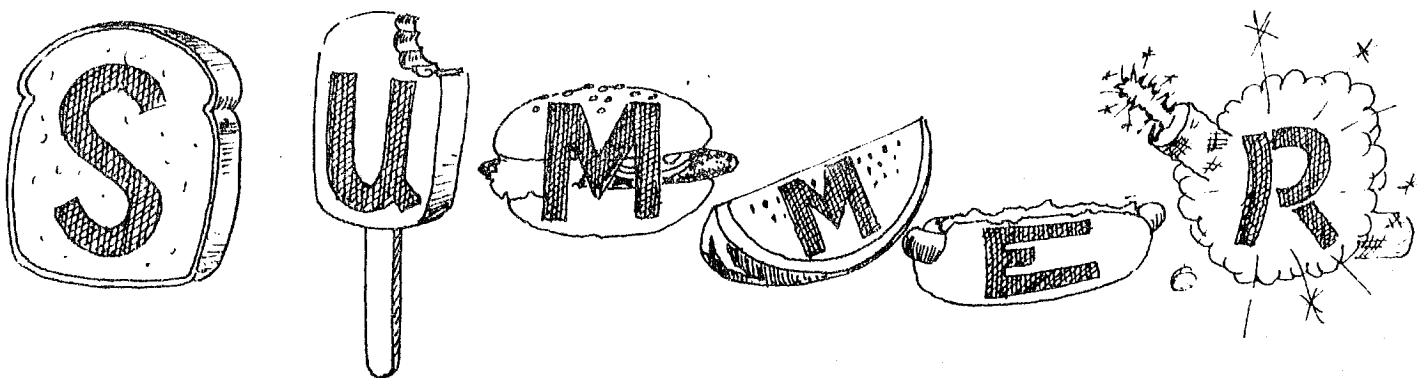
Cards that spell "SUMMER" on one side and "THANKS" on the other side; could be cut out in the shape of the items below

The Cub Scouts come out and get their cards out of the picnic basket and line up so they spell SUMMER.

- 1st Cub: "S"--is for Summer which is already here.
- 2nd Cub: "U"--is for Us boys who need Scouting all year.
- 3rd Cub: "M"--is for Many outings which Cub Scouting does bring.
- 4th Cub: "M"--is for More fun, cause that's our thing.
- 5th Cub: "E"-- is for Every parent who does their share.
- 6th Cub: "R"--is for a Roaring summer program you've planned cause you care!

After all the boys have said their lines, they turn over their cards to spell the word "THANKS."

Joyce Newell





OPENING CEREMONY

Props: Large cardboard sun  
Large letters, F-U-N, that will stick to the sun

Have 2 boys holding the sun. Have 3 other boys walk in one at a time and put the letters, F-U-N in the middle of the sun.

Another boy walks out: What are you guys doing?

2nd Cub: We're putting FUN in the sun.

1st Cub: Well, what are you doing that for?

2nd Cub: Don't you know that our theme this month is "Fun in the Sun!"

Please stand and join us in the Pledge of Allegiance.

Nancy Yates

CLOSING CEREMONY

Closing thought:

Summer is a good time for the family to do many things together and enjoy the beauty of our country. A family that does alot together is one that will always be a "Together" family even in later years when they each have gone their separate ways and may live miles apart. Think about it!

There's no better feeling than the feeling of belonging to a family who has done things together as a team. Cub Scouting is a family oriented program and we're happy for all those we see here taking advantage of the

"FUN IN THE SUN!"

CLOSING CEREMONY

You could use this after the Raingutter Regatta:

Just as boats and ships need to have a course and know where they are going, so do we as people need to have a course to our lives so that we don't just sail around aimlessly--getting in other's way at times and ending up nowhere! Plan your course set a goal or destination in mind and head towards it. We each one are the captain of our ship and can guide it to the place we want to go in life. So set yourself a goal and with positive thinking and diligent work you can reach that goal!

ADVANCEMENT CEREMONY

If you are working on your summer olympics, this ceremony might be just what you are looking for.

Props: Set up "winner's circles" with a poster labeling each rank.

Cubmaster: In the Olympics, there are many events to compete in. It takes months, even years of training to get in condition. The ultimate goal, of course, is to win the Gold Medal, the Olympics highest award.

We have some boys who have only just begun their training. Their 1st hurdle is the Bobcat. Will our Bobcats and their parents "jump" into the winner's circle and receive their awards?

The high jump into the Wolf book requires a stepped up program of conditioning. Basic skills must be mastered and the work may seem tedious, but this groundwork of training is necessary. Will the following Wolfs and their parents "leap" up into the Wolf circle?

Longer and more intensive training continues into the Bear book. The work is harder, but the skills must be learned here in preparation of the ultimate Gold Medal. Our Bears tonight have come this far in their training. Will \_\_\_\_\_ and their parents meet me in the winner's circle and accept their awards?

The training now has definitely increased to a concentrated effort to achieve the highest award. This month's efforts were focused on the Aquanaut Activity Badge. I'd like these boys to approach the Webelos circle and receive their activity pins.

The greatest honor we have today is that of announcing the "Gold Medal" winner--what we in Cub Scouting call the Arrow of Light. This is the highest award a boy can receive and one that requires a definite committment. We have a few boys who have succeeded in that ultimate goal ---the Arrow of Light. Will \_\_\_\_\_ and their parents join me up front to receive Cub Scouting's Gold Medal--the Arrow of Light!

Nancy Yates

OPENING CEREMONY

You could use pictures illustrating the following words.

- 1st Cub: The early caveman used fire to protect himself from wild beasts and to warm his body.
- 2nd Cub: In ancient times, the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.
- 3rd Cub: The American Indian used fire to hollow logs for his boats, to fire pottery, and for ceremonial purposes.
- 4th Cub: The pioneer used fire to forge rims for his wheels and bolts to build wagons. The silhouette of the village smithy against his fire was a common sight in Early America.
- 5th Cub: The cowboys in the old West sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail accompanied by guitar or harmonica.
- 6th Cub: Fire today makes the wheels of commerce and industry turn. In essence, fire is putting men on the moon.
- 7th Cub: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. If every Scout in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.

OPENING CEREMONY

Props: Campfire (artificial)  
Bow drill

Cubmaster: In the beginning there were no fires except those erupted by volcanoes, the lightning bolts from the angry sky or those flaming across the prairies or woodlands. Death instead of life mingled with these infernos. But a wise man of early beginnings found that the fire spark also lived in deadwood and in lifeless stone, and so by rubbing this wood together, he brought forth sacred fire, even as we now light our council fire.  
Fire Maker!! Bring forth the sacred wood from the forest so that we may have light and warmth.

Assistant comes out with a bow drill and simulates starting a fire. He bends down and flips the switch to turn on the bulbs.

ADVANCEMENT CEREMONY

Props: 3 flashlights, 1 with blue cellophane, 1 with gold cellophane, 1 with red cellophane. Pack leaders hold the flashlights.

This is a very simple ceremony, but every effective around the campfire.

Cubmaster: Tonight we have the blue light of Cub Scouting on my right (blue light is turned on) and the gold light of Cub Scouting on my left (gold light is turned on). These two lights symbolize the light of Cub Scouting which can shine brightly in the lives of our boys but only with the help of parents. Just as you see here, these two Cub Scouting lights needed the help of parents to make them shine.

There have been some Cub Scouts in our pack this month who have had those Cub Scouting lights shining in their lives. They have been working hard to pass off some achievements and electives (say whatever is appropriate here for the different badges).

Would the following boys and their parents come forward and stand in the Cub Scouting's Blue and Gold limelight together as we recognize them for the fine work they have done. (Have Bobcats, Wolves, Bears and Webelos come up separately.)

After all advancements are made, leaders should turn off the blue and gold lights. The red flashlight is turned on.

Cubmaster: We all know that red means stop. Let's all stop for a minute every once in awhile and ask ourselves if we are really doing the best we can whether as a Cub Scout, a parent, a leader or a family member. Parents, ask yourself if you've really helped your boy so that Cub Scouting can be a shining light to him.

Let's all do our best to keep those Blue and Gold lights shining. (Turn off the red light and turn on the blue and gold lights.) Then we can all see our sons step up here and receive some of the Blue and Gold limelight for his accomplishments.

Joyce Newell

CLOSING CEREMONY

The Indian version of the 23rd Psalm makes a perfect campfire closing.

The Great Father above is a Shepherd Chief, and I am His, and with Him I want not. He throws out to me a rope, and the name of the rope is Love. He draws me, and He draws me, and He draws me to where the grass is green and water is not dangerous, and I eat and lie down satisfied.

Sometimes my heart is very weak and falls down, but He lifts it up again and draws me into a good road. His name is wonderful, sometime, it may be very soon, it may be longer, it may be long, long time, He will not draw back. I will not be afraid, for it is in there between these mountains that the Shepherd will meet me; and the hunger I have felt in my heart all through this life will be satisfied.

Sometimes He makes the Love rope into a whip, but afterwards He gives me a staff that I may lean on. He spreads a table before he with all kinds of food. He puts His hand upon my head---all "tired" is gone. My cup He fills until it runs over.

What I tell you is true. I lie not. These roads that are away ahead will stay with me through life, and afterwards I will go live in the Big Teepee, and sit down with the Shepherd Chief forever.

CLOSING CEREMONY

Props: Flag to be retired  
Bugler

Cubmaster: Our flag is known as the red, white and blue; Red is for courage, white is for purity and blue is for honor.

Have you ever thought of the blood and tears that have been shed for our nation throughout the years? We've won all our wars, but we still have not learned to conquer our fears and hates. No, it hasn't been easy to keep our land free. Now the challenge is passed on to you and me. So be proud you're an American. Hold your head high. Think of these things as our flag passes by.

Every now and then the time comes when a flag needs to be retired. Tonight we have such an occasion.

Color guard advances, audience salutes. When flag is placed on the fire, Taps is sounded. Everyone remains silent until flag is consumed.

TIPS TO A GOOD CAMPFIRE

This month's theme offers the perfect opportunity to have that campfire that your Cub Scouts have been waiting for. No one will be able to forget their Cub Scouts' eyes as they watch them grow large as the fire is lite; and a well-planned campfire program will fill everyone with enthusiasm and inspiration.

PLANNING:

1. Develop a written program in advance and make assignments. Have someone responsible for building and lighting the fire.
2. Dress up the campfire area--a tom-tom off in the distance really sets the mood, as do candles, etc.
3. Have sufficient light for people to find a seat.
4. Get everyone involved, i.e. songs, stunts, etc.
5. Vary the pace; noisy, lively stunts should come early in the program and quiet stunts towards the end.
6. Inspiration is essential to a successful campfire.
7. Opening ceremony sets the tone, so it should be good; lighting of the fire can be part of it.
8. Closing ceremony should be quiet and inspirational.
9. Program might consist of stories,, contests, stunts, magic, songs, etc.

THE FIRE:

1. Choose a dry site, keep away from swampy places. Mosquitoes and other insect pests can make things unbearable.
2. Arrange campfire cicle with reference to winds.
3. Select a level or gently sloping site.
4. Light fire in a Scout-like way. A torch is always dependable.
5. Consider fire hazards--overhead and underneath.
6. Be certain that the fire is extinguished completely before leaving the area.



OPENING CEREMONY

Cub Scouts line up holding large signs of the letters indicated below. Their lines could be written on the back side.

Den Leader: San Diego is a lovely place to be,  
 Let's take a walk through the letters  
 And you'll know what there is to see!

1st Cub: "S" is for the sandy beaches which lie along  
 our coast,  
 You can surf and swim and boogie board or lay  
 in the sun and toast.

2nd Cub: "A" is for Julian apples, so tasty and soooo  
 crisp,  
 The mountain drive will relax you, it's #1 on  
 our list.

3rd Cub: "N" stands for the Navy--so important to our  
 town,  
 Cruisers and subs grace our harbor, aircraft  
 carriers abound.

4th Cub: "D" represents the desert with its arid drought-  
 parched sand,  
 Snakes, lizards and coyotes are abundant in this  
 land.

5th Cub: "I" includes the ice in Sea World--the new  
 Penguin Encounter is neat,  
 The glass walls keep the penguins from getting  
 under your feet.

6th Cub: "E" is for everything wonderful from museums  
 to the park,  
 The merry-go-round and train ride make kids  
 happy as a lark.

7th Cub: "G" means GO to the Zoo--its animals are the  
 world's best,  
 See the lions, tigers and bears, and to that,  
 you will attest.

8th Cub: "O" San Diego---what a wonderful place to be,  
 I could live anyplace on earth, but right here  
 is where you'll find me!!

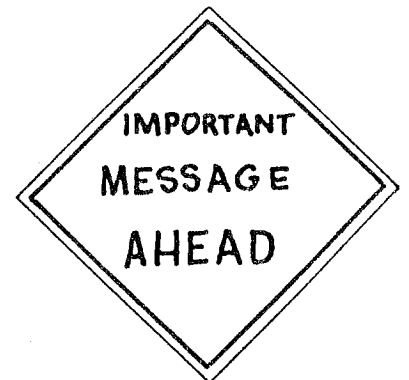
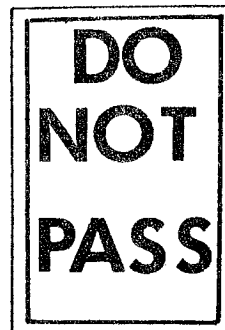
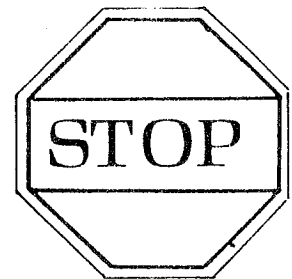
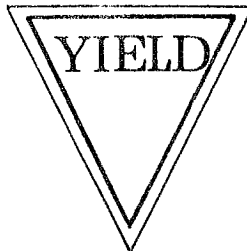
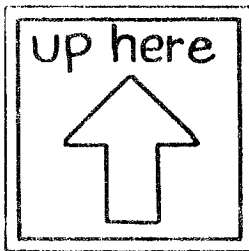
Gladys Swensrud

OPENING CEREMONY

Props: Traffic signs (can be made from posterboard or colored construction paper. The California Driver's Handbook shows you all the traffic signs in color.

Traffic signs are a visible part of everyone's town. This can be a very effective opening, with not a word spoken.

Cub Scouts come out, one at a time, and hold up their sign for everyone to see. After the last Cub Scout comes out and shows his sign, everyone turns over their sign so that the word "WELCOME" is spelled out.





OPENING CEREMONY

Instead of a theme opening, you may want to use this one that presents the Cub Scout Program to your new families.

Cub Scouts line up holding the posters as indicated.  
(Advancement posters are available at the Scout Service Center)

- 1st Cub: (Bobcat Badge) Cub Scouting is.....  
that new Bobcat who the Cub Scout Promise makes.
- 2nd Cub: (Wolf Badge) Cub Scouting is....  
that Wolf Cub Scout who his first elective undertakes.
- 3rd Cub: (Bear Badge) Cub Scouting is.....  
that older Bear Cub who can tackle much more.
- 4th Cub: (Webelos Emblem) Cub Scouting is....  
that Webelos Scout who's running up a fine activity badge score.
- 5th Cub: (word "FUN") Cub Scouting is.....  
all that, plus much more too, giving us the reason for what we're here to do.
- 6th Cub: (picture of a Cub Scout) Cub Scouting is.....  
that boy clad in gold and blue making this meeting important to me and you.
- 7th Cub: (patriotic picture) Cub Scouting is.....  
being a good citizen you see, so won't you now Pledge Allegiance to our flag with me?

Audience stands and says the Pledge of Allegiance.

Joyce Newell

CLOSING CEREMONY

Cubmaster: We shouldn't take our freedom for granted. Our right of free speech, to worship as we choose, to enjoy the freedom we have as Americans too often is taken for granted. There was a time in our history when men could only hope for these freedoms. But now they have become a reality. Our freedom is a result of courage and sacrifice of thousands of our forefathers. Let's remember what it cost these men to provide the freedoms we have today. As we all look towards the future, let us ever promise to do our part to keep our freedom and to help make "Our Town" the kind of place we want to live in.

CLOSING CEREMONY

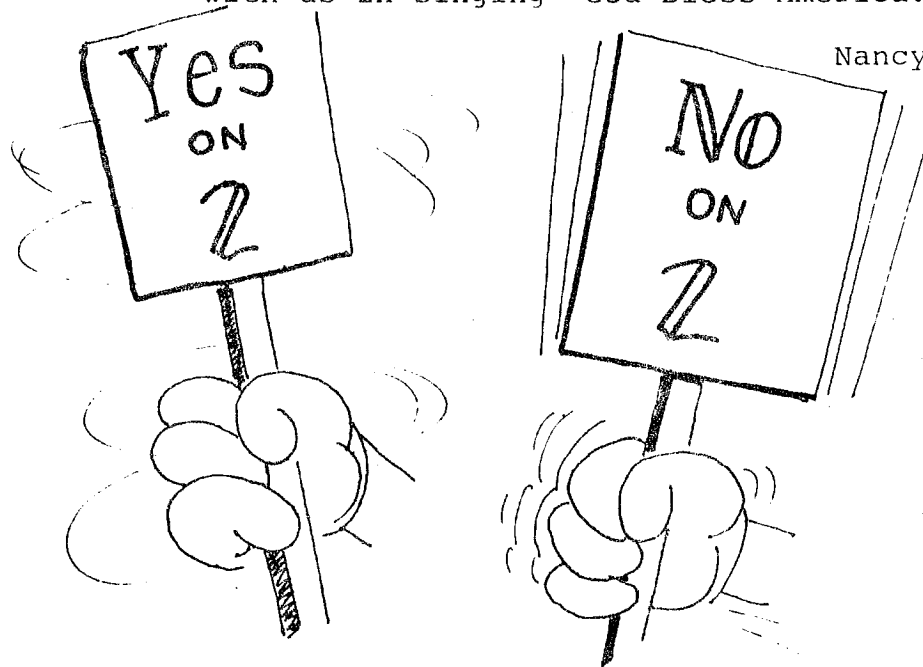
Cubmaster: When you wake up tomorrow to another beautiful San Diego day, be aware of how fortunate we are to live in America's Finest City. Remember that even 1 minute of anger in your day is a precious WASTED minute that could have been filled with 1 minute of happiness.

Gladys Swensrud

CLOSING CEREMONY

Cub Scouts hold up pictures illustrating different parts of the U.S.A.

- 1st Cub: (Farm picture) Some people live on a farm.
- 2nd Cub: (City picture) Some people live in the city.
- 3rd Cub: (Desert picture) Some people live in the desert.
- 4th Cub: (Mountain picture) Some people live in the mountains.
- 5th Cub: (Sea picture) Some people live by the sea.
- 6th Cub: (Island picture) Some people live on an island.
- 7th Cub: (San Diego picture) We all live in San Diego.
- 8th Cub: ("FREEDOM" word) We can choose wherever we want to live, because we have "FREEDOM." That is the way the people who started the United States of America wanted it to be. Please stand and join with us in singing "God Bless America."



Nancy Yates

OPENING CEREMONYProps: Campfire

Cub Scouts dressed as Indians around the campfire.

- 1st Cub: Great Father in the sky, listen to Thy people.
- 2nd Cub: We thank Thee, Great Creator, for the light of the Sun each day.
- 3rd Cub: We thank Thee for the beauty of this World and the Plants and Animals we enjoy.
- 4th Cub: We thank Thee for the Night and the rest it brings.
- 5th Cub: Oh, Great Father of all Cub Scouts, bless us and be with us today.
- 6th Cub: (Jumps up, shakes rattle, and shouts) Rise up all you Braves. Rise up, our white brothers. (Everyone stands) We lower our tribal totems to honor the great flag of our white brothers.
- 7th Cub: (He brings the American flag to the front of the room.)
- 8th Cub: This is the most beautiful flag in the world. It stands for freedom, liberty and happiness. Take it, honor it, respect it and love it always, as it is yours and mine. Will everyone please join with me in the Pledge of Allegiance?

CLOSING CEREMONY

Cubmaster: As we close this meeting tonight in which we relived the "Wild and Woolly West," let us take a moment to think of the great outdoors.

Parents, counsel your sons that they may have ears to behold the red and purple sunsets; that they may have sharp ears to hear the voice of the Great Spirit. Guide them to have hands that respect the things God has made. Help them be wise and see the lessons hidden in every leaf and rock. Help them seek strength, not to be superior to others, but to be helpful to others. Help them along the Cub Scout trail to do their best.

ADVANCEMENT CEREMONY

Props: "Buffalo" skin (chamois cloth); pin advancements to it  
"Branding iron" (see below)

Go western this month and think of an honest-to-goodness brand for your pack. "Brand" all boys who are advancing and you could "brand" the others as "old hands."

Cubmaster: Everyone has been "whooping" it up this month reliving the "Wild and Wooly West." Now, we've got them all corraled for the "Big Branding Party."

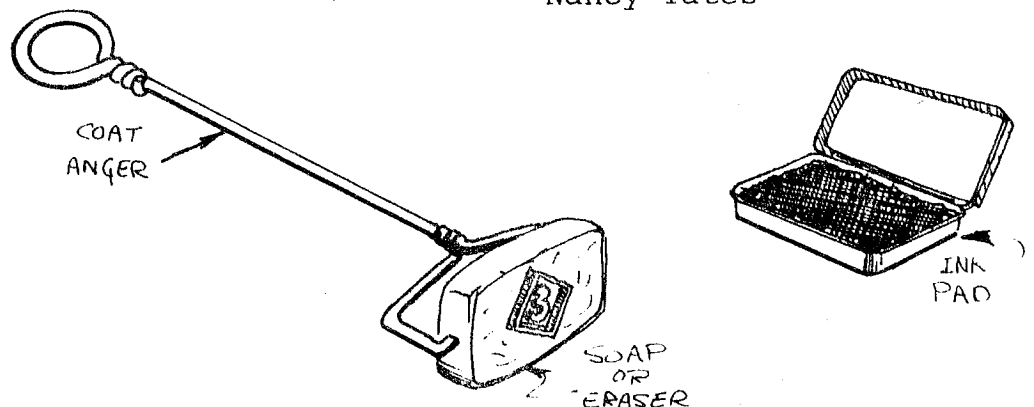
As with all roundups, we need to gather up all the little mavericks and herd them up here to get branded. (Bobcats and parents are called forward to receive their "brand" and awards.)

I can see our herd tonight is pretty frisky. I think we've got some colts out there who are really kicking up there heels. Would \_\_\_\_\_ (boys' names) and their parents head me off at the corral? (Wolf badges and/or arrow points are handed out.)

We've very lucky to have some "yearlings" in our herd. These are ones that are in their 2nd year and sometimes a little harder to rope in. But our herd can't grow without them, so let's bring them up here. (Call Bears and their parents forward to receive their awards.)

I have to say we really couldn't have done this roundup tonight without our "Scouts." They've ridden the trail before and know how hard it is to keep the herd together. They serve me well as key lookouts as well as an example for everyone to "look-up" to. Would the following Webelos Scouts come forward and receive their awards? (Boys come forward.)

Nancy Yates



FAMILY INDUCTION CEREMONY

Props: Target with a drawing of a boy on it  
Toy dart  
Table

New boys and their parents stand behind the table. Dart is on the table with target about 10 feet away.

Cubmaster: You have indicated your desire to be a part of our Cub Scout pack. You see before you a target. It represents your son and all the fine things you wish for him. On the table is a dart. This represents the fun and character-building activities of Cub Scouting that you desire for your boy. This dart represents the Cub Scout program, the activities of each den and pack, as well as the numerous boy-appealing projects in his advancement program. However, they will not reach your son until the dart is thrown and that is where you, his parents, come in.

This is your program to use for your son. Go ahead, Dad, and throw at the target. Wait! What's this maneuvering you're going through? Are you trying to aim the dart at the target?

Dad: (probable answer) Why sure. How else do you think I can hit it?

Cubmaster: Now you've got the idea. In Cub Scouting we've got to have parents helping and guiding their sons if they are to get what they should from Cub Scouting.

Mr. and Mrs. \_\_\_\_\_, will you help your son by attending pack meetings regularly, working with him on his achievement program, helping with den and pack activities, and serving as leaders if called upon?

Parents: We will.

Cubmaster: Congratulations, we know you will. All of us in Pack \_\_\_\_\_ want to welcome you to the fun of Cub Scouting.

The entire audience joins in singing "Hi, Hi, There:"

Hi! Hi! Hi! there Cub(s)!  
We are glad to meet you,  
We are glad to greet you.  
Hi! Hi! Hi! there Cub(s)!  
You are welcome to our Pack!

## DEN CHIEF INSTALLATION CEREMONY

Props: Blue yarn, 4 feet long  
Yellow yarn, 4 feet long  
Den Chief's book  
Den Chief's cord

On Akela's right stands a Cub Scout holding a rope of blue yarn; on his left, an older Den Chief holds the rope of yellow yarn.

Akela: Cub Scouts and friends of Pack \_\_\_\_\_. We wish to recognize a new leader who will serve as Den Chief of Den \_\_\_\_\_. I, Akela, Chief of the Webelos, pondered long into the night as to who should lead the young Cub Scouts of our pack. An important council was held with the Scoutmaster, chief of our older brothers, to choose this important leader. Now we call to our council the chosen one: (Scout's name) of Troop \_\_\_\_\_ please come forward. (Scout comes forward)

(Points to blue yarn) This blue totem represents the Cub Scout pack with all its Cub Scouts, leaders, and parents--also the Cub Scout Promise and Law of the Pack.

(Points to yellow yellow yarn) This gold totem represents the Scout Troop, its leaders, the Scout Oath and Law. You will notice the ropes are made up of many strands representing all the boys in the troop and pack. Let us bind together these ropes into a bond of friendship.

The Cub Scout and older Den Chief each grasp an end of the two cords and twist in opposite directions.

Akela: You now see these symbols become the totem of the Den Chief's office. This is known as the Den Chief's cords. In recognition of this high office and the important service you will be rendering to your troop and our pack, we want to present to you this Den Chief's cord to be worn over your left sleeve, and this Den Chief's book.

When Akela was a boy, he was taken on trips by his chief to learn the ways of the braves to prepare him for the day when he would become a chief. You have now become a chief in Akela's pack to lead the younger ones that they shall become mighty hunters and honorable Webelos.

Thank you.

DENNER INSTALLATION CEREMONY

Props: 1 large candle  
2 small candles  
Denner & assistant denner cords

Large candle is lit. The former denner and assistant denner are standing next to the den leader.

Den Leader: This light represents the Spirit of Scouting.  
It takes a team to keep the spirit of Scouting  
alive and keep the candle burning.

\_\_\_\_\_ and \_\_\_\_\_ have served us well  
and kept the Spirit of Scouting burning bright  
in our den. We thank you.

Den: Hip! Hip! Hooray! Hip! Hip! Hooray! Hip! Hip!  
Hooray!

(Former denner and assistant denner sit down)

Den Leader lights one of the small candles.

Den Leader: (New denner) \_\_\_\_\_, please come forward. You will  
be responsible for always giving a good example  
during the week. You must help the Den Leader  
by taking attendance and collecting den dues.  
(Responsibilities may vary) Do you accept this  
light to keep the Spirit of Scouting burning  
bright in our den?

Denner: I do. (Accepts the candle)

Den Leader: I'm happy to present you with the denner cord  
which is to be worn on your left sleeve. Wear  
it proudly and with honor.

Den Leader lights the other small candle.

Den Leader: (New assist. denner), please come forward. You  
must give a good example during the week. You  
must help the Den Leader and the denner and be  
prepared to take over the position of denner  
in his absence. Do you accept this light to keep  
the Spirit of Scouting burning bright in our den?

Assist. Denner: I do. (Accepts the candle)

Den Leader: This is your assistant denner cord to be worn  
with pride on your left sleeve. Congratulations!

Den may give them an applause stunt.

## DEN ACHIEVEMENT CEREMONY

Props: Den doodle  
Beads

Boys should be seated facing the den doodle. Ideas for den doodles can be found in the Cub Scout Leader Book and in the Staging Den and Pack Ceremonies book.

Den Leader: Today, we have a boy who has been working hard on his Wolf (Bear) badge and has passed off another achievement.  
If \_\_\_\_\_ will come forward now, our assistant den leader, Mrs. \_\_\_\_\_ will present him with his doodle to add to his string.

Asst. Den Leader: Congratulations, \_\_\_\_\_ (hands him his doodle). You're doing great! Keep up the good work.

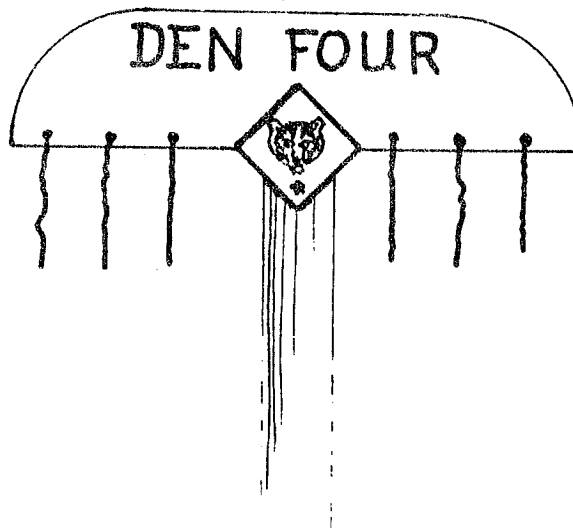
Den Leader: While \_\_\_\_\_ is adding his doodle to his string on our den doodle, our Den Chief will lead us in our Achievement Pledge.

Den Chief: Let's stand and give the Cub Scout Sign and repeat with me:

We the boys of Den \_\_\_\_\_,  
Promise to do our best.  
To keep working on our achievements,  
And to make our Den stand out from all  
the rest!

Den Leader: Now that \_\_\_\_\_ has added his doodle, let's all give him \_\_\_\_\_ big "Hows." (Match number of "Hows" with number of achievements passed off or the number of boys adding doodles. \_

This can be changed for variety; substitute a den yell or applause stunt. You might ask the boy what achievement he did as encouragement to the others.





TIGER CUB INDUCTION CEREMONY

Props: Campfire  
Wolf Book(s)

Asst. Cubmaster: O, Mighty Akela, we have some Tiger Cubs requesting to join our pack.

Akela: Bring them around our council fire.

(Boys come forward)

Akela: Do you come before this pack to seek membership in our ranks?

Boys: We do.

Akela: These Tiger Cubs have been working hard with their families and have now proven themselves qualified for membership in our pack.

As evidence of your readiness, please face the pack and give the Cub Scout sign.

(Boys give the Cub Scout sign)

Akela: I now present you with your Wolf Book(s) to take home and read through it eagerly, like the eager Tiger Cubs that you are. May you come before us soon requesting your first advancement, that of the Bobcat.

Before you is the fire of friendship, which means that every Cub Scout in this pack is the friend of every other Cub Scout. As each new Cub Scout joins our pack, he places a stick of wood upon the fire showing that he too wishes to do his best to be a friend to all. Now you shall place your token on the fire.

(Boys place wood on fire)

Akela: Thank you. (Gives the Cub Scout handshake)

## BOBCAT ADVANCEMENT CEREMONY

Cubmaster: The Bobcat is a small wildcat, about 3½ feet long or shorter. The Bobcat is hard to find, especially during the hours of 3 to 5 p.m. when it's time to take out the trash, cut the grass or take a bath. It hides behind trees, under beds or behind an imaginary tank or truck waiting for the enemy to pass. It feeds on hamburgers, hotdogs, tacos, cakes, candy and hunts for food wherever he can find it!

Bobcats can be found in trees, mud puddles, under leaves, in an old rain barrel, on the roof or wherever girls aren't. They can be found as far as the school playground or as close as the neighbor's yard, pulling on the cat's tail. The Bobcat's ability to run, jump and hide is a legend. T.V., movies, Walt Disney or John Wayne have been known to be able to lure this wild creature in close for the catch. Many a mighty and crafty hunter has been foiled in their efforts to tame this strange creature.

But here, now, if you are ready, but stand back, because he is unpredictable, I present to you a Bobcat, tamed, washed, hair combed and about as loveable as he can be, probably with a frog in his pocket.

Boys and their parents are called forward and presented their awards.



BOBCAT INDUCTION CEREMONY

Bobcats and their parents are called up in front of the pack.

Cubmaster: Who speaks for this group?

Asst. Cubmaster: I do.

Cubmaster: What is the wish of this group?

Asst. Cubmaster: To join your pack.

Cubmaster: Are these boys wise in the ways of the pack?

Asst. Cubmaster: Yes.

Cubmaster: You have come tonight seeking admission to the friendship and fun of Cub Scouting. You have learned along with your parents who are here with you, those things necessary to become a Bobcat. Parents, we welcome you. Cub Scouting is for the whole family. As parents you have certain responsibilities in Cub Scouting. We expect that you will attend the monthly pack meeting and work with your son on his achievements, approving them for him when satisfactorily completed. When called upon we will expect you to assist, along with the rest of the parents, in various leadership capacities. Will you accept this responsibility?

Parents: We will.

Cubmaster: Cub Scouts form a living circle and give me the Cub Scout sign and repeat with me the Law of the Pack.

Cubmaster and Cub Scouts say the Law of the Pack. Break the living circle and return to original positions.

Cubmaster: The Bobcat pin signifies the service you will do in your den, in your pack and in your community. It should not be taken lightly.

(Bobcat pins are handed to the parents)

When you parents put these pins on your son's pocket, place them on upside down. After he has performed his first good deed or act of service as a Cub Scout, then he may turn the pin right side up. Then he has fully deserved and merited his pin.

Marilyn & Lyle Proffitt

BOBCAT INDUCTION CEREMONY

Props: Campfire  
Akela in headdress  
Drum

New Bobcats and parents standing in a circle around the council fire with drummer beating softly in the background.

Akela: My son(s), you have come before this council fire seeking the ways of the mightiest bird, the Eagle. But first you must learn the ways of the Bobcat, the Wolf, the Bear, and the flight of the Arrow of Light.

To show you are ready to accept these tasks, you must promise to do your best, to perform many tasks, to accept the responsibility of a Cub Scout. Will you do this by giving me the Cub Scout sign and repeating the Cub Scout Promise and Motto?

Bobcats: (Repeat the Cub Scout Promise and Motto)

Akela: As Akela, your leader, I now accept you into our tribe. I will present your mother with your Bobcat badge and ask her to pin it on you. May you appear before this council fire many times seeking new awards to add to your uniform.

(Speaking to parents) You, too, as parents, must accept certain responsibilities. You must work with your son(s) and help him along his Cub Scout trail, supporting him and the Pack in all their adventures, sharing with them the fun and friendship of Cub Scouting. Will you do this?

Parents: We will.

Akela: (To Bobcats) Just as you will brighten our Pack, will you please add a piece of wood to our fire to brighten it?

(Bobcats place a piece of wood on council fire)

Akela: Thank you and welcome to our Pack. (Gives the Cub Scout handshake.)

BOBCAT INDUCTION CEREMONY

Props: Campfire (artificial or real)

Asst. Cubmaster: Oh, Mighty Akela, we have some among us requesting to join.

Akela: Bring them before our council fire.

Asst. Cubmaster: Will \_\_\_\_\_ and their parents please present themselves for acceptance.

(Boys and parents come forward)

Akela: Families, do you come before this pack to seek membership in our ranks? If so, answer by saying, "We do."

Boys: We do.

Akela: Den Leaders, have these boys prepared themselves for the honor of wearing the badge of Bobcat?

Den Leaders: Yes, Akela, they have.

Akela: Boys, as evidence of your readiness, please face the members of the Pack, give the Cub Scout sign, and say the Promise.

(Boys say the Cub Scout Promise)

Akela: Parents, in recognition of your part in your sons advancement, please pin this Bobcat patch on his left shirt pocket, upside down\* After he has done a good turn, you may sew it on right side up.

Cub Scouts, please present your mother with the mother's pin.

It is now my pleasure to be the first to welcome you with a Cub Scout handshake.

\*To add to the ceremony, you could add the following:

Akela: I know how hard it might be for the mothers to pin these badges (or pins) upside down, so we're going to help you. If the fathers would hold their sons upside down, then the mothers will pin them on right side up.

Fathers grab their son's legs and suspend them upside down while the mothers pin the badges (pins) on. You might comment on how red the boy's faces are getting!!

## WOLF ADVANCEMENT CEREMONY

Cubmaster: The Wolf is a four-legged meat-eating animal. It belongs to the dog family, but it is wild. It's reputation of fierceness is well known. The Wolf, older brother of the Bobcat and younger brother of the Bear, runs in packs. When a Wolf Pack sets out on a hunt, it is in search of food. The local 7-11 stores, McDonald's and Jack-in-the-Box are favorites of this cunning creature. You have heard the expression, "wolfing down his food?" Watch one of these young Wolves as he eats his dinner with one eye on the front door, ready to run.

Most Wolf pups aren't too ambitious. Running, jumping, chasing girls are his favorite past-times. Brushing fangs, grooming hair or tidying up their den are distasteful to the young Wolf. The average Wolf is about 4 feet long, not counting the cowlick on his head. Most weigh about 50 lbs., give or take a pizza or two. Plus cakes, candy, gum, frog in his pocket or his pet rock, which he has tied to a short rope dragging it behind him.

The Wolf, like his relative, the dog, can be trained if his training starts early in life. Tonight, we have some young Wolves who started their training early and now have proven themselves ready to go on to greater things.

With pride, I present to you \_\_\_\_\_  
(boys and their parents are called forward and presented their awards).

## WOLF ADVANCEMENT CEREMONY

Props: Akela in Indian costume  
Council fire  
Tom-tom

Akela stands by council fire with tom-tom beating in the background.

Asst. Cubmaster: The Cub Scout advancement plan follows Akela's life story. Some of our Cub Scouts are following in Akela's footsteps tonight.

Akela: When Akela was little, he was taken on short trips into the forest among the great trees and the streams. Here from the Wolf, he learned the language of the ground, the tracks, the way to food. Much the same as Akela, some of the Cub Scouts have achieved Wolf rank and some have earned Gold and Silver Arrows.

Boys and their parents are called forward and awards are presented to the parents. Akela gives the boys the Cub Scout handshake.

## WOLF ADVANCEMENT CEREMONY

Props: Wolf plaque

Cubmaster: Tonight we have a boy(s) who has earned his Wolf Badge. Will \_\_\_\_\_ and his parents please come forward.

You have fulfilled the requirements of Wolf and have earned the right to wear his likeness. To your parents goes the honor of presenting you with your badge and certificate.

The Webelos will now make a circle around our new Wolf(s) and give him the Grand Howl as a welcome sign into the Wolf Pack.

The Webelos give the Grand Howl (Den Chief's Book, pg. 114). (Later on, in the year as more boys earn their Wolf Badge, they can take the place of the Webelos and welcome their "brother Wolfs." This serves as an incentive for the boys to earn their Wolf Badge.)

Cubmaster: Now, I'd like to present to you this Wolf head to hang in your room as a constant reminder of what you have learned on the trail of the Wolf.

Cubmaster presents the Wolf head and gives the Cub Scout handshake.

## WOLF GRADUATION

Props: Candles  
Paper plates  
Bear neckerchiefs and books

Candles (small taper ones) are inserted in the middle of a paper plate to catch the wax. Have one candle per boy.

**Cubmaster:** The Wolf was greatly admired by the Indians for his swiftness, his hunting ability and his endurance. In fact, the Indian Scout was called a Wolf, and the sign was two fingers spread apart, symbolizing the erect ears of the Wolf. The Wolf was considered a great medicine animal and the Indian Scout wore the skin and head of the Wolf when on a scouting expedition.

The Cubmaster calls the Cub Scouts forward who are going to become Bears. Bear neckerchiefs are placed around their necks and they are handed a lighted candle.

**Cubmaster:** You have followed the trail of the Indian by attaining the rank of Wolf Cub Scout. You have proven yourself brave, swift and alert as your Indian brothers of the past. Now you must go on to greater honors for yourself and your parents by earning your Bear to prove your greatness. Learn the ways of our animal friends. Learn about Mother Earth and how to grow food. Look up to our skies and learn the stories the stars tell.

Let this light be a sign to others that YOU are now a Bear!

Congratulations!

Boys blow out their candles and are handed their Bear books.





## BEAR ADVANCEMENT CEREMONY

Cubmaster: The Bear is a large fur-bearing animal found mainly in northern countries. Most bears will not harm a person unless wounded or cornered. A Bear will eat almost anything! Hamburgers, tacos, hotdogs, a day old half eaten apple and bubble gum are his favorites. Most Bears look and act very clumsy. But their ability to run or climb trees, especially when asked to help Mom or Dad, or when a girl is near, disproves this. I've seen some Bear Cubs who could outrun a bike, up hill, while drinking a coke.

It lives at home, but can be found almost anywhere, up a tree, in a cave, under a log or running away from the lawnmower. It likes to sleep late, Monday thru Friday, but likes to get up before dawn on Saturday and Sunday. The young Bears are called Cubs. They are very playful and full of mischief. But if one is trapped young enough, they can be trained to do many tricks. Combing their hair, brushing their teeth or even, with luck, to leave TV long enough to have dinner.

The only Bears found here, in San Diego, are called Bear Cub Scouts. Our Bear Cub Scouts have been taught many tricks and are well trained. They can tell us about wildlife, plant a tree, work with wood, write a story and most of all, make us proud!

So, with pride, that I share with his parents, I present \_\_\_\_\_ who have completed the 12 achievements and have earned the rank of Bear Cub Scout. (Boys and parents come forward and receive their awards)

## BEAR ADVANCEMENT CEREMONY

Props: Akela in Indian costume  
Council fire  
Tom-tom

Akela stands behind the council fire while tom-tom beats slowly.

Asst. Cubmaster: As a Cub Scout grows, he continues to follow in Akela's footsteps up the Scouting trail.

Cubmaster: As Akela grew older he learned many things from the big, kindly bear. He learned the secret names of the trees, the call of the birds, and the language of the air. Just as Akela acquired new skills, so too, have some Cub Scouts earned the rank of Bear. Some have even gone further and earned Gold and Silver Arrows.

Boys and their parents are called forward and awards are presented to the parents. Akela gives the boys the Cub Scout handshake.

## BEAR ADVANCEMENT CEREMONY

Props: Bear plaque

Cubmaster: Tonight, \_\_\_\_\_ has earned his Bear Badge. Will he and his parents please come forward.

The requirements you have fulfilled are more difficult than those you met as a Wolf. But you have indeed earned the right to wear the Bear head on your uniform. Your parents have the honor of presenting you with your Bear badge and certificate.

To welcome you into our pack of Bear Cubs, the Webelos will come forward and give you a Bear Hug (giant hug).

Sometimes the boys can get a little carried away with "hugging" and end up knocking the boy down; careful supervision is good.

Later in the year as more Bears are advanced, they can take the place of the Webelos and welcome the new Bears into their Bear Pack. This serves as an incentive for the other boys to earn their Bear Badge.

Cubmaster: To remind you of the knowledge you have gained as you followed the tracks of the Bear, I'd like to give you this Bear head.

Cubmaster presents the Bear head and gives the Cub Scout handshake.

## BEAR GRADUATION

Props: Indian headbands  
Akela in Indian costume  
Bridge  
Campfire  
Webelos neckerchiefs, tie slides, colors, and books

Webelos are sitting around the campfire. The bridge is near the campfire so the boys crossing over into Webelos will go across the bridge and sit with the other Webelos around the campfire.

Akela: Bears, you have in the past worked on the Wolf trail and your most recent adventures have been on the Bear trail. You have proven yourself worthy to be a good Scout by learning many of the secrets of Mother Nature. But, many more await you on the Webelos trail. The trail may seem more difficult but this is to prepare you for the upward climb to the Arrow of Light, Cub Scouting's highest award.

You have now earned the honor to join our Webelos council fire.

Boys are called up, individually, and, as they cross over the bridge, they are given their neckerchief, tie slide, colors, and book.

Akela: Congratulations, young braves. You will find many adventures ahead of you.



ARROW POINTS CEREMONY

Awards are presented to parents who give them to their sons.

Asst. Cubmaster: We have some braves who have followed the trail of the Bear, Akela.

Akela: What did they learn from the Bear?

Asst. Cubmaster: They learned the care of the earth, the tracks of the animals and the language of the air.

Akela: Bring them and their parents forward to be honored and receive their awards.

(Names of boys are read. Awards are presented.)

Asst. Cubmaster: Let us give them the Bear applause stunt.



ARROW POINTS CEREMONY

Present arrow points for Wolf and Bear separately.

Cubmaster: Tonight we have some Wolfs (Bears) who have been hard at work on their electives, some earning their Gold Arrow and some earning their Silver Arrow(s). As I read your names, I would like you and your parents to come up here.

(Boys and their parents come forward)

Cubmaster: It gives me great pleasure to award these Arrow Points to you boys tonight. As I read your names, the Assistant Cubmaster, Mr. \_\_\_\_\_ will hand you your awards with our congratulations for a job well done.

These boys have learned how to make and do many useful and fun things while working on these electives. For each 10 projects he completes, he receives an arrow point, so you can see that these boys have been very busy. For all their fine efforts, we're going to give them a special applause stunt.

(Everyone stands and gives them an applause stunt)

Joyce Newell

ARROW POINTS CEREMONY

Awards are presented to parents who give them to their sons.

Asst. Cubmaster: Akela, we have some braves who have studied the trail of the Wolf.

Akela: What have they learned from the Wolf?

Asst. Cubmaster: They have learned the skills of a craftsman, the ways of the birds, and the customs of the Indians.

Akela: Bring them and their parents forward to be honored.

(Names of boys are read. Awards are presented.)

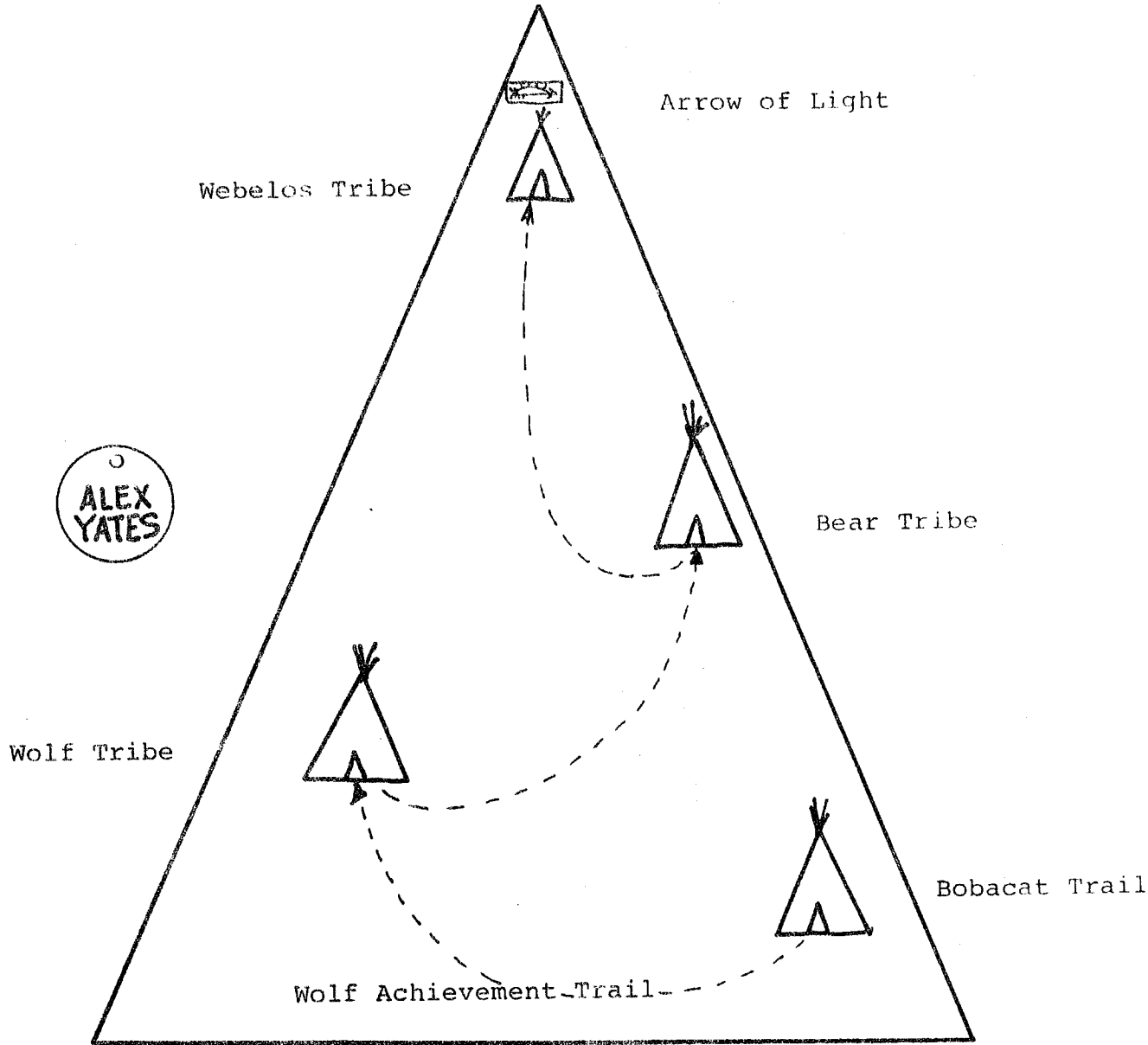
Asst. Cubmaster: Let us now give them the Wolf applause stunt.

ADVANCEMENT BOARD

White background

Green trail

Tents outlined in brown/Indian pictures on them



There are cup hooks by numbers and at each tribe tent, so boys can hang tangs with their names on them.

\*Large teepee is hinged so it can fold and be easily moved.

INDUCTION OF A NEW CUBMASTER

(by Mike CTTck)

(Lights out in area where induction takes place, spotlight is trained on Akela, as small a beam as possible, on Akela's face or head.)

LEADER: Great Akela, there is a brave among us who has chosen to accept the mighty challenge to become like you and accept the position of Akela and Cubmaster of Pack # \_\_\_\_\_.

AKELA: Does this brave know of the responsibility and the challenge before him?

LEADER: Yes, Akela, He knows and also agrees to seek further knowledge at your council fires and now awaits your acceptance of him.

(Audience forms 2 lines, thus making a lane for the new Cubmaster and the Leader to walk through to the front of the area where the induction takes place. As the Cubmaster and Leader come to the front, the spotlight follows them down the lane. The spot beam opens to half-wide when they get to the front of the area, the beam opens to full wide beam. Cubmaster stands before the prop stand between Akela & the Leader.)

AKELA: Please be seated. (Everyone returns to their seats.)

Do You, \_\_\_\_\_, accept the challenge set before you...  
This is a great responsibility...?? If so, speak these words...I DO  
ACCEPT!!

CM: I DO ACCEPT!!

(Akela places the Bear Claw necklace around CM's neck, saying:)

AKELA: Light the first candle! (CM lights the first candle)

LEADER: Do you now pledge Enthusiasm...nothing great is accomplished without Enthusiasm. If so, please light the second candle and pledge your Enthusiasm.

CM: I so pledge (Lights second candle.) (Leader places beaded bag over the shoulder of the CM.)

AKELA: Will you, \_\_\_\_\_, seek the knowledge open to you in Training, Pow-Wow, and Roundtables, that the knowledge found there can pake your Pack run better and make you a better Cubmaster to these boys? If so, state: I Will.

CM: I WILL!! (Akela places the headdress on CM's head and says:)

AKELA: NOW LIGHT THE THIRD CANDLE. (CM lights third candle.)

LEADER: \_\_\_\_\_, we give you now the gift of admiration, for never has there been a worthy chief who was not admired by all those around or in his tribe. Do you now pledge that you will continue to strive to be worthy of this admiration? If so, speak the words, I DO.

CM: I DO!!

AKELA: LIGHT THE FOURTH CANDLE! (New Cubmaster lights candle, turns with outstretched arms to audience and with spotlight on face, says:)

CM: MAY THE GREAT SPIRIT SHINE FAVORABLY ON OUR PACK AND GUIDE US THRU LIFE!

INDUCTION OF ASSISTANT CUBMASTER

by Mike Click

(Equipment needed: Spotlight, 4 Candle Candleboard)

LEADER: Great Akela, one among us has expressed a desire to become an Assistant Cubmaster for Pack # \_\_\_\_\_.

AKELA: Has this Brave learned of the responsibility and adventure before him?

LEADER: Yes, Akela, and he awaits your acceptance of him at your council fires.

AKELA: Bring him forth.

LEADER: Would \_\_\_\_\_ please step forward and face our great leader, Akela. (Assistant CM steps up onto stage - Leader steps to the side. Spotlight trains on ACM.)

AKELA: Do you, \_\_\_\_\_, accept the challenge of assisting the Cubmaster, supervising and training Den Chiefs, and being prepared to stand in whenever and wherever needed? If so, repeat: I do accept!

ACM: I do accept! (Leader lights the first candle.)

AKELA: Do you now pledge Enthusiasm...for nothing great is ever accomplished without Enthusiasm. If so, as the second candle is lit, say: I so pledge.

ACM: I so pledge. (Leader lights second candle.)

AKELA: As an Assistant Cubmaster, will you, \_\_\_\_\_, seek the knowledge available to you through training sessions, Pow Wows, and Roundtables, in order that this knowledge you acquire will enhance your Pack's growth and strength, as well as make you a better leader of our young men. Indicate your agreement by stating: I will.

ACM: I will. (Leader lights third candle.)

AKELA: At this time, \_\_\_\_\_, we bestow upon you Admiration - that which is commanded by all worthy leaders. We charge you with the responsibility of Assistant Cubmaster of Pack # \_\_\_\_\_. Do you vow continuous pursuit of this Admiration and Worthiness of this responsibility? If so, say: I do.

ACM: I do. (Leader lights fourth candle. Akela (and Cubmaster) step toward center stage. Spotlight widens to shine on all of them.)

LEADER: And now, Pack # \_\_\_\_\_ and Cubmaster, \_\_\_\_\_, Akela & I present to you your new Assistant Cubmaster. With him comes his imagination, his creativity, his enthusiasm, and his loyalty.

AKELA: And now may our Pack grow and prosper with our new leader, and may we all share the joys and satisfactions of Cub Scouting.



## DEN LEADER INDUCTION CEREMONY

by John VanDaWalker

(Lights are dimmed. Spotlight is on the Ceremonial Board: places for 4 candles or 4 lights. Also on Ceremonial Table: 1 Den Leader patch, 1 Wolf Book, 1 Bear Book, 1 Den Flag with the # of the Den to be served.)

NARRATOR: Will \_\_\_\_\_ please come forward. Tonight we have the honor to induct into our Pack, \_\_\_\_\_ who will be leading Den # \_\_\_\_\_. Beside you is the Cubmaster. He holds in his hand the light of Scouting. (A small candle or flashlight.) Take hold of it and light the first candle, (or light)

This light is the first step in a boy's Cubbing life - the Bobcat - For you it is the symbol of your acceptance of this position and your promise to do your best to provide assistance to these boys and help them learn and grow both in mind and body. If you accept this position as Den Leader of Den # \_\_\_\_\_, give the Cub Scout sign and say, "I accept."

Now light the second candle, the symbol of the Wolf, the second step in the progress of the boys; for you it is a symbol of your promise to attend the monthly Roundtable where you will find more helps for projects, fun and games for your boys. If you now promise to go to Roundtable each month, give the Cub Scout sign and say: "I do."

Next, light the third candle, the symbol of the Bear and the symbol of your promise to seek training when it is offered by the Council Training Staff. If you now promise to seek training, give the Cub Scout sign and say: "I do promise."

As you light the fourth candle, the symbol of the Webelos Scout, and your symbol of enthusiasm, do you now promise to display to your boys enthusiasm, not only for what they are doing at that moment, but everything that they do, and for the Scouting program. If so, give the Cub Scout sign and say: "I do promise."

The Cubmaster will now present to \_\_\_\_\_ the Den flag of Den # \_\_\_\_\_, the Wolf Book, the Bear Book and her Den Leader's patch. (They are presented.)

By the authority vested in us by the San Diego County Council of the Boy Scouts of America, we hereby declare you to be the newest Den Leader in the Council. May you serve well the young men you are charged with.

(Here a powder charge may go off, and the lights go up.)

## INDIAN OPENING

- I. Welcome to the guests, boys and parents.
- II. Pledge to the Flag
- III. The lights go out.

(Indian scream) (Powder is set off, spotlight beams on Akela as he moves through the middle of the audience toward the dark campfire, a tom-tom beats with a slow beat and stops as Akela is at the campfire.)

AKELA: The great Spirit has called upon me, Akela, to enter this camp. I, Akela, come to focus the energy of the wind, the strength of the earth, and the guile of the creatures upon this camp. I, Akela, speak of Pack #\_\_\_\_\_. This camp is to be strong; it is to flow and soar to greater heights; it is to have a destiny of growth, development and activity.....I now call upon the four winds to ignite our fires of eternity, and as the campfire burns, it will instill in everyone here the powers and goals of our forefathers, and we will be able to soar beyond these goals to greater heights, forever.

We now call upon the North Wind....

We now call upon the South Wind....

We now call upon the East Wind....

We now call upon the West Wind....

Help me this night, Chant with me these words:

FOUR WINDS COME TO US. FOUR WINDS COME TO US.

(Drum beat starts to pick up the chant, building to a crescendo. The powder flashes, and the campfire is lit.) (The lights go on, and the meeting continues.)

-Mike Click

## OPENINGS

Our lives have been enriched by our Indian heritage, and we enjoy many things connected with Indian culture today. The Indians used symbols and designs for decoration and communication. A symbol which is dear to the hearts of all American citizens is our U.S. flag, which represents our freedom and heritage. Please stand and join me now in the Pledge of Allegiance. ...

Behold the emblem of our country - the flag of the greatest nation in the world. May it ever wave over free and liberty-loving people. May it always represent the highest ideals of American boyhood and manhood. May its stars and stripes blessed by Almighty God and glorified by the blood of patriots, always support the principles of democracy in America and around the world. Please join me in the Pledge of Allegiance. ...

## INVOLVEMENT

THE PACK MEETING SEEMED TO DRAG THAT NIGHT,  
AND PEOPLE WERE TIRING FAST.  
THE CUBMASTER SENSED THE FEELING,  
AND PRAYED THROUGH THE MEETING HE'D LAST.  
THEN CAME A LULL IN THE MEETING,  
AND THE CUBMASTER WIPED SWEAT FROM HIS BROW:  
IF ONLY HE COULD PERK THINGS UP,  
HE SURE WISHED THAT HE KNEW HOW.  
THEN SUDDENLY QUITE LIKE MAGIC  
HIS ASSISTANT APPEARED ON THE STAGE.  
IN HIS HAND HE HELD A BOOK,  
OPENED TO A CERTAIN PAGE.  
WITH BOUNCING ENTHUSIASM THEN,  
HE ANNOUNCED EVERYONE WAS GOING TO HELP OUT.  
HE DIVIDED THEM INTO GROUPS,  
AND TESTED EACH ONE FOR THEIR SHOUT.  
BEFORE ANYONE QUITE KNEW WHAT WAS HAPPENING,  
THEY WERE ALL JOINING IN LOTS OF FUN:  
EACH GROUP DOING THEIR BEST  
TO OUTDO THE OTHER ONE.  
LISTENING AS THE LEADER READ,  
WAITING TO HEAR THEIR KEY WORD,  
THE FUN THAT THEY WERE HAVING,  
COULD NOW BE SEEN AND HEARD.  
FROM THEN AND THERE THE MEETING PERKED UP,  
AND THINGS MOVED ALONG IN STYLE.  
WHILE THE CUBMASTER HEARD PEOPLE MURMUR,  
"BEST PACK MEETING WE'VE HAD IN A WHILE."  
SO WHEN YOU SEE SOMETHING LIKE THAT HAPPEN,  
BE PREPARED WITH SOMETHING TO DO,  
WHICH WILL INVOLVE THAT AUDIENCE  
WHO'S ENJOYMENT DEPENDS ON YOU.  
JUST REMEMBER THE WORD INVOLVEMENT,  
THEN YOUR MEETINGS A SUCCESS CAN BE,  
AND PACK MEETINGS WILL LONG BE REMEMBERED,  
BECAUSE EVERYONE WAS INVOLVED YOU SEE.

# SHOWMANSHIP

SHOWMANSHIP may mean different things to different people. It is usually recognized in whatever form it takes. Some types of showmanship would include: Extravagant - Diana Ross dripping in diamonds and ermine would exemplify the extravagant showman. An Exotic showman might be someone like Gunther Gebbel-Williams of the Ringling Brothers - Barnum & Bailey Circus. A Flamboyant showman is Liberace (with a touch of the Extravagant & Exotic!) Eccentric showmen would include people like Professor Irwin Corey or any of the characterizations of Lily Tomlin. Inspirational showmen like Gen. Douglas McArthur or Rev. Billy Graham create an entirely different kind of excitement.

As a Cub Leader, you may be called upon to "spark" your group in some fashion. You may wish to remember these types of showmanship and choose the one to fit the occasion.

## EXTRAVAGANT

If your Pack has a budget to include many zany costumes, (or if you, personally, have the resources,) go ahead and spend the money to improve the program. Most of us would rather use money in other ways, however, and need to "spare no expense to bring..." A very extravagant look can be achieved for little or no money. Try it before you spend huge sums on costumes, fabric or lumber for props.

## EXOTIC

Your own version of Sheena, Queen of the Jungle may look more like Princess Margaret as a bleached blonde, or you might

look like Carnak the Magnificent instead of the Great Houdini, but go ahead and give it a shot. A leader who is not afraid to laugh at himself or herself is an asset to the group, and is teaching the boys a good lesson about not taking themselves too seriously all the time. For a really spooky evening, you might be just the one to pull off a Dr. Jeckyl and Mr. Hyde routine at a Pack meeting. Now that would be exotic!

### FLAMBOYANT

This one pulls out all the stops. Be very careful when you wear this hat. You may be very funny, but of course, you don't want to seriously embarrass or offend someone else. A little embarrassment may be forgiven. A rude remark or reference about someone's religious, ethnic, political or social affiliation is intolerable, and does not reflect the Scouting spirit at all. Go out and BE the ringmaster, toastmaster or headline comedian of the Pack. Enjoy yourself. Make expansive gestures; speak up so that people in the back of the room can hear you; don't get the giggles, but don't be afraid to laugh at your own jokes either. After all, you're getting nowhere near as much as Carson to go out there and entertain. (Could say you're getting a big six-figure salary, but unfortunately ALL the figures are round.)

### ECCENTRIC

This may be just your type of humor. A little dry, laid back or silly. Puns and Malaprops fall into this category. IF a double-meaning joke is just as funny to an eight-year old as it is to an adult, you have hit on the kind of joke to tell. If an adult would probably groan, and a 10 year old would collapse in laughter, it is exactly right for your Pack meeting. Don't be afraid to tell one that everyone will know the punch line to, that's Audience participation too!

## INSPIRATIONAL

Just because something is serious doesn't mean that it has to be done in a whisper. Remember that the people at the back of the room would like to hear the serious or inspirational message just as much as those in the first row. An inspirational idea may have audience participation too. Inviting everyone to join in the Pledge of Allegiance, sing "God Bless America" or "America the Beautiful" or responsive prayer is an effective conclusion for any inspirational moment. Where do you get material for an inspiring theme? Look and listen. When you hear something on T.V. that makes you sit a little straighter with pride for your country, go and jot down what you remember. If it is part of a commercial message, write to that company. They may be delighted to furnish you with the entire script for your use in Scouting. Some examples of inspirational showmanship are given in this section of the POW WOW book.

### THIS DOOR

This door - Can let people in or it can keep people out, this door.

This door - Could be on a church, a school, a home or it could be on a dirty cellar, an abandoned building or a reform school, this door.

This door - Could be opened to more boys in Scouting or it could be slammed in their faces, this door.

This door - Could carry a welcome sign or a quarantined, sold-out keep out or go away sign, this door.

This door - Can be opened into the warm light of a Pack Meeting or be kept locked and dark, this door.

This door - Could be opened to a great, wide wonderful world or it could be closed in on a jail, this door.

Watch the boys, 8,9 & 10 years old as they come up to this door: the happy, the carefree, the troubled, the crippled, the black, the white, the rich, the poor - every single boy through this door.

## SCOUT ON THE MOON

It has been said that "There isn't a man on this earth who has been on the moon who wasn't first a Boy Scout."

July 20, 1969 - Neil Armstrong and Edwin Aldrin, Jr.

November 19, 1969 - Charles Conrad Jr. and Alan L. Bean

February 5, 1971 - Edgar Mitchell and Alan Shepard Jr.

## FREEDOMS

(Dim room lights. Have 8 Cub Scouts with flashlights standing near the flag stand ready to illuminate the flag on cue.)

I am your national emblem. I stand for the past, present and future of this great country, The United States of America. I represent your freedoms whenever and wherever I am raised, and they are:

Freedom of speech. (1st Cub shines flashlight on flag.)

Freedom of religion. (2nd light)

Freedom of the press. (3rd light)

Freedom of job. (4th light)

Freedom to vote. (5th light)

Freedom of assembly. (6th light)

Freedom of trial-by-jury. (7th light)

Freedom of self-government. (8th light)

If we allow any of these freedoms to be taken away, our nation would be a dreary place to live. So, as Americans, let's all do our best to be good citizens and honor these and other freedoms and rights that we have. Please stand and sing...(National Anthem or other patriotic song.)

For more inspirational events for your meetings, see:

### Staging Den and Pack Ceremonies

The Responsive Reading section of a Hymnal or Prayerbook.

### When a Scout Worships

Books of poems from the "American Poetry" section of your local library.

Sometimes, all you need to be is "a leader"! Have the words to the song, prayer or poem printed on the program and have all the Cub Scouts or all the audience read aloud together.

Ideas which can put "sparkle" into your meeting are presented here and in Group Meeting Sparklers, the Cub Fun Book, Cub Scout Song Book, the Icebreakers section of Skits and Puppets and the Humor section of your local library.

### BARNYARD WELCOME

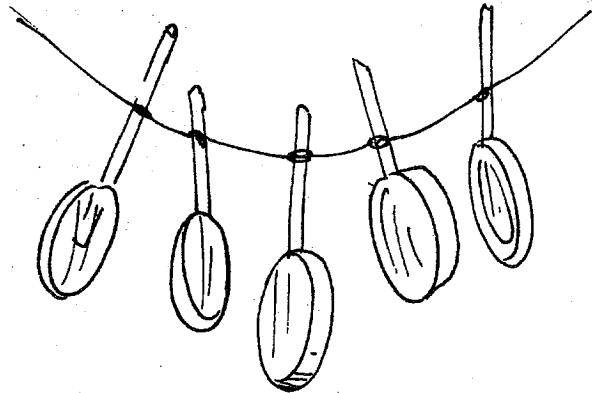
As the parents and boys arrive at the pack meeting, give everyone a piece of paper with a number on it. These numbers will correspond to the names of animals you have written on a poster or blackboard - farm animals. When you are ready to start, have everyone take their seat while making the sound of the animal whose number they drew. They should try to sit together with other animals like themselves. This mayhem will continue with laughter for a few minutes, then you call the meeting to order.

### YOUR TIME IS UP

Have everyone stand on signal. Tell them to sit down when they think a minute is up. Timer calls "Stop" a few seconds after one minute.

### THE BIG SNEEZE

Divide group into 3 parts.  
One says "Hish"  
Two says "Hash"  
Three says "A-choo"  
On signal, everyone does it together.



### MACDONALD TO MACHINE

In all capital letters, spell out the Name: "MACDONALD" and ask the group what it spells. Continue to spell out and ask for the names: MacRoberts, MacGuff, MacDuggan, MacNutten. Then write (all of these in capitals) the word MACHINE. Do these in a hurry and you will catch someone say in MachIne instead of machine.

### LINE OF SUCKERS

(Two phones, a clothesline and 3 people are needed for this skit)  
BOY 1: Wish I could get hold of (name). I'd like to know how he is, but there must be something wrong.

BOY 2: Sure wish (name) would call so I could tell him the news about my fishing trip.

BOY 3: (Gathering people out of the audience) These guys could get in touch by phone if we had some more telephone poles. Will you please come up and help? (When several "poles" are holding the line, the phone "rings".) BOY 1: Hi, how was your fishing trip?

BOY 2: O.K., but all I caught was a whole line of Suckers.

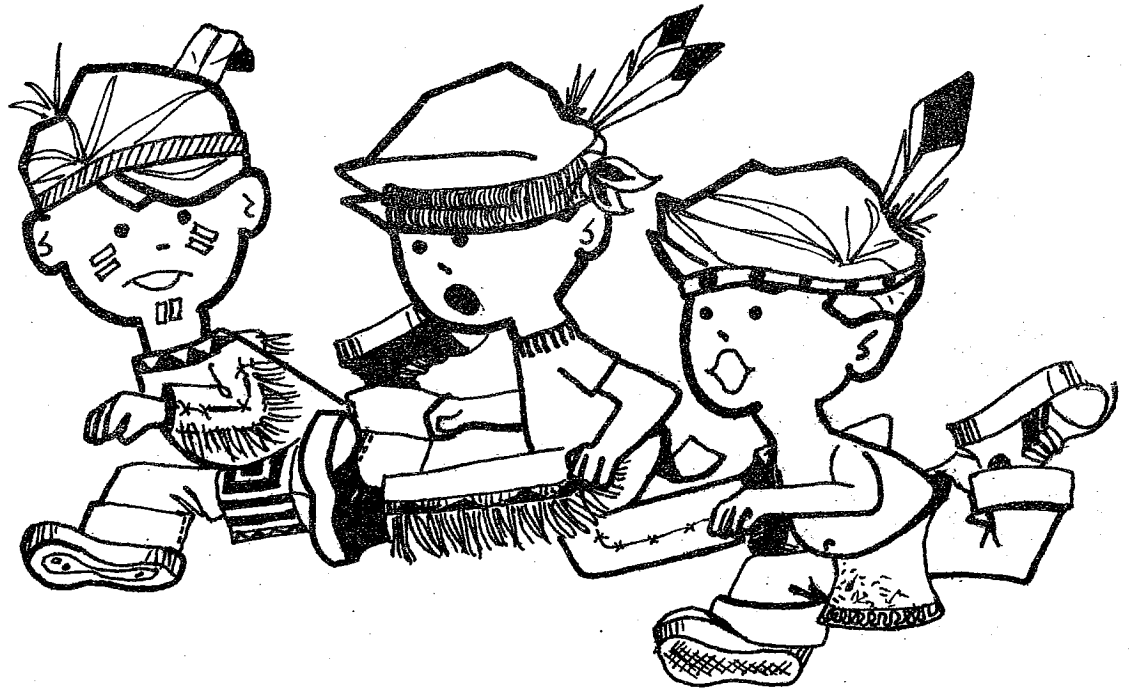


## INDIAN-APPLELESS 500

A long time ago there were these two Indian tribes that lived on opposite sides of this beautiful valley. In this valley was an apple orchard. Since there weren't enough apples for both tribes, they decided that once a year they would have their braves race down into the valley. Whichever brave got there first, their tribe would get the apples.

So, the tribes did this for several years. One year, one of the tribes decided they would sneak down into the valley and get the apples before the day of the race. They took all the apples, so on the day of the race there were no apples left. The other tribe was very disappointed because they had 500 braves ready to race into the valley that year. But they decided that they still enjoyed having the race, so they had their braves race down into the valley of the orchard just for fun.

And that was known as the first Indian-Appleless 500!



## SARAH'S EGGS

Sarah went on her first camping trip with her family and Cub Scout pack. She had lots of experience cooking for her family, but she had never cooked over an open pit at the beach before.

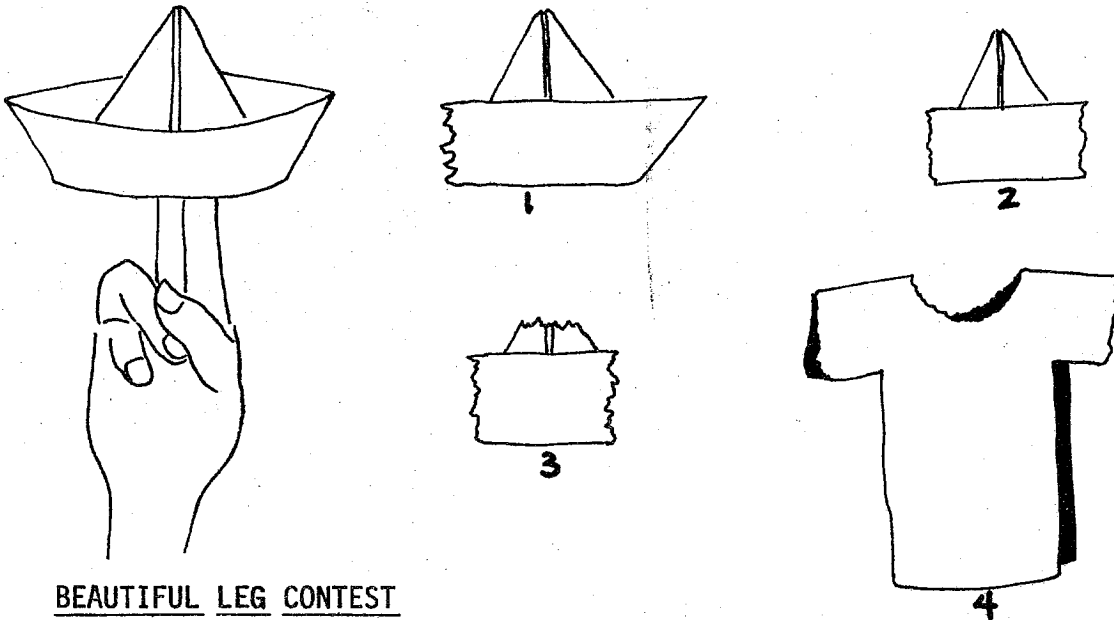
The coals were hot, the pan was ready, and Sarah began frying the eggs. Then a wind came up. It was blowing sand all over everything, including Sarah's eggs. She'd twist and turn trying to get out of the blowing sand, but people were already lining up to be served. Each one would take their egg and go eat. Everyone began to complain about the sand in their eggs. Sarah decided to take steps. She stood with her back to the wind and cooked the next egg (the one for the Cubmaster,) with a lid on the pan.

As he received his egg, the Cubmaster noticed his egg didn't have sand all over it, and asked "Sarah, is this your first sandy egg omission?"

## THE CAPTAIN'S SHIRT

(Do the actions as you tell this tale.) (First make a paper boat as shown.)

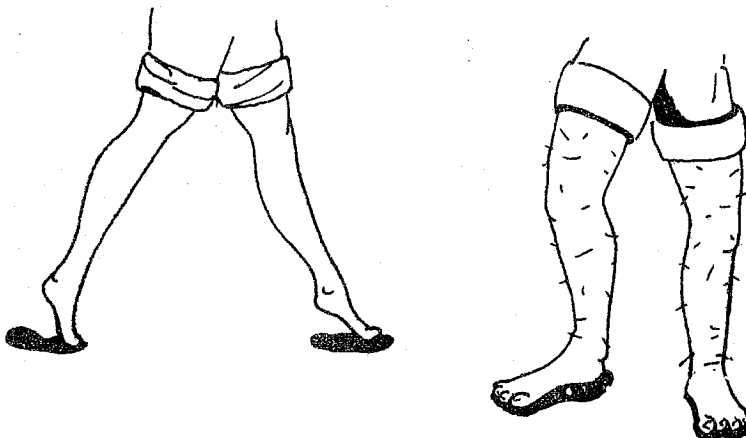
One day a ship (show it) left to go fishing on the Grand Banks of Newfoundland. The weather was fine and everything went well -- at first. But soon black clouds filled the sky and a terrible storm hit the ship. In the darkness it hit a large rock. (tear off the front of the boat). Crash, and the bow was gone. (1) The storm grew worse and all the sailors crowded to the stern but - crack! Another rock (now tear off the back of the boat) and another problem. Now the stern had disappeared under the waves. (2) A great blast of wind and the bridge of the boat disappeared (tear off the top of your ship) (3). Poor ship -- there was nothing left except the captain's shirt! (Now unfold the rest of the ship and you should have (4).



## BEAUTIFUL LEG CONTEST

Select 8-10 men to come forward and sit in chairs that are facing the audience. Have several helpers hold a large sheet or blanket in front of the men so you can't see them as they change seats with each other. The men should remove their shoes and socks and roll up their pants to their knees.

Now raise the sheet so the audience can see their legs. Go down the line asking for applause for "the best looking legs in town". The winner is the one who gets the loudest applause. His prize could be a pair of pantyhose.



## CLAP-CLAP, HOORAY!

The crowd agrees with you ahead of time to follow your lead. Whenever you raise your left hand to applaud, and whenever you raise your right hand to shout: "Hooray!" Whenever you raise both hands, they do both. Practice this once. Now tell the story of a coming Pack Event, and raise your hands for the proper sound effects. (Announce the event, raise your left hand. Give the date, raise right hand. Announce the chairman of the event, raise both hands, etc.)

## SIT DOWN HIKE

The leader might introduce this stunt with a few remarks about the need for exercise. Then suggest going on a hike. The group must repeat everything that the leader does and says.

Do you want to go on a hike in the mountains?

Let's start walking. (Make walking sounds with feet on the floor.)

We'll have to cross a bridge. (Hit palms on thighs to sound like feet on bridge.)

Here we are across the bridge and horses are waiting to take us up to the steepest part of the mountain. (Hold reins in hands, bounce up and down in chair while making clucking sounds with tongue against roof of mouth.)

This is the end of the horse trail. We will hike from here to the glacier. (Walking sounds with feet on floor.)

Oh dear, we've run into a swarm of mosquitos. (Start slapping at face and neck, scratching here and there.)

Let's walk faster and get away from these mosquitos. (Speed up walking sounds.)

See over there - there's our glacier. (Shade eyes with hand and point out the glacier with the other arm.)

Let's run! (Running rhythm...slap hands on thighs.)

And now, just for fun, let's slide down the glacier. (Give a whooshing sound, ending with a "Wheee!")

We sure came down a lot faster than we went up. Keep on walking and we'll soon be back home. (Walking sounds gradually becoming softer, finally stopping.)

## TEST YOUR REFLEXES

Have a small table (flat) set up with a quarter on it. Invite a boy and adult up in front. Say that because he is an adult with more practice, he'll be blindfolded to even the odds. Blindfold him. Place the adult's hand about 8 inches above the table. (The boy may have an advantage now.) When you say "GO" they both try to cover the quarter with their hand. The boy should be clued in to let the adult "win" one round. On the tie-breaker 5 of 7, 3 of five, or whatever, put a raw egg where the quarter was, and see the competitive adult start an omelette with his bare hand.

## NO INSTRUMENT BAND

Hand clapping, foot tapping, finger snapping knee slapping and tongue clicking can add up to loads of fun as accompaniment to any tune. The band director will signal the different groups as their time for action arrives. For beginners a tune like a march or other 4/4 time is best. Divide your band into groups and assign a specific action to each group. As the tune is played on a piano or phonograph, the director can indicate with his baton when he wants each group to begin foot tapping, hand clapping, or whatever, and when he wants them to stop. With a bit of practice starting and stopping, you'll produce some very interesting and exciting effects and have a wonderful time doing it.

## CIRCLE TEST

Have a group of people come forward. Start a bowl of candy going around in the circle of boys and adults. Yell "Stop," and ask a question about Scouting. If the right answer is given they get to chose a piece of candy. Ask for volunteers and use those who come forward most readily. Those who don't wish to volunteer soon see what they have missed, then they will volunteer for something else later on in the meeting.

## FLYING

Have everyone stand. With their arms, hands or elbows, have them "fly" for each thing you name that flies:

Birds fly

Airplanes fly

When you name something that doesn't fly, they should return their arms to their sides.

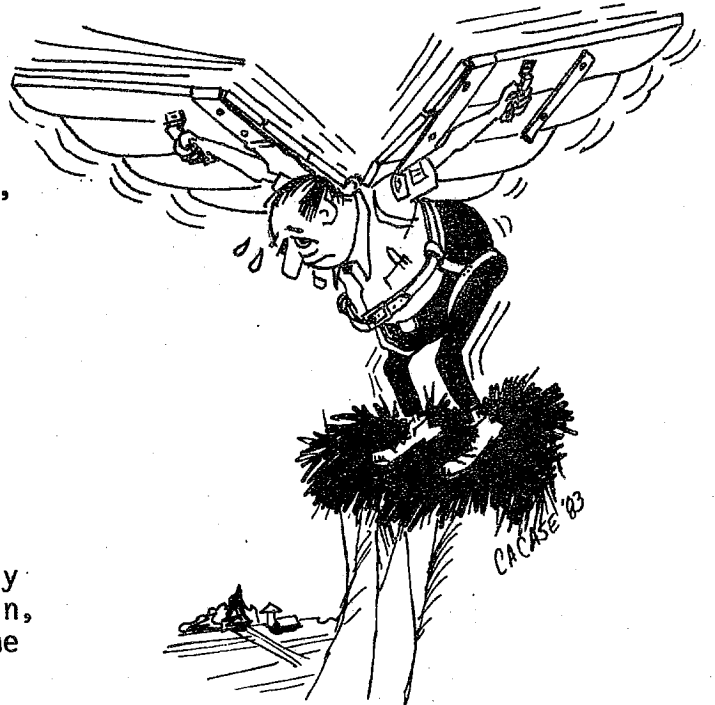
Eagles fly

Pigs fly

Ducks fly

Rockets fly

Trees fly



## SWIMMING

Have everyone stand as for "Flying", only this time they make a crawl stroke. Again, they put their arms to their sides if the item you say "Swims" doesn't swim.

Ducks swim

People swim

Fish swim

Hammers swim

etc.

## BALANCE TEST

Have everyone stand and spread their feet a foot apart. Now they raise their arms beside their heads, and point their fingers at their ears. Lower one hand. Close their eyes. Dark, isn't it?

## THE SAD TALE OF TWO FAMOUS COWBOYS

Divide the audience into three parts and each time the narrator reads the name assigned the group, they say the proper word they have practiced before the story.

WILD BILL HICCUP - "HIC-C-CUP!"  
HAP-A-LONG CATASTROPHE - "OOPS!"  
CACTUS - "OUCH!"

Let me tell you the story about two famous cowboys from Western history. Yes, you've guessed it. They're WILD BILL HICCUP and his sidekick, HAP-A-LONG CATASTROPHE.

It seems that WILD BILL HICCUP was constantly plagued with long seizures of hiccups from which there seemed to be no cure. Many doctors all over this land of sagebrush and CACTUS had tried to cure him of his hiccups, but it was all in vain. Nothing worked.

WILD BILL HICCUP had a sidekick, HAP-A-LONG CATASTROPHE, who was also plagued with a peculiar ailment. It seems that he was so clumsy that he was like a bull in a china shop, stumbling his way from one catastrophe to another.

So out in this land of sagebrush and CACTUS, these two men were continuously together, keeping each other company and trying to keep out of the way of others so as not to disturb any more people than necessary. Thus, WILD BILL HICCUP and HAP-A-LONG CATASTROPHE were constantly riding around among the sagebrush and CACTUS, trying to tolerate each other's peculiarity.

One day, as usual, HAP-A-LONG CATASTROPHE stumbled and fell while trying to mount his horse, thus scaring the horse and causing him to run away. Being his best friend, and feeling sorry for his constant bad luck, WILD BILL HICCUP told him to jump onto his horse and they would ride out through the CACTUS and look for the runaway horse.

Finally, with much effort, and many tries to stay on, HAP-A-LONG CATASTROPHE made it onto the horse of his best friend, WILD BILL HICCUP, and off the two rode through the land of sagebrush and CACTUS to look for the lost horse.

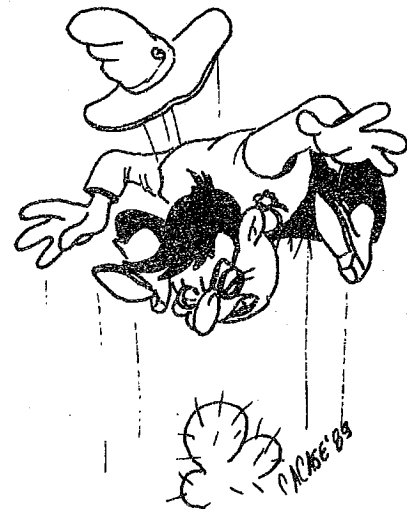
After riding for a while, they caught sight of the horse, who by now had calmed down, and was slowly walking among the CACTUS. Well, wouldn't you know it? WILD BILL HICCUP got so excited at finding the horse that he began to hiccup violently. HAP-A-LONG CATASTROPHE, being so clumsy, could not take the wild jerking of his friend on the horse, so just as they got next to the biggest CACTUS where the horse was standing, WILD BILL HICCUP gave out with a tremendous hiccup which sent HAP-A-LONG CATASTROPHE sprawling right into the middle of the CACTUS, frightening the horse again, and sending him running off into the sunset.

The last we saw of our western heroes, HAP-A-LONG CATASTROPHE was still trying to mount WILD BILL HICCUP's horse, only to be sent flying back into the CACTUS plant with another giant hiccup from his friend.

As the sun sinks slowly into the west, land of sagebrush and CACTUS, we leave our heroes, WILD BILL HICCUP and HAP-A-LONG CATASTROPHE, still trying to hiccup & stumble their way out of another mess they got themselves into.

After so many tries and failures, our heroes must have felt the whole thing was pointless, but the CACTUS was still there reminding them that there was a point to it all!

- Joyce Newell



## MAKING A CUB SCOUT

We are about to instruct you in the method of making a Cub Scout. To complete this project, you will need 1 small, eager boy, 2 interested parents, 1 patient den leader and 1 courageous Cubmaster.

Scene: Lay boy down on a table with adults standing around the table. Boy is actually wearing a Cub Scout uniform under his clothes.

Operation begins:

Cover him with FUN and GOOD TIMES (sheet with words "FUN" and "GOOD TIMES" written on it).

Use LAUGHING GAS for anesthetic (pump with the words "LAUGHING GAS" written on it).

Take out HATE (wad of paper) and put in LOVE (heart).

Take out SELFISHNESS (large I) and put in COOPERATION (large "WE" word).

Take out IDLE HANDS (limp glove) and put in BUSY FINGERS (stuffed glove).

Take out LAZINESS (rag) and put in AMBITION (balloon).

After this pleasant operation, we have a CUB SCOUT. (Boy pulls off his outer clothes, so he's in his Cub Scout uniform before the sheet is taken off.)

## PINCHY WINCHY

All adults sit in chairs facing the audience. A "chosen victim" sits to the left of the leader, who sits in the far right chair. The leader instructs everyone to do and say exactly what he does.

The leader turns to the "victim" and pinches him/her lightly on the right cheek and says, "pinchy, winchy." The "victim" turns and does the same and it goes on down the line. The last person gets up and does it to the leader.

The leader pinches the left cheek of the "victim" saying, "pinchy, winchy." "Victim" passes it on. The leader continues doing "pinchy, winchy" several more times until the audience is in stitches with laughter.

Why? The leader's fingers had charcoal on them, so the "victim's" face is now covered with charcoal!!

## CANDY STORE

Tell the audience you have a candy store, but there are a few items you're missing. Pick adults from the audience to be:

Door (2 people): face each other with arms extended in front to act as swinging doors;

Counter (4-5 people): get down on all fours with backs used as the "counter;"

Bell: stand at the end of the counter and say, "Ding-Ding, Ding-Ding;"

Cash Register: stand at the other end of the counter and say "Ching-Ching, Ching-Ching;"

Custodian: pretends he is sweeping the floor;

Fan: Stand off to the side with arms out to the side, making circular motions.

You stand behind the "counter" waiting for your first customer while everyone else is doing their "job:" fan is blowing, bell is dinging, cash register is chinging, custodian is sweeping, doors are swinging back and forth.

"Customer" (clued in beforehand) comes in and asks for some licorice, but you don't have any. Customer continues to ask for different candies, i.e. tootsie rolls, candy kisses, jelly beans, etc. but you don't have any, "all sold out." Finally, the customer gets upset and asks, "Well, what do you have in this store?"

"Just a bunch of suckers." (pointing to adults)

## THE FROGGIE

The Froggie he am a queer bird!  
Him ain't got no tail, almost hardly.  
Him run when he jump,  
When him jump, he sit down,  
Where he ain't got no tail, almost hardly.

I know just how ugly I are,  
I know that my face ain't no star.  
But I don't mind it,  
Because I'm behind it,  
And the guy in the front gets the jar!

(Have audience repeat each line after you.)

## DINING OUT

### Characters/Props

Waiter (towel over arm)

Customer

"Table" (1 adult chosen from the audience)

Bowl of soup (bowl of water)

Scene: The waiter picks 1 person from the audience to be a table. This person gets down on all fours.

Customer comes in and reads an imaginary sign that says, "Please wait to be seated." Waiter seats the customer at the "table."

Waiter: What would you like for lunch?

Customer: Chicken noodle soup.

Waiter: Fine. (He leaves and comes back with the soup.)

Customer: There's a fly in this soup. Take it away and bring me another.

Waiter: Very good, sir. (He leaves and reaches in and pulls out the fly and returns with the same bowl.)

Waiter: Here's a new bowl of soup, sir.

Customer: It's too hot. Take it back.

Waiter: Okay. (He leaves and blows on the bowl to cool it.)

Waiter: Here is a new bowl of soup, sir.

Customer: It's cold. Take it away and bring me another.

Waiter: I've had enough. I quit. (Throws towel down and leaves.)

Customer: What kind of place is this? I'm not eating here. (He gets up and leaves.)

This leaves the "table" all alone on the stage with a bowl of soup sitting on his back.....on with the next performance!



## AN INDIAN STORY

Many moons ago, the great Indian Chief Thunder Cloud was old and dying. He had two sons, Young Falling Stars and Young Falling Rocks, who were strong, brave, and wise in the ways of the Indian.

One day Chief Thunder Cloud called a council of the tribe together to choose who would be the new Indian chief for soon the dying Chief would be going to the Happy Hunting Grounds.

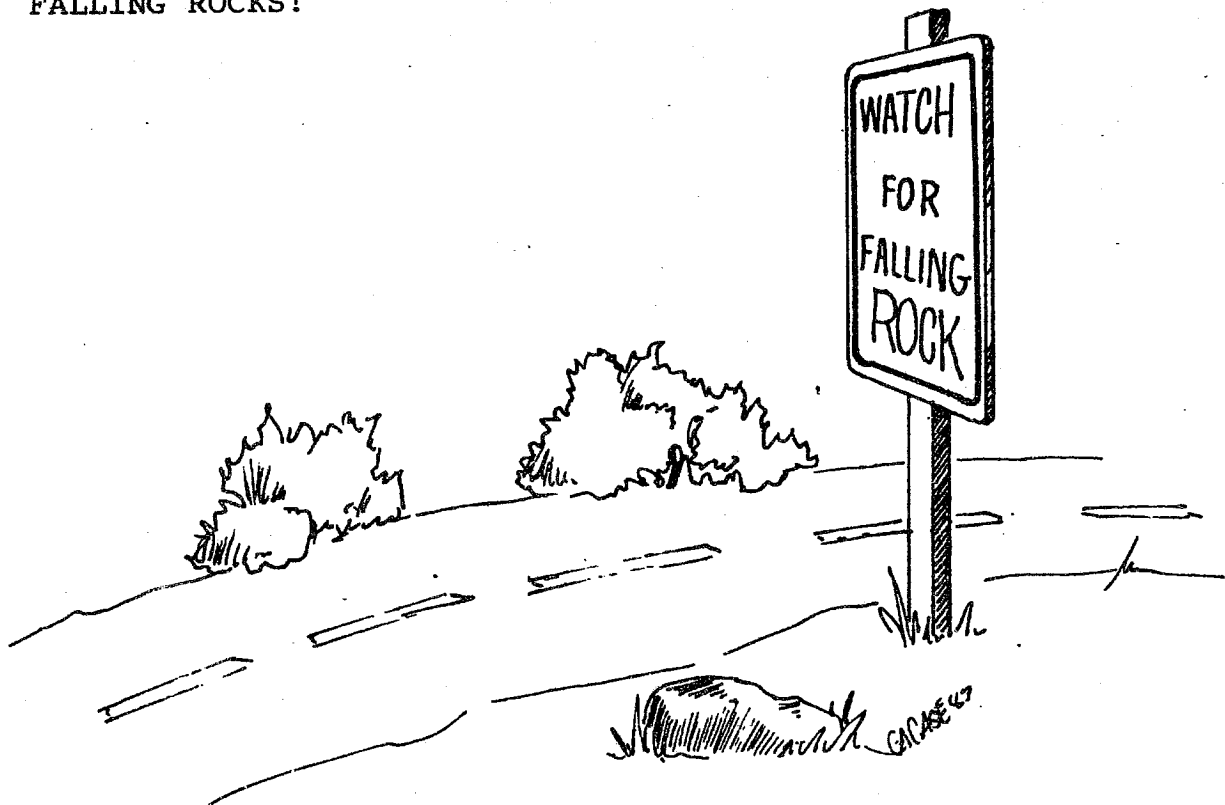
Chief Thunder Cloud said, "We must choose wisely, both are good and brave. My sons will go forth, armed only with their hunting knives; one towards the rising sun and one towards the setting sun. They must return by the full moon. Then we will decide."

When the full moon came, Falling Stars returned with many great stories of his achievements and bravery. But Falling Rocks did not return.

Chief Thunder Cloud said, "We must be fair. We will wait seven suns for Falling Rocks. Then we will choose."

Seven suns passed, but Falling Rocks did not return. Falling Stars became the new Indian chief.

Falling Rocks never did return. The Indian tribe is still looking for him. That is why today, as you ride along the roads in the mountains, you see the sign, WATCH OUT FOR FALLING ROCKS!



## THE NORTH WIND

This is an adult fun skit. It should be used only if the participants have a good sense of humor, especially the person chosen to be the North Wind!

### Characters:

North Wind  
South Wind  
5-6 flowers  
5-6 trees  
Narrator

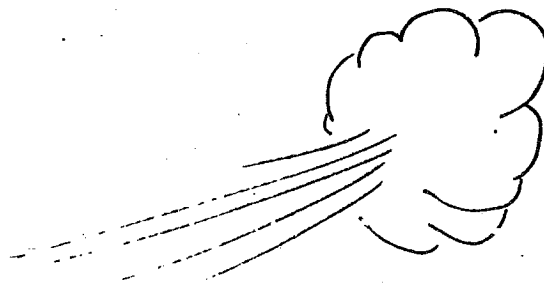
Scene: "Trees" should have their arms folded around their heads until the word "unfold" is read, then they spread out their arms and fingers, palms down to provide shade for the flowers. Reverse for "dying."  
"Flowers" are squatting in front of each tree and will "grow" (stand up) and bloom (hands up, fingers out). Reverse for "dying."  
South Wind runs thru the trees blowing gently, "woosh, woosh, etc."  
North Wind runs thru the trees blowing harshly, "brrrrr, brrrr, etc."

### Narrator:

It is a wonderful sight to watch nature at work. In the winter the flowers are dead and the trees have no leaves. But then comes spring and the gentle, warm South Wind starts embracing the land, blowing life back into all of nature's living things.

As the South Wind blows through the trees, their limbs unfold to a new life and new leaves enrich their branches. The flowers sprout from the ground and begin to grow. Soon the flowers are in bloom and beauty covers the land. The South Wind blows through spring and on through summer and the flowers and leaves shimmer in its warm embrace.

Soon fall is to come and with fall comes the cold North Wind, chilling everything in its path. First the blooms on the flowers wither and die, and then the flowers themselves disappear back into the earth from where they came. Next the trees lose their leaves and the limbs shrivel back from the bitter cold of the North Wind. From all appearances the trees also appear dead. BUT, LOOK! They are not dead.....the SAP is still running through them!



## APPLAUSE STUNTS

### ALLIGATOR

With palms together, start opening fingers, keeping wrists together, then snap hands together very fast. Repeat 3 times.

### APPLAUD & CHEER

When you raise your right hand, everyone is to applaud. When you raise your left hand, everyone is to cheer. When you raise both hands, everyone is to applaud and cheer.

### BALLOON

Put hands to mouth and blow. As you blow, put hands out in circle getting bigger, then yell "BANG."

### BEAR HUG

Put arms around your own shoulders and give a big hug.

### BEAVER

Cut a tree by tapping your front teeth together, slap your tail by slapping a palm against your thigh several times, then yell, "TIMBER."

### BIG HAND

Raise an open hand high above your head. (2 BIG HANDS is two open hands above your head.)

### CHEERLEADER

Slap hands against hips and say "HIP, HIP." Raise arms above head and say "HOORAY."

### CHEESE GRATER

Take a grater in one hand and a piece of cheese in the other and as you grate your cheese, say "GRATE, GRATE, GRATE."

### CHIP CHOP

Divide audience into 2 sections. One side will say "CHIP" and the other side will say "CHOP." Alternate back and forth by pointing as each side responds. After several times, getting faster and faster, everyone will say "TIMBER."

### CLAM CLAP

Fold hands together, interlocking fingers. Make noise by pressing palms together.

COOKIE

Hold cookie out in front of you and as you crumble it, say "CRUMMY, CRUMMY, CRUMMY."

COYOTE

Start "YIP, YIP, YIP" like a coyote, getting faster and ending with a "YIPPEE."

CUCKOO

Nodding your head up and down like a cuckoo clock, say "CUCKOO, CUCKOO, CUCKOO."

DESERT YELL

"YUCCA, YUCCA, YUCCA."

DRUM

On legs, make a rat-a-tat-tat sound 3 times, then hit stomach 2 times, saying "BOOM, BOOM."

FLEA CLAP

Raise your hands above your head, and click the nails of the thumb and forefinger together on each hand.

HALF A HAND

Raise a closed hand high above your head.

HANDKERCHIEF YELL

Throw a handkerchief into the air with instructions for everyone to yell and cheer and applaud until you catch it or it falls to the floor. Very long throws, short throws, or no throw at all.

HEART & SOUL

Pat sole of shoe with one hand and heart with the other hand several times.

HOSPITAL HOWL

"SICK, SICK, SICK"

HOWS

Yell "HOW, HOW, HOW." (HEAP HOW is "HOW, HOW, HEAP HOW")

ICICLE

Hang fingers down and say "DRIP, DRIP, DRIP."

### IMAGINARY

Pretend you are clapping but have hands go by each other instead of hitting.

### INDIAN

"HOW, HOW, HOW, UGH."

### KETCHUP

Make a fist of one hand and with the other hand, pound on the thumb side, as though you are trying to get ketchup out of a bottle.

### KIOWA INDIAN YELL

Stamp your feet 3 times, slap your knees 3 times, beat your chest 3 times, and then shake your fist 3 times. Then give a loud Indian yell, patting your hand over your mouth.

### LAURENCE WELK/FRED FLINTSTONE

"Uh, 1, Uh, 2, Uh, 3, Uh....Yabba Dabba Do."

### MAD SCIENTIST

Hold up a test tube and pour something in it, then something else, then go "BOOM."

### MOSQUITO

Follow an imaginary mosquito around with your index finger, saying "Bzzzzzz." As mosquito lands on your arm, make a "Cluck" sound (with tongue). Mosquito sucks blood, "Sluuuurppp." Smack mosquito with other hand, "SMACK."

### MOTORCYCLE

Raise foot and kick down 3 times, making noise like a sputtering motor. (Hold hands out like gripping handlebars) On 3rd time, engine starts and say "VARR-OO-OOM."

### LOCOMOTIVE

Start slapping your left arm with your right hand up at the shoulder. Gradually increase the speed, working down the arm out to the ends of the fingers. Place your right hand over your eyes as if peering into the distance, saying "WHOO, WHOOO."

### NICKEL'S WORTH

Pretend you're flipping a nickel up in the air, catch it and slap it down on the backside of your other hand.

### NOISE MACHINE

Leader has a 4 foot board (or any length). This acts as a "noise machine switch." As the board is lifted, the noise gets louder, as it is lowered, the noise dies down. The noise is produced by the boys clapping.

### PACK APPLAUSE

Everyone yell together, "CLAP YOUR HANDS," clap 5 times; "STOMP YOUR FEET," stomp 5 times; "PACK \_\_\_\_\_ CAN'T BE BEAT."

### PAPER BAG

Make motions to simulate opening a paper bag, blowing it up and popping it saying, "POP" very loudly.

### POLITICIAN

Have everyone pat themselves on the back with their left hand.

### PONY EXPRESS

Have everyone gallop in place and shout "YIPPEEEE".

### POPCORN

Hold both hands out in front of you like fists. Flip fingers out several times like you would flick something off your clothes, but use all your fingers, saying, "POP, POP, POP."

### ONCE OVER

Clap the backs of your hands together once.

### ORIENTAL YELL

"PHOOEY, PHOOEY, PHOOEY."

### RAIN CLAP

Start tapping your two index fingers together, then add your middle fingers, then your other fingers, one at a time until you're clapping. Then reverse the order until you're tapping with just your index fingers.

### ROUND OF APPLAUSE

Clap hands in a circular motion going up over your head and back down in front of you.

### SEAL CLAP

Extend arms in front of you, cross hands at wrists, and clap several times, saying "AR, AR, AR."

SHIELD

"CLANG, BANG, CLANG, BANG, CLANG, BANG" pretending to be in a swordfight.

SILENT YELL

Everyone in unison opens their mouth to scream, but no sound is made.

SOLE

Tap the sole of your foot with your hand.

SQUARE HOW

"HOW" (make a horizontal line to the right), "HOW" (make a vertical line down), "HOW" (make a horizontal line to the left), "HOW" (make a vertical line up to complete the square.

SQUARE HOW WITH POW

Same as SQUARE HOW, but hit right in the middle of the square and say "POW."

SQUIRREL

Pretend you have two nuts and pound them together.

STAMP OF APPROVAL

Pound palm of left hand rapidly with right fist.

STAMPEDE

Everyone stand up and start stomping feet as fast as they can.

STEAMBOAT

Make rotary motions with hands for the paddlewheel, saying "CHUG, CHUG, CHUG." With right hand reach up as if pulling the steam whistle and say, "TOOOOT, TOOOOT."

TONY THE TIGER

Roar like a tiger and say, "IT'S GREAT."

TORTILLA

Slap hands together, alternating one hand and the other from top to bottom. On every 4th clap, shout, "OLE."

WINE MAKER

Everyone stomp around on floor as if stomping grapes.

WOLF HOWL

Simulate wolf howling at the moon.

## RUN-ON'S

Run-ons are similar to skits, but are generally shorter and require only one or two actors. Interspersed between songs, skits, and other parts of a meeting or campfire, they can be used to fill dead time and enliven the program. They are frequently introduced as a comical interruption of the program. Develop your own run-ons from your favorite jokes and cartoons. Here are some to get going:

A frantic figure runs onstage.

"They're after me. They're after me.

"Who's after you?"

"The squirrels. They think I'm nuts."

A dejected figure approaches his friend.

"It just doesn't work. It just doesn't work."

"What doesn't work?"

"A dead horse."

A desperate fellow runs onstage.

"It's all around me. It's all around me."

"What's around you?"

"My belt."

Man crawls onstage, crying "Water, water." Second fellow comes running with a glass of water. First fellow says "Thank you," then pulls out comb and uses the water to comb his hair.

Boy enters, dragging a rope across the floor.

"Why are you dragging that rope?"

"Have you ever tried pushing one?"

Boy enters, pushing a rope that has been secured to a stick.

"What are you doing?"

"Why, pushing the rope, of course."

Man points to sky. "Is that the sun or the moon up there?"

"I dunno, I'm a stranger here too."

"The other day a girl rolled her eyes at me."

"Really, what'd you do?"

"Well, I picked them up and rolled them right back to her."

(Singing) "Soap..soap..soap.."

"What are you doing?"

"Oh, just singing a few bars."

Man picks up ringing telephone. "You don't say, ..you don't say,..you don't say..."

"Who was that?"

"I don't know. He didn't say."

Fortuneteller: That'll be \$20 for two questions.

Client: Isn't that a lot of money for two questions?

Fortuneteller: Yes it is. Now, what's your second question?

We interrupt this program for a hot news flash.

(Second person runs onstage, lights a match, then exits.)



"I've been seeing spots before my eyes."  
"Have you seen a doctor?"  
"No, just spots."

Announcer: We interrupt this program for a spot announcement.  
Dog: (Offstage) Arf, arf, arf.  
Announcer: Thank you Spot.

"What's your occupation?"  
"I used to be an organist."  
"Why did you quit?"  
"The monkey died."

Man walks onstage, faces audience, and in a dignified voice says, "A poem by Henry Gibson. "Ecology". I shot an arrow into the air. It stuck."

"It's an UDDER disaster, an UDDER disaster."  
"What's an UDDER disaster?"  
"The cow's gone dry."

Man has just been beaten up, and is sitting on the ground, rubbing his jaw.  
"Can you describe the man who just hit you?"  
"Are you kidding? That's what I was doing when he hit me."

"What have you got in the bag?"  
"Milk."  
"You can't carry milk in a bag."  
"Why not? Cows do."

Did you hear about the optometrist who slipped and fell into his gridding machine and made a spectacle of himself?

"Did you hear how Mother strained herself?"  
"No, how did she do it?"  
"She ran through the screen door."

"Waiter, what's this fly doing in my soup?"  
(Waiter comes to table and answers,) "It's doing the backstroke."

(First fellow walks onstage tossing a small object into the air and catching it.)  
Second Fellow: What are you doing?  
First Fellow: I'm throwing up.

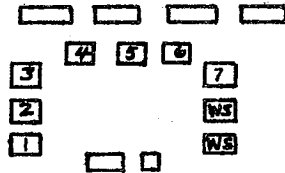
Two boys are having an argument.  
"Certs is a Candy Mint."  
"Certs is a Breath Mint."  
"Certs is a Candy Mint."  
"Certs is a Breath Mint."  
(Leaning closer) "Certs is a Candy Mint."  
(Feigning illness,)  
"You're right - Certs is a Candy Mint."

"Would you like to have a Hertz Donut?"  
"Sure, sounds good to me."  
(First fellow socks the other on the shoulder.) "Hurts, don' ut?"

## DESCRIPTIONS OF DEN JOBS FOR PACK MEETINGS

The purpose of a pack meeting is to give the Cub Scout a chance to show off for his family and friends, may it be the craft display, a skit or advancement in rank.

**SET-UP:** Parents should arrive early.  
Set-up advancement board, "Welcome" sign, chairs, tables, and microphone(see drawing).  
Place chair racks behind the curtains.



**OPENING:** Should always include marching in with the American and pack flags. American flag is carried on the right with a crossover in front of the pack flag so the American flag is placed on the Cubmaster's right.  
Short ceremony(theme-related, patriotic,, special event) may be included.  
Should always include the Pledge of Allegiance.  
Color guard does not salute, but stands at attention.

### COMMANDS:

AUDIENCE PLEASE STAND AT ATTENTION  
SALUTE  
PRESENT COLORS (Boys march forward)  
POST COLORS (Boys place flags in stand)  
PLEASE JOIN ME IN THE PLEDGE OF ALLEGIANCE  
TWO (Salute is over)  
COLOR GUARD DISMISSED (Boys march out)  
PLEASE BE SEATED

**SONG:** Should be audience participation.  
Introduce song; say the words thru once.  
Pantomime is great.  
Split-singing is good.

**RUN-THRU:** 1-2 minutes at the most.  
May need only 1 or 2 persons.  
Something with a punch line.

**GAMES:** Demonstrate by den on how to do it or have all dens participate.  
Try to keep under 8 minutes.  
Relays are good for pack participation.  
Bring enough materials for all the boys.

**SKITS:** Try to have them theme-related.  
Keep under 5 minutes, if possible.  
Boys should use own words; no lengthy memorization.  
Simple props: cardboard cut-outs, signs around neck.  
Practice with boys speaking REAL loud.

**CLOSING:** Theme-related, patriotic, special event ceremony.  
Should include retiring the Colors:

**COMMANDS:**

AUDIENCE PLEASE RISE  
SALUTE  
RETIRE THE COLORS (Boys carry the flags out)  
TWO  
PLEASE BE SEATED

Leader should meet boys at the back and roll up the flags.

**CLEAN-UP:** Parents responsible for putting all chairs away.  
All display tables must be put away.  
All litter picked up off the floor.

**\*\*DEN LEADERS:** Please encourage your Cub Scouts to bring their projects they have been working on during the month to display at the pack meetings.

(SAMPLE)

**PACK MEETING PLANNING SHEET**

Month: \_\_\_\_\_ Theme: \_\_\_\_\_

Date: \_\_\_\_\_ Place: \_\_\_\_\_

Time Program Activities

\_\_\_\_: \_\_\_\_\_ Gathering Activity: \_\_\_\_\_ Den \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Opening Ceremony: \_\_\_\_\_ Den \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Welcome New Families and Guests: Cubmaster

\_\_\_\_: \_\_\_\_\_ Theme Activity or Wabelos Demonstration: \_\_\_\_\_ Den \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Audience Participation: \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Songs, Led by: \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Awards: Presented by Awards Chrm., Cubmaster & Leaders

\_\_\_\_: \_\_\_\_\_ Announcements: \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Ceremonies: \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Home Baked Goodies Raffle, Led by: \_\_\_\_\_

\_\_\_\_: \_\_\_\_\_ Closing Ceremony: \_\_\_\_\_ Den \_\_\_\_\_

Seating Arrangements & Sign-In Sheets: Den \_\_\_\_\_.

Home Baked Goodies & Raffle Ticket Sales: Den \_\_\_\_\_.

Records:



**SONGS  
SKITS  
PUPPETS**

**SONGS - SKITS - PUPPETS**



## SONGS, SKITS & PUPPETS

This section is the "fun" of Cub Scouting -- singing, acting and performing for the families and friends at Den & Pack Meetings.

| Page | SONGS                         |
|------|-------------------------------|
| 4    | A Hole in the Bucket          |
| 7    | Ach Du Lieber Augustine       |
| 15   | Ain't Gonna Rain No More      |
| 8    | Alice the Camel               |
| 5    | Ants                          |
| 12   | The Astronaut's Plea          |
| 11   | Bananas, Coconuts & Grapes    |
| 10   | The Boarding House Song       |
| 18   | Catalina Matalina             |
| 14   | Commercial Mix-up             |
| 12   | The Daring Spacemen           |
| 17   | Dead Dog Rover                |
| 9    | Den Three Has Some Peanuts    |
| 14   | Do Your Ears Hang Low?        |
| 16   | Father Abraham                |
| 8    | Found a Peanut                |
| 7    | Greasy Grimey Jedi Guts       |
| 9    | Hole in the Bottom of the Sea |
| 6    | It's an Insect-Covered World  |
| 16   | King Georgie                  |
| 7    | The Little Birdie Song        |
| 13   | Little Pig                    |
| 16   | Lloyd George Knew My Father   |
| 15   | Mary Had a Swarm of Bees      |
| 5    | My Bonnie                     |
| 7    | My Gal's a Corker             |
| 11   | National Embalming School     |
| 10   | 99 Cubs                       |
| 6    | Old McDonald Had a Bike       |
| 16   | Overture, Curtain, Lights     |
| 15   | Papa Song                     |
| 11   | Pickin' Up Paw Paws           |
| 9    | Pink Pajamas                  |
| 10   | Sandwich Song                 |
| 13   | Singing in the Rain           |
| 15   | The Spaghetti Song            |
| 17   | Swinging on a Star            |
| 12   | Wiggly Worms                  |
| 3    | Worms                         |

| Page | SKITS                     |
|------|---------------------------|
| 36   | A-Moo!                    |
| 43   | Bawl Game                 |
| 22   | Bluebonnet                |
| 27   | Boy Genius                |
| 31   | Brains                    |
| 32   | Bus Stop                  |
| 26   | Crowbar                   |
| 72   | Cub Scout Elevator        |
| 42   | The Fisherman             |
| 37   | Five Little Angels,       |
| 26   | Fresh Fish                |
| 39   | Fruit Salesman            |
| 19   | Goodwill Advancement      |
| 29   | The Great Wrestling Match |
| 15   | Growing Machine           |
| 35   | History of Music          |
| 44   | In the Cub Scouts         |
| 28   | Jedi Knight               |
| 25   | Lawnmower Skit            |
| 24   | Magnifying Machine        |
| 40   | Many Muscles              |
| 33   | Motorcycle Skit           |
| 43   | No Trains Today           |
| 28   | The Parachute             |
| 71   | The Promise               |
| 22   | Raisin                    |
| 21   | Reporter                  |
| 42   | The Stranger & the Bus    |
| 41   | Think & Grin Skit         |
| 23   | Three Rivers              |
| 30   | The Treasure Chest        |
| 24   | Ugh!                      |
| 29   | Worm Fashion Show         |
| 38   | Yellow Fingers            |

We hope you enjoy these and will use them for years to come.  
- Jerri Brodie, Songs & Skits  
- John McAllister, Puppets

# SONGS

Songs which are sung by Cub Scouts may differ a great deal from the songs you sing at the dinner table at home, or even in the shower at home. They are meant to be sung in groups, at a Pack Meeting, Den Meeting or around a campfire.

Cub Scout songs are frequently silly, usually "catchy tunes," and always fun for the boys to sing. Remember who the program is for as you decide to include songs in your program. An eight, nine or ten-year-old boy loves to see his Dad laugh so hard that tears come rolling down his cheek. He also loves to watch his Mom's face turn pale green at the revolting lyrics of some song his group has just sung. They are DELIGHTED to have made such an impact on their audience, and will sing these silly songs again and again.

## WORMS

Nobody likes me  
Everybody hates me  
I'm gonna eat some worms  
Long slim slimey ones,  
short fat juicy ones,  
itsy bitsy fuzzy wuzzy worms

First you get a bucket  
Then you get a shovel  
Oh, how they wiggle and squirm

## CHORUS

Next you pull their heads off  
Then you suck their guts out  
Oh, how the wiggle and squirm.

## CHORUS

Down goes the first one  
Down goes the second one  
Oh, how they wiggle and squirm.

## CHORUS

Up comes the first one  
Up comes the second one  
Oh, how they wiggle and squirm

A HOLE IN THE BUCKET

1. HE: There's a hole in the bucket, dear liza, dear Liza,  
There's a hole in the bucket, dear Liza, There's a hole.  
SHE: Well, fix it, dear Henry, dear Henry, dear Henry,  
Well, fix it dear Henry dear Henry, Go fix it.
2. HE: With what shall I fix it, dear Liza, dear Liza,  
With what shall I fix it, dear Liza, with what?  
SHE: With a straw, dear Henry, dear Henry, dear Henry,  
With a straw, dear Henry, dear Henry, with a straw.
3. HE: But the straw is too long, dear Liza, dear Liza,  
But the straw is too long, dear Liza, too long.  
SHE: Then cut it, dear Henry, dear Henry, dear Henry,  
Then cut it, dear Henry, dear Henry, then cut it.
4. HE: Well, how shall I cut it, dear Liza, dear Liza,  
Well, how shall I cut it, dear Liza, well, how?  
SHE: With a knife, dear Henry, dear Henry, dear Henry,  
With a knife, dear Henry, dear Henry, with a knife.
5. HE: But the knife is too dull, dear Liza dear Liza,  
But the knife is too dull, dear Liza, too dull.  
SHE: Then sharpen it, dear Henry, dear Henry, dear Henry,  
Then sharpen it, dear Henry, dear Henry, then sharpen it.
6. HE: With what shall I sharpen it, dear Liza, dear Liza,  
With what shall I sharpen it, dear Liza, with what?  
SHE: With a whetstone, dear Henry, dear Henry, dear Henry,  
With a whetstone, dear Henry, dear Henry, with a whetstone.
7. HE: But the whetstones too dry, dear Liza, dear Liza,  
But the whetstones too dry, dear Liza, tood dry.  
SHE: Then wet it, dear Henry, dear Henry, dear Henry,  
Then wet it, dear Henry, dear Henry, then wet it.
8. HE: With what shall I wet it, dear Liza, dear Liza,  
With what shall I wet it, dear Liza, with what?  
SHE: With water, dear Henry, dear Henry, dear Henry,  
With water, dear Henry, dear Henry, with water.
9. HE: Well, how shall I carry it, dear Liza, dear Liza  
Well, how shall I carry it, dear Liza, well, how?  
SHE: In a bucket, dear Henry, dear Henry, dear Henry,  
In a bucket, dear Henry, dear Henry, in a bucket.
10. HE: BUT THERE'S A HOLE IN THE BUCKET, DEAR LIZA, DEAR LIZA,  
THERE'S A HOLE IN THE BUCKET, DEAR LIZA, A HOLE.

MY BONNIE

My Bonnie has tuberculosis  
My Bonnie has only one lung  
She coughs up a bloody red solution  
And dries it and sells it for gum.

DENTYNE, DENTYNE

That wonderful red chewing gum, yum, yum

DENTYNE, DENTYNE

That wonderful red chewing gum, YUM, YUM

ANTS

The ants go marching one-by-one, hurrah, hurrah  
The ants go marching one-by-one, hurrah, hurrah  
The ants go marching on-by-one,  
The little one stops to count to one  
And they all go marching down to the earth  
To get out, of the rain, Boom, Boom, Boom

The ants go marching two-by-two, hurrah, hurrah  
The ants go marching two-by-two, hurrah, hurrah  
The ants to marching two-by-two  
The little one steps to tie his shoe  
And they go marching down, to the earth,  
To get out of the rain, Boom, Boom, Boom

3rd: ...climb a tree  
4th: ...shut the door  
5th: ...scratch his head  
6th: ...pick up sticks  
7th: ...look at heaven  
8th: ...shut the gate  
9th: ...look behind  
10th: ...say "The End"



OLD MCDONALD HAD A BIKE  
(Tune: Old McDonald's Farm)

Old McDonald had a bike,  
Eeei, Eeei, Oh.  
And on that bike he had a bell.  
Eeei, Eeei, Oh.

With a ding ding here, and a ding ding there.  
Here a ding, there a ding, everywhere a ding ding.  
Old McDonald had a bike,  
Eeei, Eei, Oh.

Old McDonald had a bike,  
Eeei, Eeei, Oh  
And on that bike he had a chain,  
Eeei, Eeei, Oh.

Which a clank clank here, and a clank clank there.  
Here a clank, there a clank, everywhere a clank clank.  
Ding ding here, and a ding ding there.  
Here a ding, there a ding, everywhere a ding ding.  
Old McDonald had a bike,  
Eeei, Eeei, Oh.

(EXTRA VERSES)  
Chain - clank clank  
Pump - sshh sshh  
Puncture - pssss pssss  
Motor - pop pop  
Breakdown - kick kick

IT'S AN INSECT COVERED WORLD  
(Tune: It's a Small World)

It's a world of centipedes, a world of moths,  
It's a world of katydids, a world of wasps  
There's so much that we share that it's time  
we're aware, it's an insect covered world.

It's an insect covered world, It's an insect covered world,  
It's an insect covered world, It's an insect covered world.

It's a world of beetles, it's a world for fleas,  
It's a world of caterpillars and a world of bees.  
In this world that we know, There is so much to show,  
It's an insect covered world.

It's an insect covered world, It's an insect covered world.  
It's an insect covered world, It's an insect covered world.

It's a world of snakes and a world of snails  
It's a world of turtles and a world of whales,  
Big or little, great or small, it's a wonder to us all  
It is Mother Nature's World.

It is Mother Nature's World, It is Mother Nature's World,  
It is Mother Nature's World, It is Mother Nature's World.

GREASY-GRIMEY JEDI GUTS

Great green gobs of greasy, grimey, Jedi guts  
Mutilated Martian meat  
Chopped up baby E.T. feet  
Ewok eyeballs oozing out of craters deep  
That's what we eat in Space!

ACH DU LIEBER AUGUSTINE

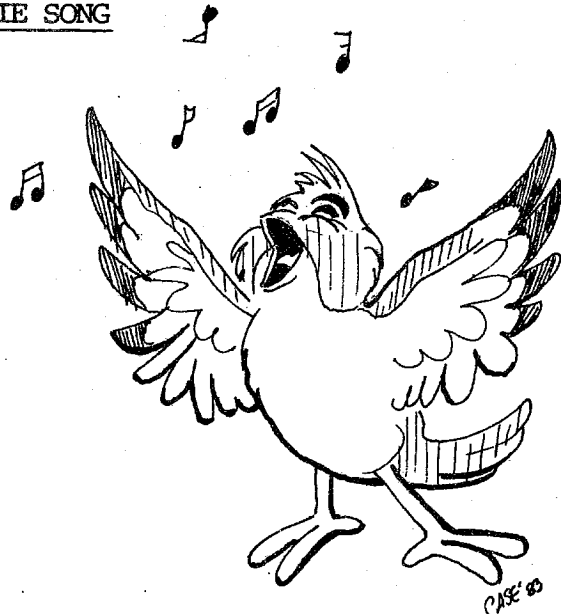
Ach du Lieber Augustine  
Gum machine, slot machine  
When you put your nickel in nothing comes out  
You hit it & sock it you kick it & bop it  
But when you put your nickel in  
NOTHING COMES OUT!!

MY GAL'S A CORKER

1. My gal's a corker; she's a New Yorker  
I'll buy her anything to keep her in style.  
She's got a pair of legs just like two whiskey kegs.  
Hot dog, that's where my money goes!
2. My gal's a corker; she's a New Yorker,  
I'll buy her anything to keep her in style.  
She's got a pair of lips just like potato chips.  
Hot dog, that's where my money goes!
3. She's got a pair of eyes just like two custard pies.
4. She's got a pair of hips like two battleships...
5. She's got a big red nose just like a cabbage rose...
6. She's got a pointy chin just like a safety pin...
7. She's got a head of hair just like a grizzly bear...

THE LITTLE BIRDIE SONG

Way up in the sky  
The little birds fly  
While down in their nests  
The little birds rest  
With a wing on the left  
and a wing on the right  
The little birds sleep  
all thru the night  
The bright sun comes up  
The dew falls like rain  
Good morning, good morning  
The little birds sing.



ALICE THE CAMEL

Alice the camel has five humps, Alice the camel has five humps,  
Alice the camel has five humps, so go Alice go..  
BOOM..BOOM..BOOM..BOOM! (Bang hips together)

Alice the camel has four humps, Alice the camel has four humps,  
Alice the camel has four humps, so go Alice, go...  
BOOM..BOOM..BOOM..BOOM!

Continue until you get to...

Alice the camel has no humps, Alice the camel has no humps,  
Alice the camel has no humps, cause Alice is a horse.!

(Best done with everyone putting their arms around others, either forming a line or circle. Whenever you say "humps", you bend your knees.)

FOUND A PEANUT  
(Tune: Clementine)

Found a peanut, found a peanut, found a peanut just now.  
Just now I found a peanut, found a peanut just now.

It was rotten, it was rotten, it was rotten just now.  
Just now it was rotten, it was rotten just now.

Continue in similar manner with:

Ate it anyway  
Got sick (or a stomach ache)  
Called the doctor  
Had surgery  
Died anyway  
Went to heaven  
Forgot my teddy bear  
Went after it  
Back in heaven  
Kicked an angel  
Went the other way (or shoveling coal)  
Found a peanut  
It was rotten  
Threw it away.



## PINK PAJAMAS

I wear my pink pajamas in the summer when it's hot.  
I wear my woolen undies in the winter when it's not,  
And sometimes in the springtime and sometimes in the fall,  
I jump between the sheets with nothing on at all.

That's the way we do it in Utah, Arizona and Nevada,  
California and Hawaii. The western region rules.  
Wham! Bam! Allakazam! Bread and butter and all that jam.  
Wyoming, too.

### DEN 3 HAS SOME PEANUTS

(Tune: Did you ever see a Lassie)

1. Den 3 has some peanuts, some peanuts, some peanuts  
Oh, Den 3 has some peanuts; we'll give them to you.  
We'll give them for nothing, they're free and they're lovely,  
Oh, Den 3 has some peanuts; we'll give them to you.

BOYS THROW PEANUTS IN THE SHELLS TO THE AUDIENCE AS THEY SING LAST VERSE.

2. Den 3 has some kisses, some kisses, some kisses (same as 1st verse)
3. Den 3 has some chewing gum, (Same as 1st & 2nd verses)
4. Den 3 has some rotten eggs, rotten eggs, rotten eggs,  
Den 3 has some rotten eggs; we'll give them to you  
We'll give them for nothing, they're free and they're smelly,  
Oh, Den 3 has some rotten eggs; we'll give them to you.

### HOLE IN THE BOTTOM OF THE SEA

There's a hole in the bottom of the sea.  
There's a hole in the bottom of the sea.  
There's a hole  
There's a hole  
There's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea.  
There's a log in the hole in the bottom of the sea.  
There's a hole  
There's a hole  
There's a hole in the bottom of the sea.

Continue with:

There's a bump on the log...  
There's a frog on the bump...  
There's a leg on the frog...  
There's a foot on the leg...  
There's a toe on the foot...  
There's a wart on the tow...  
There's a hair on the wart...  
There's a flea on the hair...  
There's a smile on the flea...



### THE BOARDING HOUSE SONG

In the boarding house where I live  
Everything is green with mold,  
Grandma's hair is in the butter,  
Silver threads among the gold.  
When the dog died, we had hot dogs,  
When the cat died, cat nip tea.  
When the boarder died I left there  
Spare Ribs were too much for me.

While the organ peeled potatoes,  
Lard was rendered by the choir.  
As the Sexton wrang the dishrag,  
Someone set the church on fire.  
"Holy Smokes" the preacher shouted,  
In the rush he lost his hair.  
Now his head resembles heaven,  
For there is no parting here.

### SANDWICH SONG

(Tune: Battle Hymn of the Republic)

I walk into a restaurant,  
and this is what I cry,  
I want a chicken sandwich,  
cup of coffee, piece of pie;  
Oh, you will surely hear me  
sing this song until I die,  
I want a chicken sandwich,  
cup of coffee, piece of pie.

### 99 CUBS

(Tune: 99 Bottles)

99 Cubs on the road in a bus,  
99 Cubs in a bus.  
If one of those Cubs should  
Happen to fuss,  
98 Cubs on the road in a bus! (Etc, etc.)

BANANAS, COCONUTS AND GRAPES

I like bananas, coconuts and grapes.  
I like bananas, coconuts and grapes.  
I like bananas, coconuts and grapes.  
That's why they call me...

TARZAN OF THE APES!

PICKIN' UP PAW PAWS

Pickin' up paw paws, put 'em in a basket.  
Pickin' up paw paws, put 'em in a basket.  
Pickin' up paw paws, put 'em in a basket.  
Way down yonder in the paw paw patch.

Where, oh, where, oh, where is Susie? (3 times)

Chorus

She's the queen of all Hawaii. (3 times)

Chorus

Come on, boys, let's go find her. (3 times)

Chorus

She can teach you how to hula. (3 times)

Chorus

NATIONAL EMBALMING SCHOOL ALMA MATER  
(Tune: Oh, Tannenbaum)

We live for you, We die for you,  
The National Embalming School.  
We do our best, to give you rest,  
The National Embalming School.  
And when you die, we dig a hole  
And put you there to rest your soul.  
We live for you, we die for you,  
The National Embalming School.

Post Mortem, Post Mortem, Post Mortem  
Autopsy we must have.

Cut, slash, slice and probe,

We've got to have a reason.

Golly how the body stinks

It must be out of season.

We live for you, we die for you,

The National Embalming School.

### THE ASTRONAUT'S PLEA

(Tune: By Bonnie Lies Over the Ocean)

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

#### Chorus:

- Bring back, bring back,  
O bring back my spaceship to me, to me  
Bring back, bring back,  
O bring back my spaceship to me.
2. I went for a ride in a spaceship  
The capsule was crowded and I  
Developed a cramp in my muscles  
So I decided to walk in the sky.
  3. I went for a walk in my spacesuit  
The ship was controlled from the ground.  
And someone in charge down in NASA  
Forgot I was walking around.

### 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?

### WIGGLY WORMS

(Tune: Farmer in the Dell)

Oh, wiggly, wiggly worms,  
Are squirming all around,  
Swiggle, swiggle, wiggle worms  
Crawl in and out the ground.

SINGING IN THE RAIN

CHORUS: I'm singing in the rain, just singing in the rain.  
What a glorious feeling, I'm happy again.....

THUMBS UP.....ELBOWS BACK.....A TOO TI TA TI TOO TI TA TI TOO TI TA TA  
A TOO TI TA TI TOO TI TA TI TOO TI TA TA

CHORUS.....

THUMBS UP...ELBOWS BACK...TOES OUT...KNEES TOGETHER...A TOO TI TA.....

CHORUS.....

THUMBS UP...ELBOWS BACK..TOES OUT..KNEES TOGETHER..CHEST OUT..BUNS BACK...  
.....A TOO TI TA TI TOO TI TA.....

CHORUS.....

THUMBS UP...ELBOWS BACK..TOES OUT...KNEES TOGETHER...CHIN DOWN..TONGUE OUT  
.....A TOO TI TA TI TOO TI TA.....

CHORUS.....

FINISH: A song in my heart, a happy refrain, I'm singing,  
just singing in the rain.

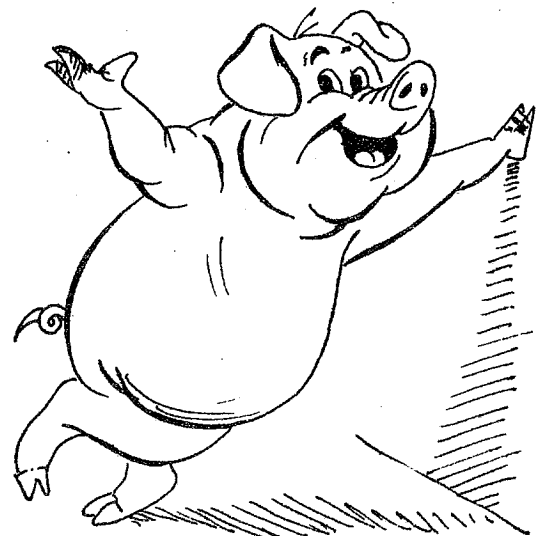
LITTLE PIG  
(Sing up the scale)

(do) I had a little pig,  
(re) He had a curly tail,  
(mi) He became very fat  
(fa) So I took him to a sale,  
(so) But now that he is gone,  
(la) I'm feeling quite foresaken,  
(ti) I sold him to the butcher man,  
(do) And now he's breakfast bacon.

(down the scale) Oink, oink, oink,  
Oin, oink, oink, oink, oink.

Actions:

Little Pig - circle with thumb and finger  
Curly tail - finger moving in spiral  
Very fat - large circle with hands  
Sale - hands on knees  
Gone - raise hands in exclamation  
Foresaken - wring hands  
Butcher Man - point right forefinger  
Breakfast bacon - cover eyes  
Oinks - snap fingers.



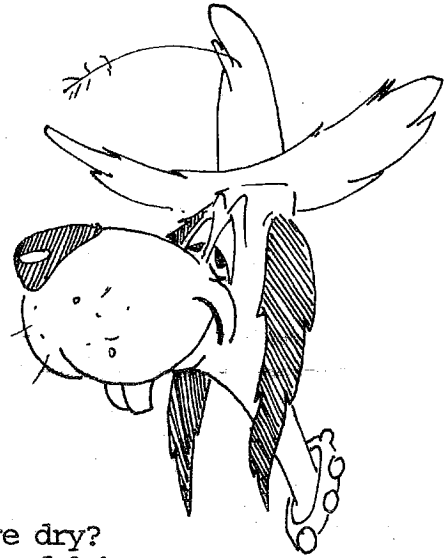


## DO YOUR EARS HANG LOW

Do your ears hang low?  
Do they wobble to and fro?  
Can you tie them in a knot?  
Can you tie them in a bow?  
Can you throw them over your shoulder  
Like a continental soldier?  
Do your ears hang low? No!

Do your ears flip flop?  
Can you use them for a mop?  
Are they stringy at the bottom?  
Are they curly at the top?  
Can you use them for a swatter?  
Can you use them for a blotter?  
Do your ears flip flop? No!

Do your ears hang high?  
Do they reach up to the sky?  
Do they droop when wet and stiffen when they're dry?  
Can you signal to your neighbor with a minimum of labor?  
Do your ears hang high? Yes!



### COMMERCIAL MIX-UP (Tune: Farmer in the Dell)

Last night I watched TV.  
I saw my favorite show.  
I heard this strange commercial.  
I can't believe it's so.

Feed your dog Chiffon.  
Comet cures a cold.  
Use 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 might not have it right.  
But one thing I am certain of  
I'll watch T.V. tonight!

MARY HAD A SWARM OF BEES  
(Tune: Mary Had a Little Lamb)

Mary had a swarm of bees,  
Swarm of bees, swarm of bees,  
Mary had a swarm of bees,  
And they to save their lives

Were forced to go where Mary went  
Mary went, Mary went,  
Were forced to go where Mary went  
For Mary had the hives.

AIN'T A-GONNA RAIN NO MORE

Bullfrog sittin' on a lily pad,  
Lookin' up at the sky,  
Lily pad broke and the frog fell in,  
Got water in his eye!

CHORUS: Well, it ain't a-gonna rain no more, no more,  
It ain't a-gonna rain no more.  
How the heck can I wash my neck  
If it ain't a-gonna rain no more?

2. The skeeter he fly high  
The skeeter he fly low,  
If ol' Mr Skeeter light on me,  
He ain't a-gonna fly no more!  
CHORUS

3. Peanut sittin on a railroad track,  
His heart was all a-flutter,  
Along came a big ol' railroad train,  
Choo-choo, Peanut butter!  
CHORUS

PAPA SONG

When Papa put the paper on the wall,  
He put the parlor paper in the hall.  
He papered up the stairs, he papered up the chairs,  
He even put paper on Grandma's shawl.

When Papa put the paper on the wall,  
He spilt a pot of glue upon us all.  
Now we're all stuck together like birds of a feather,  
Since Papa put the paper on the wall.

SPAGHETTI SONG

I love those meatballs, meatballs, meatballs and spaghetti.  
I'm always ready...to eat spaghetti!

OVERTURE, CURTAIN  
LIGHTS

Overture, curtain lights  
This is it, the night of nights  
No more rehearsing  
Or nursing our parts  
We know every part by heart

Overture, curtain lights  
This is it the heights of heights

And Oh what heights we'll hit  
On with the show, this is it.

LLOYD GEORGE KNEW BY FATHER  
(Onward Christian Soldiers)

Lloyed George knew my father, father knew Lloyed George  
Lloyd George knew my father, father knew Lloyed George  
Lloyed George knew my father, father knew Lloyed George  
Lloyd George knew my father, father knew Lloyd George

(with fervor)

Lloyd George knew my father, father knew Lloyd George  
Lloyd George knew my father, father knew Lloyd George

KING GEORGIE  
(My Country Tis of Thee)

King Georgie had a date, he stayed out very late,  
For he was King  
Queen Mary paced the floor,  
King Georie stayed out til four,  
She met him at the door,  
God save the King!

FATHER ABRAHAM

Father Abraham had many sons. Many sons had Father Abraham  
He never laughed (group repeats this line)  
He never cried (group repeats)  
All he did was go like this

(At the end of the last line, move right arm and keep up the movement throughout the song. Sing song second time and then move left arm, next, the right leg, then left leg, then nod the head, then shake the hips, then turn around, then sit down.

### DEAD DOG ROVER

(Tune: I'm looking over a four leaf clover)

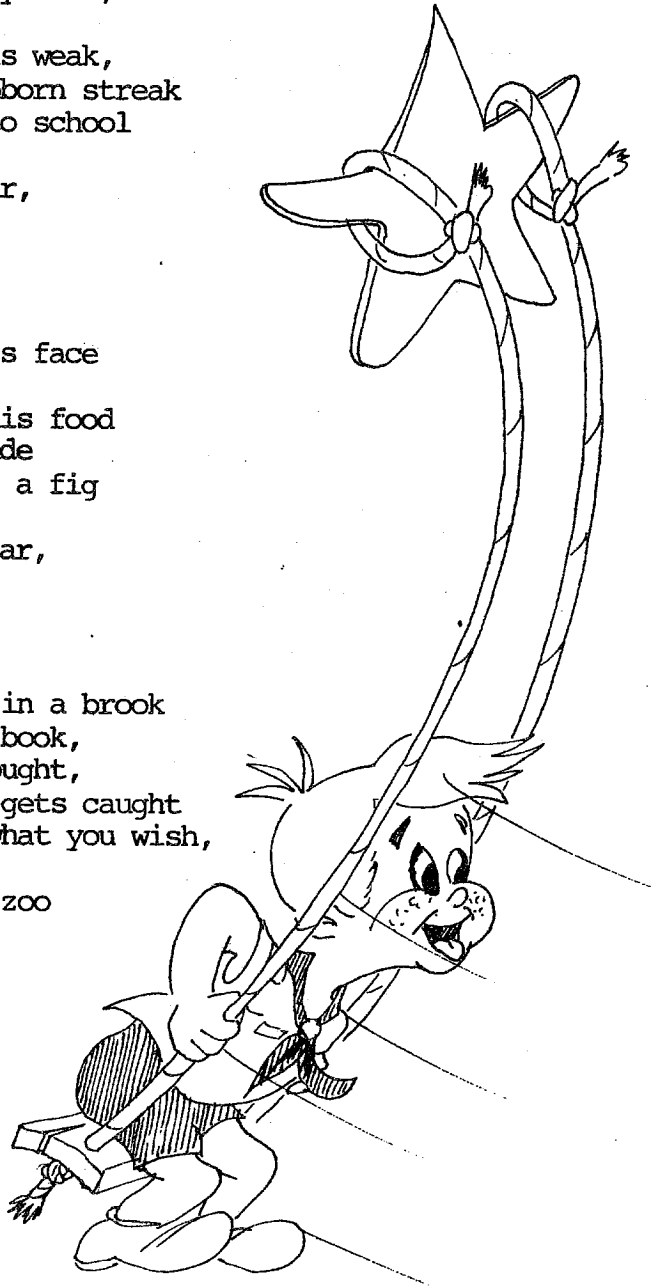
I'm looking over my dead dog, Rover,  
who died on the kitchen floor.  
One leg was busted. The second was lame.  
The third leg was missing. The fourth needs a cane.  
No need explaining the tail remaining  
is caught in the oven door.  
I'm looking over my dead dog, Rover,  
who died on the kitchen floor.

### SWINGING ON A STAR

A mule is an animal with long funny ears,  
He kicks up at anything he hears.  
His back is brawny and his brain is weak,  
He's just plain stupid with a stubborn streak  
And by the way if you hate to go to school  
You may grow up to be a mule;  
Or would you rather swing on a star,  
Carry moonbeams home in a jar,  
And be better off than you are;  
Or would you rather be a pig?

A pig is an animal with dirt on his face  
His shoes are a terrible disgrace,  
He's got no manners when he eats his food  
He's fat and lazy and extremely rude  
But if you don't care a feather or a fig  
You may grow up to be a pig.  
Or would you like to swing on a star,  
Carry moonbeams home in a jar,  
And be better off than you are,  
Or would you rather be a fish?

A fish won't do anything but swim in a brook  
He can't write his name or read a book,  
To fool the people is his only thought,  
And though he's slippery he still gets caught  
But then if that sort of life is what you wish,  
You may grow up to be a fish.  
And all the monkeys aren't in the zoo  
Every day you meet quite a few  
So you see it's all up to you  
You can be better than you are  
You could be swinging on a star.



## CATALINA, MATALINA

CHORUS:  
Catalina, Matalina,  
Hoopensteiner, Wallendiner,  
Hogan, Logan, Mogan  
Was her name.

She had 10 hairs on top of her head,  
5 were alive, the other 5 dead.

CHORUS

She had 2 eyes in the middle of her head,  
1 was glass, the other 1 lead.

CHORUS

She had two hips like sailors on ships,  
One stayed aboard, while the other took trips,

CHORUS

She had 10 toes that were just like her brother,  
6 on one and 4 on the other,

CHORUS

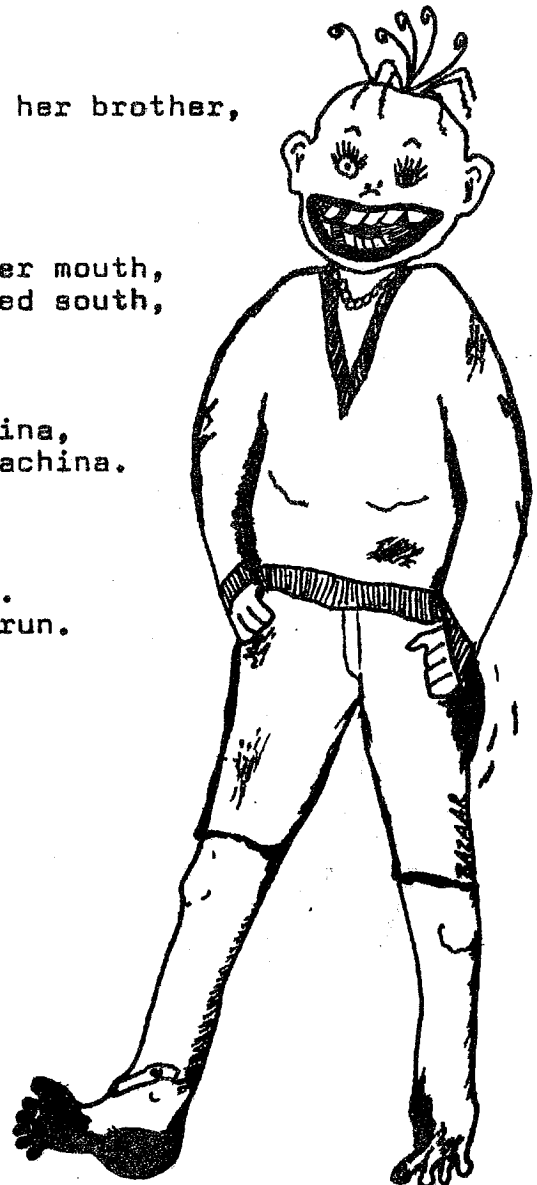
She had 10 teeth in the middle of her mouth,  
5 pointed north, and the rest pointed south,

CHORUS

One day a truck ran over poor Catalina,  
The driver had to buy a whole new machina.

CHORUS

She liked to chase men just for fun.  
They looked at her and then they'd run.



# SKITS

Skits are an integral part of the Cub Scout program. There are some skits so old, you probably remember the punch line from way back when you used to go to camp. The essence of some skits has varied very little through the years. It's an opportunity for the boys to be "someone else" for a few minutes, to pretend, and to laugh at themselves and others because laughter is what some have called the best medicine, and others have called the music of the soul.

## GOODWILL ADVANCEMENT

Characters: NARRATOR, WILL, a Cub Scout, Will's MOTHER.

Props: Two signs: "What's Up Doc" and "E.T."; baseball hat, soccer pads, swim cap, football helmet, aluminum soft drink can, light bulb, Wolf Book.

NARRATOR: The following program is not recommended for mature audiences; please BEAR with us (stress BEAR), get it? (chuckle). This is a story of a Cub Scout named Will (Will bows) and his MOTHER (Mother bows). WILL has a problem. There are so many things pulling him in different directions (WILL simulates someone pulling his arms from side to side.) E.T. for the fifth time, baseball, cartoons, soccer, swimming, football. (As NARRATOR reads list WILL pulls the appropriate item from box of props and acts out each sport, kicking football, etc. NARRATOR reads rather fast so WILL doesn't quite have time to finish one thing before the next one is mentioned).

But through all of this turmoil, WILL can hear in the far off distance the echo of Akela calling him. HIM, HIM (WILL puts hand to ear as if listening). So he goes to his mother and says:

WILL Mommy (with Wolf Book in hand).

NARRATOR: And she says.

MOTHER: Whatee.

NARRATOR: And he says.

WILL: I need help to finish my achievements, won't you PLEASE help me (very dramatic, on one knee).

NARRATOR: And she says.

MOTHER: Go away little boy, I have too much to do (she turns her back on him).

NARRATOR: She has to do the ironing, clean the house, warp and tie a package to send to Aunt Polly, change the baby, wash the dishes, feed the cat named Bob, BOBCAT, get it? (MOTHER pantomimes each thing as narrator lists them).

NARRATOR: WILL turns away crushed (WILL crushes can); while walking away he get an idea!

WILL: AHA! (light bulb over head).

NARRATOR: Will goes back to his mother and says:

WILL: Mommy, if you let me help you with that package to Aunt Polly, you will be helping me with one of my achievements - tying things! (As WILL says the YOU and ME lines, he points to his mother and himself very dramatically).

NARRATOR: And MOM says.

MOTHER: That's good, WILL

NARRATOR: Get it? Goodwill? (chuckle).

MOTHER: Do your best, son.

(WILL and MOTHER softly hum "Battle Hymn of the REpublic" as the NARRATOR reads las lines:)

NARRATOR: And so as the final pages turn in this evening's episode, you can see WILL and his MOTHER looking off into the sunset with this final thought in mind, if you find yourself in a pickle, relish it...say that that was a dilly, overcome it and say also, "how sweet it is!".

REPORTER

Characters: Six BOYS

Scene: A "bridge"

(The FIRST BOY enters, goes to bridge and prepares to jump off. He says:

1ST BOY: I'm a reporter and can't find one story. My boss will fire me for sure. I think I'll just end it all here. (Swings arms like he's going to jump; 2ND BOY enters just then:

2ND BOY: Hey, what're you doing?

1ST BOY: I'm a reporter and there's just no stories to be written, so I'm jumping off this bridge.

2ND BOY: Well, I'm an astronaut and I'm afraid of heights. I think I'll join you. (They both prepare to jump, when...

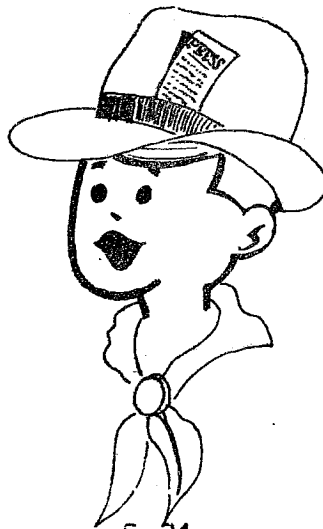
3RD BOY: Wait a minute, what are you two doing?

(They both repeat their stories, and the 3RD BOY TELLS them:

3RD BOY: Well I'm a fireman and smoke is dangerous to my health; think I'll join you.

(4TH BOY is a football player and can't stand crowds, 5TH BOY is a skier and is allergic to snow, the 6TH BOY is a race car driver and gets motion sickness. Finally, when they are all on the bridge ready to jump, everyone jumps except the reporter, who says:

1ST BOY: Wow! What a story. Six men jump to their deaths. My boss is sure to like this story!





BLUEBONNET

Characters: One doctor, one NURSE, as many "PATIENTS" as needed

Scene: A doctor's office, with nurse; several chairs lined up together

(First PATIENT enters (have each boy arrive bandaged up, etc)

NURSE: The doctor isn't here yet, but take a seat.

PATIENT: May I see the doctor, please, my arm must be broken

NURSE: The Dr. Bluebonnet is on an emergency, but return shortly, please sit where the other man is sitting.

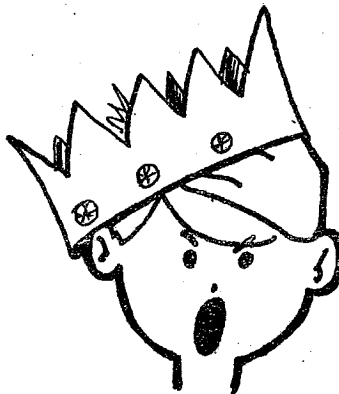
(This continues till all PATIENTS are seated side by side)

The DOCTOR then enters, see his PATIENTS, goes over to them and lays across their laps. The NURSE rises, the PATIENTS and NURSE sing:  
"EVERYTHING'S BETTER WITH BLUEBONNET ON IT".

RAISIN

This involves a KING, his SLAVES, as many boys as you have.

The KING has never tasted fruit, so sends a SLAVE out to fetch him some apples. The KING tastes it, spits it out, declares: It's terrible, off with that SLAVE'S head! This continues thru several fruit, till the last boy is sent off for raisins. The KING likes these and sends him for more, and more, and more. Finally, the boy comes back empty handed. The KING wants more! The BOY says: "I 'm all out, your majesty, MY RABBIT DIED!"



THREE RIVERS

Characters: Two PROSPECTORS, DOG, NARRATOR, MULE  
Props: PICK, PANS, NO. 10 CAN FOR COOKING, 2 BEAT-UP HATS  
Scene: A Camp set up for cooking; dog is sitting beside the PROSPECTOR. Second PROSPECTOR enters pulling MULE named Sunshine

NARRATOR: In the early days of our country, gold was discovered in California. The news traveled rapidly. Soon men everywhere were hurrying west to strike it rich. They shouldered picks and shovels, or scooped sand and gravel from the streams and searched for bits of the precious gold dust. We'd like to show you some of those men who prospected for gold.

1ST PROSPECTOR: Howdy.  
2ND PROSPECTOR: Howdy.  
1ST PROSPECTOR: Any luck?  
2ND PROSPECTOR: Nope.  
1ST " Come fur?  
2ND " Quite a jog.  
1ST " Et lately?  
2ND " This mornin'.  
1ST " Hungry?  
2ND " Yep.  
1ST " Join me?  
2ND " Don't mind iff'en I do.  
1ST " Have a plate. (Hands it to him).  
2ND " (Holds up plate and looks at it) Don't want to seem to be particuleer, but ain't this a mite dirty in this here corner?  
1ST " Well now, it all depends on how you look at it. But I'll tell you one thing for sure, it's as clean as Three Rivers can get it.  
2ND " (Looks doubtful at plate) As clean as three rivers can get it!

(MULE brays a loud hee-haw, hee-haw)

Shut yore mouth, Sunshine. You heard what the man said!

(1ST PROS. dishes out stew. They eat).

2ND PROSPECTOR: Mighty good vittles.

1ST PROSPECTOR: Thanks pardner. Mind handin' me the plates so we can clean them up.

THREE RIVERS SKIT (Page 2)

(2nd PROSPECTOR hands the plate over; 1ST PROSPECTOR puts plates on ground and calls in loud voice over his shoulder):

1ST PROSPECTOR: Here Three Rivers, here Three Rivers!  
(DOG comes up and starts licking plates)

MAGNIFYING MACHINE  
or GROWING MACHINE

Two BOYS hold up blanket behind which are two BOYS with noise items (pots and pans) and "magnified" items as called for.

ANNOUNCER: Everything thrown into this machine will come out magnified. (Throws in small stick, lots of noise, out comes a log flying over the blanket.)  
(Each item he throws in comes out in magnified version, i.e., string, rope; nail, tent peg, etc.)

"Lady" enters with "baby" (doll) in arms. Sshe leans over machine to see what is behind, loses baby. Lost of noise, Lady screams, noise stops. Out runs "magnified baby". (Tallest scout, stripped to short with diaper over them. Runs around campfire, yelling Mama! Mama!. Sees Mama, jumps up in her arms and is carried out.

UGH!

SCENE: Six or eitht Indians, draped in blankets with feathers in hair enter campfire circle in single file. Walk silently twice around campfire, then seat themselves in a ring around the fire. (Slight pause).

1ST INDIAN: UGH!

2ND INDIAN: UGH!

3RD INDIAN: UGH!

(Continue for as many INDIANS there are)

LAST INDIAN: UGH-UGH! (Long silence, finally broken by 1st INDIAN

1ST INDIAN: If you can't stick to the subject, I'm getting out of here!

(Rises, leaves campfire, followed by all the others, except LAST INDIAN.

NOTE: Very effective if deadpan silence reigns throughout.

LAWNMOWER SKIT

Characters: Two CUSTOMERS, 2-6 BOYS (lawnmowers), one SALESMAN

Scene: In front of a store  
(Scene opens with the "lawnmowers" down on their hands and knees. the SALESMAN is waiting for a CUSTOMER)

1ST CUSTOMER: Hi! I need a new lawnmower, mine blew up this morning.

SALESMAN: Sure thing. Let me show you some of our models. (Points to first boy) Here we have our cheapest model. It has a stall free engine and is really a great little mower. Here, I'll demonstrate. (SALESMAN tries to start it by pulling cord)

1ST BOY MOWER: (Makes sounds of motor laboring to start, starting then dying).

SALESMAN: Must have a bad sparkplug. Oh well, let me show you another model. Notice the fuel injection in the front. It's a very good machine. I'm sure you won't have any trouble with it. (Tries to start it)

2ND BOY MOWER: (Same sounds, also dies).

SALESMAN: They must have forgotten to put in the fuel.

(This continues as such for the amount of boys involved)

SALESMAN: This is our last and final model. It is our most expensive mower. The Super Duper Lawn Queen. It has ten horse power. I'm sure this one won't fail. (He tries to start this one, but)

LAST BOY MOWER: (Same, same)

SALESMAN: I can't imagine what is wrong with it. Let me get help to get it started. (Goes into audience for Cubmaster or whoever, brings him back as asks him try to start the engine.)

(When Cubmaster pulls cord, the LAST BOY says:

LAST BOY MOWER: BRRRRRRRRRRRRM BRRRRRR RRRRRR (Really takes off)

SALESMAN: That's all it needed, A BIG JERK!

### CROWBAR

Characters: One GOOD GUY, Three BAD GUYS, One soda jerk  
Props: One Crowbar (preferably fake).  
Scene: A soda fountain, where the BAD GUYS are drinking  
when the GOOD GUY enters:

GOOD GUY : (To SODA JERK) I'd like to order a milk.  
1ST BAD GUY: Ha!Ha! Did you hear that? What a sissy! I'll  
take care of him.

(Goes over to GOOD GUY nad beats him up)

1ST BAD GUY: (As he tosses GOOD GUY out) That was Judo from  
Japan!

GOOD GUY: (Returns) I'd like that milk now please.

2ND BAD GUY: HA! HA° What a wimp., ordering milk! I'll take  
care of him.

(Beats up GG) (They all toss him out upon beating him)

2ND BAD GUY: (Tossing him) That was Kung Fu from China!

GOOD GUY: (Returning) I'd still like to have my milk.

3RD BAD GUY: HO! HO! HO! What a creep. Let me take care of  
this dude once and for all!

(Beats him up)

3RD BAD GUY: (Tossing him out) That was Karate from Korea!

GOOD GUY: (Returning with a crowbar and proceeds to beat  
up all three) That's Crowbar from Sears!

### FRESH FISH

Characters: STOREKEEPER, 3 to 4 BOYS

Props: Large paper sign reading "FRESH FISH SOLD HERE".

STOREKEEPER: (To boys standing around) It sure is expensive  
making this sign; hard to do it too.

1ST BOY: (Reading the sign) You don't need the word  
"FRESH", you wouldn't sell anything else would  
you? (Tears off word FRESH).

2ND BOY: Why use the word "HERE". Everybody knows it's  
here.

3RD BOY: Why do you have the word "SOLD"? We all know  
that things are sold in a store. (Tears off SOLD).

4TH BOY: Look, friend, you don't need that word "FISH". You  
can smell 'em for 10 blocks away!!

(STOREKEEPER chases him off stage!)

## BOY GENIUS

Characters: Three to four BOYS, or how ever many you need.

The scene opens with the FIRST BOY sitting on chair. Toys and clothes are scattered around the room. He is in deep thought. Several of his friends have come over to see him.

They enter:

ALL: Hi \_\_\_\_\_! What're you doing?

1ST BOY: Just thinking.

2ND BOY: Thinking about what?

1ST BOY: My invention.

3RD BOY: Are you inventing something?

1ST BOY: Ssure, I want to be famous like Alexander GRaham Bell or Thomas Edison.

4TH BOY: What do you have in mind? Maybe we can help.

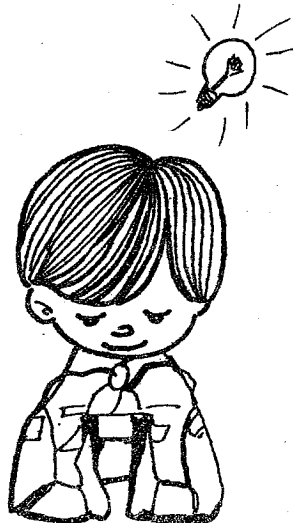
1ST BOY: Really? Do all of you want to help?

ALL: Sure.

1ST BOY: Okay, (getting up). First of all I need a big box. There's one in my closet. I need two toy airplanes. Then I'll need some kite string. Last I need some rags, those clothes will do. Okay, now put everything in the box. (As he list the items, each of the boys fetches the items).  
(Looking around the room - then in the box). Well, that just about takes care of it.

4TH BOY: Takes care of what?

1ST BOY: My invention. I just invented a way to get my room cleaned up before my mom gets home.



## JEDI KNIGHT

Characters: One JEDI KNIGHT, one STABLEMAN, one DOG.

Props: 1 stick horse.

Scene: (DL could say this): In a galaxy far, far away, there was this JEDI KNIGHT who went around doing good deeds.

JEDI KNIGHT: (To STABLEMAN) My taun-taun (horse) has come up lame. Could you loan me a taun-taun?

STABLEMAN: Sorry, I'm fresh out of taun-tauns.

JEDI KNIGHT: How can I do good deeds without a taun-taun? (Looking at the DOG) How about that critter over there?

STABLEMAN: That's my faithful old DOG, Guess Who.

JEDI KNIGHT: I don't know, I give up.

STABLEMAN: No. Guess Who is his name.

JEDI KNIGHT: All right, I'll ride him.

STABLEMAN: Who?

JEDI KNIGHT: Guess Who.

STABLEMAN: No sir, I wouldn't sent a KNIGHT out on a dog like this!!!

## THE PARACHUTE

Characters: One BOY, one FATHER, two AMBULANCE ATTENDANTS

Props: A toy parachute and one stretcher.

BOY: (Tossing a toy parachute) Daddy, Daddy, by parachute got stuck on the roof.

DAD: Just a minute son, I'll get the ladder and pull it down.  
(He simulates climbing a ladder, then falls down and is knocked out)

BOY: Daddy, are you hurt? I'll call an ambulance.  
(Sirens wail, AMBULANCE arrives with the two ATTENDANTS with a stretcher)

1ST ATTENDANT: Just take it easy, mister. We'll take care of you.

DAD: (Weakly, still clutching parachute) Guess you guys are sorry I'm such a heavyweight.

2ND ATTENDANT: Yeah, and I bet you're sorry you jumped off with such a small parachute!





## THE TREASURE CHEST

The following skit would be good to pull as a surprise on your Cubmaster and give him a little recognition.

Characters: Eight PIRATES

Props: A treasure map, apt pirate garb.

1ST PIRATE: I think we're looking in the wrong place.

2ND PIRATE: I think we're looking for the wrong thing.

3RD PIRATE: What do you mean the wrong thing?

4TH PIRATE: We're looking for a chest of gold aren't we?

5TH PIRATE: Of course, but where's the best place to look for a chest of gold?

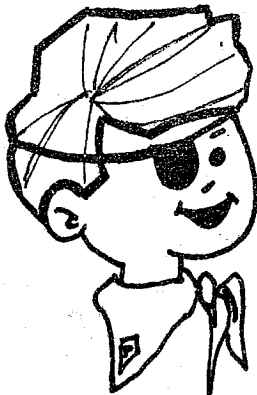
6TH PIRATE: Probably at the end of the rainbow, but I don't see one.

7TH PIRATE: Let's look out there in that sea of faces (points to audience).

8TH PIRATE: I'VE FOUND IT! (Walks to Cubmaster and brings him on stage) (Other pirates look puzzled). This, by far, is the best chest of gold; for in that chest (indicates Cubmaster's chest) beats a heart of pure gold! Otherwise, why would he spend so much time being our Cubmaster?

ALL PIRATES: That's right!

At this point, if desired, the boys could present the Cubmaster with a small token of their appreciation for all the hours he donates to their pack.



## BRAINS

Characters: One professor (white smock), one IGOR (with hunched back), three CUSTOMERS.

PROFESSOR: Oh boy, Igor. This is our first day of business selling brains. I hope we get some customers.

IGOR: Yes, master.  
(CUSTOMER walks in, simulating opening and closing the door).

PROFESSOR: Look, IGOR, our first customer.

CUSTOMER: Hi, I'd like to buy a brain.

PROFESSOR: What kind of brain did you have in mind.

CUSTOMER: I want a Cubmaster's brain so I can be a great Cubmaster.

PROFESSOR: IGOR, go back and find a Cubmaster's brain. It's on the second shelf.

IGOR: Yes, master. (exits).  
(IGOR returns with a brain)

PROFESSOR: Here's your brain. That'll be \$5.00.

CUSTOMER: Oh, thank you very much. (exits).  
(Second CUSTOMER enters, as the first).

PROFESSOR: Yes, sir, what kind of brain would you like?

CUSTOMER: I want a Scoutmaster brain so I can be a terrific Scoutmaster.

PROFESSOR: Okay, IGOR, go back and get a Scoutmaster's brain. It's on the fifth shelf.

IGOR: Yes, master. (exits).  
(IGOR returns with brain)

PROFESSOR: Here's your brain. That'll be \$25.00.

CUSTOMER: Thank you so much. (exits).  
(Third CUSTOMER, same as others)

PROFESSOR: Yes, sir, how may we help you today?

CUSTOMER: I would like a chairman's brain so I can chair a Committee Meeting.

PROFESSOR: Okay, IGOR, go back and get a chairman's brain. It'll be on the 142nd shelf.

IGOR: Yes, master.  
(IGOR returns, later than before, blowing dust off it)

PROFESSOR: Here's your chairman's brain. That'll be \$5000.

CUSTOMER: Five thousand dollars? How come so much?

PROFESSOR: Do you know how hard it is to find a chairman with a brain?!

BUS STOP

Characters: Four PEOPLE

Props: One box, one Bus Stop sign

(Three PEOPLE are waiting for the bus) (The fourth enters carrying a box)  
After a moment, Nr. 4 turns to Nr. 1 and says:

NR 4: Would you please hold by box? I have to get something.

NR 1: (takes box) Hey, This box is leaking. (He holds it up and tastes the corner) It's 7-Up.

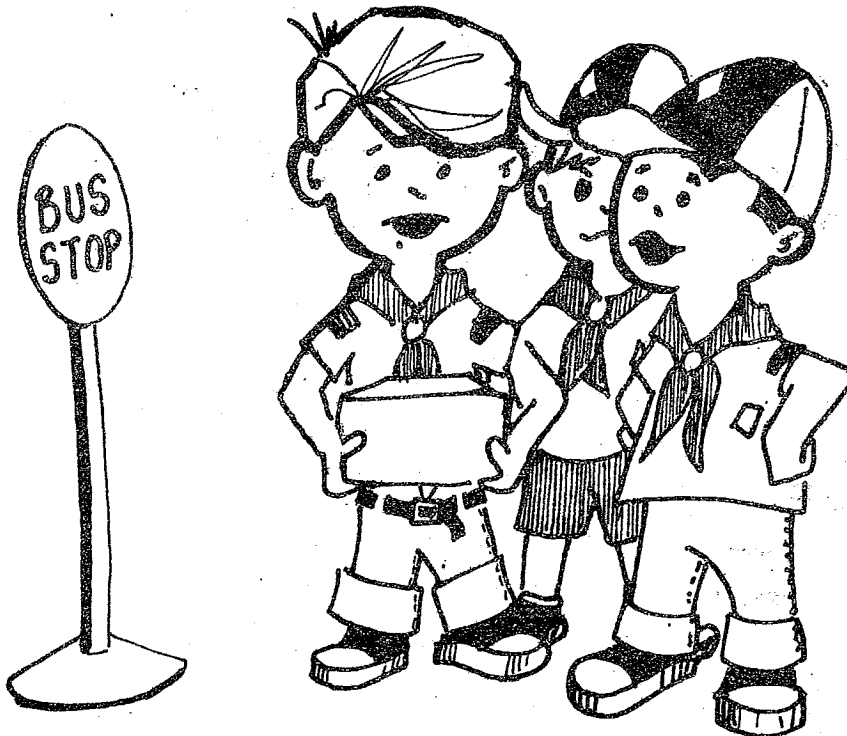
NR 1: (To Nr. 2: Would you hold it for me?

NR 2: (Takes it) This box is leaking. (Tastes the corner) It's Sprite. (He passes it to Nr 3) Will you hold it now?

NR 3: (Takes box) This box is leaking. (Holds it up and tastes it at corner) It's Bubble-Up! (Gives it back to Nr 1).

(Nr 4 re-enters and gets the box from Nr 1)

NR 4: Thanks for holding my box of puppies.



MOTORCYCLE SKIT

Characters: One FATHER, one SON, 4-5 MOTORCYCLISTS.

(FATHER and SON enter carrying bedrolls)

FATHER: This looks like a great place to set up camp. Since this is your first time camping, I'm going to let you sleep out under the stars for the experience; I'll sleep inside the tent.

SON: Dad, I'm not sure if I want to be out here by myself.

FATHER: You'll be fine son. It'll make a real man out of you. (FATHER goes into tent).

(BOTH LIE DOWN ON THEIR BEDROLLS)

FATHER: Goodnight, son.

SON: Goodnight, Father.

(Soon a motorcycle gang arrives making all kinds of noise, doing wheelies, skidding, etc.)

#1: Look! It's a Boy Scout. Let's beat him up!  
(They all pretend to beat him up).

#2: That's enough. Let's go.

(Gang leaves, making loud motor sounds).

SON: (Jumps up yelling) Dad! Dad! A motorcycle gang just beat me up!

FATHER: (Unzips tent, sticks head out) Ah son, you're just having a nightmare. I know you're a little scared being out here, but there's nothing to be afraid of.

SON: But Dad, there really was a motorcycle gang!

FATHER: Now, son, I want you to go back to sleep.

SON: Okay Dad. Goodnight.

FATHER: Goodnight, son.

(Gang arrives again. They repeat "beating" to the SON)

SON: (Jumps up yelling again) Dad! Dad! That motorcycle gang beat me up again!

FATHER: (Unzips the tent and comes out). Now, son, are you still having those nightmares?

SON: No, Dad. Really. That motorcycle gang came back and beat me up again.

FATHER: Look son. I really do need to get some rest. I'll tell you what. Why don't you sleep inside the tent

MOTORCYCLE SKIT (Page 2)

and I'll sleep outside, okay?

SON: Okay, Dad. (He goes in the tent).

FATHER: (Muttering ) Motorcycle gang, ha! I hope now I can get some sleep. Goodnight son.

SON: Goodnight, Dad.

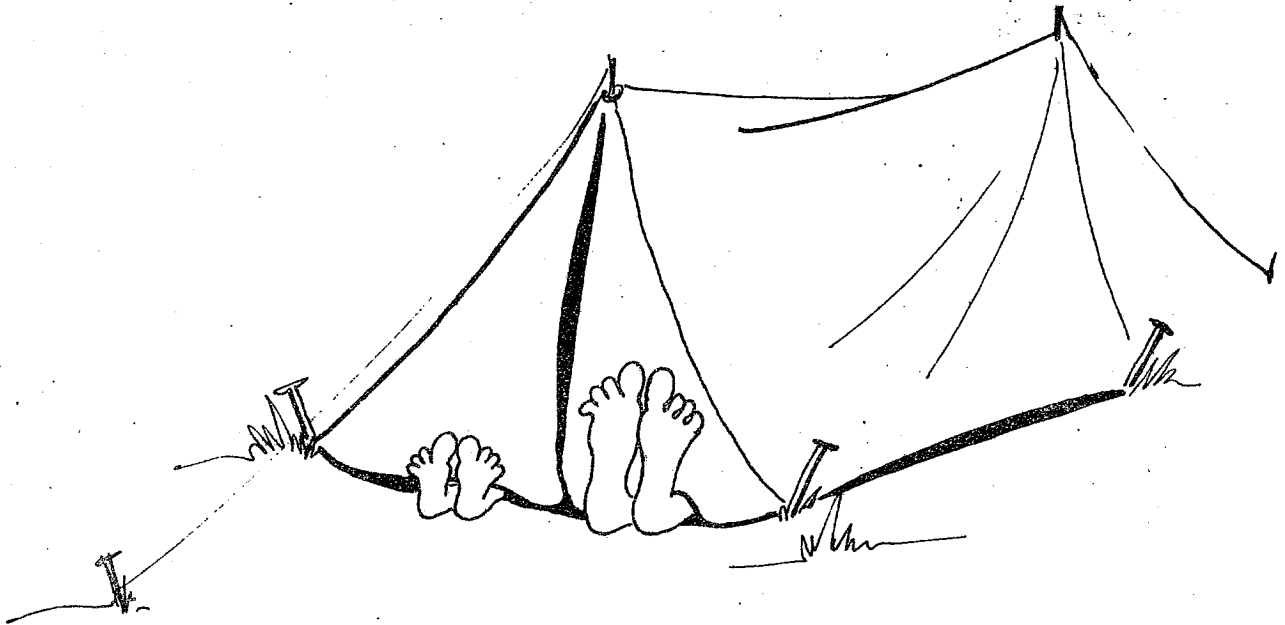
(Motorcycle gang arrives again)

#1: Hey! That kid is still here. Let's beat him up again.

#2: No, wait a minute. We've beat him up twice. Let's get the guy in the tent, okay?

#1: Yeah! Good idea!

(They all beat up the boy in the tent. Everyone goes off stage).



## HISTORY OF MUSIC

Characters: NARRATOR and JOHANN SEBASTIAN ROCK, the personification of MAN through the ages.

Props: Two rocks - stick - tin whistle - kazoo - an iron - small stringed instrument - cord & plug - speaker - album cover of Rolling Stones.

(J.S. ROCK pantomimes throughout as NARRATOR speaks)

"In the beginning, there was not much of anything. Then along evolved STONE AGE MAN. (Enter J.S. ROCK). To produce music, he would hit stones together, hit wood on stones, hit heads on stones, hit the road, anything that was handy and musical.

Then came BRONZE AGE MAN. His contribution was the whistle and the highly esteemed Kazoo - necessary for BRONZE AGE Roundtables!

Next was IRON AGE MAN (hold up iron). Life was truly pressing then.

You may not know that the tuba was invented during this time, but an iron tuba had a terrible tone, not to mention the problems with carrying the thing! Just think, HERNIA MAN was almost evolved!

That brings us to the DARK AGES (dim lights). This was the period between the fall of ROMAN EMPIRE (drop rock) and the ITALIAN RENAISSANCE (hold up salami). During these times there was no advancement in music or instruments, due to the fact that it is impossible to read or see in the dark. Music was in a de-composed state. But take heart, enlightenment came with the RENAISSANCE and the stringed instrument (hold up), but we won't harp on the subject. We move quickly through the INDUSTRIAL REVOLUTION and, with it, the plug, the speaker, and the ROLLING STONES (hold each up in turn). Let's see, man started with rock music and ends up today with rock music. I ask you, is this progress?

THE END

A MOO!

Characters: Three COWS, one MOM, one SON, one DAUGHTER, one VILLAIN,  
and one HERO.

(The three COWS are placed at stage left; COWS on all fours, with  
front legs on chairs or tables - they are to be elevated some way.)

COWS: A moo a moo a moo moo moo, I said, a moo a moo a moo moo moo.

MOM: A sob a sob a sob sob sob, I said.....(repeat).

SON: What's the matter Ma, I said what's the matter ma.....(repeat).

MOM: I ain't got the money for the mortgage on the cows.....(repeat).

MOM&SON: A sob a sob a sob sob sob.....(repeat).

COWS: A moo a moo.....

(DAUGHTER enters)

DAUGHTER: What's the matter ma, I said.....(repeat).

MOM&SON: We ain't got the money for the mortgage for the cows....  
A sob a sob a sob sob sob.....

COWS: A moo a moo a moo moo moo.....,

(VILLAIN enters)

VILLAIN: I came to collect the money for the mortgage on the cows,  
I said, I came to collect the money.....

MOM & CHILDREN: We ain't GOT the money for the mortgage.....  
A sob a sob.....

COWS: A moo a moo a moo moo moo.....

VILLAIN: I'll take your pretty daughter for the mortgage on the cows,  
I said I'll take your pretty daughter.....

DAUGHTER: Never, never, never will I go, I said, never.....

MOM & CHILDREN: A sob a sob.....

COWS: A moo a moo.....

(HERO enters)

HERO: I've got the money for the mortgage on the cows, I said.....

ALL: Yea, yea a year yea yea, I said, yea.....

COWS: A moo a moo.....

HERO: Bang bang a bang bang bang, I said.....(shoots VILLAIN).

VILLAIN: Ugh ugh a ugh ugh ugh.....(clutches at heart).

Curses curses foiled again, I said, curses.....

MOM & CHILDREN: Yea yea.....yea yea yea....

COWS: A moo a moo a moo moo moo.... DAUGHTER: Oh my hero!

## Five Little Angels

### Characters

5 "angels"

Scene: 5 angels are in swimsuits with white sheets wrapped around them so the swimsuits are not visible. Angels are facing the audience. Singing starts out slowly and quietly, but as each angel "drops out" the singing becomes louder and jive-er.

5 angels:           5 little angels all dressed in white,  
Trying to get to Heaven on the end of a kite;  
But the kite broke and down they all fell,  
Instead of going to Heaven they all went to \_\_\_\_.

(1 angel stops singing and turns his back to the audience)

4 angels:           4 little angels all dressed in white,  
Trying to get to Heaven on the end of a kite;  
But the kite broke and down they all fell,  
Instead of going to Heaven they all went to \_\_\_\_.

(Another angel stops singing and turns his back to the audience)

Continue with 3 angels and 2 angels.

1 angel:           (real jivey)  
1 little angel all dressed in white,  
Trying to get to Heaven on the end of a kite;  
But the kite broke and down they all fell,  
Instead of going to Heaven they all went to \_\_\_\_.

(All angels turn back around and join in singing)

5 angels:           (real jivey)  
Now don't get excited, don't lose your cool,  
Instead of going to Heaven, they all went to  
the POOL!

(As the last word is said, all the angels open up their sheets and show the audience their swimsuits!)





## Yellow Fingers.

### Characters

King Alfred  
King Luther  
4-5 "Yellow Fingers"  
1 Knight  
1 Squire  
1 Page

Scene: King Alfred is in his castle; King Luther is in his castle. The "Yellow Fingers" are between the castles.

King Alfred: I sure wish I had some M & M's. I wonder if my cousin King Luther has any. I think I will send my knight over to King Luther to get some.

(King Alfred calls in his Knight)

King Alfred: I want you to go to King Luther to get me some M & M's. You must be very careful and watch out for the dreadful "Yellow Fingers," hiding out in the forest.

Knight: Yes, sir.

(Knight travels to King Luther's castle, but on the way he is attacked by the dreadful "Yellow Fingers.")

King Alfred: My knight has been gone a long time. I fear something has happened to him. I'm still very hungry for my M & M's. I will send my squire.

(King Alfred calls in his Squire)

King Alfred: I want you to go to King Luther's castle and get some M & M's for me. You must be very careful and watch out for the dreadful "Yellow Fingers" hiding out in the forest.

Squire: Yes, sir.

(Squire travels to King Luther's castle, but he, too, is attacked by the dreadful "Yellow Fingers.")

King Alfred: Well, I don't think my squire made it to King Luther's castle...it's been a long time since he left. The last person left is my page.

(King Alfred calls in his Page)

King Alfred: You're the last person left to bring me my M & M's. You've got to be very careful, so the terrible "Yellow Fingers won't get you.

Page: Yes, sir.

(Page travels to King Luther's castle and as the "Yellow Fingers" try to attack him, he beats them off. He gets the M & M's and returns to King Alfred.)

King Alfred: (Surprised at seeing his Page return)  
Oh, thank goodness, you made it! It is  
always good to remember to let your Pages  
do the walking through the "Yellow Fingers!"

## Fruit Salesman

### Characters

Owner of store  
Fruit salesman  
2-3 customers  
1 robber

Scene: The owner tells the fruit salesman what to say when  
the customers come in: If the customer asks how much  
the fruit is, say "50¢ a bunch;" If the customer asks  
if the fruit is fresh, say "very, very fresh;" If  
the customer says he's not sure if he wants to buy any,  
say, "If you don't, somebody else will." The salesman  
is told to always answer with these words and then the  
owner leaves.

(First customer comes in)

Customer: How much are these bananas?  
Salesman: 50¢ a bunch.  
Customer: Are they fresh?  
Salesman: Very, very fresh.  
Customer: I'm not sure if I want to buy any today.  
Salesman: If you don't, somebody else will.

(First customer leaves; second customer comes in)

Dialogue is repeated.

(Second customer leaves; robber comes in)

Robber: How much money do you have?  
Salesman: 50¢ a bunch.  
Robber: Are you trying to get fresh with me?  
Salesman: Very, very fresh.  
Robber: Do you want me to shoot you?  
Salesman: If you don't, somebody else will!

MANY MUSCLES

Characters: Six cubs, one dressed as a pretty curvy girl. All boys wear shshorts over uniform pants to resemble sweat suits, except one who is in full uniform.

PROPS: Dumbbell, barbells and jump rope.

Setting: Boys in shorts lined up across front of stage.

CUB: (Full uniformed CUB comes in, looks at boys and asks 1st boy,  
Why are you doing that?

1ST BOY: (Lifting dumbbell) Because I like many muscles.

CUB: (Walks to next boy) Why are you doing that:

2ND BOY: (Skipping rope) Because I like many muscles.

CUB: (To next boy) Why are you doing that:

3RD BOY: (Lifting barbell) Because I like many muscles.

CUB: (Asks next boy) Why are you doing that?

4TH BOY: (Doing pushups) Because I like many muscles.

CUB: (Walks to last boy) And why are you doing that:

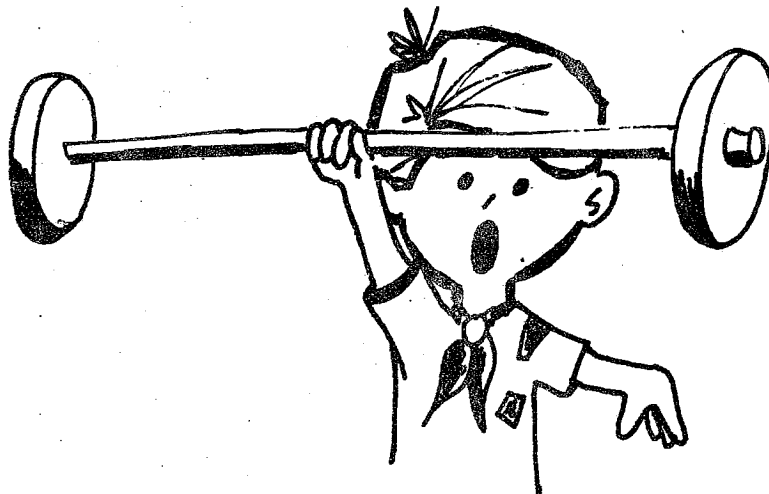
5TH BOY: (Doing jumping jacks) Because I like many muscles.

"GIRL": (Boy in wig and dress walks in front of boys).

CUB: Who are you?

"GIRL": (Smiles and winks) Why, I'm MINNIE MUSCLES.

ALL BOYS: (Whistle at her, take her by arms and escort her off stage.)



THINK AND GRIN SKIT

- CUBMASTER: Den \_\_\_\_\_ has a skit called "SHIPS THAT PASS IN THE NIGHT.
- Characters: One DEN LEADER, as many boys as necessary.
- 1ST BOY: If the Pilgrims came over on the Mayflower, how did Cub Scouts get here?
- DEN LEADER: I don't know, how?
- 1ST BOY: On handy crafts. (Cub enters with sign reading HANDI-CRAFTS. Optional).
- 2ND BOY: If the Pilgrims came on the Mayflower and Cub Scouts came here on haney crafts, how did doctors get here?
- DEN LEADER: How?
- 2ND BOY: On blood vessels. (Cub dressed as doctor enters).
- 3RD BOY: How did students get here?
- DEN LEADER: I don't know, how?
- 3RD BOY: On scholarships. (Cub enters with cap and gown).
- 4TH BOY: How did all the ordinary people get here?
- DEL LEADER: I'm stumped, how?
- 4TH BOY: On citizenships, of course.. (Cub enters with get-out-the-vote sign).
- 5TH BOY: And how did the barbers get here?
- DEN LEADER: I know, they came on clipper ships. (Cub dressed as barber).
- 6TH BOY: How about movie stars?
- DEN LEADER: How?
- 6TH BOY: In a show boat. Some came as dream boats, too.
- 7TH BOY: And finally, how did all the not heads get here?
- ALL BOYS: On steamships, naturally.

Everyone faces audience and bows.

THE STRANGER AND THE BUS

Characters: STRANGER in town, POLICEMAN, SCENE SHIFTER.

SCENE I: A busy corner in which the buses pass. STRANGER stands looking around, scratching head. POLICEMAN strolls onto scene.

STRANGER: Say, does the Lakewood Avenue bus come along here?

POLICEMAN: Why certainly; just watch for Number 51.

STRANGER: Thank you, officer.

SCENE II: (SCENE SHIFTER comes in with a large sign marked "FOUR HOURS LATER")  
POLICEMAN comes by again and looks astonished as he sees stranger still standing at bus stop.

POLICEMAN: Well, hasn't your bus come along yet?

STRANGER: Not yet, but it won't be long now, because I have counted 49 so far and only two more to go by until the 51st.

POLICEMAN FAINTS.

THE FISHERMAN

Characters: CUSTOMER and MERCHANT.

Scene: A fish market.

CUSTOMER: I want you to do me a favor.

MERCHANT: What is it Mr. Bigwig?

CUSTOMER: I've just returned from a fishing trip.

MERCHANT: Did you catch anything?

CUSTOMER: No, that's the thing. My wife said I wouldn't, and I'm in the doghouse. I said I'd catch six fish.

MERCHANT: Well, how can I help you, Mr. Bigwig?

CUSTOMER: Let me have six of those medium size trout there.

MERCHANT: Wrap 'em up?

CUSTOMER: No, don't make a liar out of me. Pitch 'em to me one at a time.

MERCHANT: Well, I don't understand, but here goes. (Tosses the fish to him). What's this for?

CUSTOMER: Very simple. I caught 'em, didn't I?

MERCHANT: (Grinning) You're right, Mr. Bigwig. Good Luck.

CUSTOMER LEAVES.

### NO TRAINS TODAY

Characters: HIRAM and MIRANDY, both are very deaf. The AGENT.  
As many children needed can be added.

Setting: The AGENT sitting in a chair. Two poles or rope  
laid parallel to represent train rails. Near the  
track is a sign, STOP - LOOK - LISTEN.

HIRAM: Be you the agent of this here town?

AGENT: Yes sir, I be.

HIRAM: Be thar any trains for the south today?

AGENT: (Fumbles thru an old timetable book) No, we haven't  
any trains for the south today.

HIRAM: (Loudly to Mirandy, as she strains to hear) There's  
trains for the south today.

The same dialogue is repeated for each direction - NORTH, EAST and  
WEST.

MIRANDY: Well, come on then HIRAM, we can cross the tracks  
today.

They cross the tracks.

(A good effect is having the actors speak very slowly and loudly.)

### BAWL GAME

Characters: One DEN MOTHER, as many BOYS as necessary.

Scene: A BOY enters crying. Soon another appears, then  
another, until there are any number.

DEN MOTHER: What's the matter with you boys?

1st BOY: We've been to a bawl game.

DEN MOTHER: Ball game? I don't understand. Did your team lose?

2ND BOY: It wasn't that kind of a game. It was a crying game.

DEN MOTHER: Crying game?

3RD BOY: Yes, to see who could cry the best.

DEN MOTHER: Well, did you?

4TH BOY: No... we lost. That's why ...we're...bawling. (All  
leave crying loudly).

## IN THE CUB SCOUTS

by Edi Chapman & Den 5, Pack 369

8 Cub Scouts line up across the stage. They are costumed to resemble different ranks of the U.S. Navy. (Old white t-shirts they can decorate with Ties, Lapels, Buttons, Stripes, etc. work very well for costumes.)

**ADMIRAL:** In the Navy, I'm an Admiral. This is the highest rank. In Boy Scouts, I'm an EAGLE, the highest rank you can earn.

**CAPTAIN:** In the Navy, I'm a Captain. I'm in charge of all the men on my ship. In Boy Scouts I would begin at the Star Rank, Earn my Life Scout Rank, and strive someday to make Eagle Scout.

**COMMANDER:** In the Navy, I'm a Commander. The Captain relies on me to do a lot of the supervision of the men on his ship. In Boy Scouts I would begin as a Tenderfoot and earn my Second Class and First Class ranks.

**LT. COMMANDER:** In the Navy I'm a Lt. Commander. In the Boy Scouts I'm a Cub Scout who has finished his Arrow of Light. This is the highest rank in Cub Scouts, and it fulfills many of the first requirements when I transfer to a troop and become a Tenderfoot Scout.

**LIEUTENANT:** In the Navy I'm a Lieutenant. In the Boy Scouts I'm a Webelo Scout. I've been in the Webelos Den for 3 months, and boy am I busy!

**ENSIGN:** In the Navy I'm an Ensign. I've been learning a lot as a Wolf, and am now working on my Bear Rank in the Cub Scouts. Ensigns aren't expected to know very much, neither are Bears...but you'd BE SURPRISED at how much I'm learning in the Cub Scouts.

**CHIEF:** In the Navy I'm a Chief. I get to meet the brand new recruits and shape them into excellent sailors. In Cub Scouts I'm a Wolf. Some parts of earning my Wolf Rank are very easy...others mean I have to do a lot of work, and then show my folks what I've done.

**SEAMAN RECRUIT:** (Wears a messy shirt that says: Seaman.) I just joined the Navy. Boy is it different than what I thought it was going to be. In Cub Scouts I'm a Bobcat. Everything is all so new. If I work real hard, maybe someday I'll be an Admiral ... or Eagle.

**SONG:** In the Cub Scouts, All the Bobcats will be there,  
In the Cub Scouts, You can earn your Wolf and Bear,  
In the Cub Scouts, We do everything with care,  
In the Cub Scouts, In the Cub Scouts.

We Want You! We Want You!

We Want You as a New Recruit!

(Tune: "In the Navy")

**THE**

# **PUPPETS**



## INTRODUCTION

Puppetry is an ancient art that appeals to boys of all ages. Although the origins of puppets are buried in antiquity, most experts agree that puppetry started in China, but when or how isn't absolutely certain. According to one story, Wu-Ti, the emperor of an ancient Chinese dynasty, was overcome with grief at the death of his favorite wife. He ordered the court magician to summon back her spirit, and by dint of a darkened room and a distant screen, the magician was able to create the shadow of a moving figure vaguely resembling the wife, which apparently satisfied the emperor.

Puppets have played an important part in many civilizations throughout the world. The tombs of Egypt have produced puppet figures that are over 3000 years old. Small jointed figures that were believed to have been used in religious rituals have survived since the ancient times of Greece and later of ancient Rome. The classical scholars, Aristotle, Horace and Plato refer to figures worked by strings in the writings of their times.

Today television has also brought puppets to millions. Sesame Street and The Muppets are currently the most famous puppets and puppet groups of our time.

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



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

### RESOURCES

The Boy Scout publication "Skits and Puppets" No. 3842 Pow Wow Series gives an excellent coverage of the subject. This presentation will give you many additional ideas to enable you to create simple and effective puppets. Try to create puppets which will fit in with each month theme. Monthly skits can be adapted to puppet shows. Your Cub Scouts will readily come up with an appropriate situation or skit if you give them a chance and expand on what a theme means.

Ideas for skits and prepared puppet skits that fit many monthly themes may be available. Ask at your local library for suitable books. "Pack-O-Fun" magazine, invaluable for Den Leaders and mothers with small children, and some childrens magazines feature suitable plays from time to time. When you see a useful skit or idea, make a note of the topic and source in an "IDEAS" notebook for later use or file any suitable scripts before discarding the magazine.

Pow Wow books are also a resource for ideas. Some material for this book was based on ideas from the 1971 Balboa District Pow Wow book and the 1982 Indian Nations Council Pow Wow book.

Puppet-making can be an inexpensive venture in which paper bags, old socks, boxes, and left-over scrap materials are used. There are many ideas for puppets on the following pages, and one of the best resources is your own imagination.

### TYPES OF PUPPETS

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

Marionettes- operated by manipulating strings

Hand or Glove Puppets- operated by the hand or fingers

Shadow Puppets- shown as silhouettes backlighted against a screen

Those puppets best suited to Cub Scouts are hand puppets such as:

Cloth puppets made of felt or woven or knitted material, commonly called sock puppets.

Paper bag or box puppets.

Novelty puppets made from brushes, shoes etc.

Puppets made of balsa wood, papier-mache or styrofoam.

Hand puppets are controlled by the boy's hand, with one finger guiding the head, and two other fingers guiding the puppet's hands. There are no feet and the body of the puppet should be long enough to cover the boy's arm almost to the elbow.

#### POINTERS FOR PUPPET MAKING

The most important part of the puppet is the head. This gives it character. Next in importance is the costume which helps to distinguish one character from another. Background music, sound effects, scenery and props all help to set the mood of the show.

The presence and style of hair, brows, mustaches, and beards contribute to the personality. At other times, the absence of these features gives a totally different nature to the same basic puppet.

Puppets can be more appealing if given a definite personality and character. This can be done by costume, mannerisms, method of walking, or style of talking. Each puppet in the play should act and speak according to the kind of person he represents. The facial features of a puppet will help make him outstanding in appearance. Give him a face that will attract attention- an extra big nose, a very crooked mouth, etc.- so that the audience will recognize him instantly and relate him to the skit.

Anything that takes your fancy can be used as a puppet. An object may be sufficient in itself, or you may like to fit it with glasses, eyes, mouth, clothes, hat and so on.

#### POINTERS FOR PUPPET SHOWS

Keep it simple.

Use a story that is familiar to the boys such as fairy tales, Christmas stories and favorite TV shows.

Try not to memorize. Keep the plot simple and let the boys improvise on their lines. If the lines come out a little different each time, they usually come out better.

Have the boys rotate playing the different roles. That way all boys can contribute ideas and can substitute for an absent boy at the Pack meeting.

Don't have a crowd behind the stage. Use a stage crew (sound effects, scenery, etc.) if everyone cannot be in the play.

Encourage boys to speak loud when saying their lines and to be quiet, no whispering or shuffling noises, when not performing.

Have the boys speak slowly so they can be understood. You might try tape recording the boys' voices during a rehearsal so that they can hear what they will sound like to an audience.

The puppets should exaggerate both their feelings and the actions that go with those feelings.

Sometimes it is helpful for a puppet to speak aloud to himself to explain his actions, i.e., "I'll look under this tree for the buried treasure."

A puppet can answer questions by nodding or shaking his head. The puppet who is talking should move; a nod of the head, lean forward, etc. Movements should be fitted to what is being said. The other puppets should remain motionless until it is their time to talk. In this way, the audience has no doubt which puppet is doing the talking.

Puppets should always exit, not just drop out from sight. They should also make an entrance, not pop out of thin air.

Keep the play short and full of action.

#### MANIPULATING PUPPETS

The following actions help show puppet characterization:

- Excited- clasp hands, jump up and down
- Sad- hand to face, head slightly bowed
- Angry- beat head, bang hands
- Afraid- tremble and shake
- Tired- slow, languid movements
- Old- shakey movements, slow

Some things puppets can easily do:

- March to music
- Dance
- Lead the orchestra
- Sweep or scrub the floor
- Fight
- Play musical instruments
- Stack blocks
- Play with a balloon
- Wash dishes



## HAND PUPPET MANILULATION

The hand puppet has only a few basic movements. The main one is the nodding motion of the head. The arms can move forward and up and down to some extent. The body can twist in any direction and move forward and backward with ease. One would think that little can be done with these few motions, but nothing could be further from the truth. The hand puppet has tremendous charm and is one of the most versatile creatures imaginable.

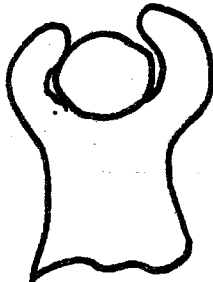
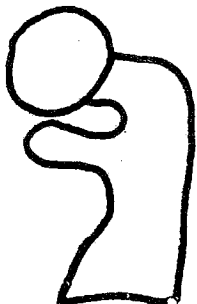
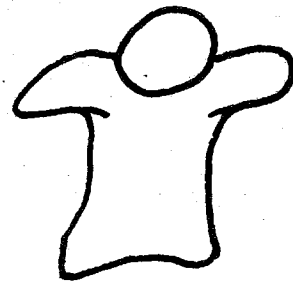
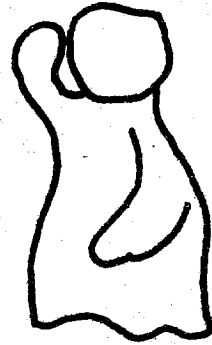
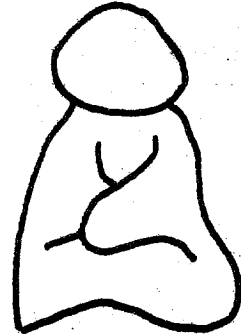
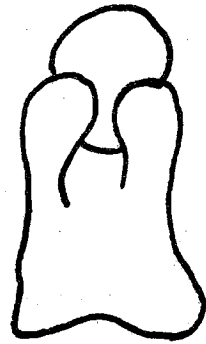
Never insult your puppet by jiggling it up and down and nodding it's head constantly. Think of various positions for the hands to add interest and not make it look as if the puppet is always being robbed.

Don't bounce, jiggle and wave. Give the puppet movements that clearly tell the audience what it is doing or suggesting. Separate the movements so your audience can follow the actions. Unfortunately our hands don't bend in every direction, as many puppeteers would like, but amazing movement can be developed through practice.

The most common problem with hand puppets is keeping them on the same level. When a puppeteer's arm becomes tired, the puppet seems to sink into a hole. Try to make the puppets as light as possible. Having the puppet's head inserted only as far as the first joint of the index finger helps, too. You might try drawing a line on the back of the stage to help keep the puppet at the best performance height.

Practice miming a story to see what subtle movements the puppet is capable of. Watch the puppet in a mirror while you practice so you can observe the action as the audience will see it.

Add props to make your play more interesting. Hand puppets are the only puppets that can pick up and carry things with ease. Last of all, don't blame a bad performance on the puppet. It can act only as well as you can.



## 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 viewer's 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.

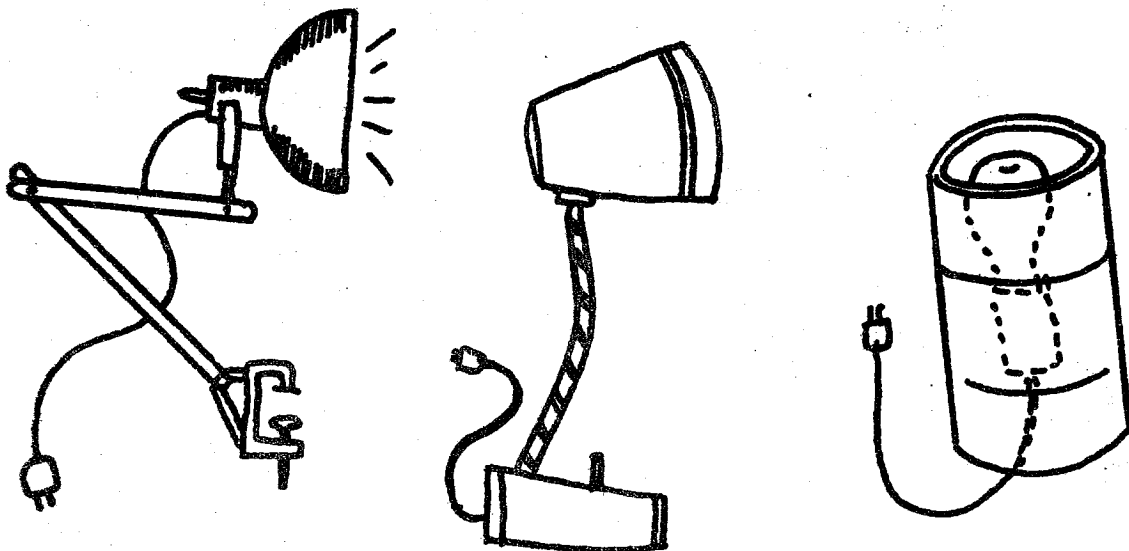
Special lighting effects can be obtained by using black lights, colored cellophane over lights, dimmer switches, flickering Christmas tree lights, etc.

It is important for lights to be set so they will not shine in the 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 the 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.



## SPECIAL EFFECTS FOR PUPPET SHOWS

Many puppet plays call for a special effects, and their accurate suggestion helps to give reality to the performance.

- Thunder**            A piece of tin or galvanized iron 3' to 4' long and 1' wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or a rubber-heeled shoe.
- Lightning**         Flash white light on and off. A photo flash can also be used.
- Breaking Glass**     Use an old piece of window glass in a sack and drop it to the floor.
- Crashes**            Fill a wooden box with broken glass and a few stones, then nail the top shut. Drop or tip box on end for various types of crashes.
- Horses**             Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard road. For hoofbeats on a soft road or turf, use wallboard.
- Running Water**     A wooden box 1"x2"x2" is fitted with tin on the bottom and ends in a 1" diamond pattern. Place a small amount of lead in the box. Tilt box and the sound of running water results.
- Trains**             Place small wire nails or shot inside a flat tobacco tin; move it back and forth and it sounds like a train chugging along. Sandpaper or wire brushes on metal will also give this effect, when done in the right rhythm.
- Gong Chimes**        A Chinese gong is a 4 1/2' to 5' length of water pipe suspended by a rope. Tubes from an old brass bed or water pipe can be cut in various lengths for chimes. Cut off 1/2" at a time and test for tone. Strike with rubber-soled shoe.
- Wind**                A cylindrical drum made of two circular wooden ends about 2" in diameter joined by slats set 2" apart is mounted on a frame. Also heavy canvas is stretched tightly against the drum which, when rotated by the handle, produces the sound of wind. A wind whistle can also be purchased from novelty or toy shops, and is adequate for some shows. To see the wind, blow a fan on the set.
- Spouting Whale**     Airspray atomizer or squirt gun.

Rain Fill a tin biscuit or cookie tin one-third full of dry peas or beans. Rotate slowly. Rain machines are also made from a large tin can with cleats placed inside at intervals. After the peas or beans are put in it, the top is soldered on and a handle is run through the center, and the can is mounted on a stand.

A strip of cardboard with silver tinsel taped to it looks like rain.

If you must be realistic, try drilling small holes in a pipe about 1/2" apart, but be careful and arrange a trough to catch the water, since it is easy to have a flood. Fine cellophane strips with a small fan blowing on them can be used to resemble dripping rain. A slight agitation of the strips will look like gentle rain. Tiny cellophane or tissue paper pieces can be used for snow.

Roars or Creaking Door Make a hole in the bottom of a large tin can, put a cord through it and knot it securely. Then fasten the can to a board. Powdered resin is put on a piece of cloth or canvas glove and worn by operator. Pull up tightly on the cord. The pitch is varied by the tautness of the cord.

Gun Shot Snap a yardstick or thin board on a hard, flat surface. Or fire a cap pistol.

Smoke Steam Fog, Mist, Magic Dust Cigarette smoke may be blown through a rubber tube with a good effect. Incense may be used in some cases or melting dry ice. A bulb with powder in it, when squeezed, will produce a small amount of smoke, or shake and squeeze a plastic bottle of baby powder.

Volcano A cigar or cigarette butt placed in a metal container in a tin can, will simulate a smoking volcano, chimney or locomotive.

Snow Small pieces of white paper fanned off a flat box top will give a snow effect. Moth flakes or Christmas snow can be dropped from above. Soap flakes may also be used.

Sawing Wood Rub piece of snadpaper across 6" area on rim of large foil pan.

Fire Crumple cellophane into a ball. When released in front of microphone, it will crackle like flame.

Train Whistle Place sheet of paper over top of 8" pie pan. Place your partly open mouth against paper and utter a shriek without moving your lips. If train is far away, make small shriek.

BACKGROUND MUSIC FOR PUPPET SHOWS  
Indian Nations Council

The following musical suggestions can be very effective as background music for your puppet productions. A single tape or record can be used or several can be edited and combined to give cues and special effects for scene changes. Music should be used as background for setting the mood and must never overpower the dialogue of the play.

Your only limitation is your imagination!

|                    |  |
|--------------------|--|
| Anderson, Leroy    | "Pomenade" and "Sleigh Ride"<br>Good for a variety of acts.  |
| Benjamin, Arthur   | "Jamaican Rhumba"  |
| Berlioz, Hector    | "Roman Carnival Overture"<br>Symphonic suitable for forest scene.  |
| Bernstein, Leonard | "Music From Peter Pan"   |
| Bizet, George      | "Arlesienne Suites"  |
| Chabrier, A.E.     | "España Rhapsody"<br>Spanish dancers.  |
| Chopin, F.         | "Les Sulphides"<br>Coventional classic ballet.   |
| Copland, Aaron     | "Cat and the Mouse"<br>Pantomine<br><br>"Fantasia Mexicana"<br>Mexican atmosphere.                                 |
| Debussy, Claude    | "Clair de Lune"<br>"Prelude to the Afternoon of a Fawn"<br>Impressionistic background, night scene                 |
| Dukas, Paul        | "Socerer's Apprentice"<br>Incantations, witches, supernatural.   |
| Ellington, Duke    | "Mood Indigo"<br>Quiet background for eccentric dancers.   |
| Goodman, Al        | "Gone With the Wind"<br>"Spellbound"<br>"Hunt in the Black Forest"<br>"Clock Store"<br>Effective background music. |
| Gould, M.          | "Cowboy Rhapsody"<br>Humorous American novelties of many uses  |



|                    |   |
|--------------------|---|
| Grieg, Edward      | "Peer Gynt Suites"<br>Good background music.  |
| Grofe, Ferde       | "Grand Canyon Suite"<br>Vivid orchestrations for background.  |
| Handel, G.F.       | "Harmonious Blacksmith"<br>Suitable for court scenes, colonial days   |
| Herbert, Victor    | "Dagger Dance" from "Natoma"<br>Indian atmosphere.  |
| Hindemith, Paul    | "Kleine Kammermusik"<br>Good possibilities for pantomime.   |
| Humperdink, E.     | "Prayer from Hansel and Gretel."<br>Background for night scene.   |
| Hayden, Franz J.   | "Toy Symphony"  |
| Ibert, Jacques     | "Three Short Pieces"<br>Sprightly movement, modern pantomime.   |
| Ippolitov, Ivanov  | "Caucasian Sketches"<br>Oriental atmosphere, Arabian Nights<br>background and pantomime.  |
| Ketelby, Albert    | "In a Persian Market"<br>"In a Chinese Temple Garden"<br>Oriental atmosphere.   |
| Liszt, Franz       | "Au Bord D'une Source" (At the Spring)<br>Fountain effect or ballet fantasy. Piano<br>pieces would be natural for long-haired<br>puppet pianist.  |
| MacDowell, Edward  | "Marionettes Suite"<br>Music about puppets.   |
| Mendelssohn, Felix | "Midsummer Nights Dream Music"<br>Fairylend enchantment, forest scenes.   |
| Mussorgsky, M.     | "Night on a Bald Mountain"<br>Dramatic background, storms, ghosts.<br><br>"Pictures at an Exhibition"<br>Vivid sketches for background, pantomime |
| Mozart, Wolfgang   | "Overture to Cosi Fan Tutte"<br>A good opener.<br><br>"Adagio and Rondo for Glass Harmonica"<br>Christmas scenes, snow scenes.                    |
| Offenbach, J.      | "Gaité Parisienne"<br>Lively ballet music including the "can-can"   |

|                     |   |
|---------------------|---|
| Poldini, Edward     | "Waltzing Doll"<br>The orchestrated version is better than the original piano for a puppet toy ballet dancer.   |
| Poulenc, F.         | "Petite Voix"<br>Short unaccompanied choral songs suggestive of the vision of an angel spotlighted in a night scene.  |
| Prokofieff, Serge   | "March and Scherzo" from "Love of Three Oranges"<br>Eccentric, grotesque, suggestive of the modern mechanical age.<br><br>"Peter and the Wolf"<br>In this musical fairy tale the characters are portrayed by musical instruments playing various themes.  |
| Ponchielli, A.      | "Dance of the Hours" from "LaGiaconda"<br>Backgrounds for pantomime or ballet.  |
| Puccini, Giacomo    | "Visi D'Srte" from "Tosca"<br>Good for a puppet prima donna.  |
| Ravel, Maurice      | "Mother Goose Suite"<br>"Daphnis and Chloe Suites"<br>"Tombeau de couperin"<br>"Bolero"<br>Ravel's music is beautiful background with good pantomime possibilities.   |
| Rimsky-Korsakoff N. | "Flight of the Bumblebee"<br>Always a favorite with children. A bee will be expected to enter.  |
| Rose, David         | "Holiday for Strings"<br>For quick action.  |
| Rossini, G.         | "Three Overtures"<br>Good openers. The lively movement and insistent little motives suggest the miniature theater.  |
| Saint-Saens, C.     | "Carnival of the Animals"<br>Good for carnival pantomime.<br><br>"Danse Macabre"<br>Ghosts, devils, goblins, skeletons, a good Halloween story could be worked out in pantomime to this music.<br><br>"Omphale's Spinning Wheel"<br>To accompany a spinning wheel or any perpetual movement such as twirling. |

|                    |   |
|--------------------|---|
| Strauss, Richard   | "Waltzes from "Der Rosenkavalier"<br>A modern version of Viennese rhythms.  |
|                    | "Space Odyssey"<br>Good for space themes.   |
| Stravinsky, Igor   | "Octet for Wind Instruments"<br>"Story of a Soldier"<br>Have possibilities for experimental pantomime.  |
|                    | "Petrouchka"<br>A ballet in which dancers take the part of puppets. Colorful music but modern.  |
|                    | Suite from the "Fire Bird"  |
| Taylor, Deems      | "Through the Looking Glass Suite"<br>Whimsical, humorous, and appreciative of childhood.  |
| Tchaikovsky, P. I. | "Humoresque"<br>"Nutcracker Suites No. 1 and No. 2"<br>"Sleeping Beauty Ballet"<br>For backgrounds, pantomimes, oriental atmosphere nothing better. |
| Williams, John     | "Star Wars"<br>"Close Encounters"<br>Good background for space themes.  |

**Other Suggestions:**

Popular folk records from various countries.  
 Popular instrumental novelties by standard orchestras.  
 Overtures to the musical shows of Kern, Gershwin, Porter & Rogers.

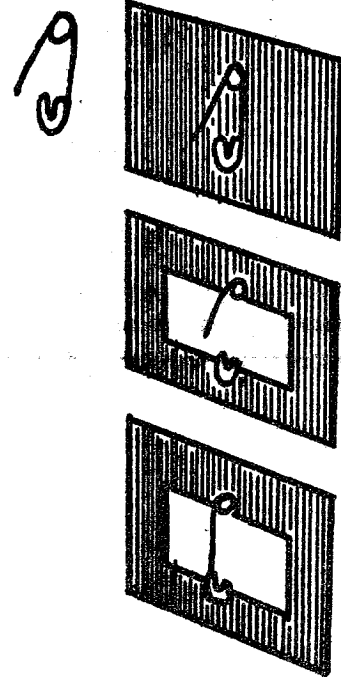
HELPFUL HINT  
Indian Nation's Council

Use a small size pin

When you need your hands for other things, your props can hang on the back curtain by themselves. Just use a small size safety pin, a cloth strip and plenty of glue as shown.

If you don't need it, just close the pin until you do.

Be sure the pin points down. Just raise the prop to release the pin.



REFERENCES

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Puppets for Play Production, by Nancy Renfro. Funk & Wagnalls, N.Y., 1969. Photographs of unusual puppets actually made by young children. Good section on teaching puppetry.

Penny Puppets, Penny Theatre, and Penny Plays, by Moritz Jagendorf. Play, Inc., Boston, 1941.

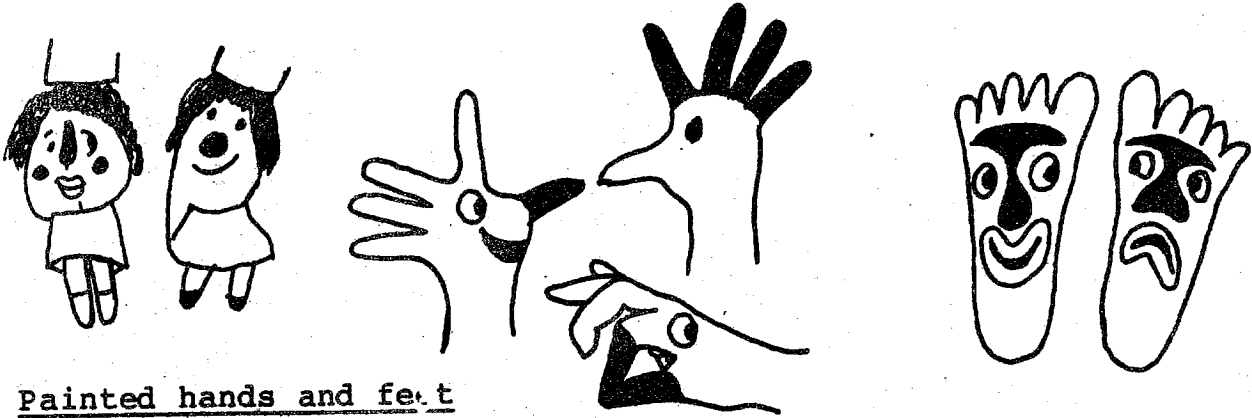
Be a Puppeteer! The Lively Puppet Book, by Estelle Ansley Worrell. McGraw-Hill Book Co., N.Y., 1969.

Making Easy Puppets, by Shari Lewis. E. P. Dutton & Co., Inc., N.Y., 1958.

Felt Puppets, Designs by Kay B. Ohlson. Harold Mangelsen & Sons, Omaha, 1973.

Skits and Puppets, publication of B.S.A, No. Brunswick, N.J., 1963.

## PUPPETS FROM ALMOST NOTHING

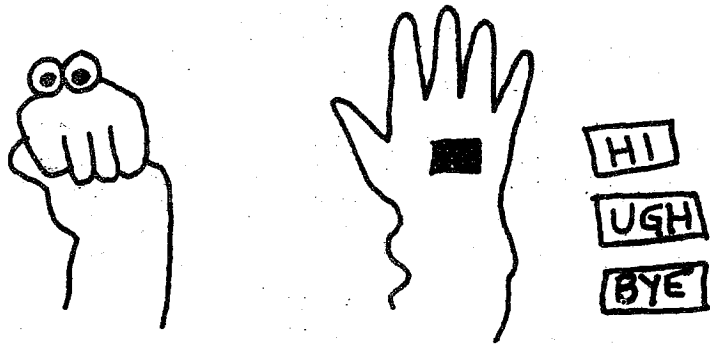


### Painted hands and feet

You can make the simplest puppets by painting your hands -- or your feet. Here are some suggestions for the many funny characters you can make in this way.

Color your hands or feet with poster paints for finger paints, which can be washed off afterwards. The red colors can be a little difficult to remove and you may have to wash a couple of times. Dilute the paints with a little water before you use them. Don't apply the paint too thickly or a crust will form that cracks when you move your fingers. You can also dress your hands, paint them and use two fingers of each hand as puppet legs, as in the top drawing.

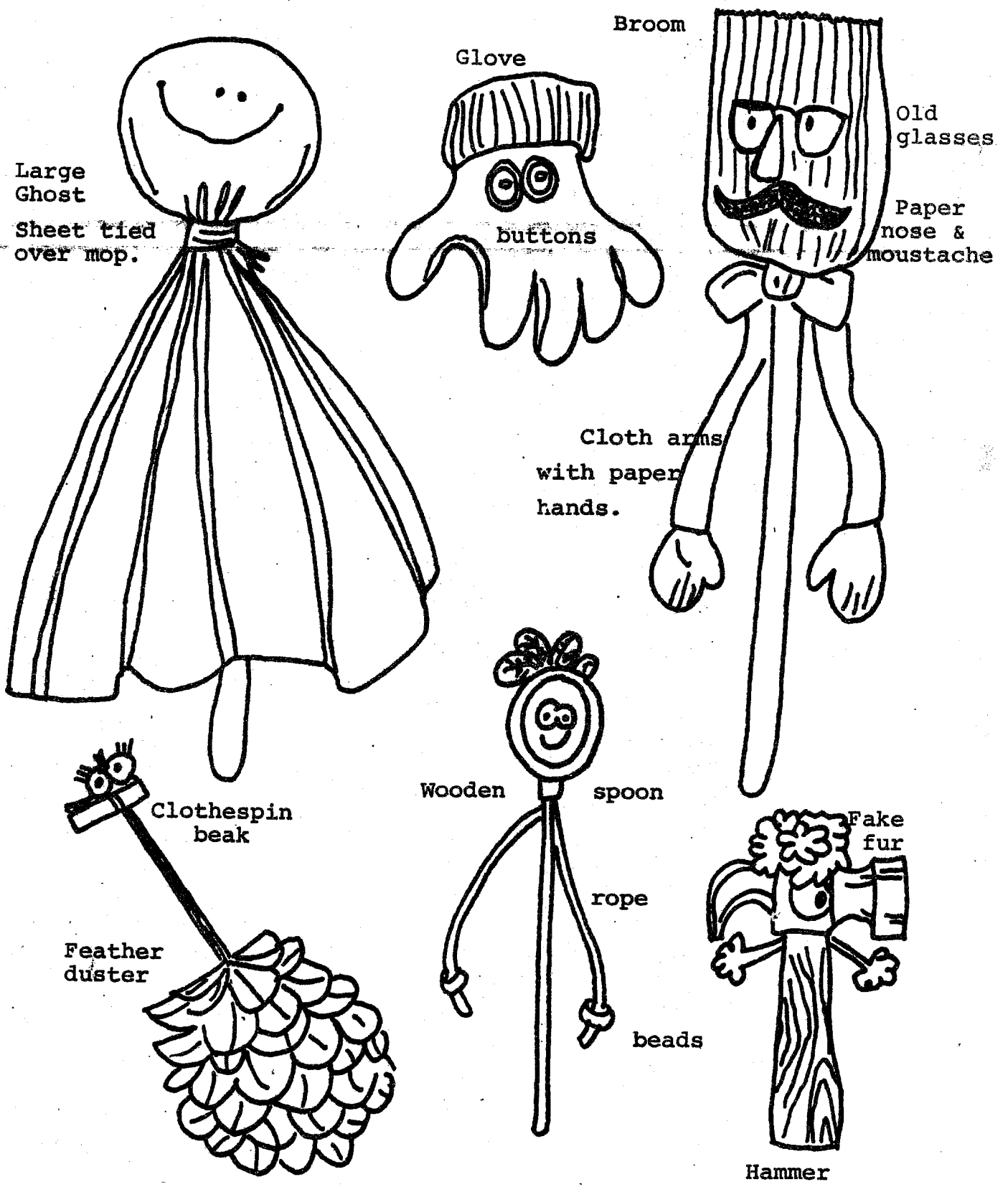
### Talking hand



Long sleeve glove or short glove sewed to shank of long sock. Two table tennis balls with pupils from a marking pen, glued to glove at the knuckles. Small square of felt glued to palm of glove. Various messages, small enough to hide in fist, glued to the smooth side of coarse sandpaper.

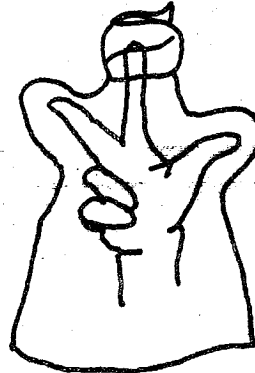
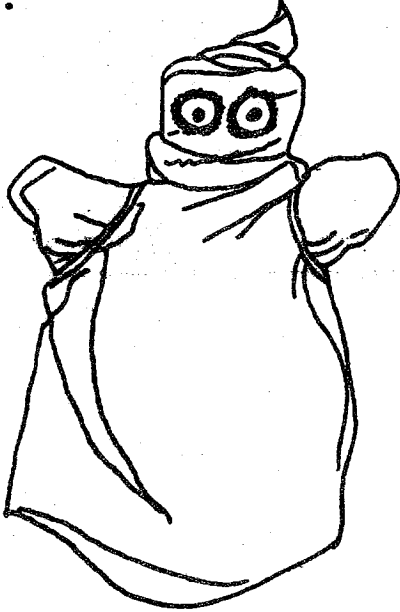
INSTANT PUPPETS

The world is full of things that can be made into puppets. Just add eyes, tails, legs, hats, hair, and your imagination!.

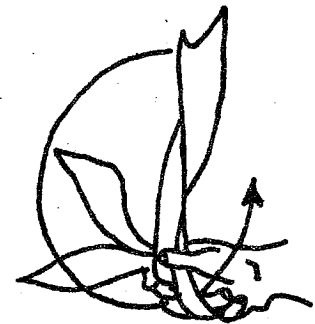
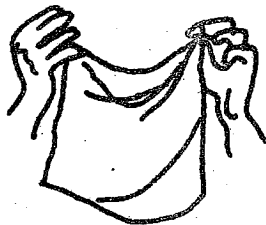
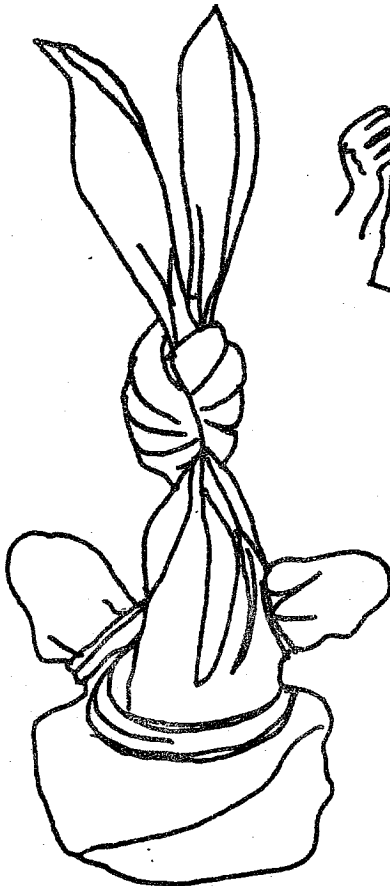


## SPOOK-A-BOO THE GHOST

Once more you need the handkerchief and the rubber band. Tie a knot in one corner of the handkerchief. Push the knot around until you have a surface on which to draw a face in crayon or ink. Make an instant body out of the hanging part of the handkerchief, and you have a spooky guest for your next Halloween party.

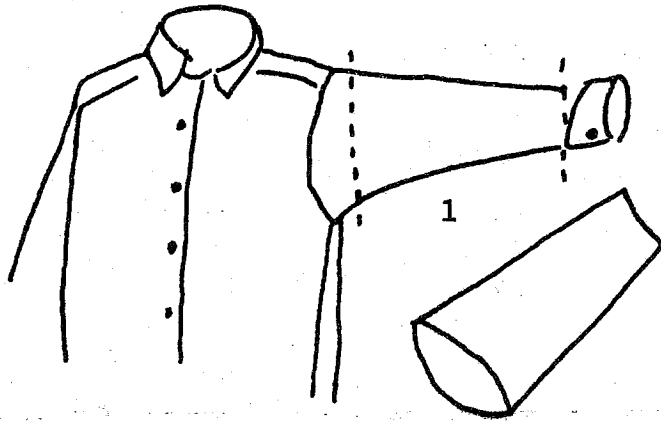


## RAPID RABBIT



Quick like a bunny, find a large white handkerchief and a rubber band. Lift two corners of the handkerchief to form two ears and grasp it as shown. Now bring the bottom end of the handkerchief up and around the base of the ears. Make a knot, leaving the ears sticking up. The knot is the rabbit's head. Work your first finger into the knot to hold the head upright, hiding your hand behind the drape of the handkerchief. Use the drape and your rubber band to complete the rabbit with an instant body.

AN OLD SHIRT SLEEVE CAN BECOME A PUPPET



1. Use the sleeve of an old shirt or blouse. Cut it as shown in step 1 and then turn it inside out.

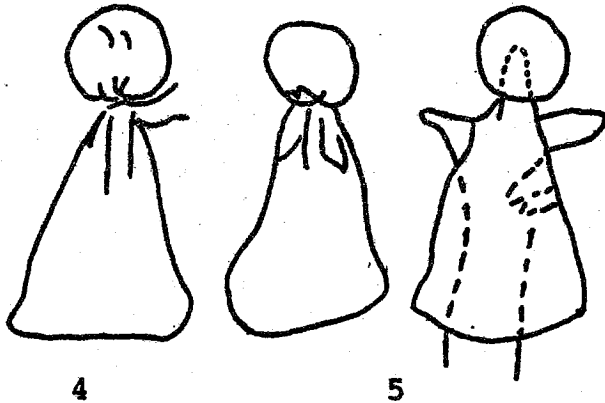
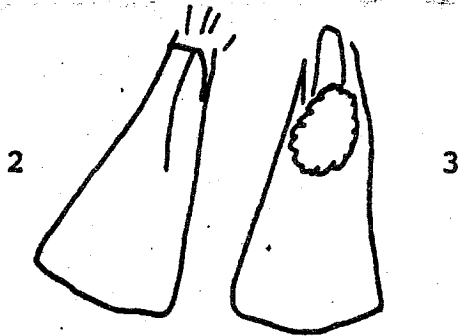
2. Tie a string around one end very tightly, as shown in step 2.

3. Turn it right side out.

4. Stuff cotton, facial tissue, paper towels, or some other stuffing in the head and tie another string around the neck. Leave room for your finger to go up into the head, inside the stuffing.

5. Place your index finger way up into the head, then cut small holes for your thumb and second finger as shown in step 5.

6. Glue on the face and hair.



Make a hat, a collar, and a belt for a woodchopper, or a nightcap for a grandmother.

A red cape and hood will make this puppet a Red Riding Hood.

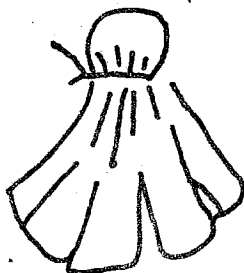
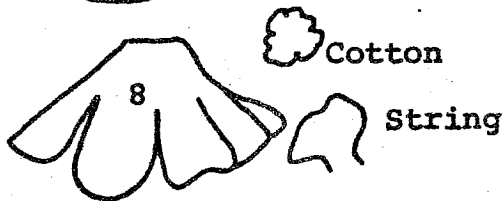
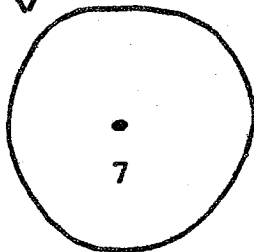
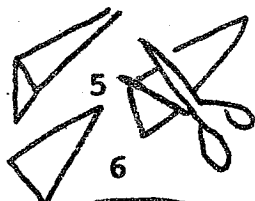
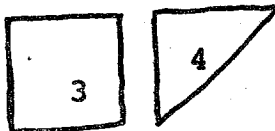
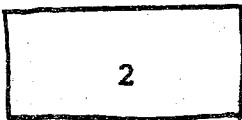
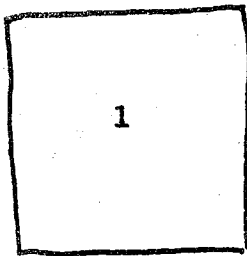
Add a button nose, some felt ears, and eyes, and you have a pig.

This simple little puppet can be many characters for many plays and not a bit of sewing is necessary!





MAKE A SIMPLE PUPPET FROM A CIRCLE OF CLOTH



9



10



11

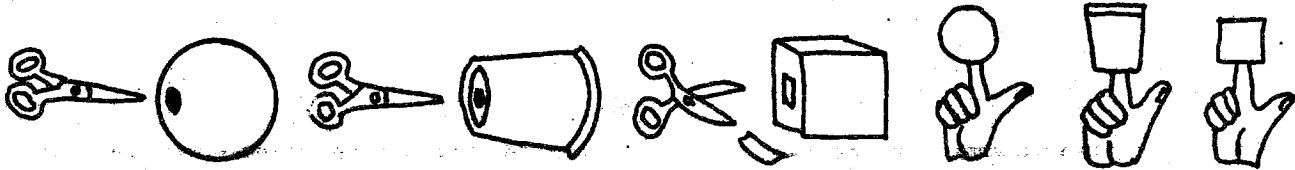
1. Use a 30" square of cloth to make a large puppet, a 24" square for a small puppet and one 15" square for a miniature puppet.
2. Fold the square in half.
3. Fold it again as in step 3. Mark the center with a dot.
4. Fold it again to make a triangle.
5. Fold it once more as in step 5.
6. Cut with scissors so the edges are all even.
7. Unfold it and you have a circle with the center marked.
8. Take a wad of cotton or some other kind of stuffing such as facial tissue, old stockings, foam rubber, kapok or bits of cloth and place it in the center.
9. Fold the circle of cloth around the stuffing and place a rubber band around it or tie a string around it so that you have a head. Leave enough room for your finger to go inside the head.
10. Work a hole up into the stuffing for your index finger. Cut two small holes where your thumb and second finger come, and you have a basic puppet ready for a face and hair.
11. You can glue in a rod such as a pencil, a paper tube from a coat hanger, a "tinkertoy" stick or something similar.



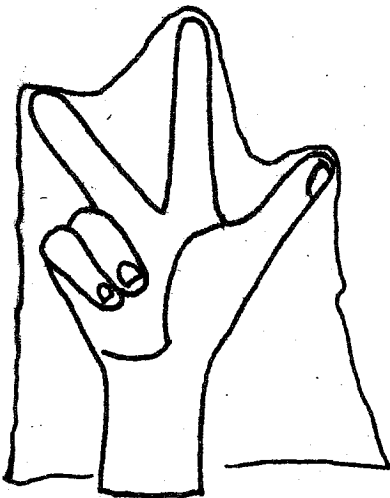
This type of puppet is well suited for girl characters such as Little Red Riding Hood and Grandmother.

## MAGIC HAND PUPPETS

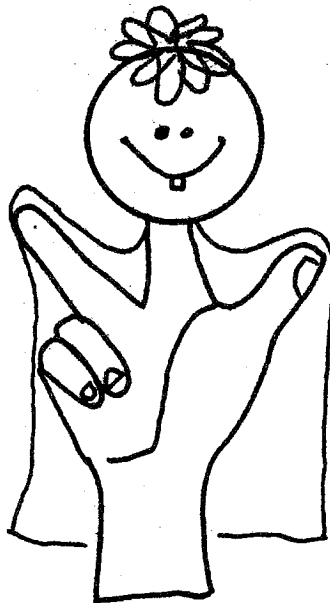
From styrofoam balls or cups, or pudding boxes for heads, pieces of cloth about 15" square for bodies (scarves and handkerchief work well), rubber bands, scissors, glue, felt pens, crayons, or paint things from your odds and ends collection. These magic puppets can change heads and bodies quick as a wink! To make a head, cut or poke a hole in the bottom of a ball, cup, or box so that it will fit over your finger.



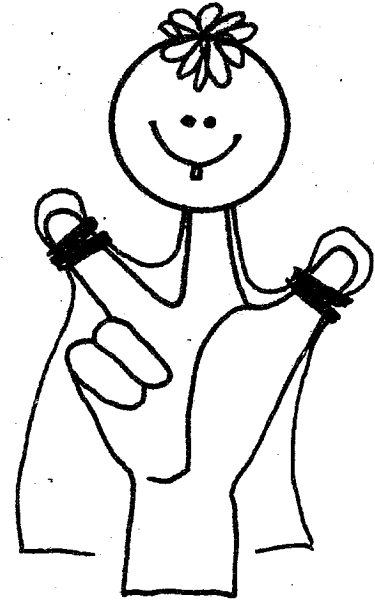
Draw a face on the puppet's head, or decorate it with things from your odds and ends collection.



To make a puppet body, hold up your hand like this and put a piece of cloth over it.



Put the puppet's head over your first finger.



Put one rubber band around your thumb & one around your second finger.

HOLLOW HEAD PUPPET BODY

Slit

Stuff with Cotton

Hand Puppet Body

Actual Size Pattern

(Cut 2)

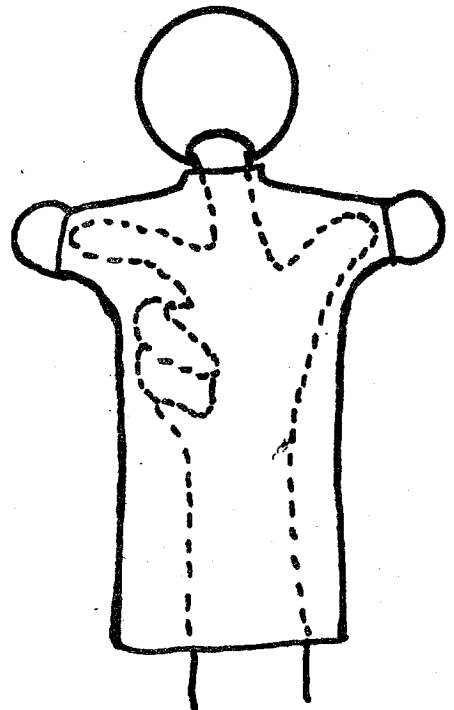
Sew together along dotted lines.

Cut and sew as indicated.

Sew or glue on desired trim or decorations- buttons, braid, etc.

Cut from felt, burlap, fake fur, or other durable material.

Place on fold



Hem if desired

## SPIDER PUPPET

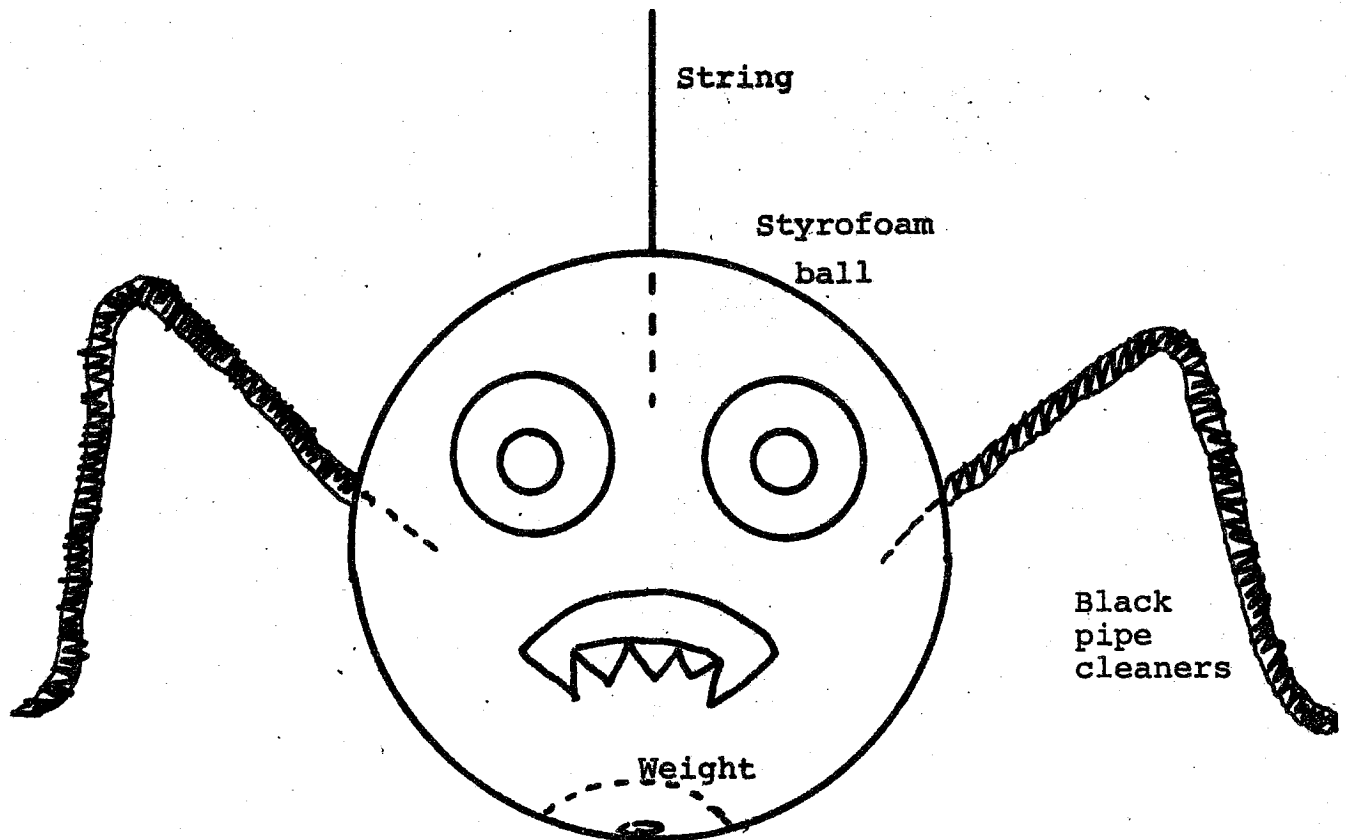
### Materials:

1 styrofoam ball  
3 black pipe cleaners  
1 glove  
2 washers  
string  
red and white felt  
eyes

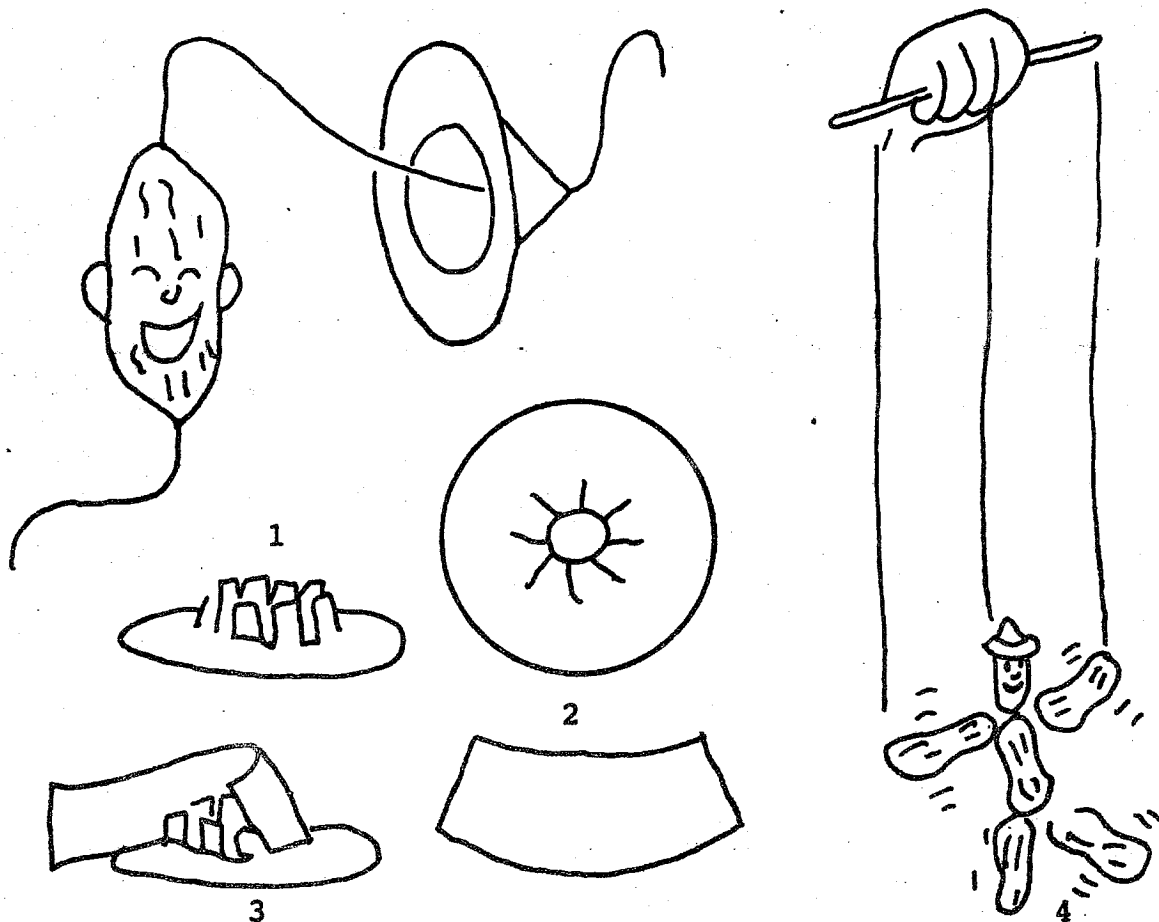
### Here's how:

Get one styrofoam ball and paint with poster paint or styrofoam paint (caution, do not use any other paint). Insert string through the styrofoam ball. Tie washer or lead weight to string at the bottom of the ball. Get three extra long black pipe cleaners, and cut them in two. Then, insert the six black pipe cleaners into ball, making the legs. Glue felt or store bought eyes onto ball. Cut red felt for mouth and glue on. Cut white felt for teeth and attach. Insert string, which manipulates puppet, into palm of glove and tie washer on.

Sam D. Morasco  
San Diego County Council



## PEANUT MARIONETTES



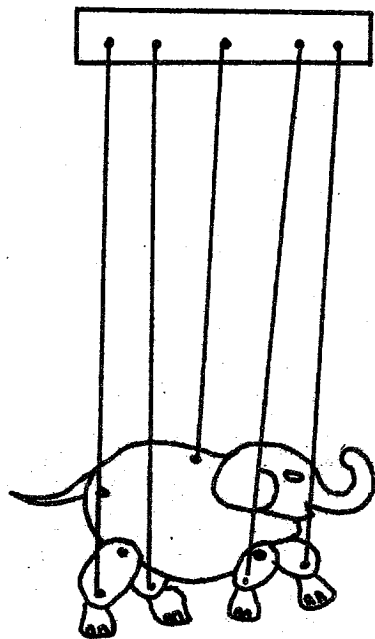
Select five peanuts of about the same size, to make the body, legs, and arms of the puppet, and a smaller peanut to make his head.

With a darning needle, carefully run a strong black thread through the top of his head. With black ink draw the eyes, nose and mouth. Paste on two white paper ears to the head. (Figure 1) From white paper make the hat, using Figure 2 and Figure 3 as patterns. Slip finished hat on to the peanut head. Run thread through it. Attach legs and arms to the body with strong black thread. Fasten a strong thread to the end of each arm. Tie the ends of these strings and that of the one attached to the head, to a 2" dowel. Notch to prevent thread from slipping. (Figure 4) Use the dowel to make the puppet perform.

Sam Morasco - San Diego County Council

## PAPER MARIONETTES

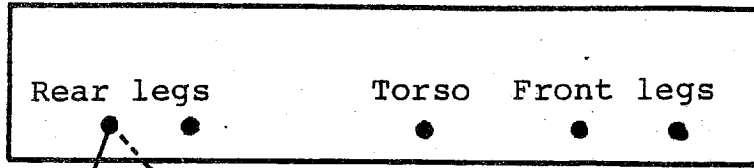
Marionettes can be simple one-dimensional paper animals, like the one pictured below, or complicated puppets that require several operators to work them. All must be designed so they will bend where a body naturally bends.



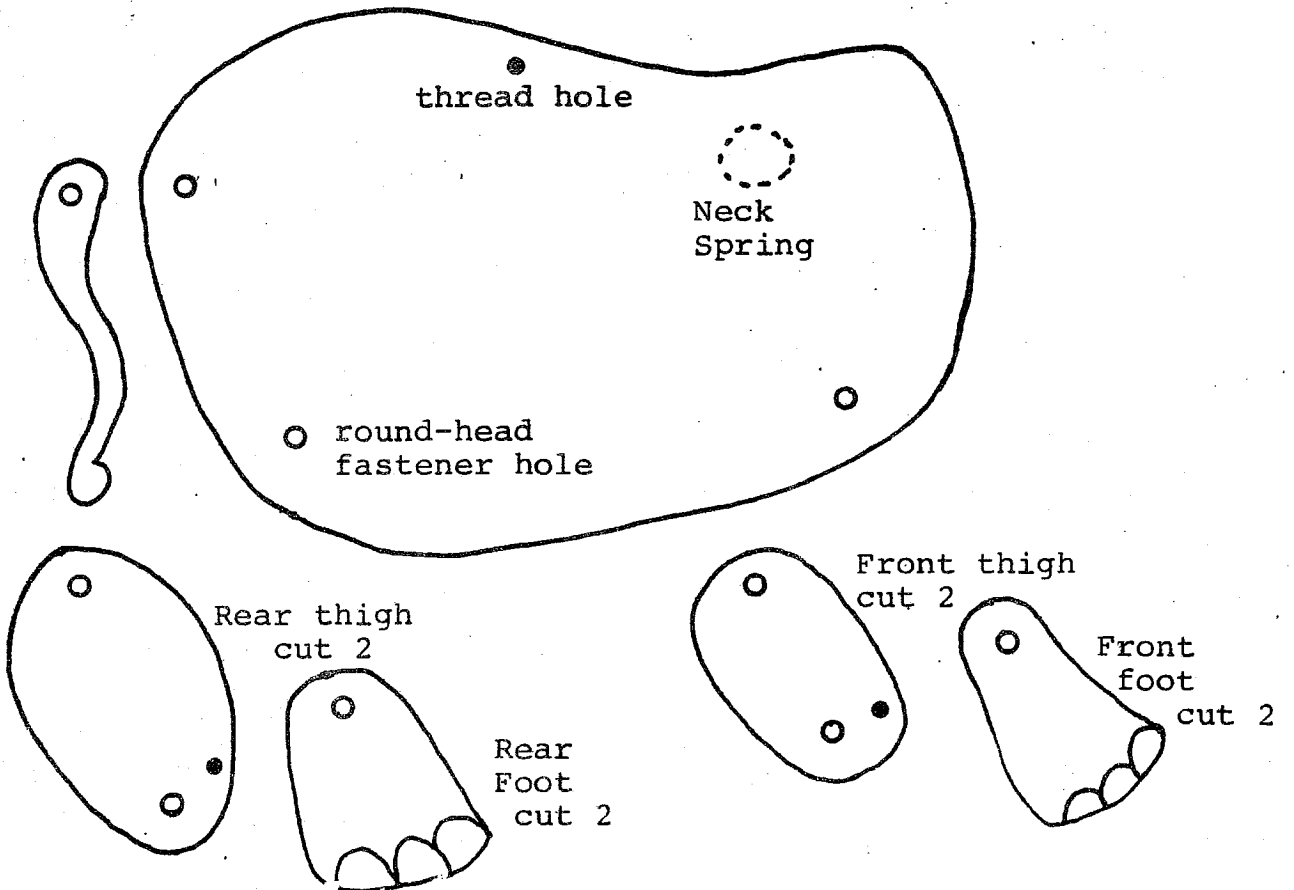
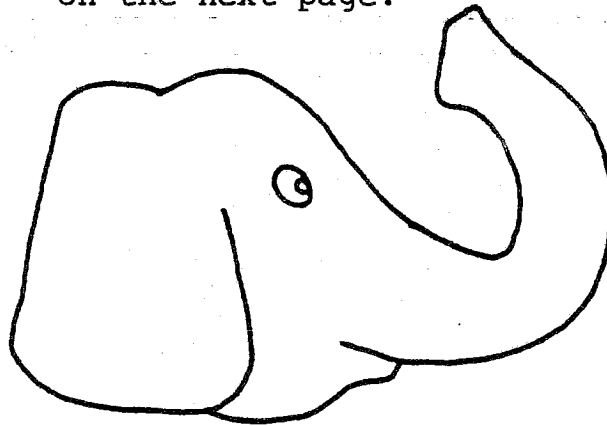
The elephant pictured above can easily be converted to other animals. One simple but highly effective method is to use colored pictures from magazines. It is best to have two pictures the same since the head and legs are separate and on top of the body, glue picture parts to heavy paper or cardboard. Join the pieces at the small circles (small holes) with round-head paper fasteners. The head should be attached by means of a spring or small piece of foam rubber. This will allow the head to bob freely. Use black thread from the dots to the control bar. Hold the bar with one hand and gently pull the strings with the other, one at a time.

PAPER MARIONETTE PATTERN

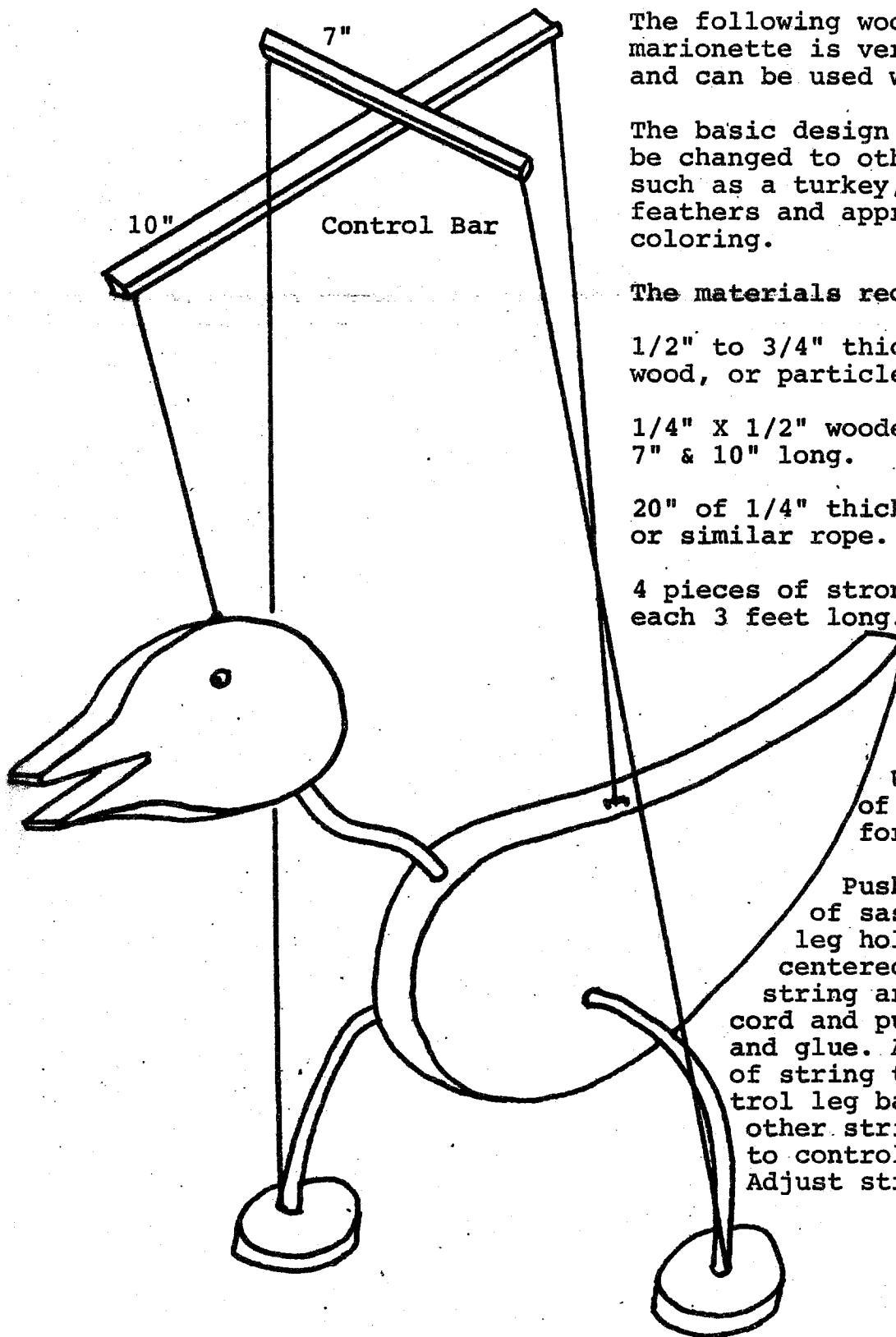
Control bar



Enlarge this pattern by the method on the next page.



## WOODEN MARIONETTE



The following wooden animal marionette is very durable and can be used without a stage.

The basic design can easily be changed to other birds, such as a turkey, by adding feathers and appropriate coloring.

The materials required are:

1/2" to 3/4" thick wood, plywood, or particle board.

1/4" X 1/2" wooden lattice, 7" & 10" long.

20" of 1/4" thick sash cord or similar rope.

4 pieces of strong string, each 3 feet long.

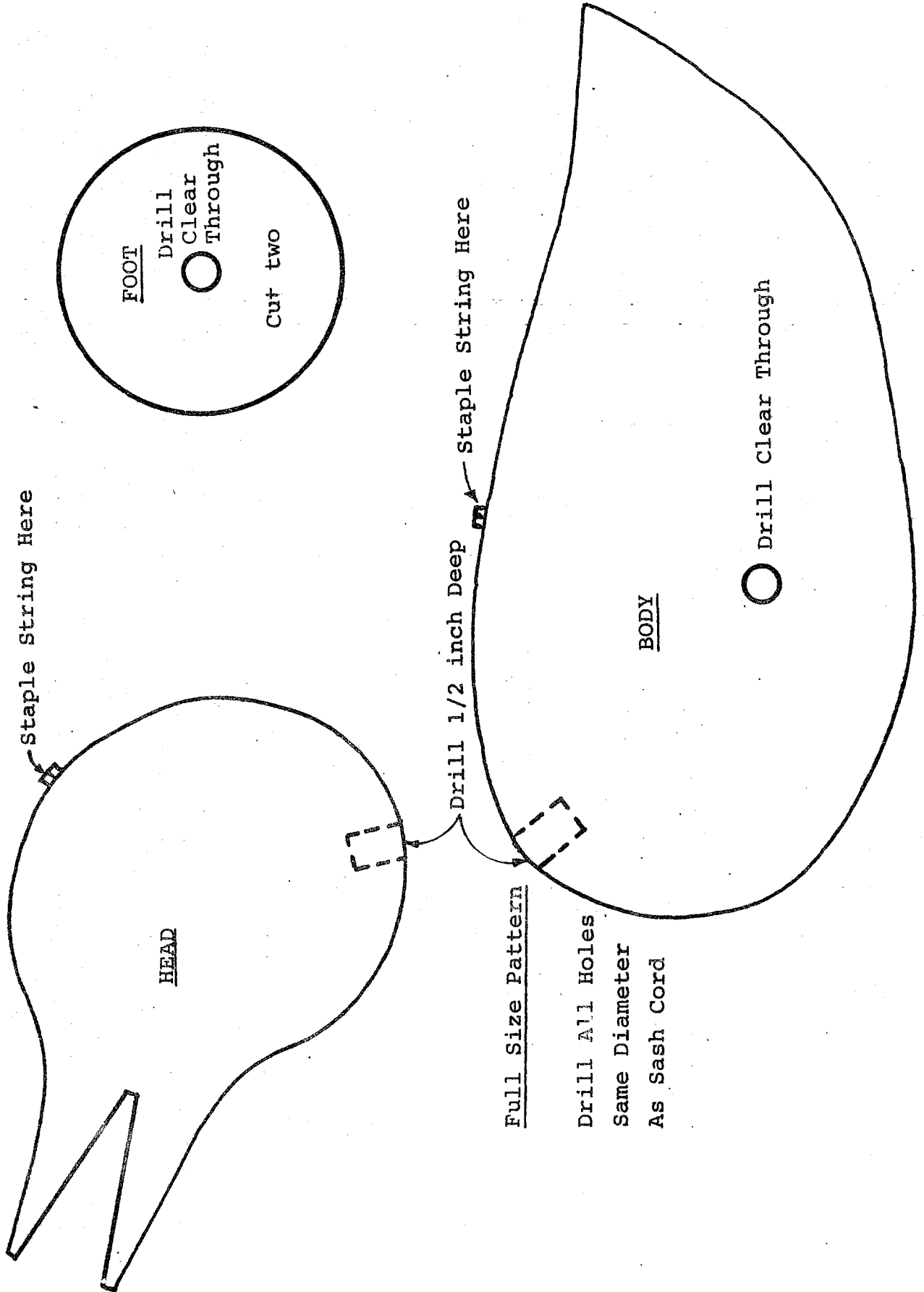
Cut wood as shown on next page.

Use 5" piece of sash cord for neck.

Push remaining 15" of sash cord through leg hole in body until centered. Wrap ends of string around ends of cord and push into feet and glue. Attach other ends of string to airplane control leg bar. Staple other strings and attach to control bar as shown. Adjust strings.



WOODEN MARIONETTE



## THE PROMISE

SCENE - Two Cub Scout puppets walking from right to left. Boy standing on left stage.

BOY - Na-Na-NaNa-Na! Here come the Cub Scouts.

CUB 1 - How would you like a knuckle sandwich?

CUB 2 - Take it easy. He ain't worth it.

BOY - What's this Promise stuff?

CUB 2 - We promise to Do Our Best.

CUB 1 - Yeah! - I'm doing my best not to clobber you.

CUB 2 - and To Do My Duty To God and My Country.

CUB 1 - Yeah! And that's heavy stuff like the President and even God. Yeah! How would you like a lightning bolt between the eyes?

CUB 2 - Now don't forget we also promise To Help Other People.

CUB 1 - I'm not to sure about this guy. Are you people?

BOY - Hey, maybe you guys are okay. Anymore to this Promise stuff?

CUB 2 - Yeah! To Obey The Law of The Pack.

CUB 1 - And that's pretty good too. That's what makes Cub Scouting, being a member of the Pack.

BOY - Can I come along to your meeting?

CUBS 1 & 2 - Sure!

ALL EXIT TO LEFT

SCENERY: Butcher paper in background with silhouette of your city drawn with felt pen.

John McAllister - San Diego County Council

CUB SCOUT ELEVATOR

SCENE: Inside of elevator with three Cub Scout puppets labeled: Wolf, Bear, and Webelos standing in left back facing the audience. Behind is a Cub Scout with Arrow of Light. (See detail for stick puppets).

ENTER: Cub Scout labeled Bobcat with a Cub Leader from the right. (These are hand puppets).

BOBCAT: Now that I'm in the elevator, I wonder what button I should push.

LEADER: In Cub Scouting there are different levels. You're 8 years old and a Bobcat. Now you start working on the Wolf level.

BOBCAT: Working? I didn't see anything on the application about working.

LEADER: Remember in the Promise To Do Your Best, and in the Law of the Pack To Help The Pack Go?

BOBCAT: Yeah, but that doesn't say work.

LEADER: Well, it really isn't work.

BOBCAT: Oh, Oh, here comes the snow job.

LEADER: Is baseball (or football, etc.) fun?

BOBCAT: Sure!

LEADER: Well, to become a Wolf you do the things in the book while learning things and having fun. And don't forget, your mother has to sign the book.

BOBCAT: Then what happens?

(Arrow of Light puppet starts jumping up and down).

LEADER: Then you go on and become a Bear and finally a Webelos.

BOBCAT: Who's that jumping jack in the back?

LEADER: Why he's earned the Arrow of Light which is at the top, and he will even take that with him to Boy Scouting.

BOBCAT: You said earned and that means work. I don't think you're giving me a snow job, so I'm sticking around to find out.

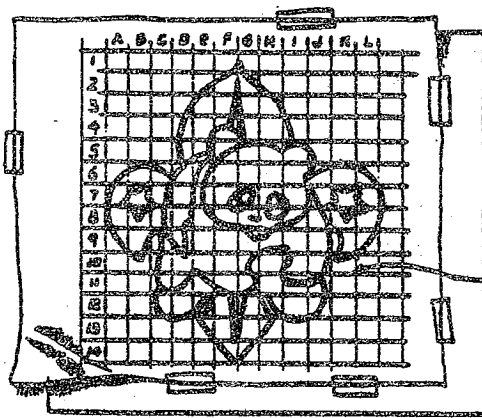
Curtain closes

John McAllister - San Diego County Council

## HOW TO ENLARGE A PATTERN

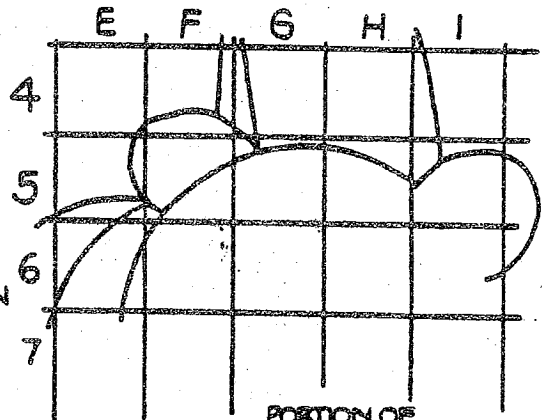
There are several different methods to enlarge patterns. A device called a pantograph can be used or the pattern can be projected with a viewgraph or overhead projector on a wall, where the enlarged pattern is traced. Another simple way to enlarge patterns is shown below.

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 ruler, make the lines 1/2" apart if the original pattern is small, or 1" 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 the total width and length is the size you want.
6. Letter and number the new grid the same as the small grid.
7. Copy the drawing's lines into their exact position, square by square, on the large grid.
8. Transfer the finished enlarged pattern to your work surface using carbon paper.

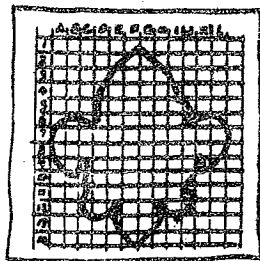


TRACING OF THE ORIGINAL SMALL DRAWING.

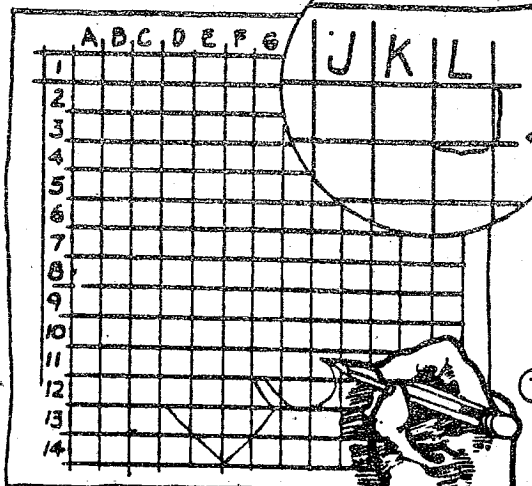
④ CREATE GRID PATTERN OVER SMALL DRAWING. THEN TRACE DRAWING



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 BLOCK IN LARGE GRID.

⑦ COPY SMALLER DRAWING INTO LARGER GRID, BLOCK BY BLOCK

AND SO FORTH

For information on:

Paper Bag Puppets  
Box Puppets  
Sock Puppets  
Animal Sock Puppets  
Bib Puppets  
Finger Puppets  
Shadow Puppets  
Stages, scenery, playwriting, sample shows, etc.

See SKITS AND PUPPETS BSA No. 3842

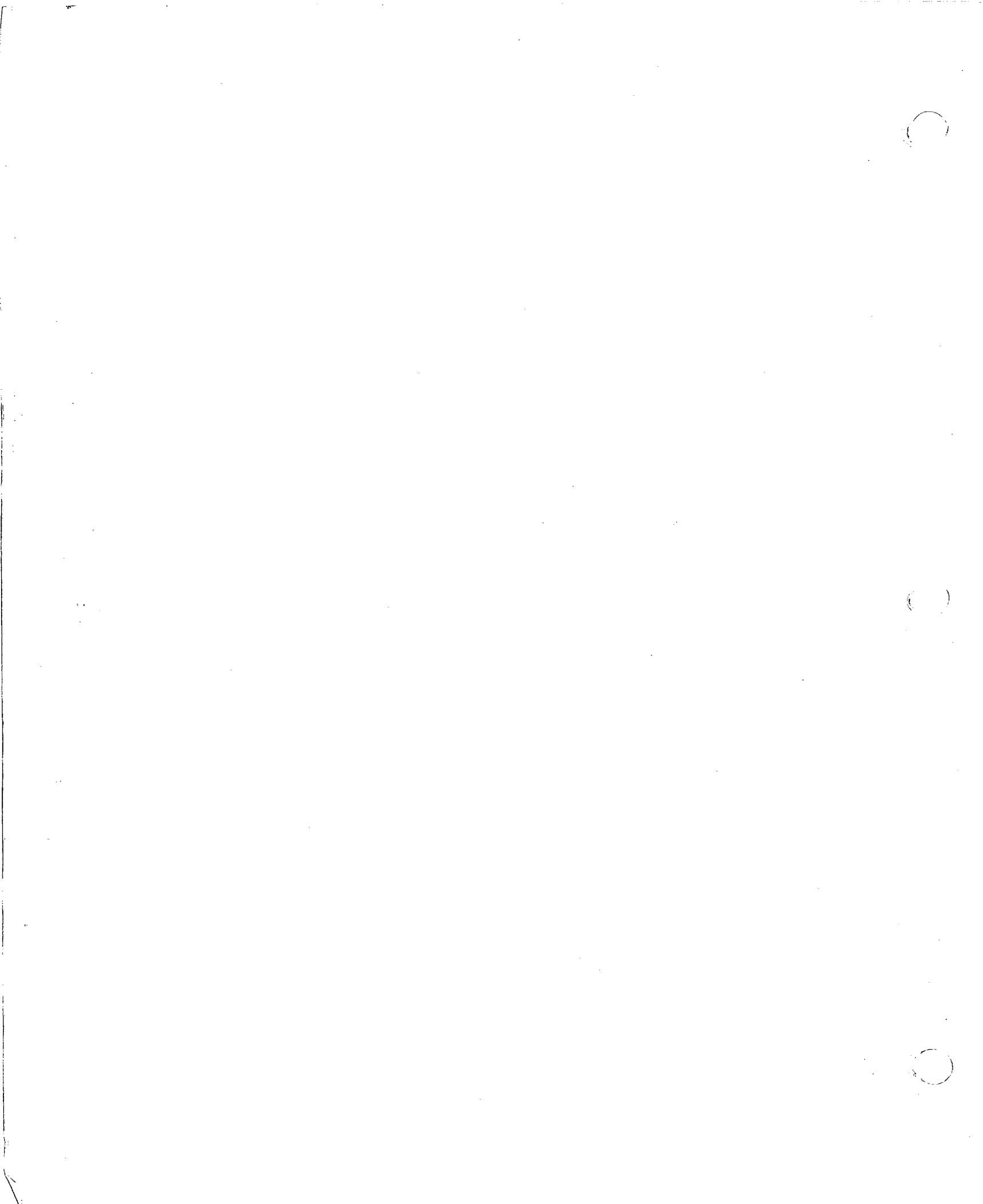


"Let your fingers do the walking"



**RESOURCES**

**COMING ATTRACTIONS**  
hug-a-tree & B.A.T.  
duty to God & Country  
earn a patch  
blue and gold



## RESOURCES: A LESSON IN FREEBIES

There is a basic scout skill called "knowing your resources." To what I would add -- "and using them." Resources are everything about you, from that little spanish man down the street who still makes tortillas by hand to the father in the Navy who can arrange a tour of his ship and provide lunch for everyone for a pittance a piece onboard.

What is a resource? Anything to help you have a better Cub Scouting experience, whether it be in a den or pack meeting, field trip, parents meeting, or a gathering of any sort. A parent talent sheet is a resource of the best kind and perhaps easiest to work with. By "talent" the pack is not asking about your tap dancing ability or your vocal proficiency. More to the point it is asking about a little bit of background on the parents. Face it, we are all volunteers, doing what we do because we enjoy it and appreciate what it has done for our sons, and also because we believe in scouting's goals. Some of us, however, are able to give in other ways. Perhaps I have more time than Mrs. Smith, but in return she has some complimentary talent, some way she can contribute as much as I although in less obvious ways. Cooperation is part of the game, the mashing of your skills with mine to help the boy through the program.

So a Den Leader takes the Parent Talent Sheet and finds a daddy with tools and two free weekends every six months and has a resource to help with Craftsman activity badge in the Webelos program or the pinewood derby kits, or a family with a pool and a generous nature to host a den splash party and aquanaut work-ups. It all makes being a Den Leader easier if you do not have to beat the bushes, but can draw on a wider range of skills.

A den meeting can be such a challenging thing. "I've got eight screaming cubs. What do I do with them?" Panicville! Well, not really. There's the whole Cub Scout Library of helping material-- Program helps, Scouting Magazine, Boys' Life, Den Leader Book, Wolf book, Bear book, Webelos book, Cub Scout Song book, Games for Cub Scouts, etc., etc, etc. As well as your own personal experience as a parent and child to draw on. Just because a simple game of tag hores you and taxes your blood pressure doesn't mean the boys will react the same. Beyond those we still have the other normal resources of library, school, teachers, friends. Then a Den Leader gets into some of the more hidden Cub Scout resources-- Pow Wow books, training sessions, Den Mother retreats, Workshops, Roundtables, any and all contact with fellow scouters, Philmont sessions, and on and on. And let's not forget the patches a boy can earn.

What is more rewarding than to have something to show for what you just did? An artist does, a mechanic does, even a housewife (although she has to do it all over again tomorrow). And so should a Cub. They are ultimately working toward a badge--Wolf, Bear, Webelos, Activity, what ever. But there is much more to explore in this great world and we have awards to encourage the boy and to make the leaders' job easier. The Whale award, for instance, is designed to help the boy appreciate the fact that a whale is not a fish and that San Diego is uniquely blessed by having the grey whales migrate each year November to February. Not only do the requirements of the



award fill nearly four den meetings (Museum trip, Whale watching at the beach, Sea World if you missed the whales, or for fun if you didn't, and encouraging them to read their book), but you also have an award for the boy afterward. An inducement to get the whole den to the Pack meeting for their award.

Both Sea World and the San Diego Zoo have awards through their Educational Departments and are contemplating more. New patches are announced in the Beaver Log and at Roundtables. Service projects are also worth awards. SLOBB and I love a Clean San Diego require a little leg work but are worthwhile, again, good outings on a den or pack basis. World Conservation Award, SOAR, El Camino Real, Mormon Battalion are all scouting awards and worth investigating.

Trips such as these are all geared to earning an award- recognition for the Cub. But most trips can be taken as a supplement to the monthly theme or for pure pleasure. Call the Navy Base nearest you, ask for PAO (Public Affairs Officer) and explain you would like a tour of- what? the base? a ship? Call the Zoo, ask for Educational Services, explain you are with Cub Scouts and would like a tour. Remember you are now part of an educational group. The only places I have found closed to Cubs are candy manufacturing and bakeries and that is due to insurance covering the hot stuff. Call anywhere, ask for the manager, use the magic words (Cub) Scouts, Educational group, and get a tour. If you have a parent working there, so much the better. He or she can make arrangements. Most places give out freebies of some sort. It's all P.R. Don't feel guilty about accepting those freebies. If it brings your business back it's paid off, hasn't it?

Probably the only limitation on trips will be time and gas. Julian has gold panning, Santa Ysabel has a small, still operating, mission, San Onofre has the nuclear power station and a very good public information center, the boarder crossing has a neat tour, Palomar observatory is always available, but at times any of those spots can be out of the question if you live too far or have too large a group for transportation.

Here is one way that Parent Talent Survey Sheet comes in. Johnny's father may drive one direction to work, you another. Jose's family camps every month in the mountains. Among that group you can surely come up with ideas of neat places to visit. What's commonplace to your son may not be so to others. Use the ideas of your parents and their experience. All you really need is a warm body to fill out the tour permit (Don't forget that!!!) and coordinate the trip- call to make arrangements, make sure there are enough drivers. Most likely the parent-drivers then are willing to assist with the actual cartage of the boys there.

Trips are a marvelous resource, but don't overlook the ordinary. Trolley ride? Bus ride? Amtrack to Los Angeles and back? Trip behind the scenes at the local Alpha Beta? a farm? a hospital tour? a boat ride on a father's sail boat? things perhaps your boy thinks are nothing at all or perhaps you've secretly longed to do for years and years. So take the boys, have a good time on that horseback ride and enjoy yourself. Fun, remember, is one of those prerequisites of the good Cub Scout program.

Now how about those special pack meetings- or training meetings? This year your Pack has a fire safe theme for October Pack meeting you say? Try calling the Forestry Department- Mr. Van Meter 588-0364 and get Smokey the Bear to come to your meeting. Sea World has Shamu, The Zoo Sidney Koala, Coke has a little R2D2 Robot, there are all sorts of character costumed warm bodies rattling around through companies' P.R. Sometimes they bring freebies with them, passes to the zoo, free samples, the boys are still young enough to be enchanted. Most come at no charge, just for the Public Relations exposure. Call the main offices of the sponsoring company to make arrangements.

P.R. is the name of the game as far as industry goes. Costumed characters, tours, free meals- that's the tip of the iceberg. Carl's Jr. has awards that can be picked up to go to a boy as he earns- whatever- a badge, an attendance award, recruiting- Farrell's, Burger King, McDonald's are no different. All you need do is ask. If you go to the individual stores ask for the manager, explain you are with Boy Scouts, what you need and when. Please allow plenty of lead time. Occasionally you will need to contact corporate offices. Use the phone book, ask for Public Relations and be prepared to explain what you need several times until you find the person who can help you. The corporate offices will be necessary usually only in cases of large quantities (or costumed characters) such as 300 cups for a Blue and Gold Banquet, for instance. In such a case the offices would coordinate a split of the needs among several individual stores in the area. I have also used MacDonal'd's (Shakey's does it as well) to print tickets for a pancake breakfast. Actually all they did was to underwrite the cost of the printing as I did all the leg work and simply submitted a bill. But it meant as well as pancake breakfast, the unit could sell the tickets on the merits of the discount coupon on the stub as well.

While we're on P.R. don't forget your share. A Thank you note written by the boys (which might merit it being posted at the business) goes a long way toward encouraging the owner to invite you back. Boy Scouts are notoriously well behaved and are especially welcome in uniform. Being a scout opens doors that ordinary mortals in PTA and Little League and other civic groups do not find open-- or at least not as wide. Every male remembers Cubs when he was a kid and most of them never had a Den Leader as pretty. Smile and eat it up. Even volunteers are entitled to have fun. You are now part of a nationwide organization and doing your part to keep it healthy.

Don't forget that magic sheet of paperwork, the Tour Permit. This is for insurance purposes not to check up on you. Paperwork is something I hate. Like a Cub I'd rather be doing, but tour permits are vital. They are an indicator to Boy Scout Headquarters that my unit is active and has proper prior planning; but most importantly the permit protects me if, heaven forbid, there should be an accident. The BSA insurance picks up where mine and the unit's leaves off. It's a rather comforting five minutes work. Fill it out, file it by mail or in person, and that's all it takes. Really organized people fill it out a month in advance-- about when those parental permission slips go home-- and send the form to Headquarters with the advancement people when the monthly run is made for awards.

Do not overlook our own Boy Scout Headquarters as an area of resource. It is not only the place you can contact your Executive, but we are also particularly blessed in our abundance of scout camps. Not counting Las Flores, which, strictly speaking, belongs to Orange County although it is within the confines of San Diego County, we have four other camps: Mataguay, Camp Coochama, Hual-cu-cush and Balboa. This is not to neglect the multitude of city and county and private campgrounds as well. Balboa is the handiest with pool, camping, picnic area, nature trails and easy access to the zoo and museums and Balboa park. What better place for a Webelos overnight and pack picnic?

Special trips to special places? Watch for special events in the area. The Navy has an annual rodeo at Camp Pendleton with only Military personnel participating, although admission is free to see it. Ships have open houses very regularly or launchings. Sports teams have Scout Nights (the Padres are usually in early June) and Amusement parks such as Sea World and Disneyland have Scout Days with discounts on tickets. It takes an eye on the papers and an ear to the ground but there is simply too much out there to let it all pass by.

Let me add a short note here on resources in the way of material items. Craft materials are continually a problem for Den Leaders. But a little judicious scrounging can stock a den pretty well. Again the key word is proper prior planning and watching out for your needs in advance. Wood for projects can be obtained readily in the form of scrap lumber from most stores that sell lumber as well as a manufacturer that uses lumber as in furniture. Many of these places simply throw their scrap out, by scrounging you are saving the trash men work. Vinyl scraps are available at upholstery shops, leather at shoe manufacturer. My parents worked for Kodak in Rochester, New York and the amount of stuff they have had access to was "trash" amazes me- vinyl sheets, cardboard, paper, film cans. Any large business is not really different, only in the kinds of things discarded. Become a selective trash picker, some places actually welcome your attention.

Freebies are where you look for them. Use a little imagination and those Den meetings, pack meetings, or even parent's committee meetings will go a lot easier by using all those resources that are ready to avalanche down upon you when you sign on as a Cub Scout leader. Good Luck.

- Tamsie Pierce  
El Camino District

## FIELD TRIPS

HERE ARE A FEW THINGS TO CONSIDER WHEN PLANNING A FIELD TRIP:

How far away is it? How will you get there and how much time will it take? Make sure cars are not overcrowded.

How much advance notice do you need to give? Make your arrangements and be on time.

How much adult leadership will you need? Let your parents know well in advance and ask them to go along.

What if someone gets misplaced? Before you start your field trip do these two things: (1) Establish and buddy plan and explain it to the boys (2) Decide on a meeting point just in case someone gets misplaced.

What do boys wear on field trips? Remember you are part of a world wide organization, when you go on field trips you represent that organization - wear your uniform; and also coach boys so they are attentive, courteous and observe all necessary rules.

Upon arrival locate restrooms and make sure each boy has enough money for an emergency phone call.

When you return, at your very next meeting have boys write Thank You letter to your hosts.

Also at this meeting praise your Cub Scouts on their good behavior.

FILL OUT AND MAIL IN YOUR TOUR PERMIT AT LEAST TWO WEEKS PRIOR TO GOING ON A FIELD TRIP.

Write Thank you letter to your parents who went on field trip with your den.

## HOSPITALS

### MERCY HOSPITAL

4077 5th Ave (Hillcrest Area)

294-8040 Public Relations

Tours: Mon - Fri 8a-4:30p Includes nursery, food preparation, etc.

Group size: 15 Age: 8 and up

Advance notice: 1 month

### EL CAJON HOSPITAL

1689 E. Main

440-1122 ext. 227

Tours: Mon - Fri 1½ hours tour x-ray and emergency room

Group size: 20 maximum Age: 8 and up

Advance notice: 2-3 weeks

### GROSSMONT HOSPITAL

5555 Grossmont Center Dr. (La Mesa)

465-0711 ext. 477 ask for Linda

Tours: Mon - Fri afternoons and Saturdays Includes movie, lab, etc.

Group size: 30 maximum Age: 8 and up

Advance notice: 2 weeks (Resource material can be sent out before trip)

### LIFE LINE AT UNIVERSITY HOSPITAL

225 Dickinson St.

294-3599 Judy Perkins

Tours: 24 hours daily 15 minute tour of radio room and helicopter

Group size: 8 - 10 Age 8 and up

Advance notice: 2 weeks (Resource material can be sent out before trip)

### BAY GENERAL HOSPITAL

435 H St. (Chula Vista)

691-7000

Tour: ½ hour to 45 minute tour of hospital including nursery

Group size: 8 - 10 Age: 8 and up

Advance notice: 4 to 6 weeks

### CHULA VISTA COMMUNITY HOSPITAL

741 Dora

421-6110 ext. 266

Tour: Daily in afternoons 1 hour includes slide program, emergency room, pediatrics, listen to heartbeat, sit in wheelchair

Group size: 10 - 40 Age: 8 and up

Advance notice: 2 weeks

### SALK INSTITUTE

10010 N. Torrey Pines Rd,

453-4100 ext. 200

Tour: Mon - Fri 11a, 12, 1p and 2p 35 minute tour of research being done

Advance notice: 1 week

FOODS

PIZZA HUT

8270 Mira Mesa Blvd.  
271-6813

Tours: Mon.- Thurs. 1 hour to see kitchen and make own pizzas  
Group size: 15 maximum Age: 8 and up  
Advance notice: 2 weeks  
(also check local area for Pizza Hut nearest you)

MARTHA BAKER CHOCOLATES

1231 Morena Blvd.  
275-2524

Tours: Daily, 20 minutes to see how candy is coated  
Group size: 25 maximum Age: preschool and up  
Advance notice: 1 week

ROUNDTABLE PIZZA

9170 Mira Mesa Blvd.  
578-0370

Tours: Daily, 1½ hours to see how pizza dough is made and to make pizzas  
Group size: 8 to 15 Age: 8 and up  
Advance notice: 1 month to 2 weeks

FARRELL'S ICE CREAM PARLOUR

(Check your local area)

SWENSON'S ICE CREAM

9174 Mira Mesa Blvd  
695-0076

Tours: Mon. - Fri. Afternoon to watch ice cream making.  
Group size: 8 to 10 Age: 8 and up  
Advance notice: 1 week (charge for making ice cream sundae)

BURGER KING

Check your local area  
Advance notice No charge

JACK - IN - THE - BOX

Check your local area  
Advance notice No charge

MCDONALDS

Check your local area  
Advance notice No charge

## FOODS

### HOLLANDIA DAIRY

622 East Mission Road (Escondido)

578-5814

1 hour tour milking of cows, etc. with treat of ice cream

Group size: 10 or more

Advance notice: 1 week

### BATES BROTHERS NUT FARM

15954 Woods Valley Rd. (Escondido)

749-3334

Tours: Monday is roasting day Mon - Fri 9 - 3:30 (NOT IN OCTOBER)

Group size: up to 30

Advance notice: 1 week

### OLD COUNTRY MEAT AND SAUSAGE

811 W. Washington Str.

297-4301 (Fred or Walt)

Tour: Wed. or Thrus. 15 minute tour of how sausage is processed

Group size: up to 30

Advance notice: 1 week

## OUTER SPACE

### REUBEN FLEET SPACE THEATER AND SCIENCE CENTER

Balboa Park

238-1233

Educational programs are also available

Open daily; group rates

Advance notice: 1 week

### PALOMAR OBSERVATORY

Mt. Palomar off highway 76

742-3476

Open daily; 9a - 5p

### BROWN FIELD MUNICIPAL AIRPORT

1424 Continental (San Diego)

690-2112 (Audrey)

Tours: 2 hour tour of airplane, fire truck, see weather balloons

Mon - Thurs 8a - 4p

Group size: small groups 8 to 10 boys

Advance notice: 2 weeks

## MUSEUMS

### STEAM AND GAS MUSEUM

2040 N. Santa Fe (Guaajome Park, Vista)

941-1791

Tours: 10a - 4p Daily 35 acres of farm equipment

Reservations for groups Free

Advance notice: 1 month to 2 weeks

### RAILWAY MUSEUM

Wharf between Star of India and Broadway Pier & Le Mesa 1919 Depot  
273-1074

Tours: Open Sat. and Sun 12 - 5p Old Steam Engine Trains to tour

Groups can arrange for special tours

Advance notice; 2 weeks

### RAMONA PIONEER MUSEUM

Ramona Town Hall

789-1062

Tours: Open Thurs, Fri, Sat 1p - 4p Thousands of antiques, replicas of early day kitchen and bedroom, jail house, bunk house, blacksmith shop and also history file available

Reservations required for special tours

Advance notice: 2 weeks

### PIONEER HOOK AND LADDER MUSEUM

1572 Columbia at Cedar St. (San Diego)

232-FIRE

Visit Sat. and Sun. 10a - 4p to see old time fire engines

Free

### COWBOY MUSEUM

2543 Congress St. (Old Town, San Diego)

295-2614

Visit: Sun. - Thurs. 9a-6p

Free

### MUSEUM OF NATURAL HISTORY

Balboa Park

232-3821

Tours: has a variety of tours available, 5 tours are:

general, untouchables-poisonous animals, seascope-sealife, backyard neighbors-small animals, Florida Canyon hike. Call and ask for information

Advance notice: 2 months

### AEROSPACE MUSEUM

Balboa Park

234-8291

Tours: Open daily 10a - 4:30p 45 minute tour

Group size: 1 adult per 10 boys (extra adults \$2.50)

Advance notice: 1 week



## MUSEUMS

### JUNIPERO SERRA HISTORICAL MUSEUM

2727 Presidio Drive

297-3258

Daily 9a - 4:45p      Sunday 12 - 4:45p

Free

### STAR OF INDIA AND MUSEUM

1306 No. Harbor Drive

234-9153

Open daily 9a - 8p      Includes the Media, the Berkely and the Star of India

Adults \$1.00      Boys 25¢

### SAN DIEGO MUSEUM OF ART

Balboa Park

232-7931 or 233-0044

Tues - Sun 10a - 5p

### HALL OF CHAMPIONS SPORTS MUSEUM

Balboa Park

234-2544

Daily 10a - 4:30p      Sun. 12 - 4:30p

Adults \$1.00      Ages 6 to 18      50 ¢

### HOUSES OF PACIFIC RELATIONS

Balboa Park

235-9164

March thru Nov. 1:30 and 4:30

Cotages representing 16 different countries

### LA JOLLA MUSEUM OF ART

700 Prospect (La Jolla)

454-3541

Tues - Fri 10a - 5p      Sat and Sun 12:30 - 5p

Advance notice: 2 weeks

### MODEL RAILROAD

1649 El Prado

237-9094

Open Sunday 11a - 4p      Summer: Sat. and Sun. 11a - 5p

### SAN DIEGO ART INSTITUTE

1449 El Prado

234-5946

Tues - Sat 10a - 5p      Sunday 12:30 - 5p

## COMMUNICATIONS

### KFMB RADIO AND TELEVISION

7677 Engineer Rd

292-5362 (touring dept)

Tours: Mon - Fri 9a-3:30p  $\frac{1}{2}$  hr to 1 hour tour of radio station and T.V. studio

Group size: 8 or more Age: over 7 years old

Advance notice: 2 weeks

### KCBQ RADIO

9416 Mission Gorge Rd. (Santee)

286-1170

Tours: Mon - Fri 8:30a - 3:30p 1 hour tour of radio station and transformers

Group size: 10 with 1 or 2 adult leaders

Advance notice: 1 week

### SENTINEL NEWSPAPER

7750 Convoy St.

571-0288 (Mr. Burgess)

Tours: Mon - Fri 8a - 5p  $\frac{1}{2}$  hour tour of newspaper office (small)

Advance notice: 1 week

### STAR NEWS

835 3rd Ave. (Chula Vista)

427-3000 (Harry Orgovan)

Tours: Tuesdays 1p - 5p 1 hour tour of different departments, talk to reporters, talk of history no presses there

Group size: 10 to 20 boys

Advance notice: 1 week

### SAN DIEGO UNION TRIBUNE

350 Camino De La Reina

299-3131 ext. 1151

Tour: 1 hour to  $1\frac{1}{2}$  hours tour which includes a movie and tour of production

Group size: 20 - 35 Age: 10 years old

Advance notice: 1 month

### AERIAL MAPPING

5201 Ruffin Rd.

565-5081 ask for Gary Sword

Tours: Mon - Fri 8:30a - 5p Graphics, drafting, scribing, map and photo reproduction

Advance notice: 1 week

COMMUNICATIONS

**KSON RADIO STATION**

College Grove Center

286-1240 (Les Edolson)

Tours: Daily 9a - 4p 20 to 30 minutes of equipment and disc jockeys

Group size: 20 maximum Age: 8 and up

Advance notice: 1 week

**KGTV - 10**

Highway # 94 and 47th Str.

237-1010 Promotional Dept. (Fran Seymour)

Tours: Daily 10a - 4p 45 minutes of news studio, commercial studio,  
director's booth and newsroom

Group size: 20 or less Age: 8 and up

Advance notice: 2 weeks

**KPBS - CHANNEL 15**

5402 College (San Diego State University)

265-6785

Tours: Mon - Fri 8a - 5p & evenings 1 hour to see production  
facilities & FM station

Group size: 15 to 30 Age: 9 and up

Advance notice: 2 - 3 weeks

**OLD TOWN SAN DIEGO UNION**

2626 San Diego Ave (Old Town)

297-2119

No tours: small building of original newspaper office

**LITHO GRAPHICS SAN DIEGO**

8033 Vickers St.

279-1701 (Bob Tabor)

Tours: Daily 9a-11:30a and 1:30p-4p Printing shop 30 minute tour

Group size: 8 to 12

Advance notice: 2 weeks

**NEYENESCH OFFSET PRINTING**

2750 Kettner

297-2281 (Bill Atkinson)

Tours: Daily 8a - 5p 1 hour tour of printing, binding and shipping.

Group size: 8 to 12

Advance notice: 1 week

THE GREAT OUTDOORS

**MISSION HILLS NURSERY**

1525 Stockton Dr.

295-2808

Tours: Daily 9a-6p  $\frac{1}{2}$  hr. to 45 minute of various plants and their care

Group size: 8 to 10

Advance notice: 1 week

**HORSE SHOWS**

Shows throughout San Diego nearly every weekend for more information

Write: Dehesa Farms Equestrian Center

5425 Rigges Rd, El Cajon

445-3820

**HORSEMAN'S PARK**

Black Mtn. Rd. (Mira Mesa)

271-1120

Open daily, except Mon.

Horseback riding Ask for charge

Advance notice: 1 week

**JULIAN GOLD MINE**

2110 Main (Julian)

765-0036 Call after 5p

Tours: Daily 8a - 4:30 1 hour tour of 2 mines and panning

Group size: 20 or more \$2.75

Advance notice: 1 week

**LION COUNTRY SAFARI**

Junction of Interstate 5 and the 405

837-1200 ask for Brenda ask for charges

Group size: 1 free adult for every 15 children

Advance notice: 1 week

**VACATION ISLE YOUTH CAMPING PARKS AND REC. AQUATICS DIVISION**

2851 Quivira Ct.

236-6652

Webelos overnight camping \$24.00

Group size: maximum 50

Advance notice: 2 to 3 months

**TORREY PINES STATE RESERVE**

North Torrey Pines Road

755-2063 or 452-8732

Tours: Daily 9a-5p winter or 9a-8p summer ( \$3.00 per car)

Advance notice: 1 month

THE GREAT OUTDOORS

**OLD TOWN WALKING TOUR**

2482 San Diego St.

298-2482

Tours: 2 hours Sat. starts at 1:30p

Group size: 35 or more

**SILVERWOOD WILDLIFE SANCTUARY**

13003 Wildcat Canyon Rd. (Lakeside)

443-2998

Tours: Tues, Thurs, Fri, and Sat 9a til noon (for groups) 200 acres of  
plants, animals and birds 1½ hour nature walk

Group size: 10 to 30 people Free

Advance notice: 2 weeks

**SAN DIEGO ZOO**

Balboa Park

231-1515 ask for special programs sales

Group size: 10 or more ask for charges

Advance notice: 1 month

**WILD ANIMAL PARK**

San Pasqual Valley near Escondido

747-8702

Advance notice: 1 month 10% off for over 15 in the group

**ORGAN PAVILION**

Balboa Park Free concert

236-5984

Mon - Tues - Wed 6:30p

**OLD TOWN STATE PARK**

Mason Street School

237-6770

Tours: Daily at 2p 1 hour walking tour

MISCELLANEOUS

**HUMANE SOCIETY INC.**

887 Sherman

299-7012

Tours: Mon - Sat 9a - 4:45p

Group size: maximum 30

Advance notice: 1 week

MISCELLANEOUS

HOME FEDERAL SAVINGS

501 "H" St. (Chula Vista)  
427-7280 (Gary Stockwell)

Tour: Daily 15 minutes of accounting, tellers job  
(will discuss any topic you're interested in)

Group size: 8 to 10 Age: 8 and up  
Advance notice: 1 week

BUCK KNIVES

1900 Weld Blvd. (El Cajon)  
449-1100 ext. 215 (Carolyn)

Tour: Mon - Fri 9, 10, & 1p (Beginning in April)

Group size: 15 maximum 1 adult per 4 boys Age: 8 and up  
Advance notice: 1 week

SAN DIEGO PLATING

2060 India St.  
232-7555

Tours: Mon - Thurs. after 9am 30 minutes to see how chrome plating is done

Group size: 15 to 20 Age: 8 and up

Advance notice: 1 week

MIRA MESA MARTIAL ARTS

9609 Distribution Ave  
566-2860

Visit: Mon - Fri 4p - 5:15p For free lesson in Aikido and self defense  
wear loose clothing; will also work on head rolls

Group size: 8 to 10

Advance notice: 1 week

EXCLUSIVE CLEANERS

3740 Park Blvd.  
295-3156 (Mr. Warren)

Tours: Daily, afternoons are better. 20 minutes to see how clothes cleaned

Group size: 10 maximum

Advance notice: 1 week

BABYLAND DIAPER SERVICE

3348 Main St.  
239-2371 (Mrs. Davies or Mr. Bob)

Tours: Dailey 30 minute tour

Advance notice: 1 week

HAZARD CONCRETE PRODUCTS

Highway # 163 at Friars Rd.  
295-0051 (Joe)

Group size: 5 to 30

Advance notice: 1 week

OCEAN'S AND LAKES

**CRYSTAL PIER**

4500 Ocean Blvd.

483-6983

Fishing 7a to 5p

**S.D. PUBLIC FISHING PIER**

Foot of Niagra (Ocean Beach)

224-3359

Fishing 7a - 10p

**SHELTER ISLAND PIER**

1776 Shelter Island Drive

222-9305

Fishing open 24 hours

**OCEANSIDE PIER (Oceanside)**

Foot of 3rd Street

Fishing

Adobe Falls

Catch crawdads

**CITY LAKES INFORMATION**

For Sutherland, Lower Otay, Hodges, El Capitan, Miramar and San Vicent

236-5600

**LAKE JENNINGS**

Contact Helix Water District

466-0585

**SANTEE LAKES**

Four Lakes open to public fishing all year

Hours; Winter 8a til dusk Summer 8a til 7p

**SCRIPPS INSTITUTE OF OCEANOGRAPHY AND PUBLIC AQUARIUM**

8602 La Jolla Shores Drive

452-4086

Tours: Free tours Mon - Fri 9a - 5p Wed and Sat Animal feeding @ 1:30p

Advance notice: 2 weeks Parking Charge

**SAN DIEGO HARBOR EXCURSIONS**

Foot of Broadway

233-6872

Tours: 1 and 2 hour cruises Open daily, call for times

Advance notice: 1 week Ask for charges when you call for times

## OCEAN'S AND LAKES

### LA JOLLA CAVE

1325 Coast Blvd.

454-6080

Open daily 10a - 5p

50¢ ages 3 to 11      75¢ ages 12 and up

Advance notice: 1 week

### WHALE WATCHING EXCURSION BOATS

H & M landing      2803 Emerson

222-1144      or      224-2804

Call for times and charges

Advance notice: 1 week

### SWEETWATER WATER AUTHORITY

North west corner of Sweetwater Lake (Bonita)

475-5217

Tour: Tues & Thurs 9a-11a & 1p-3p

1 hour includes water treatment plant, Sweetwater Dam and lab

Group size: 12 to 24      Age: 8 and up

Advance notice: 1 week

### WATER TREATMENT PLANT

Higheay #8 to Lake Jennings Park Rd.

466-0585 ask for Public Education Representative

Tours: Mon - Fri 9a-5p

2 hours includes film, brochures, discussion of engineering, water purification and pollution

Group size: 20 to 50      Age: 8 and up

Advance notice: 1 month preferable

### CABRILLA MONUMENT AND LIGHTHOUSE

Visitors center at the end of Catalina (Point Loma)

293-5450

Open 7 days 9a-5p      Special movies and view gray whales

Advance notice: 2 weeks

## RELIGIOUS

### TEMPLE BETH ISRAEL

2512 Third Ave (Chula Vista)

239-0149 (Bonnie or Barbara)

Tours: Daily 20 minutes of the Synagogue and Jewish culture

Group size: 5 to 50      Age: 8 and up

Advance notice: 2 weeks



## RELIGIOUS

**BUDDHIST TEMPLE**  
2929 Market St.  
239-0896 (Verify in Sept.)

**MISSION SAN DIEGO DE ALCALA**  
11005 Mission Road  
281-8449  
\$1.00 for 12 years and older (tote a tape \$1.00 rental)

**MORMAN BATTALION VISITOR CENTER**  
3510 Juan Street (Old Town)  
298-3317 or 298-3351  
Daily 9a - 9p  
Tours free

**MISSION SAN LUIS REY**  
Highway 76 (Oceanside)  
757-3250  
Self guided tour Mon - Sat 10a - 4p Sunday 12 - 4p  
\$1.00 - Adults 50¢ - 12 years and up 25¢ - 6 years to 11 years

**MISSION SANTA YSABEL**  
Highway 79 (Near Julian)

**MISSION SAN ANTONIO DE PAIA**  
Highway 76 Near Mt. Palomar  
742-3317

## PHOTOGRAPHY

**AWARD PRINTS INC.**  
9889 Hibert  
578-8980  
Tours: Daily 15 Minutes to see how prints are processed and enlarged  
Group size: 12 maximum  
Advance notice: 1 week

**DON ASKEW COMMERCIAL PHOTOGRAPHY**  
8148 Ronson Rd.  
569-6274  
Tours: Mon - Fri Afternoons and evenings  
45 minutes to 1 hour to see developing in the darkroom  
Group size: 8 to 10  
Advance notice: 1 week

MILITARY

\*All tour information must be submitted in writing to base prior to being allowed to visit.

Coast Guard Air Station

2710 N. Harbor Dr.

San Diego, 92101

(Address to Commanding Officer)

293-5817

Tours: Daily, 1-1½ hrs. to see slide show, helicopter & base  
Group size: 15-20 max.

Naval Training Center

Address to RTC, San Diego, 92133 (code 2540)

225-4287

Tours: Mon.-Wed. 4 hrs. to see film, drill practice, the  
U.S.S. Recruit; Fridays at 2:15 p.m. is recruit graduation.  
Group size: any size

Miramar Naval Air Station

Miramar, San Diego, 92145

271-3511

Tours: Daily, 1-2 hrs. to see fire house, base & eat in galley  
Group size: 10-35 Age: 10 & older

Naval Amphibious Base

Coronado, 92155 (address to Commanding Officer)

437-2408

Tours: Daily, 15-20 min. to see boathouse, fire station  
Seal team.

Group size: 25 max.

North Island Naval Air Station

(address to Public Affairs)

Coronado, 92135

437-7661

Tours: Daily, 1 hr. to talk to pilot & visit helicopter

Group size: 10-30

Marine Corps Recruit Depot

(address to Public Affairs)

San Diego, 92140

225-3141

Tours: Daily, 1 hr. to see base & watch recruits drill

Group size: any size

## MILITARY

Submarine Base  
Group 5 Officer  
225-6820  
Infrequent tours of submarines

Naval Ship Open House  
Broadway Pier  
235-3534 (call to see if any in port)  
Visit: Sat & Sun 1p-4p  
No charge

Camp Pendleton  
225-3141 or 725-5566  
Write: Director of Joint Public Affairs  
Bldg. 1160 ; Marine Corps Base Camp Pendleton CA. 92055  
Tours: Daily see track landing craft, air facility, police  
dogs, explosive ordinance museum, crash crew demonstration  
Provide your own transportation  
Submit letter 1 month in advance

## ENTERTAINMENT

Fox Theater  
720 B St.  
San Diego  
233-0161  
Tours: Daily, afternoons are best  
Size group: 10-20 Age: 10 yrs. & up  
Adv. notice: 1 week

Puppet Theater  
Balboa Park  
466-7128  
Puppet shows on weekends/sm. cost

Mira Mesa Bowling Lanes  
8210 E. Mira Mesa Blvd.  
578-0500  
Tours: Daily; behind the scenes look; FREE game and shoes.  
(check with local bowling alleys)

Roller Skating  
(check "Skating" in Yellow Pages for local rink)  
Group rates available

Ice Skating  
(check "Skating" in Yellow pages for local rink)  
Group rates available.

CALL - PICKUP - CARRY HOME

EDUCATIONAL FREEBIES

CLEVELAND NATIONAL FOREST

880 Front Street; San Diego 293-5050

There are a variety of posters and booklets available on Fire Safety and Conservation

BURN INSTITUTE

3737 5th Ave; San Diego 291-4764

Information is available on Fire Safety.

CALIFORNIA FORESTRY DEPARTMENT

2249 Jamacha Road; El Cajon 588-0364

Information is available on Fire Safety and Conservation.

STATE FISH AND GAME

1350 Front Street; San Diego 237-7311

There are over 70 movies to check out.

SAN DIEGO COUNTY WATER AUTHORITY

2750 4th Street; San Diego 297-3218

Water Conservation information is available.

SAFETY COUNCIL

3320 Kemper Street; San Diego 223-2657

A Pocket Emergency booklet is available.

PACIFIC TELEPHONE

295-6747

Survival Guide booklet is available.

RED CROSS

3650 5th Ave San Diego 291-2620

Disaster plans and home emergency supplies available.

DAIRY COUNCIL

237-7221

free poster on the 4 food groups and catalogue is available.

AAA (MEMBERS ONLY)

815 Date St: San Diego 233-1000

Phamphlets on bike safety, roller skating, skateboarding, etc. are available.

SAN DIEGO GAS AND ELECTRIC CO

101 Ash St; San Diego 232-4252

Information on Energy is available.

PUBLIC SERVICES

SAN DIEGO POLICE DEPT.

801 W. Market

236-6821 (Crime Prevention)

Tours: Daily 45 min - 1 hour to see old jail, detective units, teletype, duty officer, training group Explorer Post.

Group size: 20-30

Advance notice: 2 to 4 weeks

CHULA VISTA POLICE DEPT.

276 4th St.

691-5150

Tours: Daily 45 min to see jail cell and patrol cars

Group size: 30 maximum

Advance notice: 1 week

SAN DIEGO TROLLEY

233-3004

25 ¢ for Center city ride one way

\$1.00 for 2 hour trip one way

SAN DIEGO TRANSIT BUS

233-3004

80¢ one way

(SEE front of the yellow pages of your telephone book to see bus map and tips on riding the buses.)

## RESOURCE PEOPLE

### BURN INSTITUTE

3737 5th Ave

291-4764

Instructor will come out with a film, handout and show the boys how to "Tuck and Roll" their body" Puppet show on fire safety with a minimum of 50 people.

### MORMON BATTALION

Keith Sears 582-7243

Will arrange a uniformed member of the Mormon Battalion to visit pack and talk about the history to the Mormon

Battalion Trail

Advance notice: 1 week

### HUG A TREE

Charlene Meenan 273-7661

Will visit pack with a film and talk about survival when lost, lasts 40 minutes

Advance notice: 2-3 months

### CORANADO BAY BRIDGE

435-2224 ask for the bridge manager

Will talk about construction Lasts about an hour

8a - 5p Mon - Fri

Age: 10 years old and up (Webelos)

### HUMANE SOCIETY, INC.

887 Sherman

299-7012

ask for Stephanie

Tues - Fri 9a-2p

Lasts about 45 minutes will bring small mammals

### Other sources of local trips

Discover San Diego, by Leander and Rosalie Peik, 1981.  
This is a paperback guide to San Diego. Cost \$1.75.

The Best Free Attractions in the Western States by John Whitman.  
This is also a paperback guide, but part of a series covering the entire U.S. I found this copy in the Chula Vista Library. The book includes phone numbers and addresses and a brief write up on each location.

LOW COST OR FREE THINGS TO SEND FOR

**Booklet "NO SMOKING LUNGS AT WORK" #840**

A 15 page booklet that shows how the lungs work and how they are affected by smoking. This booklet is told and illustrated in such a way that will appeal to 4th thru 6th graders. To get this booklet and to also ask for a 1983 Catalog, which has a selection of materials on lung diseases and related subjects, you can write or call the American Lung Association.

In San Diego County:

Telephone # 619-297-3901

Write: American Lung Association  
3861 Front Street  
San Diego  
CA.

In Orange County:

Telephone # 714-835-LUNG

Write: American Lung Association  
717 N Broadway  
Santa Ana  
CA. 92706

**Booklet and poster "EYESIGHT"**

This is an eyesight at home test, it includes poster and instructions.

Write: National Society to Prevent Blindness  
79 Madison Ave  
New York  
New York 10016

**Booklets "CATCHING ON" "PARENTS, PEERS AND POT"**

"Catching On" is an educational comic for youngsters informing them on drug abuse. "Parents, Peers and Pot" is a 100 page booklet on drug abuse and how parents can work to prevent drug abuse. Both are available by writing to:

National Clearinghouse For Drug Abuse  
P.O.Box 416  
Kensington  
MD 20895

**Booklet "YOUR EYES AND HOW THEY FUNCTION"**

A 18 page booklet that shows the different parts of the eye and how it works. Write:

Bausch and Lomb  
Rochester  
New York 14602

**Booklet "THE CARE AND SAFETY OF YOUNG CHILDREN"**

This booklet is available for 30¢ to cover postage and handling.

Write to: Council on Family Health  
420 Lexington Ave  
New York  
New York 10017

LOW COST OR FREE THINGS TO SEND FOR

Phamplet "INSUFFLATION"

This phamplet shows pressure points on the body and also gives some basic rules on what to do when an emergency arises.

Write : International Brotherhood of Electrical Workers  
1125 15th St. N.W.  
Washington D.C. 20005

Paper "FIRE PAIL"

This paper is a safety suggestion showing how to make an Arm & Hammer Baking Soda Emergency Fire Pail.

Write: Multi-Use  
Arm & Hammer  
P.O.Box 369  
Piscataway  
New Jersey 08854

Phamplets and pages "YOUR FIRE DEPT. WANTS YOU TO PREVENT FIRE",  
"FIRE FACTS FOR KIDS", "HOT LIQUIDS BURN", and "FIRE PREVENTION  
ALL OVER YOUR HOME", "EXIT..ESCAPE FROM FIRE WHEREVER YOU ARE."

Write: National Fire Protection Association  
470 Atlantic Ave  
Boston  
Mass. 02210

Folder or booklet "WHAT'S BUGGING YOU"

These are booklet and folder that show different kinds of insects.  
Be sure to specify which you want when you order.

Write: Union Carbide Agricultural Products Co. INC.  
P.O.Box 12014 T.W.Alexander Drive  
Research Triangle Park  
NC 27709

Booklet "THE MIRACLE OF RUBBER"

A 23 page booklet that tells the story of how rubber started.

Write: The Goodyear Tire and Rubber Co.  
Akron  
Ohio 44316

Booklet "IF YOU WERE PRESIDENT"

This is a beautifully done booklet that shows the White House.

Write: Greetings Office  
The White House  
Washington D.C. 20006



LOW COST OR FREE THINGS TO SEND FOR

Poster "TRUCKS AND BUSES SERVE AMERICA"

A 2 foot by 3 foot poster that shows different types of trucks and buses. There are also suggestions for developing learning activities that go along with the poster.

Write: Educational Programs Dept.      or      Education Dept.  
Motor Vehicle Mfg. Assoc.              American Trucking Assoc.  
300 New Center Building              1616 P Street N.W.  
Detroit                                      Washington D.C.  
Michigan 48202                              20036

Comics "MICKEY MOUSE AND GOOFY EXPLORE ENERGY" and "MICKEY MOUSE AND GOOFY EXPLORE ENERGY CONSERVATION" Both of these are available

write: Public Affairs Dept.  
EXXON U.S.A.  
P.O.B.2180  
Houston  
Texas 77001

Phamplet "GLUE DOUGH AND GLUE PAINT"

Please send a legal size self-addressed stamped envelope to:  
Consumer Products Division  
Borden Chemical  
180 E. Broad Street  
Columbus  
Ohio 43215

Booklets "BACKPACKING WITH EASE" and "TRAVELING WITH EASE"

These are from Ziploc Bags. Write:  
Dow Chemical Co.  
Consumer Products Division  
P.O.Box 68511  
Indianapolis  
Indiana 46268

Phamplet "WOODSY OWL TEACHERS GUIDE"

Write to: Forest Svc. USDA  
Woodsy Owl Campaign  
P.O.Box 1963  
Washington D.C. 20013

Phamplet or poster "THE ART OF TIE DYING"

Specify which you want when you write:

Rit Dye  
Dept. D 4183  
1437 W. Morris St.  
Indianapolis  
Indiana 46268

# Coming Attractions

## CUB SCOUT LEADER BOOK No. 3220

A new revised, loose leaf, three hole punched manual for all Cub Scout Leaders includes all den and pack activities. The Cub Scout Leaders Book is an absolute must for the Cubmaster, Den Leader, Den Leader Coach, Webelos Den Leader, Pack Committee, Trainer, and Commissioner.

## CUB SCOUT LEADER BASIC TRAINING

### COURSE CONTENT

The revised CUB SCOUT LEADER BASIC TRAINING is a complete training package. The first four sessions provide basic training for the Cubmaster, assistant Cubmaster, Cub Scout Den Leader and assistant Cub Scout Den Leader and members of the pack committee. These sessions are: "What is Cub Scouting?," "Program Planning," "Den and Pack Management," and "The Pack Meeting."

Basic Training for the Den Leader Coach includes the four sessions listed above plus "Den Leader Coach Seminar."

The Webelos Den Leader has two options for completing basic training. He may attend "What is Cub Scouting?," "Program Planning," and "Webelos Leader Outdoor Day." Or the basic training can be completed by participating in "Webelos Leader Outdoor Weekend."

### HIGHLIGHTS OF THE NEW TRAINING

The revised training course has been written against the new CUB SCOUT LEADER BOOK. While other resources are used and discussed, the new leaders' book is the principal reference. The course deeply involves the participants in simulations, role playing and case studies which makes a more active training.

Participants are encouraged to bring the new "Cub Scout Leader Book" with them to training. Reading assignments are an integral part of this new training course as well as it may be desirable to make notes and insert the handout material in their "Cub Scout Leader Book"

### REQUIREMENTS FOR KEY OR AWARDS

Requirements for training awards and the key will remain the same. The sessions in the former course outline (No. 6405) will be honored as credit toward the Scouter's key and/or training awards through December 31, 1985.

### DEN CHIEF - AGE AND RANK REQUIREMENT

Cub Scout Den Chief must be at least First Class Rank.

Webelos Den Chief preferably is age 13 or older and at least First Class Rank.

It is preferable that Den Chiefs are former Cub Scouts and are older experienced Boy Scouts.

UNIFORM CHANGE

The ladies blouse has been redesigned with epaulets to add Scouting flair. Shoulder loops are now to be worn on the epaulets to identify your Scouting Program. Boy Scouting = Red, Cub Scouting = Blue, Exploring = Green, National/Regional = Gold, Council/District = Silver.

Ladies wear Scarfs by Oscar de la Renta. Cub Scouts, Webelos Scouts and all adult leaders wear NECKERCHIEFS with neckerchief slides NOT tie slides.

CUB SCOUT MONTHLY THEMES AND WEBELOS ACTIVITY BADGES

|     | 1983-84                                  | 1984-85                                      | 1985-86                                |
|-----|--|--|--|
| SEP | Mr. Fix It<br>WAB-Craftsman              | Our Town U.S.A.<br>WAB-Citizen               | Science Fair<br>WAB-Scientist          |
| OCT | GOBLINS and GHOSTS<br>WAB-Artist         | Wild and Woolly West<br>WAB-Sportsman        | Pirate Water<br>WAB-Traveler           |
| NOV | Bright Ideas<br>WAB-Engineer             | Turkey Day<br>WAB-Engineer                   | Parade of Presidents<br>Scholar        |
| DEC | Giving Gifts<br>WAB-Citizen              | Do A Good Turn<br>WAB-Scientist              | Follow, Helps, Gives<br>WAB-Citizen    |
|     | 1984                                     | 1985   | 1986                                   |
| JAN | Survival<br>WAB-Outdoorsman              | Working with Wood<br>WAB-Forester, Craftsman | Knights of Rd Table<br>Artisti         |
| FEB | Jungle Tales<br>WAB-Scholar              | Diamond Jubilee<br>WAB-Geologist             | The Blue and Gold<br>WAB-Craftsman     |
| MAR | Wheels, Wings, & Rudders<br>WAB-Traveler | Step Into Shape<br>WAB-Athlete               | Mardi Gras<br>WAB-Showman              |
| APR | Bugs and Things<br>WAB-Naturalist        | Farmer Brown & Friends<br>WAB-Naturalist     | The First Americans<br>WAB-Geologist   |
| MAY | Life on Other Planets<br>WAB-Scientist   | Living in A.D. 2030<br>W-Scholar             | C.S. Bird Watchers<br>WAB-Naturalist   |
| JUN | Family Circus<br>WAB-Showman             | Backyard Fun<br>WAB-Outdoorsman              | Inside Noah's Ark<br>WAB-Engineer      |
| JUL | Fun in the Sun<br>WAB-Aquanaut           | Happy Days<br>WAB-Aquanaut-Traveler          | Strength and Skill<br>WAB-Athlete      |
| AUG | Campfire Yarns<br>WAB-Forester           | Be A Clown<br>WAB-Showman-Artist             | The World Around Us<br>WAB-Outdoorsman |

FAST START

As new people become Cub Scout Leaders, it is vital that they receive immediate information and guidance in the objectives and resources to help them do a good job. That's the reason for Fast Start. Fast Start is a series of four Outlines: So You Are A New Cubmaster, No 3864; So You Are A New Den Leader, No. 3863; So you're a New Webelos Den Leader, No. 3866; So You're A New Pack Committee Member, No. 3865.

Check with your cub Scout Leader Training Chairman, Unit Commissioner or District Scout Executive for more information on fast start.

### TRAINED LEADERS EMBLEM

The new Trained Leader Emblem is for all leaders who have completed the basic training program appropriate to their position.

This emblem is worn immediately below and touching the emblem of office for which it was earned. Commissioners wear the emblem between the emblem of office and the Arrowhead Honor.

Boy Scout junior leaders who have completed the Troop Operations Workshop, elected Explorer officers who have completed the Post Officers' Seminar, and Den Chiefs who have completed the Den Chief Training Conference may wear the Trained Leader Emblem beneath their badge of office.

Mylar emblems that formerly recognized the trained leader will be phased out as stocks are exhausted. New Trained Leader Emblems may be worn with the Mylar emblems. Mylar emblems will be restricted to leaders who have completed the appropriate basic training.

### BEAR BADGE

The National Cub Scout Committee has approved an advancement policy related to the Bear Badge requirements. After the 12 achievements from a total of 24 are selected and used to earn the bear badge, the remaining 12 achievements can be used as electives towards earning arrow points under the Bear Badge.

### WHITTTLING CHIP No. 4223

The Whittling Chip is given to the Cub Scout who completes the Whittling Achievement 5 section of the Bear Cub Scout Book or to the Webelos Scout who has read the Outdoorsman section of the Webelos Scout Book and has demonstrated knowledge of, and skill in the use of a personal pocketknife. It must be signed by the Den Leader and the Cub Scout or by the Webelos Leader and the Webelos Scout.

### SAFE SWIM DEFENSE - LOCAL TOUR PERMIT

Cub Scout Leaders and Webelos Scout Leaders must comply with the Safe Swim Defense requirements on all activities when the event is held around water. Safety Awareness and Safety rules are a MUST for all indoor and outdoor activities. All leaders must be knowledgeable of Chapter 8, Cub Scout Leaders Book.

### WEBELOS LEADER REGISTRATION POLICY - UNCHANGED

Contrary to the AP wire service story, the woman was not, is not, nor will she be registered as a Webelos leader. This is one of the five BSA adult positions restricted to males. Women can not serve as Scoutmaster, Assistant Scoutmaster, Webelos Den Leader, Assistant Webelos Den Leader, nor as Webelos Den Leader Coach.

FAMILY FIESTA GUIDEBOOK No. 4-423

The Family Fiesta is an outdoor event for all families, its purpose is to offer an outdoor activity that families can enjoy, that will persuade youth and adults to join scouting, and that communicates to the public that the Boy Scouts of America is working to strengthen families.

DEN AIDE--NEW LEADERSHIP ROLE

The den aide is a teen age boy or girl, ages 14 through 17, who helps a Den Leader succeed in bringing the benefits of the Cub Scout program to the members of the den.

This position is a nonregistered position to be considered as a supporting role like den dads.

The Den Aide does not repeat DOES NOT replace the Den Chief.

TIGER CUBS USA

Tiger Cubs is a program for seven-year-old boys in the second grade and an adult partner (parent). Four to eight boy/adult teams make up a Tiger Cub Group. Tiger Cub(Groups) have weekly activities that are home centered within the family of each boy/adult team. Entire Group has a monthly activity usually an outing of boys and partners.

Tiger Cubs stress fun, activity, relationship building between the boy and the adult as well as among the Tiger Cub Group. Tiger Cub Groups are organized at the option of the chartered organization and the Cub Scout Pack. The Tiger Cub Group is affiliated with the Cub Scout pack but meets separately.

PREPARED FOR TODAY No. 3941.

Scouting's "Prepared For Today" booklet helps today's parents prepare their children for those times when they must be home alone or left to care for younger siblings. The six skill areas of preparedness are: (1) Prepared to be Home Alone, (2) Prepared to fix something to eat, (3) Prepared for Home Safety, (4) Prepared to Know Your Neighborhood, (5) Prepared to Care For Young Children, (6) Prepared for Problem Solving, and PREPARED TO FEEL GOOD ABOUT YOURSELF. The booklet is written primarily for children 5-11; however, it may be used with both younger and older children, boys and girls, scouts and non scouts. Its design to be responsive to latch key children's needs. All children are left alone at one time or another, this booklet is highly recommended for all parents to use with their children.

WEBELOS-to-SCOUT TRANSITION No. 3870

A source of new boys is vital to the continuance of the Boy Scout Troop, and troop leaders are looking to your Webelos den. The Webelos-to-Scout transition is a cooperative involvement of the Boy Scout Troop and the Cub Scout Pack leaders. The plan lays the ground work for a smooth transition of Webelos Scouts into the Boy Scout Troop.

# Hug-a-Tree and BAT.

Both of these community programs are available to school-age children in San Diego County. Your child, for instance, may have already been exposed to the Hug-A-Tree concepts at school. The Ninth District P.T.A. has underwritten the cost of handouts for school assembly programs and encourages schools to present the program to all the children. HOWEVER, the parents in your pack may have never heard of this program and its benefits. A presentation to your pack would inform the family about it and insure that there would be some follow-through to institute the good suggestions for each family. Few grammar-school children will carry out this program on their own.

A group of people who searched for a nine year old boy who died in local mountains near Palomar recently have put together this assembly program on how Not To Get Lost, how to stay comfortable if they do get lost, and how to be spotted and found. We hope your children never need this knowledge, but if you will discuss the handout and assembly with them, it may help in remembering one or more facts that will make the search short and successful.

The information for "Hug-a-Tree and Survive" was reprinted with permission of "Hug-a-Tree and Survive, Inc.", copyright 1981, not to be duplicated without permission.

For further information on the Hug-a-Tree program:

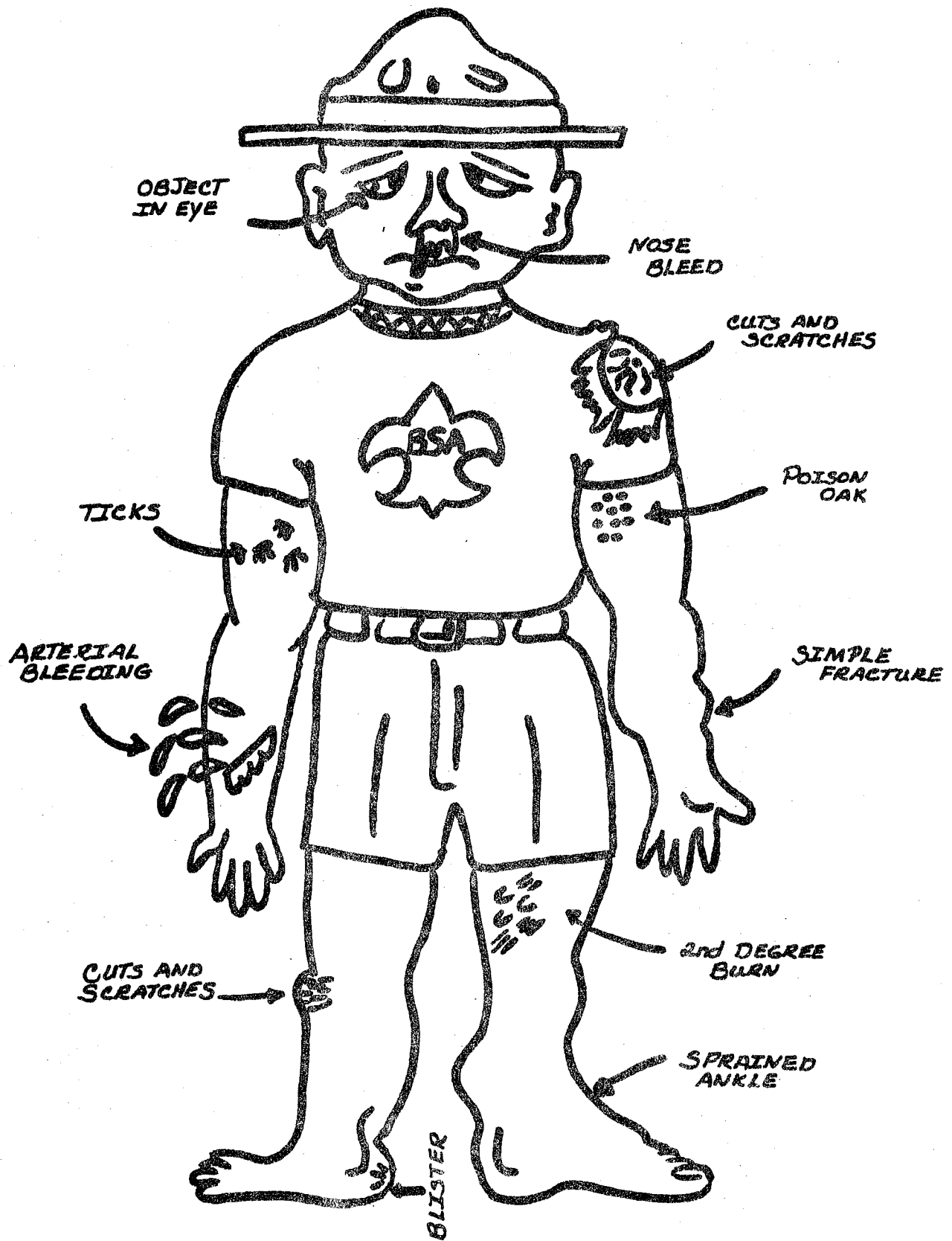
|                  |              |
|------------------|--------------|
| Thomas R. Jacobs | 619-286-7536 |
| Ab Taylor        | 619-424-6461 |

Other Resources:

|   |              |
|---|--------------|
| National Association of Search and Rescue | 619-268-3611 |
| Sheriff's Reserve Search and Rescue       | 619-565-5621 |
| San Diego Mountain Rescue Team            | 619-276-5360 |

## EMERGENCY NUMBERS IN CASE OF A MISSING CHILD:

|                      |              |
|----------------------|--------------|
| Sheriff              | 619-565-5200 |
| Mountain Rescue Team | 619-565-2181 |



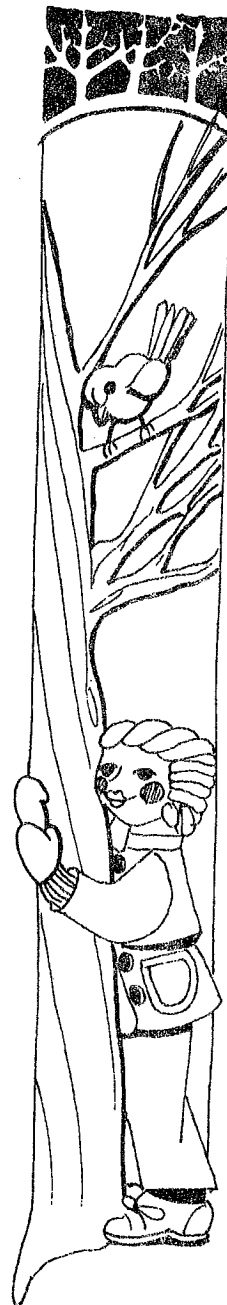
(INJURED SCOUT POSTER)

HANDOUT TO ACCOMPANY "HUG-A-TREE AND SURVIVE"

This information is to help you know : How Not to Get Lost  
How To Stay Comfortable If You Do  
Get Lost, and  
How To Be Spotted and Found

We hope you never need to use this information, but if you will discuss it in your family it could help to remember the facts which will make the search a short and successful one if ANYONE in your family, adult or child, is lost.

- (1) ALWAYS CARRY A TRASH BAG AND WHISTLE on a picnic, hike, or camping trip. By making a hole in the bag for the face about four inches down from the bottom of the bag and putting it over the head, it keeps the person dry and warm. The whistle carries farther than the human voice, and takes less energy to use.
- (2) HUG A TREE once you know you are lost. One of the greatest fears a person of any age can have is of being alone. Hugging a tree and even talking to it calms you down and prevents panic. By staying in one place, you will be found more quickly and will avoid being injured in a fall.
- (3) MY PARENTS WON'T BE ANGRY AT ME. Time and again, children have avoided searchers because they were ashamed of getting lost and afraid of punishment. Anyone can get lost, adult or child. If they know a happy reunion filled with love is awaiting them, they will be less frightened, less prone to panic, and will work hard to be found.
- (4) MAKE YOURSELF BIG. From helicopters, people are hard to see when they are standing up, in a group of trees, or wearing dark and drab clothing. Find your tree to hug near a small clearing, if possible. Wear an orange, red or bright jacket when near the woods or desert. Lie down when the helicopter flies over. If it is cool and you are rested, make crosses "SOS" in broken shrebberry, rocks, or by dragging your foot in the dirt.
- (5) THERE ARE NO ANIMALS OUT THERE THAT CAN HURT YOU. If you hear a noise at night, yell at it. If it is an animal it will run away. If it is a searcher you are FOUND! Fear of the dark and of "lions and tigers and bears" is a big factor in panicking children into running. They need to be strongly assured to stay put and be safe.

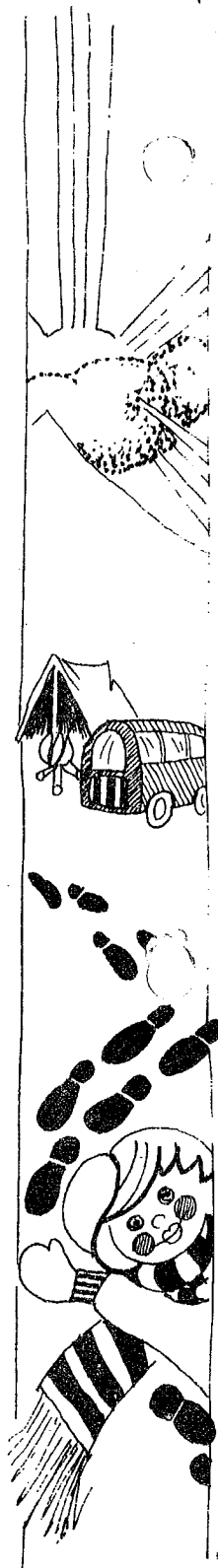




- (6) YOU HAVE 200 FRIENDS LOOKING FOR YOU. We have had children in the area of a search tell us, "My parents would never spend the money to search for me with all these people." Of course, search personnel are professionals and volunteers who charge nothing and do it because they care. Many children who are lost do not realize that if they sit down and stay put, one of a few hundred people will find them. Some are afraid of strangers or men in uniform, and do not respond to yells, and have actually hidden from searchers they knew were looking for them. All the searchers are trying to help you get to safety and your family.

ADDITIONAL INFORMATION FOR GROWN-UPS:

- (1) FOOTPRINTING YOUR CHILD is a five minute exercise that cuts down on the length of a search by several hours. Have each family member, (beginning with you,) step on a piece of aluminum foil on a soft surface, such as a folded towel or piece of carpet. Mark the foil with each person's name, then store the prints in the car trunk. With this print, trackers (available from the Border Patrol,) can separate your child's track from the hundreds of others in the area, and quickly determine the direction of travel.
- (2) TRY TO KEEP THEM FROM GETTING LOST in the first place, which is probably impossible. Children are easily distracted off the trail. Never let your child walk the trails alone. Stay on the trail. Pick out a high landmark such as a prominent hill, or note the direction of the sun; this prevents disorientation.
- (3) ADMIT IT TO YOURSELF WHEN YOU BECOME LOST. It can and does happen to anyone, yet is a source of shame when it happens. When you become lost, admit it, accept it, and take actions to be comfortable and stay put until the searchers arrive. Use your head since it is your best tool; it can't be lost.
- (4) CALL THE SHERIFF QUICKLY if someone is lost. The search area expands so quickly due to the victim's possible movements that rapid response is critically important. A call to the Sheriff which is cancelled gives the searchers practice and helps them keep alert. A slow response is dangerous, especially if bad weather wipes out tracks and exposure is a consideration.
- (5) BE AVAILABLE FOR INTERVIEWING. Clues which lead to finding the child in good shape usually come from family and friends who remain on the scene and talk openly and accurately with the search leader or their representative. Any personal information will be kept confidential.



## FIRST AID RELAY - INSTRUCTIONS

### Equipment:

1. Injured Scout Poster
2. Remedy for ailment cards
3. Stikum or tape for cards
4. Stopwatch

### Directions:

1. Explain remedies for each ailment and discuss.
2. Divide cubs into equal teams.
3. Hand out remedy cards.
4. Blow whistle to begin relay.
5. Each cub in turn will place his remedy card on the appropriate ailment. Cubs may correct mistakes made by his teammates during his regular turn. If any mistakes remain at the end of the relay a deduction of points may be used or the relay may continue with the next cub in line having a chance to correct any mistakes he can find.
6. Time each team with a stopwatch.
7. The team with the best time or most points wins.

## FOLLOW-UP CRAFTS AND ACTIVITIES

First Aid Kit - made of leather or small tin box

Slogan Plaque - wood and decopage or felt with slogan, "Better  
Be Prepared Scouts."

Bandage, Sling, and Splint practice

## FIRST AID RELAY REMEDIES

OBJECT IN THE EYE: Flush the eye out with water from inside corner to outside corner (crying helps). Pull the lower lid down and see if there is dirt inside. Carefully lift it out with a corner of tissue or handkerchief. Gently pull the upper lid out and down over the lower lid, if all else fails cover both eyes with sterile pad and bandage, then take to physician.

TICKS: Cover the tick with oil or grease to smother it. The tick should back out right away but if it doesn't leave grease on for 30 minutes then remove tick with tweezers. Be sure you remove all parts of the tick.

ARTERIAL BLEEDING: Direct pressure to the sight, or apply pressure to a pressure point.

2ND DEGREE BURN: Hold burn under cold water about 5 minutes, then dry area carefully. Cover with a fluffy dressing (fluffy means breathable).

SPRAINED ANKLE: Application of a cold pack, elevate it and rest. Then apply a snug ace wrap in a figure eight.

BLISTER ON HEEL: Wash with water and soap dry with sterile pad then cover with an adhesive bandage. If the blister looks like it will break, break it. Before doing so wash heel first, use a sterilized needle or pin (sterilize in an open flame). Puncture the edge of blister with a sterile pad squeeze fluid out then cover.

NOSE BLEED: Sit with head back pinching nose. Hold a cold wet cloth over your nose.

CUTS & SCRATCHES: Wash wound with soap and water. Then dry with a steril pad or let it air dry, cover with an adhesive bandage.

POISON OAK: Take a bath using strong unscented soap. If rash develops cover area with calomine lotion. DO NOT SCRATCH. If it gets worse see a physician.

SIMPLE FRACTURE: Splint it where it lies. Get to a hospital for x-rays to be sure it is broken.





# Basic Aid Training for young people

 American Red Cross

## **BAT** ■■■

Provides an interesting experience for boys and girls in learning about and understanding safety practices, accident prevention, and first aid.

## **BAT** ■■■

Is designed to teach safety awareness and elementary first aid skills to fourth-grade-level students. It can be taught in schools or to any group of boys and girls of this grade level.

## **BAT** ■■■

Can be a child's first experience with safety and first aid learning sponsored by the American Red Cross.

## **BAT** ■■■

Answers questions for the child, such as . . .

"What should I do when someone gets hurt—has a bad cut—a bloody nose—a broken bone . . .?"

"What should I do if someone swallows poison by mistake?"

"What should I do if someone is bitten by an animal?"

"How can I help prevent accidents?"

Seven **BAT** units—and  
Seven class periods of  
**BAT** instruction and practice

1. Breathing Emergencies and Responses
2. Bleeding Emergencies and Responses
3. Poisoning Emergencies and Responses
4. Shock Emergencies and Responses
5. Fractures (Falls) and Responses
6. Burn Emergencies and Responses
7. Rescue Emergencies and Responses

**BAT** Instructor Training is offered and certified by the American Red Cross.

**BAT** materials consist of—

- Instructor's Manual
- Visuals
- Certificate of Completion issued by authorized instructor
- **BAT** buttons—optional at additional cost

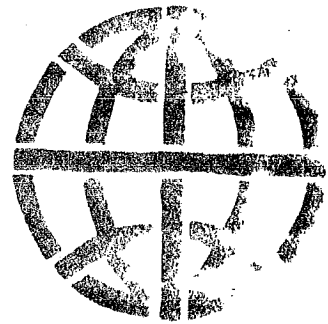
**BAT** materials (Manual and Visuals Kit):  
\$1.20 ea.; Stock No. 320023. (1 kit per teacher needed.)

**BAT** Buttons: \$3.75 per box/100; Stock No. 320024. (Prices are subject to change.)

These two Red Cross Programs may be appropriate for your Den or Pack to consider as a community service project.

The Friendship Box Program is a project sponsored by Red Cross Youth Services that gives youth the opportunity to prepare and send boxes filled with useful health, educational, and personal or recreational items to children in other countries. Internationally the project is possible because the American Red Cross, through its national structure and its sister societies, is able to determine specific countries where the boxes can be utilized. The project is an excellent class or group activity that gives elementary students, who fill the boxes, an opportunity to experience the values of caring and friendship and lets the children receiving the boxes enjoy the useful contents and the thoughtfulness of their American friends.

## Friendship Box Program



Locally, friendship boxes may be used in disaster shelters where there are child victims or in special group situations in disadvantaged areas where school supplies are not plentiful. Internationally, the boxes are sent through various Red Cross societies, which may use the Friendship boxes as—

- kits for children affected by natural disasters.
- school boxes for children in places where school supplies are scarce.
- aids to develop and strengthen the societies' youth membership.

Friendship boxes are provided through the American Red Cross Youth Fund and may be filled at any time during the school year. The chapter Red Cross Youth Services chairperson or director will, on request, supply a quantity of boxes and information about the countries to which boxes are currently being sent.

To provide a more meaningful experience, schools may want to study the various countries that utilize friendship boxes in their Red Cross programs.

Under the guidance of the adult leader, students will want to—

- plan and carry out a project related to classroom study that will build knowledge, judgement, and sensitivity.
- identify youth's role in humanitarian enterprises.
- discuss the meaning and expression of friendship as an important part of life.

The boxes should be carefully checked after packing to make sure that they are filled with *new* and *appropriate items*.

Arrangements should be made for the filled boxes to be sent to the local Red Cross chapter for shipment to their destination.



## CONTENTS FOR FRIENDSHIP BOXES

Each box must contain a variety of *educational, health, and personal or recreational* items. *All of the articles must be new.* Friendship boxes *must not* contain articles that have religious or patriotic connotations, articles that are potentially dangerous (i.e., knives, scissors, or sharp plastics), or edibles or liquids.

Items that may be included are:

### EDUCATIONAL

Two pencils with erasers (unsharpened)  
Pencil sharpener  
Eraser  
Ballpoint pen  
Box of 8 crayons or colored pencils  
Small ruler (6")  
Small pad of paper or notebook

### HEALTH

Toothbrush (child size in a container or wrapped)  
Tooth powder or paste (small can or tube)  
Hand soap (wrapped)  
Small pocket comb  
Pocket-size packet of tissues

### PERSONAL OR RECREATIONAL

|             |               |
|-------------|---------------|
| Yo-yo       | Harmonica     |
| Ball        | Small toy car |
| Jacks       | Balloons      |
| Hair ribbon | Jump rope     |
| Barrette    | Small puzzle  |

*Articles made by youth* that may be included in the friendship boxes are:

Finger puppets, small beanbags, bookmarks, small postcards or photos of the United States presented in an accordian format or in a small pocket container, or postage stamps mounted on colorful index cards with brief descriptions of the stamps.

Do not seal with Scotch tape.  
Close with rubber band only.

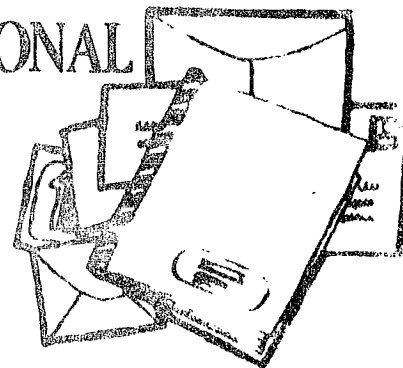
Graphics by:  
Lyn Thompson, Volunteer Graphics Consultant



The International Album Exchange Program provides school and youth groups with an opportunity to communicate with young people in other Red Cross societies. Through the program, young people can present life in their

home, school, community and nation in a graphic manner. The sharing of ideas through artwork, photographs, stamps, crafts, tape recordings, written materials, and other album contents contributes both to greater friendship and better understanding among youth around the world. Likewise, albums prepared by young people from other countries help their counterparts in the United States gain a better insight into their way of life. The International Album Exchange Program can be a fun and creative activity with valuable lessons to be learned on citizenship and culture.

## INTERNATIONAL ALBUM EXCHANGE PROGRAM



### PLANNING AN ALBUM

Well-organized planning by students and adult leaders is most important. Several classes or special interest groups or the school as a whole may wish to participate. The preparation of an album should be a worthwhile educational experience for those involved. Young people should be encouraged to share their best ideas and to use imagination and originality in the development of the album.

The album should reflect a high standard of quality in order to instill a sense of pride in its young creators. The preparation of a good album is a service not only to children and youth in other lands, but also to American Red Cross youth members, who perform a service to themselves through their effort to make American youth better understood in the world today.

The album should never be a scrapbook. Original artwork and other materials should always be used.

The album should be developed around a central and interesting theme. Photographs, artwork, and descriptions of Red Cross, school, and community service programs should be included.

Adult leaders will want to—

- Advise the appointed Youth Services sponsor in the school, the Youth Services chairman, or the director or leader in the local chapter of the group's interest in making an album.
- Assist the students in selecting at least three countries as possible recipients of the album.
- Explore the possibility of a foreign language class preparing an album in the language it is studying.

### PREPARING THE ALBUM

The preferred size for the album is 10 inches by 12 inches, with a weight of 1 to 2 pounds. When wrapped for shipment, the album should not exceed 4 pounds, or 14 inches in its dimensions.

A meaningful and colorful cover should be made from substantial materials but be as lightweight as possible. Following graphic standards, a cover using a red cross and the words "American Red Cross Youth Services" helps to identify the source of the album and adds to its attractiveness. The album should be securely fastened together.



## WHAT SHOULD GO INTO THE ALBUM

Preparation of the album should be a class or group project. Students should first develop a central theme that relates to their school, community, state, or nation. A list of topics should be established to develop the theme. After the class has decided on the nature and content of the album, task groups should be formed so that each student can take part in preparing the album.

Suggestions for contents:

- A friendly message to the boys and girls who will receive the album from the students preparing it—maybe even a snapshot of the group.
- Interesting picture descriptions of local Youth Services activities including health, safety, community service, and international projects.
- Paintings, drawings, stories, songs, poems, and other types of original work done in school by class members.
- Descriptions of favorite books, musical compositions, and art work.
- Descriptions of American customs and holiday celebrations.
- Information about games and sports.
- Photographs, postcards, stamps, coins, and interesting mementos.
- A map of the United States or of a particular city or state.

## SENDING THE ALBUM

When the album is completed, the chapter, school, or group should attach three copies of *International Album Program Youth Services* (Form 5952), which is available from the Red Cross chapter, with the following information filled out:

1. Name and complete address of the school or group.
2. Name of the teacher or leader.
3. Name and complete address of the Red Cross chapter.
4. Preferred destination of the album with two alternate destinations.
5. Average age of the students making the album.
6. If the album is an album in reply, the name and address of the school designated to receive the album.

When completed, the album should be sent to the local Red Cross chapter. The album is then forwarded to the Youth Services office at Red Cross national headquarters where it will then be directed to the Red Cross society in one of the countries of the group's choice. It is hoped that a school in the other country will reply. However, due to different school calendars around the world, the reply may take considerable time. Albums (from other countries) received at the Youth Services office at national headquarters and destined for designated schools or groups will be directed to the appropriate chapter. All unassigned foreign-made albums received at the Youth Services office at national headquarters will be sent to interested chapters.

# Duty to God & Country

The single largest category of chartered organizations for Packs, troops and posts is religious organizations. This is because the Scouting program presents ideals which complement the aims of all religions. The Boy Scouts of America does not define what constitutes belief in God or the practice of religion.

Along with the other responsibilities pledged by Cub Scouts is the Promise:

I Promise  
To do my Best  
To do my Duty to God  
And my Country  
To help other people  
And to obey the Law of the Pack

From its beginning the Scouting movement has encouraged its members to be faithful in the practice of their religions. Learning about their "Duty to God" takes place in their home, church, synagogue, religious school or study groups. Nearly all of the major religious bodies in the United States have programs to recognize Scouts who demonstrate faith, observe their creeds or give service. Most of them have a program for Cub Scouts as well as Boy Scouts. THESE RELIGIOUS EMBLEMS ARE NOT SCOUTING AWARDS. They may not be earned by participation in the Pack or Troop, but are awarded by the religious body giving the training or instruction to the individual boys. The boy works with a religious leader or counselor to complete a program which may take a year or more to complete.

Some religions open their emblem study to all Cub Scouts, others may require achievement of a certain rank or tenure in Scouting before they are eligible to receive the emblem.

As a leader, you may approach each of the parents in your unit and let them know of the availability of this program for their boys. An instructor in a local church, temple or religious study program may take the information provided to the Boy Scouts from the organization of that religious faith, and tailor that program to meet the specific tenets of faith taught at the local religious organization. In some cases, the local diocese, stake, or central religious organization may already have specific teachers designated to administer the Religious Emblem program, and they should be the first ones to contact. In any event, the boy who wishes to study and earn his religious emblem should be encouraged to do so. It will probably involve some additional time and effort on his part.

The biggest reward is, of course, not the medal. The medal is a symbol of the learning and devotion an individual boy has achieved through study for himself and service for others.

Examples of the religious emblems which may be earned by Cub Scouts and where to obtain further information are offered here. For a detailed examination of the Religious Emblems Program, attend the Duty to God & Country class offered at Pow Wow or at the San Diego County Council's Advancement Seminar.

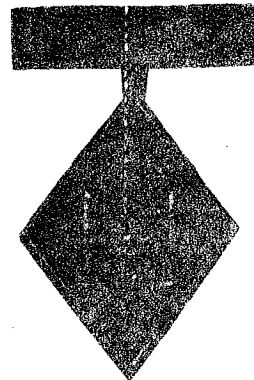
A brief summary of the emblems available to Cub Scouts and where to obtain information follows.

## Aleph

JEWISH

For Cub Scouts or Webelos Scouts who are working on their Bear Rank or Webelos Rank. The boy learns the five books of Torah, describes six Jewish holidays, writes a report on a favorite Bible hero and a report on three great American Jews, in addition to other requirements.

Requirements #3184 available from local Scout Service Center or through the Religious Relationships Service, BSA.

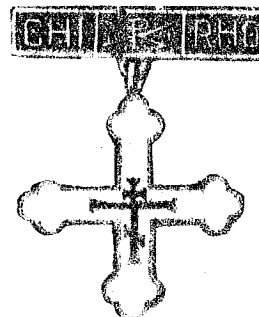


## Chi Rho

EASTERN ORTHODOX

For Cub Scouts and Webelos Scouts. Activities include drawing pictures of a patron saint, writing a prayer to say before bedtime, and describing the touch, and smell of the church. These help the child become more aware of God's presence in his daily life.

Information available through:  
Orthodox Scouting Commission  
1345 Fairfield Woods Road  
Fairfield, CT 06430

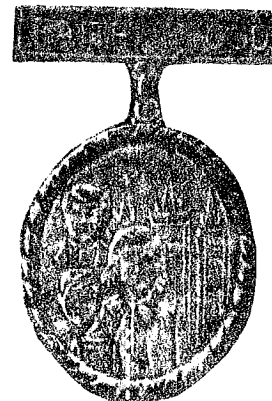


## Faith in God

CHURCH OF JESUS CHRIST  
OF LATTER-DAY SAINTS

For Cub Scouts who have earned Bear Rank or Webelos Scouts who have earned at least five activity badges. Requirements include prayer, Bible stories, genealogical chart, leadership and service.

Information available through:  
Church Distribution Center  
1999 W. 1700 So.  
Salt Lake City, UT 84104



# God & Me

GENERAL PROTESTANT

NEW NEW! This latest addition to the God & Country program is for 6-8 year olds. This would include the Tiger Cubs or Bobcat and Wolves. It encourages children to tell the story of their lives, think about the life and teachings of Jesus, and see how God is present in their lives today. Parents serve in the role of counselor.

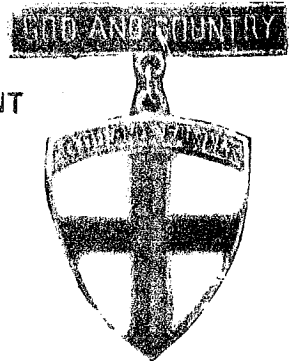
Available from: P.R.A.Y. (#3400 Resource packet) \$2.75  
P.O. Box 6900  
St. Louis, MO 63123

# God & Family

GENERAL PROTESTANT

For 9 & 10 year old youths. Encourages Christian nurturing in the home. Parents and guardians play a vital role as participants.

#3598 Counselor's Packet \$2.50  
#3597 Student's Packet \$2.25  
Available from P.R.A.Y. (See address above)

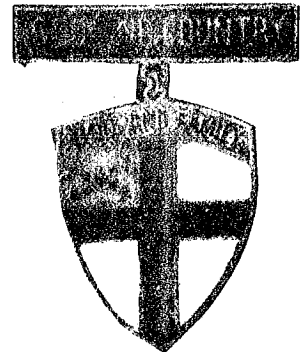


BAPTIST

Similar to God & Family above. Request the special Baptist Supplement to those materials when ordering from P.R.A.Y.

EPISCOPAL

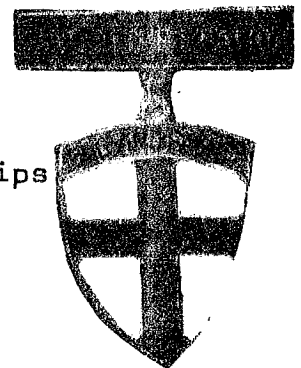
Similar to God & Family above. Specify Episcopal when ordering the materials from P.R.A.Y. The medal differs from the General Protestant religious emblem too. Supplement #3602



LUTHERAN

This religious emblem also differs from the other God & Family emblems above. Requirements cover projects in the child's faith, worship, witness, the church's ministry and service.

#3597 Student's Packet \$2.25  
#3596 Lutheran Counselor's Packet \$2.50  
Available from P.R.A.Y. Further information may be requested from the Dept. of Youth Agency Relationships  
Lutheran Council of the U.S.A.  
360 Park Ave. So.  
New York, NY 10016



# Light of the World

REORGANIZED CHURCH OF  
JESUS CHRIST OF  
LATTER-DAY SAINTS

For boys between 8 and 11. Emphasis is on personal, family and church relationships in activity-centered requirements.

Information available from:  
Reorganized Church of Jesus Christ of Latter-Day  
Saints  
The Auditorium  
Independence, MO 64501

# Metta

BUDDHIST

Earned by Cub Scouts with at least three months of service. Requirements include a visit to a temple, writing two essays on a favorite holiday, learning about the childhood of Buddha and the search for Buddhahood.

Information available from:  
Buddhist Churches of America Nat'l H.Q.  
1710 Octavia St.  
San Francisco, CA 94109

# Parvuli Dei

ROMAN CATHOLIC

The meaning of this emblem is "Little Children of God". Requirements cover God's love as seen in family life; Doing good deeds, helping others; making a booklet about what he has learned about his home parish, church and service.

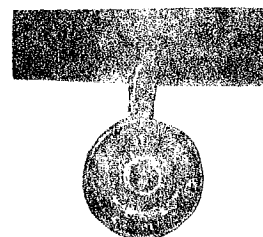
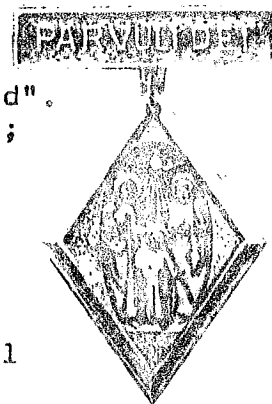
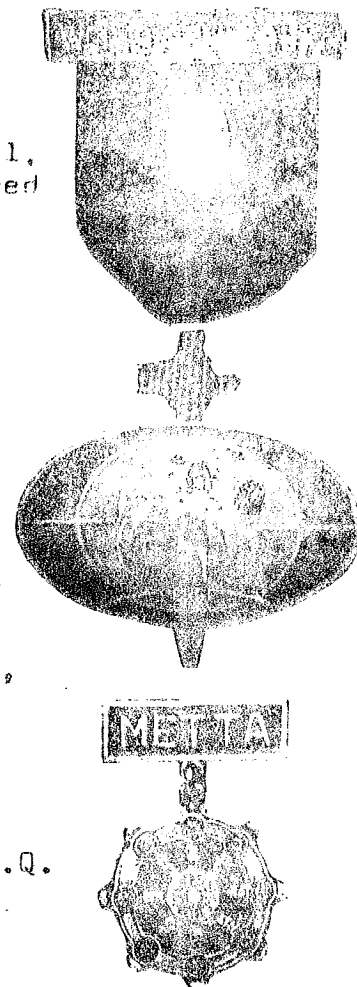
#3086 Student Booklet available from Local Scout Service Center or Religious Relationships, B.S.A. Information on counselors and training from the local Catholic Committee on Scouting.

# Silver Crest

SALVATION ARMY

The Cub Scout should know of the Salvation Army history, doctrine and it's meaning, prayer, Bible reading and service.

Information available from: Salvation Army  
120 W. 14th St.  
New York, NY 10011



# Earn a Patch

## AARDVARKS TO ZEBRAS

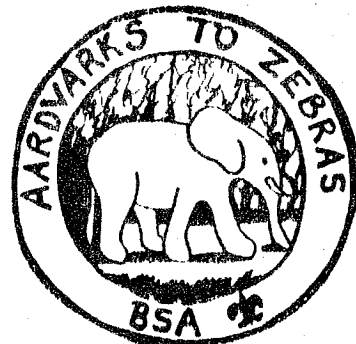
A "behind the scenes" tour of how the San Diego Zoo feeds, houses and gives medical attention to some of the 3,500 animals daily.

Requirements: 2 or 4 hr. guided tour  
Complete questionnaire  
Design a zoo enclosure

Fees: 2 hr. tour is \$4.95  
4 hr. tour is \$7.50  
Patches available at Scout Service Center for \$1.00

Hours: 3:30 p.m. on weekdays (2 hr. tours)  
9 a.m.-5 p.m. weekends (4 hr. tours)

Reservations: Call 231-1515, ask for Special Tours



## REPTILES ON REVIEW

An introductory slide show about reptiles, amphibians, snakebite prevention and a "behind the scenes" tour of the San Diego Zoo's Reptile House.

Requirements: 2 hr. guided tour  
Complete worksheet

Fees: \$4.95  
Patches available at Scout Service Center for \$1.00

Hours: 9 a.m. and 1 p.m. daily

Reservations: Call 231-1515, ask for Special Tours



## BOTANY TO BEAST      NEW! NEW! NEW!

A new program at the Wild Animal Park about the interaction between plants and animals will be, hopefully, available this fall.

Requirements and fees were not completed at this time.

Call 231-1515, ask for Special Tours later in the fall.



The following awards were designed by Sea World to enrich our youth's knowledge of the ocean. Each program features an animal show and a multimedia or puppet show. Certificates are awarded on completion of each program.

Fees: \$1.65 (Oct.-Dec.)  
\$2.20 (Jan.-May)

Patches purchased at Sea World for \$ .75

Hours: Shows begin about 4 p.m.

Reservations: Call 222-6363, Ext. 354

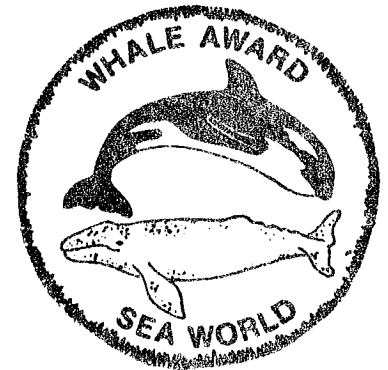
TRAINING AND COMMUNICATION AWARD  
(1st Wednesday)

Requirements: Learn how animals communicate and how we communicate with them in training;  
Sea Lion Show;  
"Communication & Sound in the Sea" multimedia show.



WHALE AWARD  
(2nd Wednesday)

Requirements: Discover the different worlds of baleen whales and toothed whales;  
Killer Whale Show;  
"Baleen Whales" multimedia show; or  
"Gigi, The Gray Whale" puppet show.



ECOLOGY AWARD  
(3rd Wednesday)

Requirements: Investigate the hidden worlds that lie beneath the sea;  
Dolphin Show;  
"Ecology and You" multimedia or  
"If the Predators Went on Strike" puppet show.



FEARSOME SEA LIFE AWARD  
(4th Wednesday)

Requirements: Find out the true nature of the marine animals many people fear;  
Killer Whale Show;  
"Fearsome Sea Life--Fact and Fiction" multimedia show.



## REMOVE A CLEAN SAN DIEGO

This program was designed to not only clean up litter, but recycle that litter as much as possible, beautify the area and help conserve our natural resources in San Diego.

Requirements: Minimum of 4 hours comprised of 3 of these 4 areas:  
Litter clean up  
Recycling  
Beautification  
Conservation

Informational sheets on suggested projects are available at the Scout Service Center.

Plastic clean up bags, stickers, patches are available at the ILACSD office, 1549 El Prado, Suite 1, San Diego. 232-6209. (FREE patches)



## SLOBB

"Stop Littering Our Beaches and Bays" award was created to clean up our bays and beaches.

Requirements: Minimum of 4 hours of clean up.

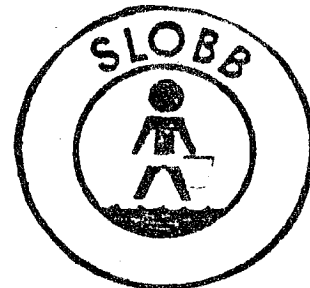
\*Note: Planning, travel and discussion time can be included in the required 4 hours.

Reservations: Call 232-6209, ILACSD office, and give place, date and time you want to do a clean up.

\*Note: Your group will be placed on a map to insure that others will not be scheduled at the same location at the same time.

Plastic clean up bags are available at the ILACSD office, 1549 El Prado, Suite 1, San Diego.

Informational sheets and patches can be picked up at the Scout Service Center. Different colored patches are issued each year. Segments can be earned for each additional 4 hours of service after the patch is earned. (FREE patches)





EL CAMINO REAL HIGH ADVENTURE AWARD

To learn about the "El Camino Real," also known as The King's Highway and The Trail of the Padres as it existed between the 21 Missions built in California.

Requirements: Read and discuss the history of the El Camino Real;  
Visit 2 of the 21 Missions and visit a Museum portraying artifacts of the Mission era;  
Assist in the preparation and eating of a Mission drink and dessert;  
Hike 5 miles along the El Camino Real.



Fees: \$ .85 for patch at Scout Service Center

For more information, pick up an "El Camino Real" Trek Aid #106 at the Scout Service Center.

U.S. MORMON BATTALION TRAIL AWARD

To become better acquainted with the longest march in history of an organized military unit that overcame almost unsurmountable hardship.

Requirements: Read and discuss the history of the Mormon Battalion in the Mexican War;  
Visit a Memorial and Museum of the Mormon Battalion;  
Assist in the preparation and eating of a typical Battalion trail lunch;  
Hike 5 miles along the original Trail of the Mormon Battalion.



Fees: \$ .75 for patch at Scout Service Center

For more information, pick up a "Mormon Battalion Trail" Trek Aid #107 at the Scout Service Center.

\*Note: Names of Missions and Museums, addresses, and phone numbers may be found in the "Field Trip" section.

SOAR

Contribute to the development of a better environment in which to live by helping to "Save Our American Resources--for the Better Life."

Requirements: Packs set up their own criteria for earning this award. Conservation Idea Sheets are available at the Scout Service Center.

Fees: \$1.00 for patch

\*Note: Don't make it too unattainable but yet make it a challenge beyond their own achievements and electives.



WORLD CONSERVATION AWARD

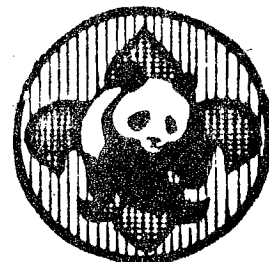
An award designed to encourage Cub Scouts to work on conservation projects through their advancement program.

This award may only be earned once.

Requirements: Participate in a conservation project;  
Complete the following:  
Wolf--Ach. 7, all arrowpoints in 2 of the following  
3 Electives, 13,15,19  
Bear--Ach. 1, all arrowpoints in 2 of the following  
3 Electives, 2,12,19  
Webelos--Forester, Naturalist, and Outdoorsman.

Fees: \$ .59 for patch

Applications available at Scout Service Center



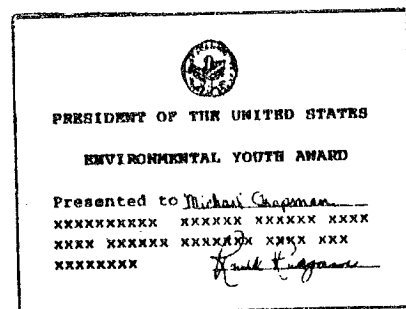
PRESIDENT'S ENVIRONMENTAL YOUTH AWARD

A certificate signed by the United States President is awarded upon completion of projects that help emphasize the importance of preserving and conserving our environment.

Requirements: Pack approves projects and establishes objectives.

For informational folder and application,

Write to: Environmental Protection Agency  
215 Fremont Street,  
San Francisco, Calif. 94105



CALIFORNIA WHALE AWARD

This award was created to encourage our youth to learn more about the California Gray Whale, especially as it migrates south during the winter right off the coast of San Diego.

Requirements: Read a book on whales;  
Visit the whale exhibit  
at the Natural History  
Museum in Balboa Park;  
Visit the Cabrillo Nat'l  
Monument, Point Loma  
and read the whale  
exhibit and sight a  
whale.  
(If whale is not sighted,  
visit Sea World)

Fees: \$1.00 for patch at the Scout Service Center.

\*Note: The informational pamphlet on this award is being "reissued" later this fall. Check with the Scout Service Center.



# Blue and Gold

The Blue and Gold Banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America.

In February, 1984 the theme is "Jungle Tales". Perhaps the theme can be carried out in your decorations for the banquet as well as the planning for the food. Read the story of "Akela and Mowgli" at the beginning of the Wolf Book to understand the idea. Lord Baden-Powell specifically requested permission to use the characters and stories from Rudyard Kipling, author of The Jungle Book for the program for younger boys called "Cub Scouts."

The menu for your "Jungle Tales" Blue and Gold might include such items as:

Crocodile Tears Punch (Add green and yellow food coloring for bright lemonade)

"Velly Blitish" Iced Tea

Tiger Stew

Snake in the Grass Salad

Wolf-Stalking Bread Sticks

"Bearly" Covered Casseroles

"Apes", Pies and Cakes"

You should be able to come up with other suitably punny ideas to jibe with the "Jungle Tales" theme. Use imagination!

Some packs make the dinner a potluck affair with each family bringing a covered dish, and other packs prefer buying the food, having a parents' committee prepare it and prorate the cost among those attending. The feeding plan isn't important, but the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families so that den spirit and family relationships are strengthened. Banquet arrangements must be made and planning done well in advance. This is the secret of a successful Blue & Gold Banquet.

Three important things to remember:

1. Be sure that pack leaders, boys, and parents know that the Blue & Gold Banquet is Cub Scouting's birthday celebration.
2. Begin planning at least three months ahead. (Some packs we know begin even earlier.)
3. KISMIF (Keep It Simple, Make It Fun)
  - a. Involve leaders and parents. Sharing responsibility makes it easier and more fun for everyone.
  - b. Let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum.

## 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 the program 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 that boys might make in den meetings are:

|             |                                 |
|-------------|---------------------------------|
| Centerpiece | Napkin rings                    |
| Nutcups     | Corsages for mothers            |
| Place mats  | Boutonnieres for fathers        |
| Place cards | Favors for brothers and sisters |

Remember that Cub Scouts won't want to spend several den meetings cutting and pasting.

The following items are available or can be ordered from the Scout Service Center or a local Scout distributor, if your pack wishes to purchase them:

|          |   |
|----------|---|
| No. 4596 | Cub Scout Activity Menu Cover (small)                 |
| 4540     | Cub Scout Menu Cover                                  |
| 4022     | Cub Scout Napkins (package of 50)                     |
| 4021     | Cub Scout Place Mats (package of 50)                  |
| 4014     | Cub Scout Place Cards (5 7/8" by 2 5/16")             |
| 4020     | Cub Scout Giant Place Card (4" by 5")                 |
| 4036     | Cub Scout Name Tags (package of 4)                    |
| 4601     | Cub Scout Display Kit (polyethylene)                  |
| 4601A    | Stars and Stripes (polyethylene)                      |
| 4601B    | Big Star (polyethylene)                               |
| 4601C    | Bunting (polyethylene)                                |
| 2723     | Cub Scout Emblem (plastic)                            |
| 4605     | Blue and Gold Plastic Display Pennants (string of 12) |
| 4650     | Cub Scout Insignia Stickers (large)                   |
| 4649     | Cub Scout Insignia Stickers (small)                   |
| 1109     | Cub Scout Desk Flag Set                               |

SEE THE BLUE & GOLD ROOM TODAY AT POW WOW FOR TERRIFIC IDEAS!!!

## PLANNING THE BANQUET

To be successful, the banquet must be well planned in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed below. This general outline will help make your planning easier. Try to involve as many people as possible. Avoid giving den leaders too many additional responsibilities, as they will be busy working with their dens.

### BANQUET COMMITTEE RESPONSIBILITIES

1. Set the date and time of banquet if this has not already been pre-determined. Most packs hold the banquet on the regular pack meeting date.
2. Decide on a meal serving plan.
  - a. Pot Luck - Each family brings a dish to share with either the whole pack or with the den group. Families furnish their own plates, cups, utensils, serving dishes. Food is pooled and served buffet style.
  - b. Food Committee - If the pack has sufficient funds, they may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins, and ask pack families to bring salads, vegetables and desserts. Some packs prorate the cost among those who attend. Some food committees buy all the food and prepare the entire dinner.
  - c. Catered - Either have a caterer bring in the food already prepared, or the pack can go to a restaurant or cafeteria for dinner. In these cases, the food is prepared so there is nothing for the pack to do but decorate the room and tables.
3. Secure an adequate facility several months in advance. The space needed will be determined by the serving arrangement and the type of exhibits used.
  - a. Type of facility
    - (1) School cafeteria
    - (2) Church meeting room
    - (3) Civic centers, town halls
    - (4) Restaurants
  - b. Check on rental fee, if any. This may determine which facility you decide to use.
  - c. Check seating capacity and number of tables available.
  - d. Inquire about kitchen availability, if needed.
  - e. Secure permission to use special items - PA system, speaker's stand, etc.
  - f. Reconfirm reservations at least a month in advance.

## CHECK LIST

The check list below will be useful in making sure you have completed the work needed to run the Blue and Gold banquet.

### ARRANGEMENTS:

- Set date and appoint person to secure place to hold banquet.
- Committee decides whether banquet will be pot-luck or catered.
- Whether pot-luck or catered, determine menu.
- Prepare den leaders and dens to decorate banquet hall or tables.

### IF POT LUCK --

- If planned on den basis, will den leaders or others serve as coordinator?
- Let each den family know how much food to bring and whether it will be the meat, vegetable, bread, etc.
- Who will furnish drinks and desserts? pack? den?
- Be sure to prepare for guests. They will not be asked to bring food!

### IF CATERED --

- Determine cost of dinner. Adults \_\_\_\_\_ Children \_\_\_\_\_
- Will caterer furnish drinks, dinner, dessert, table settings?
- Set date final reservations must be turned in.
- Prepaid? Then reservations must be paid for.

### INVITATIONS --

- Invitation to sponsor head and spouse.
- Invitation to Scouting Coordinator.
- Invitation to Scout Council or District Executive.
- Don't forget the Den Chiefs

### PROGRAM --

- If you have a printed program, who will handle it?
- Person or persons or den responsible for opening ceremony
- Person to give the invocation (Notify in advance)
- Songs? Have a song sheet and song leader.
- Achievement awards ceremony -- who will handle?
- Special awards -- good chance to honor den leaders, den chiefs, etc.
- Special ceremonies -- Webelos? Graduation?
- Closing ceremony -- Who will handle? \_\_\_\_\_

## THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to boys as well as adults. There is no set rule to follow for a Blue and Gold banquet program. It can be like a regular pack meeting with songs, skits, stunts, awards, or you can have something different and special, such as a magician, puppet show, group of singers, or someone special or famous. Some packs use a short slide presentation on Scouting in general or slides of specific pack activities during the past year.

If your banquet is held on the regular pack meeting date, be sure to include an advancement awards ceremony.

Following is a suggested agenda for the banquet program. You'll want to modify it to fit the needs and time frame of your unit.

### Opening Ceremony

Invocation

Dinner

Songs (Use song leader and song sheets so everyone will join in)

Welcome and Introduction of Special Guests

Greeting from Head of Chartered Organization

Bobcat Induction Ceremony

Den Skits and Stunts

Webelos Demonstration

Advancement Awards Ceremony

Den Skits and Stunts

Recognition of Leaders

Announcements and Thanks

Closing Ceremony

This agenda can be adjusted to fit your own particular needs. Try to limit the total program time to no more than 1 1/2 hours.

Keep the program moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.



## 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 meeting 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.

### SAMPLE INVITATION

|  |
|--|
| <p style="text-align: center;">PACK 2<br/>San Diego County Council<br/>Boy Scouts of America<br/>requests the honour of your presence<br/>at their annual<br/>BLUE AND GOLD BANQUET<br/>Friday, February 19, 1982</p> <p style="text-align: center;">Community Town Hall<br/>141 West Main Street</p> <p style="text-align: center;">6:30 p.m.</p> <p style="text-align: center;">Come see some <u>Exciting Events of Scouting</u><br/>R.S.V.P. please</p> |
|--|

Special guests invited to the banquet might include the following:

- District Scout Executive and family
- Unit Commissioner
- Church Minister or Rabbi (where banquet is held)
- Scoutmaster of nearby troop
- P.T.A. President and spouse
- Former Cubmaster and spouse
- Pack alumni
- School Principal

If there is no head table, or if there are too many special guests to all be seated at the head table, 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 they are, so they can make sure to have the necessary table decorations, place cards, food, etc.

## BANQUET GAMES

### Icebreaker

Provide each person with a copy of the following list, with instructions to find someone in the room who answers each of the descriptions. That person signs on the proper line.

Someone who wears a size 10 1/2 shoe \_\_\_\_\_  
Someone with your same color eyes \_\_\_\_\_  
Someone who was born in December \_\_\_\_\_  
Someone wearing brown socks \_\_\_\_\_  
Someone who has been to Mataguay \_\_\_\_\_  
Someone who has been to Philmont \_\_\_\_\_  
Someone with a pre-school age child \_\_\_\_\_  
Someone who was a Cub Scout as a boy \_\_\_\_\_

### Guess What Game

With a marking pen, print a letter of the alphabet on each of 26 cards. On the back of each card write a question whose answer begins with the letter printed on the other side. Hold up cards, one by one, so audience can see; then ask the question. They will have great fun guessing the answers.

- A - Name of an important Cub Scout leader (Akela)
- B - What Cub Scouts want to be when they are older (Boy Scouts)
- C - Name of leader of the pack (Cubmaster)
- D - An elected officer of the den (Denner)
- E - Ten of these earn an arrow point (Elective)
- F - Something Cub Scouts learn to respect (Flag or Family)
- G - Name of a Wolf elective (Gardening)
- H - Something Boy Scouts do a lot (Hike)
- I - We use this to write with (Ink)
- J - We like to see how high or far 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 singing (Music)
- N - These can be saved for recycling (Newspapers)
- O - A Webelos activity badge (Outdoorsman)
- P - Something fun to make out of paper bags (Puppet)
- Q - What everyone is when the Cub Scout sign is given (Quiet)
- R - Part of Cub Scout physical fitness (Run or Race)
- S - A kind of arrow point (Silver)
- T - A Webelos activity badge (Traveler)
- U - What we wear to show we're in Cub Scouting (Uniform)
- V - What we like to do in the summer (Vacation)
- W - What a 10-year old Cub Scout is called (Webelos Scout)
- X - A musical instrument (Xylophone)
- Y - Another name for a den cheer (Yell)
- Z - A place where a lot of animals live (Zoo)

Cub Scout Intelligence Test

Hand out copies of the following test to the people attending the banquet. If their answers are correct, they will find an appropriate message.

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

1 2 3 4 5      6 7 8 9 10 11 12 13

14 15 16      17 18 19 20 21 22 23 24

## TIPS FOR DEN LEADERS

- Always try out the craft before you try to teach it. You may find a flaw in the instructions, an easier way to do it or a slight variation that you might like better. This will help you to know if you need any additional tools or materials, and it will help you to know how much space is needed and the total amount of materials needed.

Safety - Many painting supplies are combustible. Stay away from open flames. Use spray paint in a well-ventilated area. Fumes are dangerous.

Raw Wood - Never paint or varnish raw wood. Give it one or two coats of thin shellac or wood sealer first.

Painting Plaster - When painting objects made of plaster, first seal with a clear plastic spray, or equal parts of white glue and water. Plaster is absorbent and tempera will soak in unless it is sealed first.

Using Sandpaper - Make a sander by cutting a piece of 2 x 2 about 3" to 4" long; wrap a piece of sandpaper around it and secure overlapper edges with thumbtacks.

Stuffing for Puppets - Lint from automatic dryers makes good, clean stuffing for puppets, or stuff with plastic laundry bags or worn out nylon stockings.

Cracked Marbles - Heat marbles in 375° oven. Remove and pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.

Coloring Sawdust - Use water-base paints when coloring sawdust. It gives you better colors.

Rubber Molds - Dip rubber plaster molds in liquid detergent before removing the plaster casts from inside. The molds will peel off easily without breaking plaster.

Sand Painting - Use shellac when sand painting on glass. This will protect your painting.

Indian Necklaces - Save cantelope seeds and pumpkin seeds. String them together with colored beads in between to make Indian necklaces.

Felt Tip Decorations - When using felt tip markers to decorate plastic bottles, first sandpaper plastic lightly, then spray with hair spray to "fix" design.

Bonding Plastic - To bond clear plastic to cardboard, first sandpaper lightly, then press plastic on with a moderately warm iron, using circular motions.

Coloring Rice, Beans or Macaroni - Use alcohol in place of water with vegetable coloring. The alcohol is cheap and evaporates quickly so you won't have a sticky, starchy mess. Place macaroni or rice on either wax paper or paper towel to dry. Use for mosaics or plaques.

## THE JOYS OF DEN WOOD CRAFT

The instructions for the wood projects in this section are intended for den leaders who have had little experience with wood, few tools and a little help from the den dad. Keep in mind that scrap lumber can be obtained from the lumberyard, which will help cut down on your expense.

Make rules and enforce them. Here are some suggestions:

1. No one opens paint or stain until he can name the solvent in which he will clean the brush, and has available a supply of the solvent.
2. All solvents are poured outdoors under den leader's supervision. Never use flammable solvents in the garage!
3. All sawdust and sand dust are swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided for you. If you need something you don't have, ask the den leader. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

### Tips for Den Mothers

1. Don't let the boys see any material or tools you don't want them to use.
2. Have the scrap wood handy. The scraps should be free of knots - these can sometimes be dangerous.
3. Have a sample of the craft already made and in view. Have the measurements written down - also step-by-step instructions if you need them.
4. Ask the den dad what type of sandpaper would be most suitable for a particular project, or what type nails, or length brads.

### Safety Rules for Tools

Use each tool for the job it was intended and the way it was intended to be used.

Most accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from cutting edges of tools; secure or clamp down the wood on which you are working.

Be patient and never use force. Don't work with tools when you are tired - you need to be alert.

Don't wear loose clothing or jewelry which can get caught in moving parts.

Never use electrical tools in damp or wet locations.

If extension cords are used, be sure they are heavy-duty. Don't use the type extension cords which are used for small appliances.

Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.

Keep tools sharp, clean and oiled.

See Wolf Achievement #5 for description and use of tools. See Bear Achievement #2 for more information on woodworking. See Crafts for Cub Scouts book for information on tools and woodworking.

## THE HECTOGRAPH-A HOMEMADE DUPLICATOR

Many a Cub pack has pondered the problem of printing announcements, forms, news. The hectograph duplicating method is a satisfactory, inexpensive and easy-to-prepare method. The idea is so old, it is new to many people.

### Materials Needed

2 boxes Knox clear gelatin (2 oz)      (1 lb. pkg. of hectograph filler compound is available commercially, Directions on package.)  
1 pint Glycerine  
1 1/2 cups cold water  
A shallow, oblong metal baking pan (approx. 9 1/2" x 13 1/2")  
Hectograph carbon paper

Preparation - Heat glycerine in a double boiler. Dissolve gelatin in cold water. Pour hot glycerine on gelatin and stir well to dissolve all particles. Pour into the shallow pan and skim off the foam by drawing a piece of cardboard across the pan from end to end. Place in a cool, level place till gelatin sets.

Preparing the Master - Hectograph or duplicator carbon paper is available at most office supply stores. It is best to place the hecto carbon between two sheets of paper so you can read your typing or writing on the top sheet. The carbon copy must be readable. Corrections can be made on the carbon by carefully scraping off and re-typing.

Transfer Master to Gelatin - Wipe the gelatin surface gently with a moist cloth or sponge, until it feels smooth and slick. Don't get it too wet. Use cool water. Place the carbon copy face down on the moistened surface and lightly smooth it on the gelatin with your fingertips. After a couple of minutes, remove the carbon and destroy it. The gelatin plate is ready for printing. The lettering on the gelatin will be reversed.

Printing - For best results, use glazed duplicator paper. Simply place a sheet of paper on the gelatin plate, smooth it with the tips of your fingers lightly, so that an impression is made. Be careful not to rub too hard. Remove the paper. Thirty or more legible copies are obtained from one master.

Storage - To store the gelatin plate, moisten the surface slightly and cover the pan with foil. The ink will soak down into the gelatin. By the next day, although the gelatin is discolored, the top surface will be clean and ready to apply a new master. To store for a longer period of time, keep it covered in a cool location. The plate will last indefinitely and can be re-used many times. If gelatin should crack or get rough, it can be reheated right in the pan in a warm oven. It will melt and the smooth surface will return when it cools and sets up again.

Tips - The printing surface can be erased by lightly rubbing the gelatin with a moist, clean rag. Be careful you don't rub too hard.

- Hectograph pencils and inks are also available for those who do not wish to use the carbon paper. These are good for drawings and patterns.

- It is best for adults to make the gelatin plate. Cubs can do the printing with guidance.

## INSTRUCTIONS FOR PAPER MACHE'

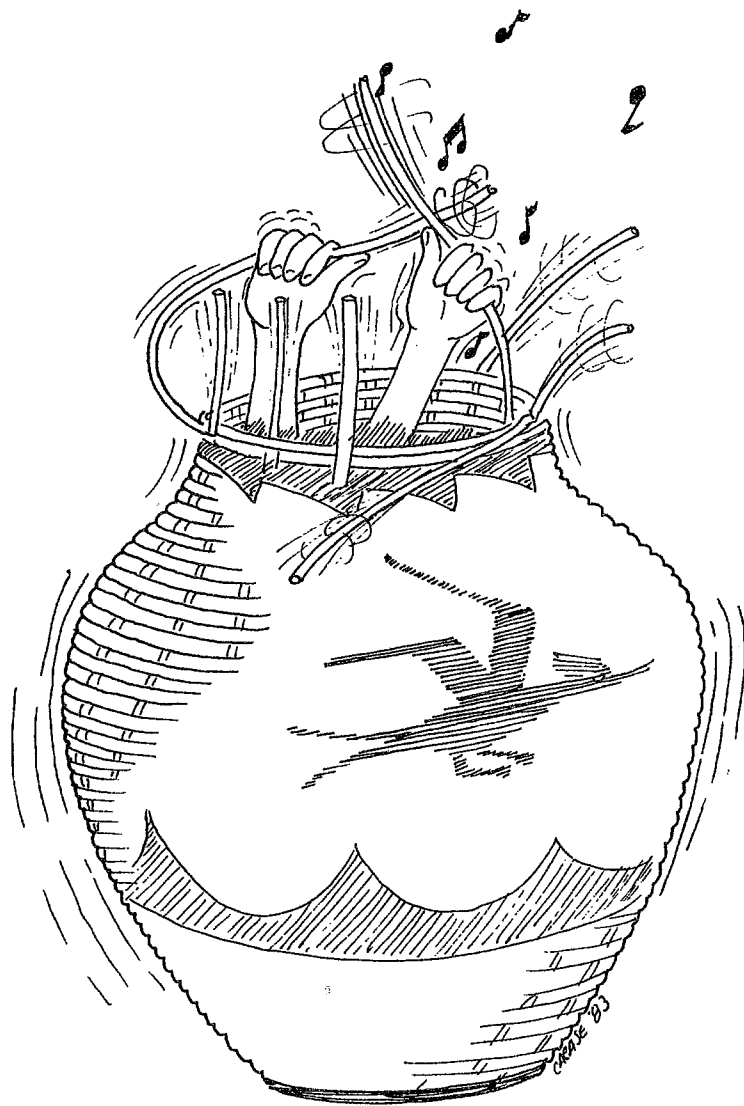
Boys love the messiness of paper mache and the finished product, so don't be afraid to tackle it. Spread around plenty of newspapers, and protect the boys' uniforms with dad's old shirts.

INSTANT PAPER MACHE. Follow instructions on package for mixing. Dip your fingers in water and smooth as you go along.

- Do's**
1. Experiment a little before you work the boys so that you have the right consistency in mind.
  2. Use instant paper mache when making things where slightly heavy or uneven look doesn't matter.. such as banks, centerpieces, props, large flowers, etc.
  3. It's quicker than the strip method.
  4. Don't be afraid to use it. It's very easy.
- Don't**
1. Make up more than you need at one time. It will keep for a day or so in the refrigerator, but by next week's meeting, it will be too lumpy to work out well.
  2. Use it if you want a smooth finish.. or make the base instant and top layers in strip paper mache.
  3. Let the boys put it on too thick. It uses up too much and will take too long to dry. Press out evenly with fingers.

STRIP PAPER MACHE. You will need 4 to 6 layers for small items ... up to 11 or 12 for larger items.

- Do's**
1. Plan your project to last several den meetings. You can only put on one layer at a time. It should dry between layers.
  2. Make one layer crossways and the next one lengthways to help strengthen it.
  3. Keep the strips fairly narrow (1 to 1 1/2") so you can work around curves easily.
  4. Make one layer of plain newsprint and the next layer from colored comic pages. This helps you keep track of the layers.
  5. If you're working on something small, use small pieces of paper rather than strips.
  6. Always tear the strips or pieces. Cut paper doesn't blend well, and the edges will show.



**MOLDS . . .**  
**QUICKIE and**  
**THEME CRAFTS**  
**TIE SLIDS**

**CRAFTS**



## CRAFTS

Making something from nothing challenges a boy's resourcefulness. Ask parents to provide scrap materials. A boy learns to do the best he can with what he has. As he learns to clean up and put away tools, he learns to take responsibility.

The purpose and plan for crafts in Cub Scouting is to train boys to use their hands, improve manual dexterity, self-expression, imagination and creativity. Crafts are used to enhance the theme of the month in den activities, and to provide opportunities for a boy to complete achievement requirements which lead to advancement in rank.

Crafts are only one phase of Cub Scouting. Be sure that they don't take more than their share of his time. Avoid those deadly "keep-em-busy" projects.

Scout crafts accomplish their purpose when they are started in the den meeting and completed at home with the help of parents, when feasible. They should be displayed for all to see at the monthly pack meeting. Projects should result from the natural interest and desires of the boys. Good themes provide opportunities for many kinds of craft activities, but...crafts with a purpose!!

Remember:

Have all materials ready before the den meeting. Include instructions or patterns and how to use them. Be sure to have extra supplies on hand.

Make the craft first so the boys can see how it is made.

Show the boys how to cut material, put it together and finish it with sandpaper, polish, paint, wax, etc. Encourage help from Cub Parents.

Be careful not to over-praise, criticize or compare crafts.

Make the crafts useful and, if possible, relate to the month's theme.

Refer often to the two Cub Scout Handbooks for excellent craft ideas (because these will give your boys credit toward their advancement.)

Display the crafts at the Pack Meeting.

Don't forget, a craft is not needed at every den meeting.

Finally, make the craft project fun for the boys. "Keep it simple - make it fun."

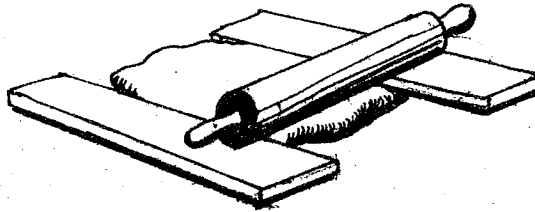
K-I-S-M-I-F

Eileen Sampson  
Crafts Chairman

# MOLDS

## PLASTER CASTING

Few Den Leaders complete their term of office without having had some experience in pouring plaster. For many, this technique is used frequently. Plaster is especially suitable for neckerchief slides, but can be used for numerous craft and gift items.



### OBTAINING A DESIGN:

Roll playdough between (2) boards to obtain uniform thickness. Lay cardboard pattern on the playdough; cut around the pattern with a knife; lift off excess playdough and smooth edges of design.

Carve a design from Ivory soap or soft wood.

Use an existing plaster piece, tie slide, or design.

No cost molds can be made from ordinary items found around the house: aerosol can caps, candy trays, cookie trays, styrofoam meat trays and egg cartons, plastic spoons, margarine tubs, bottle caps, small toys, plastic and rubber candy molds. Molds may be obtained from most arts and crafts or hobby stores.

### MAKING A RUBBER MOLD:

When making a rubber mold, use a liquid rubber called MOLD-IT, available in most arts and crafts or hobby stores.

Lay the design on a flat surface and coat generously with vegetable oil or Pam Non-stick spray. (Styrofoam meat trays or aluminum covered cardboard will also work.) Make sure slit is cut in meat tray or cardboard if using plaster tie slide.

Using a cotton swab or popsicle stick, dab on a generous coat of MOLD-IT, making sure all the details are filled in and there are no air bubbles. Let dry and MOLD-IT will turn a tan color when dry. Dab on a second coating, making sure to spread it out so there will be about  $\frac{1}{2}$ " overlapping design. Again, make sure all the air bubbles are out. Put on a square of thin gauze over this layer followed by a third layer of liquid rubber. Let dry. A fourth layer could be added if any light spots show. It usually takes several hours or overnight for the MOLD-IT to completely dry.

### TYPES OF PLASTER:

Plaster of Paris may be used, but Hydrocal from a lumber yard is less expensive and stronger. Dental or orthopedic plaster is the best quality available, but unless you have a very personal resource, the cost may be prohibitive.

## PREPARING THE MOLD:

It is helpful to prepare the (plastic) mold by wiping it lightly with a coat of vegetable oil or Pam. Another method is to rinse the mold with a weak solution of liquid detergent and water.

You will find that after a rubber mold has had plaster in it, you will want to soak it in water and work with a small brush or your finger to get all the old plaster off. WARNING: An excess of any of these may cause defects in the plaster cast.

## MIXING PLASTER:

Fill the mold with water, then pour that water into a disposable container such as a paper cup, small aluminum pan or cut-off bleach bottle. Add enough plaster to water until it reaches the consistency of heavy cream when stirred gently with a popsicle stick. Do not mix more plaster than will be used, for it will harden quickly and cannot be thinned.

## POURING PLASTER:

Pour plaster into mold. Tap or bounce mold against a table so that air bubbles will rise to the surface. If a hanger is desired, place a pop-top ring, paper clip, bent wire or hairpin at an angle near the top of the plaster piece. If a neckerchief slide ring is desired, place a slightly bent pop-top ring in the center. Allow the mixture to stand until hard. When the casting feels hard to the touch, it may be carefully removed from the mold. Allow it to dry completely (several hours for a small object, several days for a large one) before painting. Sand any rough edges after plaster is hard.

## HARDENING PROCESS:

To speed up drying of plaster casting, add a few grains of table salt to dry plaster before mixing. (There is also a commercial product for speeding up drying.)

## CLEAN UP:

Never wash leftover plaster down a drain!! If using an old bleach bottle or plastic bowl, allow the plaster to dry, then crack it out and throw it away.

## PAINTING PLASTER:

Since plaster is porous, many kinds of paint will soak into it. It is a good idea to seal the plaster with a spray sealer, spray plastic, gesso or latex wall paint. When the sealer is dry, any type of paint may be used. Enamel and lacquer will leave a glossy finish. When working with the boys, water base paints work best. Clear acrylic spray will give luster to a dull finish.

-Mary Closson

(Thanks to Heart of America Council - Philmont 1981)

For finding **WHAT** craft material, **HOW** to use and **WHERE** to obtain it, this section is dedicated to generations of Den Leaders who have given days and hours to the pursuit of SCROUNGE.

# MISCELLANEOUS

## WHAT HOW WHERE

**MACARONI PRODUCTS** Texture on decorations. Grocery stores. (Try for free outdated supplies)

**STYROFOAM MATERIALS** Decorations, models. Hobby shops, dime stores packing materials.

**HINT:** Tacky white glue is best for gluing. Don't use oil-base paints as they will dissolve styrofoam. Add liquid detergent to make paint spread better over surface.

**FOAM MEAT TRAYS** Cut into small forms, ornaments, etc. Meat market

**HINT:** Pre-coat with white glue and let dry before painting.

**PLASTIC BOTTLES** Helmets, games, baskets, bird feeders, etc. Scrounge

**HINT:** Glue with clear silicone. Paint with high-gloss enamel. Tacky white glue will hold on ornaments.

**MAGAZINES**  
(Reader's Digest, etc.) Folded page projects for centerpieces & decorations. Scrounge

**OLD SHEETS** Costumes, scenery. Scrounge

**FELT SCRAPS** Costumes, puppets, decorations. Ask parents to scrounge from fabric stores.

**HINT:** Boys can glue felt. No need to sew.

**SOCKS** Puppets, Poputs (See Den Chief Den Book) soft balls. Save or buy cheapies (No Mate? Save it!)

**STRING, CORD, LACE, YARN or ROPE** Weaving, macrame, plaiting, Knot-tying. Hobby shops, hardware stores, scrounge.

**HINT:** Use large diagrams to teach boys and use larger cord so that they can see. Let them watch over your shoulder so they observe it just like it will look to them as they do it.

# MISCELLANEOUS (cont'd)

| WHAT              | HOW  | WHERE  |
|-------------------|--|--|
| BAMBOO            | Fishing poles, games and crafts            | Park Division, City Park Dept.                 |
| BOWLING PINS      | Make figures                               | Some bowling alleys                            |
| CERAMIC TILE      | Gifts, trivets, awards                     | Tile dealers                                   |
| COFFEE CANS       | Buddy burners, crafts, Storage (with lids) | School cafeterias, restaurants, Navy           |
| CIGAR BOXES       | 1st aid kits, den supply boxes             | Tobacco stores, smoking acquaintances          |
| CORK              | Bulletin boards, games, coasters           | Gasket manufacturers                           |
| FILM CANISTERS    | Tie slides, games                          | Deans & Fotomat                                |
| LACE & RICK-RACK  | Gifts, puppets                             | Thrift stores, yardage stores (bags of scraps) |
| LEATHER           | Gifts, tie slides, Indian crafts           | Leather companies, upholsterers                |
| MIRRORS           | Gifts, periscopes                          | Thrift stores                                  |
| PLASTIC PILL CUPS | Glue cups, crafts                          | Hospitals                                      |
| PLEXIGLASS        | Ornaments, crafts, gifts                   | Plastics companies                             |
| SAND              | Sandpainting, sandcasting                  | Beaches, cement contractors                    |
| SHEEPSKIN FUR     | Pouches, crafts                            | Auto upholstery company                        |
| VOTER BOOTHS      | Circus midway, games, puppet stage         | Registrar of Voters                            |

# WOOD

## WHAT

## HOW

## WHERE

PLYWOOD

Wood crafts

Construction sites,  
Lumberyards, carpenter  
shops.

HINT: Test wood with coping or jig saw before letting Cubs try -- it may be crummy wood and not cut well.

HARDBOARD  
(Masonite)

Wood crafts.

Lumber stores

HINT: Quite cheap. Use untempered hardboard.

BOX WOOD  
(Wooden produce boxes)

Wood crafts.

In back of grocery  
stores & restaurants.

SAWDUST

Sawdust clay, see Craft Book  
for recipes.

Carpentry shops,  
Construction sites.

CLOTHESPINS

Tie racks, clips for notes  
or whatever, decorations.

The old-fashioned  
1-piece kind is at  
Woolworths.

HINT: Check the Wolf Book under Parties for ideas.

POPSICLE STICKS

Craftstick projects,  
weaving loom.

Hobby shops, Scout  
suppliers.

# MODELING

## WHAT

## HOW

## WHERE

PLASTER OF PARIS  
(Casting plaster)

Neckerchief slides, plaques.

Hobby shops, hardware  
stores, paint stores.

HINT: Dental plaster or Hydrocal is a good grade of plaster, tho' expensive unless you have a free source.

CLAY

Sculpture, molds,  
modeling.

NON-DRYING: Dime stores, hobby shops  
DRYING: Hobby shops, art stores

HOMEMADE CLAYS

Same as above.

Recipes in Craft Book.

PAPIER MACHE

Masks, Pinatas, sculpture,  
costumes, games, etc.

Newspaper & Glue

# STICK-UM-UP      GOO

## WHAT              HOW              WHERE

SCHOOL PASTE

Pasting paper only.  
Mixed w/water for papiere mache.

Any dime store, discount house or stationery store.

HINT: Cheap. Doesn't always hold tight when dry.

WHITE GLUE  
(Glutite, Elmer's, Will-Hold, etc.)

Paper, wood, cardboard, ceramic, just about everything. Diluted makes a good undercoat.

Any dime store, discount house, hobby shop.

HINT: Buy in large quantities to get a cheaper price. Elmer's glue will wash out of Cub uniforms. Cover water color or tempera paint with a coat of white glue to water-proof.

TACKY WHITE GLUE

Same as above, especially for foam & styrofoam.

Hobby Shops, Art Supply Dealers

HINT: Costs more, but worth it for styrofoam & foam. A little goes a long way. Use it to glue decorations on plastic bottles.

RUBBER CEMENT

Paper. Rubber or plastic to wood.

Hardware stores, dime stores, stationery stores.

HINT: Scotch contact cement has anti-sniff ingredient, but is still toxic. Will bond plastic if clamped together for 15 minutes. Remember to coat each surface to be glued. Let dry to sticky stage (almost instantly) & mash both sticky sides together for a good bond.

CLEAR SILICONE  
(GE bathroom or aquarium sealer)

Use with plastic bottles.

Hardware stores.  
Pet supply stores.

WHEAT PASTE  
(Wallpaper paste)

Papiere Mache

Hobby shops,  
Paint stores

HINT: Mix to pea soup consistency. Be sure your brand does not have poison in it (for mice). See Papiere Mache Tips in this section.

LIQUID STARCH

Papiere Mache  
Extender for tempera paint - starch painting.

Grocery store.

# **PAIN T WHAT**

# **HOW**

# **WHERE**

**SHELLAC**

To make waterproof.  
Will darken color.

Paint stores.

**HINT:** Clean brush with shellac cleaner or alcohol.

**VARNISH**

To waterproof, with or without color. Paint stores.

**HINT:** Clean brushes with turpentine.

**ENAMEL**

To waterproof & color. Paint stores.

**HINT:** Oilbase clean with turpentine; waterbase with soapy water.

**DOPE**

Color small areas & objects Hobby shops

**HINT:** Clean brushes with dope thinner.

**LACQUER**

To waterproof & color Paint stores.

**HINT:** Clean brushes with lacquer thinner.

**FELT PENS**

Marking, Lettering, coloring Art stores, discount houses, stationery stores.

**HINT:** Sandpaper plastic milk bottles before coloring with felt pens. Coat plastic meat trays with diluted white glue & then the color will adhere. Water color pens won't soak through paper, but will run if wet.

**SPRAY PAINT**

Covering large areas quickly. Paint stores, discount houses, dime stores.

**HINT:** Build a paint stall using a large box. Shake can well. If weather is cold, paint may not dry very fast.

**POSTER PAINT**

To color. Dime stores, art store, hobby or paint stores.

**HINT:** Use powdered poster paints: more economical. 3 parts paint to 1 part water. Use a saucer for mixing special colors. Add white for tinting. Mix a little detergent with poster paint to adhere to metal, glass, aluminum foil or plastic. A second coat will be needed less.



# WHAT

# HOW

# WHERE

## POSTER PAINT (cont'd)

**HINT:** Place jars in muffin tins so they won't be knocked over. An old shirt buttoned down the back will protect clothes. Store mixed paints in baby food jars with an empty pop bottle carton for easy access to meetings. One brush to each color to keep colors bright. Add dry poster paint to plaster of Paris before adding to water. Add dry poster paint to liquid starch instead of water to make it go farther covering large areas. When you finish painting, apply a coat of spar varnish (spray) to protect and waterproof paints & material. Use an empty Windex bottle to spray paint colors.

# PAPER

## WHAT

## HOW

## WHERE

NEWSPAPER

Papier Mache

**HINT:** See instructions in this section.

NEWSPRINT ROLLS

Scenery, charts, ceremonies.

Local newspaper office

**HINT:** 2-rolls per Den limit. Allow 2 day's notice.

CONSTRUCTION PAPER

Paper crafts

Dime stores, art stores.

**HINT:** Use seldom, and keep it above the kindergarten level.

SHELF PAPER

Charts, roller TV or movies, Blue & Gold table runners, starch painting (be sure to use glazed kind of paper).

Dime stores, grocery & drug stores.

CREPE PAPER

Flowers, decorations, costumes.

Party stores, hobby & dime stores.

**HINT:** Keep it away from water as it tends to run & stain.

PAPER BAGS

Masks, Pinatas, costumes, puppets, strong papier mache, litter bags.

Scrounge.

WALLPAPER

Covering cartons, books, boxes, etc.

Discarded sample books from salesrooms.

# PAPER (cont'd)

## WHAT HOW

COMPUTER KEYPUNCH CARDS Christmas decorations, made into tubes to form log cabins, forts, walls, wells, etc.

CORRUGATED CARDBOARD Scenery, themecraft, games, game chests.

HINT: To waterproof cardboard, press with warm iron & rub with old candles or parafin. Kentucky Colonel may let you have the box & lid the chicken comes in raw. It's a very sturdy waxed box with handles when you wash it out.

POSTERBOARD Posters, decorations, scenery.

HINT: There are two weights (& more) of poster board. The lightweight is easier to cut, but may need stiffening, so consider your use before purchase.

BLUEPRINT PAPER Leaf prints

BOXES Storage, games

## WHERE

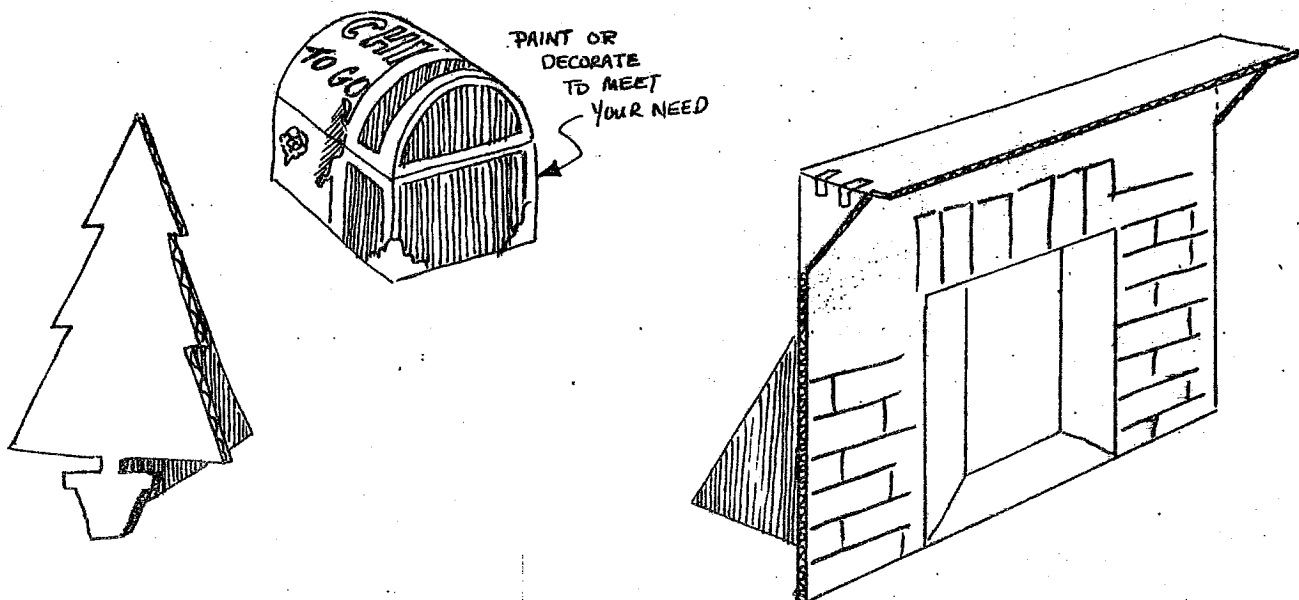
Banks or others who work with computers.

Grocery stores, trash cans, appliance stores, Scrounge.

Hobby shops, art, dime & drug stores.

Blueprint companies

Grocery stores, appliance stores



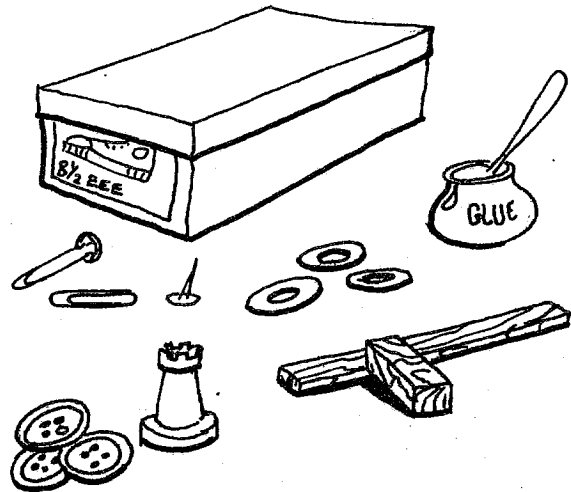
ABC'S OF SCRAPCRAFT - THINGS TO SAVE AT HOME

- A - Aluminum pie plates & t.v. trays, Acorns
- B - Boxes (all sizes), baby food jars, buttons, bleach bottles
- C - Cardboard cartons & pieces, Candle stubs, Crayon pieces, Cheese boxes, Cellophane, Carpet scraps, Cat food cans, old Clock parts
- D - Dye tablets (from Easter egg kits), Doo-Dads (Parts to forgotten stuff)
- E - Egg cartons, Eggshells (whole or crushed), Excelsior
- F - Fabric scraps, Foam rubber scraps, Feathers
- G - Gallon jugs, Glass jars and bottles, Grocery sacks
- H - Hangers
- I - Innertubes, Ice cream (3-gallon) cartons
- J - Jewelry parts, old Jewelry, Jello boxes
- K - Koolaid cans & lids, Key punch cards
- L - Light bulbs (burnt out), "L'eggs" containers, Lumber scraps
- M - Milk cartons, Magazines, Marbles
- N - Newspapers, Nails, Nylon stockings
- O - Orange juice cans
- P - Potato chip cans, Popsicle sticks, Pop-top rings and cans, Pop bottles & caps, Plastic bags, Plastic containers, Pinecones, Plain & colored Paper
- Q - Quilted fabric scraps & Quilted plastic bubble packaging
- R - Ribbon, Records, Rubber bands
- S - Seeds, Spools, Sea Shells, Springs, old Socks, Styrofoam packing (large or tiny pieces)
- T - Tin cans, old Toy parts, Tuna cans, Telephone wire
- U - Underwear elastic, Used soap or soap flakes
- V - Vinyl upholstery scraps
- W - Wire, Walnut shells, Wood scraps of all kinds
- X - x-tra stuff in den-size quantities
- Y - Yarn
- Z - Zillions of little things you think you might save for "genius kits"

# SCULPTURE FROM JUNK

## MATERIALS:

Shallow box - shoe box size or larger  
White Glue  
Junk - washers, wood scraps, odd pieces of toys & games, yarn, string, small bells, small plastic animals, buttons, etc.



## DIRECTIONS:

Have the boys pick several things from the junk box. Arrange them in their shallow box in any way they like. Try lots of different ways and pieces. As they decide, have them begin gluing the pieces in their box. They will be amazed at the sculptures they can create.  
Time: 1 meeting.

# RUBBER BAND BALL

## MATERIALS:

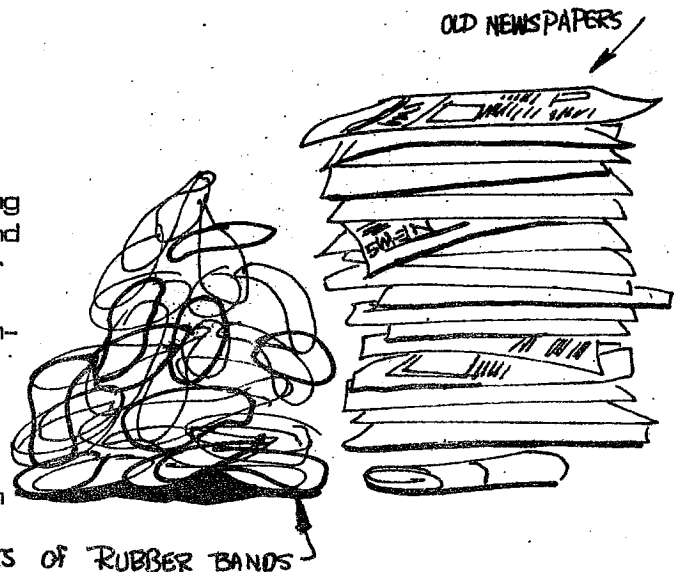
Lots and lots of rubber bands  
Newspaper

## DIRECTIONS:

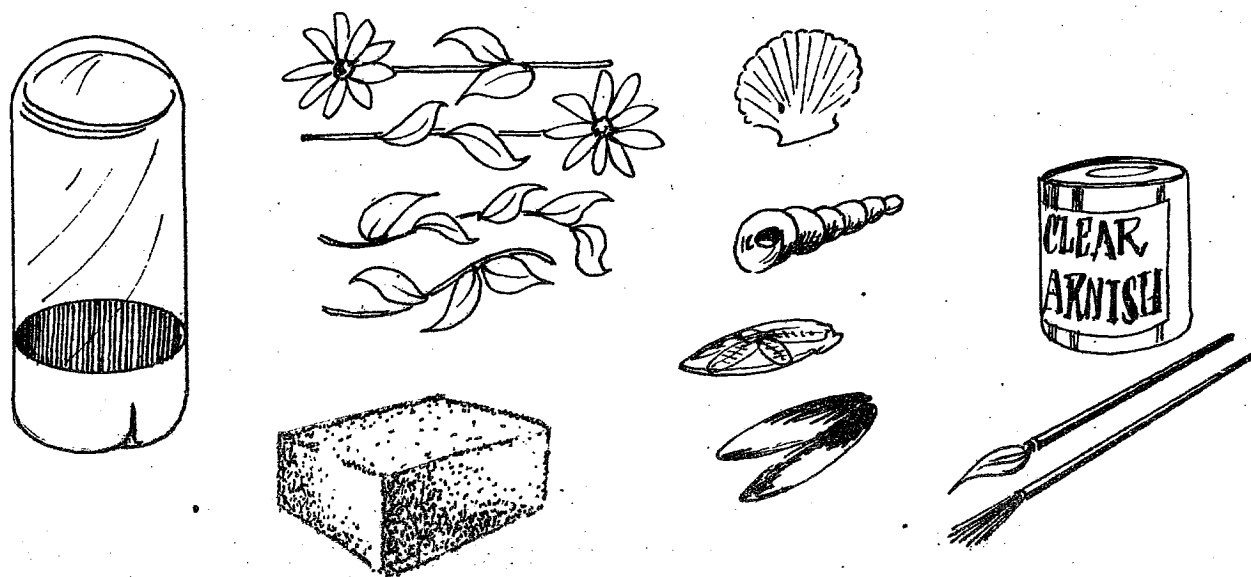
All you need to make this high-bouncing ball is a lot of small rubber bands and some newspaper. Crumple the newspaper into the tightest ball you can. Wrap rubber bands around it until it is completely covered. Keep adding rubber bands until it is round and tight and bounces high.

Time: 1 hour to start. This can be a continuing project for more than one meeting.

Wolf Achievement 10



# ARTIFICIAL & SHELL FLOWERS



## MATERIALS:

- One Display Dome
- Styrofoam
- Artificial flowers and leaves
- Shells
- Clear Varnish or Hydrocal Spray
- Hot glue gun

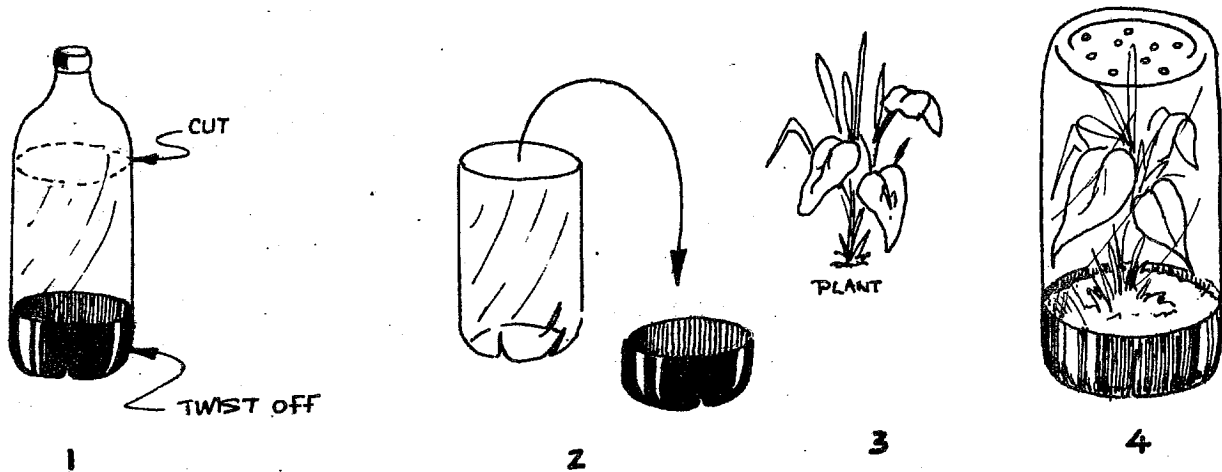
## DIRECTIONS:

Cut the styrofoam to fit in the bottom of the dome. Arrange the flowers and leaves in a pleasing arrangement by sticking them into the styrofoam. Highlights can be added by the use of shell flowers.

**SHELL FLOWERS:** Choose three fan-shaped shells of similar color and size. Wash to remove any sand or dirt. Spray with varnish or other clear finish to help bring out the colors. With a hot glue gun glue the shells together along the edges to form an open flower. Glue the shell flower on the top of an artificial leaf stem. Insert into your arrangement. Shells can also be attached to the flowers to look like butterflies. **SHELLS MUST BE GLUED WITH A HOT GLUE GUN OR THEY WILL NOT STICK.** Add the dome to keep arrangements clean and dust free.

Time: 1 hour or less  
Wolf Elective 9

# DISPLAY DOME



## MATERIALS:

1 Liter Pepsi Bottle or similar  
clear plastic cola bottle  
Scissors or sharp knife  
Paint remover

Optional:  
Small Plant  
Potting Soil  
Plaster of Paris  
Driftwood

## DIRECTIONS:

With scissors or sharp knife cut around the bottle at the top of the label. Fill the bottle with hot water and let set a few minutes. Then peel off label and twist off the bottom. Any glue left on the bottle can be removed with a little paint remover. Set the cut edge in the bottom and you have a dome in which to display any of the following things.

Time: 1 hour or less  
Elective 9 Wolf

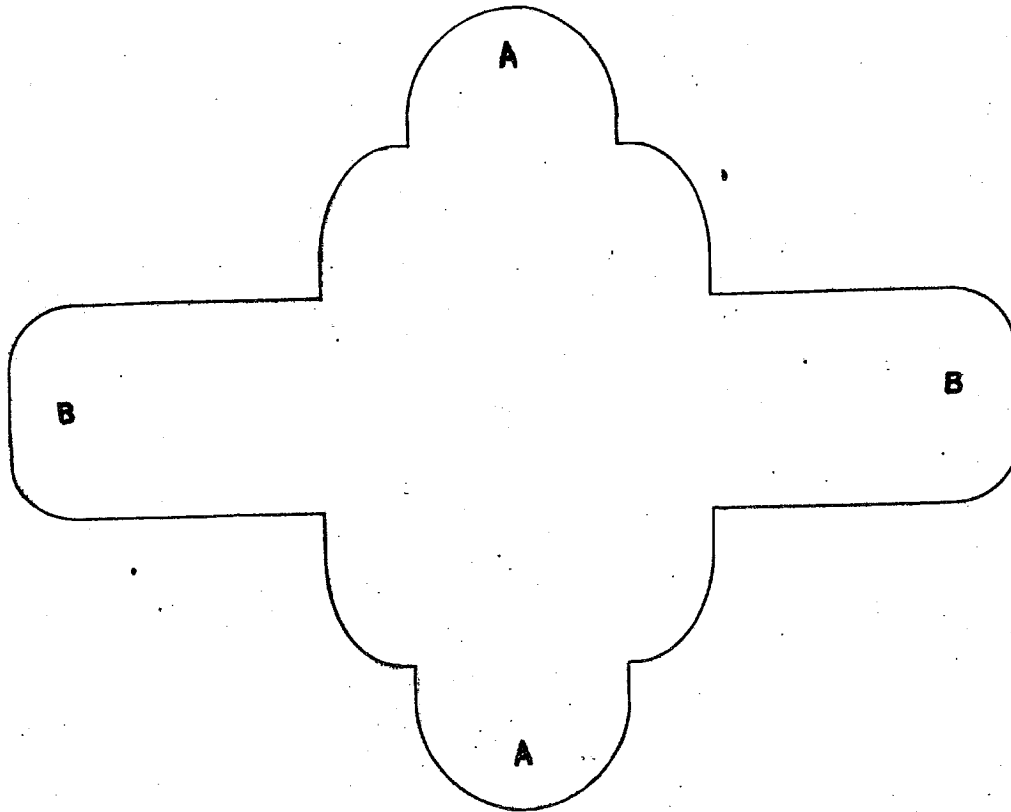
### TERRARIUM:

Fill the bottom of the Display dome with potting soil and insert your plant. These are good for starting flowers and vegetables that you might want to plant in your garden later. They are also good for small house plants. The display dome makes a very effective terrarium as it holds the moisture and has drainage holes in the bottom.

Time: 30 minutes to 1 hour  
Wolf Elective 15, Bear Elective 12 and 19, #2

**DISPLAY BRANCH:** Fill base with plaster of paris and insert Driftwood, then mount any type of small collection on the Driftwood - shells, butterflies, or whatever. Time: 1 hour or more. Wolf Achievement 6.

# MEXICAN JUMPING BEAN



## MATERIALS:

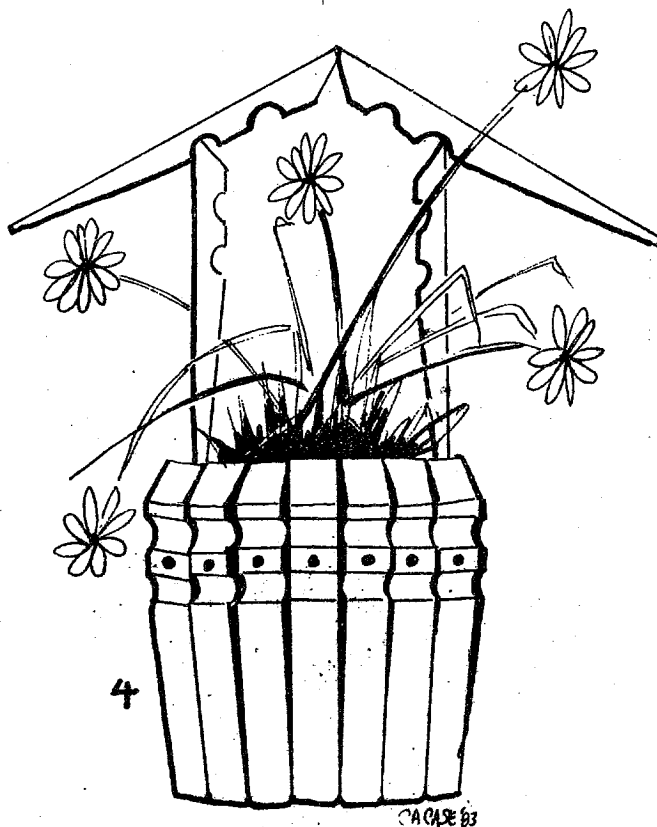
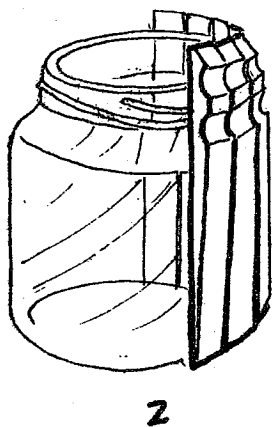
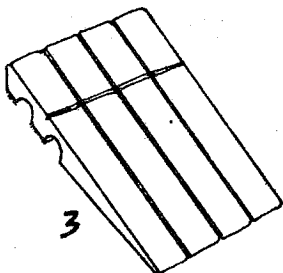
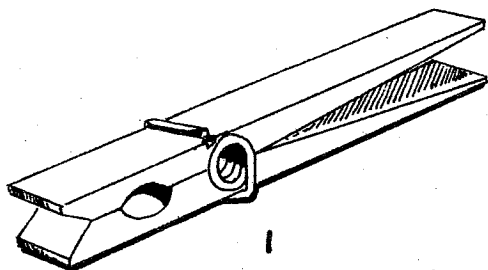
Construction Paper  
Marbles  
Glue or tape

## DIRECTIONS:

Trace pattern on construction paper, then cut out. Now glue or tape "A"s together. Next glue or tape "b" to the two "A"s. Place marble inside and glue or tape "B" to "b". Hold "Bean" pouch in your hand and move your hand slightly. The "Bean" will roll, and may jump out of your hand.

Time: Quickie (a few minutes)  
Bear Elective 13

# WISHING WELL



## MATERIALS:

1 small size baby food jar  
Paint brush & acrylic paints  
Small dried flowers

18 clothespins, separated  
White craft glue  
Wood stain

## DIRECTIONS:

After separating the clothespins, stain each one all over with the wood stain and let dry thoroughly. (Have Den Dad do this ahead of time if needed to save time.) Glue clothespins around baby food jar with the wider rounded edge at the top, flat side of pins against the jar.

Roof is made by gluing four clothes pins together, side by side. Two more are then glued together and attached to the middle underside of the four which form the roof. Glue two roof support pins down inside the bottle next to the outside pins. Finish by gluing the two roof pieces together. Boys can paint decorations on with acrylic paints - flowers, dots or whatever they like.

Time: 1 or 2 meetings  
Bear Achievement 22



DECEMBER - GIVING GIFTS  
**TIN STARS**

**MATERIALS:**

Large & small tin can lids  
Tin snips  
Paper  
Pencil  
Compass  
Ruler

For Ribbon Banner:  
2 Ft. of 3" wide ribbon  
Needle & thread  
Glue  
9" dowel  
12" cord for hanger

**DIRECTIONS:**

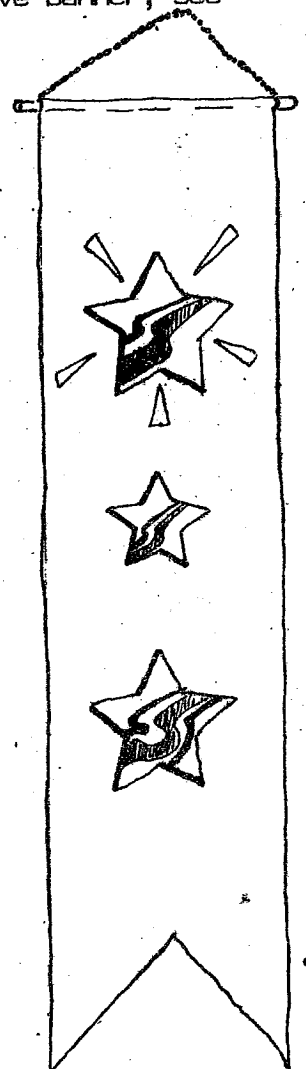
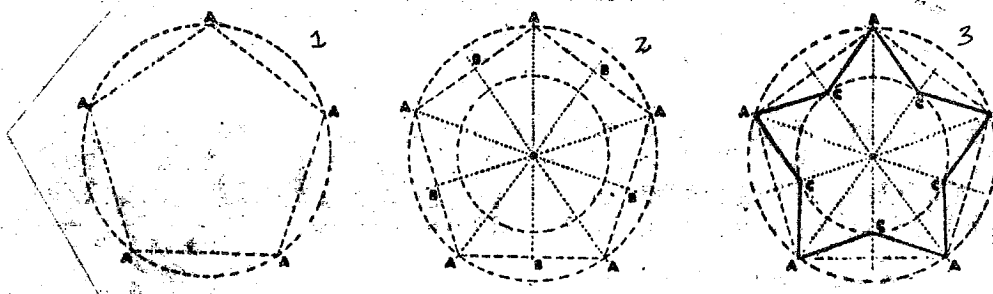
Fold circles of paper and cut them into several experimental shapes to find the design you like best. Trace the designs onto the tin lids. With tin snips, carefully cut lids into desired shapes. Use stylus or nail and ruler to add patterns to the cut discs. Work on a bed of newspaper. (If the cans have concentric circle designs, that may be enough design texture for you.) For a five-pointed star, draw a circle in the desired size of the star. With a compass, find five points the same distance apart on the circle. Draw connecting lines. Draw a smaller circle inside the larger one. Find the center of each of the outside connecting lines and draw a line to the center point of the circle, then continue that line straight across to the point directly opposite. (See diagram below.) Draw lines from the outside points to the inside points where the lines intersect the inside circle. Glue your tin stars to pin back for a sherriff's or policeman's badge. For a decorative banner, see instructions below.

RIBBON BANNER WITH STAR MEDALLIONS

Stitch top of ribbon to allow space for the dowel. Cut the bottom of the ribbon by folding it in half and snipping it diagonally.

Space the tin discs and stars you have cut and decorated until you have the spacing you desire. Glue the tin discs or stars in place.

Insert the dowel in the top of the ribbon you have stitched. Tie the cord to each end of the dowel, and your banner is ready to hang!



# BURLAP HANDI HOLDER

## MATERIALS:

Tracing paper  
Pencil  
Ruler  
Scissors  
Sewing needle & white thread  
All purpose glue  
White burlap, 4" x 35 1/2"

Small amount olive green felt  
Pom-poms from small, medium and large ball fringe  
1 1 1/2" diameter white plastic ring  
2 3/4" diameter white plastic rings  
1 1/4" diameter wooden dowel 2 1/2" long

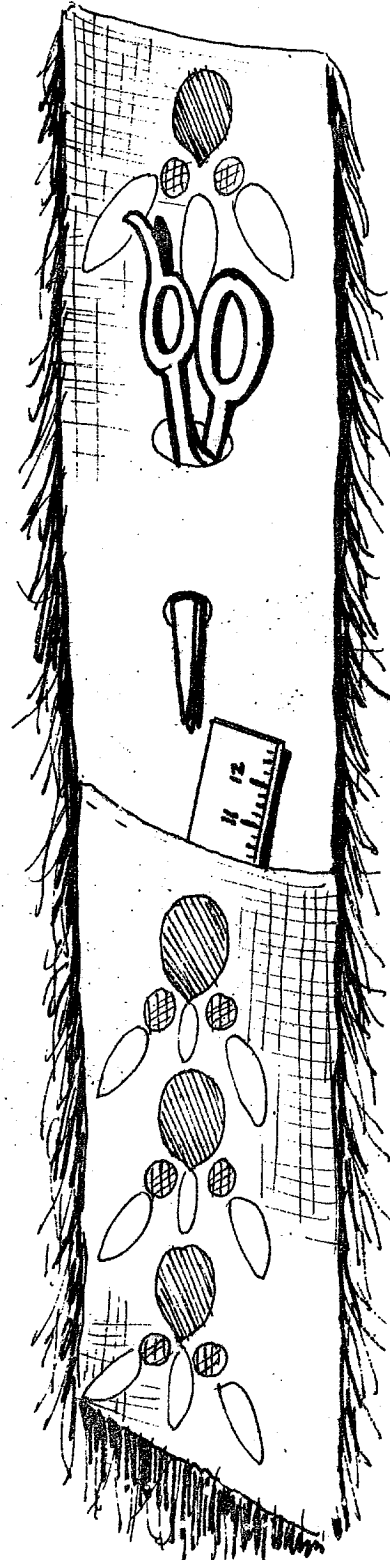
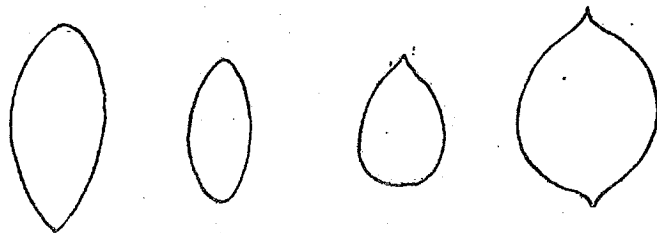
## DIRECTIONS:

Cut white burlap into two strips. One piece is 11 1/2", the other 24". To make the ruler pocket, place one end of the shorter strip flush with the other strip at the bottom. The top edge of the ruler pocket should be hemmed before you begin stitching the sides and bottom together, (if it isn't a selvage edge). Stitch all around the outer edges 1/2" from the edge, then make fringe around the edges by carefully pulling out the threads outside your stitches. (Be certain you stitch straight.) Pull threads to within one strand of your stitches.

Fold the top edge back 1"; stitch across 3/4" from fold to make a casing. Insert and glue dowel through casing. Sew a small ring to the back top for a hanger. Center and sew large ring 5" from top fold, and small ring 4" further down (or space them to fit your particular scissors).

Trace leaf patterns below. Cut out several leaves of different sizes from the green felt. Arrange leaves with the pom-poms as flowers as illustrated, or in your own arrangement. Glue pom-poms and leaves in place.

Insert scissors in rings and ruler in pocket.



# LITTLE DRUMS

## MATERIALS:

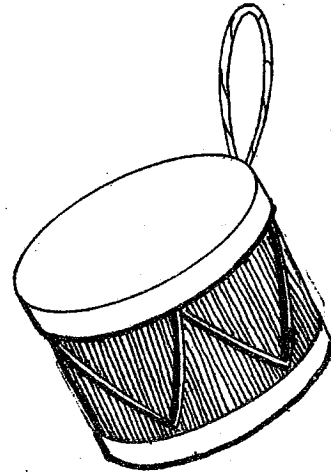
2" length cardboard tubing  
Scissors  
Glue  
Bright colors of Felt Squares  
Wide ( $\frac{1}{4}$  -  $\frac{3}{8}$ ") gold braid  
Thin gold cord or heavy gold thread

## DIRECTIONS:

Glue felt scrap around core of cardboard tubing. Cut felt circles in a contrasting color  $\frac{1}{2}$ " diameter larger than tube. Clip edges to fit and glue one on the bottom and one on the top. (It may be easier to clip and trim the edges after the glue has dried.)

Beginning at edge, carefully glue a piece of gold braid you have measured to fit the top and bottom of the drum. Take the gold thread and glue at bending points diagonally around the drum. At the last bending point, tie a loop of cord to serve as a hanger.

Time:  $\frac{1}{2}$  hour.



# SNOWFLAKES

## MATERIALS:

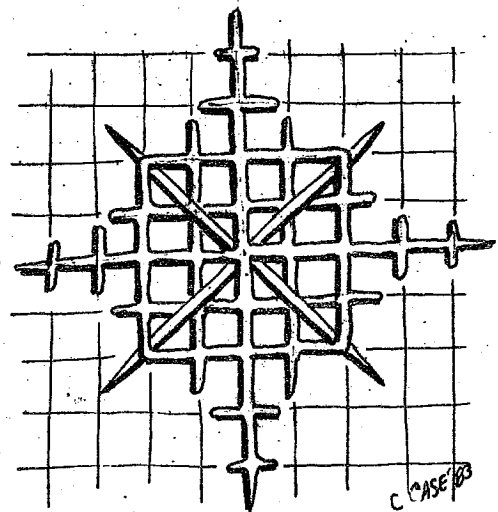
Toothpicks  
Plastic berry baskets  
Scissors  
Glue      Glitter  
Small cafe curtain rings  
White or colorful metallic paints

## DIRECTIONS:

Cut flexible plastic into circles, squares and free-forms with scissors. Glue toothpicks to designs to add strength. Glue small cafe curtain rings to both sides of the center of your design of layered plastic.

When the glue is dry, spray with white or metallic paint. Brush the snowflake forms with glue and sprinkle with glitter for extra sparkle.

Time: 45 minutes.



# CUB CUBE

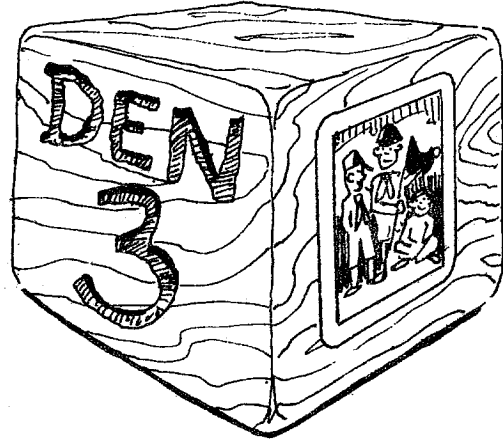
## MATERIALS:

- Block of wood
- Sandpaper
- Wood Stain
- Wood burner (electric)
- Picture of a Cub Scout

## DIRECTIONS:

Sand the block of wood to smooth and eliminate sharp edges. Stain the cube with a light stain.

Lightly pencil the message you wish to have on this very personal paperweight. Woodburn the message into the cube. Glue picture to one side of cube.



# COMPUTER CARD PINE TREE

## MATERIALS:

- 1 2 oz. size instant coffee jar (or similar size jar or can)
- 1 cup plaster-of-Paris
- 1 1/4" dowel, 3" in length
- 144 Computer keypunch (IBM) cards
- Small stapler & staples
- Ruler
- Scissors
- 1 can spray paint in gold or your choice
- 1 2" diameter glass ball or decorated styrofoam ball.

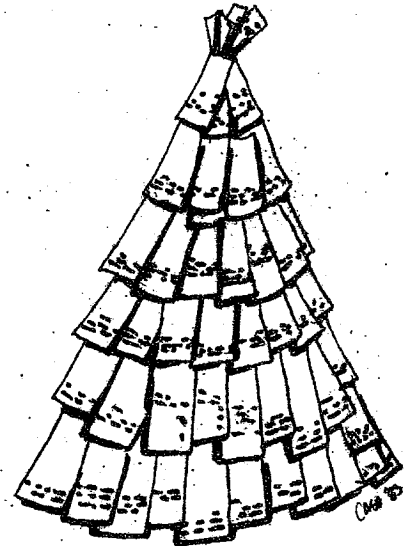
## DIRECTIONS:

**Base & Stem:** Mix plaster-of-Paris according to package directions, then pour into coffee jar and insert into center, making sure it's straight. Hold in position with a clothespin across jar rim until it's hard.

**Branches:** Divide the 144 cards into groups of 18 cards each and cut as follows:

- |                                   |                                   |
|-----------------------------------|-----------------------------------|
| Group 1 - Leave alone. DON'T CUT! | Group 5 - Cut 2" off one end.     |
| Group 2 - Cut 1/2" off one end.   | Group 6 - Cut 2 1/2" off one end. |
| Group 3 - Cut 1" off one end.     | Group 7 - Cut 3" off one end.     |
| Group 4 - Cut 1 1/2" off one end. | Group 8 - Cut 3 1/2" off one end. |

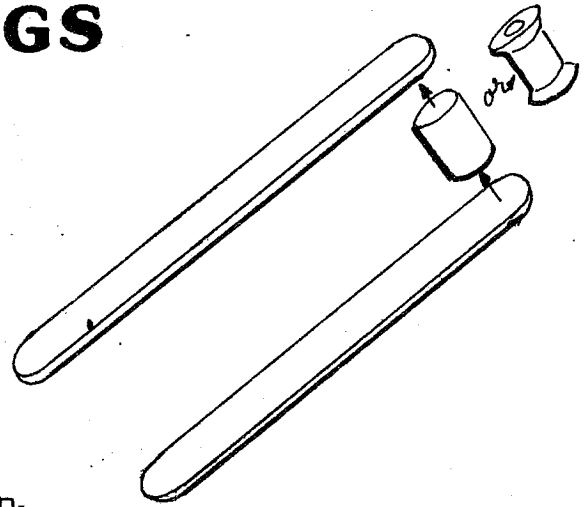
Group 9 - Use 10 of the 3 1/2" pieces cut off to make one last group.  
**Assembly:** Starting with Group 1, take 2 cards and on each make a point on the short, UNCUT end by bringing the corners together & stapling. Do not fold. Take the 2 cards and staple together, overlapping the cut ends approximately 1/2". When cards are secured together, punch a small hole in the center of the branches and slip onto dowel, stapled side down. Do this for entire tree, taking care to keep size sequence. Arrange all 77 branches in a circular pattern to resemble a pine.



# TONGS

## MATERIALS:

- Saw
- Glue
- 2 tongue depressors
- 3/4" dowel (or same width as tongue depressors)



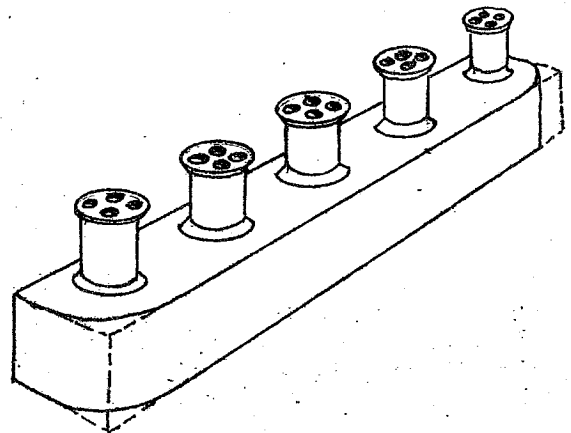
## DIRECTIONS:

Cut dowel 1" long. Sand the ends of this piece so they're smooth. Glue tongue depressors to the ends of the dowel section.

# PAINTBRUSH RACK

## MATERIALS:

- Glue
- Paint
- Empty plastic thread spools
- 8" Strip of wood 1 x 2 (or at least 3/4" thick)



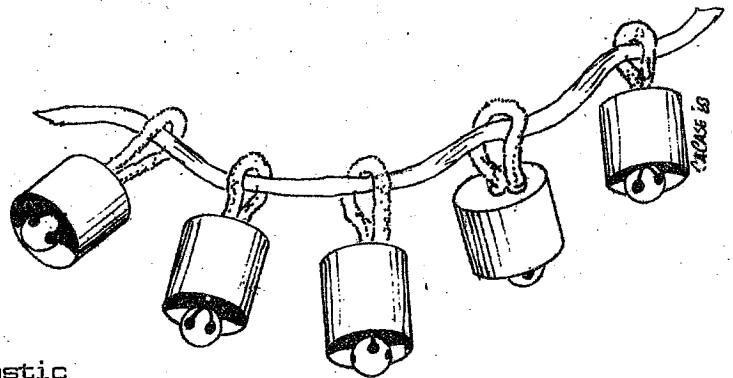
## DIRECTIONS:

Glue 5 spools, evenly spaced, on a strip of wood. Paint spools and base the same color. Paint black dabs around each hole on the spool tops, and write "I'll Hold Your Brushes" on the front of the wood base.

# JINGLY LITTLE BELLS

## MATERIALS:

- Glue
- Scissors
- Plastic snip-tip bottle caps
- Small bells
- Glitter
- Ribbon
- 5" pipe cleaners



## DIRECTIONS:

Fold a 5" pipe cleaner in half. Insert ends in hole of a snip-tip plastic bottle cap and twist the ends through a small jingle bell. Glue pipe cleaner in hole. Apply glue and glitter, then string ribbon tying every few inches to pipe cleaner loops.

# WATER GATHERING JAR

## MATERIALS:

Wide mouth jar  
 Piece of cloth  
 String

## DIRECTIONS:

Extracting water from wet sand or moist riverbed soil can save your life if you're in an outdoor wilderness situation and run out of water.

Cover a wide mouth jar with a piece of cloth, pushing some of the material into the jar to form an indented strainer. Secure the material with some string.

Bury the wide mouth jar into the soil in an upright position and allow moist soil to cover the jar. The cloth will wick moisture from the soil and act as a strainer to drop water drop by drop into the jar. Remember to mark the place you have buried your jar.



# JAR OR FOOD-TIN LANTERN

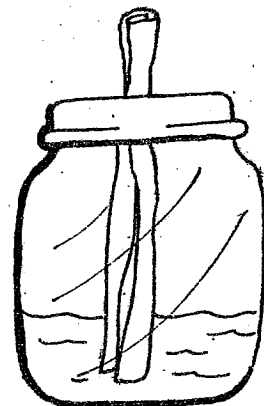
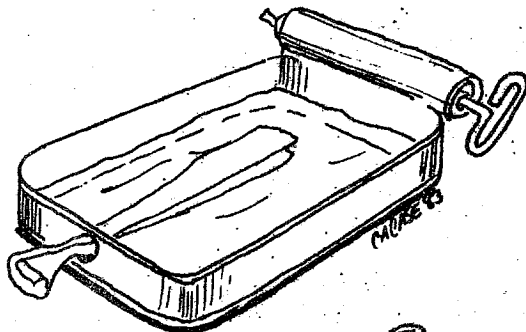
## MATERIALS:

Cotton cloth  
 Match  
 Vegetable oil  
 Sardine can or baby food jar & lid

## DIRECTIONS:

Out of candles? No electricity or flashlight? Don't grope around in the dark. Poke a small hole in one end of the sardine can or the top of the jar lid. Push the piece of cloth through the hole from the inside of the can or lid. This will make a wick when you add vegetable oil to the inside of the can or jar. Light the wick very carefully with a match.

**HINT:** Use matches twice. Use a razor blade to split each match into vertical halves.



# GARBAGE BAG GEAR

## MATERIALS:

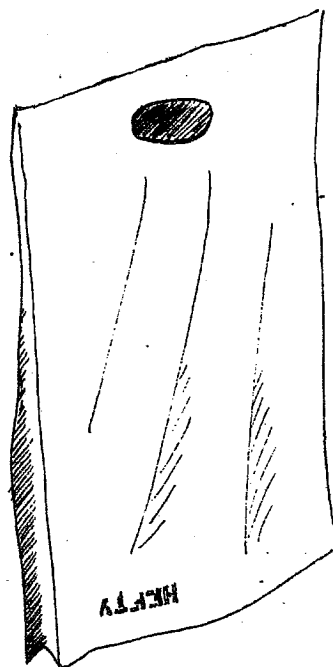
Plastic Garbage Bags  
 Knife  
 Sticks  
 Rocks

## DIRECTIONS:

Plastic garbage bags are good for more than garbage. They can be used for many items for survival.

**PONCHO:** Cut a square or oval hole 4 inches below the center bottom of the bag. Careful to cut through only one side of the bag. The hole should be just large enough to peek through, and should cover the head. This can be a perfect poncho in the absence of other rain gear, and could serve as a survival gear to help maintain your body temperature and avoid heat loss in any cold environment.

**LEAN-TO or TENT:** Use longer sticks to prop up the edges of the bag or center pole of a tent. A vine or rope could be strung between two sticks and the bags cut open lengthwise to make maximum use of each bag. Use rocks to anchor the ends and sides of the lean-to or tent.



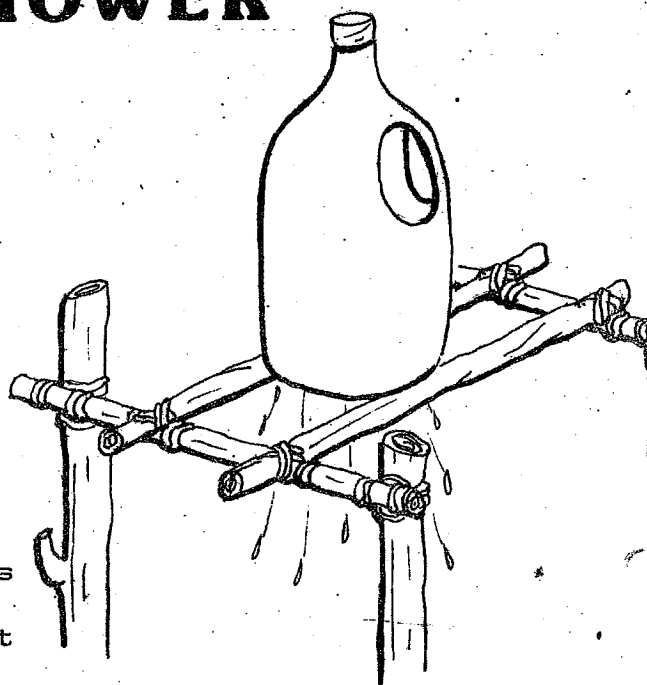
# SOLAR SHOWER

## MATERIALS:

Plastic gallon jug  
 or smaller plastic garbage bag  
 String or other tie.

## DIRECTIONS:

Fill with water from stream. Leave the container or bag in the sun for an hour or longer. Puch a few small holes in the bottom and enjoy the shower. If you want to reuse the plastic gallon jug, dig a small hole in the ground and put the jug into the hole with the neck side down, being certain the lid is one securely. For a really fancy shower, build a shower platform with lashings and frame to hold jug in neck-down position. When jug is turned over, the hot water faucet is on.



# WHISTLE CORD

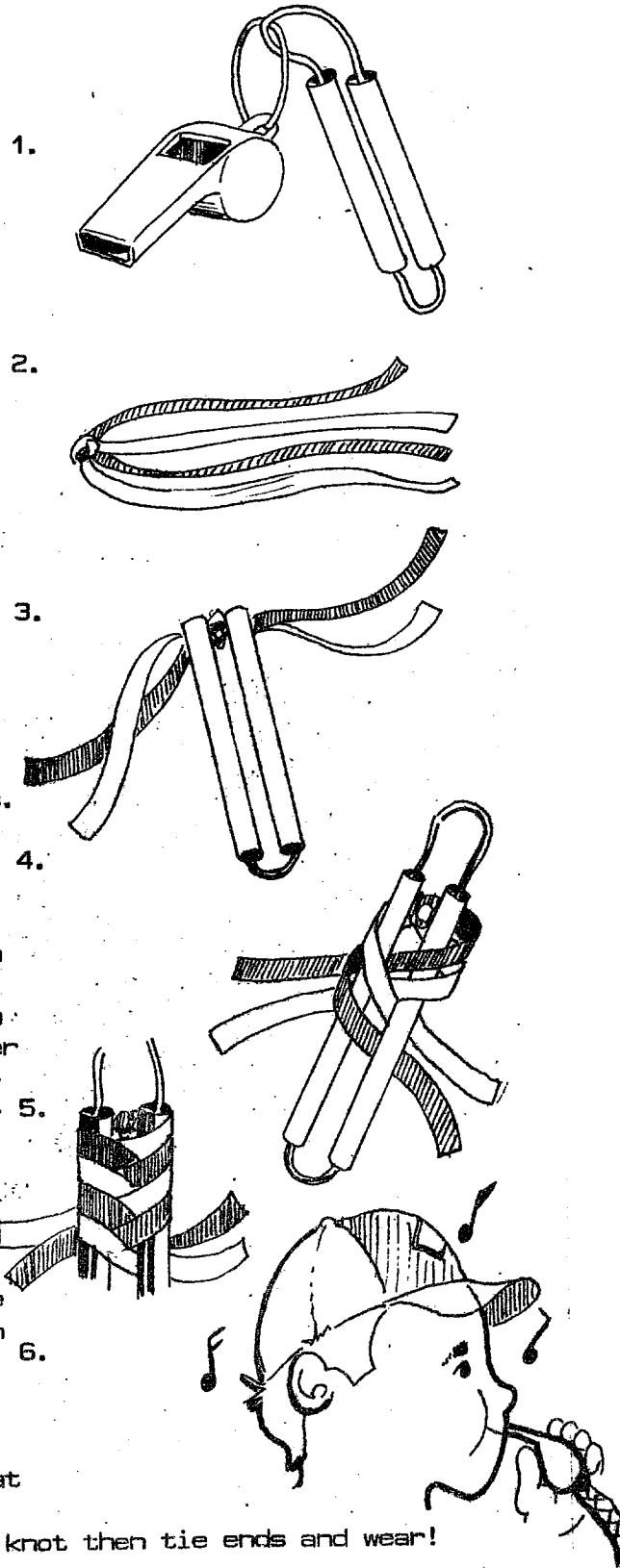
## MATERIALS:

- 2 36" lengths of thin contrasting ribbons
- Whistle
- Plastic Straw
- String
- Scissors

## DIRECTIONS:

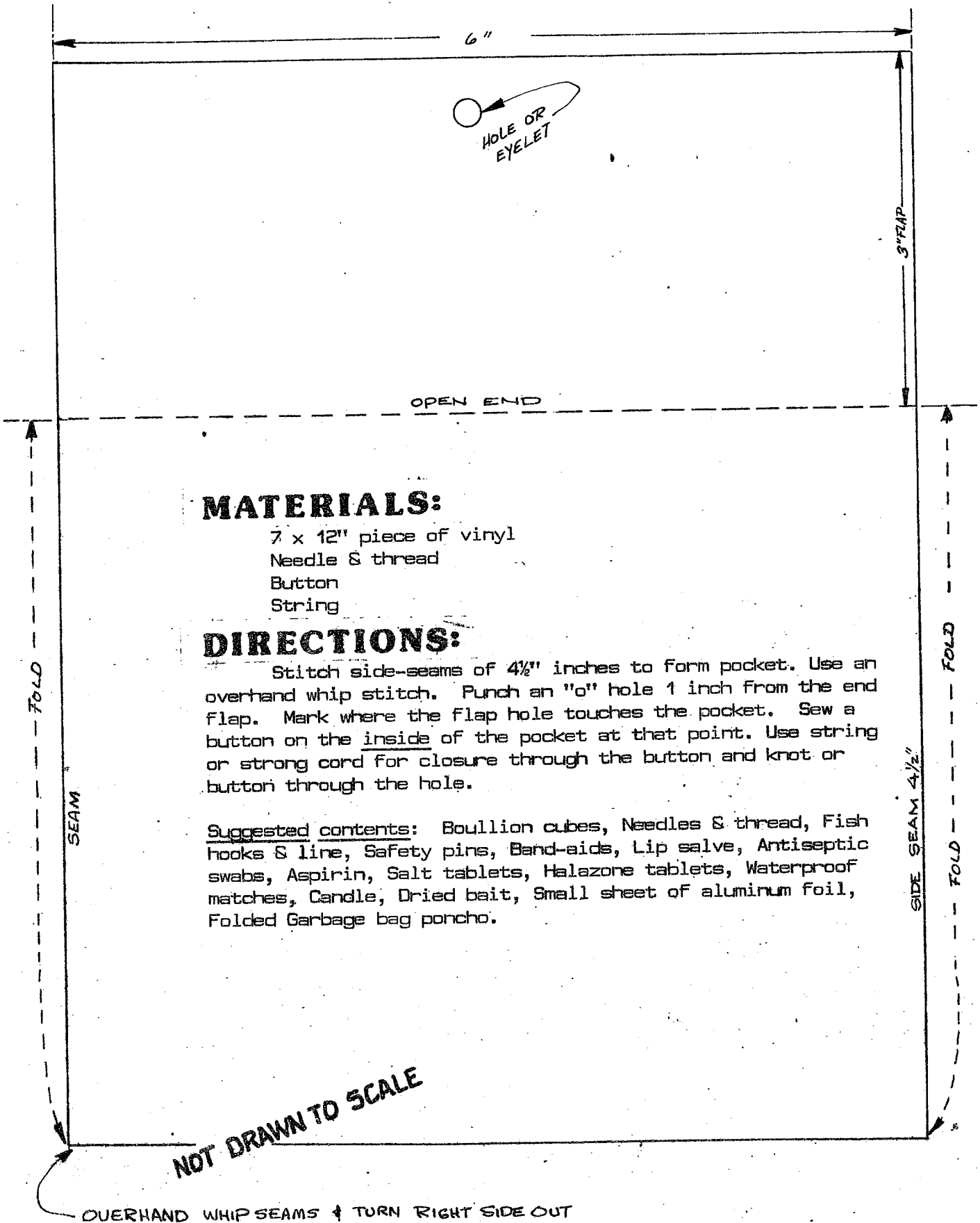
The ribbons shown here are blue and gold, but you may use any colors you choose.

1. Start with a plastic drinking straw. Cut it into two equal pieces and tie them side by side with a length of string, as shown. You tie the whistle with a second knot over the first.
2. Lay the ribbons evenly side by side. Loop them over so all four ends meet. Tie a knot at the bend of the loop.
3. Push the knot through the opening between the straws at the end where the whistle is. You should have one blue and one gold ribbon on either side. The gold ribbons will be on top.
4. Hold the knot in place with one hand. With your other hand bring both ribbons from the right over the right straw. Push them through the opening in the middle and under the other straw. Weave the other two ribbons from left to right in the same way -- over, through and under.
5. Bring the ribbon ends out to the sides of the straws. Tuck the blue ribbons under the gold ones and pull all four ribbons tight. Now weave one blue ribbon from the right side over, through, under and out on the left side. Weave the other blue ribbon from left to right in the same way.
6. Repeat step 5 with the gold ribbons. Use the ribbon from the right side first. Repeat steps over and over and keep pushing your braid tight. When straws are covered, tie knot then tie ends and wear!





# SURVIVAL KIT



# JUNGLE BLACKBOARD

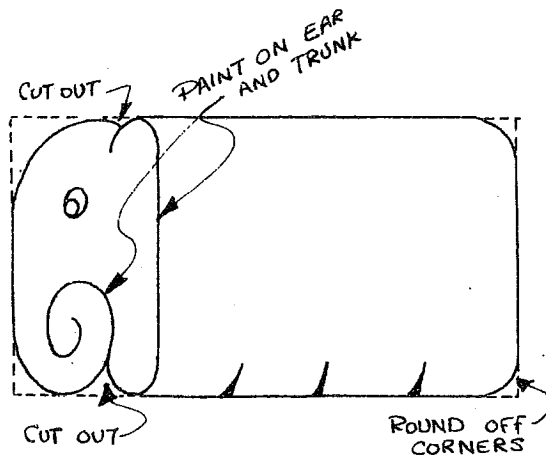
## MATERIALS:

- Acrylic paints
- 1/8" plywood
- Blackboard or slating paint
- Paintbrushes
- Saw

## DIRECTIONS:

Cut out animal shape with saw. Paint with blackboard paint. Apply two coats. When dry, features can be added with colored acrylic paints. The features should be kept simple, as too much detail will use space which would serve as the chalkboard. A good size is 10" x 12". Blackboards could be used as family "placecards" for Cub families at the Blue & Gold.

Note: Blackboard paint available at Frazee's in quart cans and Standard Brands in 13 ounce spray cans.



# HIPPO ROLL

## MATERIALS:

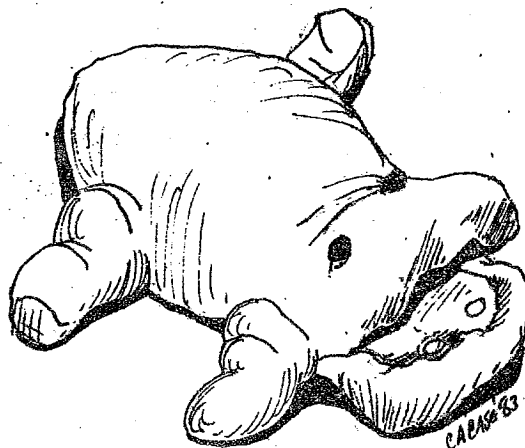
- 1 lb. ready-made frozen bread dough
- 2 or 4 raisins
- Toothpicks
- 2 Tbsp. melted butter/margarine

## DIRECTIONS:

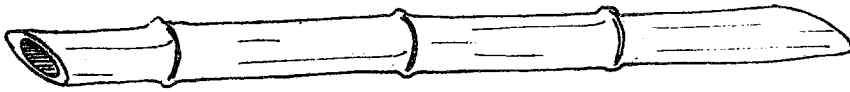
While dough is still semi-frozen, cut 1 inch of dough off loaf with kitchen scissors. Divide this piece into 4 legs. Shape body of hippopotamus with large piece of dough. Dip small pieces of dough in water and attach legs to body. Use raisins for eyes. Cut mouth and prop open with toothpicks while baking.

Bake 20 to 30 minutes in 400° oven until golden brown. Add white teeth if desired, when bread comes out of the oven, then brush the loaf with melted butter/margarine.

Makes 1 large or 2 small hippos.

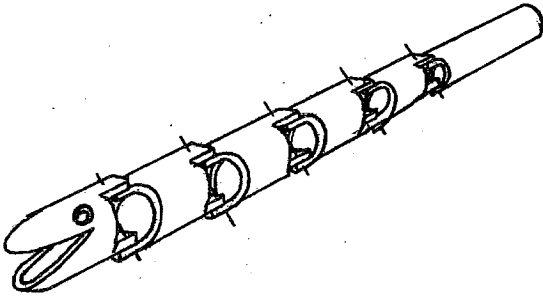


# KAA, THE JUNGLE BOOK SNAKE



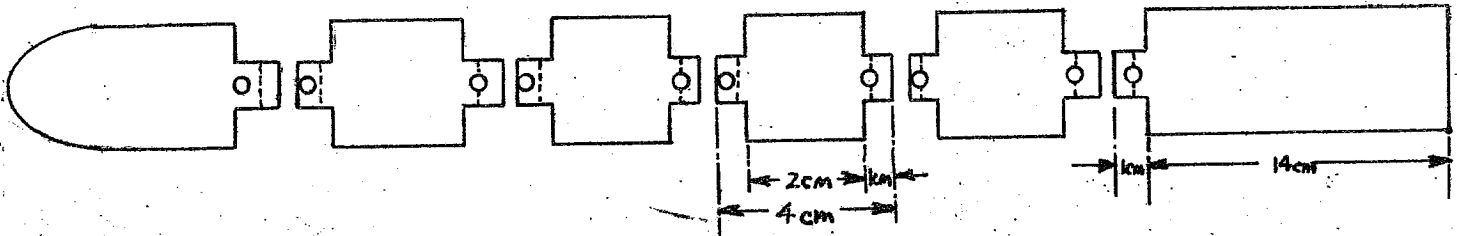
## MATERIALS:

- Bamboo
- 18 gauge wire
- Wire Cutters
- Pliers
- Saw
- Drill

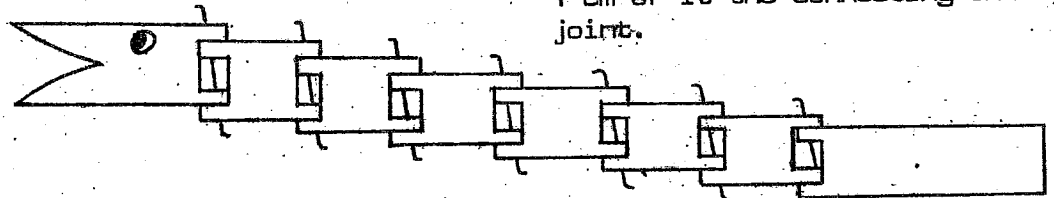


## DIRECTIONS:

Kaa is made by cutting bamboo, obtained by the San Diego River, into 14 pieces. The head is cut from a joint. The 12 body pieces are 4 cm long. Each end joint is 1 cm long and the center is 2 cm's.



The tail is 15 cm long, with 1 cm of it the connecting end joint.



Drill holes at the halfway mark in the connector parts, except the last three sections and the head. These holes are moved forward or backward

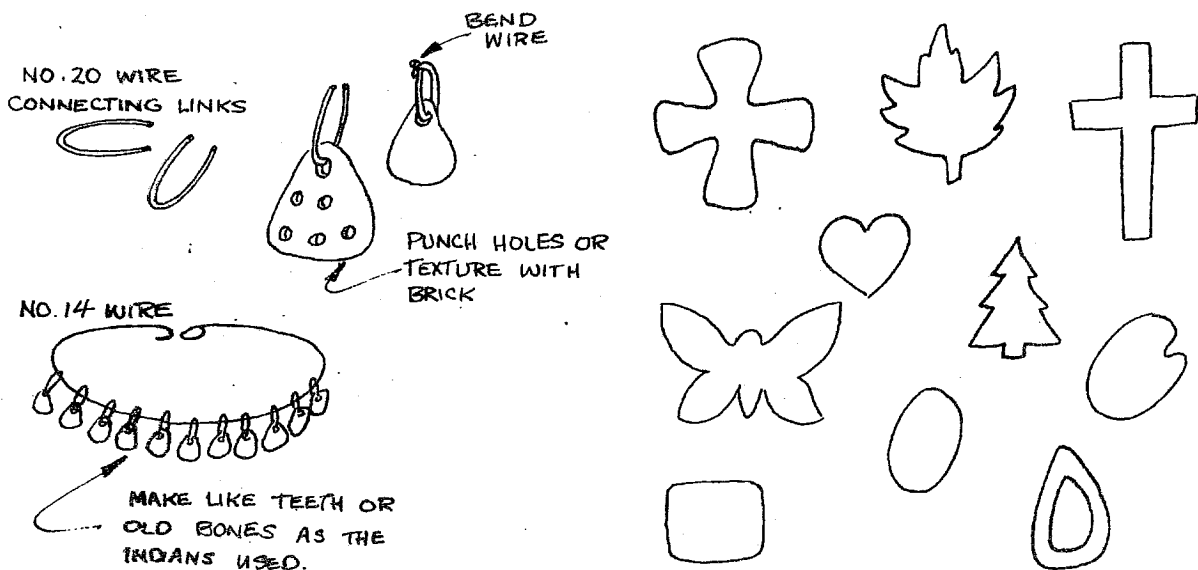
as shown in this diagram to make the head rise at the end. Cut 18 gauge wire and bend one end to form a loop. After the wire is put through the holes, it is bent over to hold in place.

Snake can be spray painted on the top and an eye and tongue painted.

Time: 15 minute assembly, if cut out & drilled ahead of time.

- Wolf Achievement 5
- Wolf Electives 3 & 9
- Bear Achievement 2

# ALUMINUM JEWELRY



## MATERIALS:

- .016 gauge aluminum (some beverage cans will work)
- No. 14 galvanized steel wire for neckband
- No. 20 galvanized steel wire for links
- Scissors
- Pliers
- Steel wool
- Fine sandpaper
- Miscellaneous - nails, hammer, pin backs, epoxy glue

## DIRECTIONS:

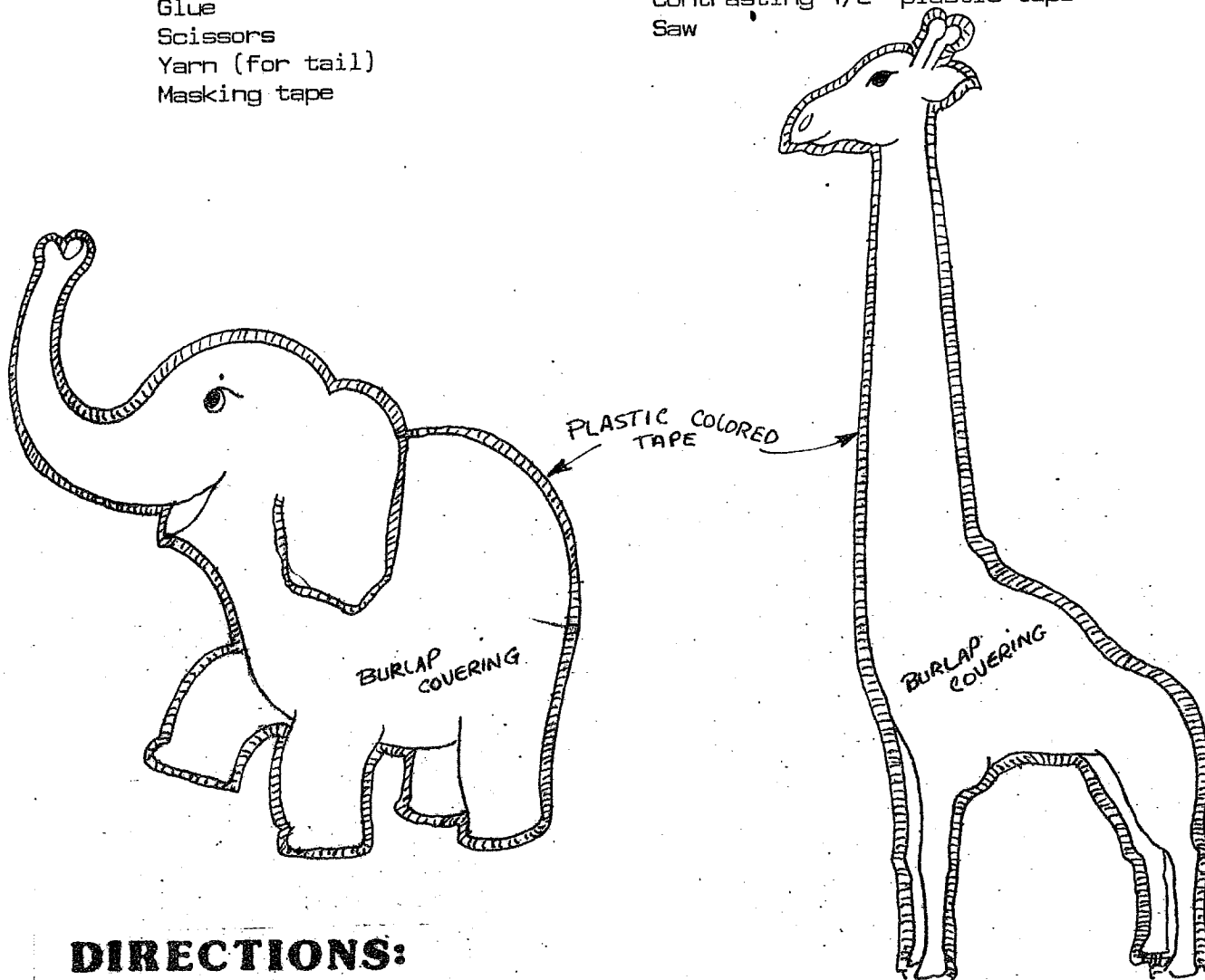
1. Make pattern and cut out. Be sure it is the actual size for the jewelry.
2. Put the cut-out pattern on the aluminum and trace around the outline.
3. Cut out aluminum shape with scissors. If pattern curls, hammer it on the back side lightly to prevent it from curling.
4. Create interesting textures by punching holes. You may also place the shape on a brick and hammer it lightly to get a rough effect.
5. With fine sandpaper, smooth the rough edges. Polish with steel wool.
6. To connect pieces, cut the No. 20 wire into desired lengths. Make a U shape and insert in the holes. After inserting, bend wire towards itself to fasten. Do not tighten, for a dangling effect looks better.
7. For pins and earrings, attach backs to aluminum shapes by roughing up the surface and applying epoxy for adhesion.
8. For necklaces, cut No. 14 or coat hanger wire to fit neck. Attach dangling pieces to the neckband with links made from No. 20 wire. Use needle-nose pliers and bend the ends of the neckband to form a hook.

# ANIMAL BULLETIN BOARD

## MATERIALS:

Either:  
Burlap material (enough to cover shape)  
Heavy cardboard  
Glue  
Scissors  
Yarn (for tail)  
Masking tape

Or:  
1/8" thick plywood  
Lightweight corkboard  
Glue  
Contrasting 1/2" plastic tape  
Saw



## DIRECTIONS:

Cut animal shape, making it as big or as small as you want for your own bulletin board. If you are using burlap, make it 1" larger all around so it can be turned over to the back of the cardboard and glued and then taped down.

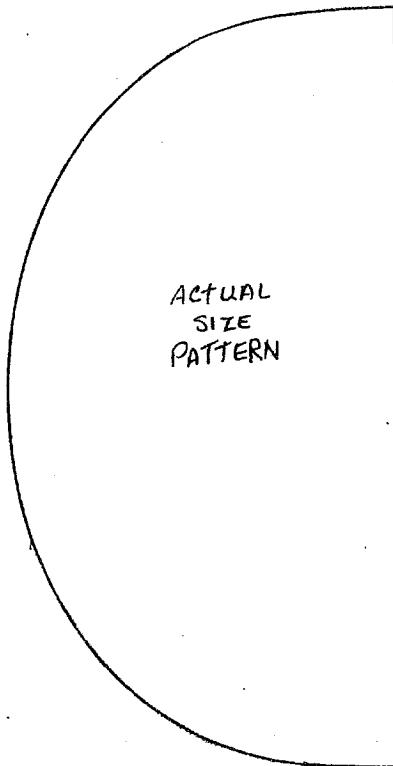
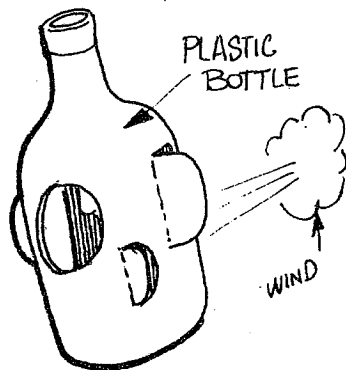
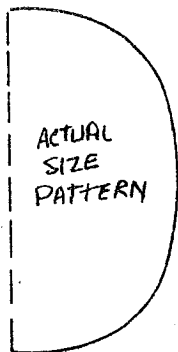
Corkboard is cut the same size and glued on plywood. Contrasting plastic tape is used to trim. Yarn can be braided and attached for a tail.

Time: 1 full hour or 2 half-hour segments at Den Meeting.

Wolf Elective 9

Bear Achievement 7

# WIND JUG



## MATERIALS:

- Paint thinner
- 2-liter bottle and lid
- X-acto knife
- 1 ball-bearing swivel
- 1" medium weight wire
- Plastic tape (several colors)
- 1 plastic clothespin
- Hammer and large nail

## DIRECTIONS:

Clean bottle with paint thinner, best done by pouring a little on a rag and rubbing on the left over glue. This takes a bit of effort, but it will come clean. Wash bottle really well to make sure there is no residue left on the bottle and rinse inside too.

Using patterns, mark cuts on the outside of the bottle with a grease pencil. About 5 or 6 of each size evenly spread works best.

Pre-cut the bottle with x-acto knife, Stanley quick-point or other blade knife. Do this before the meeting for safety's sake, unless you have lots of faith in your boy's talents and lots of extra supervision.

With a nail and hammer or a drill, make a small drain hole in the bottom of your jug.

Decorate with your favorite colors. Color schemes might be State colors, Football colors, Baseball colors, School colors, or Cub Scout colors. Plastic tape is recommended for any jugs that will be out in the weather.

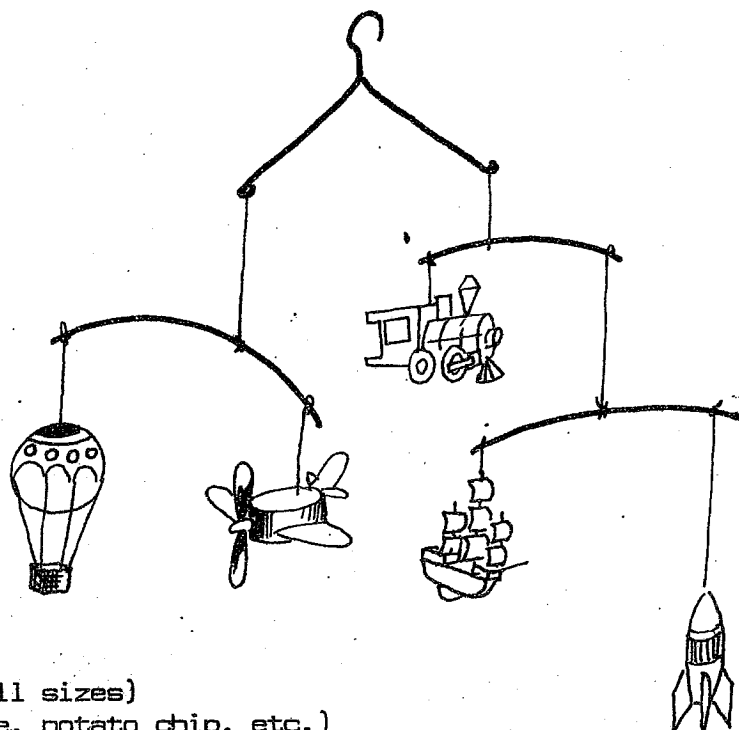
After decorating your jug, bend back the blades so that they stand out from the bottle.

To hang the jug take the lid that comes on the jug and with a hammer and nail make a hole in the center of the lid. Take the wire and run it through the swivel and then insert the wire through the hole in the cap, twisting the wire so it won't come undone. Put clothespin on the other end of the swivel and your wind jug is ready to hang. Remind the boys to take the jugs down in extremely high winds.

Time: 30-40 minutes (if jugs are pre-cut)

Wolf - Elective 9

# TRANSPORTATION MOBILE



## MATERIALS:

Plastic bottle caps (all sizes)  
 Plastic lids (margarine, potato chip, etc.)  
 Medium weight cardboard  
 Glue  
 Toothpicks  
 Cotton  
 String  
 Coathanger wire

## DIRECTIONS:

Various transportation vehicles make a delightful mobile. Vehicles are made from plastic bottle caps of all sizes. Add your own creations to these:

Car - Use a plastic cap for the body, adding cardboard or paper wheels, windows, headlights and license plates. Glue on foil bumpers.

Rocket - Glue several caps together. Add cardboard or plastic fins.

Boat - Fill a cap with plaster of paris and insert a toothpick mast. Add a paper sail and cardboard bowsprit.

Plane - A plastic bottle cap serves as the body. Add painted cardboard or plastic wings, tail and propeller.

Train locomotive - A dishwashing detergent bottle cap or other cap with a pouring spout in it is the front section. The spout is the smokestack. For the headlight use a little cap from a small tube (like toothpaste). The cab is cut from a piece of cardboard and folded and glued as shown over the front section. Cut the wheels from cardboard or plastic and glue in place. Draw windows on the cab and spokes on the wheels. A bit of cotton coming out of the smokestack completes the look of this locomotive puffing down the track.

Balloon - Use 2 large caps the same size. Before gluing the caps together rim-to-rim, insert a string through the top cap for hanging, and strings for basket supports around the bottom cap. Glue balloon caps together. Use a smaller bottle cap for the basket. Bring the support strings down under the basket and knot, gluing strings to basket sides. Paper people are inside.

TRANSPORTATION MOBILE CONT'D

As you assemble each vehicle, use a heated needle to make a hole in the center of the bottle cap used for the body. This hole is used to attach the string for the mobile (except on the boat).

Thread string on a needle; knot the end. Bring the string up through the center of a small cardboard circle and then up through the hole in the cap. The cardboard circle will prevent the string from slipping through the hole. To hang the boat, the string is tied and glued to the top of the toothpick mast. After you have finished making the vehicles and attaching the strings for hanging, cover the bottoms of the caps with circles of painted cardboard. Use craft glue for gluing.

To assemble the mobile use coat hanger wire for the arms. The top arm is 8" long, the center arm is 6" long, and the side arms 4" long. Tie thread to the center of the top arm to hang the mobile. Starting at the bottom of the mobile, tie the strings from the vehicles to the arms. Find the balance-point on each arm and tie from this point to the top arm. When balanced, apply a dab of glue to each knot.

## WREN HOUSE

### MATERIALS:

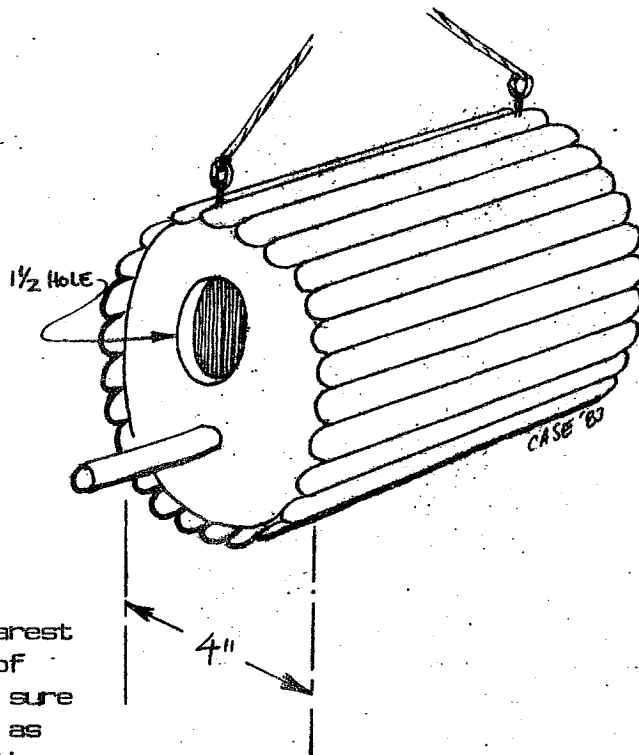
- 2 4x4" pieces of 1/4" plywood
- 30 ice cream sticks
- 4 strips corrugated board
- 1 2" piece of 1/4" dowel
- 2 screw eyes
- 14" piece of string or fine wire
- Coping saw
- Brace & bit
- White glue
- Scissors

### DIRECTIONS:

This little birdhouse will be the pride and joy of any youngster who gets to build it by himself and then gets the pleasure of watching it being used as it hangs in his back yard.

First, make a trip to your nearest lumberyard and ask for any scraps of 1/4" plywood that can be spared. Be sure to tell the dealer what it is for, as many are only too glad to give to the Scouts.

Cut 4" circles for ends. In one circle, cut 1 1/2" circle in the center, and drill a 1/4" hole 1/2" from that hole. Insert the dowel in the drilled hole and glue in place. Corrugated board strips are glued in tube-fashion to the 2 end pieces, then popsicle sticks are glued to that surface. Leave some overlap on ends. When house is dry, screw screw-eyes on top at both ends and tie string or wire to eyes for a house any wren would be proud to own.





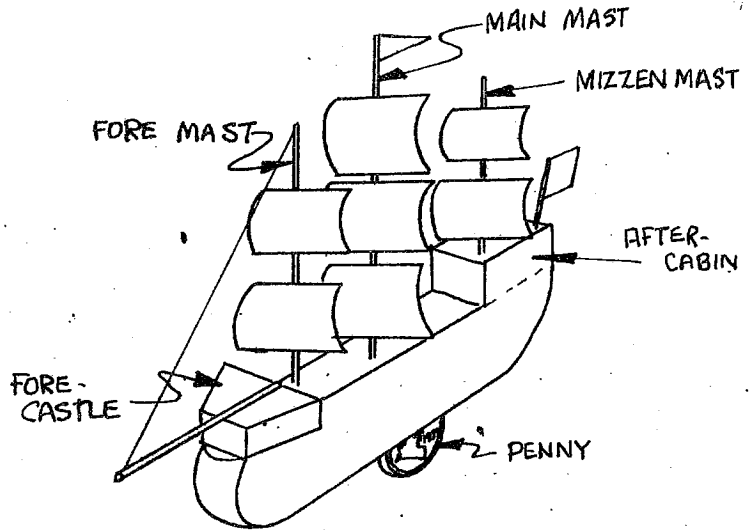
# PIRATE SHIP

## MATERIALS:

- Balsa or any soft wood
- Toothpicks
- Glue
- Penny
- White paper
- Sharp penknife

## DIRECTIONS:

This pirate ship is small enough to sail in a wash basin. First, cut out the hull and shape it as shown below. Smooth all sharp corners and edges with sandpaper. In the center of the bottom of the hull cut a slot  $\frac{1}{8}$ " deep into which the penny can be slipped. Glue it in place, being careful to get it true to the very centerline of the boat.



Cut out the forecabin and aftercabin as illustrated. Glue them to hull.

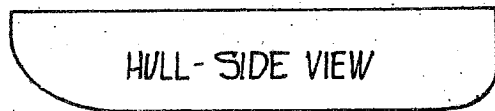
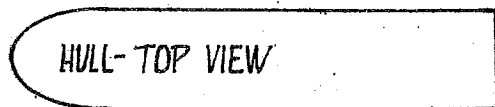
Use toothpicks for the three masts. The center or mainmast is a little higher than the other two. Use a pin to make holes for the masts. Press them into place. The bowsprit is half a toothpick glued along the forecabin top.

Cut sails from white writing paper, each  $\frac{3}{4}$ " wide. With a pin, make holes in each sail  $\frac{1}{8}$ " from top and bottom. Slip them onto the masts as shown. Run a piece of thread from the tip of the bowsprit to the top of the foremasts, holding it in place with a drop of glue.

Set the sails at a slight angle to the boat, not straight across. Place the pirate ship in a basin of water. Stand about two feet away, blow gently from the side, and see how well she sails!

Time: 45 minutes.

Wolf Elective 5



AFTERCABIN -TOP VIEW



AFTERCABIN -SIDEVIEW



FORECASTLE TOP VIEW

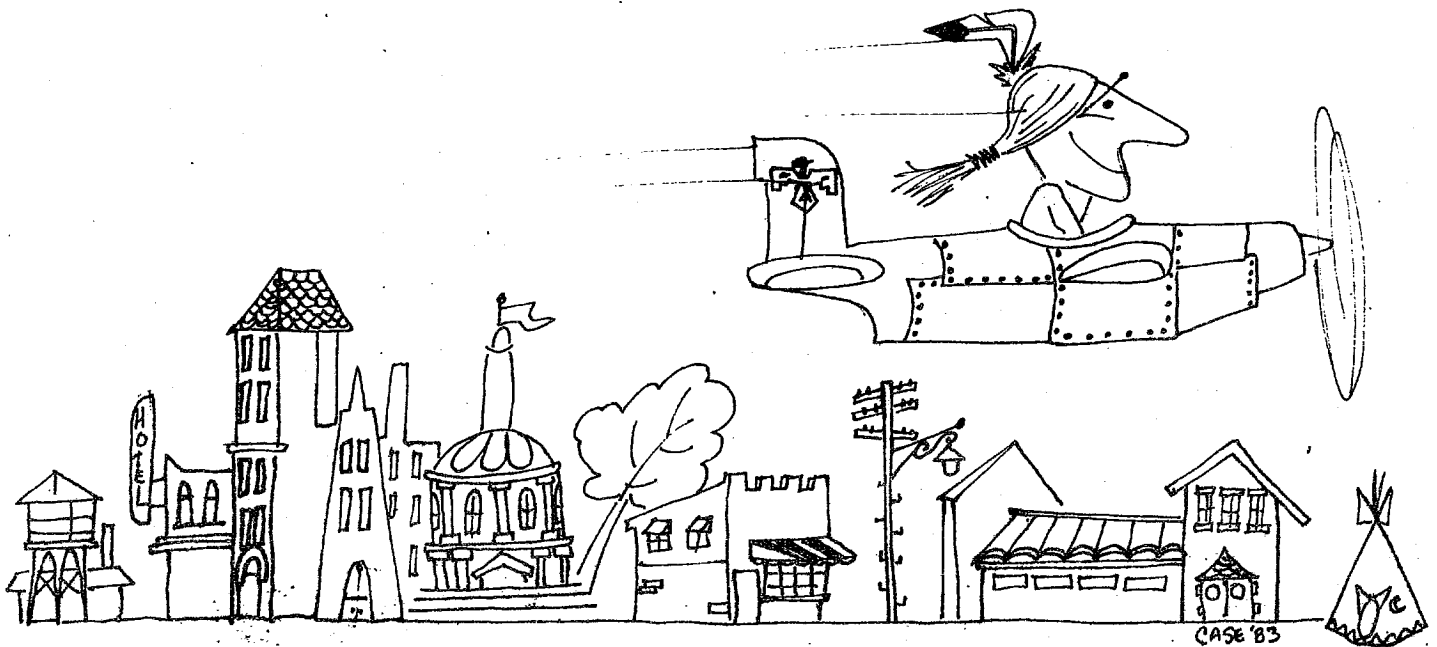


FORECASTLE SIDE VIEW

**DRAWN TO ACTUAL SIZE**

# SCAT

A CATAPULT GLIDER



## MATERIALS:

- 6-sided pencil with eraser
- Stiff cardboard
- 1 wire nail
- 7" of 3/32" diameter wire solder
- Wooden model cement, Duco or white glue
- 5" wooden dowel (or another pencil, unsharpened)
- Heavy rubber bands

## DIRECTIONS:

Here's a glider you can make that costs only a few pennies for materials, yet will give you many hours of flying fun. The new (unsharpened) pencil is the fuselage, and the eraser point prevents damage when landing. Shirt or cereal-box cardboard works best for the wings and stabilizer. The plans given on the reverse side are full-size patterns for the parts and assembly details. Use the best available glue for fastening the parts together.

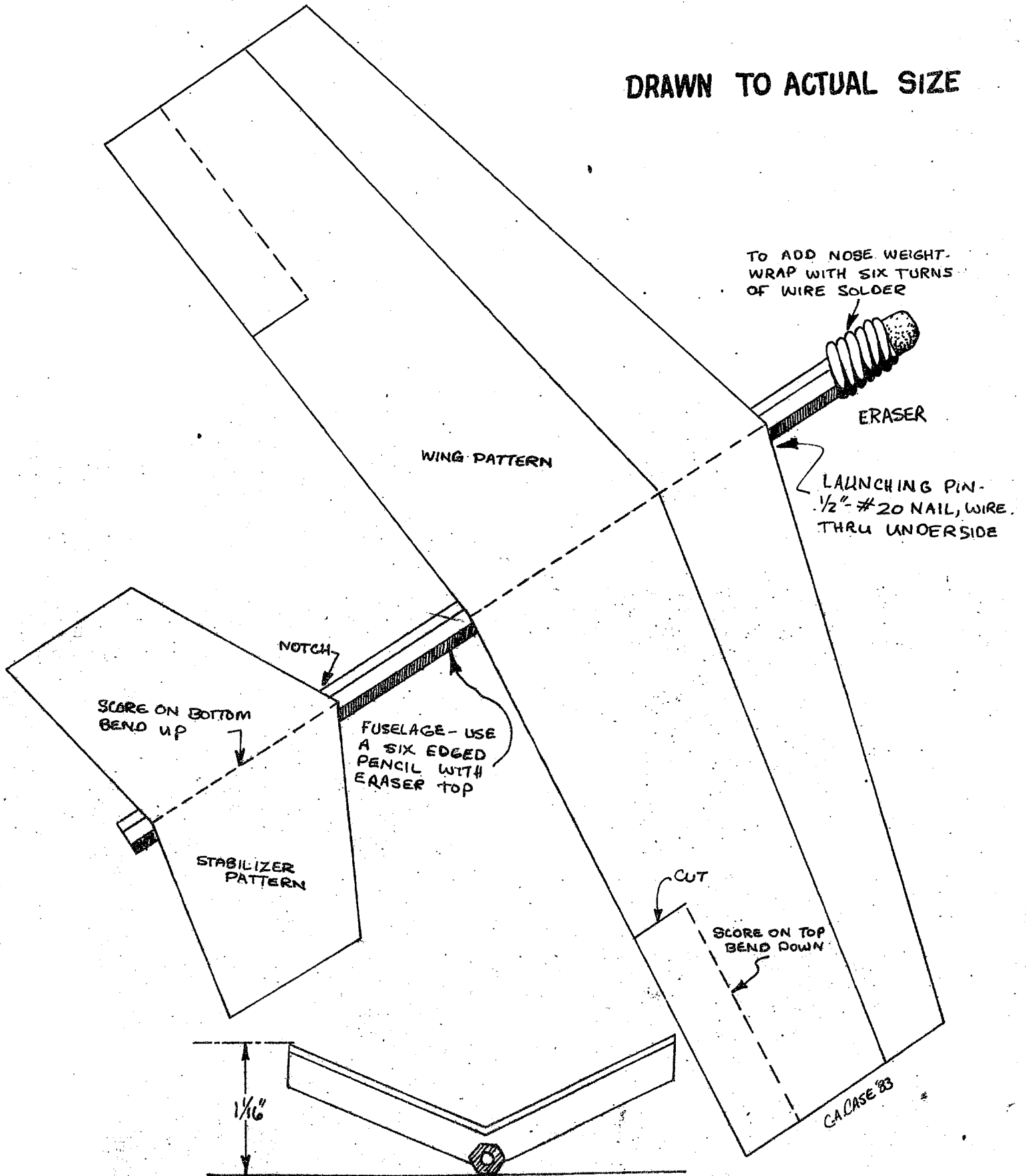
To make the catapult launching rig, attach a wide thick rubber band to the dowel or launch-pencil. Attach the launching catapult to the wire nail trigger on the underside of the fuselage, aim high then let go; with a swoosh, the glider should head skyward, loop, then return to earth in a flat glide. If the glider dives out of its glide, remove some solder. If it stalls (repeatedly swoops up, dives, then swoops up again,) add solder.

Hold a den contest to decide which glider is painted best, has the most original design, best workmanship, flies highest or stays up longest. Try different wing and stabilizer shapes, add or subtract nose weight; change the location of the pin or alerons or their bent. **HAPPY GLIDING!**

- Design by Glenn Wagner

SCAT PATTERN

DRAWN TO ACTUAL SIZE



TO ADD NOSE WEIGHT - WRAP WITH SIX TURNS OF WIRE SOLDER

ERASER

LAUNCHING PIN - 1/2" #20 NAIL, WIRE. THRU UNDERSIDE

NOTCH

SCORE ON BOTTOM BEND UP

FUSELAGE - USE A SIX EDGED PENCIL WITH ERASER TOP

STABILIZER PATTERN

CUT

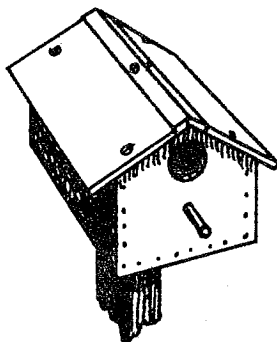
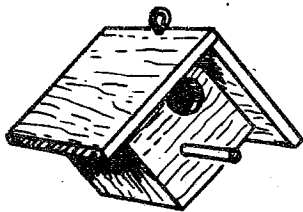
SCORE ON TOP BEND DOWN

1/16"

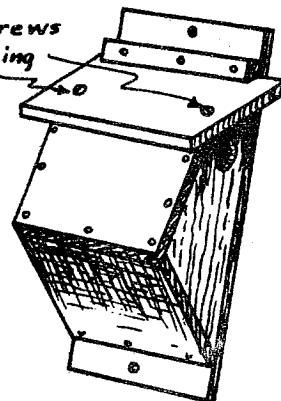
CA CASE '83

REAR VIEW STABILIZER DIHEDRAL

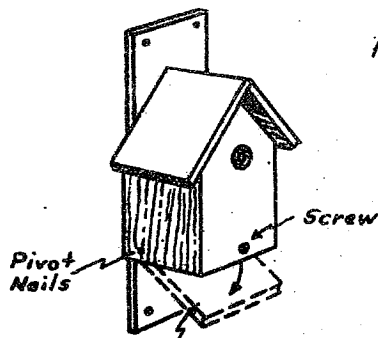
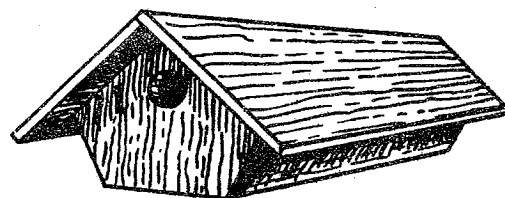
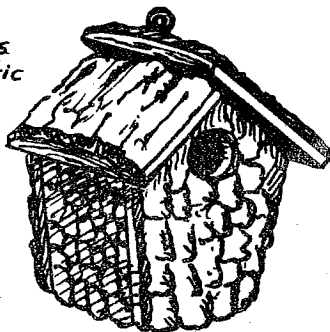
# BIRD HOUSES



Remove Screws  
for Cleaning

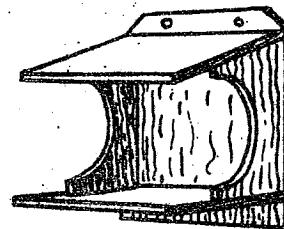
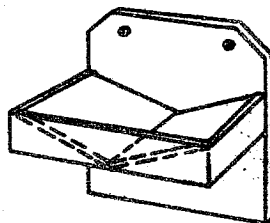
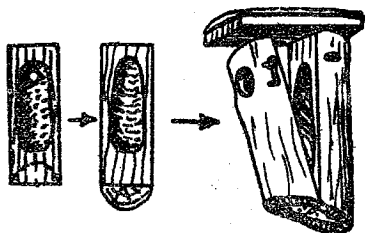
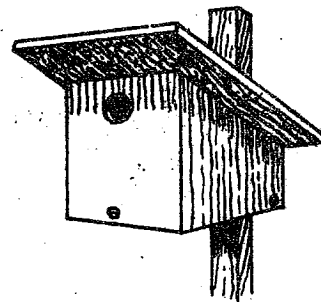
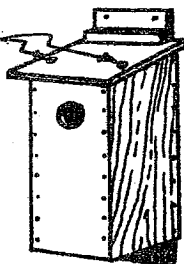


Many Birds  
prefer Rustic  
Houses



Bottom Swings down  
for Cleaning

Remove Screws  
for Cleaning



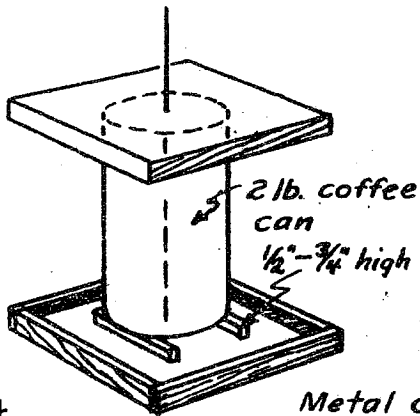
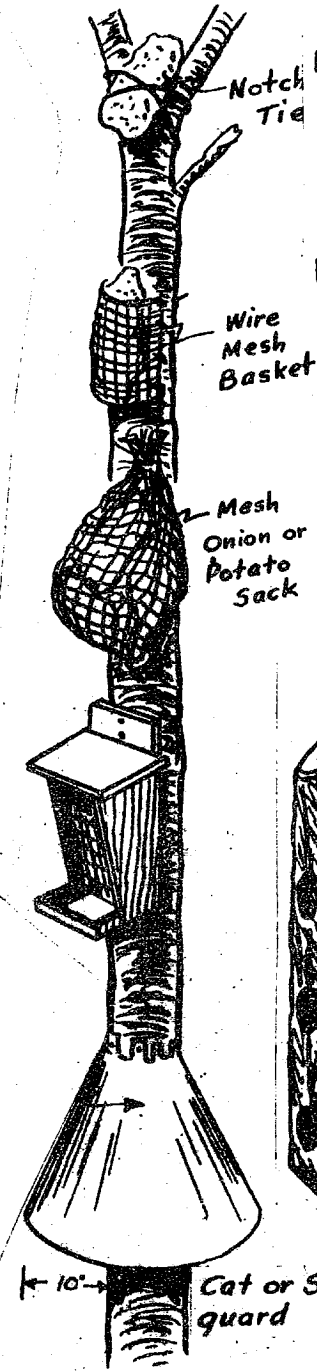
Nesting shelves for Robins & Barn Swallows

Thanks to the Oregon Wildlife Commission for these 2 pages.

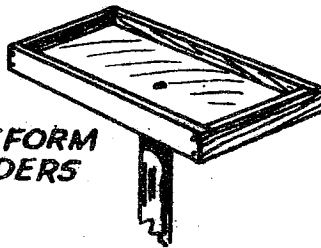
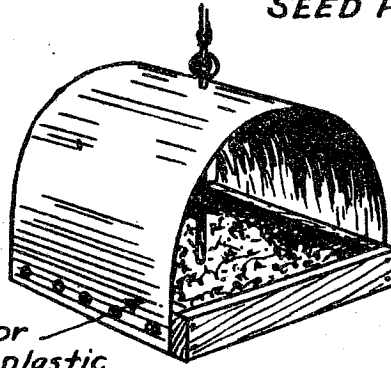


# BIRD FEEDERS

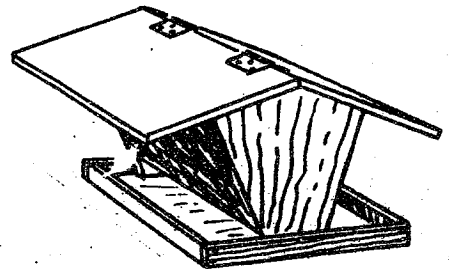
## SUET FEEDERS



## SEED HOPPERS



## PLATFORM FEEDERS

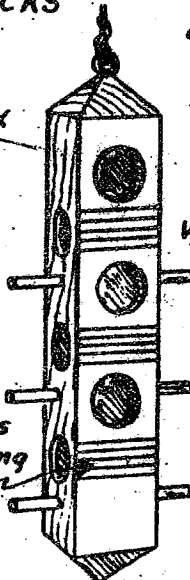


## TV dinner trays compartmentalize feeders

## SUET STICKS

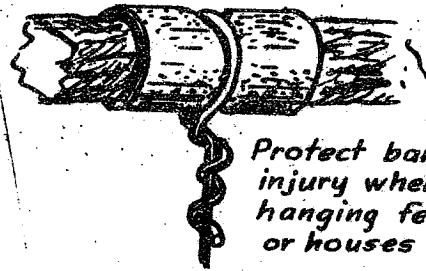
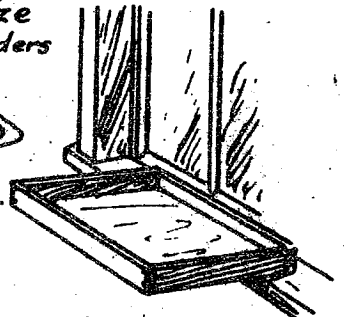
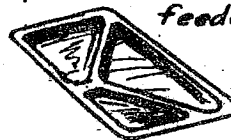


1/2" dia. x 1" deep



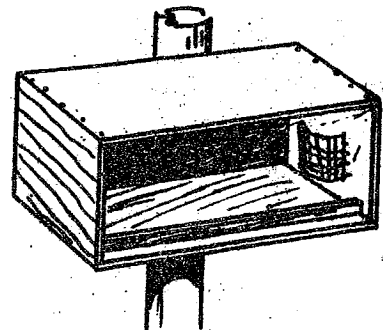
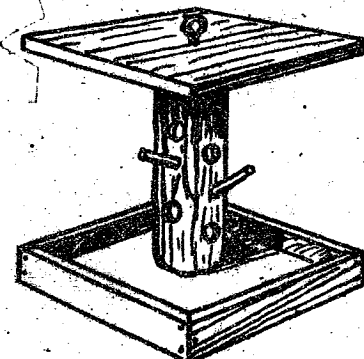
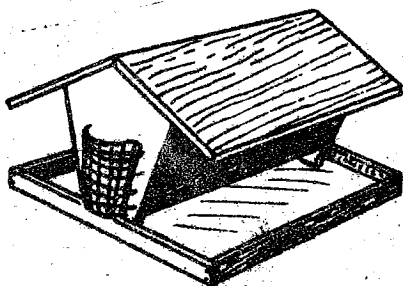
Saw cuts for clinging birds

## WINDOW-SHELF FEEDERS



Protect bark from injury when hanging feeders or houses

## COMBINATION FEEDERS



# HUMMINGBIRD FEEDER

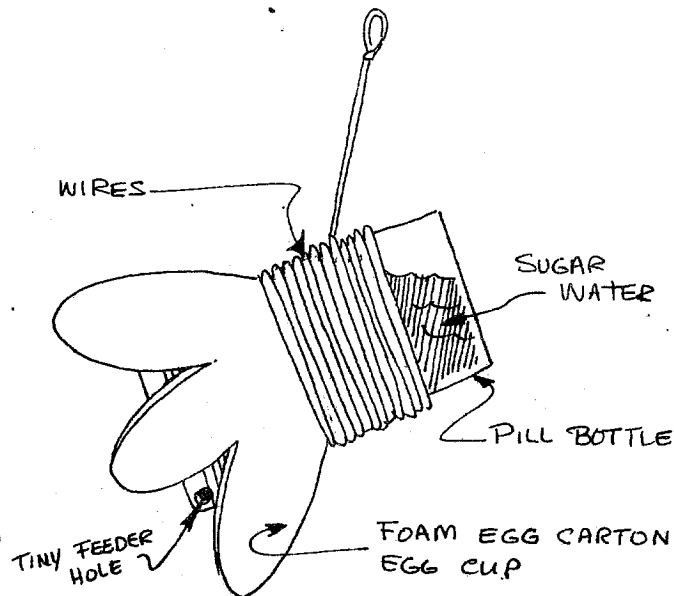
## MATERIALS:

Small plastic pill bottle  
 Needle  
 Foam egg carton egg cup  
 Wires (telephone will do)  
 Sugar water  
 Red food coloring

## DIRECTIONS:

For this tiny feeder, use a small plastic pill bottle with its plastic cap. With a heated needle, punch a hole near edge of cap. Fill bottle with sugar water, tinted with red food coloring.

To perk up the feeder, cut a flower from the egg cup of a colorful egg carton. Cut the sides of the cup into petals and cut an opening in the bottom large enough to fit the pill bottle. Slide the bottle about half-way through the opening. Wrap wires around the bottle above and below the flower. Hang the bottle sideways with the hole end tipped slightly downward. The hole is at the bottom of the feeder.



# MORE BIRD FEEDERS

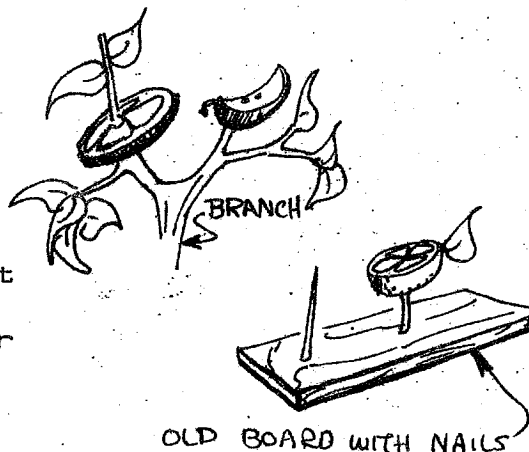
## MATERIALS:

Various Fruits, Nuts Etc,

## DIRECTIONS:

A protected fence becomes a feeder when you put 2 nails through a piece of scrap board & attach it to the fence. Stick apples on the ends of the exposed nails.

Bushes, trees or tiny Christmas trees in tubs may be arrayed with a holiday feast for birds. Twine strings of popcorn and cranberries, fill orange cups with seeds or raisins, brim walnut shells with peanut butter or suet. Stale donuts are tasty hangars too.



## BIRD WATCHER'S STRING 'N' SPOOL LURE

Pass an 8" piece of string thru the hole of a large, empty spool. Tie the ends together and loops over a tree branch with an end loop. Cut 12 or more 6" lengths of string and fill loop with as many as it will hold. Hang where the birds can reach it & watch them take them away to use to build their nests.

# CHEMICAL GARDEN

## MATERIALS:

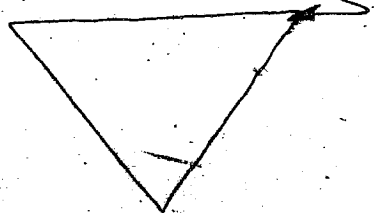
- Flat bottom bowl
- Small enough rock for bowl
- Box of Table salt
- Small bottle of bluing
- Green ink (optional)

## DIRECTIONS:

Put a rock in the middle of a flat bowl. This will be for the plant to climb on. Now cover the bottom of the bowl with about 1/2" of salt. Pour the bluing on the salt until all the salt is blue, but not completely saturated. Sprinkle a little water (about two tablespoons) over the salt and bluing mixture. To give color variation you may wish to add a bit of green ink here and there. The plant itself will be white. Within about four hours the plant should begin to grow. It will look like coral and grow up over the rock and over the side of the bowl. To control its growth over the side, coat the outside of the bowl with Vaseline. Just watch it grow!

# LIGHTNING BUG GLIDER

LIGHTNING BUG'S  
STABILIZER



## MATERIALS:

- Paper clip
- Foam meat trays
- Permanent felt markers
- Tacky glue
- Glitter

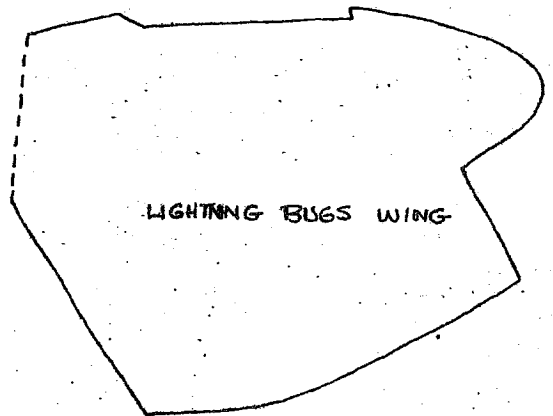
## DIRECTIONS:

They float on air in the greatest of ease, and these lightning bug gliders are made of plastic foam trays.

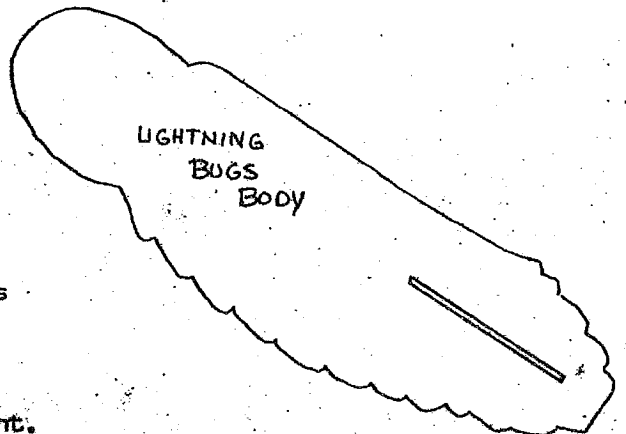
Trace a paper pattern from the patterns shown here, placing fold on dotted line. Open out the pattern and trace onto plastic foam trays. Cut out foam pieces, making slits in the body pieces where shown, (heavy lines).

Insert the stabilizers through the slits with the wide end toward the front end of the bug. Pin and glue wings on tops of bodies. Paint insects with permanent felt markers. Add glue and glitter to the rear end of bug's body. Add the paper clip to the front for weight. Your bug is ready to fly off and lite up!

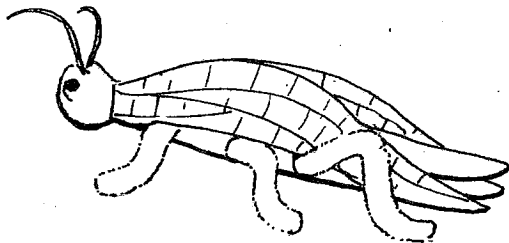
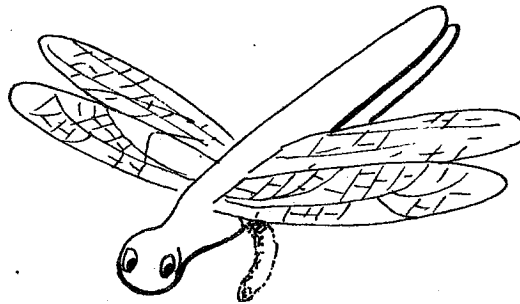
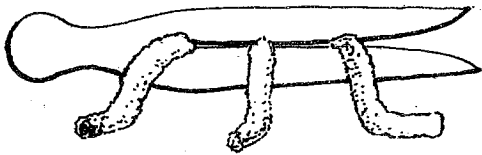
LIGHTNING BUGS WING



LIGHTNING  
BUGS  
Body

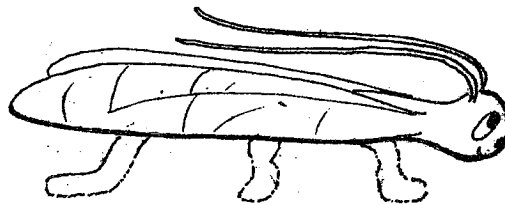


# GIANT INSECTS



## MATERIALS:

Marker Pens (Waterproof)  
Wooden Clothespins (Old style)  
Colored tissue paper  
Clear lacquer  
Pipe cleaners  
Beads, sequins or tiny plastic eyes  
Thread



## DIRECTIONS:

Suspend from thread to make these insects appear to be in flight.

Use wooden clothespins for bodies and colored tissue paper for transparent wings. For each insect, draw wings on tissue. Then, add markings with colored markers, unique to each insect. Next, spray with clear lacquer. While wet, cover with another sheet of tissue. For strength and transparency, spray both sides of doubled tissue. Let dry, then cut out the wings.

For legs, shape 6 pipe cleaners. Glue legs and wings to clothespin.

Add sequins or beads for eyes or tiny plastic eyes. Make antennae by gluing strands of thread together. Spray with lacquer.

**KATYDID:** Paint clothespin green and use green tissue paper; making wings almost as long as body. Use a fine black marker pen to draw on veins.

**BUTTERFLY:** Paint clothespin black. Make wings bright colors.

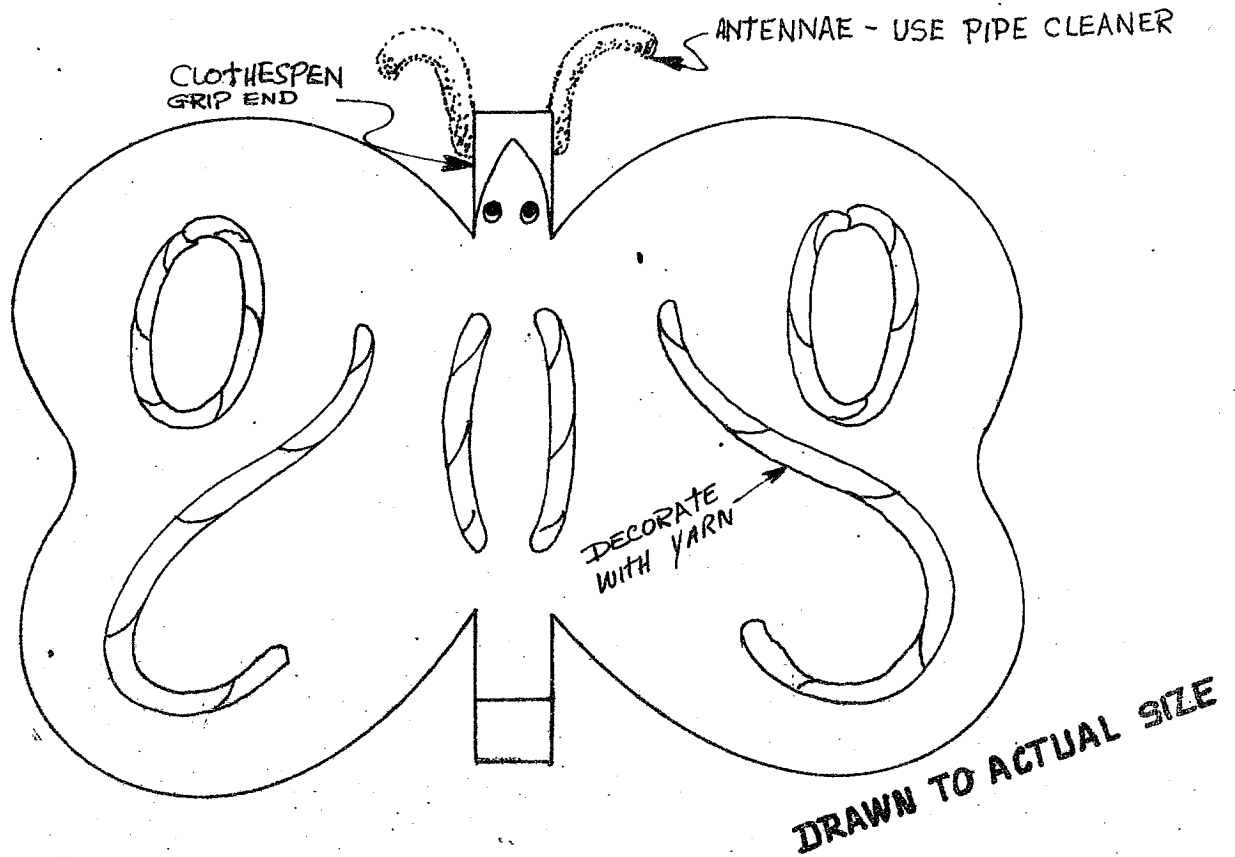
**DRAGONFLY:** Paint body a bright dark blue. Draw veins on white tissue paper, about 3" long for each wing.

**GRASSHOPPER:** Paint body brown or green. Use either white or yellow tissue paper, (or even green,) for the wings and draw on the brown veins.

**HORNTAIL:** Paint body black with yellow stripes. Use yellow tissue for wings, with back wings shorter than front wings. Vein with a black pen.



# BUTTERFLY NOTE HOLDER

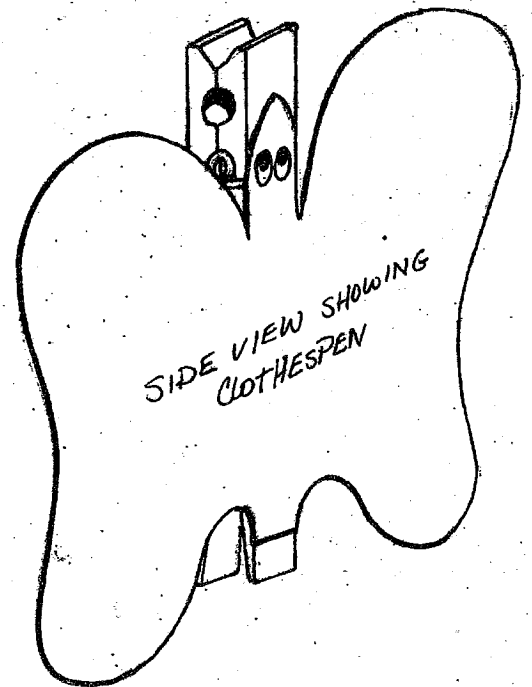


## MATERIALS:

- 1 pipe cleaner
- 1 clothespin
- 1 4 x 6" piece 1/4" plywood
- Colored Yarn
- Wood Glue

## DIRECTIONS:

Assemble according to diagram above.



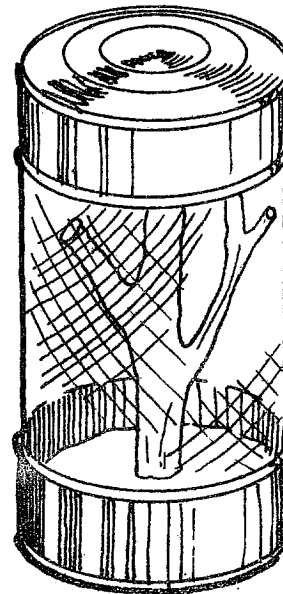
# BUG CAGE

## MATERIALS:

- 2 Tuna or cat food cans
- 1 piece of wire screen 1" wider than perimeter of can, 10" high
- Plaster of Paris
- Twig

## DIRECTIONS:

Make a tube of the screening just large enough to fit inside the lid or can. Fill one lid or can with plaster of Paris; put the screening in it and the twig before it dries. Use the other lid as a removeable top. Add soil and go get a bug.



## FOOD AND CARE OF INSECTS:

Once a day feeding is usually enough, but don't worry about overfeeding as most insects will eat any time you feed them and stop when they've had enough.

**PRAYING MANTIS:** Feed them flies, small insects, sometimes bits of raw chopped meat or liver on end of toothpick. Keep mantis egg mass, collected in Fall or Winter, in cage until the young emerge.

**FIELD CRICKETS:** Fill bottom of cage with an inch or so of soil; set some bottle caps into soil and keep filled with water. Feed bits of bread soaked in water, dabs of mashed potato, lettuce and peanut butter.

**CLICK BEETLES:** Feed soft-bodied insects, meal worms. Keep water dish in cage.

**CATERPILLARS:** Always feed leaves from the same kind of plant on which you found them, unless it's Mom's favorite plant! Keep them on this diet until they stop eating and enter the chrysalis or cocoon stage to become butterflies or moths.

**SALAMANDERS, FROGS, TOADS, LIZARDS:** Small worms & live soft-bodied insects.

**SNAKES:** Small eggs, mice, chopped raw fish or meat. (You may need larger cans.)

**TURTLES:** Cut or ground meat, fish worms, lettuce.

**TADPOLES:** These are better off in an aquarium with "sunning rocks" Feed them cornmeal and water plants.

To collect tiny insects to feed to YOUR pet insects, beat shrubs with a stick over an inverted, open umbrella. They will fall into your umbrella, and you can shake them into a holding container to feed your hungry guys.

# COLLECTING & MOUNTING

## MATERIALS:

### KILLING JAR:

Fruit Jar with lid  
Cotton  
White gasoline or  
Carbon Tetrachloride  
Blotter paper

### SPREADING BOARD:

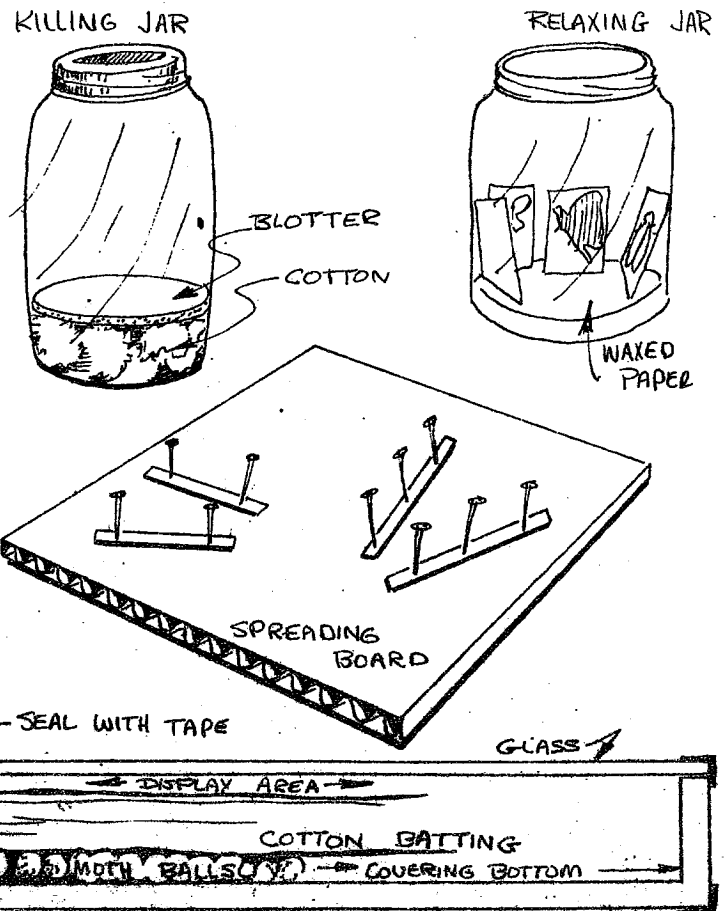
2 pieces heavy corrugated  
board  
Paper strips  
Rust-proof pins

### RELAXING JAR:

Wide mouth jar (at least 6")  
Sand  
Water & carbolic acid

### AIRTIGHT DISPLAY BOX:

3/8" plywood 2 1/2" - 3" high  
Moth balls or Naptha flakes  
Cotton batting  
Absorbent cotton  
Cardboard  
Glass



## DIRECTIONS:

Insect collecting is an interesting hobby. Specimens can be found in every lot, field, garden, lake and pond near your home.

After killing the insects, remove them from the killing jar and place them carefully in specimen envelopes (made by folding paper sheets into envelopes). Label the envelopes for later identification. Until you have time to add them to your collection, store these envelopes in a small box to prevent crushing.

When ready to mount specimens, put them in a relaxing jar, as shown, to make their wings soft and pliable enough to spread out. One to three days will relax the specimens enough to be placed on the spreading board. Fasten them down to dry in the correct (wing-spread) position. Wait at least a day or two to be sure your specimens are completely dry, otherwise, they will fold back up into their original positions.

Get a good reference book which will help you identify your specimens.

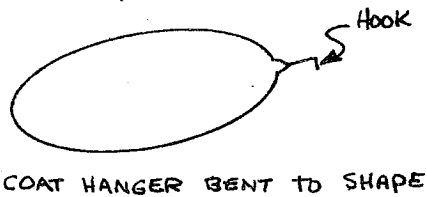
Killing Jar: Fruit jar with absorbent cotton soaked with white gasoline or carbon tetrachloride. Instead of "gassing" you may prefer to freeze the insect.

Spreading Board: Use 2 pieces of corrugated board. Pin butterflies bottom side up and fasten with paper strips. Pin bug right side up, if possible.

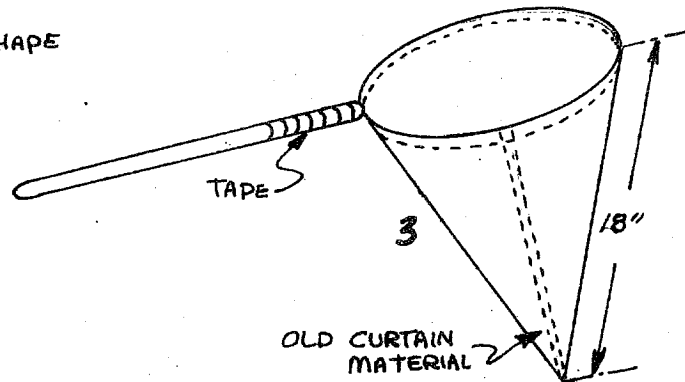
Relaxing Jar: Use for softening dried specimens. It should be about 6" diameter. Fill with 1 - 2" of sand moistened with water and a few drops of carbolic acid. Specimens are leaned against jar sides, and a waxed paper covers sand.

Airtight Display Box: Size depends on amount and kind of specimens to be displayed. The box should be airtight. A few mothballs or some naphtha flakes in paper should be placed in the bottom of the box to keep moths and other bugs from destroying your specimens. Cut out top of box with lip for glass insert. Glue down cardboard strips to hold glass in place. Place specimens on cotton:

# BUTTERFLY NET



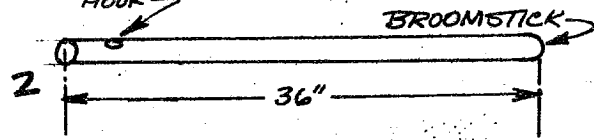
COAT HANGER BENT TO SHAPE



OLD CURTAIN MATERIAL

## MATERIALS:

Wire coat hanger  
 36" piece of broomstick  
 Roll of masking tape  
 Piece of old curtain  
 Electrical wire cutters  
 Hand drill  
 Needle & thread

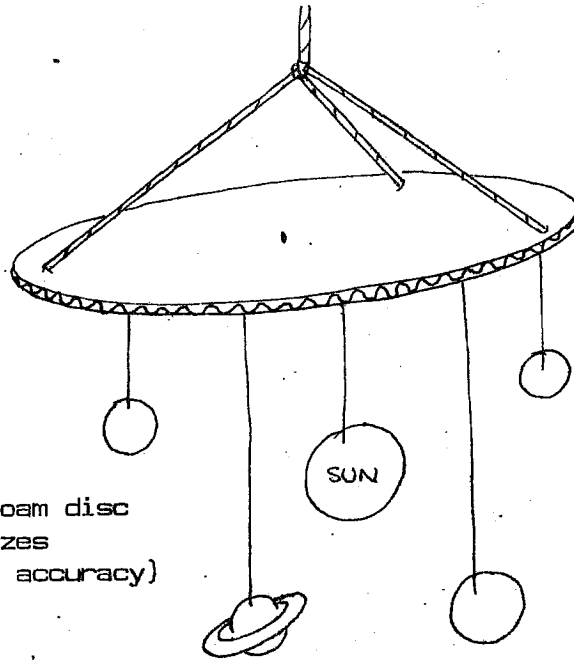
HOLE TO INSERT HANGER  
HOOK

## DIRECTIONS:

Butterfly nets are good for catching many things, not only butterflies - just ask the average boy who has gone hunting for butterflies and has come home with anything from a field mouse to a garter snake and maybe even a butterfly. A good butterfly net can be a key to adventure for boys and girls alike.

To make this net, bend a wire coat hanger to the shape of a circle and cut off most of the hook on the top with a pair of electrical wire cutters. Then bend the remainder of the hook into a small L shape as shown in Figure 1. Now drill a hole in the section of broomstick in the position shown in Figure 2 and insert the hook. Tape the wire into position to make the handle secure. Cut the piece of curtain into the shape that you want it for the net (a cone shape is best) and sew it up as shown in Figure 3. This sewing is best done by hand, and small stitches should be taken so that there will be no escape holes. A double seam is best. The cone-shaped net should be at least 18 inches deep to ensure that the catch does not get away before the net gets to the ground.

# PLANET MOBILE



STYROFOAM OR  
CARDBOARD DISC  
PAINTED DARK  
BLUE OR BLACK  
DOT WITH YELLOW  
FOR STARS

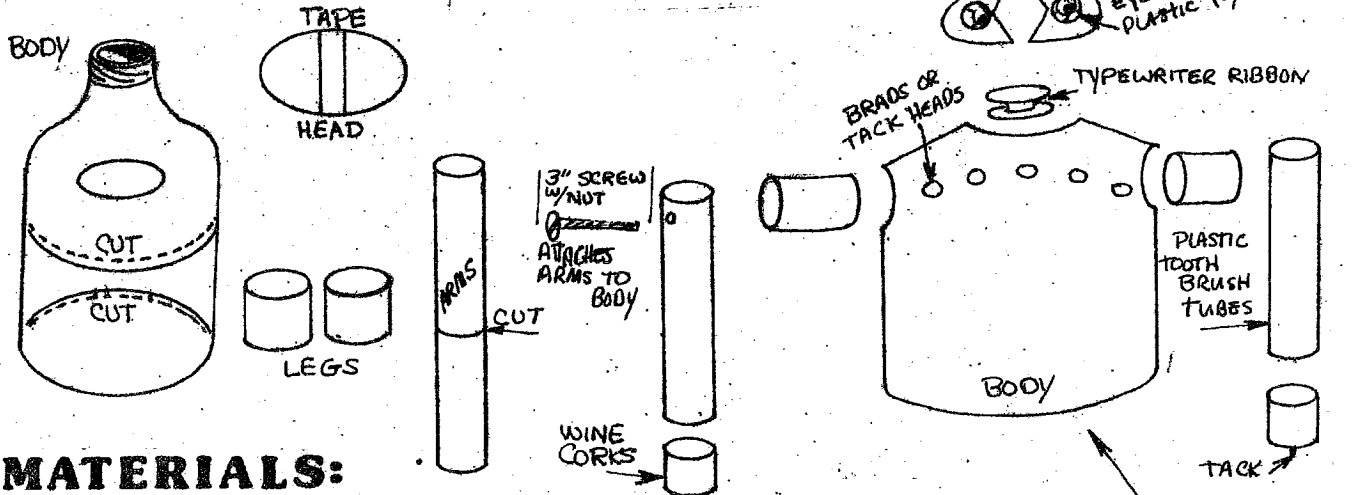
## MATERIALS:

- Large cardboard or styrofoam disc
- Styrofoam balls of all sizes  
(Study planet charts for accuracy)
- Dark blue or black paint
- Fluorescent paint
- String

## DIRECTIONS:

Cut a large cardboard or styrofoam disc and string it for hanging. From the center suspend a large ball to represent the sun. Around the perimeter of the disc hang the planets (nine). Paint each ball with fluorescent paint to glow in the dark. Paint the disc dark blue or black, then add little dots of fluorescent paint to represent the stars.

# ROBOT



## MATERIALS:

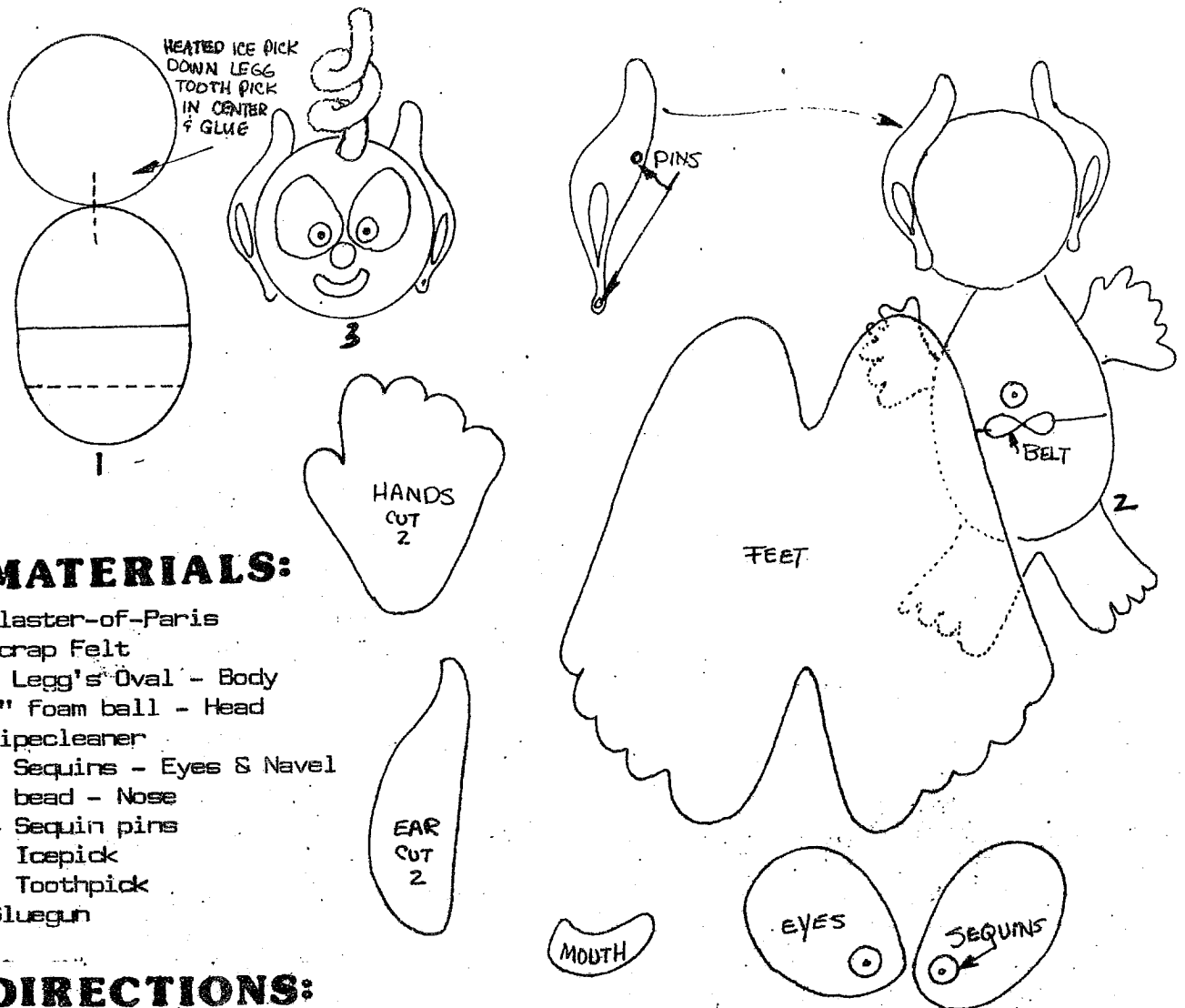
- Plastic bottle
- 2 L-leggs eggs
- 2 Spray can lids
- 3" bolt & nut

- Brads or upholstery tacks
- Glue
- Toothpaste tubes
- Typewriter ribbon spool

## DIRECTIONS:

Assemble according to diagram above.

# TAKE ME TO YOUR LEADER



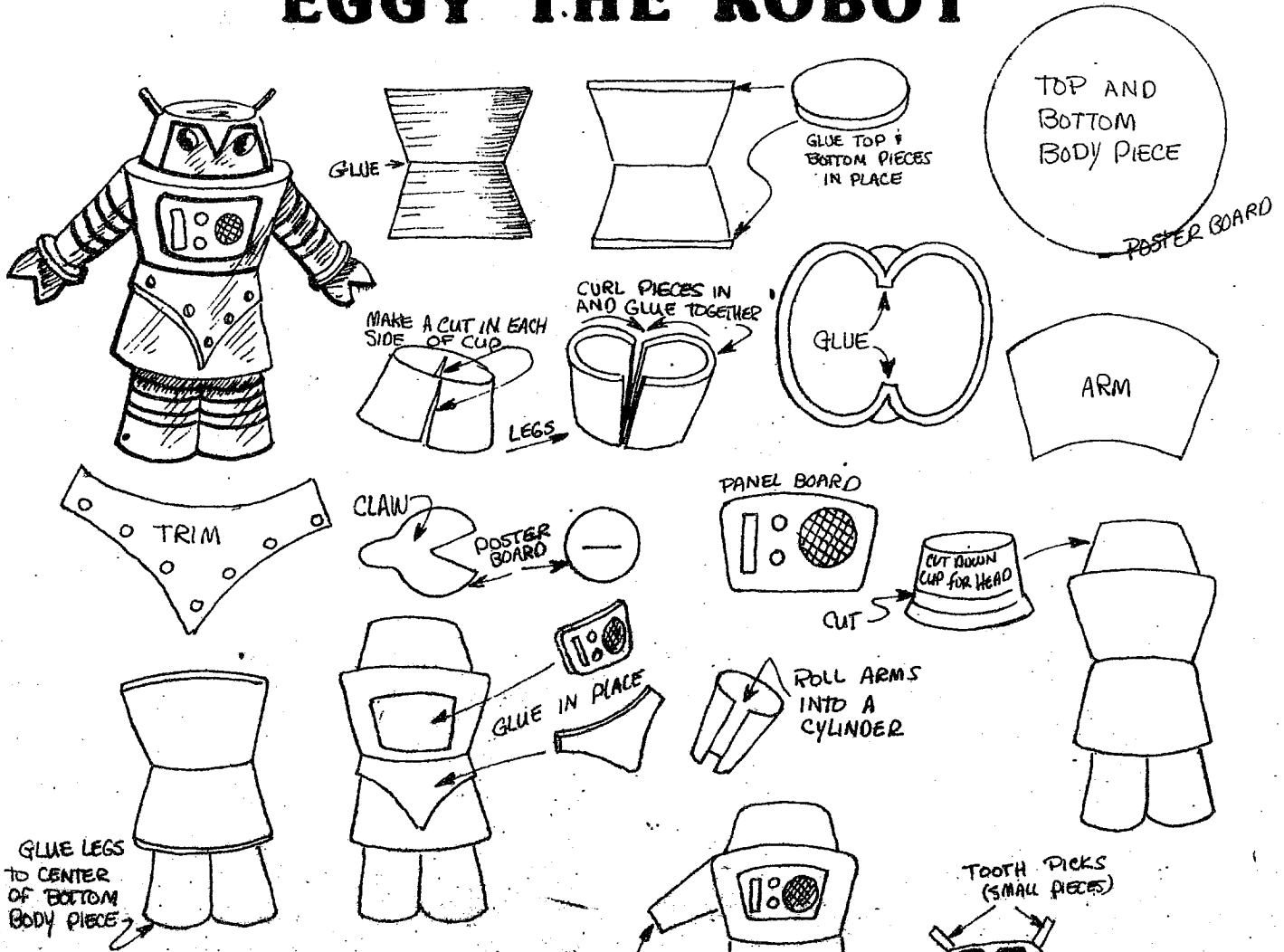
## MATERIALS:

Plaster-of-Paris  
 Scrap Felt  
 1 Legg's Oval - Body  
 2" foam ball - Head  
 Pipecleaner  
 3 Sequins - Eyes & Navel  
 1 bead - Nose  
 4 Sequin pins  
 1 Icepick  
 1 Toothpick  
 Gluegun

## DIRECTIONS:

- STEP 1 : Mix small amount of plaster-of-paris with water and half fill bottom of Legg's. Let set.
- STEP 2 : Take top half of Legg's, insert heated icepick and press through top so toothpick will fit. Dab glue on toothpick, then insert head and set aside to dry (1).
- STEP 3 : Trace and cut out patterns on felt. Draw around and cut out patterns.
- STEP 4 : Dab glue on feet and set Legg's on top until set (2).
- STEP 5 : Put top half of Legg's in place with glue and also glue on hands (2). Add sequin for navel and any kind of material for a belt.
- STEP 6 : Place sequins on felt eye and glue to foam ball. Also add mouth and bead for nose (3). Fold bottom of ear together so it points forward and pin in place.
- STEP 7 : Cut a 3 1/2" piece of pipecleaner and wrap around pencil to make a spiral. Force one end into top of the head for an antenna (3). Add small bell.

# EGGY THE ROBOT



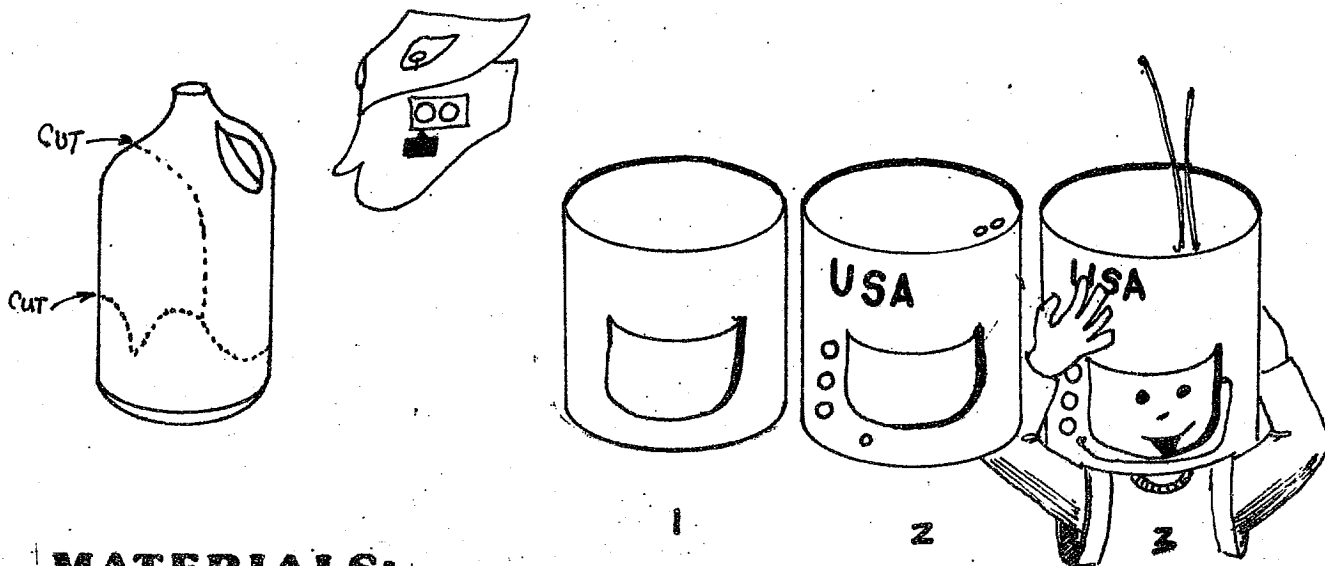
## MATERIALS:

- 6 egg carton cups
- Poster board
- Scissors
- Glue
- 1 round toothpick
- 2 red flower stamens (eyes)
- Paint or marker pens

## DIRECTIONS:

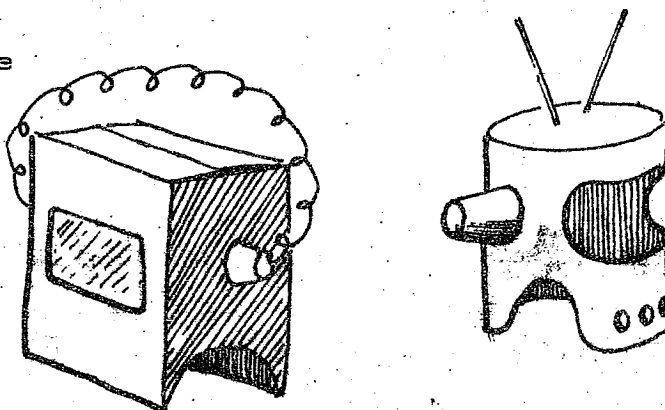
Cut two egg carton cups and glue them together as shown. Now cut the top and bottom body pieces slightly oversized and glue them in place. Trim them to exact size after the glue is dry. Cut and shape another egg carton cup for the legs as illustrated. Then glue the legs to the center of the bottom body piece. Cut down another egg carton cup to a size shown and glue it to the top body piece. Cut body trim and panel board from egg carton cups and glue in position on the figure. Cut the arms from egg carton cups, roll into cylinder shapes, glue together. Glue both arms on figure as shown. Glue a circle to end of each arm. Insert tab of claw in slot made in circle. Make two small holes in head as shown and insert toothpick pieces. Paint the entire figure a gray-green shade. Add all detail lines with black paint. Glue eyes in place.

# SPACE HELMETS



## MATERIALS:

- 5 Gallon ice cream carton  
or 1 gallon plastic bottle
- Scissors
- Felt Markers
- Tin Foil
- Pipe Cleaners
- Foil wrappers
- Paper Cups
- Wire
- Celophane
- Glue



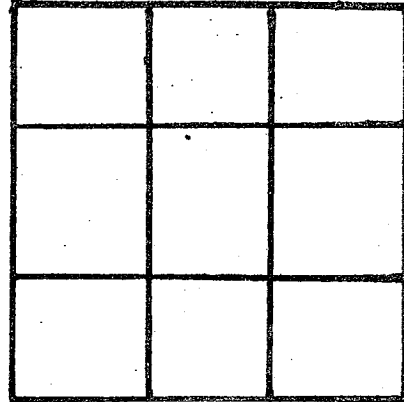
## DIRECTIONS:

Rinse and dry the ice cream carton. Turn it upside down. Cut out the openings (eyeholes, etc.) and cover the carton with tin foil or paint. Draw some wires and knobs with a marker. Poke two holes next to each other near the top of the carton in the front. Poke the pipe cleaner through the holes and twist so it won't fall off. These are your antennae. For ears, glue on foil-wrapped paper cups. Make a spring by wrapping a wire around a pencil and attach the spring to both ears for another type of antenna. Celophane may be used to cover the face hole.

To make a helmet from a gallon plastic bottle, cut off handle section as shown above. Using a paper fastener, attach the two pieces together and glue  $\frac{1}{2}$  of the foil on each side above the slots. Then paint the entire helmet, let it dry and you are ready to set out on your intergalactic journey.



# CIRCUS TIC TAC TOE



## MATERIALS:

One board (8" square minimum)  
Colored cloth tape (1/2" wide)  
or  
Acrylic paint  
Plaster circus animals

## DIRECTIONS:

1. Cut board to square shape. Sand or paint, if necessary. (Wood paneling does not need sanding nor painting.)
2. Cut cloth tape in 12" strips. Stick to board. (Two horizontally - two vertically) Lap edges under board.  
or  
Paint the stripes with acrylic paint. Let dry and spray with acrylic spray.
3. Paint 10 circus animals (5 of 2 kinds each). Spray. When dry, the game may be played as a regular tic-tac-toe game with animals instead of x's and o's.



**Time:** About ten minutes. Add half an hour if animals need to be painted. Do all painting on large paper plates with cub's name written on the plate.

**Wolf**

Achievement 10 - Make a game and play it with your family.

**Wolf**

Elective 9 - Make a game or toy and give it to someone.



**CLOWN TOSS  
BOARDS**

**MATERIALS:**

3 x 4 foot plywood or  
masonite board  
Carbon paper  
Acrylic paints  
Coping saw  
Homemade beanbags

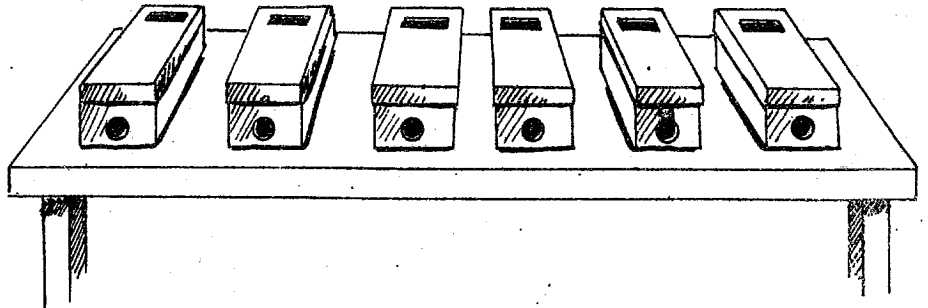


**DIRECTIONS:**

1. Trace pattern on carbon paper onto wood.
2. Cut circle from center.
3. Paint with acrylic colors.
4. When dry, use as a toss game.
5. Use homemade bean bags or ping pong balls.

Wolf Elective #4

# MINI PEEP SHOW



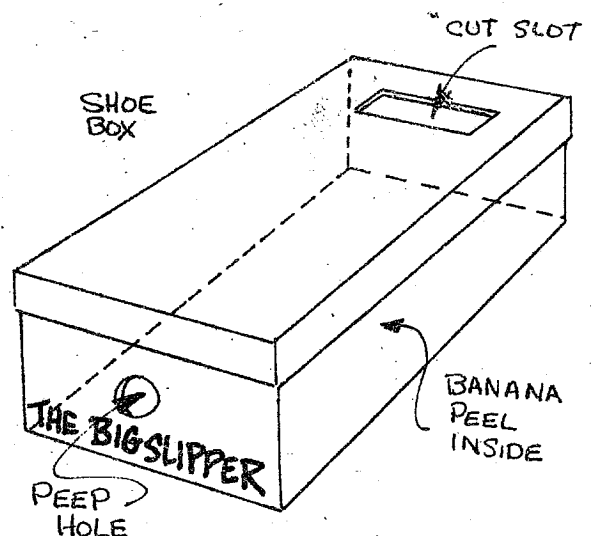
## MATERIALS:

Shoe Boxes  
 Scissors  
 Christmas tree lights  
 Misc.: See below

- |   |  |
|---|--|
| HAIRLESS DOG - A hot dog  | ONE-EYED MONSTER - A large needle                    |
| THE BIG SLIPPER - Banana peel   | RARE INVISIBLE FISH - Bowl/water                     |
| HEART TRANSPLANT - tiny flowerpot<br>with branch hung with paper<br>hearts stuck in sand. | SWIMMING MATCH - Match floating<br>in bowl of water. |
| ROCKETRY - Same as above only with<br>paper rockets.                                      | ANCIENT INSTRUMENT OF TORTURE -<br>hairbrush.        |
| FAMOUS HOLE IN ONE - A doughnut   | TEAR JERKER - Onion                                  |
| FIVE SENSES - 5 pennies   | WORLD'S HARDEST HEAD - Hammer                        |
| OCEAN LINER - Pile of sand  | HAWAIIAN NATIVE - A coconut                          |
| WORLD'S BIGGEST FOOT - A ruler  | PREHISTORIC GARDEN - Piece of<br>coal.               |
| THE MILKY WAY - Milky Way candy<br>bar.   | 14 CARAT RING - 14 carrots in a<br>circle.           |

## DIRECTIONS:

Peep shows are lots of fun and full of surprises. Obtain as many shoe-boxes as you want to use. Cut a peephole in the front of each box. Across the top at the other end, cut a slot about  $\frac{1}{2}$ " wide so light can come through. Depending on the amount of light available, you may wish to string Christmas lights above these slots. Decorate each box as desired and label the front to identify what's inside. Arrange boxes on table or shelf to display.



# CLOWN MAKE-UP

Cubs love to pretend and dressing and making-up like a clown can be lots of fun.

## **MATERIALS:**

Paper and crayons to design face first.  
Clown white - greasepaint or water based.  
(Greasepaint lasts longer. Water based washes off face and clothing easier.)  
Greasepaint sticks - various colors.  
(San Diego Costume has the best price at 50¢ a stick.)  
Face powder.  
Lining pencils.  
Make-up brush.

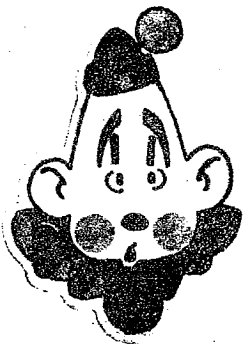
## **DIRECTIONS:**

Have cubs design their faces first.

Cover entire face, including eyebrows, eyelids, and lips with clown white.

Outline basic design with lining pencil. Fill in with greasepaint sticks. If you wish to put one color on top of another, be sure to dust lightly with face powder and brush off with a cosmetic brush.

When entire face is finished, dust lightly with powder and brush off. This will set the face.



Time: This can take an entire den meeting, especially if you allow the cubs to put on their own clown white and design their own faces.

Achievements: This activity fills no specific achievements; however, it can be used in conjunction with Wolf - Elective 2, and Webelos - Showman. It is also LOTS OF FUN!

Hint: Be sure to have several mirrors around for the cubs to admire themselves. Take pictures of the happy occasion.

# ANIMAL POP-UP PUPPETS



## MATERIALS:

- One cardboard cone-(Available from fabric outlets.)
- One 18" dowel - 1/4" thick.
- One fabric body - Use fake fur for jungle animals. (Pre-sew for cubs.)
- One large 1" pom-pom for head in color to match fur.
- Two plastic eyes.
- Suitable felt ears for animal.

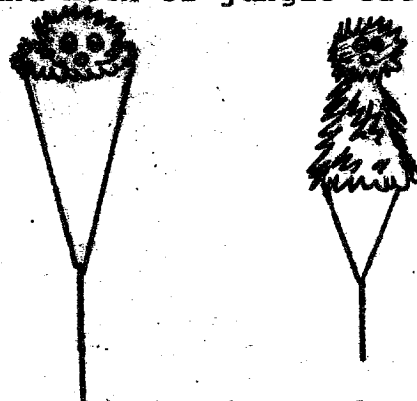
## DIRECTIONS:

Glue wide end of material over wide end of cone, overlapping about 1/2".

Glue end of 1/4" dowel and push carefully through small end of cone to top of fabric body. Let dry.

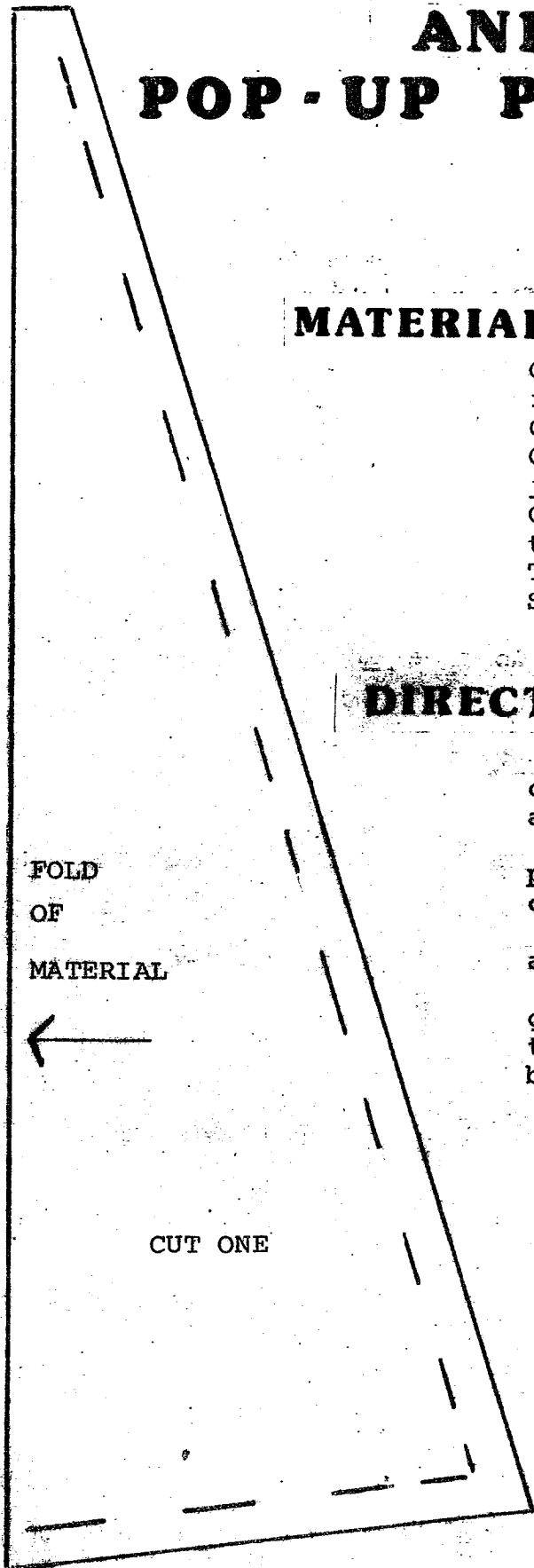
Glue eyes and ears to pom-pom and let dry.

Loosen center of pom-pom, apply glue, then push dowel and fabric into the middle. Tie and glue a small ribbon bow around neck of jungle cat.



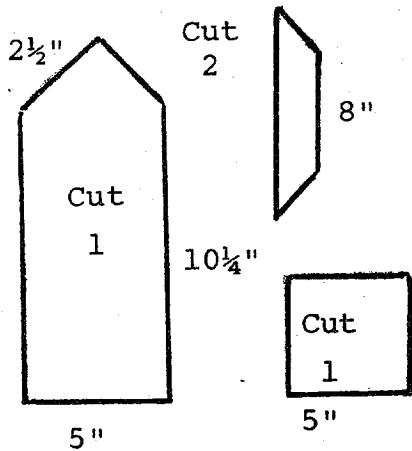
Time: This project takes about half an hour, including drying time.

Achievements: Wolf - Elective 3  
Webelos - Showman



# CIRCUS BOOKSHELF

This handy bookshelf is just the right size to hold a set of cub scout books or paperbacks.



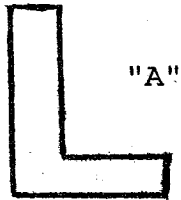
## MATERIALS:

- One or more plaster circus figures
- One piece of wood - 12 3/4" x 5" x 1"
- One piece of wood - 6" x 5" x 1"
- 2 pieces of wood - 8" x 1" x 1/2"

Sandpaper  
 Hammer  
 Finishing nails (1 1/4" or 1 1/2")  
 Saw  
 Glue (Carpenter's glue or Tacky)  
 Stain, varnish, paint, etc.

## DIRECTIONS:

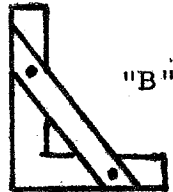
1. Cut all pieces to diagram and sand smooth. (With odd shapes of wood, cut to fit.)
2. Connect bottom to back as illustrated, using glue and nails.



"A"

"A"

3. Connect side pieces to back and bottom as illustrated.



"B"

"B"

4. Stain, paint, or varnish as desired.
5. When dry, glue on finished plaster circus figures. (A glue gun may be used by an adult for a more permanent adhesion of the figures.) (Wrights Party Supply has candy molds of circus figures and animals.)

Time:

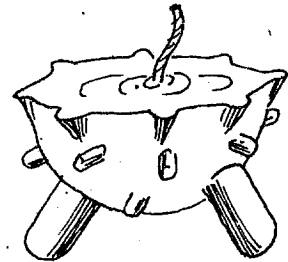
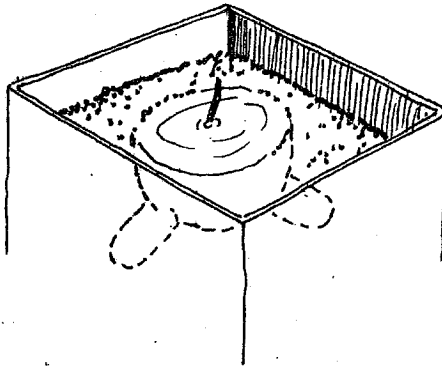
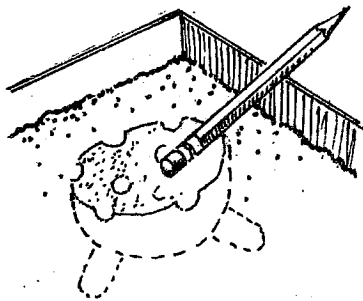
This project takes about 10-15 minutes to make without waiting for the paint to dry. Plaster figures can be painted while waiting for wood to cure. This project might be used as part of two den meetings.

Achievements:

- Wolf - Achievement 5, Electives 3, 9.
- Bear - Achievement 2.
- Webelos - Craftsman



# SAND CANDLES



## MATERIALS:

|                         |                     |                      |
|-------------------------|---------------------|----------------------|
| Stove                   | Melting pots        | Candy thermometer    |
| Pliers                  | Long Handle spoon   | Pouring containers   |
| Pot holders             | Several long dowels | Sand & water         |
| Ice pick                | Sand box            | Pocket knife         |
| Candle wax              | Candle wicking      | Candle dye (crayons) |
| Wick clips (washers)    |                     |                      |
| Candle scent (oil base) |                     |                      |

## DIRECTIONS:

Step 1: Mix sand & water (approximately 15 lbs. of sand to 1 quart of water) in the sand box. Pound & flatten it until it is firmly packed and smooth, and firm enough to hold a shape.

Step 2: Dig out a shape that the candle is to be. For legs, poke three holes in the bottom of the mold. To have objects sticking to the side of the candle, place them in your mold with the side you want to see facing away from the center. You can flute the edge or put knobby hobnails around the sides.

Step 3: Put one end of the wick in the wick clip, and place it in the middle of the mold. The wick should hang straight down and about 1/4" above the bottom of the mold.

Step 4: Break wax into small chunks and place in melting pots (double boilers are best). Recommend two melting pots going at the same time. Place candy thermometer in the pot and heat the wax between 150° and 250°. The higher the temperature and the drier the sand, the more the sand will stick to the candle. Do not heat the wax over 275° as the wax will smoke and possibly explode. **NEVER LEAVE WAX ON THE HEAT UNATTENDED.** It will take about 10 to 20 minutes for the wax to melt, then turn down heat to hold it at a constant temperature.

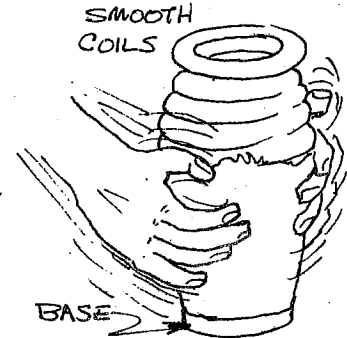
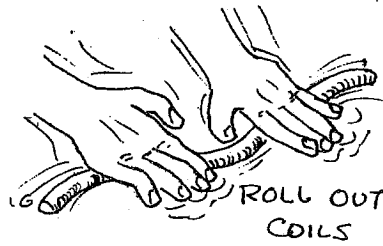
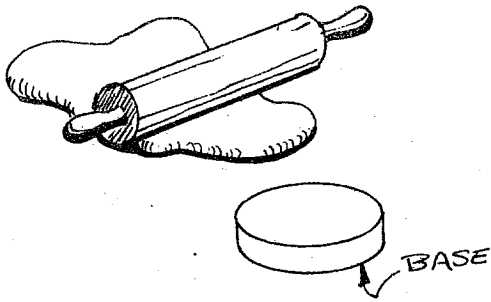
Step 5: Add color and scent in a separate pot, leaving the main pots just for melting wax. Stir with a long handle spoon.

Step 6: Pour wax into pouring container and onto spoon in bottom of mold. **NEVER** pour near open flame. Let first color cool if a layered look is desired. Cooled wax will sink, and can be topped off before removing from mold.

Step 7: Let cool 15 to 60 minutes before removing. Cut off excess wick to 1". Wash off excess sand. Let set for 8 hours before burning. Level legs in electric skillet on aluminum foil.



# SUN-FIRED POTTERY



## MATERIALS:

Powdered clay from hobby shop for sun and air drying  
 Rolling pin  
 Small knife  
 Flat stick  
 Orange stick  
 Sandpaper  
 Tempera paint  
 Clear plastic spray

## DIRECTIONS:

Read instructions on package on how-to-mix. Let it set for about 24 hours. Knead it as though it were bread dough to work out air bubbles that otherwise would make flaws in the finished product during the drying. You can roll the clay with a rolling pin, cut it into a specific shape, or mold it by hand. If the clay seems too sticky, a few hours of exposure to the air will dry out excess moisture. If it seems too dry, dampen your hands as you work.

To get the "feel" of working with the clay, start with the coil method, used by many artists for pieces that are to be kiln-fired. Using a small lump of clay, roll out a long "snake". Coil it on a base cut out of a flat piece of clay. Continue adding coils until you have the size and shape container you want. With your fingers, dampen the coils as you add each additional row. Work on both the inside and outside with your fingers and a flat stick, smoothing the clay until you no longer can see the individual coils. You can make a design on your container with an orange stick.

Lay the formed container outside on a flat surface to dry in the sun. One day in the sun should dry it completely, but indoors it will take several days. Thicker pieces require a longer drying time.

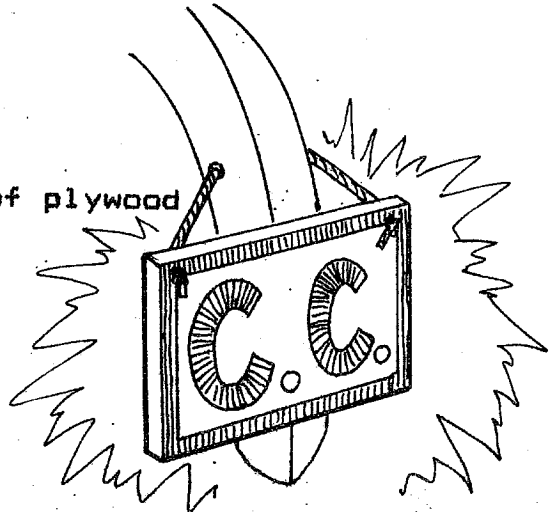
When it is thoroughly dry, sand it lightly with fine sandpaper, and then apply designs with tempera paint. When the paint is dry, spray with clear plastic spray or varnish for protection.

American Indians made jugs, bowls, and other pottery in this sun dry-and-harden method.

# REFLECTING BIKE TAG

## MATERIALS:

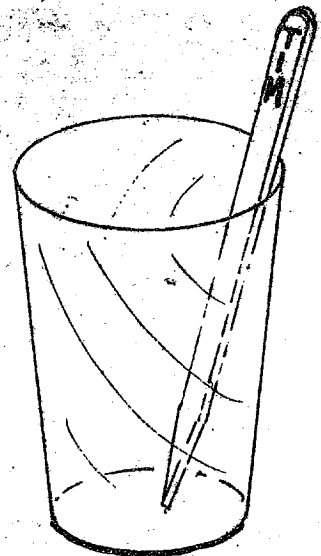
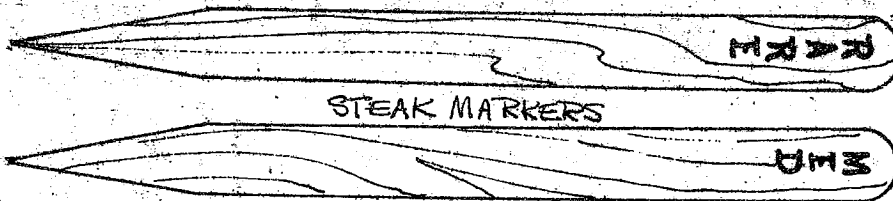
- 2 1/2" x 4 1/2" x 1/4" Piece of plywood
- White paint
- Paint thinner
- Brush
- Red light-reflecting tape
- Sandpaper
- Drill
- Wire



## DIRECTIONS:

Sand the edges and face of plywood until smooth. Apply 2 thin coats of paint, and let dry. Cut 1/4" strips from the tape. Wrap the edges of the sign, and make your name or initials on the face. Drill holes near the top edge, and wire plate to the back fender.

# MOM SAVERS



DRINKING GLASS MARKER

## MATERIALS:

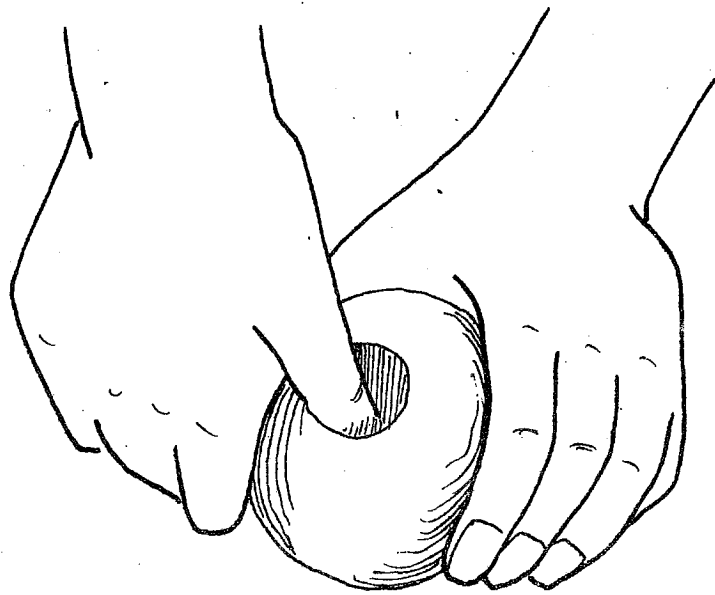
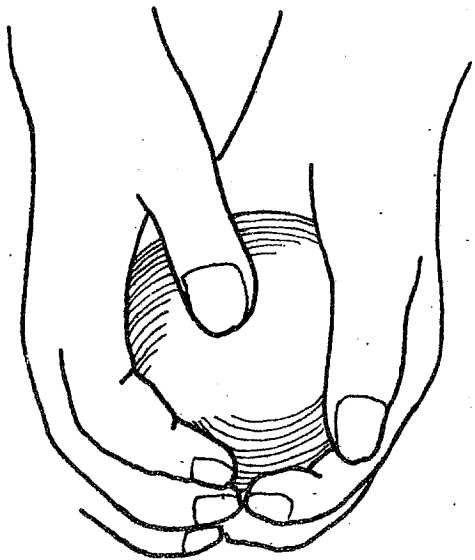
- Ice cream sticks
- Pocketknife or electrical wire cutters
- Marking pen
- Small colored buttons

## DIRECTIONS:

**STEAK MARKERS:** Sharpen one end of an ice cream stick with a small pocketknife or electrical wire cutters. Put the lettering on the stick with a felt-tip marking pen.

**DRINKING-GLASS MARKERS:** Put name on stick with marking pen or small colored button for youngsters who cannot yet read.

# PINCH POT



## MATERIALS:

1 1/2" ball of pottery clay

## DIRECTIONS:

Step 1: Roll the clay into a good solid ball, one that can be held easily in the hands.

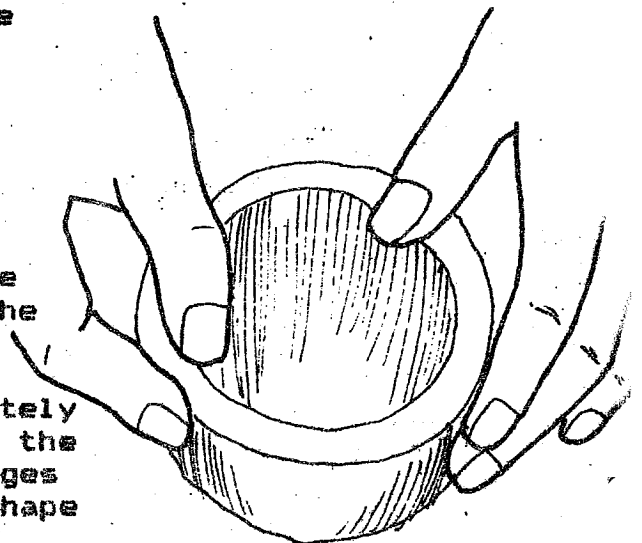
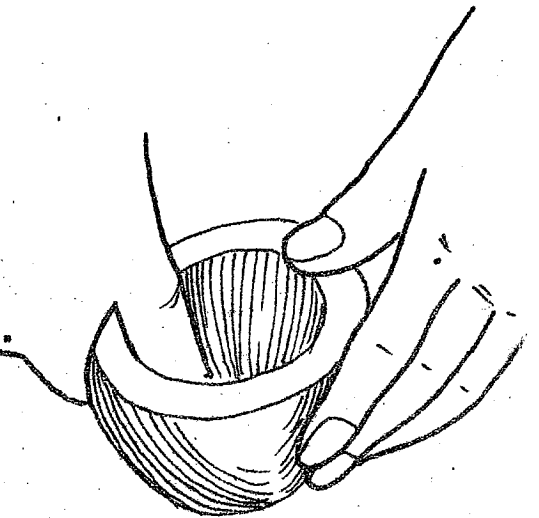
Step 2: After shaping the ball, place it in your left palm and slowly push your right thumb, then the left thumb in the center to 1/4" thickness at the bottom.

Step 3: With both thumbs in the center and the bottom side up, press out slowly, revolving the piece constantly. Keep the base small, about 1" across.

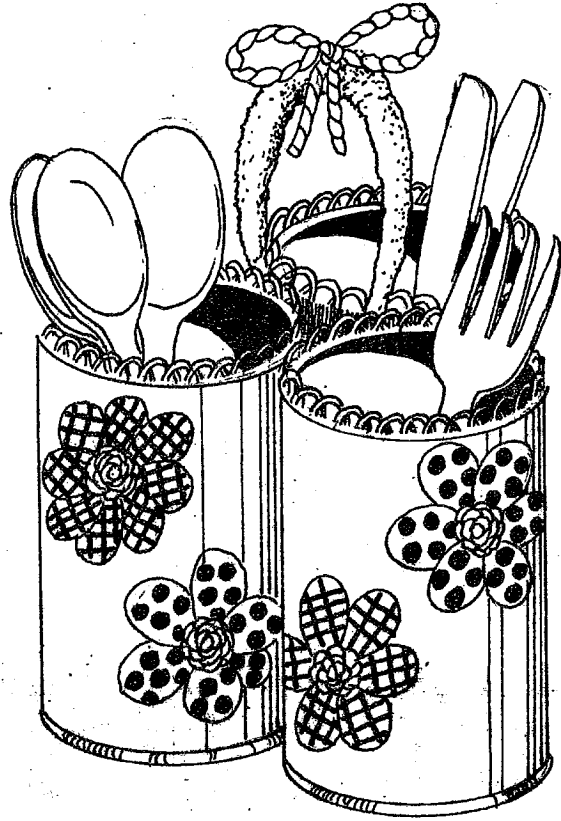
Step 4: When the sides are 3/8" thick, place the piece on a firm foundation. Work around the edge in a pinching motion with thumbs and fingers until the entire wall is about 1/4" thick. The danger at this point is where the base merges with the side wall. Take care not to strain the pot by forcing or pinching this area too much.

Step 5: Be sure to work from the bottom, keeping the top thick until the very last.

Step 6: The bowl should be even in shape and thickness, and approximately round. After this has been achieved, the shape can be varied by pushing the edges inward or outward, according to the shape you wish.



# PICNIC UTENSIL CADDY



## MATERIALS:

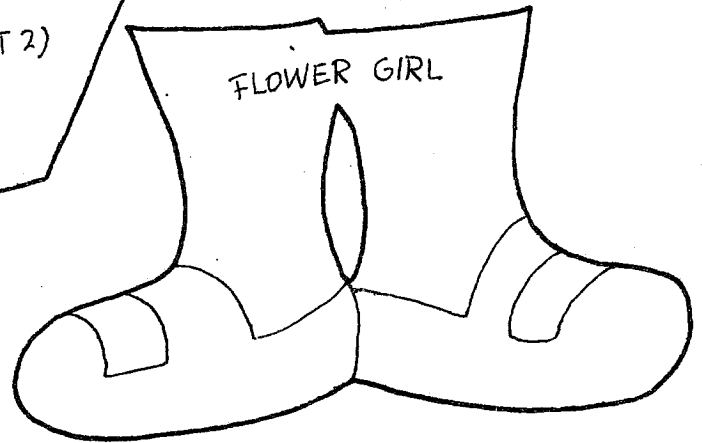
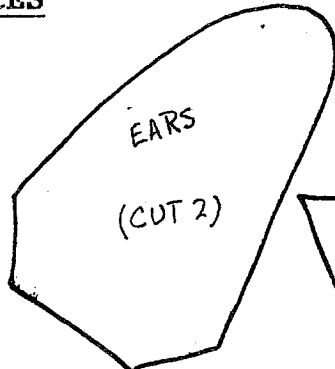
3 Soda pop cans  
Hand operated can opener  
Colored paper  
Yarn  
Decorative trim  
1 Chenille stem  
Scissors  
Glue

## DIRECTIONS:

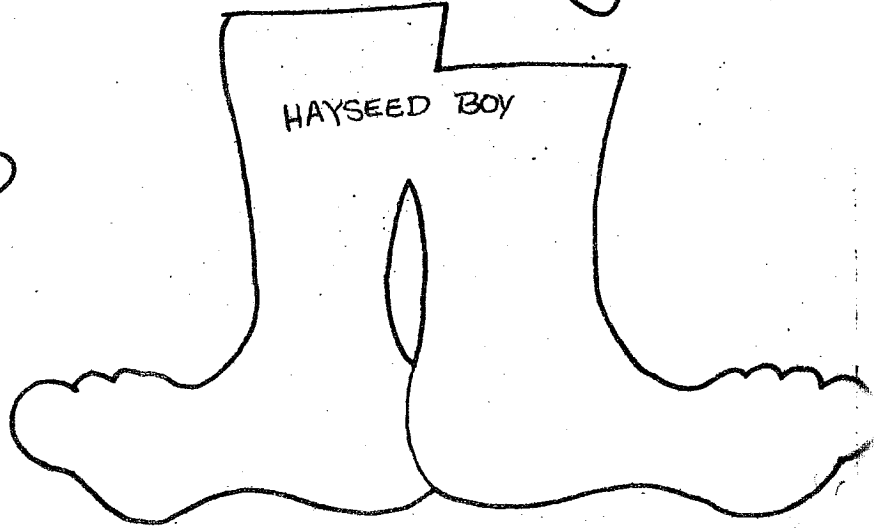
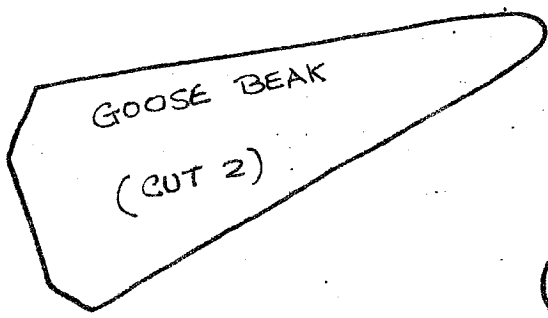
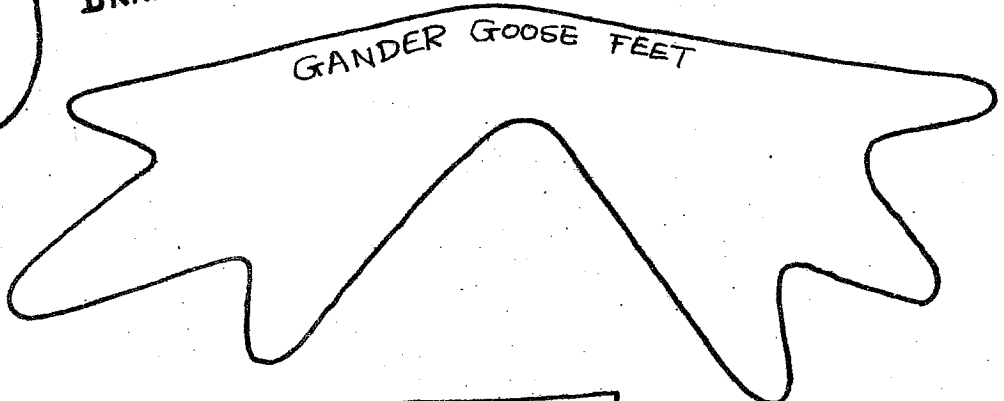
Using can opener, carefully cut off bottom of each can. Set cut-off parts aside. Turn cans upside down. Cover each can with colored paper. Decorate with paper flowers that have coiled yarn centers. Glue decorative trim around top and bottom of each can.

Tie cans together with yarn, threading yarn down through one can, through tab opening, and back up through another can. Continue until all three cans are securely tied together. Slip cut-off part of each can down to bottom of can to cover tab opening. Add chenille stem for handle.

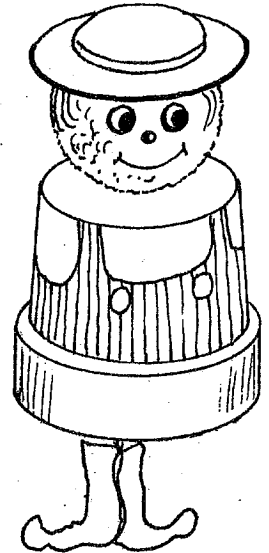
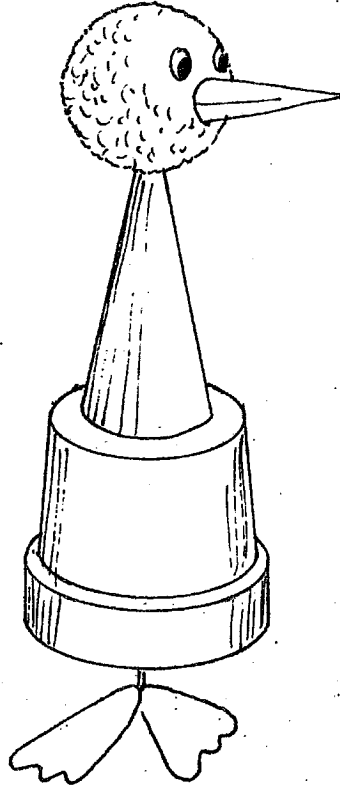
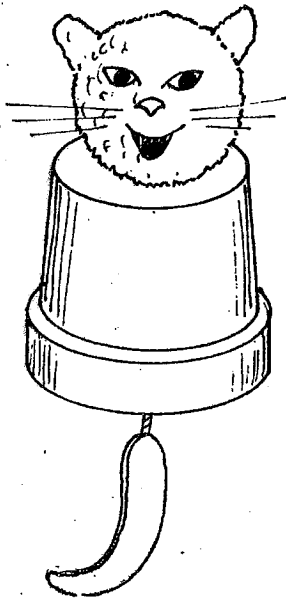
COFFEE LID PATTERN PIECES



**DRAWN TO SCALE & ACTUAL SIZE**



# FLOWERPOT WIND CHIMES



## MATERIALS:

Small clay flowerpot, 3" high and 2 3/4" across  
 2 1/2" styrofoam ball  
 Leather boot laces  
 Plastic coffee can lids  
 Paint  
 Permanent type felt tip markers  
 Small wooden spool  
 Button or bead  
 Knitting needle or ice pick  
 Loop of wire  
 Yarn or fake fur

## DIRECTIONS:

Although the shape of the wind chimes is different, the construction for each is basically the same. Leather boot laces are used to attach the wind catcher and clapper. The lace should be long enough to go through the wind catcher, clapper, flowerpot, foam ball, and have enough left over for hanging.

To make each character, trace the wind catcher features onto the plastic coffee can lids and cut out. Paint all the parts before assembling, including the facial features.

The wind catcher hangs 1" below the rim of the inverted flowerpot, with the clapper about 1/2" above the rim. Tie the end of the boot lace to the wind catcher. About 1 1/2" up on the lace, tie on a small wooden spool for the clapper. Run the lace up through the hole in the flowerpot, knot it where it goes through the hole, and add a button or bead to keep it from slipping through the hole.

To attach the head, make a hole through the center of the foam ball with either a knitting needle or ice pick. For the goose, make the hole near one side of the head. To run the lace through the head, tie one end of the lace to a loop or wire. Run the wire through the head, pulling the lace through.

### PURRRRY KIIIIY

Punch a hole at the top of the wind catcher (tail). Tie end of lace through hole and knot. To slip in ears, cut curved slits in sides of head as shown.

### FLOWER GIRL

Be sure to cut the wind catcher (feet and lower legs) in one piece. Tie the end of the lace through the opening between the legs and knot. Yarn or fake fur may be used for her "hair". To make the crown for her hat, use the bottom 1" from a small plastic bottle - one that will fit onto her head. Cut a circular brim from a plastic lid. Glue to brim. Punch a hole in the top of the hat to run lace through. Glue hat to head. Attach plastic flower to top with a piece of wire.

### GANDER GOOSE

To attach the wind catcher, simply tie the end of the lace around the middle of the goose's webbed feet. For this particular chime, the flowerpot is topped with a cone-shaped neck, which is topped with the foam ball. For the neck, use either the top portion of a foam cone or cut a piece of plastic and roll it into a cone. To insert the two piece beak, cut two curved slits in the ball as shown.

SLIT FOR  
EARS  
#1



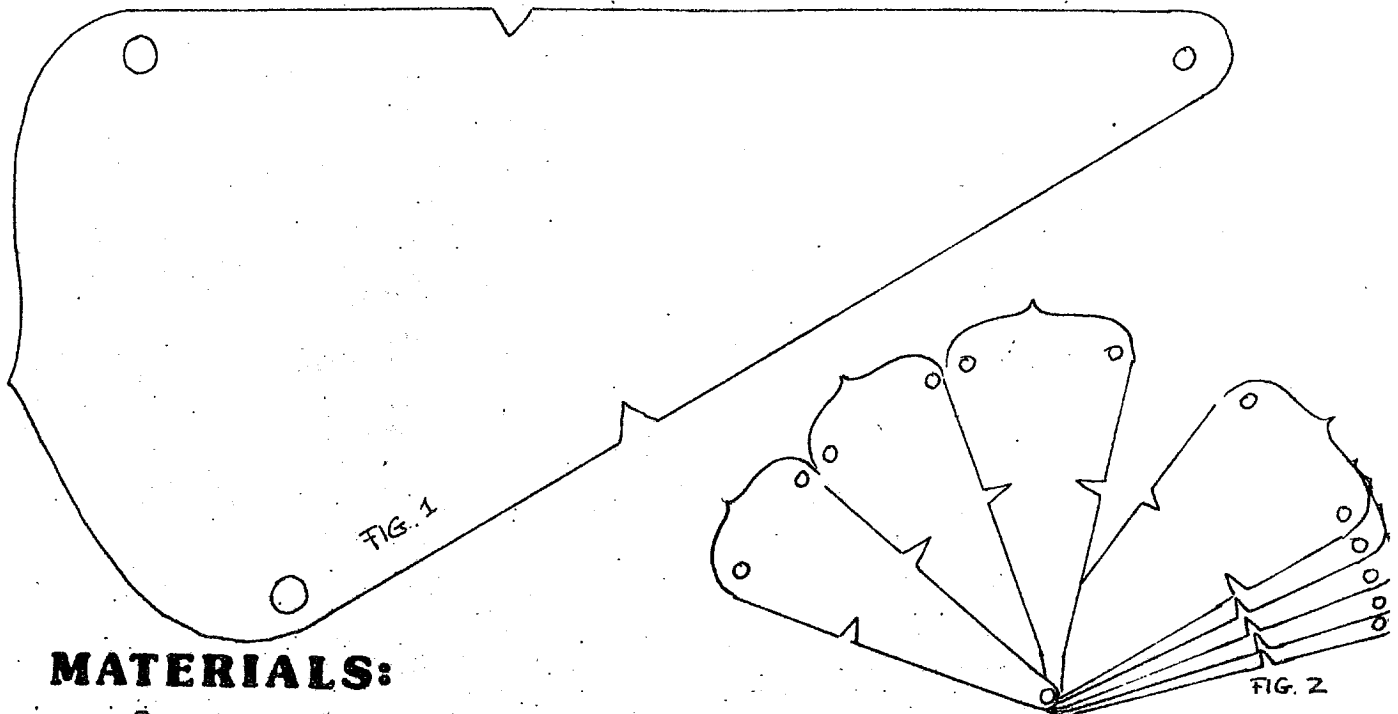
CUT  
BEAK  
SLITS  
#2

### HAYSEED BOY

Cut the wind catcher in one piece. Attach as for the girl. Yarn or fake fur may be added for "hair." For the crown of his hat, cut a 1" cylinder from a small plastic bottle. No top or bottom is needed. Make the brim, as for the girl's hat. Cut jagged edges around the top of the hat for a real hayseed look.

NOTE - The patterns are actual size for this size flower pot. Larger pots may be used, increasing patterns and styrofoam balls accordingly.

# SOLAR WARMER



## MATERIALS:

Scrap cardboard (from shirt boards, shoe boxes, etc.)  
 Aluminum foil  
 Glue  
 Paper fasteners  
 Pencil  
 Scissors  
 Hole punch

## DIRECTIONS:

Cover scrap cardboard with foil (shiny side up). Keep foil flat and free from wrinkles. Trace the leaf shape exactly onto foil-covered cardboard to make ten leaves. Be sure to mark the position of the three leaf holes on each piece of cardboard. Carefully cut out all the leaves, and punch the holes with a paper punch or the point of a pencil.

Stack the leaves in a pile with foil sides up, and place a paper fastener through all ten leaves at narrow end. Bend open paper fastener legs. Follow Fig. 2., and attach the leaves in order, starting with top leaf. You will have to bend the adjoining leaves to line up the top holes. This bending creates the disc shape. When you have connected all ten leaves together, your Solar Heater is ready to test.

Aim the Solar Heater at the sun and prop it against a rock or tree to warm your hands or for doing experiments. As the earth turns, the position of the sun in the sky changes, so every fifteen minutes or so, re-aim the Solar Heater to collect the most sunlight and create the most heat.

See if you can get more heat by removing one of the leaves to get a deeper disc shape. By removing all but the center paper fastener. The Solar Heater can be folded to a convenient size for carrying.



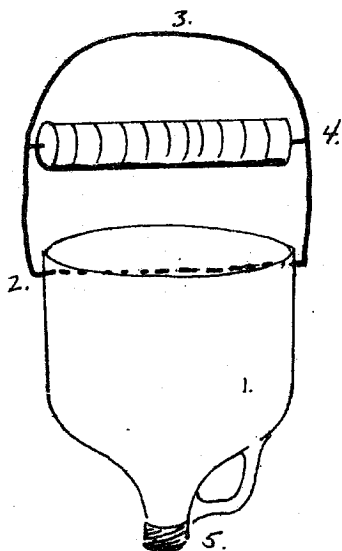
# HANDWASHER

## MATERIALS:

- 1 large milk bottle
- String
- 1 stick
- 1 bar of soap
- 1 roll of paper towels
- 1 knife

## DIRECTIONS:

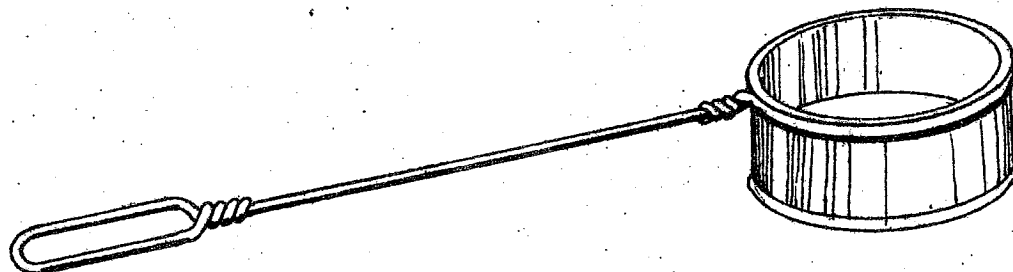
1. Cut bottom edge of bottle all around leaving a 1" section to hold the bottom on. (This is where the jug is filled and then reclosed to keep the water clean.)
2. Punch a hole on each side of the bottom of the milk jug.



3. Put string (tied inside jug) so the jug can hang from a tree limb.
4. Paper towels can be put on a stick and tied to the rope.
5. To use the handwisher, loosen the cap a little and water will run out.

Notes: This activity takes approximately 20 minutes to make. Gives credit in Wolf Elective #3.

# MINI FRYING PAN



## MATERIALS:

- 1 tuna can
- 1 coat hanger (straightened)

## DIRECTIONS:

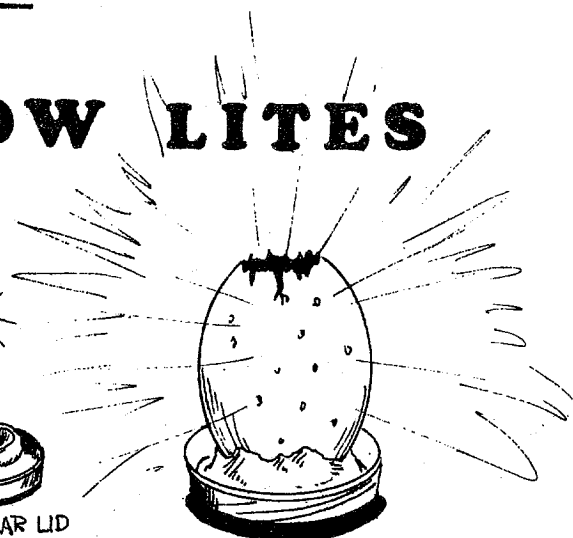
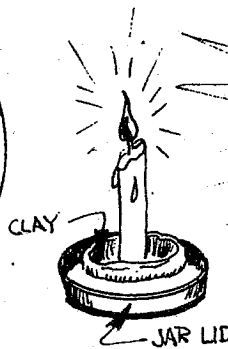
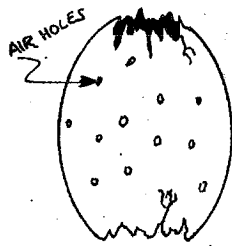
Twist one end of the coat hanger around the top edge of the tuna can and twist tightly to secure it.  
Bend the other end into a handle.

Notes: This craft takes 10 minutes, and gives credit in Wolf Elective #3.

# EGG SHELL GLOW LITES

## MATERIALS:

- Raw eggs
- Large needle
- Spoon
- Clay
- Small metal jar lid
- Large birthday candles



## DIRECTIONS:

Punch about a dozen holes in the sides of a raw egg. Use a large needle and tap its end gently with a spoon. When these holes have been made, make 1 inch holes at the top and bottom and blow out the egg's contents.

Make a base for the light by putting a circle of clay or kneaded bread in a small metal jar lid, and turn up the edges of the clay. Stick a large birthday candle in the center of the clay. Put the egg shell over the candle, resting it on the turned up edges of the clay. This will leave air spaces that will enable the candle to burn.

# CORK FEET RACERS

BLACK TISSUE PAPER



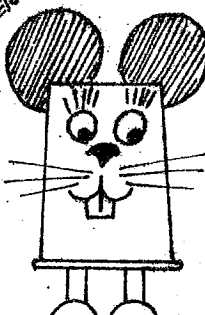
INDIAN

RED TISSUE PAPER

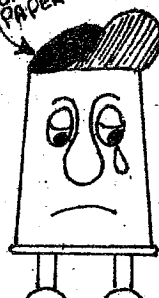


SANTA

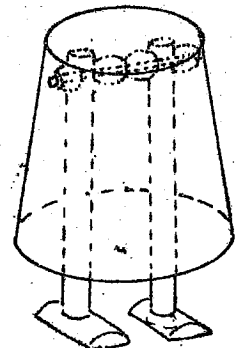
GREY CONSTRUCTION PAPER - GLUE ON



MOUSE



SAD SACK



## MATERIALS:

- Large paper cup
- Wire
- Beads
- Dowels

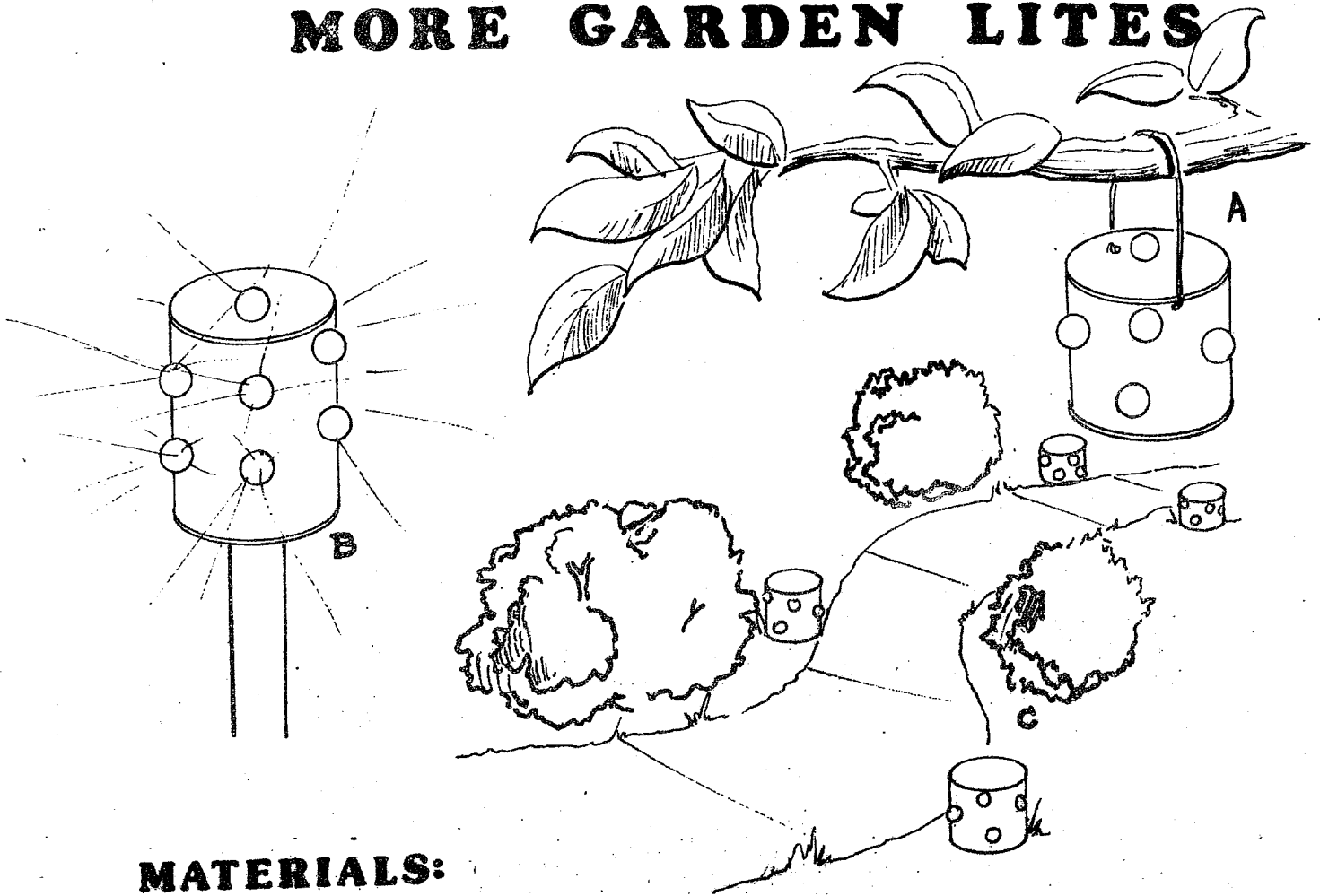
- Large cork
- Glue
- Felt
- Construction paper

## DIRECTIONS:

Bend wire on one end and insert through one side of a large paper cup. Add smooth beads and dowels which have predrilled holes. Push through other side of paper cup and clip off leaving enough to bend down, so all the innards won't fall out. Cut a big cork in two for the feet, and glue dowels into the corks.

After decorating, place on a slanted board, and watch him shuffle. Races can be staged between the cubs.

# MORE GARDEN LITES



## MATERIALS:

- Tin can
- Black paint
- Marbles
- Glue
- Electric cord with socket and light bulb
- Ice pick
- Heavy awl
- Broomstick
- Votive candle
- Outdoor string of lights

## DIRECTIONS:

**HANGING GARDEN LANTERN** - Take top off tin can. Paint can black. Punch small holes in it, beginning with an ice pick and enlarging to desired size with a heavy awl. Insert marbles in holes and glue in. Put electric cord through hole in closed end of can. Attach socket with light to cord and hang lantern from a tree. (Drawing A)

**IKI LAMP** - Secure garden light to broomstick stuck in ground. Use a votive candle for illumination. (Drawing B)

**WALK LANTERN** - Place many garden lanterns along a walk and use an outdoor string of lights to illuminate. (Drawing C)

# POP HERITAGE

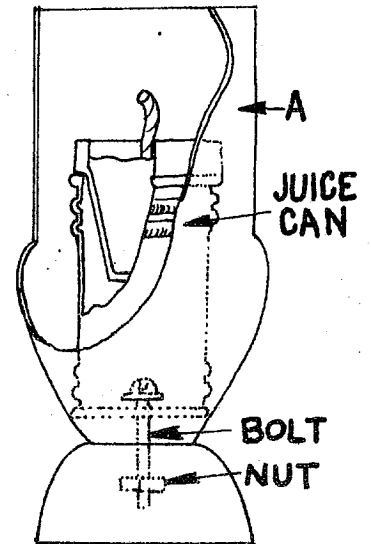
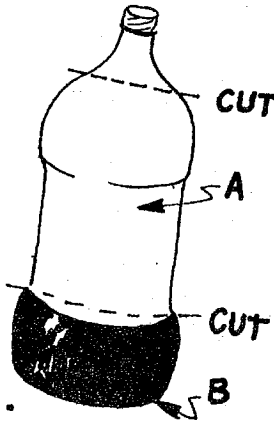
## PATIO LIGHT

### MATERIALS:

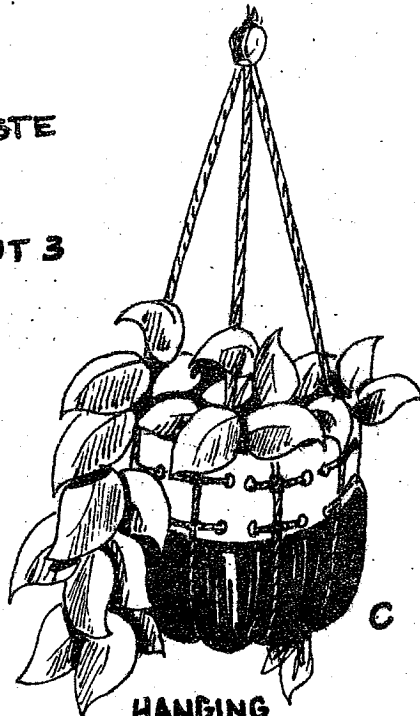
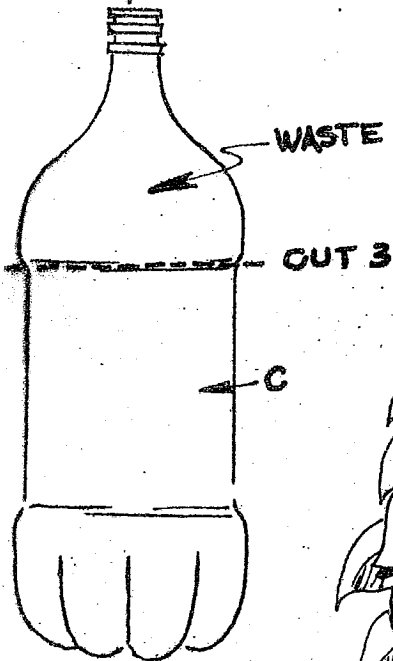
- 2 Litre plastic bottle
- 1 Juice can
- Cup
- Candle
- Bolt

### DIRECTIONS:

Cut neck off of plastic bottle. Cut colored bottom off. Insert juice can in neck. Bolt to bottom. Place cup in juice can and put a candle inside the cup.



HURRICANE CANDLE



HANGING BOTTLE GARDEN

## HANGING PLANTER

### MATERIALS:

- 2 Litre bottle
- Rope or cord

### DIRECTIONS:

Cut off neck of bottle. Punch two rows of holes to string rope through. Put rope on as shown for hanging. Put potting soil in bottle, and plant in bottom.

# LEATHER STAMPING

## MATERIALS:

Unfinished cowhide  
Sponge & water  
Stamping tools  
Hole punch

## DIRECTIONS:

Use a hard surface (marble or masonite) as a base when tooling leather - something that will not absorb the moisture from the leather.

Completely dampen - but do not soak - all leather on flesh (rough) side with cold water. After a short while, the dampness should reach the finished side of the leather. If the leather looks wet on the finished side, it is too wet or damp to tool. Wait until it dries slightly and the natural color of the leather returns. Redampen it if it dries out before project is completed.

Embossing - Place pattern of face (finished) side of dampened leather. Fasten it in place with tape or a clamp. Trace the pattern with a stylus. Check to be sure it's all traced. Remove pattern.

Using slanted end of stylus, trace around all outside lines and around the inside of all other lines, always drawing the tool toward you. Maintain an even pressure on the stylus to prevent making deep marks in the leather. Retrace lines if they are not clear enough.

Hold stamping tool in left hand and tap tool firmly with a single stroke using a wooden mallet. Strike carefully so as not to cut through leather.

Incising - Moisten leather and transfer design as in stamping. Place on hard surface. Hold knife with blade at right angles to leather. Cut only 2/3 of the way through leather. Open cuts with tracing tool. Press down background.

Background tools are used for patterns such as flowers, stars, circles, and squares.

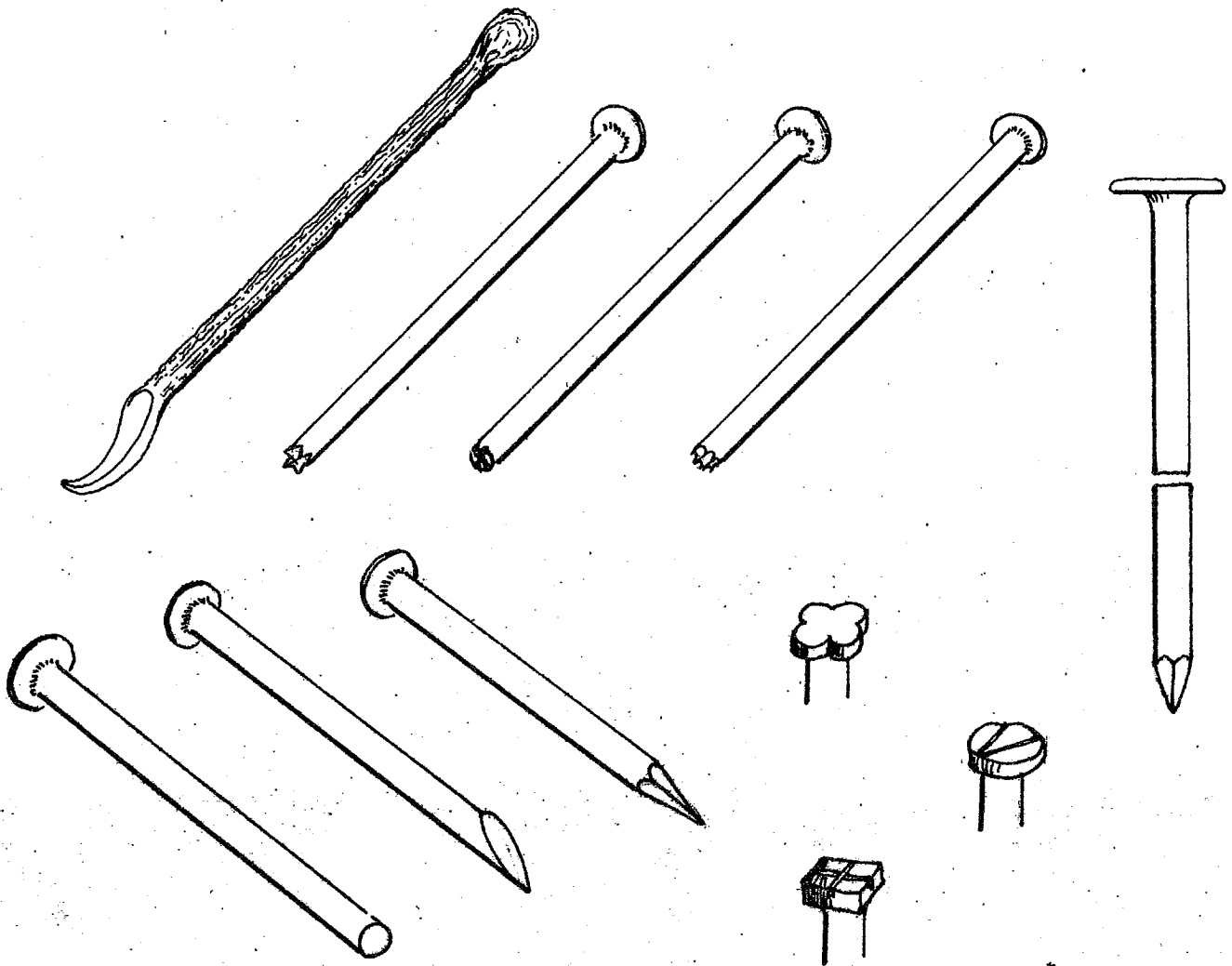
Shader tools are used when depressed areas are required. The angle at which this tool is held determines the size and depth of the depression.

Bevelers have two sizes. Use the large one on large cuts and the small one on sharp turns. To get a raised effect, depress the leather on the outside of the design, except on curves.

Veiners are used for flowers, leaves, & ornamental designs.

If the leather becomes soiled during the tooling operation, finish design completely, then bleach with one teaspoon of oxalic acid (available from druggist) mixed with one pint of water and shake until crystals are dissolved. Apply with a wad of cotton to entire surface and let dry. Do this before applying wax or finish.

# HOMEMADE LEATHER TOOLS



## MATERIALS:

40- or 60-penny spikes  
Hacksaw  
Bench vise  
File  
Three needle files

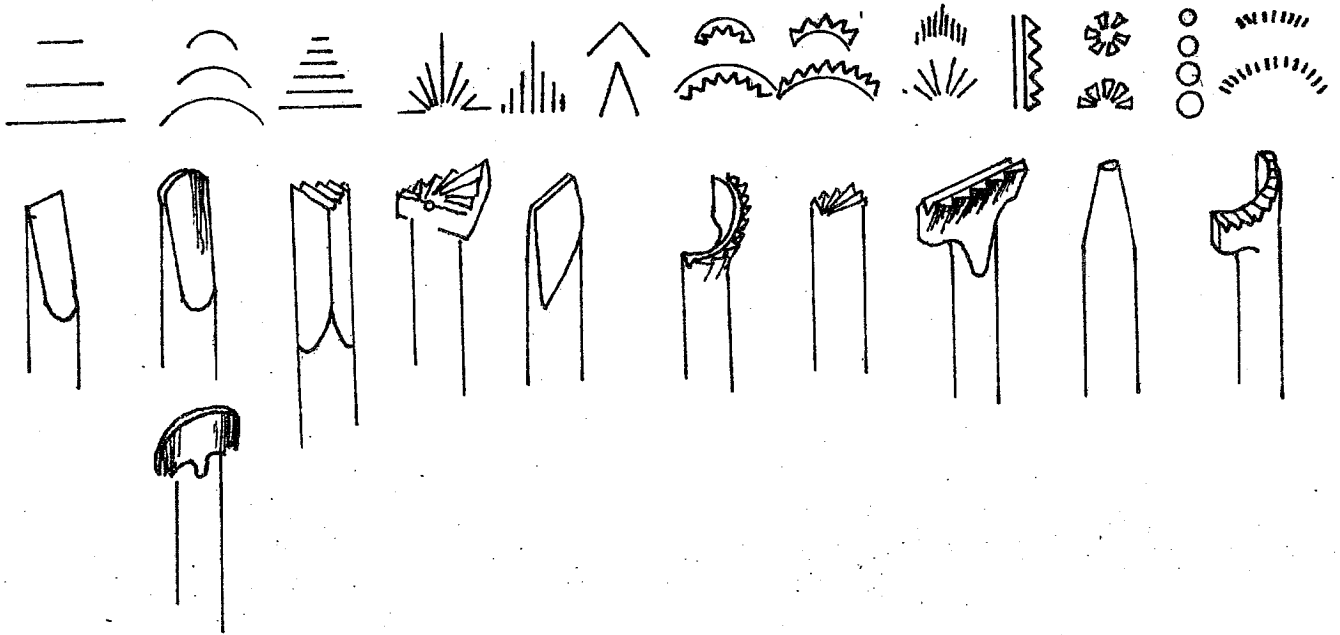
Small cold chisel  
Jewelry saw  
Mechanic's hammer  
Mallet

## DIRECTIONS:

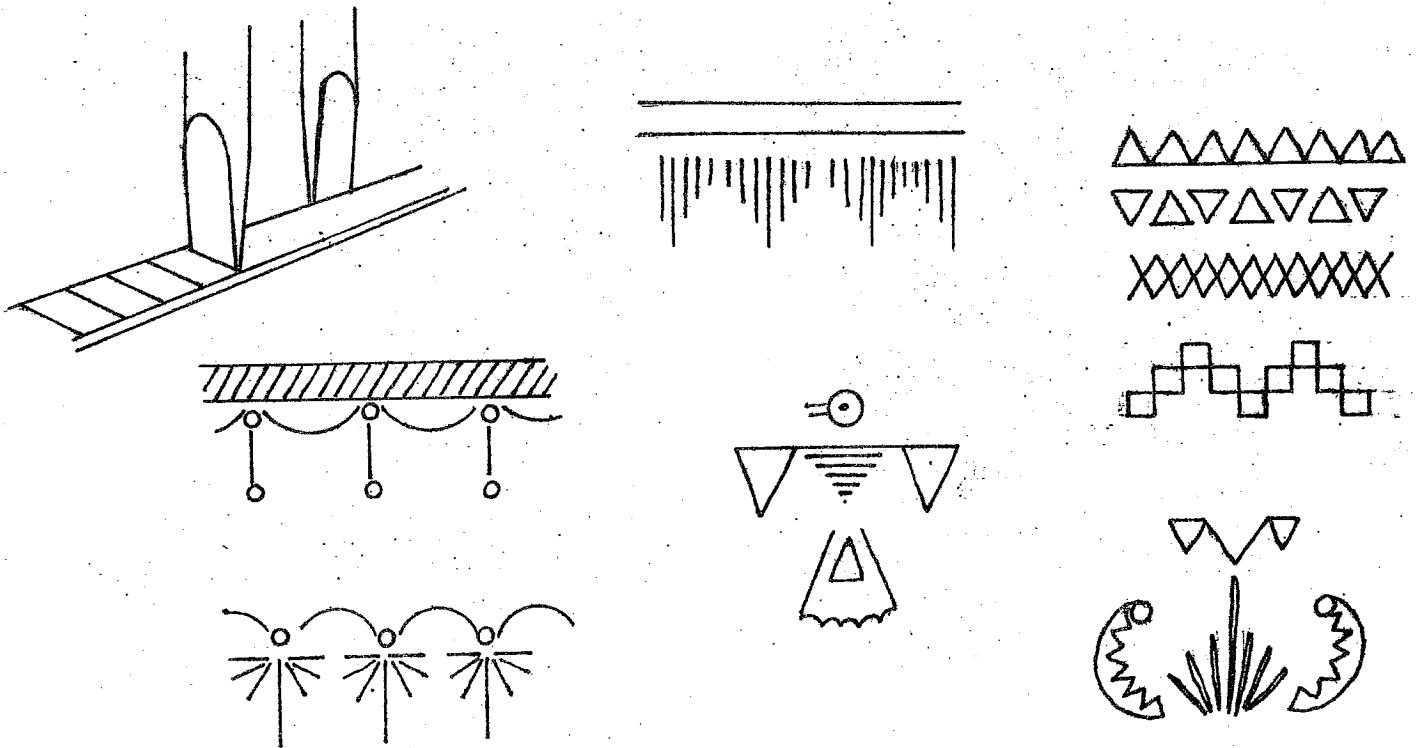
Saw the large nails or spikes in half, put them in a vise, and saw grooves in the ends as shown in the illustrations. Smooth any rough edges with a file.

An ordinary nut pick makes a good tracing tool without any alterations at all.

# STAMPS

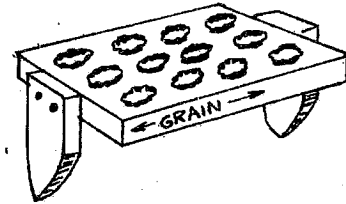


# INDIAN DESIGNS



# MATERIALS: SHOE SCRAPER

- 1 - 3/4 x 3 1/2 x 9 Wood base
- 2 - 3/4 x 1 1/2 x 6 Stakes
- 24 Crimped bottle caps
- 24 Large head tacks, 3/4" long

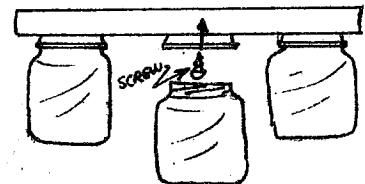


Beginning at one corner, nail the caps flush with the edge of the board, using large headed tacks or roofing nails. Continue this until the board is covered with bottle caps. Either screw the scraper directly to a wood surface or nail stakes to ends and drive it into the ground.

# WORKSHOP STORAGE

## MATERIALS:

- |                    |             |
|--------------------|-------------|
| 1" x 2" x 20" Wood | Screwdriver |
| 3 Screws           | Nails       |
| 4 Baby food jars   | Hammer      |
| Varnish            | Saw         |
| Sandpaper          | Ruler       |



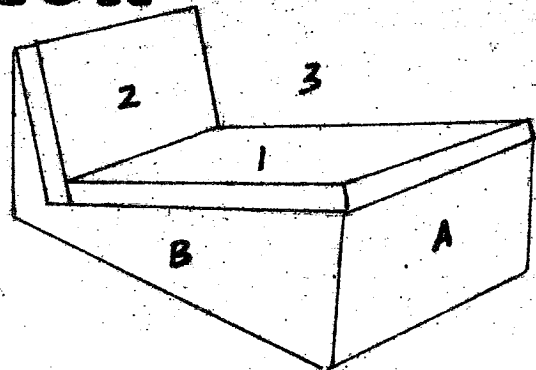
## DIRECTIONS:

Cut wood desired length, sand edges. Paint. Measure, leaving equal space for balance. Use nail to start hole in the lid and wood together, and screw on. Fill baby food jars with different sizes of nails and screws.

# BOOK RACK

## MATERIALS:

- 1" Boards or 3/4" Plywood
- Scrap masonite
- Leatherette or oilcloth
- Saw
- Carpenter's square
- Tacks
- Nails



## DIRECTIONS:

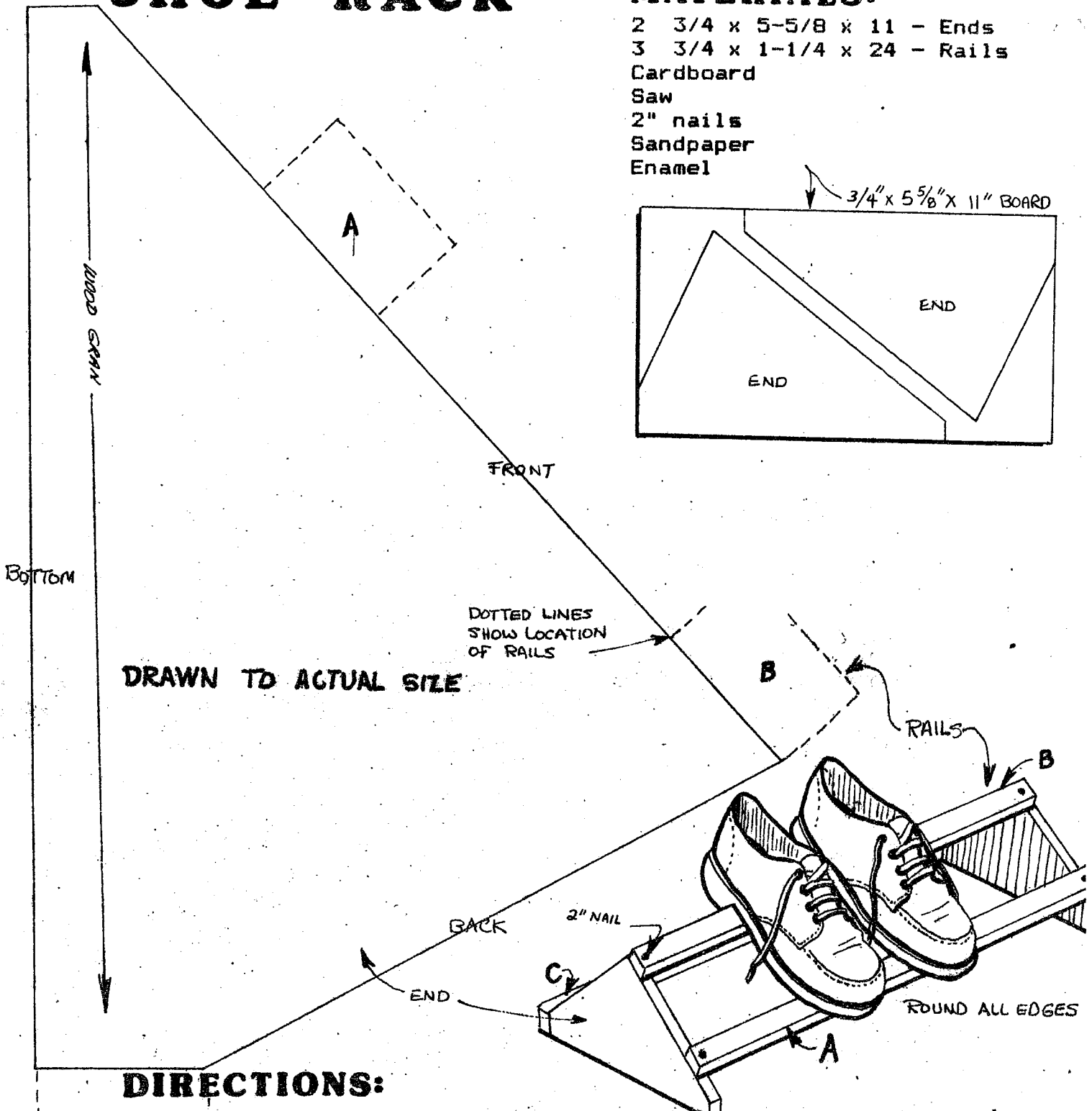
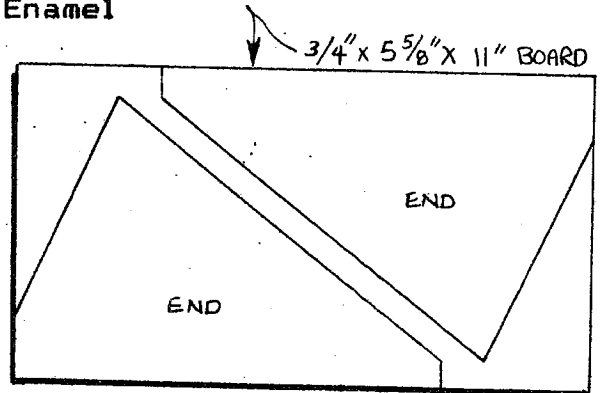
Cut two pieces of board or plywood 16" x 7". Tack the two pieces together and mark with a carpenter's square. Saw the two boards along these lines. Separate the boards and remove tacks. Cut your masonite 7" wide and mark for the proper lengths using a side piece as a guide. Nail the long top piece in place. **BE CAREFUL NAILING THE OTHER THREE PIECES IN PLACE OR YOU WILL CRACK THE SIDES.** When you nail the end piece A, have the flat section (1) resting on a smooth, flat surface. When you nail piece B, have the flat surface (2) resting on a smooth surface. Piece C should give you no trouble. Sand edges to form rounded corners. Paint or cover.



# SHOE RACK

## MATERIALS:

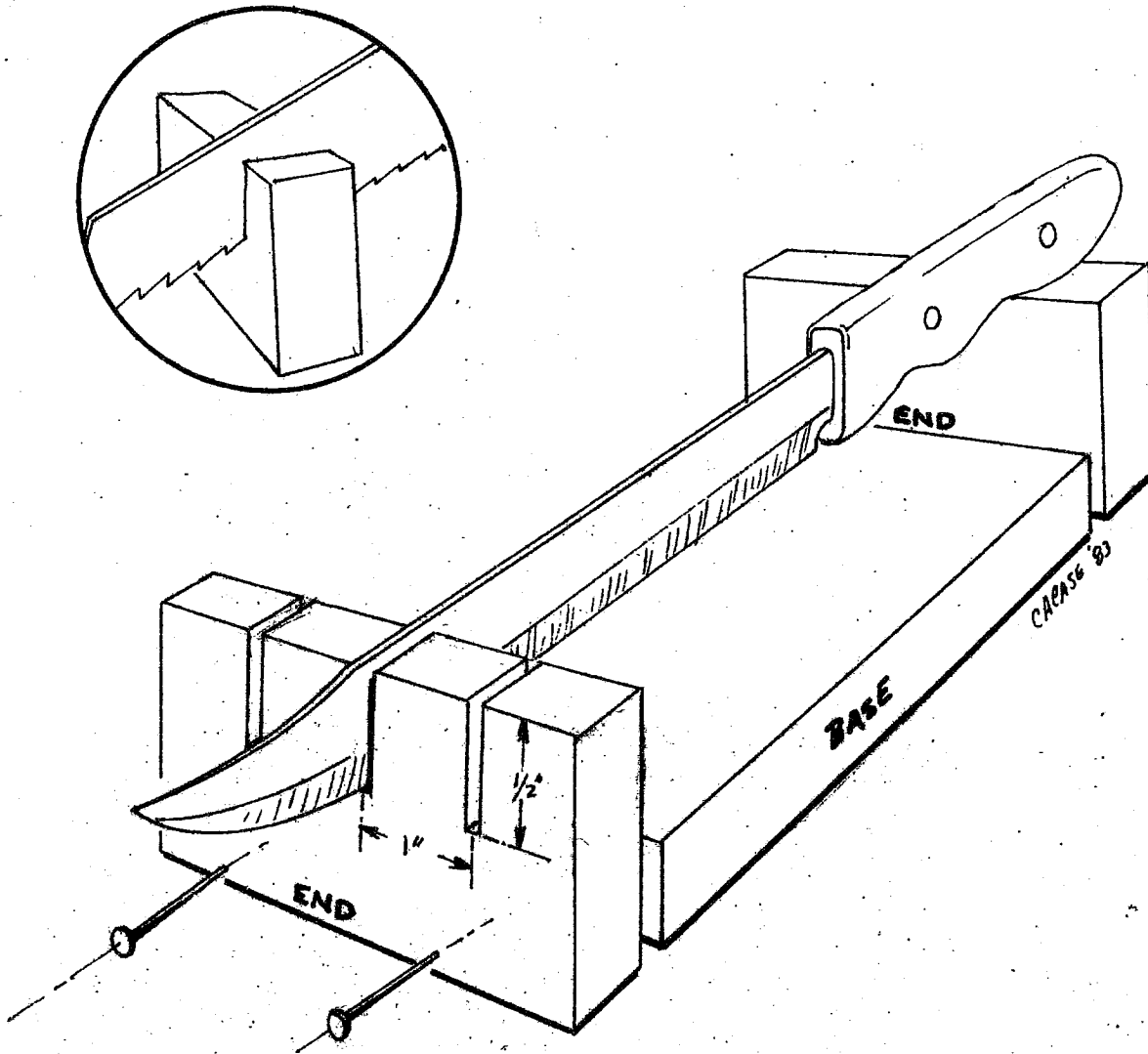
- 2 3/4 x 5-5/8 x 11 - Ends
- 3 3/4 x 1-1/4 x 24 - Rails
- Cardboard
- Saw
- 2" nails
- Sandpaper
- Enamel



## DIRECTIONS:

1. Trace pattern on cardboard and cut out. Use this pattern to lay out ends on a single board, as shown. Saw out the two ends and nail rails (A), (B), & (C) in place as indicated on drawing, using 2" nails.
2. Sand smooth, rounding all edges, and finish with two coats of enamel.

# KNIFE RACK



## MATERIALS:

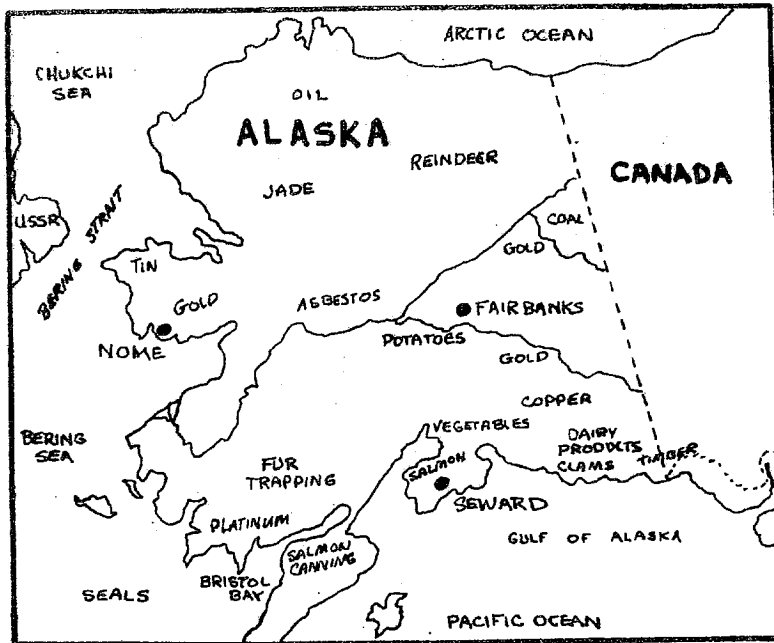
- 2 Pieces wood  $3/4$ " x  $1\ 5/8$ " x  $3\ 5/8$ " - Ends
- 1 Piece wood  $3/4$ " x  $3\ 5/8$ " x 6" - Base
- Nails
- Sandpaper

If space for more knives is needed, make end pieces wider than  $3\ 5/8$ ".

## DIRECTIONS:

1. Make saw cuts 1" apart &  $1/2$ " deep in one end piece.
2. Nail end pieces to base.
3. Sand well and varnish.

# MAPMAKING



## MATERIALS:

Heavy or corrugated  
cardboard, plywood,  
or wall board  
Poster paint  
Shellac  
Misc. below

## DIRECTIONS:

Map making is both fun and informative; can be done individually or as a group. Alaska is illustrated here.

**POLITICAL MAPS** can be outlined in ink and colored with crayon, colored pencils or water color. Indicate and label cities, rivers, roads, etc. Use two colors - one for how it appeared in the early 1900's, and how it appears today.

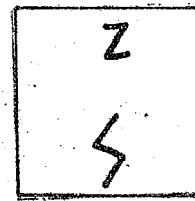
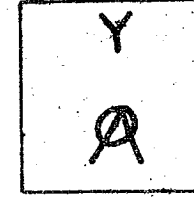
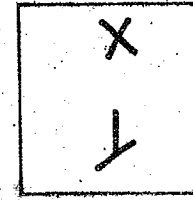
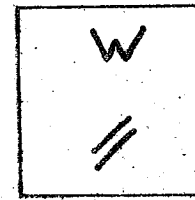
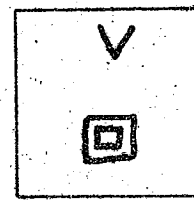
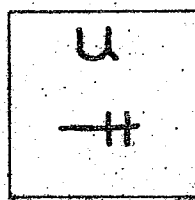
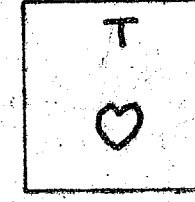
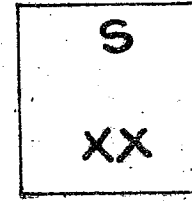
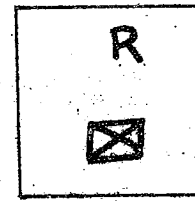
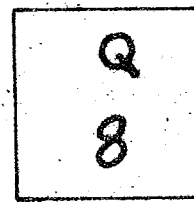
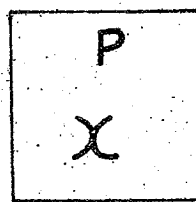
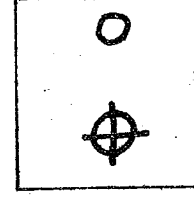
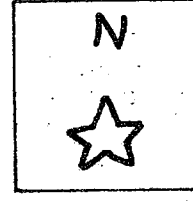
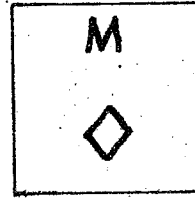
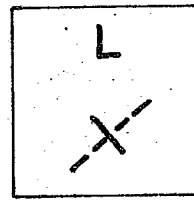
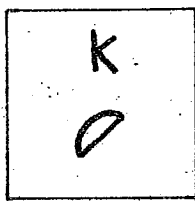
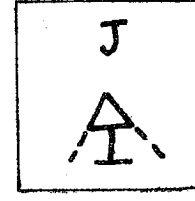
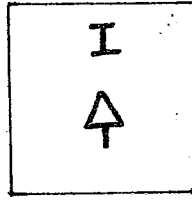
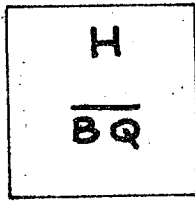
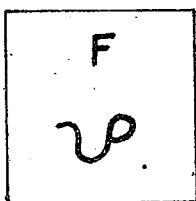
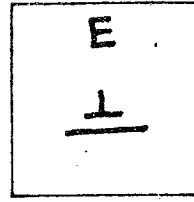
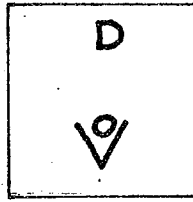
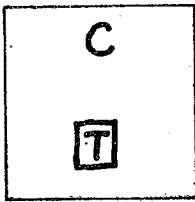
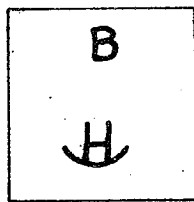
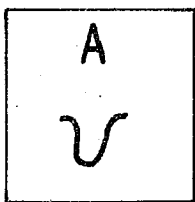
**RELIEF MAPS** can be placed on a table and worked on by several Cubs at the same time once the outline has been drawn. You will need a good relief or topographical map, such as those in encyclopedias. When building up topographical features, the elevations must be greatly exaggerated, otherwise the mountains would appear to be mere wrinkles. Make your map of heavy cardboard, corrugated cardboard, plywood or wall board. Paint with poster paint and shellac.

**PAPIER MACHÉ** - is good for small maps. Tear up strips of paper and place in warm water, knead and sprinkle in dry wheat flour (wallpaper paste). Work with your fingers, adding more wheat flour or water as needed to form a stiff dough-like mixture. Apply with fingers. If you use a cardboard background, weight down the corners to avoid warping as it dries.

**NEWSPAPER PULP** - is a quicker method. Soak a large sheet of newspaper in warm water. Squeeze out excess and tear the pulp into small pieces. Work with fingers, spreading glue on area and apply pulp to principal elevations. Do not cover entire map.

**STRIP PAPIER MACHÉ** - for large maps. Make outline, add the elevations with clay or balls of tissue paper pasted down firmly. Cover with strips of newspaper dipped into creamy wallpaper paste to produce rounded contours and cover the entire area. Two or three layers might be sufficient for small maps; up to six may be needed for large ones. Use paper toweling strips for the final coat. Sheets of brown wrapping paper spread with paste can be molded over a newspaper ball foundation for large maps.

# CATTLE BRAND CODE



## MATERIALS:

Pen, pencil or colored pens  
 Index cards or paper

## DIRECTIONS:

This code uses cattle brands. Each cattle ranch usually has its own brand, and the cattle are branded to show which ranch they belong to. Many of the signs on this page are real brands used by cowboys and ranchers.

Have the Cubs make up their own messages in Cattle Brand, and use for gathering activities.

# SHRUNKEN HEAD



## MATERIALS:

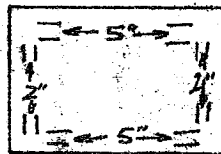
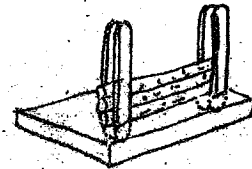
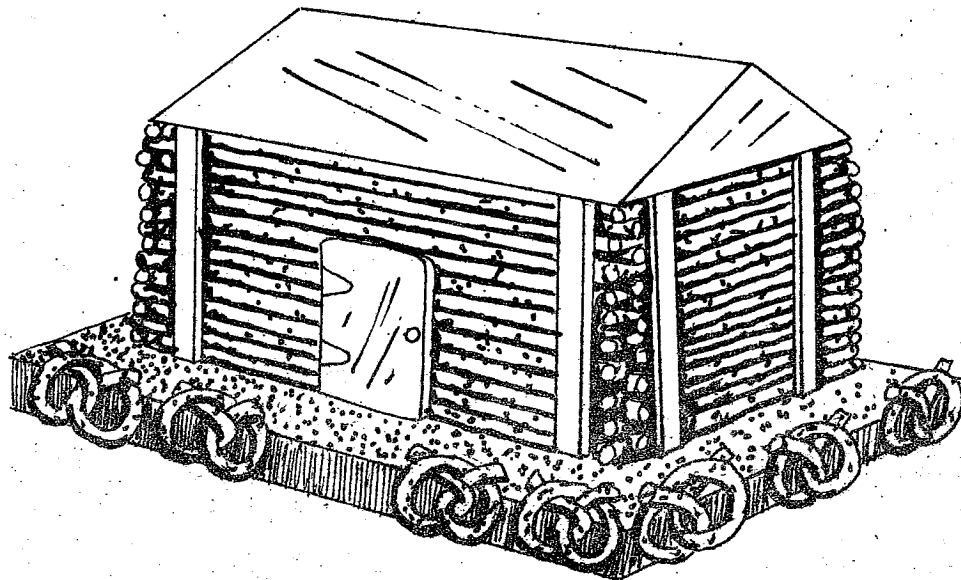
- Large potato
- Two black beads
- Noodles
- Black yarn or fake fur
- Pocketknife or paring knife
- String
- Paperclip

## DIRECTIONS:

Peel the potato and carve the face. The eye sockets and the mouth should be cut about one third of the way through. Push the black beads into the sockets, and push pieces of noodles in as teeth. Attach a string to a paperclip and push the clip into the top of the head. Hang the potato by the string in a warm, dry place, such as a closet, so that all the moisture evaporates from it. It will not rot as long as it is kept dry. The potato will shrink as it dries, and the noodles will crack and chip so they look like they have cavities. By the time the potato has shrunk completely, it will be less than half of its original size and very hard. Leave it hanging for about a week. Do not try to speed the process by putting it in the oven. The potato needs to be dehydrated, not cooked. Also do not hang it out doors, since there is too much moisture in the air.

When the head has shrunk to the right size, add the yarn or fur for the hair.

# PRETZEL LOG CABIN



## MATERIALS:

8" x 11" Box lid  
 Green paper  
 Knife  
 Straight Pretzels  
 Tongue depressors  
 Colored paper or paint

Cardboard  
 Rectangular cookie  
 Frosting  
 Twisted pretzels  
 Glue

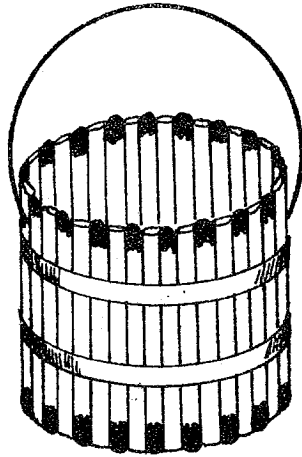
## DIRECTIONS:

Cover the base (box lid) with green paper. Cut 1/2" slits in the top of the base with a sharp knife. Insert and glue a tongue depressor in each slit. These are the log holders. Stack big, fat pretzel sticks between them. Use long ones on the front and back of the cabin, and cut them to a shorter length for the sides.

The roof is cardboard, cut to cover the top of the cabin. One piece covers the top, two more are for the slanted sides, and two triangles form the gabled ends. Cover them with colored paper or paint them, and glue together.

A rectangular cookie against the front is the door. The doorknob and hinges are frosting. Use twisted pretzels for the fence. A few tiny pretzel logs can be formed into a fire ring.

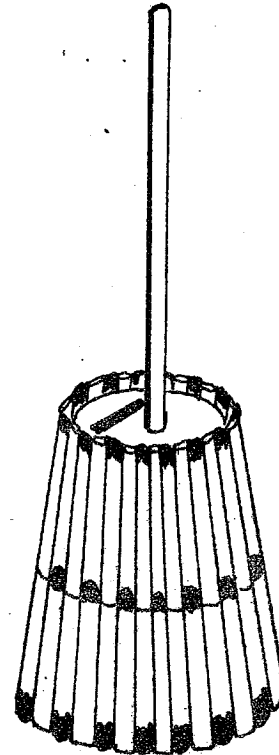
# BURNT MATCH PIONEERING



BUCKET DESK CADDY

## MATERIALS:

Burnt wooden kitchen matches  
Paper cup  
6" Piece of wire  
Aluminum foil  
Glue



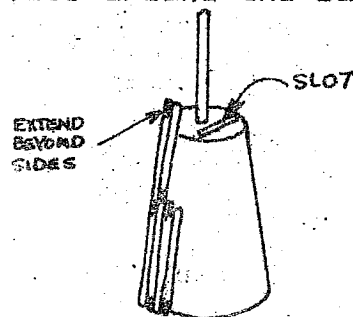
## DIRECTIONS:

Wipe off excess black residue from burnt matches. Cut a paper cup down to the size desired. Make holes at the top to insert the wire handle. Cover inside and outside with burnt matches. Glue two strips of aluminum foil around the bucket.

BUTTER CHURN BANK

## MATERIALS:

Burnt wooden kitchen matches  
Plastic cup with lid  
Pencil  
Glue  
Knife



## DIRECTIONS:

Wipe off excess black residue from matches. For the churn, invert the cup with the lid on (available from carry-out restaurants) and glue a cutoff pencil to the top for a churn dasher (plunger). Cut a slot to one side of the dasher.

Starting at the bottom, cover the sides with two rows of burnt matches. Let the second row extend at the top, as shown. To get the coins out, just remove the lid on the bottom.

# COWBOY & INDIAN BANKS

## MATERIALS:

### BASIC BANK

Kitchen match box  
Tongue depressors  
Tempera paint  
Cardboard

Glue  
Foil pan  
18 gauge wire  
Knife

## DIRECTIONS:

The bank building is the match box, wooden is preferable. Remove the sleeve and attach box to a wood base, with open side at the front. Cut out the top of the box, leaving 1/4" rim.

Cover the sleeve with tongue depressors for the front and sides of the building. Cut off the rounded ends from nine blades. Glue two to each side and five to the front, leaving a little space between the second and third blades. Cut a 3" long slot between the spaced blades to insert the coin catcher later.

Slide the sleeve down over the bank. Paint. Glue two tongue depressors on top of each end blade for side posts. Glue other pieces across the top of the bank. Paint posts a different color for contrast. Add lettering.

The coin catcher moves the cowboy's or Indian's arm. Cut a 1" x 2" piece from the side of a foil pan. Tape and glue one end of a 2" piece of wire to the underside of the foil. Place the coin catcher inside the bank, with the other end of the wire coming out the slot in the front.

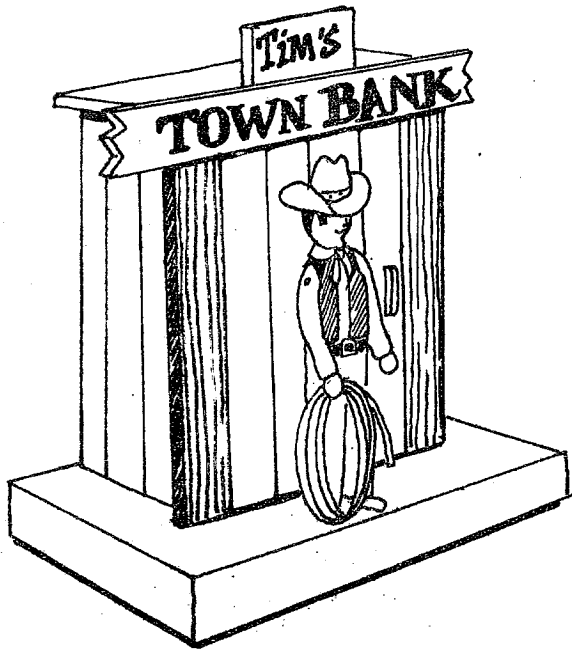
Cut a 2" x 3 3/4" piece of cardboard for the roof. Paint and glue it on the bank. Cut a coin slot in the roof, directly over the coin catcher.

**COWBOY** - Cut off the prongs of a round, wooden clothespin so it is 4" high. The rounded end will be the head. Using a knife, indent the prong ends for boots. From a prong, cut a 1 3/4" piece for each arm. Use the rounded end for the shoulder. Carve a hand and notch a center for the elbow. Paint. Glue left arm only to the body. To attach the right arm, so it will swing when coins are dropped, make a tiny hole 1/4" down from the shoulder. On the inside of this arm, just behind the back of the hole, carve a small groove to fit the wire from the coin catcher. Glue it in the groove. To join the swinging arm to the body, nail a 1/2" brad to the right side of the body, leaving half of it protruding for a pivot point. Insert the brad through the hole in the right arm. Glue the feet to the base. For the hat, carve a piece of styrofoam for the crown, and a piece of cardboard for the rolled brim. Glue together, paint, and glue on head. Make a lariat from heavy string. Wire it to the hand, gluing a small weight to hand behind lariat so the arm will swing well.

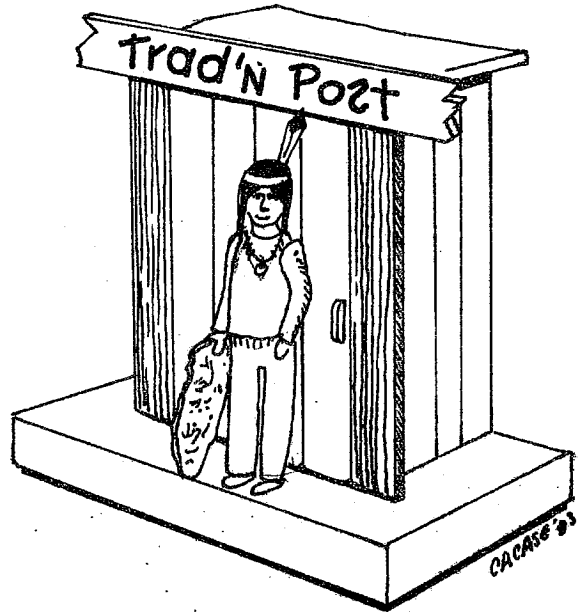
**INDIAN** - Make it the same as the cowboy, except he holds a piece of fake fur (pelt) in his right hand. Paint or glue yarn fringe to the sides of his pants and back edges of his arms. Braided embroidery floss is the hair. Add a headband and feather.



COWBOY & INDIAN BANKS - Cont'd



COWBOY BANK



INDIAN BANK

BUILDING ASSEMBLY

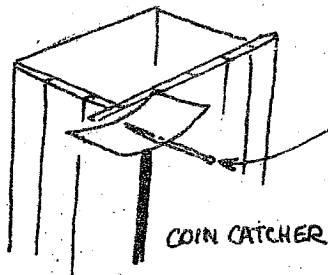
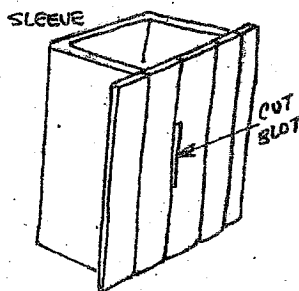
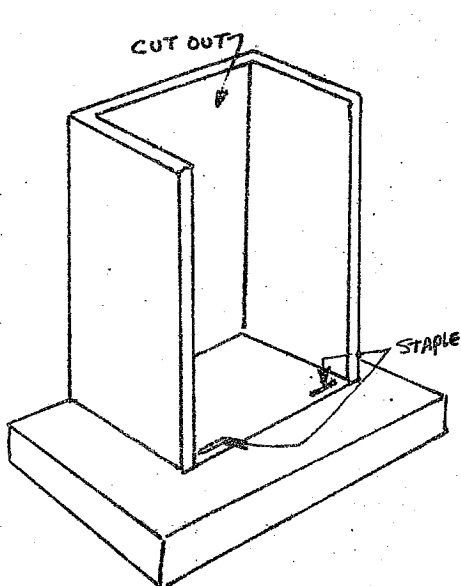
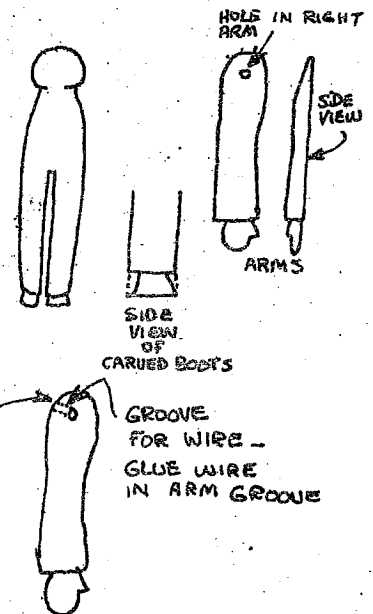


FIGURE ASSEMBLY



# PAPERWAD RIFLE

## MATERIALS:

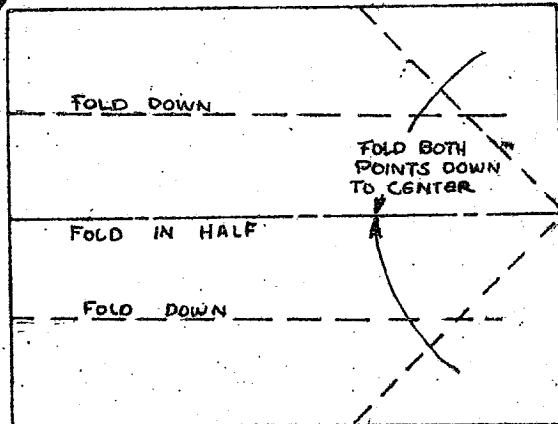
- 4 x 12" piece  $\frac{3}{4}$ " wood
- Spring clothespin
- Glue
- Brads
- Finishing nail
- Sturdy rubber band
- Paper "bullets"
- Dremel saw

## DIRECTIONS:

Using pattern, cut out rifle from piece of wood. As indicated, cut off one side of spring clothespin and fasten to top of rifle with glue and brads. Pound a 3d finishing nail part-way into

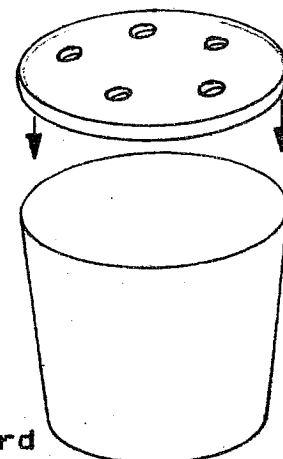
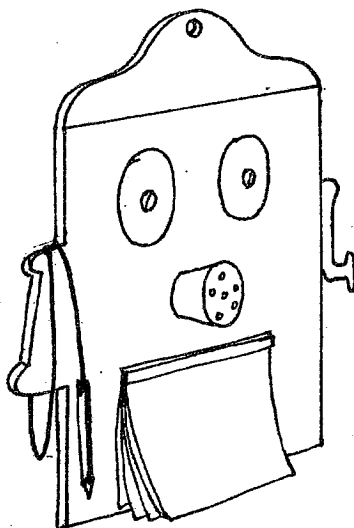
the end of the gun as shown above. Then hook a rubber band around it and bend nail over and pound it securely in place. To load your gun, catch the end of the rubberband in the clothespin, and load the "bullet" with the straight edge up against the clothespin, and in between both sides of the rubber band. Press clothespin with your thumb and it will release and propel your paper bullet with a zing!

### PAPER BULLETS



NOTE: The easiest way to mount the clothespin is to take it apart leaving the spring attached to the bottom piece. After nailing and gluing, put the top back in the spring.

# PHONE NOTEPAD



## MATERIALS:

Plywood  
Jigsaw  
Paint  
Nails or glue  
Long black shoe lace  
Note pad

Cardboard  
Thumbtacks  
Spice shaker top  
Small cup hook  
Pencil  
Leatherette strip

## DIRECTIONS:

Trace the pattern onto a piece of plywood and cut it out. There are 2 pieces - the main piece and the note tray. Paint or stain them, then nail or glue together.

Cut the two bells from heavy cardboard and fasten to phone with thumbtacks. The mouthpiece can be made one of two ways. (1) Cut a circle of cardboard, paint it black, and glue in on the phone. Then glue to the center of that the shaker top from a large spice bottle. (2) Cut a small size paper cup as shown. Stick a pencil point through one of the holes of a plastic shaker top (to hold it), and spread glue around the outer rim. While holding onto the pencil, sit the lid down into the cup for a tight fit and carefully pull the pencil out and let dry. Paint black and glue in place.

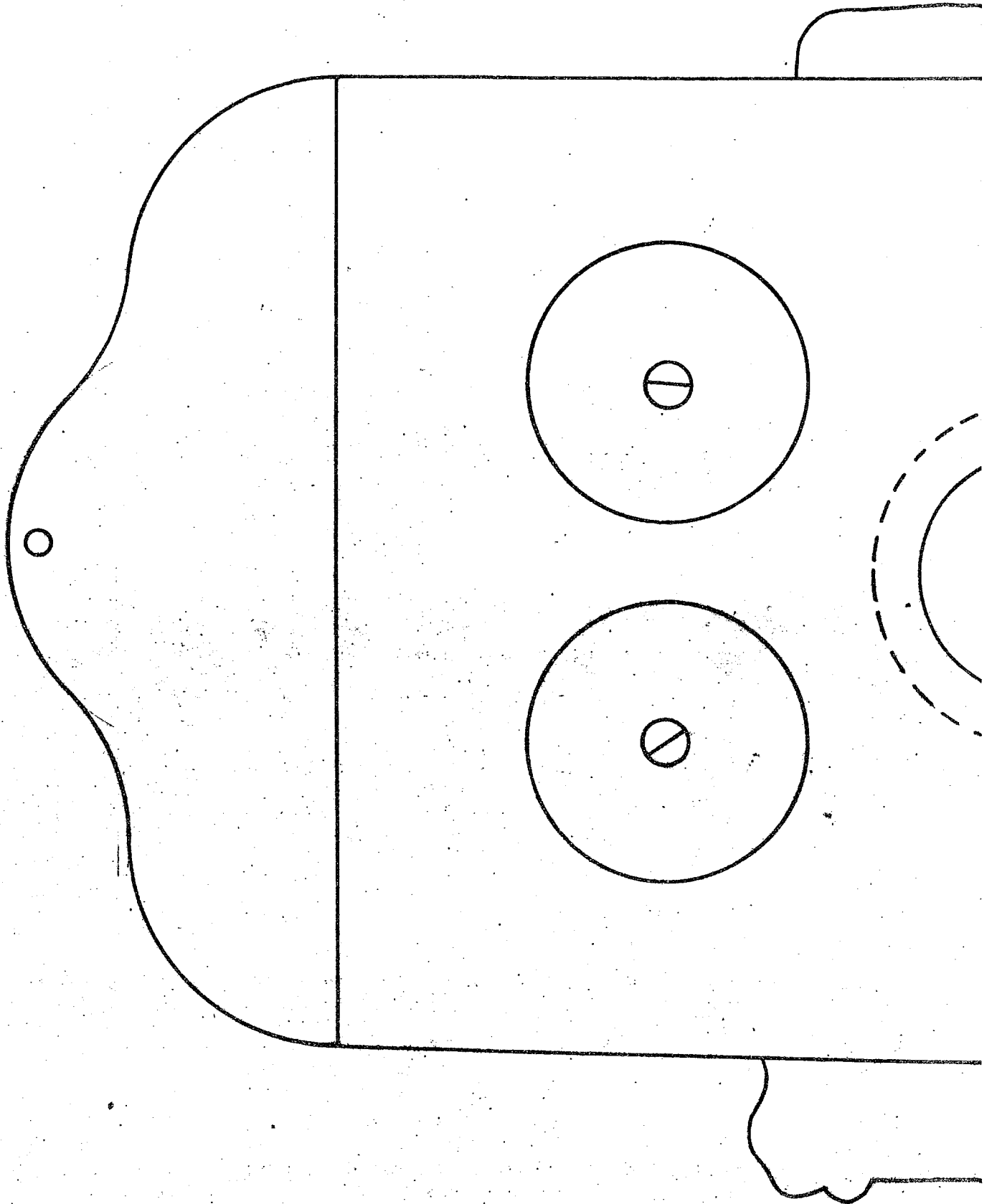
Paint the receiver black and fasten a small cup hook near the top, and tie one end of a long black shoe lace to it and the other end to a pencil as illustrated. Let some hang down for the receiver cord, and hang it up over the hook so that the pencil hangs down beside the note pad.

To use, just unhook the draped cord which is fastened at the other end, and you have a long enough cord with which to write. Paint the crank handle on the right side of the phone, either gold or silver to match the bells.

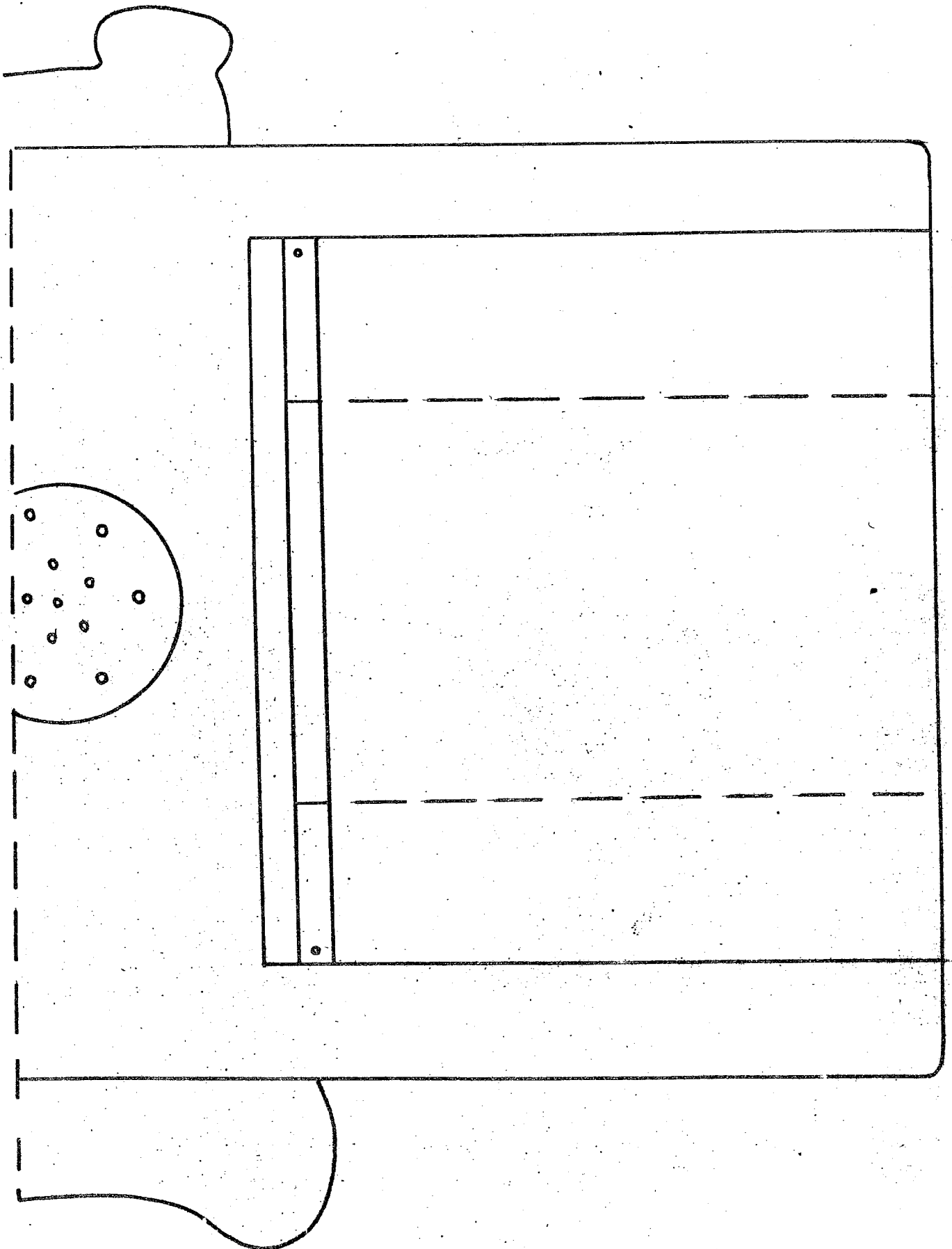
Fasten a leatherette strip with nails or thumb tacks as shown on pattern to hold note pad that hangs over it.

Drill hole in top as shown for hanging, or fasten a pop top ring for hanger on the back.

TELEPHONE NOTE PAD - TOP HALF OF PATTERN



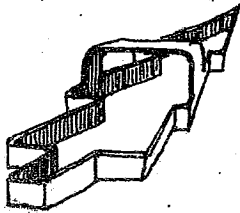
TELEPHONE NOTE PAD - BOTTOM HALF OF PATTERN



# THEME TIE SLIDES

LIGHT BULB - November '83 "Bright Ideas" Use a mold from an arts and craft store or make one from a high-intensity bulb and your own vinyl. Cast in Hydrocal or plaster of paris.

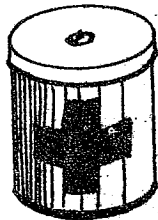
COOKIE CUTTER FORMS - December '83  
"Giving Gifts"



Numerous holiday designs may be made by using cookie cutters and playdough, then making a rubber mold from the playdough design; or plaster forms and plastic molds can be found at arts and crafts stores. A unique neckerchief slide can be made using the outer sleeve of a matchbox as follows:

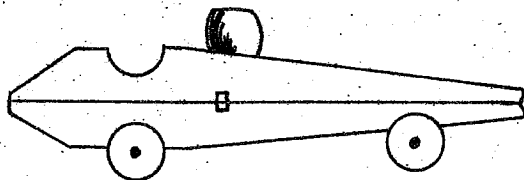
Wrap outer sleeve of a match box with wrapping paper, leaving ends open and securing with glue. Neckerchief goes through open ends.

FIRST AID KIT - January '84 "Survival"

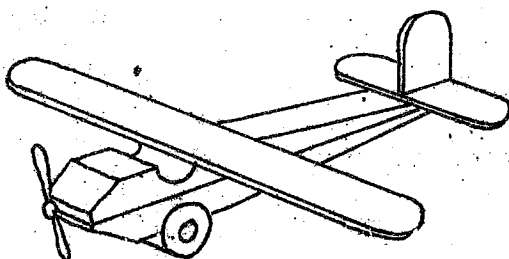


Using a film canister, put items needed for first aid that will fit into this miniature kit. (See Survival Kit in January CRAFTS) Then, using a hot glue gun, attach a pop-top ring to the side of the film canister and paint white and decorate with a red cross. (Wolf Elective 16, Bear Achievement 12)

RACE CAR - March '84 "Wheels, Wings & Rudders" Take apart spring-type clothespin; glue flat sides together. Slice  $\frac{1}{2}$ " dowel into  $2 \frac{1}{4}$ " slices for wheels; glue on. Use plastic or wooden colored round bead for driver (instant recognition beads work great). With hot glue gun, attach pop-top ring for slide. (Wolf Achievement 5, Elective 3; Bear Achievement 2)

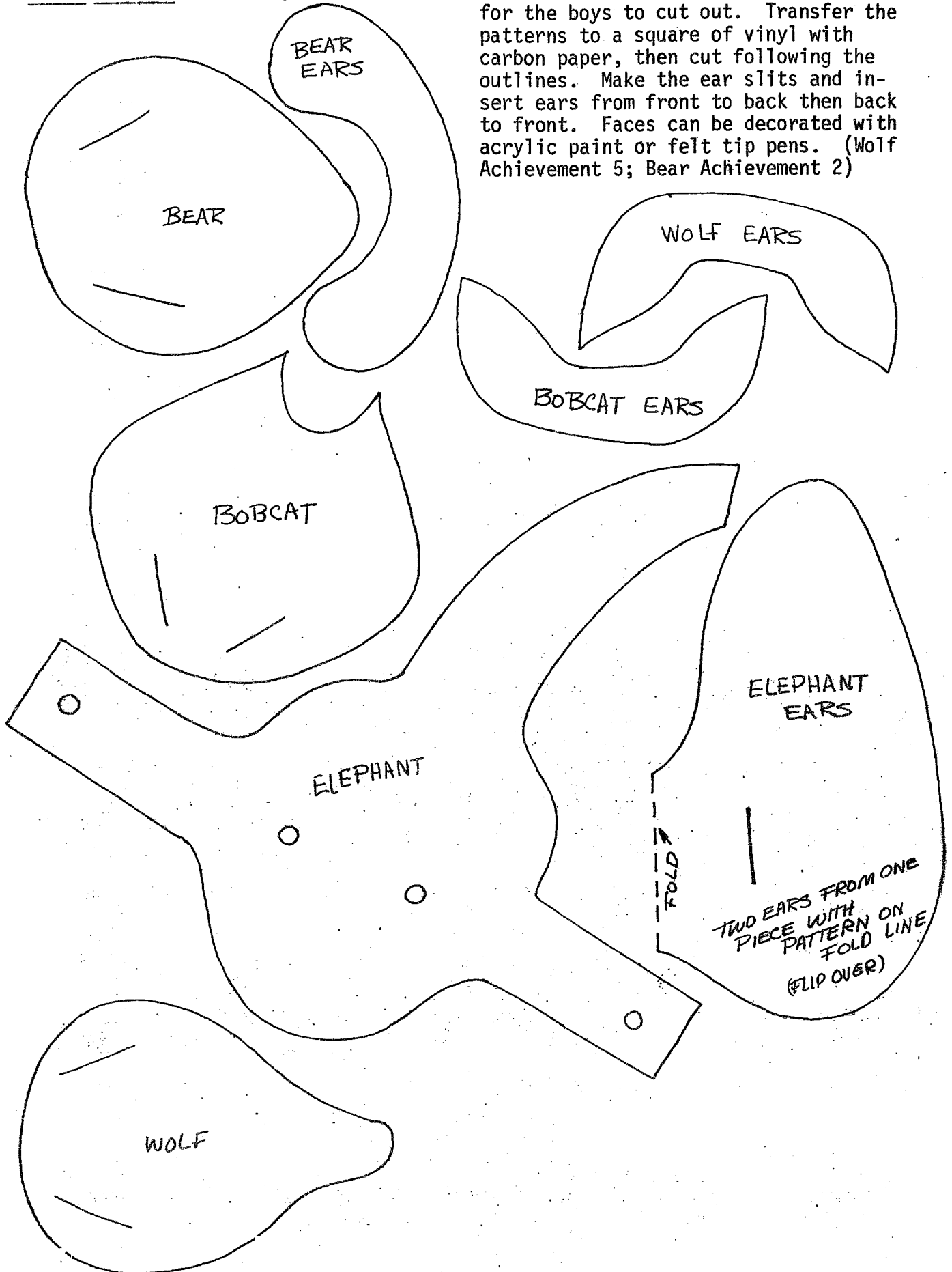


AIRPLANE - March '84 "Wheels, Wings & Rudders" Repeat as for race car, except cut off  $\frac{3}{4}$ " tips of popsicle stick for tail assembly (need 3), and use remaining shortened popsicle stick for wings. Sand the wings to round ends. Use half a toothpick for the propeller. Attach pop-top ring (slightly bent) with the glue gun. (Wolf Achievements 2 & 22, Elective 3; Bear Achievement 5)



VINYL ANIMALS - February '84 "Jungle Tales"

These ferocious beasts are easy for the boys to cut out. Transfer the patterns to a square of vinyl with carbon paper, then cut following the outlines. Make the ear slits and insert ears from front to back then back to front. Faces can be decorated with acrylic paint or felt tip pens. (Wolf Achievement 5; Bear Achievement 2)



BUGS - April '84 "Bugs & Things"

Paint half-walnut shells to resemble various types of bugs. Pop-top ring can be slightly bent and affixed to inside of shell, or fill shell with plaster and put pop-top in. (Bear Elective 12)

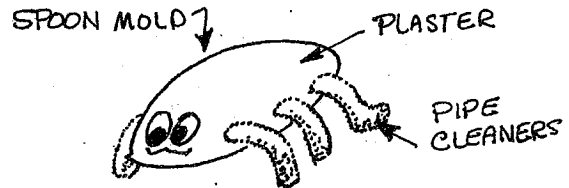
SPIDERS - April '84 "Bugs & Things"

Pour plaster in plastic soup spoons. Stick in pieces of black pipe cleaners for legs, and tiny artificial flower stamens for feelers. Decorate with felt-tip pens or acrylic paints. Remember to insert pop-top or ring.

SPACE ALIEN -  
May '84

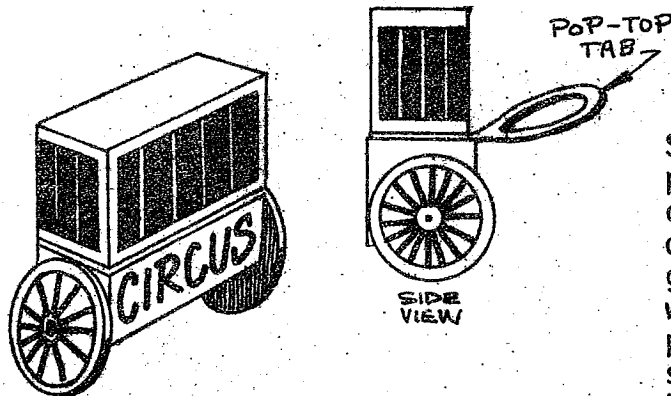
"Life on Other Planets".

Use spoon and plaster as in the spider above, inserting the pop-top or ring. Use your imagination to develop your own creature from scraps of fur, eyes, felt, pipecleaners, sequins, etc.



CIRCUS WAGON - June '84 "Family Circus"

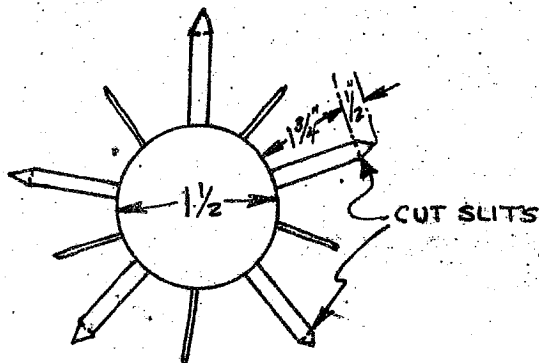
Materials: 1 pop-top ring (bent)  
1 block wood 2 x 1 1/2 x 3/4" thick  
1 block wood 1 3/4 x 3/4 x 5/8" thick  
2 dowel slices 1/4" thick (wheels)  
1 1 1/4" nail  
2 3/8" nails (for wheels)



Sand wood and dowel pieces smooth. Put pop-top ring between wood pieces, securing them with 1 1/4" nail on outside of smaller block, making sure nail goes through pop-top ring. Attach the wheels with 3/8" nails. With felt-tip pen, decorate wagon and wheels; use stickers for animals, then draw in the bars. (Wolf Achievement 5; Bear Achievement 2.)

SUNBURST - July '84 "Fun in the Sun"

Materials: Dremil saw  
5 popsicle sticks  
3 round toothpicks  
Small piece of posterboard  
Hot glue gun  
Pop-top ring (bent)



Trace around gallon milk container cap for center, making two circles. Color as desired and cut out. Cut popsicle sticks with dremil saw to 1 3/4" lengths, and cut pointed tips; notch sticks 1/2" from end and glue in circle, alternating with half-toothpicks, forming sunburst.



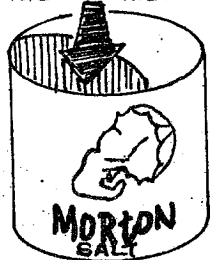
LITTER BASKET - July '84 "Fun in the Sun"



Clear plastic 1 oz. cup from Wrights or other party supply place, or hospital. Use a black felt tip pen to make 4 vertical lines equally spaced and make a horizontal line around the top, bottom and center of the cup. Make diagonal lines with a finer tipped pen, as shown. Make your "EVERY LITTER BIT HURTS" sign with a typewriter on white paper and glue on the front. Take some paper scraps and glue them inside. Use hot glue gun to glue a pop-top-ring on the back and you have a tie slide that will remind everyone to "Keep America Beautiful".

SALT SHAKER - July '84 "Fun in the Sun"

NECKERCHIEF

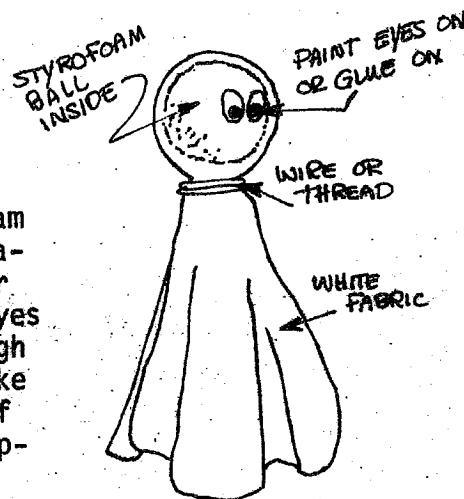


Use a lunch-box size Morton Salt Shaker. With fingernail scissors cut out the top and bottom and it's ready to wear. Small size pepper shakers are also available for the little peppers in the den.

GHOST

- August '84  
"Campfire Yarns"

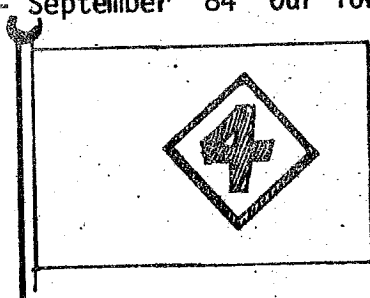
Use a small ( $\frac{1}{4}$ " -  $\frac{1}{2}$ ") styrofoam ball covered with white fabric. Gather at base with telephone wire or thread. Draw eyes or use moving eyes glued on. Make sure you have enough wire or a white pipe cleaner to make the neckerchief slide loop too. If using thread, insert plastic or pop-top ring on the back. (Bear A-10)



SCENIC CORKER - September '84 "Our Town, U.S.A."

Use bottle cork or wedges of wood and decopage pictures of San Diego from magazines or travel folders. For cork, insert pipecleaner in back for slide. For wood, use a hot glue gun to attach pop-top ring (bent) on back. (Wolf A-5; Bear A-2 & A-6)

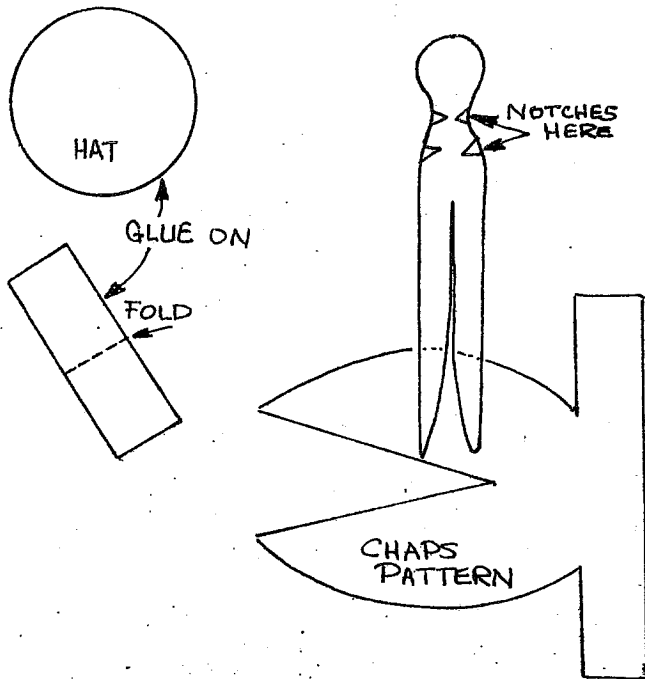
DEN FLAG - September '84 "Our Town, U.S.A."



Materials: Popsicle stick  
Wood  $2\frac{1}{4}$  x  $1\frac{1}{2}$  x  $\frac{1}{4}$ " plywood  
Glue  
Paint

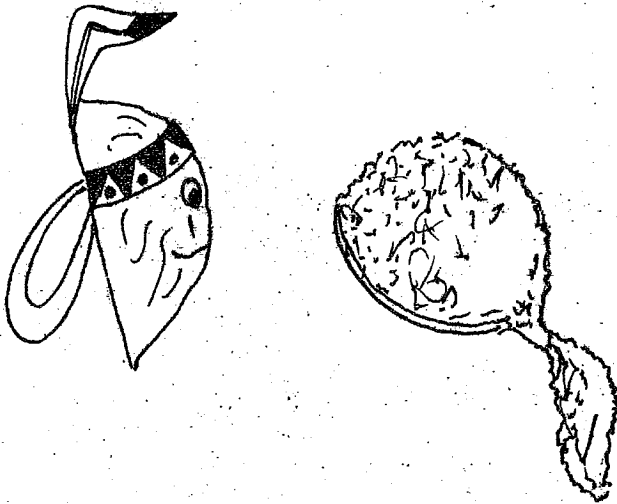
2" Velcro strip (Front & back)  
Paint Den Flag or State or city flag on wood. When dry, glue flag to popsicle stick topped with small bead. Glue velcro 1 side on back, and one for loop.

COWBOY - October '84 "Wild & Wooly West"



A one piece clothespin is notched as in illustration. Wrap a white or pink pair of pipe cleaners around the body for arms. Glue on a red shirt made from felt and use black felt for a belt and holster. A gun may be made from foil and shirt cardboard. Use these for belt buckle too. Wrap a bright pipe cleaner around the neck for a neckerchief. Make chaps from pattern from leatherette. Make black felt hat from pattern. Paint on a face and glue or sew a ring of felt, leatherette or plastic on the back. Paint legs all black or bluejeans and black or brown boots, as desired. For detail, use a felt-tip marker to draw buttons on shirt.

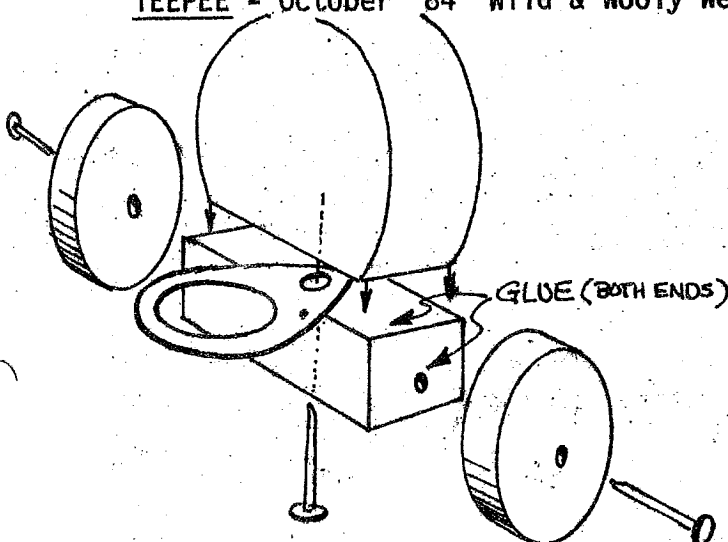
WALNUT INDIAN - October '84 "Wild & Wooly West"



Use half an English walnut or pecan. Paint face on nut half. Wrap cloth or paper headband around "forehead" after you have glued on yarn hair, braided or loose. Insert small feather at back of headband. For ring either pour plaster inside shell with pop-top ring or attach bent pop-top ring with hot glue gun to inside of shell. (Wolf E-10; Bear E-12)

COONSKIN CAP - Similar to Indian slide except put pieces of fake fur on top of shell for hat. Use moving eyes and piece of yarn for facial features, if desired. (Bear E-12)

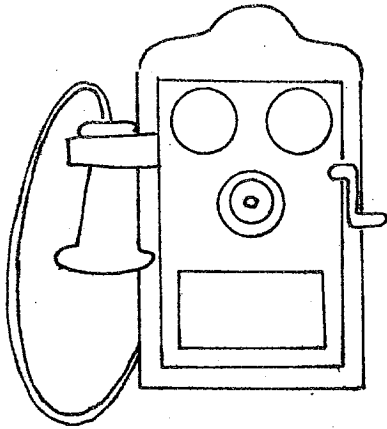
TEEPEE - October '84 "Wild & Wooly West"



Cut 4" vinyl circles in half. Roll half a circle into a cone. Overlap and glue or staple edges together. Insert toothpicks at the top and glue in place. Decorate with Indian designs. Make two horizontal slits on the back to pull the neckerchief through.

COVERED WAGON - 3 1" nails and some glue hold this together. A pop-top is used for holder. Wagon pieces are cut from wood as shown. 3/4" dowel slices make the wheels. Cover with white cloth gathered over frame for authenticity.

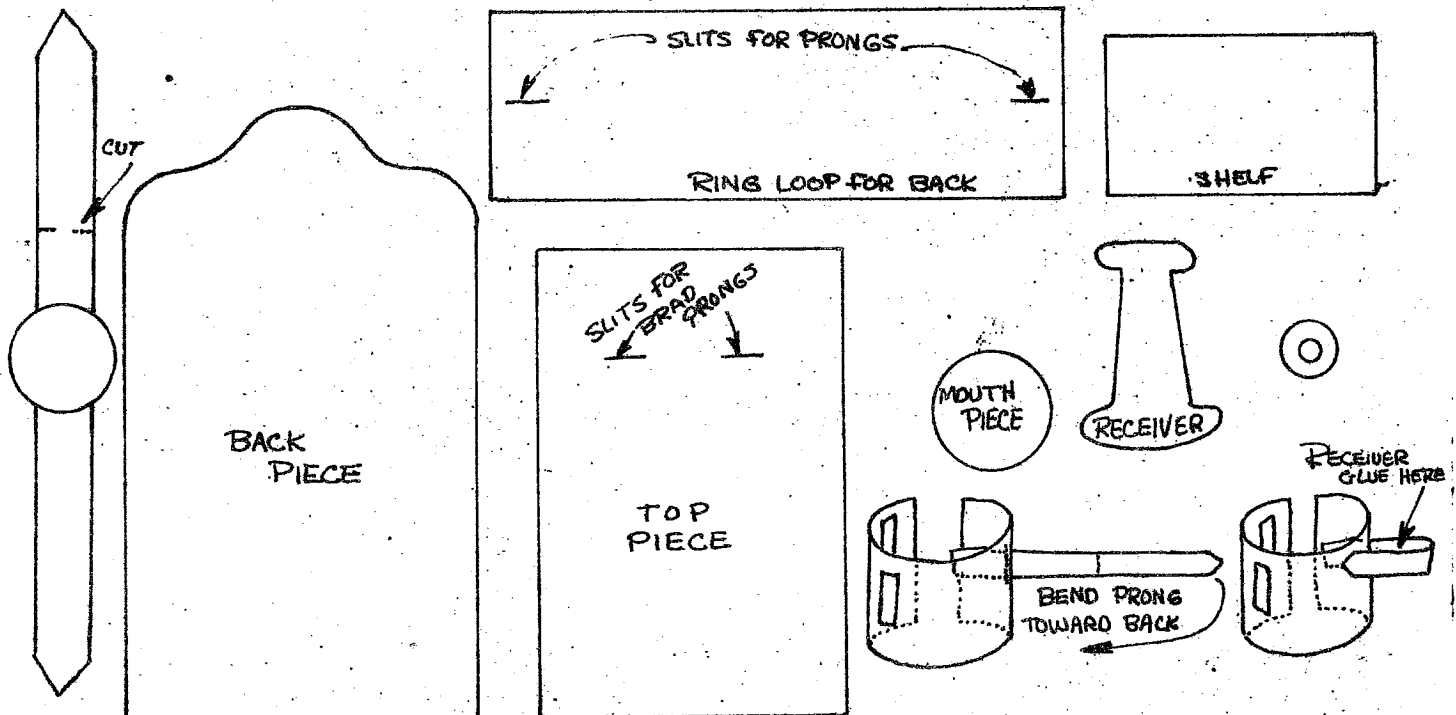
- Materials: Stapler  
 Scissors            Glue  
 Wire cutters  
 1 piece brown leatherette  
 1 piece black leatherette  
 2 long-pronged paper brad fasteners  
 2½" flexible wire  
 6" black cord  
 Small black wood or plastic bead



Using patterns below, cut out the two background pieces and shelf from brown leatherette. The ring can be of either color. Cut the round mouth piece and receiver from black. With wire cutters, cut the brad prongs as shown below. For

left hand bell cut only the prong on the right side which will hold left hand side of loop on back. For right hand bell cut both prongs as shown. File edges smooth so they won't be sharp. The two brads serve as bells and as the method to hold the ring loop on the back. (See below) Poke slits in top background piece for brad prongs, sticking them through both pieces and into loop on back, then bend over the cut prongs as shown, leaving the one long prong coming out of the side between two pieces of leatherette, then bending toward the back.

Glue the mouthpiece circle in place and then the black bead in the center of that. Glue shelf in place and put a little glue between the two background pieces at the bottom since the brads hold them together at the top. For the crank, bend the piece of wire as shown and leave silver, or if desired, paint it gold. Glue between the two leatherette pieces on the right side. On the left side, glue the receiver between the bent parts of the brad prong which extends out the left side. Glue approximately 6" of black cord at the top back of the receiver, then glue the other end at the back of the slide, leaving a loop for the neckerchief hanging down.



# QUICKIE CRAFTS

## PLAY DOUGH

- 1 cup flour
- 1 cup salt
- 1 teaspoon salad oil
- 1 teaspoon alum
- 1 cup boiling water
- Food coloring, several drops in water



Stir together in bowl, knead until smooth. Keep in tight jar or plastic bag. Makes good molding compound, or ideal gift for children, and best of all, dirt disappears from Cub's hands when molding with playdough mixture. To speed drying, preheat oven to 225 degrees, turn oven off, place molded figures on foil-covered cookie sheet and leave overnight in oven to dry.

## SECRET FINGERPRINTS

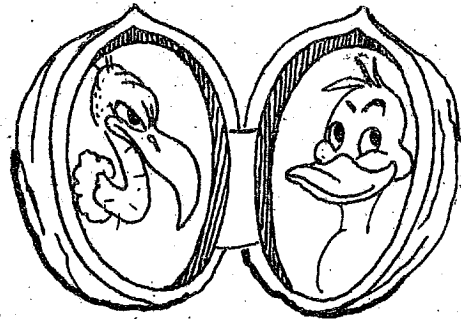
- Paper
- Cigarette ashes



Have each Cub press fingertips firmly on separate sheets of paper, (one at a time) - then apply cigarette ashes to the fingerprints. Shake off excess ash and prints should appear very plain. If unclear, have Cub rub small amount of hand lotion into hands and repeat placing fingerprints on paper, and apply ashes again. Also try fingerprinting with ink pad and Cubs are fascinated comparing prints. Remember no two prints are alike.

## WALNUT PHOTO CASE

- Walnut shell halves
- Photographs or pictures
- Scissors
- Liquid white glue
- Felt or fabric



Divide a walnut half very carefully into two perfect halves. Place flat rim of the shell over the part of the photo you want to show in your case. Trace around the shell, pressing the pencil deep into the photo. Repeat with other photo or picture. Cut out the pictures along pencil line. Squeeze liquid white glue around the rim of the shells. Place the backs of the cut photos onto the glued shells, matching the shapes of photos to the shells. Put the two shells together as they were before the walnut was opened. Cut a small rectangle out of the felt or fabric for a hinge. Glue the fabric halves on one side.

DEN LEADER MAGIC BAG

- (1) Cut top from plastic bottle (bleach, milk or whatever,) either GALLON or HALF-GALLON size will do.

Punch holes evenly around top with nail or single-hole-punch.

- (2) Fabric material 10x20 inches - measure to be sure you have enough to go around your particular container, plus enough for a small seam on the side.

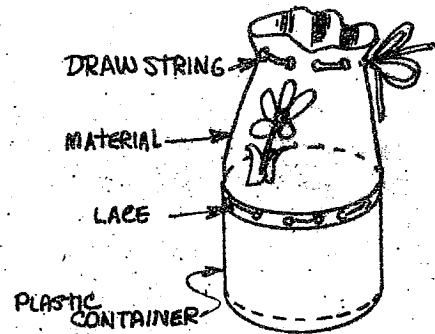
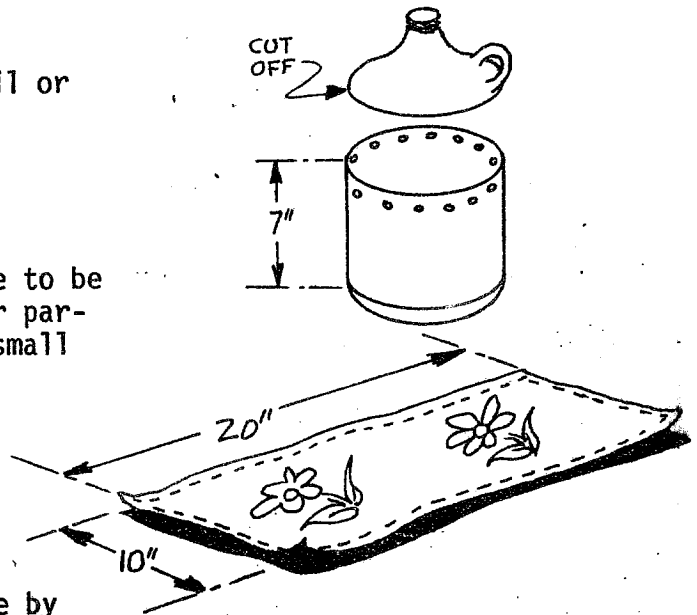
Hem top and bottom 1/2 inch.

- (3) Join material to top of plastic bottle by lacing shoe string through holes in cloth and plastic.

Tie securely.

Run second string through top for drawstring.

Decorate bottom of plastic container with felt, paint, etc.



**CONTENTS:**

Scissors

Tape

Pencil

Felt pens

Ruler

Tape

Knife

Straight pins

Safety pins

Stapler

Needle & thread

Glue

Hole punch

String

Coffee cup

Hammer

Pliers

Sand paper

Paint brushes

Pipe cleaners

ETC.

TAKE THIS MAGIC BAG WITH YOU TO POW-WOWS, ROUNDTABLES AND, OF COURSE, YOUR DEN MEETINGS!!!!

## PELOTA

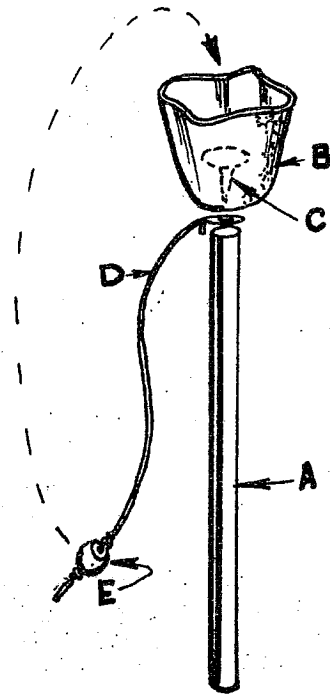
$\frac{1}{4}$ " x 6" dowel or a pencil  
Egg carton cup or small paper cup  
Thumbtack  
12" length of yarn or string  
 $\frac{1}{2}$ " wooden bead, washer or tin-foil  
wadded up

Insert yarn or string into bottom of Egg carton cup or paper cup and knot to prevent it from coming out.

Attach the egg carton cup or small paper cup to the eraser end of the pencil with the thumbtack.

Attach the wooden bead, washer or wadded up tin-foil to the end of the yarn or string.

To play Pelota, swing the bead up and try to land it in the cup. When the boys have all finished making theirs, have a contest to see who can make 5 Pelotas with the fewest tries. The lowest score wins.



## SPIDER

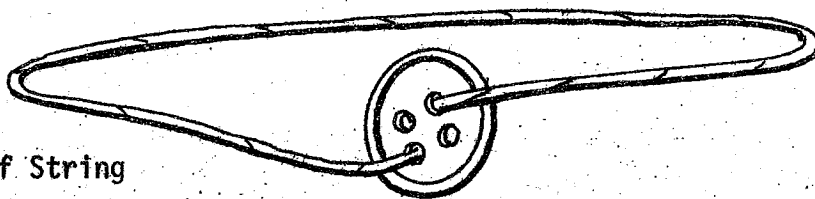
3 Pipe cleaners  
Plastic foam egg carton cup  
Felt marker

Push one pipe cleaner through the egg cup near the front. Push the second pipe cleaner through near the center and the third near the back of the egg carton cup. This should give your spider six legs. Bend the legs at the "joints". Draw a face or other markings on your spider.



## HUMDINGER

Button  
Piece of String

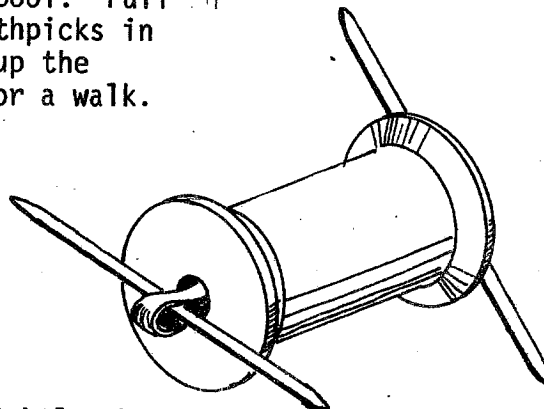


Pull string through two holes of a large button. Tie a knot in the string. Hold the string with both hands and twirl it, winding it up. Now pull hard and let go. The harder it is pulled, the longer it keeps going.

### WALKING THING

Rubber band  
Empty thread spool  
Two toothpicks  
Soap

Rub soap on both ends of the spool. Pull the rubber band through spool. Put toothpicks in each end of the rubber band. Wind up the rubber bands and take the "thing" for a walk.



### STRAWS 'N' CLIPS

Plastic drinking straws  
Paper clips

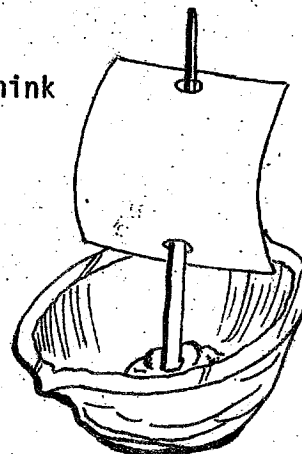
Open a paper clip and widen slightly the narrower of the 2 ends. Wedge each end into a plastic straw to join them. A variation occurs when you bend the clip to change the angle. Insert more than one clip into a straw to attach several straws together. Use for projects such as:

What's the tallest structure you can build with 8 straws and 12 clips?  
Build a house 2 feet tall.  
What's its strongest part?  
Build a bridge between two chairs.  
Will your bridge hold a book?

### PINECONE FRIENDS

Pinecones  
Construction Paper  
Buttons, feathers, etc.

Use your imagination and household items to make a turkey, birds, or anything else you can think of, out of the pinecone. Use white glue.



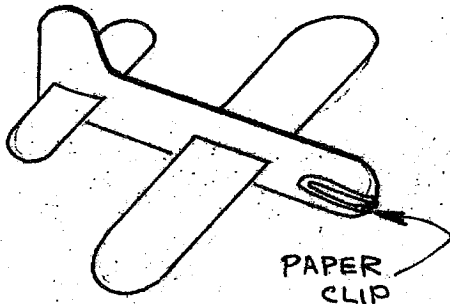
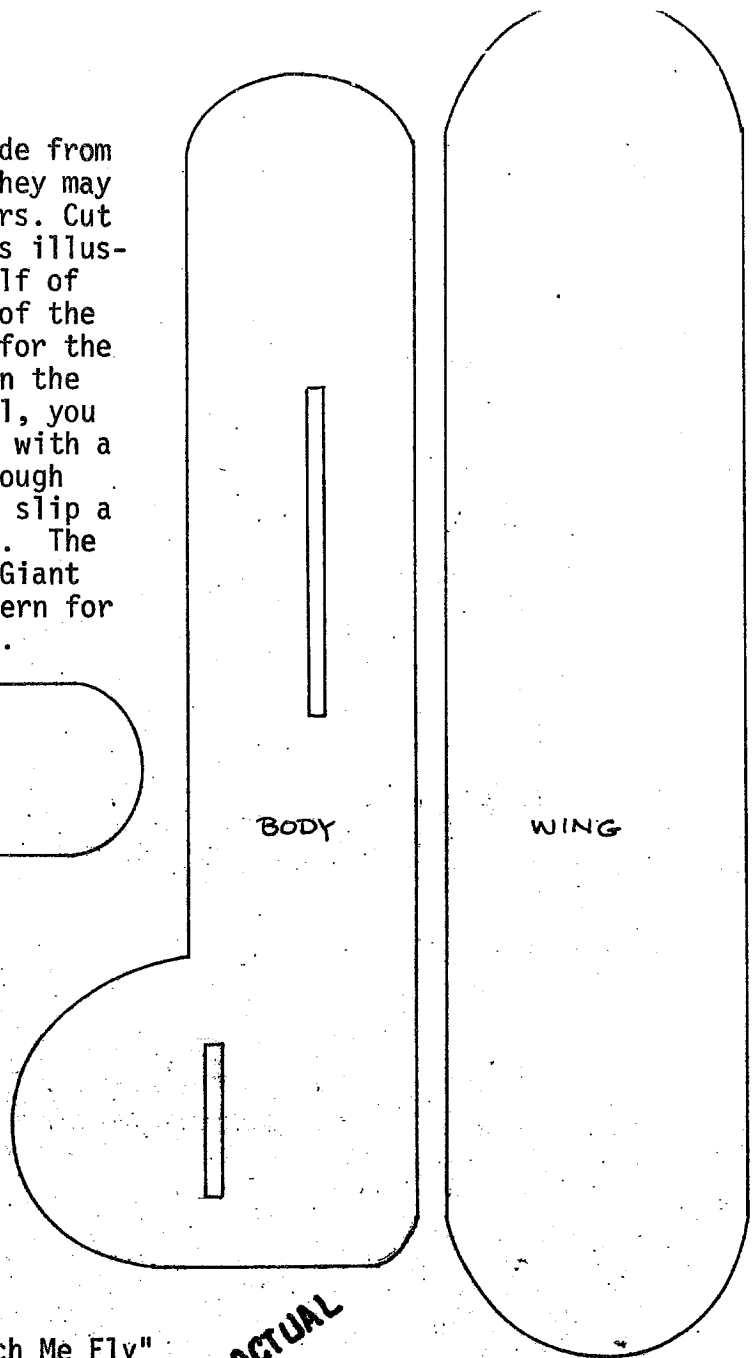
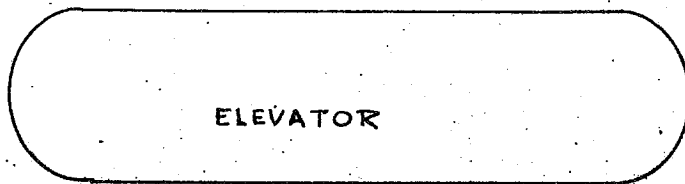
### WALNUT SHIP

Walnut shell half  
Modeling clay  
Toothpick  
Paper

Clean out inside of the walnut half. In the bottom put a small amount of modeling clay. Make a small sail out of the paper and glue to the toothpick. Stick the "mast" in the modeling clay in the ship.

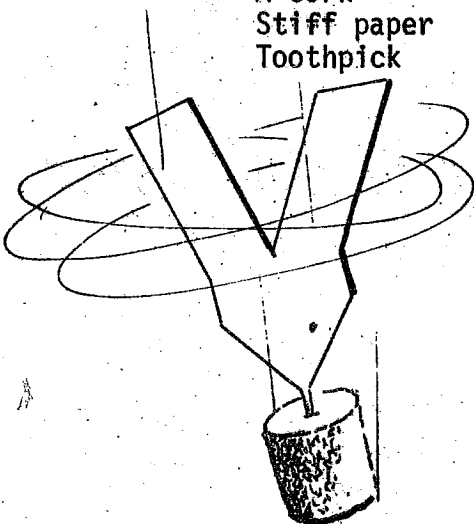
SKYROFOAM GLIDER

These gliders are easily made from plastic foam egg carton lids. They may be decorated with felt tip markers. Cut the body and wing from the lid as illustrated. The tail is cut from half of the raised ridges in the center of the lid. It's just the right shape for the tail. After you make the slits in the body and insert the wing and tail, you might wish to hold them in place with a piece of scotch tape. To add enough weight to the nose of the plane, slip a paper clip on the front as shown. The BEST paper clip is one of those Giant ones, used in offices. The pattern for the Skyrofoam Glider is adjacent.



TWIRLY BIRD "Throw High and Watch Me Fly"

A cork  
Stiff paper  
Toothpick

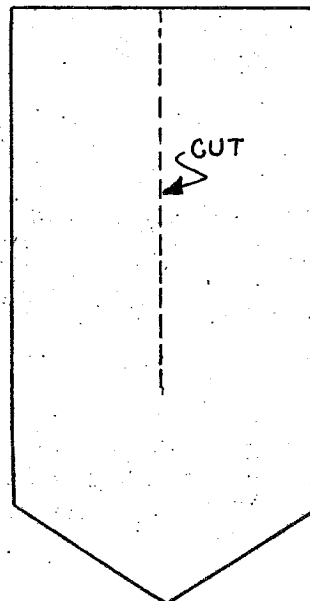


**DRAWN TO ACTUAL  
SIZE**

Cut the paper as shown in this pattern.

Bend its legs to form a propeller.

Tape the toothpick on the paper, and push it into cork large end.





## MOTTO ROCKS

Rock  
Acrylic paint or Felt Markers

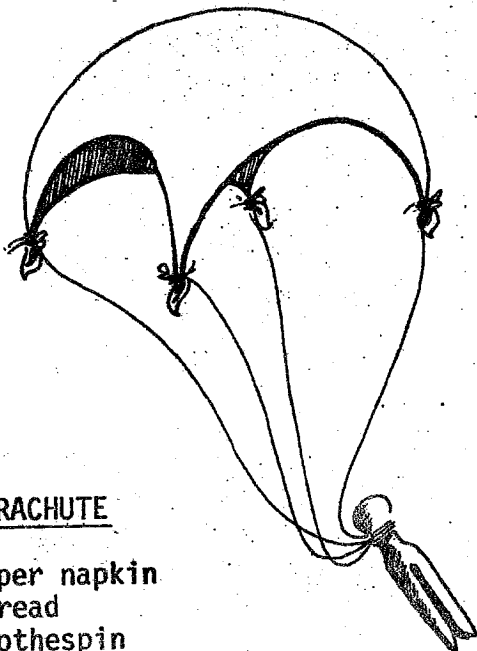
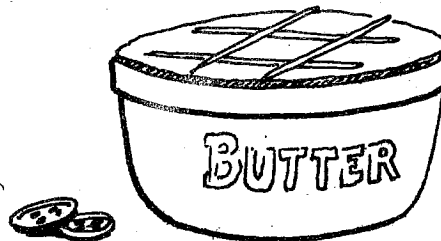
Have the boys collect rocks the size of their fist or smaller. Paint on the rocks a motto such as "Do Your Best", or you can glue a small nut on and put "I'm nutty about Cub Scouts" on it. These can also be adapted as greetings for birthdays, Father's Day or any special occasion.

## TIC TAC TOE GAME

Small Butter tub  
Felt  
String  
Assortment of buttons or washers

Cut the felt to fit the top of the tub. Glue into place. Use string or yarn to make the crosses. Glue into place. Have the boys pick out five pieces of two different shapes or colors of buttons for playing pieces. They can keep playing pieces in the tub when they're not playing.

Wolf Achievement 10



## PARACHUTE

Paper napkin  
Thread  
Clothespin

Cut four pieces of thread, all two feet long. Tie the thread to the corners of the napkin. Tie the ends of the threads together and tie them to the clothespin. Lay it all out very straight and roll it up. Let it "fall" by throwing it as high as you can out of doors.

## BALL AND BAT

Paper plate  
Paint stirring stick  
Hot glue or staples  
Balloon  
Optional: string or yarn

Glue or staple the stick onto the back of the paper plate. Blow up the balloon. Keep Away: Each team has 1 balloon apiece. Winning team keeps a balloon airborne. Other team tries to make them spill. Relay Race: a walking race to see who can go fastest without spilling the balanced balloon off their bat. Optional: If the boys want to, they can tie the string onto the balloon and bat to play alone.

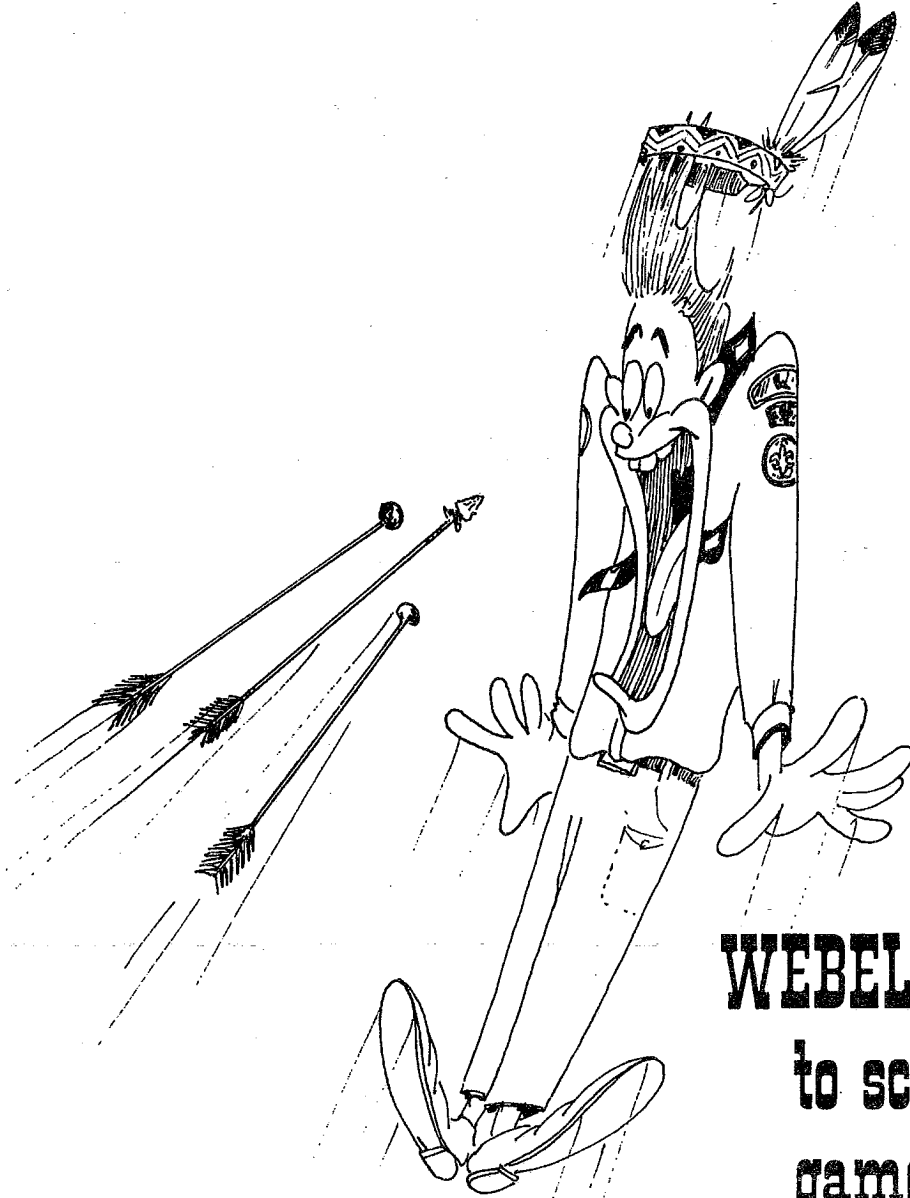
CRAFTS INDEX

- 33 Aluminum Jewelry
- 34 Animal Bulletin Board
- 59 Animal Pop-Up Puppets
- 18 Artificial & Shell Flowers
- 41 Bird Houses
- 42 Bird Feeders
- 78 Book Rack
- 103 Bubbles'n' Boys
- 47 Bug Cage
- 23 Burlap Handi-Holder
- 84 Burnt Match Pioneering
- 49 Butterfly Net
- 46 Butterfly Note Holder
- 81 Cattle Brand
- 44 Chemical Garden
- 60 Circus Bookshelf
- 54 Circus Tic-Tac-Toe
- 58 Clown Make-up
- 55 Clown Toss Boards
- 48 Collecting & Mounting
- 25 Computer Card Pine Tree
- 71 Cork Feet Racers
- 85 Cowboy & Indian Banks
- 25 Cub Cube
- 19 Display Dome
- 71 Egg Shell Glow Lites
- 52 Eggy the Robot
- 66 Flowerpot Wind Chimes
- 28 Garbage Bag Gear
- 45 Giant Insects
- 70 Handwasher
- 31 Hippo Roll
- 75 Homemade Leather Tools
- 43 Hummingbird Feeder
- 27 Jar or Food-Tin Lantern
- 26 Jingly Little Bells
- 31 Jungle Blackboard
- 32 Kaa, the Jungle Book Snake
- 79 Knife Rack
- 74 Leather Stamping
- 44 Lightning Bug Glider
- 24 Little Drums
- 80 Mapmaking
- 20 Mexican Jumping Bean
- 70 Mini Frying Pan
- 57 Mini Peep Show
- 63 Mom Savers
- 43 More Bird Feeders
- 72 More Garden Lites
- 26 Paintbrush Rack
- 87 Paperwad Rifle
- 88 Phone Note Pad
- 65 Picnic Utensil Caddy
- 64 Pinch Pot
- 38 Pirate Ship
- 50 Planet Mobile
- 73 Pop Heritage
- 83 Pretzel Log Cabin
- 63 Reflecting Bike Tag
- 50 Robot
- 17 Rubber Band Ball
- 61 Sand Candles
- 39 Scat
- 17 Sculpture From Junk
- 77 Shoe Rack
- 78 Shoe Scrapers
- 82 Shrunken Head
- 24 Snowflakes
- 28 Solar Shower
- 69 Solar Warmer
- 53 Space Helmets
- 62 Sun-Fired Pottery
- 30 Survival Kit
- 51 Take Me To Your Leader
- 22 Tin Stars
- 26 Tongs
- 36 Transportation Mobile
- 27 Water Gathering Jar
- 29 Whistle Cord
- 35 Wind Jug
- 21 Wishing Well
- 78 Workshop Storage
- 37 Wren House

7 Molds      5 Hectograph      6 Paper Mache'      4 Wood Craft

TIE SLIDES: 91 Airplane    92 Bear    92 Bobcat    93 Bugs  
93 Circus Wagon    91 Cookie Cutter Forms    95 Coonskin Cap  
95 Covered Wagon    95 Cowboy    94 Den Flag    96 Early American Wall  
Telephone    92 Elephant    91 First Aid Kit    94 Ghost    91 Lite Bulb  
94 Litter Basket    91 Race Car    94 Salt Shaker    93 Scenic Corker    92 Wolf  
93 Space Alien    93 Spiders    93 Sunburst    95 Teepee    95 Walnut Indian  
QUICKIE CRAFTS: 102 Ball & Bat    99 Humdinger    98 Magic Bag    102 Motto Rocks  
102 Parachute    99 Pelota    100 Pinecone Friends    97 Play Dough    97 Secret  
Fingerprints    101 Skyrofoam Glider    99 Solder    100 Straws 'n' Clips  
102 Tic Tac Toe    101 Twirlybird    100 Walking Thing    97 Walnut Photo Case  
100 Walnut Ship





**WEBELOS . . . .**  
**to scout transition**  
**games, crafts**  
**outdoor program**  
**ceremonies**  
**engineer**  
**scientist**

To all new and old Leaders:

Since you are taking classes from the Webelos sections of the Pow Wow, I hope you will take what you learn here today back to your units and use that knowledge to put together an effective program for your boys.

Special thanks to: Don Estes, Wayne Reavis, Gus Hermes, Rick Shepherd, John Pennington, Floyd Morstein, Don Sanders, Wilbur Closson, Tom Byrne, Doug Houston, Steve Tomlinson, Charlie Powell, and anyone else who contributed, for all of their help in putting together the Webelos section of this Pow Wow.

One final note to all working with the Webelos program: It only works if you make it work.

John Turner  
Chairman, Webelos Section

## WEBELOS TO SCOUT TRANSITION

A recent Special Project of the National Council of the Boy Scouts of America has concluded with specific suggestions for how to improve the Webelos-To-Scouts Transition. The report by John D. Gill of the project carried out by the Blue Ridge Mountains Council deals with several points, outlined below.

### MAJOR ISSUE: YOUTH TENURE

It has been said that it is easier to increase a boy's tenure than to recruit a new boy to replace him. Until we reach a point where all boys who enter Scouting remain until they are eighteen, increasing the tenure of Scouts is going to be a problem. Every year we sign up record numbers of boys at School Night, only to see that gain wiped out in a brief period of rechartering losses.

Why don't Webelos enter the Boy Scout program?

Boys who had dropped out of the Webelos program and their parents were interviewed, and the following answers were obtained:

1. No Boy Scout troop available in the area.
2. Too many conflicts with sporting activities.
3. Unaware of how to join a Scout troop.
4. Cost (Uniform, summer camp, activities, etc.)
5. Uninterested parents - wouldn't take the boys to meetings
6. Conflicts with troop meeting nights.
7. Poor grades in school.
8. Joined 4-H instead.
9. Parents divorced, boy moves from parent to parent
10. Just was not interested.

All Webelos leaders in the district were contacted, and where there was no Webelos leader, the Cubmaster was contacted. Questions asked of the leaders included:

1. How many Webelos do you currently have registered in your den?
2. How many Webelos are currently active in your den?
3. How many of these boys have indicated an interest in continuing into Boy Scouting?
4. How many boys are undecided?
5. How many are not interested in continuing?
6. What are their reasons for not continuing?

The following answers were obtained in this district:

1. Number of Webelos currently registered: 102
2. Number of active Webelos: 81
3. Number of boys who have indicated interest in Boy Scouting: 22
4. Number undecided: 51
5. Number with no desire to continue: 8

6. Reasons boys have no desire to continue:
- a. Does not like camping
  - b. Sports
  - c. Does not like the boys in the local troop.
  - d. Parents do not think that the boy is ready
  - e. Troop meeting is on a church night.

In a comparison of the 1980 Cub Pack field sheets with 1981 Boy Scout troop registrations, the following results were obtained:

Number of Webelos in 1980 - 117

Number of boys who transferred to a troop - 38

Percentage of boys entering Boy Scouts - 32%

Recognizing that these figures were off somewhat due to not knowing the number of inactive Webelos, rechartering irregularities, etc, we used a computation based on the figures from the phone survey.

Phone Survey: 79% of boys registered were active

Field sheet comparison: 117 registered Webelos

Computation: (79% of 117) 92 registered Webelos were active

Corrected figure: 41% of active Webelos became Boy Scouts

#### THE REVIEW COMMITTEE:

A committee was drawn from diverse backgrounds to concentrate on solutions to the difficulties posed by the tenure failure of so many boys from the Webelos to Scouts transition. The committee consisted of 2 Webelos Leaders, 2 Cubmasters, 3 Scoutmasters, 1 Commissioner and 1 District Committee Member. These were the people who conducted the phone surveys and formulated the plan to solve tenure problems.

#### THE PLAN:

The committee concluded that there were three basic needs:

1. Need for Webelos Den Chiefs.
2. Need for improved communication between packs, troops and parents.
3. Need to give boys in Webelos a clear understanding of the Boy Scouting program.

Although each task force had ideas for each individual problem, all involved agreed that by fulfilling these three needs, all problems could be abated. The tasks forces were each assigned a responsibility and charged with forming a timetable for accomplishing their stated goals.

#### RECRUITING WEBELOS DEN CHIEFS:

The district began a promotion program to encourage each Webelos Den to have a Den Chief. The promotion was done by phone contact and a letter from the District Chairman. In addition, Den Chief training was offered on an annual basis. A recommendation was made to encourage Roundtables to have a program informing Cub Leaders how to use Den Chiefs.

#### PACK-TROOP-PARENT RELATIONSHIPS:

A number of recommendations were made under this topic. The first is for each troop to appoint a "New Scout Coordinator" to serve as the go-between between the pack, troop and parents. The job of the "New Scout coordinator" is intended to facilitate communications between all parties involved for the smoothest transition possible. Secondly, each pack and troop have been paired in order to provide a means for Scout troops to direct special activities to the boys they are most likely to receive into their troop. Thirdly, each Scout troop was encouraged to provide an older Boy Scout to work with the Webelos on a one-to-one basis during their last six months in the Webelos den. The purpose was to provide individual tutoring on the Arrow of Light requirements and also to cultivate a friendship which would hopefully enable the Webelos boy to feel more at ease when he goes into a Scout troop, there being at least one person he knows in the troop.

#### INTRODUCTION TO THE BOY SCOUT PROGRAM:

An activity to coincide with the Webelos Weekend at Summer Camp was instituted to acquaint Webelos with the local Scouting scene. Although Webelos had always been invited to the Boy Scout Camporees, they had not been allowed to participate. This lack of participation in the camporees was viewed as a critical point. It was felt that Webelos needed their own camporee type of activity that would put the skills they had learned in Webelos to the test, also challenging them with carefully selected Boy Scout activities and skills. The program would work best, it was thought, if the activities were primarily staffed by Boy Scouts, with ample adult supervision as well. The "Webeloree" staff were also encouraged to sell the program to the adults attending (fathers or guardians) and encourage them to take an active role in the Webelos' future troop as an adult leader in some capacity.

#### EVALUATION

In 1981, 41% of all active Webelos entered Boy Scouting. In 1982, after the program had been instituted, the figure jumped to 79.6%. It's still not as high as they would like, but is, without a doubt, a great improvement.

The Denchief phase of the program was mixed. In the beginning the district found they had only 6 Den chiefs for a total of 77 dens. 22 New Den Chiefs were recruited and trained. Although this was a great improvement, it still represents less than half the dens having a Den Chief.

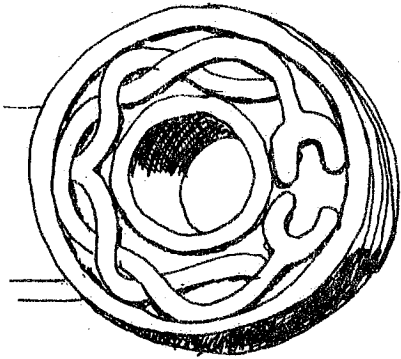
The Pack-Troop-Parents Relationships phase of the program was the most disappointing as far as tangible results were concerned. The idea of the "New Scout Coordinator" was met with enthusiasm, but when it came to putting words into deeds, only 7 troops had even recruited someone for this position (out of 29 active troops). The pairing of troops and packs was somewhat more encouraging. All packs and troops were paired, and all were pleased with their pairing. This of course is mainly due to the natural pairing that occurs when a sponsor has both a pack and troop. However, many others had never been paired and hopefully the benefits will begin to emerge in the near future.



Without a doubt, the most beneficial portion of the program was the Webeloree. A total of 59 boys attended this event. Of the 59 who attended, 54 are now Boy Scouts. This can mainly be credited to the outstanding program that was offered at the Webeloree. Everyone involved felt that this was the best activity the district had ever put on. The Boy Scouts used as staff were the key. They were extremely enthusiastic and felt a strong sense of pride for being chosen to serve on staff. This enthusiasm rubbed off on the Webelos, leaders and parents. That weekend, five new leaders were recruited from the fathers who attended, with prospects for more later.

This project had several good side effects. It awoke the district committee to the fact that we can do something about controlling membership losses. It also made us aware of the great potential we have in our Boy Scouts. Everyone was very pleased with their performance. Lastly, we realize that only the tip of the iceberg has been touched in solving the problem of youth tenure, but we've gotten a good start!

# WEBELOS



## GAMES

## WEBELOS GAMES

### TIPS FOR PLANNING WEBELOS GAMES

- \* Try not to play the kind of game where boys drop out as a penalty, because pretty soon most are sitting and only a few active.
- \* Let your Webelos den chief and Webelos denner lead games. It will give them training in leadership. Make sure they understand the rules and can control the action. Be ready to give them a hand if necessary.
- \* Use your more active games early in the meeting, saving the quiet ones for later. It's hard for boys to jump from a rough, tough game into a quiet, serious closing ceremony.
- \* Plan games ahead so necessary equipment is on hand.
- \* Some games are popular with one group of boys and completely boring to others. Try out games to find which ones go over big in your den. But, don't overdo the popular games by running them every week. Stop games while Webelos Scouts are still getting a lot of fun out of them. If you run a game to death, boys won't want to play it the next time.

### SKILLS GAMES

#### SCOUT LAW RELAY

Active \* Indoor

Equipment - One hat for each team with slips of paper numbered 1 to 12 and pencils.

Hat with slips placed about 20 feet in front of each team. On signal, Webelos Scout No. 1 runs to hat, draws slip, reads number, writes on paper the point of the Scout Law of that number, drops paper beside the hat, runs back, and tags next Webelos Scout, who repeats performance, etc., until all slips are answered. First team finished with most correct answers wins.

#### KNOTTING CIRCLE

Active \* Both

Equipment - One knotting rope

Webelos Scouts in circle facing inward, hands behind their backs. "It" walks around outside circle, places rope in someone's hands, yells name of a knot, and starts speedy run around circle. If recipient succeeds in tying knot correctly before "it" comes back, "it" must proceed again. Otherwise recipient becomes "it" and previous "it" takes his place in the circle.

## WEBELOS GAMES

### SQUARE KNOT PULLOVER

Active \* Both

Equipment One rope per boy  
Form players into two teams and line them up facing each other behind a line. Each player passes his rope around his waist and lets his opponent hold the ends. Now you start the game. At the starting signal, each player without any interference from his opponent ties a square knot in the ends of the rope around his opponent's waist. The instant he finishes the knot, he pulls on the rope, trying to pull his opponent over the line.

### FLAG QUIZ

Quiet \* Indoor

Equipment Paper and pencils

1. The flags of what five countries flew over our country before it became the United States of America?
2. What was the English flag of the Thirteen Colonies called?
3. When the colonists decided on a flag of their own, what did they call it?
4. How did it differ from the Queen Anne flag?
5. What was the name of the flag made after the Declaration of Independence?
6. How did the flag differ from the Grand Union flag?
7. What was the most stripes the American flag had during the War of 1812, and why?
8. Why was the flag changed back to 13 stripes?

Other questions may include--

Give the Pledge of Allegiance. Show how to salute the flag. Tell when to salute. How is respect shown when hoisting and lowering the flag? When is passed in parade? When you pass the flag? When the national anthem is sung or played? What are the laws protecting our flag? What do you do with worn-out flags?

### TENDERFOOT RELAY

Active \* Indoor

Equipment Flashcards  
Two teams line up in relay formation. At signal, the first boy in each team runs to end of room and does an about-face. The leader, facing these Webelos Scouts (with back to rest of the Webelos den), flashes a card asking for the Scout sign, salute, a point of the Law, etc. Boys follow instructions on the card, then run back to touch off the next Webelos Scout in line. The leader scores one point for each correct answer given first. No credit for sloppy salutes, signs, etc.

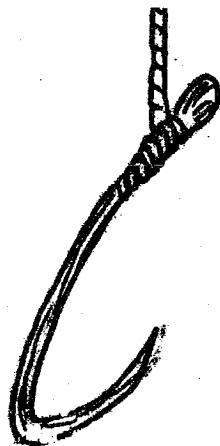
## WEBELOS GAMES

### BADGE QUIZ

Equipment - paper and pencils

1. The design of the Scout badge is taken from what?
2. The eagle with a shield on the Scout badge is the emblem of what?
3. To what do the three points of the Scout badge refer?
4. What does the eagle stand for?
5. What do the two stars stand for?
6. Why is the scroll turned up at the ends?
7. What part of the badge does the Tenderfoot wear?
8. What part of the badge does the Second Class Scout wear?
9. The knot at the bottom of the badge reminds the Scout of what?
10. What is written on the scroll?
11. What does the Scout uniform stand for?
12. Should a Scout wear his uniform on a hike?
13. Name three occasions besides troop activities when a Scout should wear his uniform.
14. Give the Scout sign.
15. Give the Scout salute.

The answers to the Flag Quiz and the Badge Quiz are on the following page.



BONE FISHHOOK

## WEBELOS GAMES

### FLAG QUIZ answers

1. Spain, France, Holland, Sweden, and England.
2. Queen Anne flag
3. Grand Union flag
4. It had 13 stripes of red and white
5. Old Glory
6. The union was blue with 13 white stars on it in place of the crosses of St. George and St. Andrew.
7. Fifteen stripes, when two more states were added.
8. Because the flag began to lose its shape and beauty.

### BADGE QUIZ answers

1. The design of the Scout badge is taken from the sign of north on the mariner's compass.
2. This eable is the national emblem of the United States of America.
3. The three points refer to the three points of the Oath: (1) "to do my duty to God and my country and to obey the Scout Law," (2) "to help other people at all times," (3) "to keep myself physically strong, mentally awake, and morally straight."
4. The eagle stands for freedom and for readiness to defend freedom.
5. The stars stand for the ideals of truth and knowledge, foundations of strong Scout citizenship.
6. It is like a Scout's mouth, because a Scout smiles as he willingly does his duty and enjoys his play.
7. The Tenderfoot wears the upper three-pointed part, or trefoil.
8. The Second Class Scout wears the scroll.
9. The knot reminds a Scout to do at least one Good Turn for somebody everyday.
10. The scroll has the Scout motto, Be Prepared.
11. The uniform stands for the spirit of service. It says, "Here is a fellow who is ready to help other people at all times."
12. Yes. A Scout should wear his uniform on all Scout activities--patrol or troop meetings, hikes, camps, etc.
13. A Scout should wear his uniform for formal courts of honor; during Scout Anniversary Celebration; and for special Scout events or civic service projects.
14. Right hand raised, palm forward, upper arm straight out to out to the side, elbow bent, three middle fingers straight with thumb over nail of little finger.
15. Hold right hand as in Scout sign and touch head above right eye. Snap hand down quickly.



LACROSSE STICK - CHOCTAW

## RECREATION GAMES

BLACK AND BLUE

Vigorous

\*

Outdoor

Equipment - None

Divide the boys into two teams lined up facing each other, one side called the "Blacks," the other the "Blues." When the leader calls out "Black" or "Blue" all on the team named must turn and run to the wall in back of them. If a boy is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This can be kept up until one team has captured all those on the other side. The leader can all fun by dragging out the words and by giving occasional false alarms -- for example: "Bl-l-l-ack" or "Bl-l-l-ue" or "Bl-l-l-uff."

MOCK OLYMPICS

Vigorous

\*

Outdoor

Equipment - Two paper plates and two paper drinking straws for each team

Divide into teams. Each team fills in an entry form listing names of entrants for various events.

DISCUS THROW(2 entries)-Contestants one by one throw paper plates for distance.

JAVELIN THROW(2 entries)-Each entry throws a paper drinking straw for distance.

100-YARD DASH(2 entries)-On signal, No. 1 walks from starting line around a point about 25 feet in front and back, foot in front of foot, toe touching heel. He touches off No. 2 who repeats.

STEEPLE CHASE(2 entries)-Each ties his wrist to his right ankle with a neckerchief. On signal, all entries race out around turning point and back to finish line.

HURDLE RACE(2 entries)-No. 1 leaps over No. 2 leapfrog style, No. 2 over No. 1, etc., out to turning point and back to finish line. Teams first in an event, five points; second, three points; third, one point. Largest number determines winner.

FIVE HUNDRED

Active

\*

Outdoor

Equipment - Baseballs or softballs and bats

A batter tosses the ball up and bats it to the other players, who attempt to field it. A fielder scores 100 points for catching a flyball, 75 points for catching the ball on one bounce, 50 for catching a ball on two bounces, and 25 for getting a grounder. When a fielder reaches a score of 500, he exchanges places with the batter. With each new batter, scoring starts over. A fumbled ball reduces a fielder's score by the same number of points he would have earned if he had made the catch.

## RECREATION GAMES

TAG

Vigorous

\*

Outdoor

Equipment - None

CROSS TAG-"It" must continue chasing some Webelos Scout until he catches him or until another Webelos Scout crosses between them; in which case, "it" must catch the Webelos Scout who crossed.

ANKLE TAG-To nescape being tagged, one must grasp another Webelos Scout by the ankle. The Webelos Scout whose ankle is grasped, however, is liable to be tagged unless he has hold of someone else's ankle. The playing area must be small enough to make the game feasible.

CHAIN TAG-The first man tagged joins hands with the man who is "it," and later as each man is tagged he is added to the chain. The playing area must be limited so all can be caught finally.

SKUNK TAG-Each player holds his nose with one hand, holds up one foot with the other. Player can only be tagged if he lets go with either hand.

SWATTER

Active

\*

Both

Equipment - Length of rope and newspapers

Lay a 10 or 15 foot length of rope on the floor. Blindfold two Webelos Scouts and place one at each end of the rope. Provide each boy with a swatter of rolled newspapers. On the word "go" each boy walks along the rope. When they meet, each is entitled to one swat at the other. Boys are then led back for another try or new boys may be chosen.

### "HURRY CASES" GAMES

These games may be used for practice in treating "hurry cases" in first aid.

#### PRESSURE PAD RELAY

Divide den into two teams. One boy from each team lies about 30 feet away with "arterial bleeding" of the left wrist. On signal, first boy from each team runs to victim and applies pressure pad, using his neckerchief. When he has it correct, judge shouts "OFF" and boy runs back to touch off next player.

#### RESCUE BREATHING RELAY

Ran same as Pressure Pad Relay except that action is mouth-to-mouth resuscitation. Use a dummy as the "victim" or use a boy but do not permit mouth-to-mouth contact.



## "HURRY CASES" GAMES (Cont'd)

### POISON TREATMENT RELAY

Prepare slips of paper reading as follows: (1) "Furniture polish," (2) "half bottle of aspirin," (3) "kerosene," and (4) "contents of unlabeled bottle in medicine chest."

Divide den into two teams. On signal, first player on each team runs to judge and is given a piece of paper. He must tell judge proper treatment for the case, including (A) calling a hospital or poison control center; (B) reading the label, if there is one, on the poison container and following directions; (C) knowing whether or not to give water; (D) knowing whether or not to try to cause vomiting.

These games tie-in to the Arrow of Light requirement for First Aid.

### SWIMMING GAMES

Some of your Webelos Scouts may be shy of the water. The first step in teaching them to swim is to conquer their fear. This may be done painlessly by introducing water games. In the heat of play, the boys may forget their fear and become more assured in the water. Here are a few games:

#### SHARK'S TEETH

Equipment - At least five corks for each player

No. of players - Two or more teams of 4 players each

The teams line up on opposite sides of the pool. The corks are thrown into the water. At a signal, the players jump into the water, recover the corks by getting them between their teeth without the use of the hands, carry them to their collecting spot, and return for more. The team that secures the most corks is the winner.

#### PEARL DIVERS

Equipment - One ping-pong ball and a blindfold

No. of players - Four or more

One player (the oyster) is blindfolded. The ping-pong ball (the pearl) is placed directly in front of the oyster. One by one, the players advance to see who can get the pearl from the oyster. The oyster must keep his hands at least 6 inches above the pearl; but, if he hears any noise or feels the water ripple, he may strike out where he thinks the diver is. If a diver is touched by the oyster, he must return and give the other players a chance. The diver who succeeds changes places with the oyster.

## SWIMMING GAMES (CONT'D)

### WATER SPUD

Equipment - One rubber ball

No. of players - Five or more

The starter throws the ball high into the air and calls out a player's name. That player recovers the ball while the others scatter about the pool. From then on he tries to hit one of the other players with the ball. A player must stay in the same spot, but he may duck under to keep from being hit. If a person is hit, he picks up the ball and tries to hit someone else. If the ball goes wild, the thrower gets one spud counted against him. When a player gets three spuds against him, he must stand up and remain still, hands at sides, and let the players give him a good splashing.



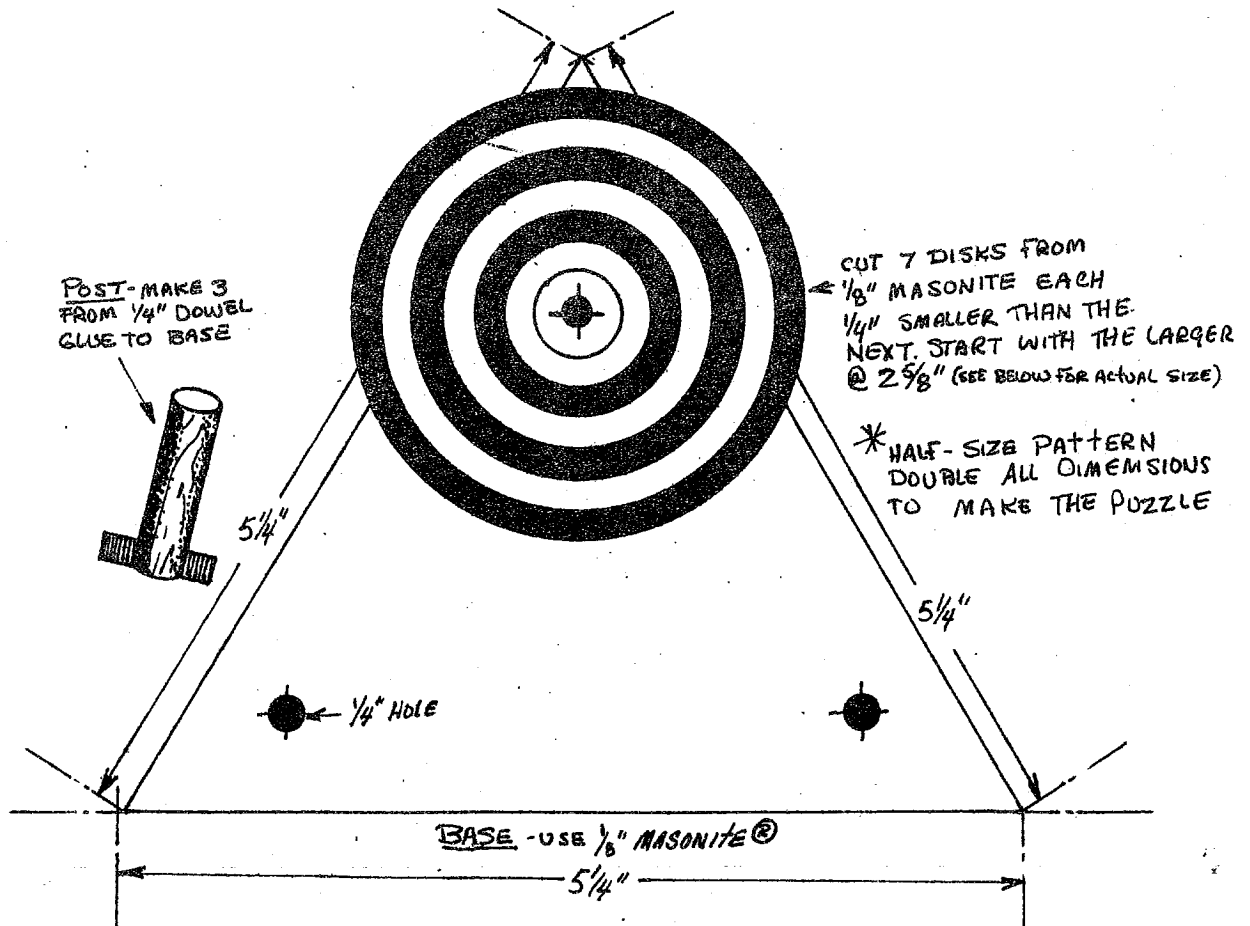
# PYRAMID PUZZLE

**INTRODUCTION:** Fun to make, this disk mind bender will give your family hours of puzzle-solving pleasure. Many BL readers have enjoyed it since the puzzle first appeared in the magazine in 1964.

**TO PLAY:** Start with the disks in place, as shown in the pattern. Move them from peg to peg (one disk at a time, one peg at a time) until you reassemble them in pyramid form on a new peg. You are not allowed to place a larger disk on top of a smaller one AT ANY TIME.

A perfect score with all seven disks is 127 moves; using only six disks, you need just 63 moves; for five disks, only 31.

Use 1/8" hardboard, 1/4" plywood, or 5/32" panel plywood for the base and disks. Sand all rough edges smooth. Paint posts and base before assembly. Then glue posts in base holes. Alternate color when painting the disks, or paint each one a different color.



# WEBELOS



## CRAFTS

## A JAMBO BELT WALLET

This easy-to-make leather wallet will keep you from misplacing or dropping your wallet during busy moments at the National Scout Jamboree or summer camp. Many Scouts have used them since the plans first appeared in BOYS' LIFE in June of 1974.

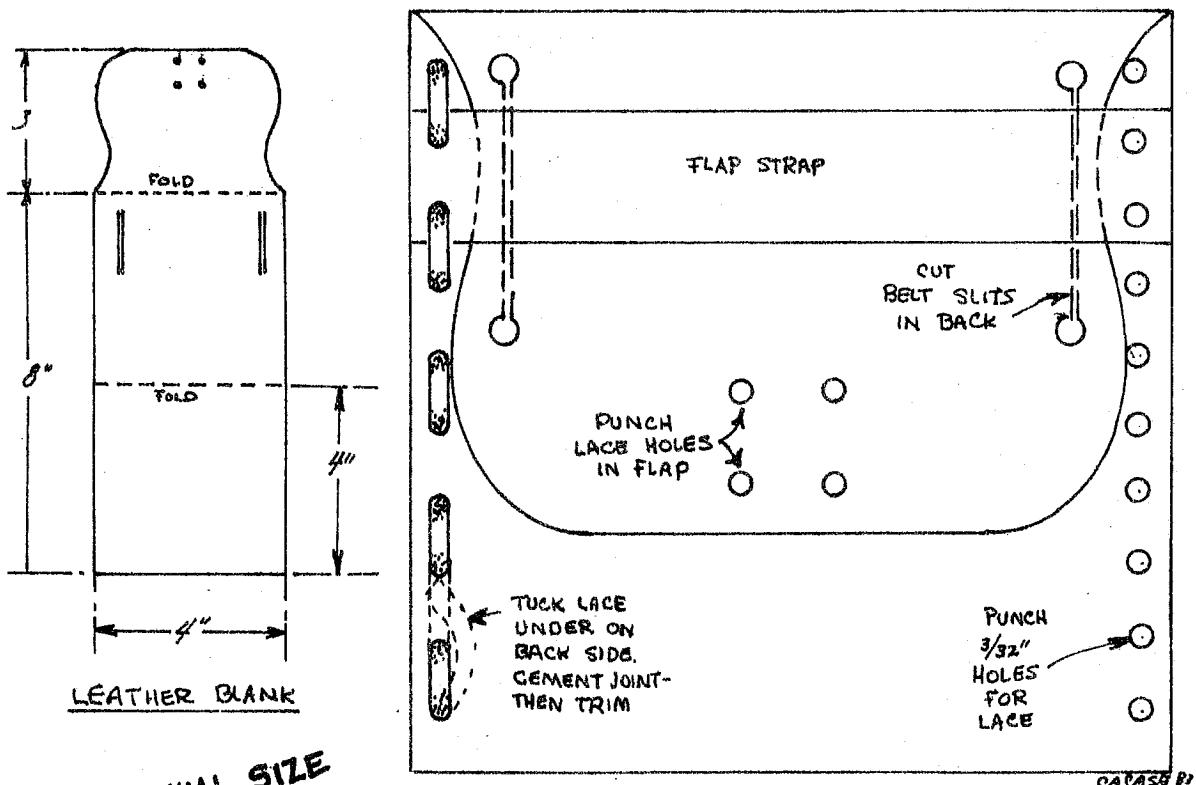
The wallet slides securely onto your belt, and is handy to use. Small and compact, its 4" x 4" size holds coins and bills.

You need two pieces of goat, deer, or calf skin (craft store): one 4" x 11" for the body; the other 1 1/16" x 4" for the flap strap. You also need about two feet of 3/32" lacing, a 3/32" round leather punch, rubber cement, a knife and cutting board, and a hammer.

Cut the leather to size. Then use a full-size cardboard pattern to position the lace holes with a sharp-pointed tool.

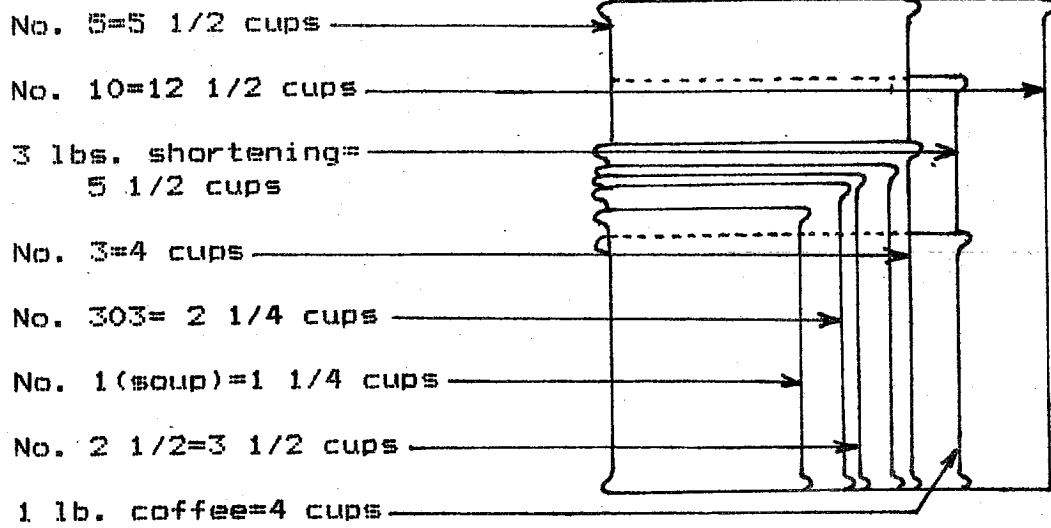
Cut and punch holes in belt slots. Apply rubber cement along inside edges, then lightly hammer seams smoothly together.

Punch out lacing holes, then lace. Use in-and-out stitch. Tuck ends under, glue joints, allow to dry, then trim.

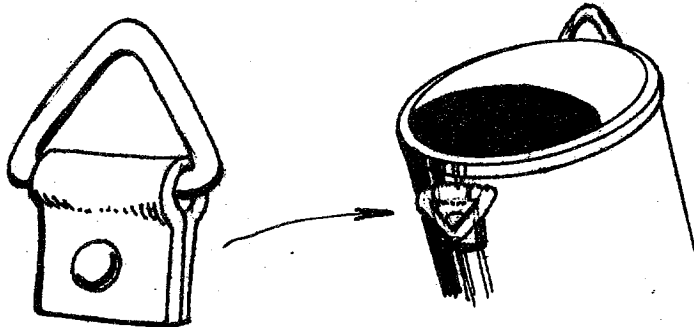


## NESTING POTS

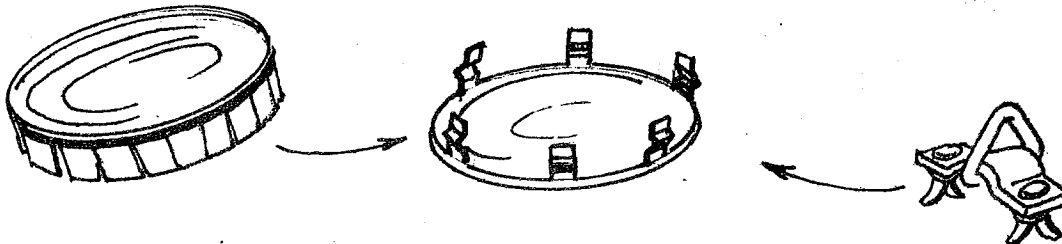
You can make a set of nesting pots from tin cans. Use them for cooking for 2 to 6 people.



1. To make pot, fasten two wire triangles at top edge with tin strips and split copper rivets.



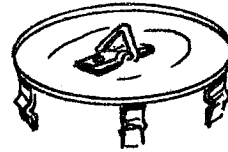
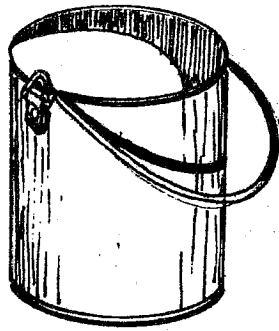
2. For the lid, cut another can down until only 1" high.
3. With tin snips, make cuts 3/4" apart. Cut off all tongues but six. Bend these to fit inside the pot.



4. Handle is wire ring fastened by tin strip and two rivets.

NESTING POTS (Cont'd)

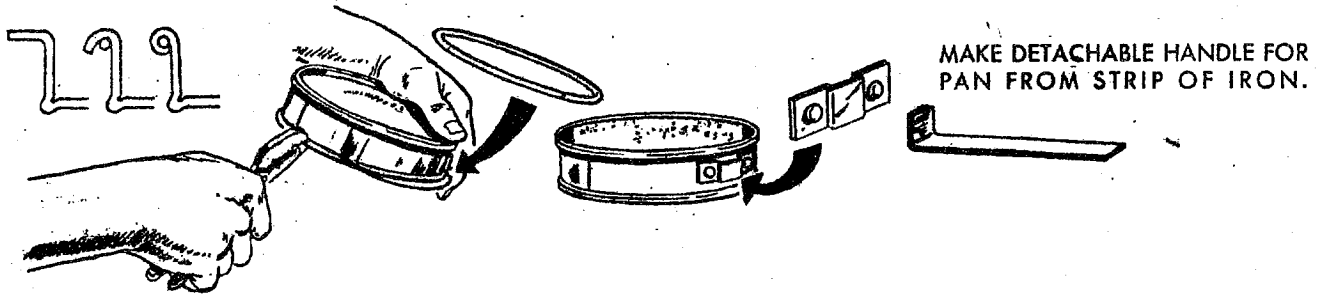
5. Provide pot with wire bail. Use steel wool for polishing.



To make pan, cut side of can down to 1 1/4", roll edge over wire with pair of pliers.

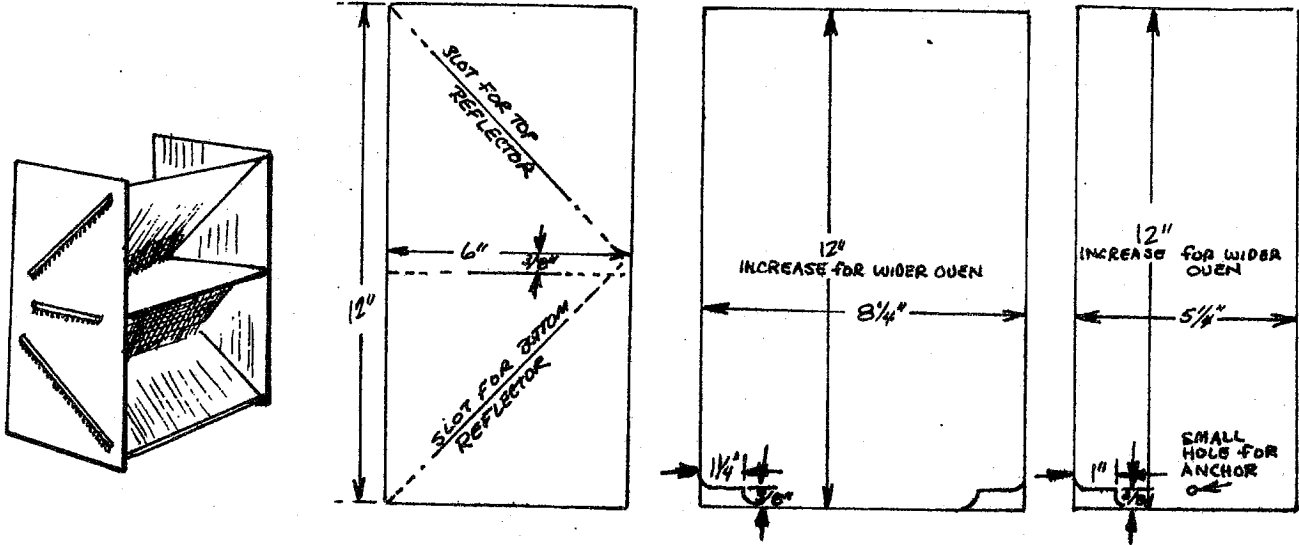
Make detachable handle for pan from strip of iron.

- A. You make the rings for the pans from coat hangers.
- B. You may use pop rivets instead of split rivets.
- C. Use tin that was left over from the lids to make the strips for lid handle and pan handle holder.

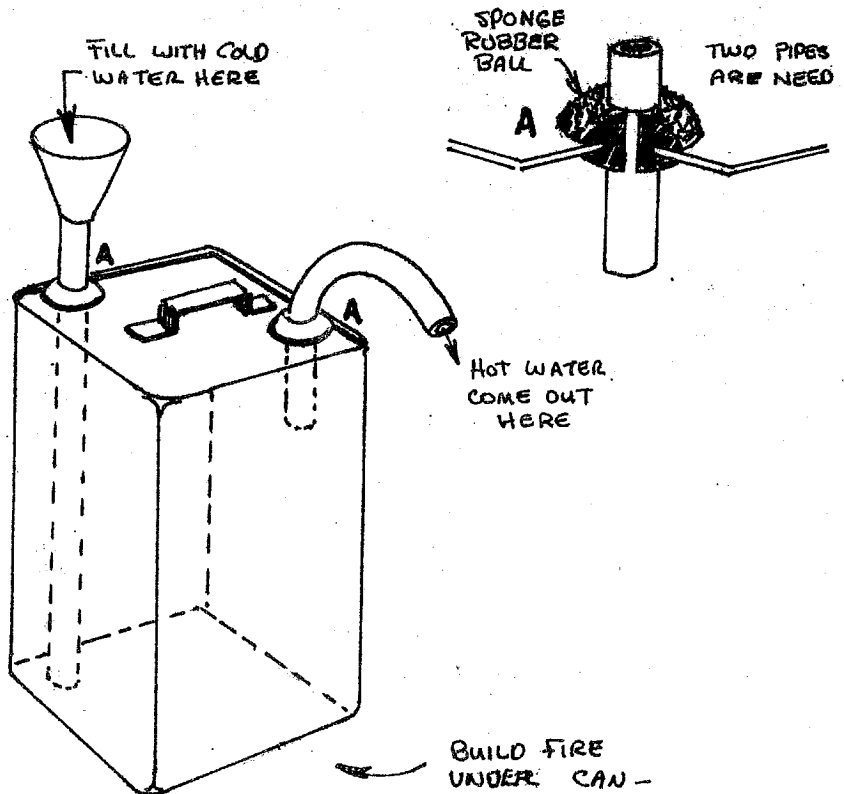


## REFLECTOR OVEN

The most portable and thus the one most likely to find favor with a unit, is the oven described on pages 534-537 of the "Field Book" and shown here. The metal can be scrap sheet metal obtained at a local sheet metal shop or you may consider using printing plates discarded by your local newspaper.



## CAMP WATER HEATER





## A-FRAME CAMP TABLE

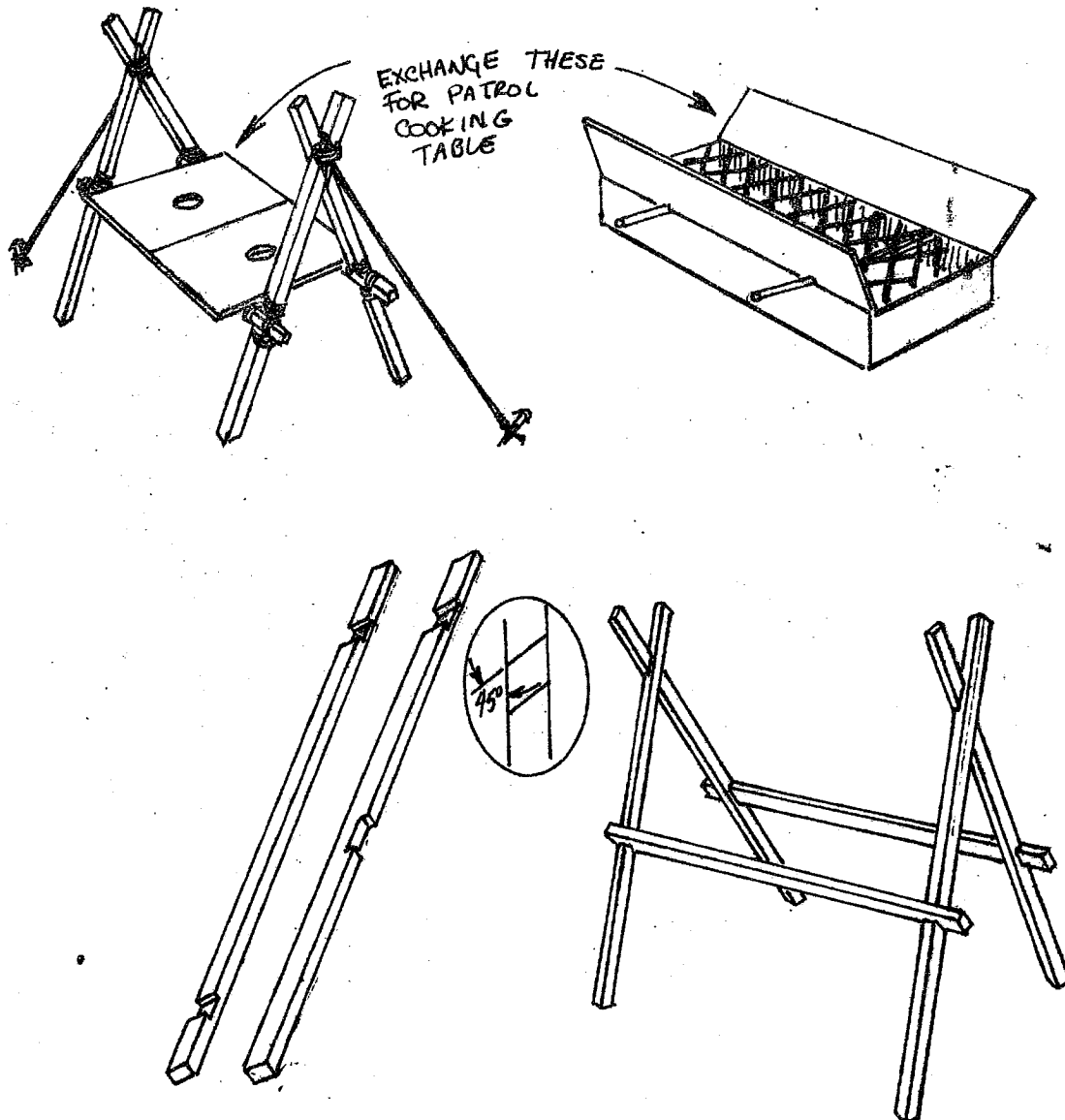
This simple 2 x 2 A-frame unit makes a neat patrol table or charcoal grill stand in camp.

Taken apart, it packs into a small space. Its parts interlock and are then lashed together, so no screws or bolts are needed. The crossbeams are locked with square lashings; the intersecting lets with a diagonal lashing.

The A-frame also makes a handy unit for Scout-o-rama demonstrations or similar shows.

It is contributed by Fred Lau, Scoutmaster of Troop 226, Skokie Valley, Ill.

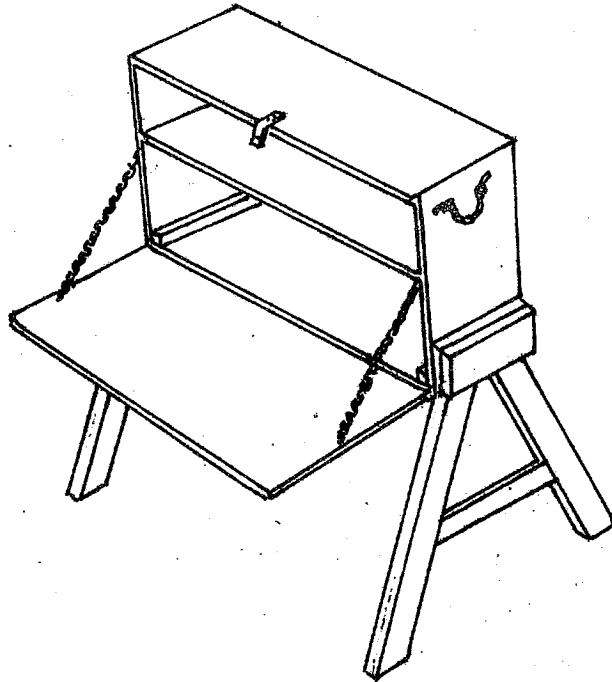
Cut slots deep enough so that the two pieces mesh neatly together. After cutting each slot, mark it with colored paint for easy identification during assembly in camp.



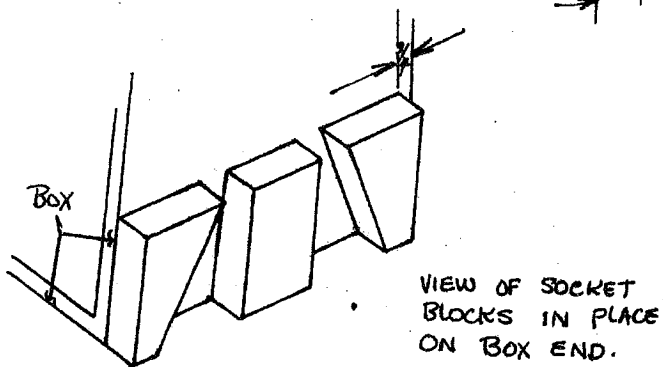
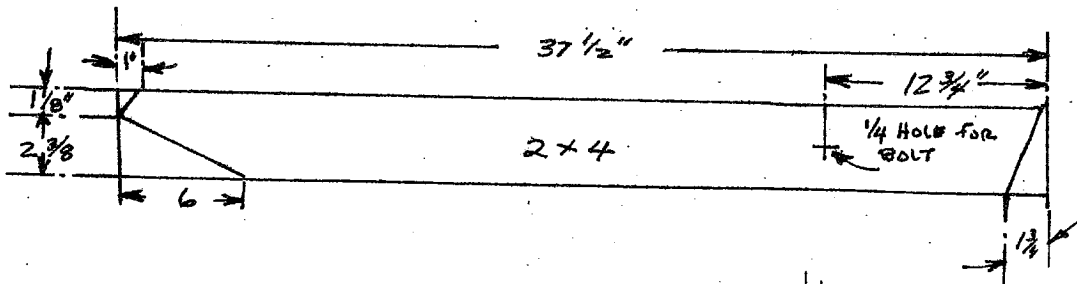
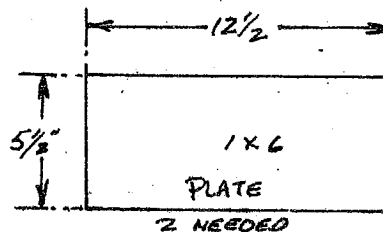
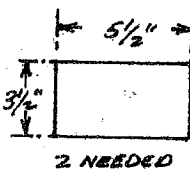
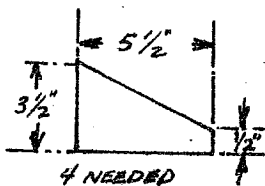
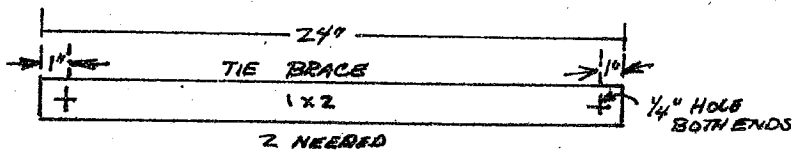
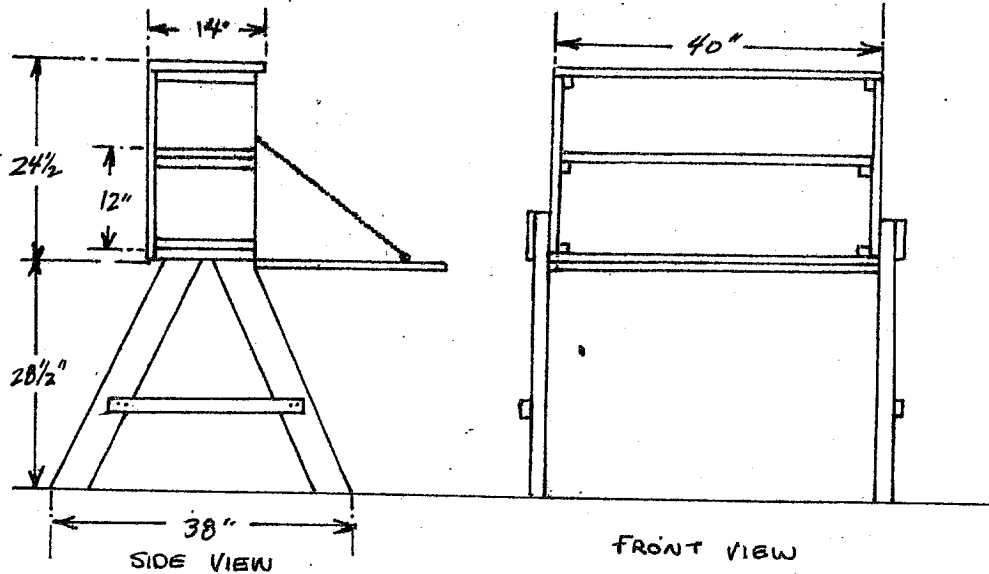
PATROL FOOD CHEST

MATERIALS

- |                               |  |
|-------------------------------|--|
| 1 sheet of 3/4 plywood        | 16 feet 2 x 4  |
| 25 inches 1 x 6               | 12 feet 1 x 2  |
| 40 inch piano hinge           | 36 inch small rope or chain                              |
| 36 inch 1/2 rope for handles  | (for door)   |
| 1 hasp                        | 4 1/4 x 3 carriage bolts with flat washers and wing nuts |
| Wood glue (for socket blocks) | Nails  |



|  |  |                                     |
|--|--|-------------------------------------|
| BACK<br>$23 \frac{3}{4} \times 40''$         | SHELF<br>$12 \times 38 \frac{1}{2}''$  | END<br>$12 \frac{1}{2} \times 23''$ |
|  | BOTTOM<br>$12 \frac{1}{2} \times 40''$ | END<br>$12 \frac{1}{2} \times 23''$ |
| FRONT (Door)<br>$23 \frac{3}{4} \times 40''$ | TOP<br>$14 \times 40''$                |                                     |



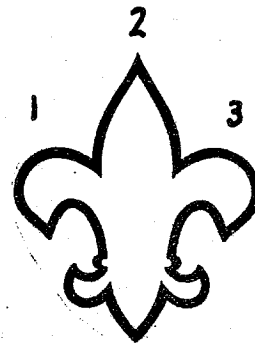
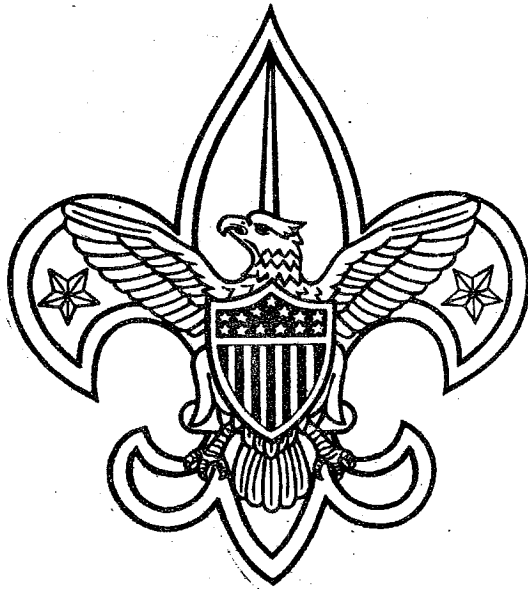
## THE SCOUT BADGE

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 flower or for an arrowhead. With slight changes, the trefoil badge is used by Scouts around the world.

The TWO STARS symbolize truth and knowledge, and the outdoors in Scouting.



The THREE POINTS, like the fingers of the Scout sign, stand for the three parts of the Scout oath.



The TREFOIL means that a Scout can point the right way in life as truly as a compass can in the field.



The EAGLE WITH THE SHIELD stands for freedom and readiness to defend that freedom.

The KNOT at the bottom of scroll is a reminder to 'do a good turn daily'.



The SCROLL with the Scout Motto is turned up at the ends. It's a hint that a Scout smiles as he does his duty.

## THE SCOUT BADGE (Cont'd)

To teach Webelos Scouts the parts of the badge, enlarge the design and cut the separate parts from thin plywood or pressboard. Cut out with a scroll saw and paint or stain. Use the individual parts to teach the badge requirement for the Webelos award.



# WEBELOS



**OUTDOOR PROGRAM**

# OUTDOOR CODE

## AS AN AMERICAN, I WILL DO MY BEST TO — BE CLEAN IN MY OUTDOOR MANNERS

I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

## BE CAREFUL WITH FIRE

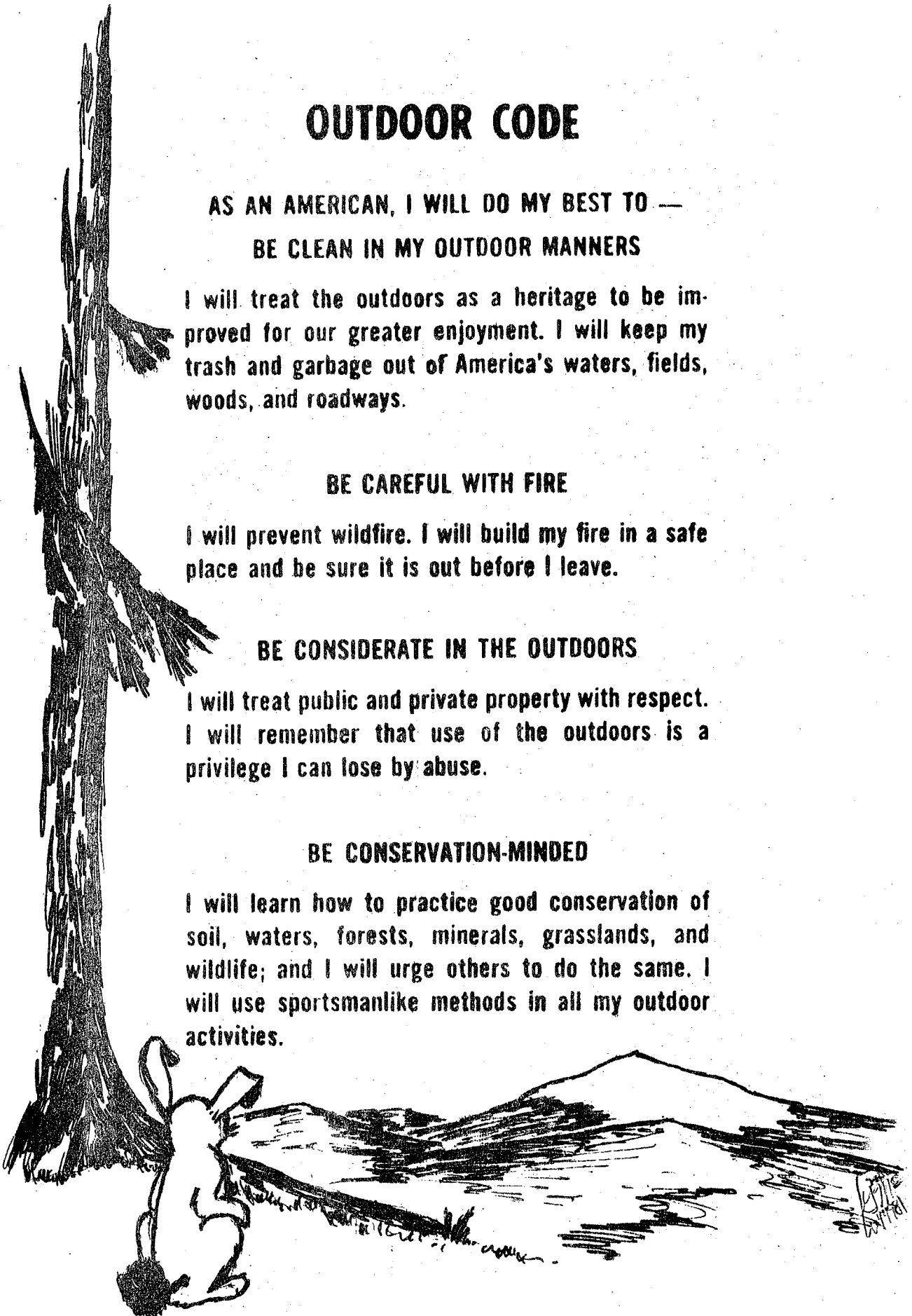
I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

## BE CONSIDERATE IN THE OUTDOORS

I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

## BE CONSERVATION-MINDED

I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.



WEBELOS OUTDOOR PROGRAM  
POLICY AND OBJECTIVES  
OF BOY SCOUTS OF AMERICA

1. To encourage participating citizenship
2. To build moral strength and character
3. To develop physical, mental and emotional  
fitness in the young people of America

Since Cub Scouting is primarily home and family center, its Outdoor Program must also be. The Cub Scout and his family are introduced to the:

- A. Out-of-Doors
- B. An Appreciation of Nature
- C. And Conservation

There are four ways in which the Cub Scout and his family are introduced to the outdoors.

**BACKYARD CAMPING** - Backyard camping is a pleasureable event that should be introduced to the Cub Scout before he goes on to Boy Scouts.

**FAMILY CAMPING** - We urge emphasis on the opportunity for Cub Scouts and their parents to go on den outings and family camping trips, and for dens and packs to enjoy frequent day outings with PARENTAL PARTICIPATION.

**WEBELOS FATHER-SON OVERNIGHT** - This is an important part of the Cub's outdoor experience. It is the final step to Scouting; a bridge with dad and son together. It can be done in a Den, Pack, District, or Council basis; locally, it can be done at the District W'LOE (Webelos Leader Outdoor Experience). Remember the tour permit for this one! Every Webelo should have a chance to go. Help find a surrogate father if a dad is at sea, out of town or ill, such as Grandpa, Uncle, Step-dad or adult brother or friend who will assume responsibility for the boy. Webelos longterm camping is not authorized.



## WEBELOS OUTDOOR PROGRAM

**DEN AND PACK FIELD TRIPS** - The field trips are part of the program and are related to family camping. Camping and field trips go hand-in-hand with educating Cub Scouts in the ways of the great outdoors, the world, and himself in relation to the vastness of the universe.

You can go camping as a family and conduct many different activities. These activities can, and do, relate to the Webelos advancements and achievements. They should not only be a learning experience, but a time when the family unit can be forged into a close-knit cohesive unit.

Some of the activities the family can do on a family camping trip are:

**FISHING** - By going fishing you can teach boat safety, swim safety, food foraging, knots, and conservation.

**CAMPFIRES** - Outdoor code, conservation, cooking, and fire safety.

**PICNIC** - Fun and game time, togetherness.

**HIKING** - Backpacking, physical fitness, conservation, forestry, plant and animal identification.

**FIELD DAY** - Conservation - the overriding concern for all those that go camping. ALWAYS leave it better than you found it. Preserve our Heritage by holding a Field Day before you break camp (clean it up).

**GAMES** - To promote physical fitness and a competitive spirit which ensures a successful attitude in life. After all, we all wish to make all Cub Scouts successful.

**CUB DAY CAMPS** - A wonderful part of the camping of the Boy Scouts of America. So be certain every boy in your unit has an opportunity to go to camp. Families may be vacationing, but few of them are out of town for the whole summer. Cub Day camp should not be missed. Begin talking and planning in the Spring for car-pools and camperships for boys whose family budgets may not take this added impact. Webelos should be especially encouraged to attend. As the oldest in camp, they have an added sense of leadership and enthusiasm to share.



BUFFALO HORN SPOON

# WEBELOS



# CEREMONIES

## WEBELOS ACTIVITY BADGE CEREMONIES

Fish swim in water to survive, for that is what they breathe. Man must also be able to swim in water to survive, for he can not breathe it. The knowledge gained as an "AQUANAUT" is a preliminary and vital part of this. These young men have accomplished this. So at this time would \_\_\_\_\_ names \_\_\_\_\_ come forward to be honored with the awarding of the activity badge for "AQUANAUT".

Rocks are hard, but not the heads of this group of young men; for they have collected the material and knowledge to become a true "GEOLOGIST". Studying the dirt that they love to play in, and finding that there is more to it than just something to make mother mad for bringing it in the house. So for all this great learning, we award the activity pin and card to \_\_\_\_\_ names \_\_\_\_\_ for passing the requirements of "GEOLOGIST".

What is more natural than collecting bugs and things of the animal realm. Well, just look for a Webelos working on his "NATURALIST" requirements. And we have with us this evening \_\_\_\_\_ names \_\_\_\_\_ who has created great havoc with his mother who HATES! bugs, but pleasure with his father as a chip of the old block. So we award him at this time with his "NATURALIST" activity pin.

Tonight we honor those intrepid individuals who have come out of the woods, after the battle with the elements. To achieve the award of the "FORESTER" activity badge, requires knowledge of the trees. The better to survive as a Scout one of these days.

The bandaged thumb award is what this should be called, for when a young man takes to building "CRAFTSMAN" projects. The hammer always hits the thumb at least once - - or you get nicked by a NASTY tin can. But a little sweat and blood is necessary for any good project. These young men \_\_\_\_\_ names \_\_\_\_\_ were successful.

Where are the clowns? Bring on the clowns! For if a person is to believe that these young lads are normally funny and active, just provide them with the special opportunity to act up; and then stand back and watch the "SHOWMAN" in them. Now, for this magnificent gift that they have, we award to \_\_\_\_\_ names \_\_\_\_\_ the honor and activity pin of "SHOWMAN" of Pack \_\_\_\_\_ number \_\_\_\_\_.



STONE ARROW STRAIGHTENER

## ADVANCEMENT TO SCOUTS

### "THE MILE POSTS OF ADVANCEMENT"

Equipment - Set of posts, 4"x4" or such with word MILE carved in each, graduated in height; shortest with space with space for word MILE, succeeding 2" or 3" taller than preceeding.

Set of decals, BOBCAT through ARROW OF LIGHT and SCOUT mounted on bakelite or panel with tab to insert in top of mile posts.

(Identify boys that are crossing bridge as placing symbols on posts.)

(BOBCAT) "Cub Scouting is the young boy part of the great scouting movement. Many here will remember the night \_\_\_names\_\_\_ became a Cub Scout(s), you and your parents stood in this same spot."

(WOLF) "That night a whole new world of opportunity was opened to you through Cub Scouting. During these past three years, you have experienced that good feeling that comes in giving good will to others."

(BEAR) "With each new mile post a new world(s) of experience and learning, recognition plus fun and games as you advance upward."

(WEBELOS) "In the final months of his Cub Scouting experience, a boy learns the requirements for the Scout badge. He decides what troop he will join, and it is arranged for his entrance into Scouting."

"Tonight our Pack has the privilege of bringing another Webelos Scout to this significant mile post."

(ARROW OF LIGHT) "Webelos, as you reach your 11th birthday, you have the privilege of becoming a Scout. This ceremony marks the completion of your Cub Scouting, just as it marks the beginning of a whole new experience in Scouting."

(If boy(s) and parents were not brought forward at start of ceremony, do so now.)

(After personal congratulations, place last decal (SCOUT) on post.)

"Scoutmaster, \_\_\_name\_\_\_, Pack \_\_\_\_\_ is proud to give you in graduation Webelos Scout(s), \_\_\_names\_\_\_, and their parents. It is our hope and belief that you and your scouts will provide them/him the finest opportunity to carry on with Scouting."

(Scoutmaster's personal comments.)

## ADVANCEMENT

### GRADUATION

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

CUBMASTER - "Tonight we mark a great occasion ..... the graduation of Webelos Scout(s) \_\_\_names\_\_\_ 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 \_\_\_names\_\_\_ to the front."

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

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

DEN LEADER - (Recaps activities in Webelos den, highlighting activity badges he has earned.) "Webelos Scout \_\_\_name\_\_\_ it is with 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.)

## WEBELOS INDUCTION CEREMONY

### BUFFALO BLOOD CEREMONY

Personnel - Cubmaster, Assistant Cubmaster and Webelos Leader

Equipment - Bottle of Buffalo blood (tomato juice), rifle (starter pistol or fire cracker), cup, Webelos neckerchief, Webelos Book.

CUBMASTER - "Tonight, we have a young man who has reached the age of Webelos. Will \_\_\_name\_\_\_ please come forward. (Stall until boy is up front.)

"In our Pack we ask all Webelos candidates to prove their worthiness by partaking of the Ceremonial Buffalo blood. This is a ritual used by the Indians of long ago to induct young men into warrior-hood. We ask our mighty pack hunter to now take this trusty rifle and shoot the Buffalo grazing on the school lawn." (Assistant Cubmaster goes out of the room.)

(Noise is background, mooing of Buffalo, sound of Buffalo running, shot! Sound stops and Assistant Cubmaster returns, somewhat disarranged, but with bottle of blood. Hands it to Webelos Leader.)

WEBELOS LEADER - (Pour blood in cup.) Asks Webelos candidate to face the Pack and extend his right hand. (Hands him the cup.)

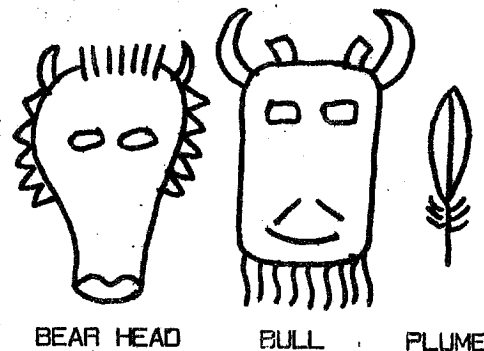
CUBMASTER - "Now as the young Indian boys of long ago partook of the Buffalo blood to become warriors, we ask you to do likewise to become a Webelos in Pack \_\_\_\_\_."

(Boy drinks Buffalo blood.)

CUBMASTER - "Now will Mr. \_\_\_ (Webelos Leader's name) \_\_\_ remove \_\_\_ (boys name) \_\_\_ Cub Scout Neckerchief and replace it with the Webelos Scarf." (He does so.) "Also, the pack committee wishes to give you a new Webelos Book and wish you well in your new Webelos adventure."

(All shake hands with the new Webelos Scout.)

(Thanks to Indianhead Council)



BEAR HEAD

BULL

PLUME

## INDUCTION INTO WEBELOS DEN

The transfer of boys from the Cub dens into the Webelos den should be an impressive ceremony because it is a big step toward Boy Scouts. You'll want to talk over the ceremony with your Webelos leader. He may have suggestions for spotlighting the occasion and encouraging more Cub Scouts to look forward to their year as Webelos Scouts.

Equipment - Pack flag, Webelos den flag, Webelos colors, Webelos Scout Handbook.

Personnel - Cubmaster, Webelos Den Leader, Webelos Den Chief, Cub Den Leader.

CUBMASTER - "Tonight we have a Bear who has reached the age of 10 and is transferring to the Webelos Den. Before we call this boy and his parents forward, I will ask that our pack flag be brought to the center of the stage by Webelos Scout \_\_name\_\_, and that Webelos Den Leader \_\_name\_\_ and Webelos Den Chief \_\_name\_\_ come forward with their den flag." (When they are in position, CUBMASTER resumes.)

"Now, will Bear \_\_name\_\_ come forward with his parents and Den leader and stand at the left of our pack flag."

"Webelos Leader \_\_name\_\_, will you please explain the purposes of the Webelos den?"

WEBELOS DEN LEADER - "The purposes of the Webelos den are to help the boys earn Cub Scouting's highest award -- the Arrow of Light Award -- and to make them ready to become Boy Scouts when they are 11. Our Webelos Den meets at my home (gives address) from (given time) each (day of week). We take part in all regular pack activities. We work on 15 activity badge areas in fields all the way from swimming to science and earn activity badges for those. We also visit Boy Scout troops to help boys decide which troop they want to join. We have a lot of fun in the outdoors, too. I will call on our Webelos Den Chief, \_\_name\_\_, to present the Webelos colors to the new Webelos Scout, \_\_name\_\_. (Webelos Den Chief hands Webelos den flag to the Webelos Den Leader to hold.)

WEBELOS DEN CHIEF - "Bear \_\_name\_\_, we welcome you into our Webelos den. We have fun working for activity badges and trying to earn the Webelos badge. We will be working and playing together. A lot will be expected from you. I am glad to present the Webelos colors which will replace the den number on your sleeve. Here is your Webelos Scout Handbook." (If incoming member does not already have it.) "Its pages will lead you into many hours of pleasure and knowledge. May it be your constant companion. Welcome to our Webelos den."

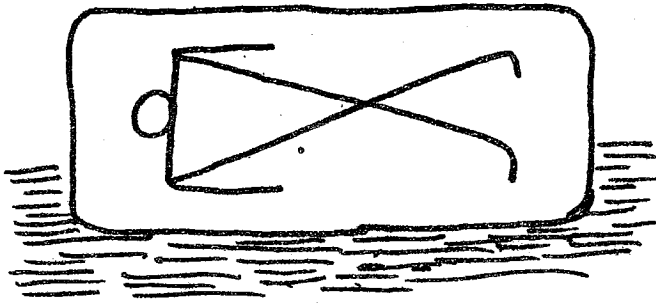
## CERMONIES

(The Webelos Scout's former Den Leader steps forward.)

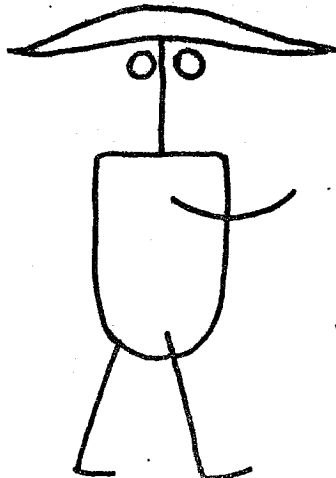
DEN LEADER - "\_\_name\_\_, Den \_\_\_ has been glad to have you as a member. We have had much fun together. Now your former den buddies wish for you much happiness and success in your new den. (Den Leader salutes or shakes hands with him.)

CUBMASTER - "Mr. and Mrs. \_\_name\_\_, you have helped \_\_name\_\_ along the Cub Scout trail this far. It is important now that you continue to go along with him and become thoroughly familiar with the Scout trail in our Webelos den. We will soon have the pleasure, I know, of presenting your son with Webelos activity badges and with the Webelos Badge as he earns them, striving towards the Arrow of Light."

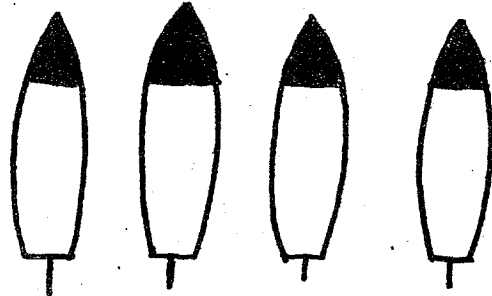
(Cubmaster calls for the pack yell. Flags are replaced as the group retires.)



LAZY BOY



YELLOW HEAD



MANY TAIL FEATHERS

**BLACKFOOT  
NAMES**



## ARROW OF LIGHT

PROPS - Imitation camp or council fire  
Indian (AKELA) costume  
Arrow (made from wood shaft arrow with fiber arrow point) engraved with boy's name, date, pack number, etc.

PARTICIPANTS - AKELA, medicine man, recipient of Arrow of Light, parents of recipient

AKELA enters to council fire - (raise arrow in both hands above head)

AKELA - "O great arrow of light, totem of Akela, bring forth the ruby glow of the sun set unto our council fire tonight."

(Move arrow to one hand pointing arrow tip to sky, then to fire, slowly. If fire is electric, switch on as arrow touches fire.)

AKELA - Calls all Webelos braves to join Akela at council fire.  
(Webelos Leader or Den Chief as medicine man)

AKELA - "Medicine Man, I understand there is with us one/those who have passed the requirements and shall be honored with the Arrow of Light."

"Would you bring forth this brave/these braves to me."

(Medicine Man answers affirmative.)

AKELA - "I congratulate you on your achievement. To obtain Arrow of Light is a great step. For it is the only Cub Scout award that may be worn on the uniform as a Scout or Scouter. But let this not be the end of the road of advancement. For though it may be hard at times, it will be with great joy when you attain the top."

"For now you prepare towards the Flight of the Eagle. May your way be smooth and your trend tireless."

"To your parents, also honor and praise, for their guidance and care to you. May they ever be of good joy in your progress."

## WEBELOS GRADUATION CEREMONY

(Dim lights as Akela enters. Have graduating Webelos at front.)

AKELA - (to Webelos Scouts) "My sons, for the last time as Webelos Scouts, salute those leaders who have worked with you and counseled with you that you might grow beyond the den."

(Webelos Scouts salute Cubmaster. Cubmaster returns salute.)

"The Arrow of Light is the only badge of Cub Scouting which may be worn on the Scout uniform. It signifies the highest achievement which a Cub Scout can attain. I am pleased to see that some of you are wearing the Arrow of Light. Now, in the presence of your pack leaders, your troop leader(s), your parents and friends, please repeat the Scout Oath with me. (Webelos Scouts give Scout Sign and repeat Oath.) And now salute your new troop leaders in greeting. (Webelos Scouts give Scout salute.)

"Akela says these final words to you. The trail is sometimes hard. Easier paths may be tempting to you. But if you will remember the Scout Law and the Oath which you have just given, and keep these things in your heart, they will help you to stay on the trail of Scouting."

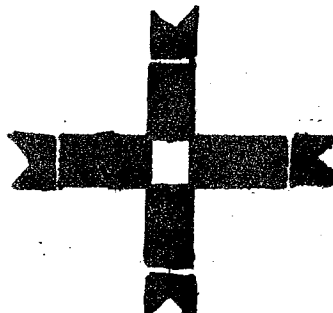
"Will the parents of these Scouts please stand? (Parents stand.) With your help, your sons have grown a little taller tonight. In Scouting, just as in Cub Scouting, your sons will need your help and guidance and support so that they may follow the trail to Eagle."

"It is now time for Akela to leave. Let there be happiness and rejoicing among the members of this pack for these sons who have brought you pride and honor. May your trails be long and happy ones."

(Akela exits. Others return to their seats. Lights on.)



BIRD FLYING

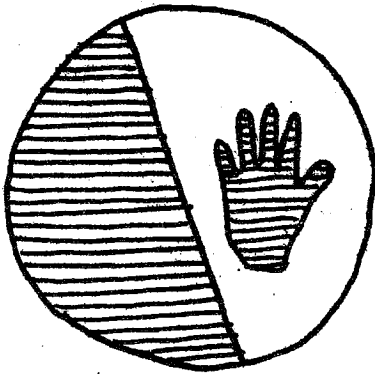


FOUR DIRECTIONS

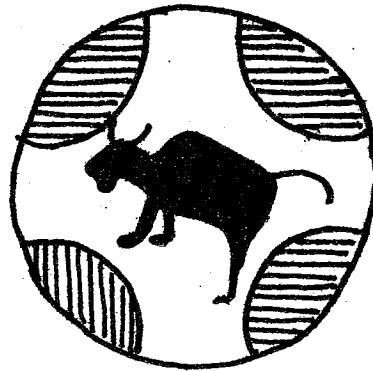
## VALUE OF A BADGE

A badge in Cub Scouting is a piece of embroidered cloth or metal pin. If you were to try to sell one of these badges. You'd find it wouldn't bring much. The real value of the badge is in what it represents...the things you learned to earn it... how to keep healthy, how to be a good citizen, good safety practices and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill by now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value...one that represents what you can really do and know.

Now we have some more Cubs ready to advance along the Scouting trail and ready to receive badges. (Call up parents and boys and make awards.)



DRUM DECORATION



SHIELD DESIGN

**ARROW OF LIGHT CEREMONY**  
(Combined with Webelos Graduation Ceremony)

**PERSONNEL** -- Cubmaster, Webelos Leader, Scoutmaster, Cub Pack Committee Chairman, 4 Cubs (1 of each rank), Graduating Webelos and parents.

**EQUIPMENT** - Graduation certificate, Arrow of Light Cloth Badge, Arrow of Light mother's pin, Arrow painted gold for father, Candle display (illustrated), Scout neckerchief and bridge. Also, Arrow of Light Pin for Webelos.

**CUBMASTER** - (Calls forward 4 Cubs to screw in light bulbs (or light candles) when told to do so.) "Tonight we are recognizing a Webelos Scout from our Pack who has earned the Arrow of Light Award, the highest in Cub Scouting. He brings honor not only to himself, but to our pack as well. Would Webelos Scout \_\_name\_\_ and your parents please come forward."

"Let's go back and review the Cub Scout Trail over which you have traveled. We all know the life story of Akela, an Indian Brave of the mythical Webelos Tribe. As we follow the Cub Scout Trail, we follow in the footsteps of Akela and like Akela learn many things so that we too may become brave Scouts.

The first thing that Akela had to learn was the Law of the Tribe. It is the same in Cub Scouting. In order to become a Bobcat, our boys must learn the Law of the Pack.

Bobcat \_\_name\_\_, will you please light the candle representing the rank of Bobcat. (He does so.) Thank you.

**WEBELOS LEADER** - When Akela was of Bobcat age, he was taken on short trips into the forest by his father. Here among the great trees and streams he became acquainted with the animals. From the Wolf he learned much; the language of the ground, the tracks, and the ways to food. Much the same as Akela, our Cub Scouts worked and learned and received the rank of Wolf.

Wolf \_\_name\_\_, will you please light the candle representing the rank of Wolf. (He does so.) Thank you.

**PACK COMMITTEE CHAIRMAN** - Later Akela learned from the big kindly bear the secret names of trees and from other friends the calls of birds and the language of the air. Just as Akela learned new things that required a little more skill, so, too, do our Cub Scouts earn their badges.

Bear \_\_name\_\_, please light the candle representing the rank of bear. (He does so.) Thank you.

ARROW OF LIGHT CEREMONY  
(Continued)

CUBMASTER - From his father Arrow of Light, Akela learned the speech and calls of the Webelos Tribe. After Akela had learned the ways of the Wolf and the Bear, and had passed the tests of the tribe, he was admitted into the lower ranks of the young braves. Thus he became a Webelos Scout.

Webelos Scout \_\_\_name\_\_\_, will you please light the candle representing the Webelos rank. (He does so.) Thank you.

PACK COMMITTEE CHAIRMAN - Here we should stop and think of the inner meaning of the word Webelos. It means "We'll Be Loyal Scouts" - - to our country, our home and to God. Now, as we look back down our Cub Scout Trail, we see how bright the pathway is. You as Cub Scouts make it bright by doing your best and giving good will. Because your parents have helped you along the path of Cub Scouting, would you \_\_\_name\_\_\_ please award your father with this Arrow and your mother with this miniature Arrow of Light pin.

WEBELOS SCOUT LEADER - Because of the experience you have had in Cub Scouting, very soon you will also become a good Boy Scout. \_\_\_Grad. Web.\_\_\_, would you light the remaining candle, representing the Arrow of Light. You are about to start on a bright new trail of Scouting and adventure. We are happy to present you with your Arrow of Light Award and Certificate of graduation from the pack, at this time. (Present pin to mother to pin on Scout - hand father the certificate.) This badge is worn on the left pocket flap of your Cub uniform and may later be worn on your Boy Scout uniform. CONGRATULATIONS to you \_\_\_name\_\_\_.

CUBMASTER - At this time, I would like to have you cross the graduation bridge with your parents (they all do so) and meet our Scoutmaster \_\_\_name\_\_\_.

SCOUTMASTER - \_\_\_Scout name\_\_\_, we are happy to welcome you to our troop. I can see by the Arrow of Light you have just received, you are prepared to join the great fellowship of Scouting. Please repeat after me the Scout oath. (Scoutmaster and Scout exchange salutes and handshake.)

Mr. \_\_\_\_\_, would you remove \_\_\_name\_\_\_ Webelos neckerchief. Thank you. Mrs. \_\_\_\_\_, would you please put our troop neckerchief on \_\_\_name\_\_\_.

Welcome to our troop \_\_\_name\_\_\_, I congratulate you on the fine work you have done with the Cubs and congratulate your parents too, for all they have done with you in Cub Scouting. Welcome to our troop.

## ARROW OF LIGHT CEREMONY

CHARACTERS -- Webelos Leader  
Bobcat Cub Scout  
Wolf Cub Scout  
Bear Cub Scout  
Webelos Scout with Webelos badge  
Webelos Scout with Arrow of Light  
Candidate(s)  
Parents

MATERIALS -- Arrow of Light board  
1 large blue candle  
5 small white candles

The highest rank of Cub Scouting is the Arrow of Light. In tonight's ceremony we will show you how one boy has progressed through the ranks to achieve this.

Will \_\_\_name\_\_\_ and his parents please come forward?

Our Cub Scouts will be lighting the candles of their ranks off of the large blue candle which represents the spirit of Cub Scouting.

First, as a Bobcat; Will \_\_\_name\_\_\_, a Bobcat Cub Scout, please light the candle of your rank? You were a beginner in Cub Scouts, you learned to abide by the Cub Scout Promise, the Cub Scout Motto and the Law of the Pack.

Then as a Wolf Cub Scout; Will \_\_\_name\_\_\_, a Wolf Cub Scout, please light the candle of your rank? You completed 12 achievements which included knowledge of our flag, of keeping fit, of safety, of working with tools, of learning knots and in willingness to help in your home and to participate in family fun.

Later, as a Bear Cub Scout; Will \_\_\_name\_\_\_, a Bear Cub Scout, please light the candle of your rank? You completed 12 more achievements showing you had grown in knowledge of wildlife, of more woodworking, of our American heritage and of family life, protection and fun.

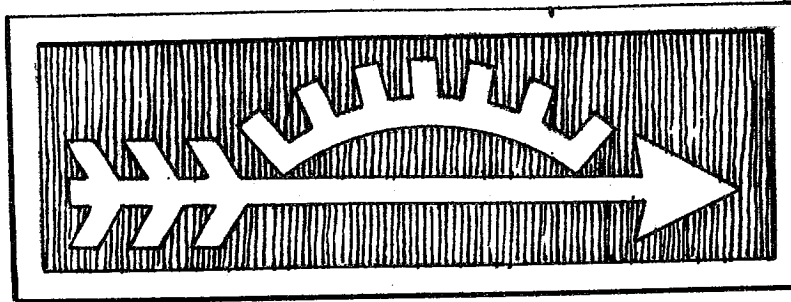
Finally at the age of 10 you joined our Webelos den. You learned the meaning of Webelos - "We'll be loyal Scouts," that is, loyal to our country, our home and to our God. Your knowledge in this and completion of three activity badges earned you the Webelos Badge. Will \_\_\_name\_\_\_, a Webelos Scout, please light the candle of your rank?

You are close to the end of your Cub Scout trail, but on to a new beginning in the Brotherhood of Scouting. You have learned the ideals of Scouting and must always continue to do your best.

## ARROW OF LIGHT CEREMONY (Cont'd)

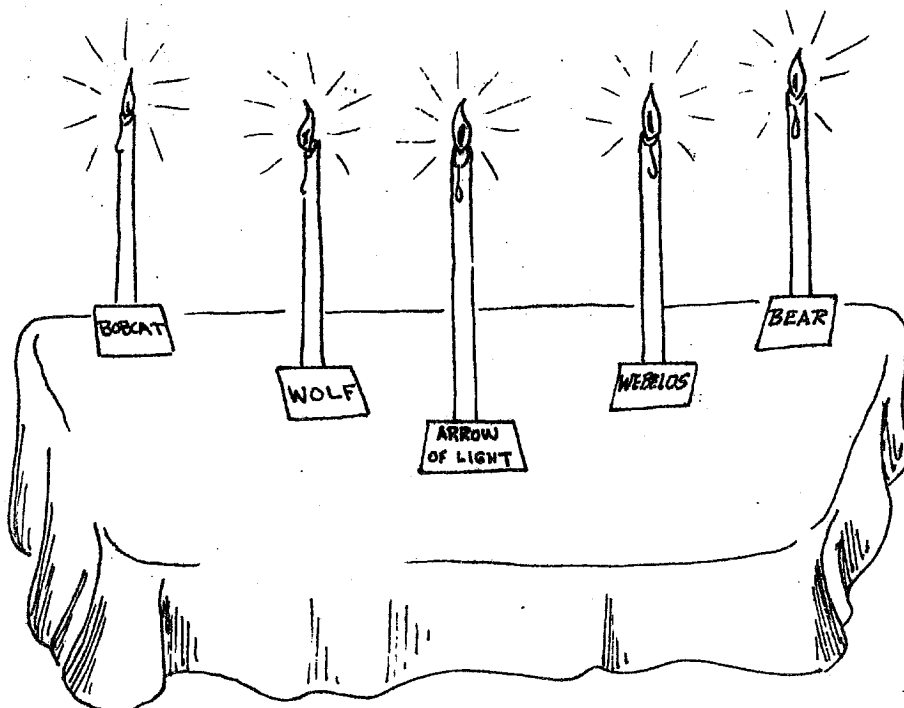
To \_\_\_names\_\_\_ parents, I take great pride in presenting the Arrow of Light to you for presentation to your son. He may proudly wear these on his Webelos uniform and take his Arrow of Light proudly on with him onto his Boy Scout uniform.

Congratulations \_\_\_name\_\_\_! Wear these proudly and wear these well.



### CANDLE DISPLAY

Base 18 1/2" x 9" x 1/2". Center candle approximately 10" high. Place on base in "Vee". Four candles have orange bulbs and rank symbols on front of each. The center candle bulb is white with the Arrow of Light symbol on it.



# WEBELOS



# ACTIVITIES



## BRIDGE BUILDING

Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - built his bridges of stone and wood. Today, highway and railroad bridges are made from steel plates, wire cable, angles, I-beams, H-beams and concrete to build the bridges we see crossing interstate highways, rivers and canyons.

The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

To learn about bridges and their construction, here are four different types you can make from cardboard. They can be used to display matchbox size or HO cars.

**WOOD TRUSS BRIDGE** - this bridge is 2" wide, 4" long with sides 1" high. Lay out the sides and bridge floor as one piece, then cut halfway through the cardboard where the parts join and fold up the sides. Each side on a full-sized bridge would be built up with four timbers and iron rods, so draw the joints of the timbers with a pencil. Glue up six layers of cardboard 1/2" x 2-3/4" for abutments at each end of the bridge. This type of bridge was used in colonial days for single-lane roads. Some still exist today.

**STONE ARCH BRIDGE** - This bridge is made from three pieces of cardboard. Sides are 1" high and 4" long. The arch is 1/2" x 1-3/4". The floor and ends are made as one piece, then scored and bent. The floor is 3-7/8" long. Each end is 1/2" long and 1-1/2" wide. Draw the outlines of stones with a pencil.

**THROUGH PLATE-GIRDER BRIDGE** - This is typical of the reinforced steel-plate bridges we see used for both roads and railroads today. It is 3" wide and 9" long. The bridge floor and sides are laid out as one piece - the floor is 3" wide and 9" long - the sides are 1" high. Vertical lines are spaced on 1" centers. The steel angles used to reinforce the steel plates are simulated by pencil lines. Abutments are made from six layers of cardboard 5/8" x 4" glued together. Pencil dots for rivets and pencil shading along the sides give the bridge a 3-dimensional effect.

MODERN STEEL ARCH BRIDGE - Made from three pieces of cardboard. The deck is 3" wide and 20" long. Sides (or railings) are 1/2" high. Made the sides and deck as one piece, then score and band. Lay out one side and one end for the bottom unit as one piece on a 20" x 4" piece of cardboard. Sides are 4" x 18", ends are 2" x 4". Arch opening is 11" long by 3" high. Lay out vertical steel beams on 1" centers and mark them with a black felt tip pen. Steel arch bridges are used by railways and highways to open deep canyons. If the canyon is rock, no concrete abutments are needed.

#### CATAPULT - RING-THE-BELL GAME

|            |                   |                          |
|------------|-------------------|--------------------------|
| Materials: | 8" piece of 2 x 4 | 16" piece of 1 x 4       |
|            | 4" piece of 1 x 1 | 8" piece of wooden slat  |
|            | piece of wire     | bell, (get from pet shop |
|            | large wooden bead | 2 strong rubber bands    |
|            | 5 finishing nails | black crayon             |
|            | hammer            | drill                    |
|            | ruler             | pencil                   |
|            | friction tape     |                          |

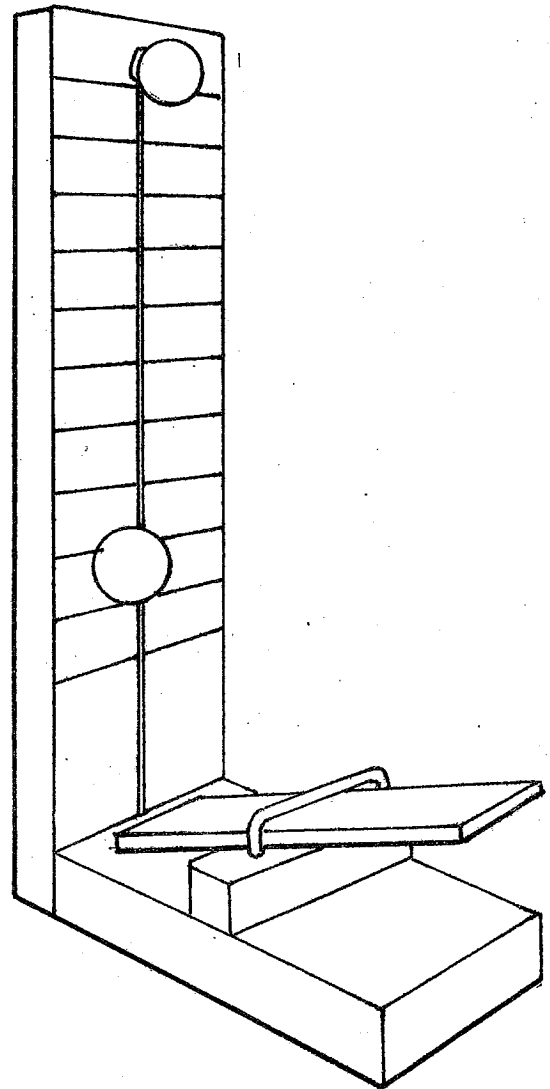
1. Draw 12 lines with crayon about 1" apart on the 16" piece of wood. Use crayon to number spaces.

2. Make an "L" with 16" piece of wood which will be the back and 8" piece of wood which will be the base. Hammer 2 nails through the back of the "L" into the base. Now you have the stand.

3. Place wooden bead in center of base almost against back. Insert nail through hole in bead to make a mark. Drill a small hole in nail mark about an inch deep. Now make another nail mark the same way in top center of back. This time drill a hole straight through the back.

4. Slip clothes hanger wire through wooden bead and insert wire into hole at base. Bend top of wire and poke bent end through the back. Bend part of wire that sticks through the hole and cover with tape.

5. Place 4" piece of wood lengthwise across the base about 2" in from the open end.



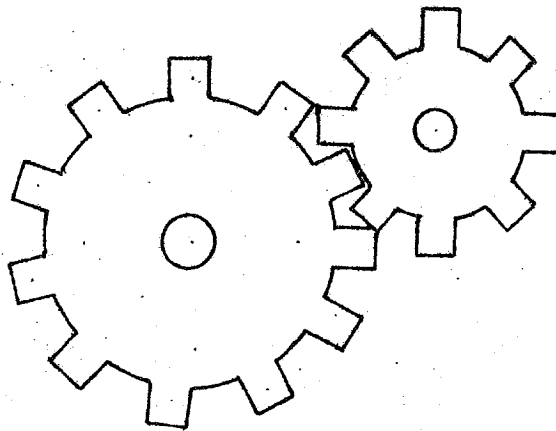
RING-THE-BELL GAME (CONT'D)

6. Make a notch in the center at one end of 8" slat. Place slat on 4" piece of wood so that the notched end fits around wire. Hammer a nail on each side of where slat rests on raised 4" piece. Do not drive nails all the way in.

7. Hook one rubber band across the raised nail heads. Slip other strong rubber band around the base over slat near the notched end.

8. Tie bell at top of wire.

Hit the end of the slat to drive the bead up the wire. If it goes far enough, the bead will hit the bell. You and your friends can have lots of fun seeing how high you can drive the bead and how many times you can ring the bell.



LA MOUSSE  
(The mouse trap car)

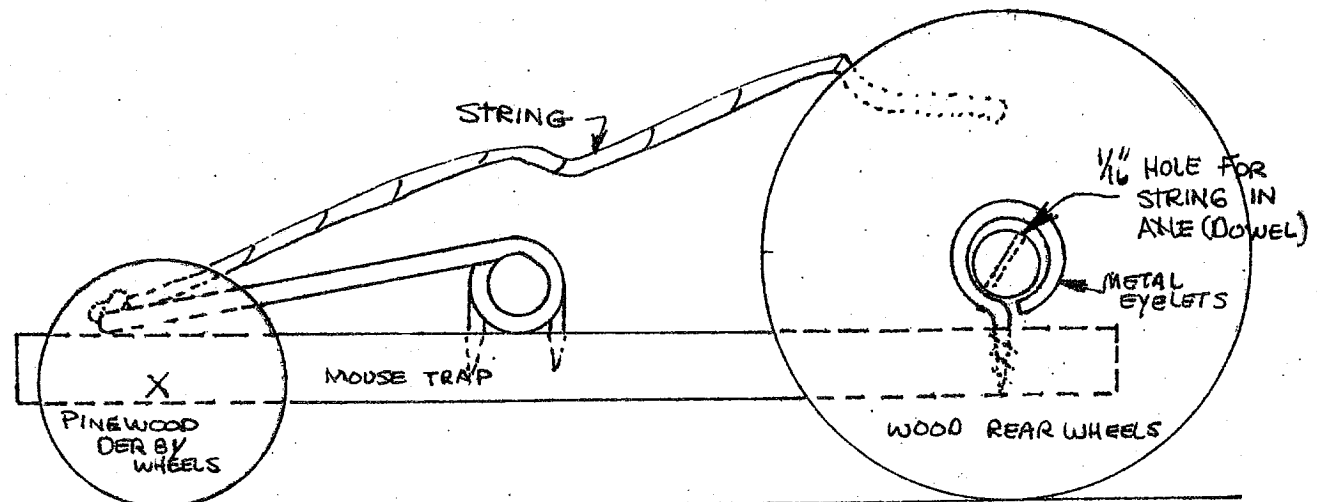
La Mousse 500 is a mouse trap car: it is powered by a mouse trap - a mouse trap on wheels - something so simple and inexpensive that anyone can make one. The idea was conceived by some French Canadian Scouts from Ontario, and the instructions had to be translated from the French. They went to a "Youth in Action" fair and were the hit of the show.

List of Material

- Mouse trap (Victor brand)
- Front wheels and axle (Pinewood derby) 2 each
- Wood block 1 3/4 x 4 3/4 x 1/2
- Screw eyes 5/16" 2 each
- Rear wheels 3 - 4" dia 2 each
- Dowel 1/4" x 4"
- Nylon string, 6"

Remove the cheese holder and hook arm from the trap base.

Mount the trap on the base with the snapper to one end (as shown on the diagram below).



Carefully measure 1/2" from the end of the base for the eyelets. Install eyelets so that the dowel axle turns freely. Drill a 1/16" hole through axle (this is for winding the string). Mount rear wheels on the rear axle. Be sure that the wheels turn freely and do not bind against the body block. Spacers may be needed to aid in this.

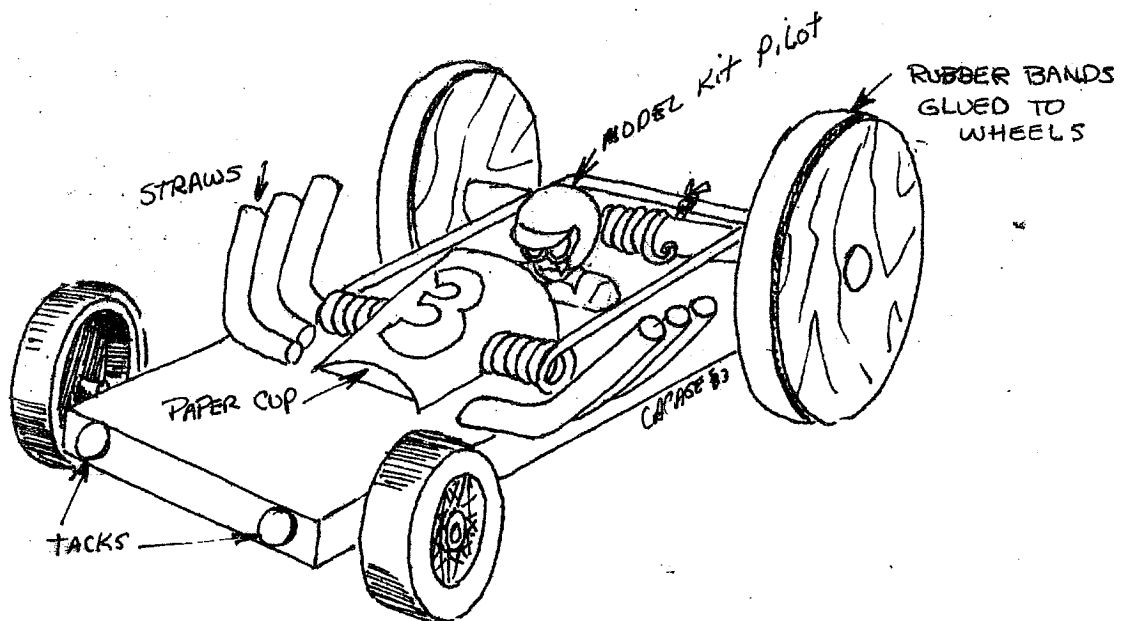
Front wheels - Remove any molding flash from wheels. Carefully locate and drill guide holes for the front axle pins. Install wheels testing to make sure that they turn smoothly.

Tie a string about six inches long to the center of the snapper. This will then be fed through the hole in the rear axle.

#### To Operate.....

Pull the snapper back to its full extent and hold with thumb. Slip the tip of the string through the hole in the axle and wind the wheels backward, winding the string around the axle.

Set the racer on the floor, not carpet, and release. The car should go at least 8 feet. If the string is too long it will wind around the axle and stop the car. Speed and distance can be increased by waxing the axle where it rubs on the screw eyes. Any other modifications that will give better operation and looks are up to you. HAVE FUN!!!

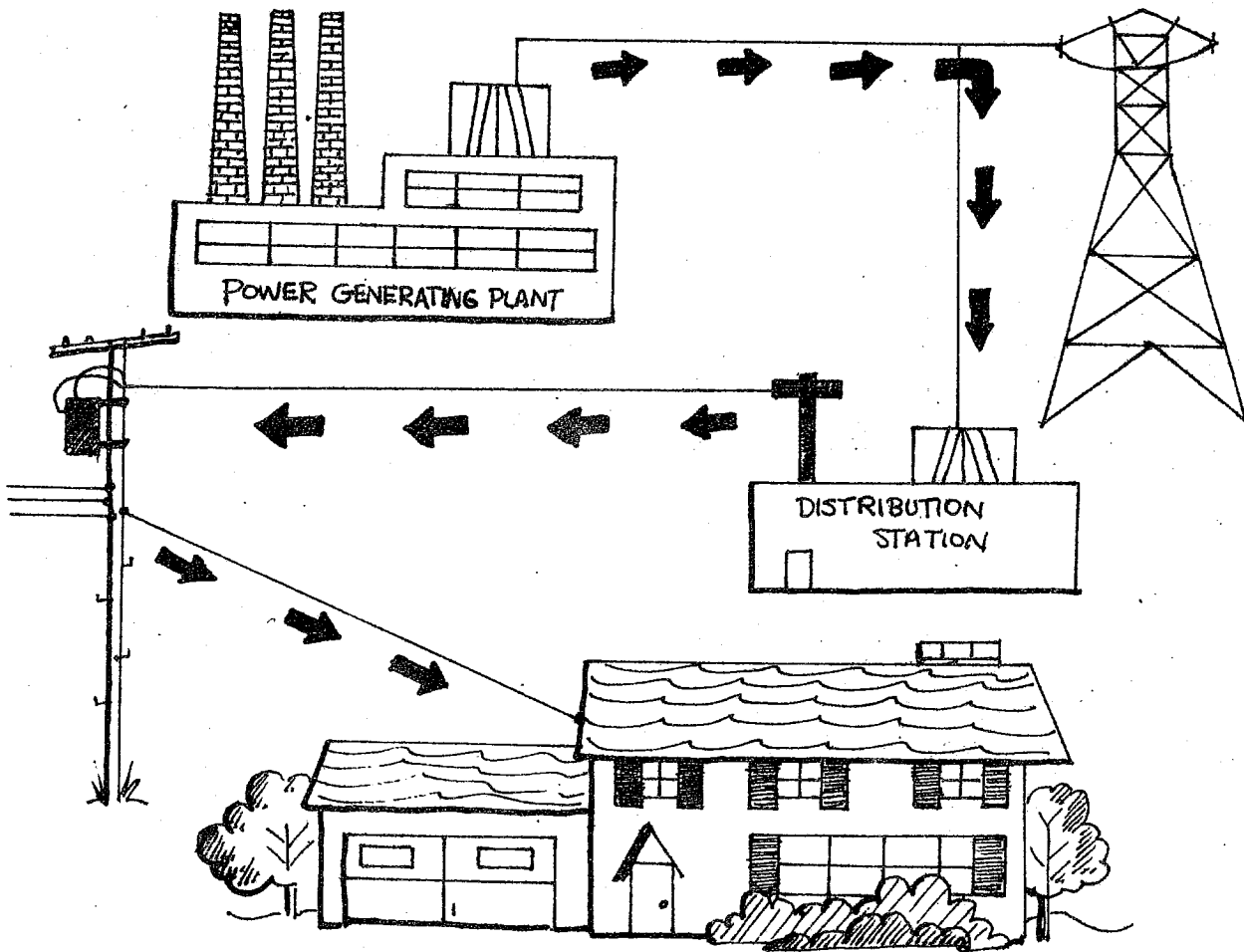


ELECTRICITY-HOW IS IT PROVIDED?

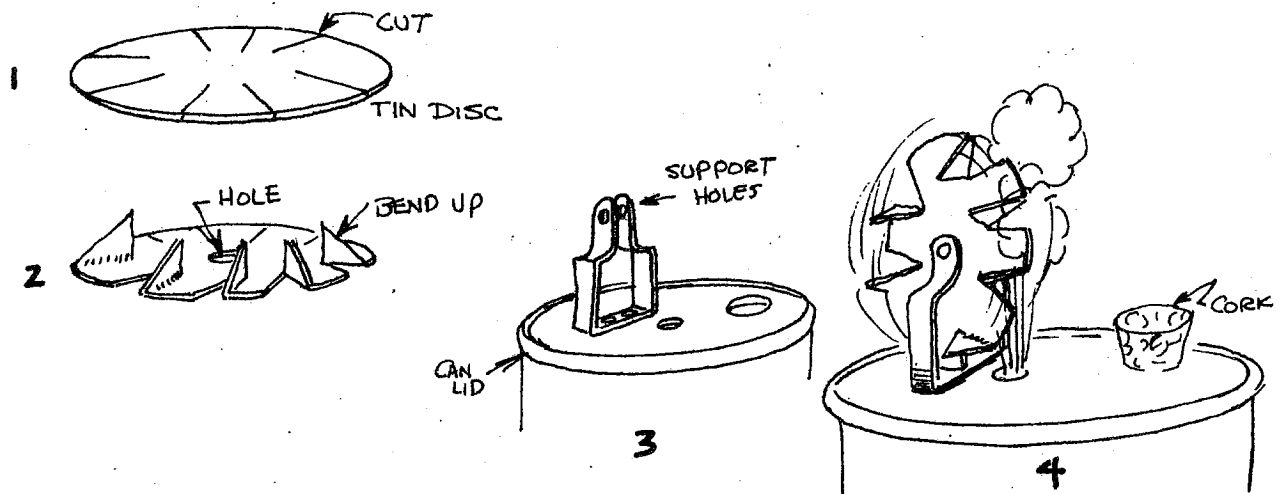
FROM PLANT TO HOME

Electricity is produced by huge electric power generating plants. It is then sent to distribution stations through high voltage power lines. These stations then transmit the electricity to local areas through a network of underground or overhead cables. The cables finally branch off into wires that lead to your home.

In most communities, the local power company supplies and maintains the wiring from the generating plant to your electric meter. After that, electric maintenance becomes your responsibility.

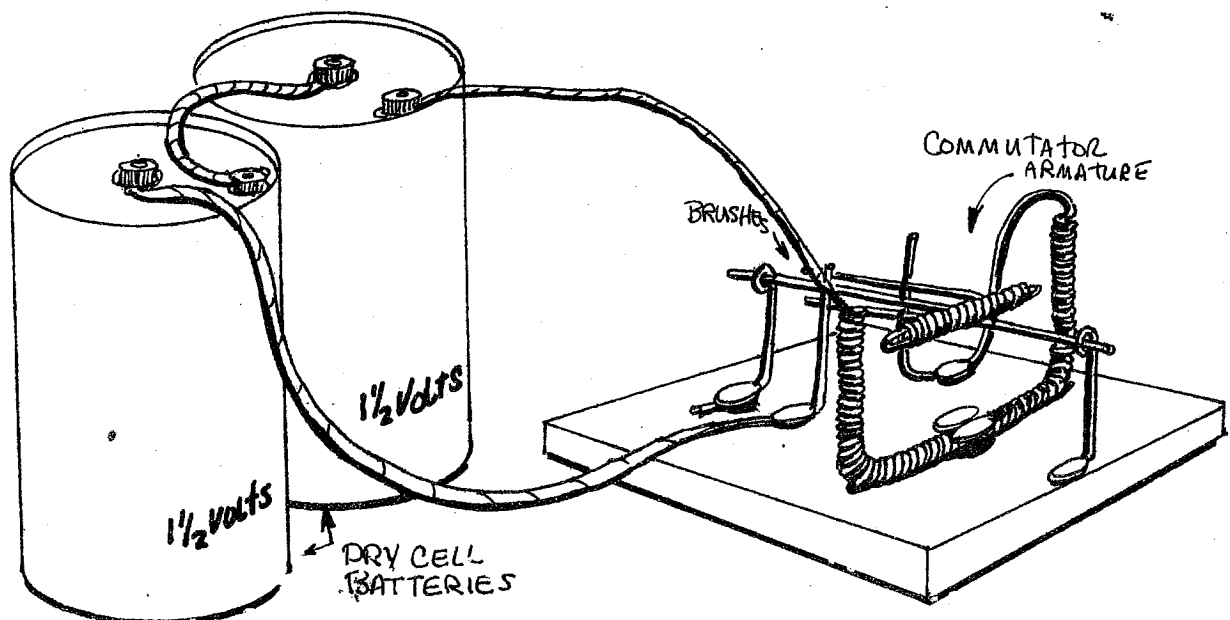


MAKE A STEAM TURBINE - A Webelos Scout may get a graphic demonstration of the power of steam by building the simple steam turbine shown in the illustration. Materials needed are tin can, a pair of tin snips, a cork, and an extra piece of tin to make the support for the turbine.



MAKE A PAPER-CLIP ELECTRIC MOTOR - Your boys may have made an electric motor from a tin can while they were Cub Scouts. Those who did not will enjoy building the novel paperclip notor. Materials needed for this simple project are a supply of paperclips, a board for the base, a few thumbtacks, a couple of dry cell batteries and wire.

Use enameled or varnish coated, medium-sized wire. Scrape coating from wire at every connection. The greater the number of turns on the armature, the greater the turning force. Experiment until you get it right.



SOME IMPORTANT TERMS FOR YOU TO REMEMBER

**BLOCK AND TACKLE:**

A combination of fixed and movable pulleys used for hoisting heavy objects.



**COMPOUND MACHINE:**

A machine consisting of two or more simple machines.

**EFFICIENCY:**

The useful work done by a machine compared with the amount of work put in.

**EFFORT:**

The force exerted on a machine.

**ENERGY:**

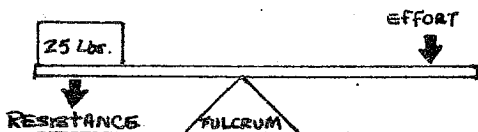
The ability to do work.

**ENGINE:**

A Machine that changes energy from one form to another, usually mechanical energy.

**FIRST CLASS LEVER:**

A simple machine where the fulcrum is between the effort and the resistance, as in a seesaw.



**FOOT-POUND:**

Unit for measuring work done in lifting a pound one foot.

**FORCE:**

A push or pull in order to move something or to stop something from moving.

**FRICTION:**

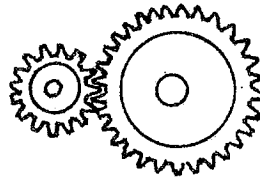
The resistance that is caused when one object moves against another.

**FULCRUM:**

The pivotal or "resting" point of a lever.

**GEARS:**

Wheels with teeth or cogs that engage other gears.



**GRAVITY:**

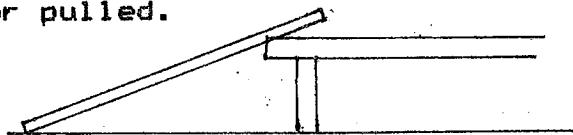
The force of attraction between the center of the earth and objects on it or above it.

**HORSEPOWER:**

Unit for measuring power  
550 foot-pounds per second.

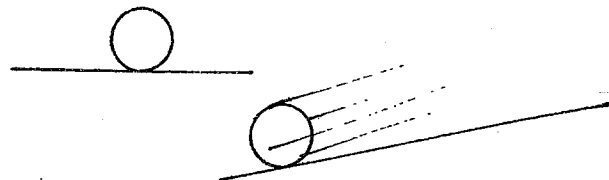
**INCLINED PLANE:**

A simple machine consisting of a leaning surface along with objects may be pushed or pulled.



**INERTIA:**

The tendency of a stationary object to remain at rest and a moving object to keep moving.





**JACK**

A machine used for lifting Very heaby objects.

**KILOWATT:**

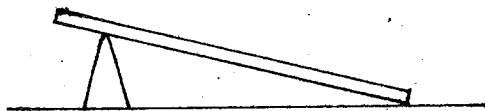
One thousand watts.

**KINETIC ENERGY:**

Energy of an object due to its motion, as a moving car.

**LEVER:**

A simple machine upon which an effort is applied to gain force, speed or distance.



**MACHINE:**

A device used to make work easier.

**MECHANICAL ADVANTAGE:**

The gain in force obtained by using a machine.

**PITCH:**

The distance between the threads of a screw.

**POTENTIAL ENERGY:**

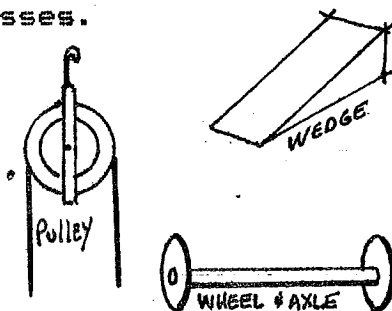
Energy of an object due to its position, as a rock at the edge of a cliff.

**POWER:**

The rate of doing work, usually measured in watts or in horsepower.

**PULLEY:**

A simple machine consisting of a grooved wheel over which a rope passes.



**RESISTANCE:**

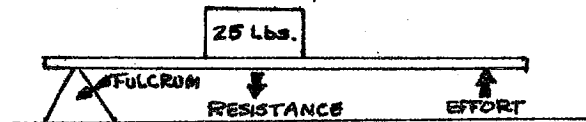
The force to be overcome by a machine.

**SCREW:**

A simple machine consisting of an inclined plane wrapped around a cylinder.

**SECOND-CLASS LEVER:**

A simple machine where the resistance is between the effort and the fulcrum, as in an oar.

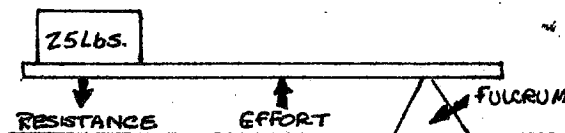


**SIMPLE MACHINE:**

One of the six basic devices used to do work--inclined plane, lever, pulley, screw, wedge, and wheel and axle.

**THIRD-CLASS LEVER:**

A simple machine where the effort is between the resistance and the fulcrum, as in a fishing rod.



**WATT:**

Unit for measuring electrical power.

**WEDGE:**

A simple machine that is thick at one end and sloping to a thin edge at the other.

**WHEEL AND AXLE:**

A simple machine consisting of a wheel or crank attached to an axle.

DO-IT-YOURSELF FLASHLIGHT

Here is a flashlight that your boys will have fun creating. It can be assembled easily and provide a fun project as well. The junior set will find it usefull--and what's more, it really works.

To make it, you will need a flashlight battery, a bulb (#222), a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. Choose wire that can be bent easily, and have a supply of adhesive tape on hand.

Scrape the insulation from one end of your wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

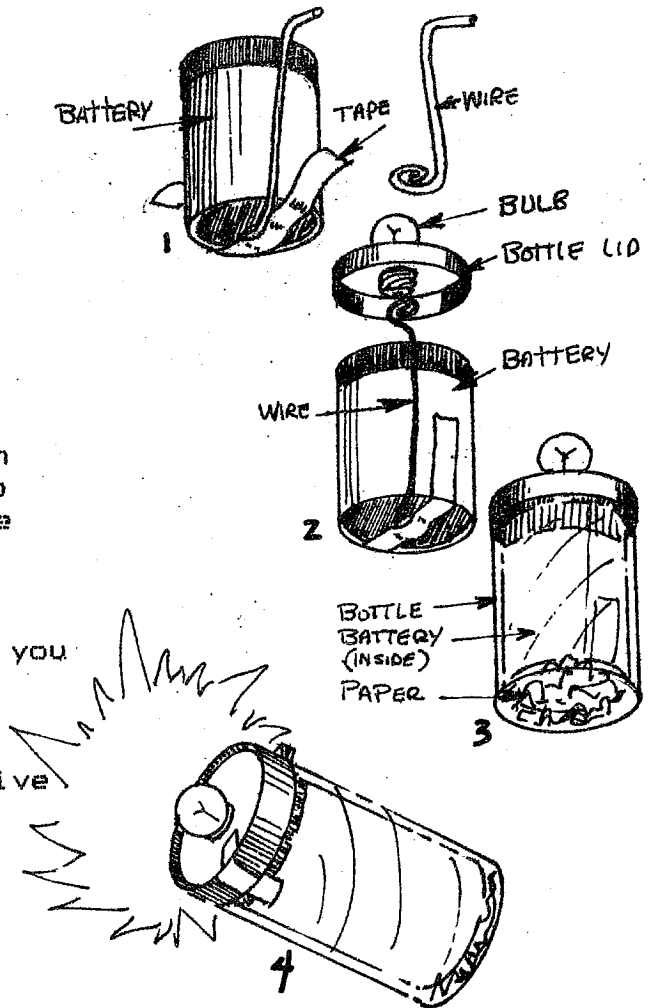
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of your bulb to fit through. Push base of bulb through hole at top of lid.

Now scrape the other end of the wire and wind it around base of bld. Secure in place around sides of base with a small piece of tape.

Crumple small pieces of paper. Place enough of this into bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery.

Hinge one side of your lid to the bottle with tape. When bottle lid is closed, your bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure that you flip the lid up completely so that there is no battery contact. Otherwise, your battery will run down.

This light creates a dim glow. If you want a brighter light and can find a container large enough, use two batteries. If you wish, cover the outside of flashlight with decorative paper or plastic.



How to Make a Quiz Board

Materials Needed:

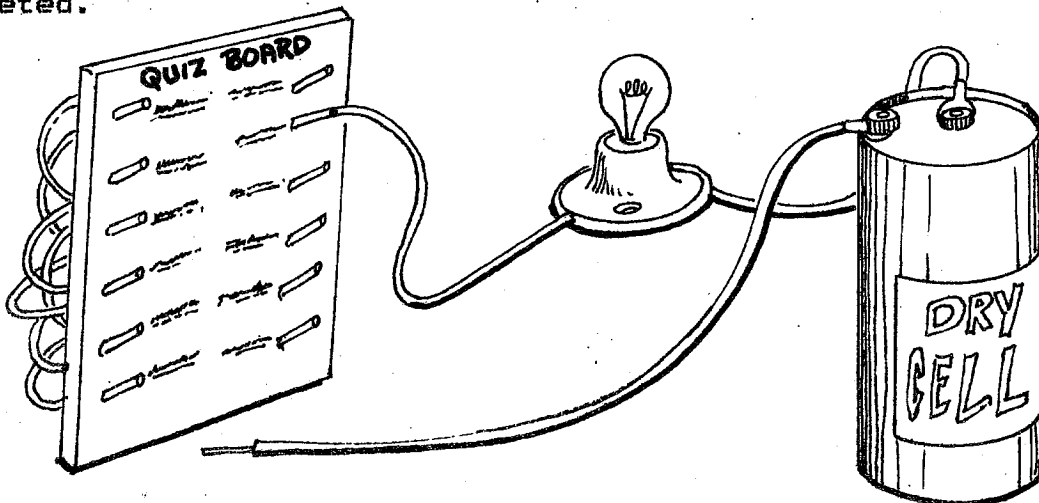
Dry cell battery  
Wire  
Flashlight bulb

Minature socket  
Cardboard  
Nail

Instructions:

1. Use the nail to punch six holes down the left side of a piece of cardboard, and six holes down the right side.
2. Place the end of one wire in any hole at the left and the other end in any hole at the right.
3. Strip the insulation from the ends of the wire and secure it in place, haphazardly.
4. Repeat this with the other five wires. Six wires are now in place, haphazardly.
5. Connect a wire between the dry cell terminal and a socket terminal. Connect another wire to the remaining terminal of the dry cell. Attach a third wire to the remaining terminal of the socket.
6. Touch the two free ends of the wires together briefly. The light will go on.
7. Hold the cardboard so that you can see how the wires are connected.
8. Place the name of a baseball player on the left side, which will serve as the question. Put the name of his team on the right side, which will be the answer. Be sure that the players and their teams are on opposite ends of the same wire.
9. Now ask someone to take the two free ends of the wires from the cell and socket. Try to touch the matching questions and answers.

Why does it work? By touching the question with one end of the wire, and the answer with the other end of the wire, the light will go on. This happens because the circuit has been completed.



CATAPULT

Materials:

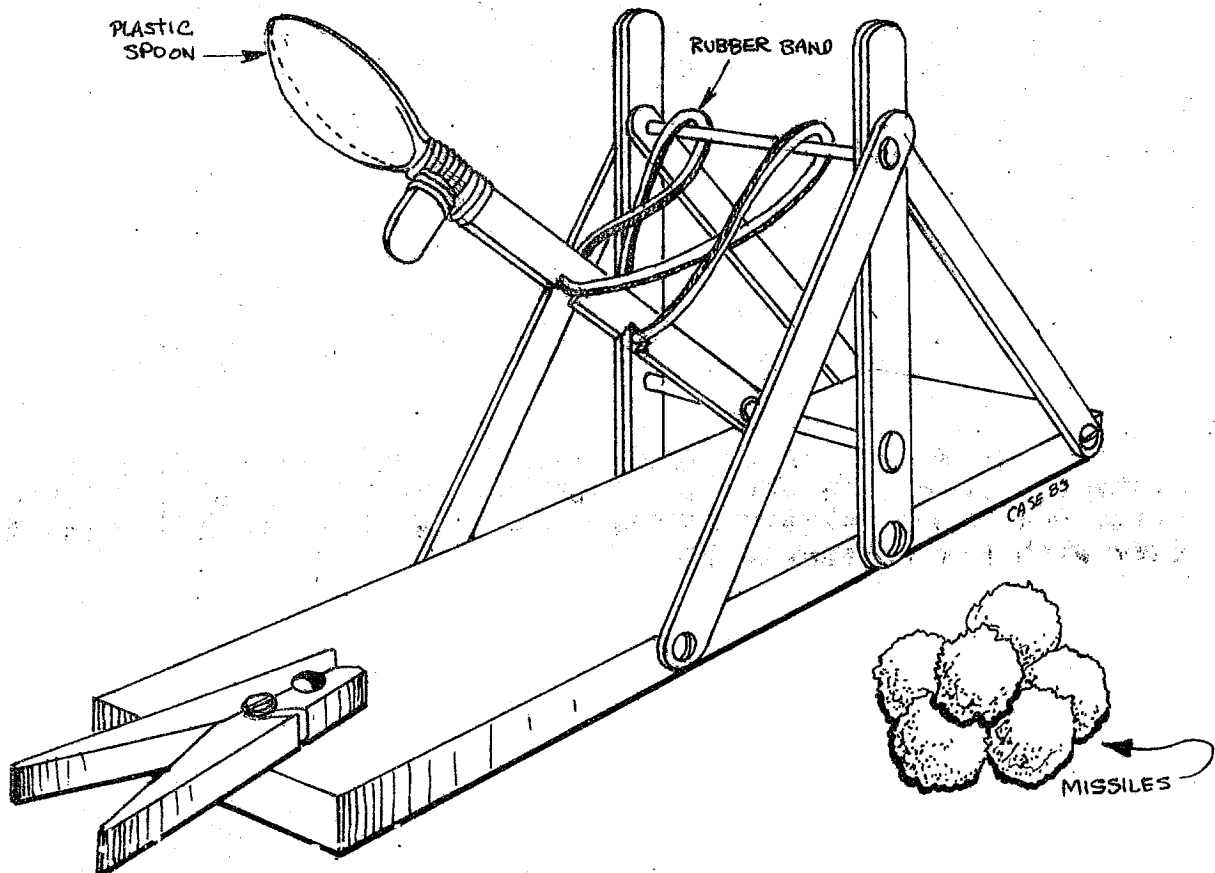
Catapult Arms: 3 popsicle sticks (cut one down to 1 1/4")  
15" piece of strong twine  
1 plastic spoon (cut handle until there is 3/4"  
of handle left on spoon)  
1 rubber band (lightweight)

Catapult Base: Wooden slat 3/8" tick (approx. 1 3/8 x 8 1/4")

Sides: 8 popsicle sticks  
2 2" nails  
2 1/2" pieces of drinking straw  
6 1/2" wood screws

Trigger: 1 clamp clothespin  
1 3/4" nail

Missiles: Clay balls wrapped in foil, sections of cork or marshmallows



## CATAPULT (Cont'd)

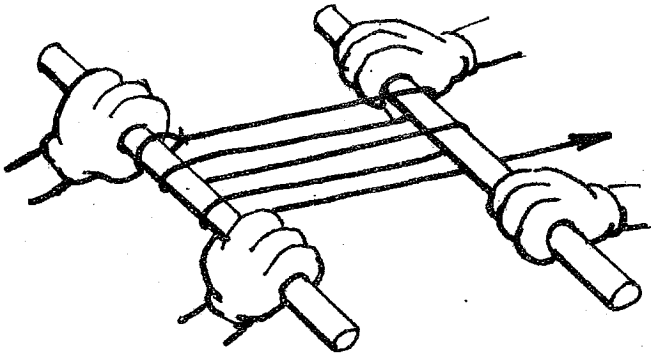
## Instructions:

1. Assemble catapult arm (popsicle stick with spoon) by gluing two sticks together. Cut out a half-inch slot at one end for the plastic spoon to fit into. At the other end, drill a hole for nail G to go through. Cut a 1 1/4" piece of popsicle stick and glue it to the arm just below the slot. When glue is dry, insert the spoon and wind cord around the arm, spoon, and extending piece of stick. Make two notches a half-inch apart (center them) in the bottom edge of arm.
2. Prepare base and sides by drilling holes for nails and screws. Nail holes should be small enough for the screws to go in through the popsicle sticks freely. Drill hole in each side of base for screws C & D, three inches from the end and about 3/8" deep.
3. Sticks 1, 2, 3 and 4 each receive 3 holes. These should all be in line with each other. The diagonal sticks 5, 6, 7 and 8 receive a hole through each end. One hole will be for a screw and the other for a nail.
4. Assemble the catapult by screwing sticks 1, 2, 3 and 4 against the sides of the base in an upright position. Attach diagonal sticks 5, 6, 7 and 8 to these sticks with nail H as shown in diagram. When the bottom ends of the diagonal sticks are positioned against the base, make pencil marks and drill holes in the base for screws A, B, E and F. Screw the ends of the sticks to the base.
5. Loop a rubber band around nail H and slip the bottom end of the catapult arm through the rubber band loops. Insert nail G through the upright sticks and the arm, placing the straw spacers on each side of the arm. Pull down the catapult arm and mark where the extended stick touches the base. Place the jaw of the clothespin on this mark and fasten the clothespin to the base with nail J. Now, fire away!

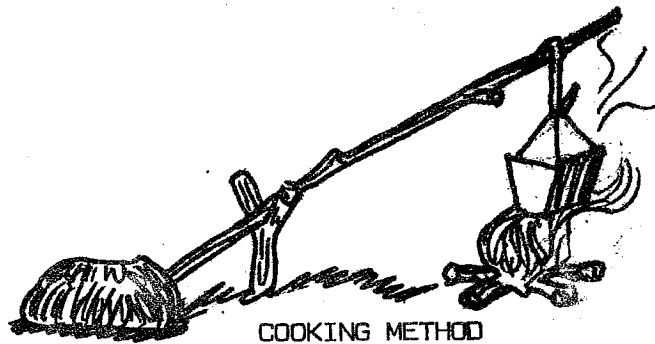
Many games can be devised with this catapult: Shoot for distance, into a basket for accuracy, over a string or obstacle, relay where one Webelos catches missiles in a pan and returns them with his catapult, etc.

BLOCK AND TACKLE

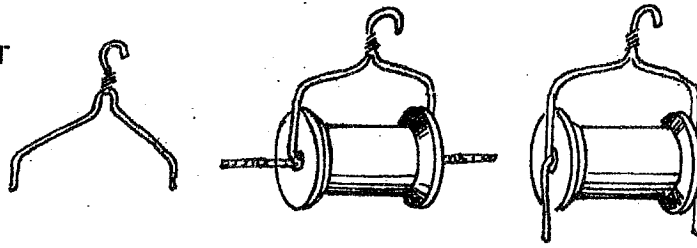
To show how a simple block and tackle increases pulling power, try this demonstration. Take two dowels of broomstick diameter and a length of clothesline. Tie the line to one of the sticks two or three times as shown. Have two larger boys grasp the sticks. Have a smaller boy pull on the line. He will be able to pull the two sticks together no matter how hard the bigger boys try to hold them back.



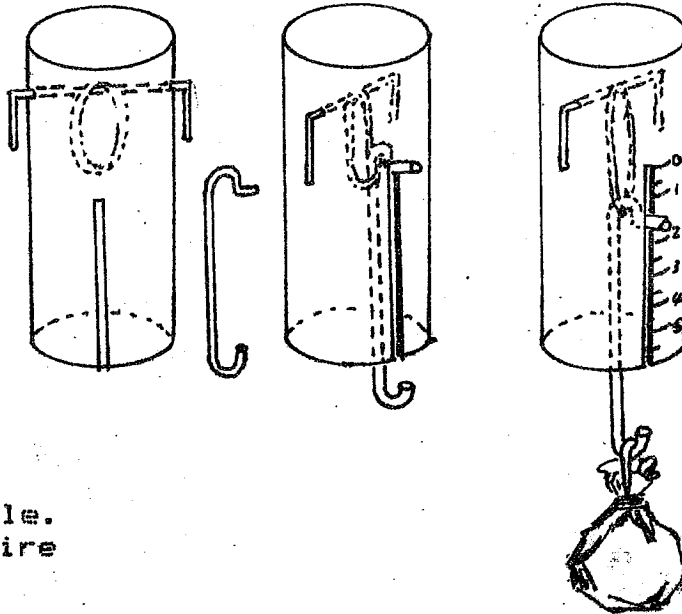
How this works may be explained by looking at one side only. (See illustration) As the smaller boy pulls, he will create a pull in the line, say of 10 lbs. Since this pull will be in each loop (neglecting friction) the boy on the left will be pulling  $5 \times 10$  lbs or 50 lbs. The same principle may be used on the block and tackles shown in the Webelos book.



BLOCK AND TACKLE TEST



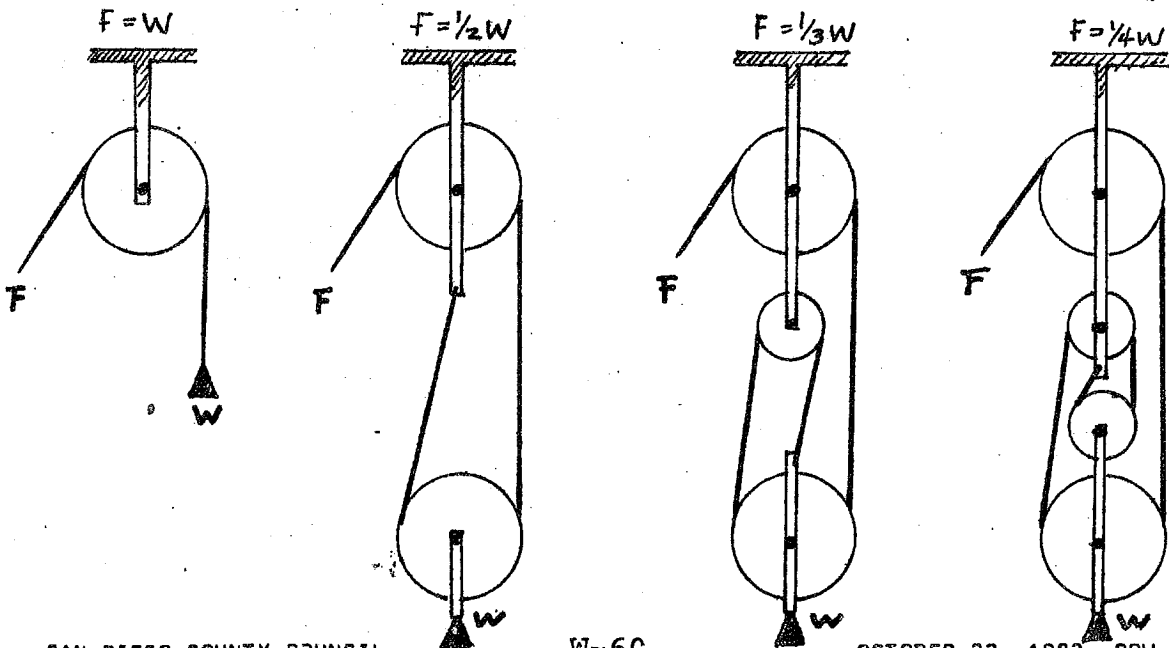
Make a pulley by cutting off a coat hanger as shown. Bend it around a large spool so it turns easily.



A paper towel or similar tube will make a good scale. Suspend rubber band and wire as shown.

F=Force      W=Weight

The more pulleys you have the less force is required to lift the weight.



## DEN ACTIVITIES:

Discuss requirements of Badge with boys. Decide on a good turn for the school, church or community and plan how to carry it out. Perhaps the den will want to involve the whole pack in their good turn, so that all the boys will be included in the excitement and rewarding feeling of doing something for others.

- Make log books for boys to record their work on the badge.
- Plan a special good turn for the next pack meeting, such as setting up chairs, usering, cleanup, etc.
- Visit a local city government agency. Find out how it works, what services it provides, how it affects you and your family.
- A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign - and do it. This could include litter clean-up, a fight against pollution, collecting items for recycling. (See Den and Pack Activities section of this Pow Wow Book for recycling centers.)
- Discuss the various organizations in the community which help people. How are they financed and run? Do they use volunteer help?
- Attend a naturalization ceremony and observe the votin process.
- Visit a city council meeting or school board meeting.
- Remind people to fly the flag on all legal holidays that call for flag display.
- Invite a new citizen to speak to your den on what becoming an American citizen means to him.
- Visit a court. Ask the judge to speak to the boys about citizenship. Acquaint the boys with the court procedure.
- Visit police and/or fire department.
- Learn more about your community from the Chamber of Commerce.
- Discuss difference between the rights and duties of a citizen.



CITIZEN-DECEMBER 1983

1. Things the United States Government does to help us:  
Provides a common defense      Provides a national currency  
Provides old age social      Provides protection against  
    security      unlawful aliens and unlawful  
Provides laws to govern      things entering the country.  
    interstate business      Provides an election process to  
  elect national leadership.
  
2. Things State and local Government do to help us:  
Provide public schools      Provide public roads  
Provide public health      Provide a judicial system.  
    clinics      Provide an election process to  
Provide a zoning and      elect State and local  
    planning system      leadership.
  
3. Things that you do for your government:  
Pay taxes      Sit on Juries  
Vote      Serve in public office
  
4. The reason we have government: To provide an orderly system  
of living together, wherein we do not infringe upon each  
other's rights.
  
5. Ways that your family helps pay for government:  
Sales tax      Income tax  
Property tax      License fees  
Fines      Gasoline tax
  
6. Ways our country works with other nations:  
Membership in the United Nations  
An exchange of ambassadors and ministers.  
Membership in international organizations, such as Interpol  
Extradition proceedings for criminals (returning  
    law-breakers to the country in which they broke the law)  
Tariff laws (laws which control goods going out of and  
    coming into a country)
  
7. Organizations in our area that help people:  
United Fund (Community      Boy Scouts of America  
    Chest)      Girl Scouts of America  
U.S.O.      Chamber of Commerce  
Kiwanis Club      Red Cross

The Kiwanis Club, for instance, provides service projects such as building parks, helping people in need, providing eye glasses or hearing aids for those who cannot afford them, and toys for Christmas for the underprivileged.

The Red Cross provides emergency services (food and medical supplies, lodging and transportation, etc.) in times of disaster (Hurricanes, earthquakes, etc., such as the Teton Dam break), as well as training in first aid and training in swimming and life saving techniques and water safety.

THE RIGHTS AND DUTIES OF A CITIZEN

YOUR RIGHTS AS A CITIZEN

Every American citizen enjoys certain rights set forth in the Constitution and protected by law. These individual liberties distinguish our free society from the totalitarian system.

Your rights under law include:

- The right to own and bear arms.
- The right to equal protection of laws and equal justice in the courts.
- The right to be free from arbitrary search and arrest.
- The right to equal education and economic opportunity.
- The right to choose public officers in free elections.
- The right to own property.
- The right to free speech, press and assembly.
- The right to attend the church of your choice.
- The right to have legal counsel of your choice and a Prompt trial if accused of crime.

YOUR DUTIES AS A CITIZEN

With your rights as a citizen go individual responsibilities. Every American shares them.

Your duties as a citizen include:

- The duty to obey the laws.
- The duty to respect the rights of others.
- The duty to inform yourself on issues of government and community welfare.
- The duty to serve on juries if called.
- The duty to vote in elections.
- The duty to serve and defend your country.
- The duty to assist agencies of law enforcement.
- The duty to practice and teach the principles of good citizenship in your own home.

Adult Americans have long seen "law" as a synonym for "justice". Youth sees "justice" as being fair play. Too often young people seem to think that "law" is not always on the side of fair play. At least that's the way many of them see the police, courts and other symbols of law. Our Webelos Scouts have been exposed to terms such as "pig", "fuzz" and other uncomplimentary words describing law and order. We have an opportunity through the Citizen Activity Badge to teach them respect for law and authority.

CITIZEN-DECEMBER 1983

CITIZEN WORD GAME QUIZ

Match the names of the famous Americans on the left with the proper word or phrase on the right.

- |                          |                                       |
|--------------------------|---------------------------------------|
| 1. Abraham Lincoln       | A. Alamo                              |
| 2. Alexander Graham Bell | B. Atlantic Charter                   |
| 3. Ben Franklin          | C. Battle of Lake Erie                |
| 4. Betsy Ross            | D. Declaration of Independence        |
| 5. Charles Lindbergh     | E. Father of our country              |
| 6. Daniel Boone          | F. Father of the constitution         |
| 7. Davy Crockett         | G. Frontiersman, hunter, trapper      |
| 8. Francis Scott Key     | H. Gettysburg Address                 |
| 9. Franklin D. Roosevelt | I. "Give me liberty or give me death" |
| 10. George Washington    | J. "I have not yet begun to fight"    |
| 11. James Madison        | K. Kitty Hawk                         |
| 12. John Paul Jones      | L. Light bulb                         |
| 13. Oliver Hazard Perry  | M. Lightning                          |
| 14. Patrick Henry        | N. Midnight ride                      |
| 15. Paul Revere          | O. Spirit of St. Louis                |
| 16. Robert E. Lee        | P. Star Spangled Banner               |
| 17. Robert Fulton        | Q. Steamship                          |
| 18. Thomas Edison        | R. Surrender at Appomattox            |
| 19. Thomas Jefferson     | S. Telephone                          |
| 20. Wright Brothers      | T. United States Flag                 |

## OUTDOORSMAN—JANUARY 1984

Many people say that Webelos is the bridge between Cub Scouting and Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman Activity Badge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Scouting.

The best way to work on this badge is on a Father/Son overnight campout. Policies of the Boy Scouts of America encourage one or two Father/Son overnights during the year when a boy is a Webelos Scout. This is not full-fledged Scout camping - only a taste of what is to come when the boy joins a troop. After a boy becomes a Scout, he will become proficient in handling himself in the outdoors. As a Webelos Scout, he should not be expected to master any of these skills - only to have a little fun in the out-of-doors. And speaking of fun - it's sometimes hard to tell who has the most fun - the boys or the fathers. Don't be afraid to plan a winter overnight - plenty of San Diego area locations are temperate in January and February too! Just be prepared with warm clothing and sealed tents!

### DEN ACTIVITIES

- Make a tent (See Webelos Scout Handbook or Boys' Life Reprint #26-048).
- Make a den first aid kit.
- Have a den cook-out
- Learn aluminum foil cooking techniques.
- Have a campout planning session with the boys. Make a list of items they will need for backyard camping and for father/son overnight.
- Practice camping in the backyard.
- Show boys how to make an improvised sleeping bag or bed
- Make sure they are familiar with fire safety principles which include no flame lights in tents or liquid fire starters or liquid fuel for cooking.
- Go on a father/son campout.

### PACK ACTIVITIES

- Exhibit:** Homemade tent, first aid kit, improvisation sleeping bag, posters or charts on safety.
- Demonstrate:** Oral report from father and son on overnight campout, show how to make a tent or sleeping bag, explain contents of first aid kit. Make up a skit about your campout or some funny part of it.

Your activities on the outdoorsman badge should all point towards the father/son campout. If you are working on this badge in the spring or summer, you might dispense with regular den meetings and concentrate on outdoor activities such as cooking practice, fire building, and safety and hiking. As a preliminary to working on this badge, read Chapter 7 - "The Outdoor Program" in your Webelos Den Leaders Book. This covers the essentials of outdoor program with emphasis on the father/son campout.

Let's face it, a majority of Webelos age boys may not like school. There may be one or a dozen reasons. Probably the main reason is that a 10 year old boy is .. or would like to be .. a free spirit, doing whatever he feels like when he feels like it. School is often seen as a place of confinement rather than learning.

A Webelos age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, mathematics, English, history, geography are not very high on their current list of interests.

Through the Scholar Activity Badge, we hope to encourage boys to do well in their school work, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge. The requirements are quite easy.

#### DEN ACTIVITIES:

- Discuss the history of education - how schools developed in the USA.
- Invite a member of the school board or a professional educator to talk to the boys on the value of an education and what school has to offer a boy.
- Help the custodian set up the meeting room for PTA meeting.
- Raise flag at school over a period of several weeks.
- Invite someone to come and discuss careers which are available in the field of education.
- Prepare a large chart of the school system, showing where the children fit in both as students and helpers. Display this at pack meeting.
- Encourage the boys to talk about what is going on at school - the people who work at the school - how each boy is progressing in school. Get them to talk about the jobs they are doing at school (such as safety patrol) and why they are important.
- Obtain some old school books for the boys to browse Through. It will be interesting to them to see how fast education is moving forward.
- Encourage the boys to find out all they can about the schools in your community - the good things, the problems. Discuss these points at a den meeting. You will probably learn a lot!

Albert Einstein said, "the most important method of education always has consisted of that in which the pupil was urged to actual performance." Make it happen in your Webelos den so that the boys are doing something which will help them get more out of life and become better citizens.

JOBS FOR MEN IN THE EDUCATIONAL FIELD:

TEACHING:

Elementary teachers

High school teachers

Professors--college instructors

Coaches--teaching sports

Preschool teachers

Vocational teachers--instructing a particular trade, i.e. carpentry, drafting, etc.

Special education teachers--instructing those with special handicaps

NON-TEACHING:

Health Services--specialists in the school districts that work with the students in special areas: nurses, dental hygienists, vision & speech therapists, dietitians, psychologists, psychiatrists, etc.

Administration--principals, superintendants, etc.

Social Workers--works with the family and school, while looking after the welfare of a child.

Librarians--educates the students as to how to use the library as well as where to find information.

Public Safety--educates the public in good safety measures.

Research--does research on different aspects of education.

Guidance Counselors--works with students in adjusting to school and setting goals for future careers.

Scouting--work in the Boy Scouts of America, educating the adult leaders.

\*\*For extra fun when working on the Scholar Activity Badge, give them brain teasers, riddles, and puzzles.

TRAVELER-MARCH 1984

MAP WORKSHEET

1. Unless otherwise indicated:
  - a. the TOP of your map is what direction? \_\_\_\_\_
  - b. the BOTTOM of your map is what direction? \_\_\_\_\_
  - c. the LEFT side of your map is what direction? \_\_\_\_\_
  - d. the RIGHT side of your map is what direction? \_\_\_\_\_
2. On your map freeway 805 generally runs in what directions? \_\_\_\_\_
3. To the left of the name San Diego is a small blue star.  
What does that blue star stand for? \_\_\_\_\_
4. If you go directly NORTH from that blue star 10 to 10 1/2 miles where will you be? \_\_\_\_\_
5. How far is it from the junction of Highways 15 and 94 to Lemon Grove? \_\_\_\_\_ In which direction did you travel? \_\_\_\_\_
6. To get to the Mataguay Scout Reservation name four towns that you would go through: a. \_\_\_\_\_ b. \_\_\_\_\_  
c. \_\_\_\_\_ d. \_\_\_\_\_
7. What highways would you take to go to Mataguay Scout Reservation from where you live? \_\_\_\_\_  
\_\_\_\_\_
8. Is Camp Hual cu cuish North or South of Lake Cuyamaca? \_\_\_\_\_
9. What highways would you take from your home to go to Camp Hual cu cuish?  
\_\_\_\_\_  
\_\_\_\_\_
10. Plan a trip from your home to Borrago Palm Canyon, utilizing the map you have been given. (Round Trip)
  - a. Estimate the gas cost for trip at \$1.55 a gal. \_\_\_\_\_  
(Assume that your car gets 20 MPG)
  - b. Where would you have your last rest stop? \_\_\_\_\_

TRAVELER-MARCH 1984

If you were asked to make up a first aid kit for your family's car, list below the items which you would place in it.

- |    |     |
|----|-----|
| 1. | 10. |
| 2. | 11. |
| 3. | 12. |
| 4. | 13. |
| 5. | 14. |
| 6. | 15. |
| 7. | 16. |
| 8. | 17. |
| 9. | 18. |

After you have listed all the items you can think of that should be in a good first aid kit for the family car, take part in a discussion in the den of the different possible items to include and why each might be included.

Now take the above list home (making any additions or subtractions you feel necessary after the den discussion). Check this list against the contents of your family's present first aid kit, listing those items below. How would you then rate your family car first aid kit now:

EXCELLENT \_\_\_\_\_ NEEDS MORE SUPPLIES \_\_\_\_\_ FAIR \_\_\_\_\_

If needing more supplies, list which ones you think would improve the first aid kit.

- |    |  |
|----|--|
| 1. | 9.   |
| 2. | 10.  |
| 3. | 11.  |
| 4. | 12.  |
| 5. | 13.  |
| 6. | 14.  |
| 7. | The following items would help improve our family first aid car kit. |
| 8. |  |



TRAVELER-MARCH 1984

c. List the main highways you would use to get to Borrego Palm Canyon.

| HIGHWAY | DIRECTION | to | HIGHWAY | DIRECTION |
|---------|-----------|----|---------|-----------|
| EX. 805 | NORTH     | to | 8       | EAST      |
| 1.      | -----     | to | -----   | -----     |
| 2.      | -----     | to | -----   | -----     |
| 3.      | -----     | to | -----   | -----     |
| 4.      | -----     | to | -----   | -----     |
| 5.      | -----     | to | -----   | -----     |
| 6.      | -----     | to | -----   | -----     |

d. Averaging 50 miles per hour, how long do you estimate your trip from Home to Palm Canyon will take? \_\_\_\_\_



## NATURALIST-APRIL 1984

Most Webelos-age boys are fascinated wild creatures. Working on the Naturalist badge gives the boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature around us.

This introduction to the world of nature will prepare the boys for further adventure in Scouting where they may choose to work on related merit badges dealing with plants and animals and when they earn the Environment and Conservation skill awards.

If you are not an experienced outdoorsman, bird watcher or amateur naturalist, you may welcome some expert help. Check with a high school science teacher, state conservation department or an amateur naturalist among your den's fathers.

In this part of the country it is probably best to work on the Naturalist badge during the spring, summer or fall. Most animal life is hard to find in winter and plantlife is dormant. It is possible for a boy to earn this badge without ever going into the field, but that would be unfortunate. Schedule trips to areas where wildlife can be found -- a park, the woods and fields a country road, or even someone's farm.

### DEN ACTIVITIES:

1. Make insect zoos or terrariums. (See BL Reprint #26-054 Naturalist)
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large USA maps. Then go bird watching and see how many of the species you can identify. (See BL Reprint #26-054)
4. Take a nature hike and look for animal tracks; make plaster casts of tracks.
5. Study wildlife homes. (See BL Reprint #26-094 Nature Hobbies)
6. Make bird feeders, then observe birds that use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Visit zoo or nature exhibits. See mounted wildlife.
10. Make a leaf and nut collection.

### PACK ACTIVITIES:

**Exhibit:** Insect zoos, terrariums, nature books, casts of animal tracks, bird migration maps, leaf and nut collections.

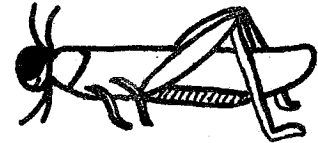
**Demonstrate:** Mounting insects for collections, making plaster casts, give oral reports on poisonous plants and reptiles.

TIPS FOR LEADERS:

Plan your den meetings with lots of OUTDOOR activity, but first observe these precautions:

1. Be sure the boys can identify poisonous plants, insects, and reptiles.
2. Cover outdoor activities section of Webelos Scout Handbook.
3. Know and practice the Outdoor Code on all field trips.

INSECT ZOO



IMPORTANT-----

VERY IMPORTANT-----

PLEASE IF YOU CATCH ME AND MAKE ME PART OF YOUR INSECT

ZOO -- FEED ME!

AND WHAT DO I EAT? WELL.....if I am a .....

Praying Mantises--feed me flies or small insects, raw meat on a toothpick in small pieces (I really didn't want to pick my teeth--just hungry) and of course, water.

Field Crickets---fill bottom of cage with inch of soil. Fill cap of bottle with water. Feed bits of bread soaked in water, lettuce and I'll even eat peanut butter.

Click Beetles--I like soft bodied insects and water.

Grasshoppers and Walking Sticks--grass sod in bottom of cage. Water grass from time to time and add a dish of water.

Caterpillars--always feed me the kind of leaves from where you found me.

Trantulas--water and most any insects that are alive--especially like small grasshoppers.

Lizards--most all insects and water.

Meal Worm--oatmeal or branmeal with small pieces of potato or apple. (Can be purchased at pet stores and are excellent experiment in life cycle study--becomes beetles within three weeks).

HOW TO CAST ANIMAL TRACKS

Materials:

- |                              |                        |
|------------------------------|------------------------|
| Plaster of Paris             | A measuring cup        |
| A tin can (2 lb. coffee can) | Paper cups             |
| Old toothbrush               | Water                  |
| Paper clips                  | Strips of cardboard    |
|                              | (2" wide, 12-24" long) |

A mudbank near a stream is a good place to look for tracks. After a rain, look around sandbars, ditches and gullies. When you find a good, sharp imprint, clear the ground around it. Be careful not to disturb the print.

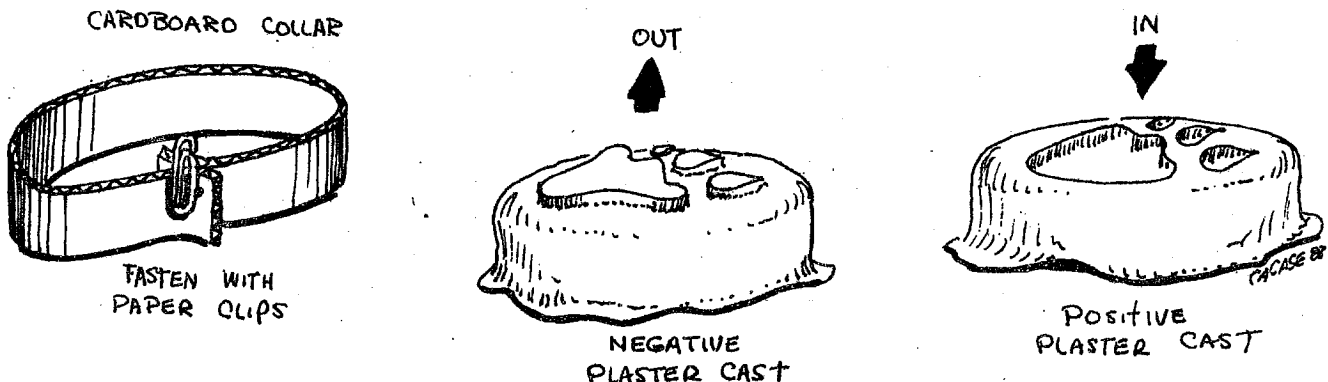
Encircle the print with light cardboard strip. Secure with paper clips. Press the paper collar into the ground, so the poured plaster doesn't seep out. If the ground is too hard, build up dirt around the outside of the collar. If the print is in loose sand, spray it with a cheap hair spray to prevent its crumbling. If ground is very muddy, sprinkle some dry plaster on the print and the area around it to soak up excess moisture before proceeding. If print is in snow, and temperature is below freezing, spray the area with water.

Mix plaster of Paris in the tin can. Use about 1 2/3 cups plaster to one cup water. You need a consistency like pancake batter -- neither too thick or too thin. Stir until it's smooth and creamy. Let stand in can two or three minutes, then pour slowly and gently into track. Let set about 30 minutes, then pick up cast gently, brush off dirt.

NOTE: The first cast of the animal's track is the "negative."

The second cast or "positive" shows the track as it actually looked on the ground. This can be painted to emphasize the track.

To make a positive cast, smear the "negative" with a coat of vaseline, mix plaster as before. Set collar around negative. Pour in plaster. When nearly dry, scrape date, location, animal's name, etc., on back of cast for a record. When hard, remove the "positive."



NATURE QUIZ

True or False:

1. A wood pecker can go down a tree headfirst.
2. Fish sleep with their eyes open.
3. Mice can sing like birds.
4. A bat is blind.
5. Cinnamon is from the bark of a tree.
6. All ants are wingless.
7. All spiders build webs.
8. Squirrels can come down a tree headfirst.
9. A turtle sheds its shell every five years.
10. A toad causes warts.
11. A toad has teeth.
12. Tadpoles bite off their own tails.
13. Birds have hollow bones.
14. Snakes are slimy.

INDIVIDUAL NATURE HUNT

Each person goes off on his own, to find certain objects such as:

1. - Fungus growing from wood.
2. Evidence of bad outdoor manners.
3. A plant that looks like a fern but isn't.
4. An animal home.
5. A plant with parallel-veined leaves.
6. Food of a raccoon.
7. Five different colored flowers.
8. A plant with a square stem.
9. A legume.
10. A twig with a velvet covering like the antlers of a deer.

NOTE: Each player observes safety and conservation rules.

Answers to Nature Quiz.

- 1)F, 2)T, 3)T, 4)F, 5)T, 6)F, 7)F, 8)T, 9)F 10)F, 11)F, 12)F,  
13)T, 14)F

NATURE'S DEADLINESS

Excerpts from National Clearinghouse for Poison Control Center, Public Health Service. Note: Poisonous plants ranks sixth in death and emergencies throughout the country.

- ACORNS (OAKS) If eaten in large quantities will cause damage to kidneys and could be fatal.
- AMANITA (DEADLY MUSHROOM) Is very toxic causing a high mortality rate from even a small amount.
- APPLE SEEDS Contain cyanide and are fatal if eaten in large amounts.
- APRICOT PITS Contain cyanide and are dangerous if eaten in quantity.
- BUTTERCUP Causes severe irritation of the mouth and stomach.
- CASTOR BEAN Is toxic, but the oil of bean is not. However two beans can be lethal.
- CHERRY PIT Bark and foliage of cherry trees contain cyanide and are dangerous if eaten in quantity.
- DUTCHMAN'S BREECHES Is responsible for severe losses of livestock. Contain alkaloids chemically related to those in opium poppy - poisonous and have killed livestock.
- IRIS OR BLUE FLAG Leaves and roots contain irritants which will cause severe digestive disorders.
- HEMLOCK-POISON Was used to put socrates to death.
- HORSECHESTNUT NUTS Are dangerous and have killed children, but are unpleasant tasting enough not to be consumed in quantity.
- JACK-IN-THE-PULPIT Entire plant, particularly the tuberous root, contains oxalite crystals and is poisonous.
- JESSAMINE NECTAR Is related to strychnine found in the plant itself.
- JIMSONWEED Fruits and flowers contain dangerous alkaloids.
- LARKSPUR Is among the most serious causes of death in cattle in this country.

NATURALIST-APRIL 1984

NATURE'S DEADLINESS

|                           |  |
|---------------------------|--|
| LAUREL<br>(Mountain)      | Leaves are poisonous to livestock, wild animals and humans.  |
| LILY OF THE VALLEY        | Is poisonous if consumed in moderate amounts. Produces dangerous amounts of glycoside like digitalis. May be lethal.     |
| MAYAPPLE<br>AKAK MANDRAKE | Roots, leaves and apples all yield a resinoid with violent cathartic properties.   |
| MISTLETOE                 | Including the berries, contains toxic amines and is dangerous.   |
| MORNING GLORY             | Is used for its hallucinatory effects, but can be fatal if too much is taken.  |
| NIGHTSHADE                | Produces severe digestive upset though the berries are the least toxic part.   |
| OLEANDER                  | Can be fatal if used as skewer for meat. Contains digitalis. One leaf can kill a human.                                  |
| PEACH PITS                | Contain high concentrations of cyanide and can be fatal if consumed in large enough quantities.                          |
| POISON IVY                | Produces an allergenic reaction or rash if the plant touches the skin.   |
| POINSETTIA                | Contains spurses which cause severe digestive disorders.   |
| RHUBARB LEAVES            | Contain oxalic acid and can be lethal.   |
| ROSARY PEA<br>BEAN        | Is among the most toxic of natural materials.  |
| STAR OF BETHLEHEM         | Bulbs are dangerous containing toxic alkaloids which can be lethal.  |
| SWEET PEA                 | Can produce paralysis and skeletal deformities if consumed.  |
| TABACCO                   | Kills if eaten in moderate quantities. Keep children from eating cigarettes.   |
| WISTERIA PODS             | Cause serious gastro-intestinal disturbances.  |
| YEW-JAPANESE              | Is very poisonous but the berries are less dangerous than the needles and stem. Alkaloid which abruptly stops the heart. |

Source: National Wildlife Magazine

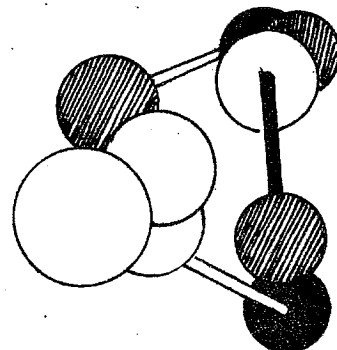
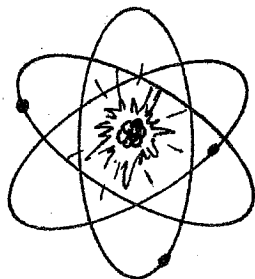
\*ONE INVOLVED IN THE OBSERVATION, IDENTIFICATION, DESCRIPTION, EXPERIMENTAL INVESTIGATION, AND THEORETICAL EXPLANATION OF NATURAL PHENOMENA.

"There simply must be a greater degree of scientific literacy among the general public. The problems that are posed by science enter into the political framework - into the framework of the whole society in many ways.

Our economic future has become geared to science. The entire population in a democracy, if a democracy is going to survive, has to learn more about science - even some of the fundamental principles of science."

Glenn T. Seaborg

Chairman U.S. Atomic Energy Commission

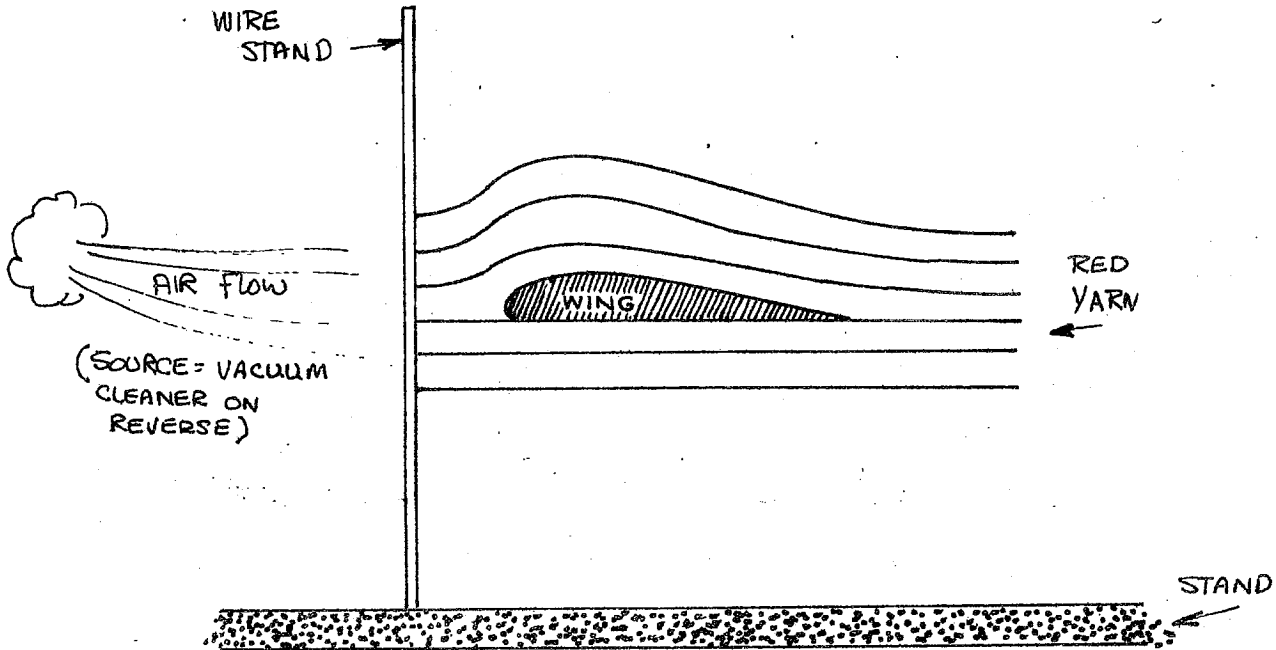




BERNOULLI'S PRINCIPLE

When the SPEED of a fluid is INCREASED,

It's PRESSURE is DECREASED.

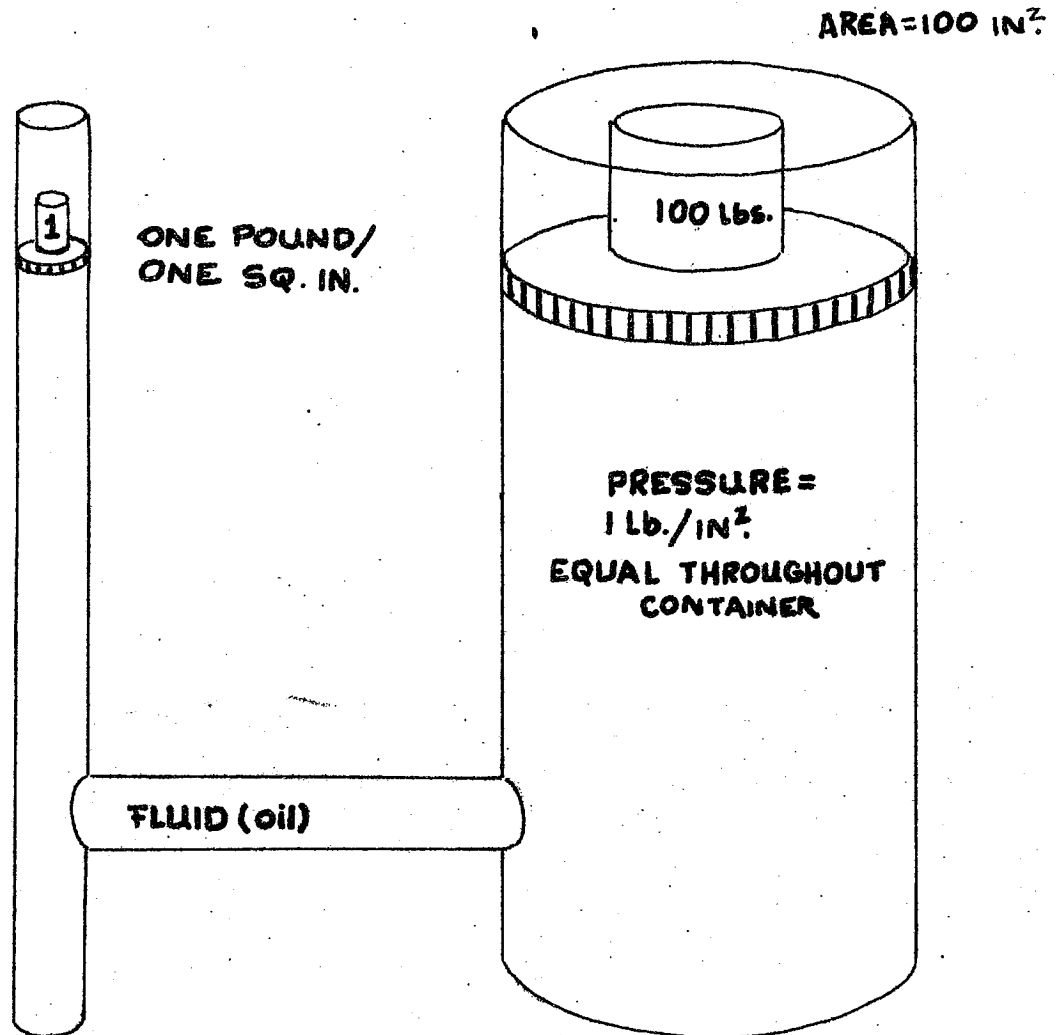


The air (fluid) passing over the upper, curved surface of the wing exerts less pressure than the air beneath the wing. Thus "lift" is produced.

Suggestions: Let the Scouts try moving the wing up, down, and at different angles to the air flow to see what effects the changes have. Have them then try to explain why.

PASCAL'S LAW

PRESSURE APPLIED TO A CONFINED FLUID ACTS EQUALLY IN ALL DIRECTIONS.



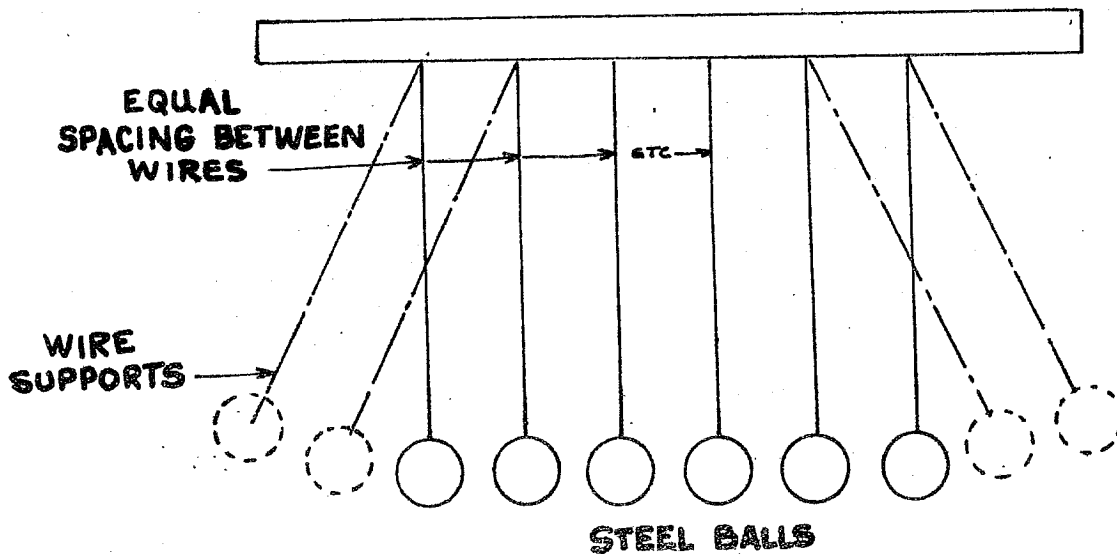
A one pound weight placed on the small piston (left) having a surface area of one square inch will support a one-hundred pound weight when placed on the large piston with an area of 100 square inches.

Example: Car brakes, grease lifts at a garage, any pneumatic device.

INERTIA

(NEWTON' FIRST LAW OF MOTION (Principia 1687))

The tendency of all matter not to change it's motion unless acted upon by another force.

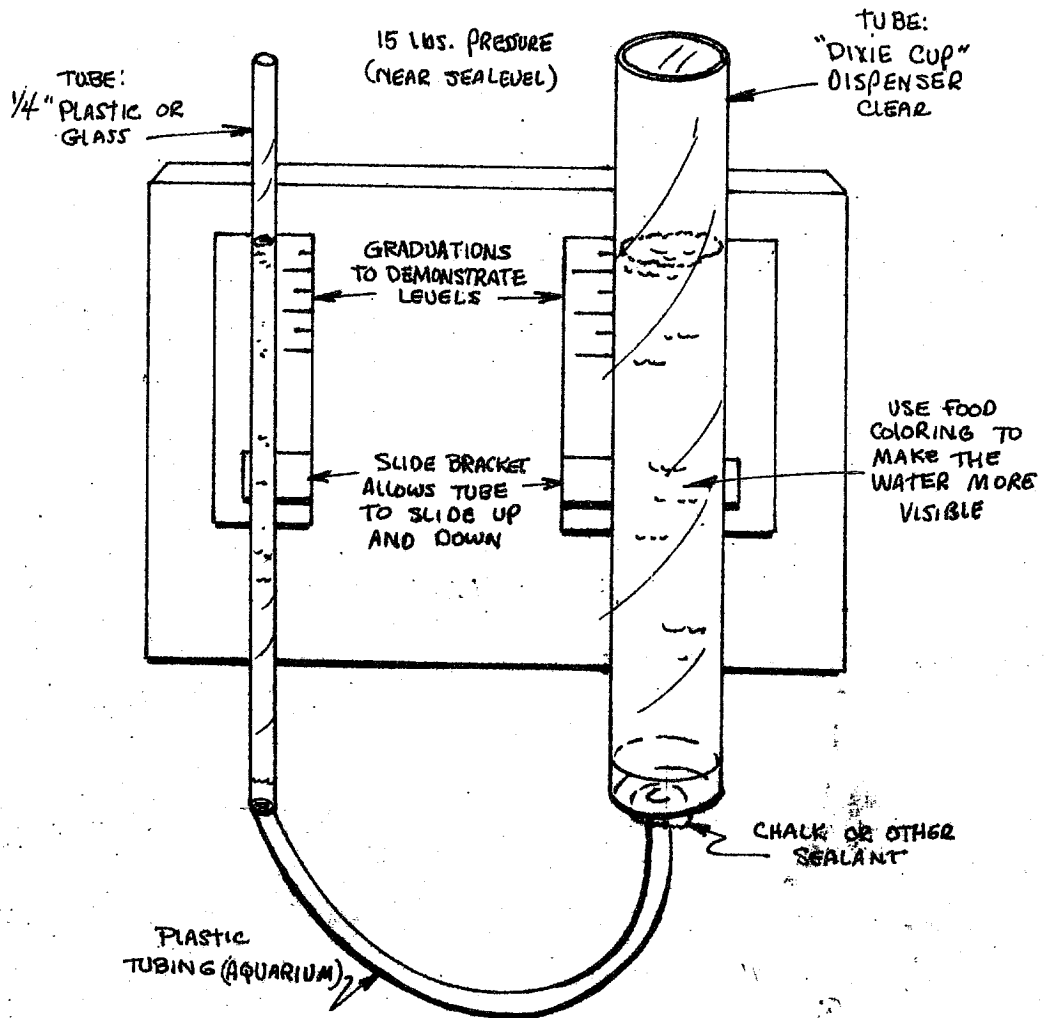


If one of the hanging steel balls are pulled back and released, it will cause each of the other balls to change their state (not moving) to a moving state. But only the last one will actually move. Why?

Example: The best demonstration of inertia is to have a scout recall what happens when the car he is traveling stops suddenly. His body wants to remain in motion and the car wants to stop.

What would happen without a seatbelt/with a seatbelt?

ATMOSPHERIC PRESSURE



Raising the smaller diameter tube up and down will (magically) not effect the level of the fluid in the tube. It will always remain at the same level relative to the larger tube. This is due to the effect of atmospheric pressure on both surfaces of the water. Try to predict what will happen if you put your finger over the top of the small tube and then move it up and down. Will the fluid level still remain equal to the larger tube?

## SOUND EFFECTS

## NITROGEN TRI-IODIDE

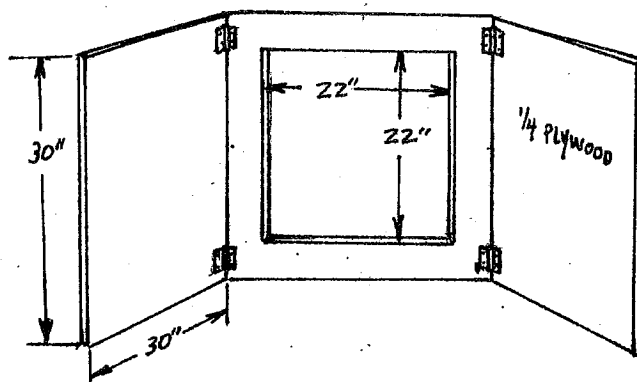
Place in a small beaker 2 to 3 grams of iodine and 15 ml concentrated ammonium hydroxide. Stir and allow the mixture to stand for 5 minutes. Decant and transfer the moist solid to several thicknesses of filter paper and from there onto several asbestos squares placed about 1 foot apart. The moist material on the asbestos is allowed to dry in a place roped off so that no one can come near it.

The red-brown solid is actually nitrogen tri-iodide monoamine and has the formula  $NH NI$ , but it is ordinarily called nitrogen tri-iodide. When dry it is very explosive and may be detonated by the touch of a feather, the landing on it of a fly, or even the slamming of a distant door.

When the nitrogen tri-iodide is thoroughly dry, touch one pile on the asbestos square with the tip of a yardstick or, more spectacularly, with a feather tied to its end. The nitrogen tri-iodide will explode violently with a loud report, and the explosion will set off the other piles on other asbestos squares.

The formation and detonation of nitrogen tri-iodide may be presented by the following equations:





Hinge this table top puppet stage so it can be folded flat. Mount a short curtain (kitchen) rod and curtain and you're all set to entertain the den or pack.

#### WEBELOS CEREMONY

**SETTING:** Large symbol of the Webelos badge made from 1/4" dowels painted gold and dusted with "glitter". Mount this as a background to a simple candle board containing a blue, a white, and a yellow candle. Akela wears an Indian headdress and blanket. Tom-tom beats.

**PROCEDURE:** Pack sits in a semicircle, Indian fashion. Parents sit behind their sons.

**ASSISTANT CUBMASTER:** "We are about to witness a Webelos ceremony to present Cub Scouting's highest award. Will the following Cubs come forward with their parents." (light blue candle and turn down room lights. Tom-tom begins. Akela, Cubmaster, now appears in Indian costume and stands partly facing the pack and the Cubs who are receiving awards.)

**AKELA:** "Many moons ago these braves joined the tribe of the Webeos to enjoy the fun and advancement activities of the Cub Scout trail. To become a Webelos, each boy had to fulfill the following requirements: (Review briefly, then continue.)

"You Cubs have learned to follow Akela, which means the leadership of your Cubmaster, your parents, your teachers, your Den Mothers, or others who are striving to help you become good citizens. Now you have attained the Webelos rank which is the highest award in Cub Scouting. All those who have guided you along the Cub Scout trail are very proud.

The light from these candles will continue to light your way along the Scouting trail. The blue one represents your experiences in Cub Scouting. The White one reveals a bright new trail ahead filled with many thrilling Boy Scout experiences. The yellow candle is to remind you that a little work, along with good hearty fun, can produce rich rewards.

I am pleased to award this Webelos badge to you through your parents. Good luck as you enter Boy Scouting. Keep advancing, and remember: A GOOD SCOUT MAKES A GOOD CITIZEN."

## AQUANAUT-JULY 1984

To most 10-year-old boys, the Aquanaut Activity Badge will be one of the easiest to earn. It will be fun for both the boys and the Webelos leader.

One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the neighborhood pool where he swims daily, but next year at a summer camp, their value will become apparent to him.

### IDEAS FOR DEN MEETINGS:

1. Assign buddies and explain the importance of the buddy swimming system.
2. Make a simple buddy board and have buddy tags for all the boys. Insist that they are used each time they go swimming.
3. After the boys are classified, play some water games and observe your boys carefully. Assign boys to areas according to their ability. Let them try to pass the 100 foot requirement and surface dive optional requirement and the snorkel optional requirement.
4. Have a demonstration of mask, fins and snorkel by an expert. People who have completed the scuba class locally, would be good.
5. If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give the boys a chance to practice them.
6. Have the boys learn the basic safe rescue methods as illustrated by the words: "Reach, Throw, Row, Go, Tow."
7. Take the boys to a swim meet or diving exhibition.
8. Explain how to set up a safe swim area and have the boys set one up.
9. Invite an expert to explain to the boys how to handle emergencies in the water. Tell what to do for cramps, currents, undertows, weeds, how to disrobe in water, use of clothing for floatation, and survival floating techniques. Contact a swimming instructor at the YMCA.
10. Learn about water pollutants in the lakes and rivers in the area. How do they affect water used for consumption and recreation?
11. Study the Safe Swim Defense Plan.
12. Have a swimming speldown for the swimmers. Leader calls out an activity and swimmers performing it stay in; others are eliminated as in spelling match. Some of them are: Swim with one arm out of the water (sidestroke); Duck Dive (surface dive); front somersault; pendulum float; Log roll (arms and feet extended, roll the body); Steamboat (arms forward and feet do crawl kick); Swim on back with both arms out.

### IDEAS FOR PACK MEETING:

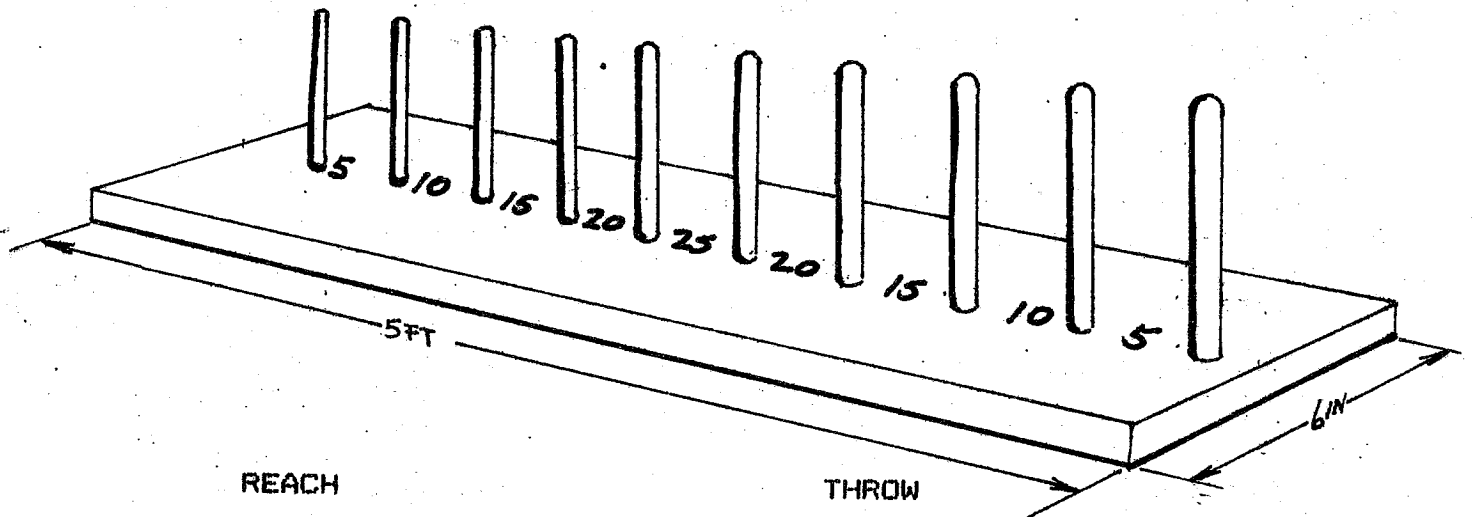
1. Exhibit mask, fins, snorkel, boat equipment, practice dummy breathing.
2. Demonstrate swimming strokes, rescue assists, artificial resuscitation.

PING-PONG BALL RACE

Swimmers blow ping pong ball ahead of them as they race. They must not touch the ball with their hands.

LIFE SAVING SKILLS: "Heave a Life Line."

All boys will enjoy this contest. As they practice their skill and accuracy in heaving a rope to a victim of a water accident, consider 100 a perfect score. The dowels are 6" tall and 6" apart. Each gets 4 throws and the scores are marked between dowels. Construct and paint as shown for indoor use. Use a 25/30 foot rope and a distance of 20 feet from thrower to target. Knot one end of the rope and tie on a bean bag to weight the line. Score is numbered dowel the bean bag hits.



Reach out to a swimmer in trouble with an arm, leg, pole, or anything. Try this method of rescue first.

Throw a line, buoy, or any object that will float, to the troubled swimmer. Try this method of rescue second.

GO

As a last resort. Swimming rescues are for older people. If you must try, push something that floats—an innertube log, etc.—to the victim. Do not let him grab you.

ROW

A boat or canoe as rescue method No. 3. Two rescuers can do a better job than a single person.



## AQUANAUT-JULY 1984

### DROWNPROOFING:

Archimedes' Principle: "When an object is immersed in a liquid the apparent loss in weight of the object is equal to the weight of liquid displaced."

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort.

Knowing how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

Drownproofing is based on the principle that a person who is relaxed in the water will float at, or just below, the surface of the water. No effort is required when floating. But, regular renewals of air are a must and drownproofing includes simple movements so that a regular breathing pattern can be maintained.

Many swimming courses include instructions on "drownproofing."

Remember, don't let the boy try to be a superman! This isn't a test to see how long he can hold his breath underwater. Holding your breath longer than 10 seconds will tire you. The purpose of this float is rest, not exercise.

1. Relax completely. Be lazy. With lungs full, float face down, back of neck on the surface. Rest for three seconds.
2. Get ready to raise face above water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
3. Exhale through your nose as you rise to the surface. With mouth above water, inhale. Your shoulders stay under water.
4. Keep your head straight and push downward with your hands. This keeps your head above water, while inhaling slowly. Don't gulp. There's no rush. In rough water; keep the waves at your back, so they don't break in your face.
5. With lungs full, drop head forward and thrust downward and backward with arms and legs.
6. Hold your breath. Relax. Let arms and legs dangle while you float forward and upward. Practice the "drownproof" float until it's second nature...til you can do it without thinking.

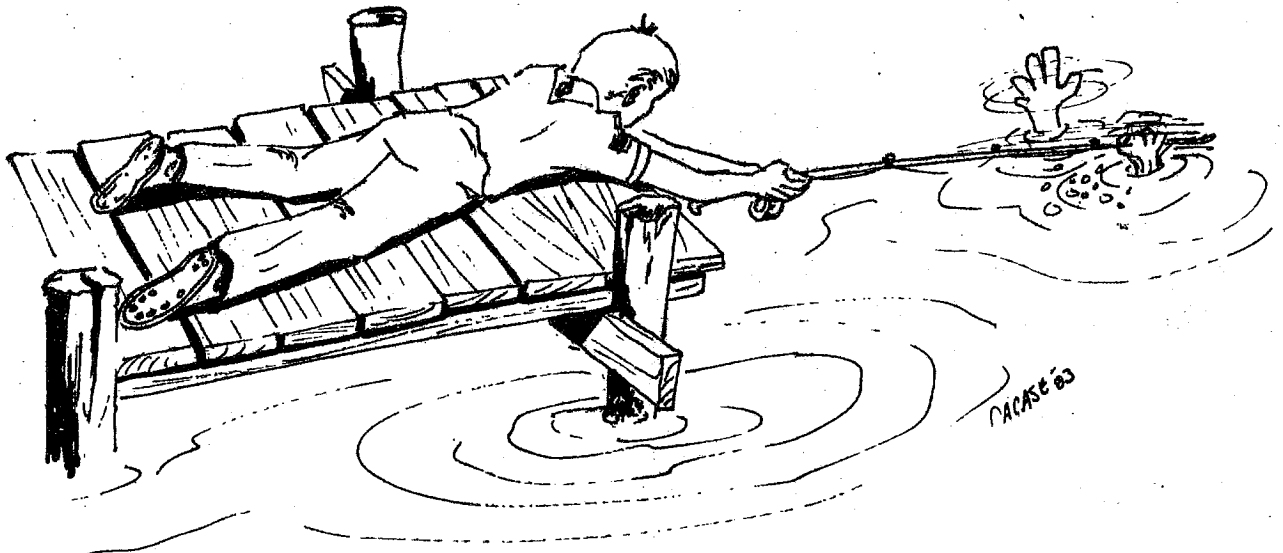
AQUANAUT-JULY 1984

**SAFE SWIM SPOTS:** The best place to swim is one that has qualified lifeguards. If there is not this supervision, always make sure you go with a buddy--NEVER ALONE!

**WEEDS:** It's pretty creepy to swim through weeds. They can get tangled in your legs and cause trouble. If you do get trapped in weeds, don't struggle. Take it easy with slow movements to free yourself.

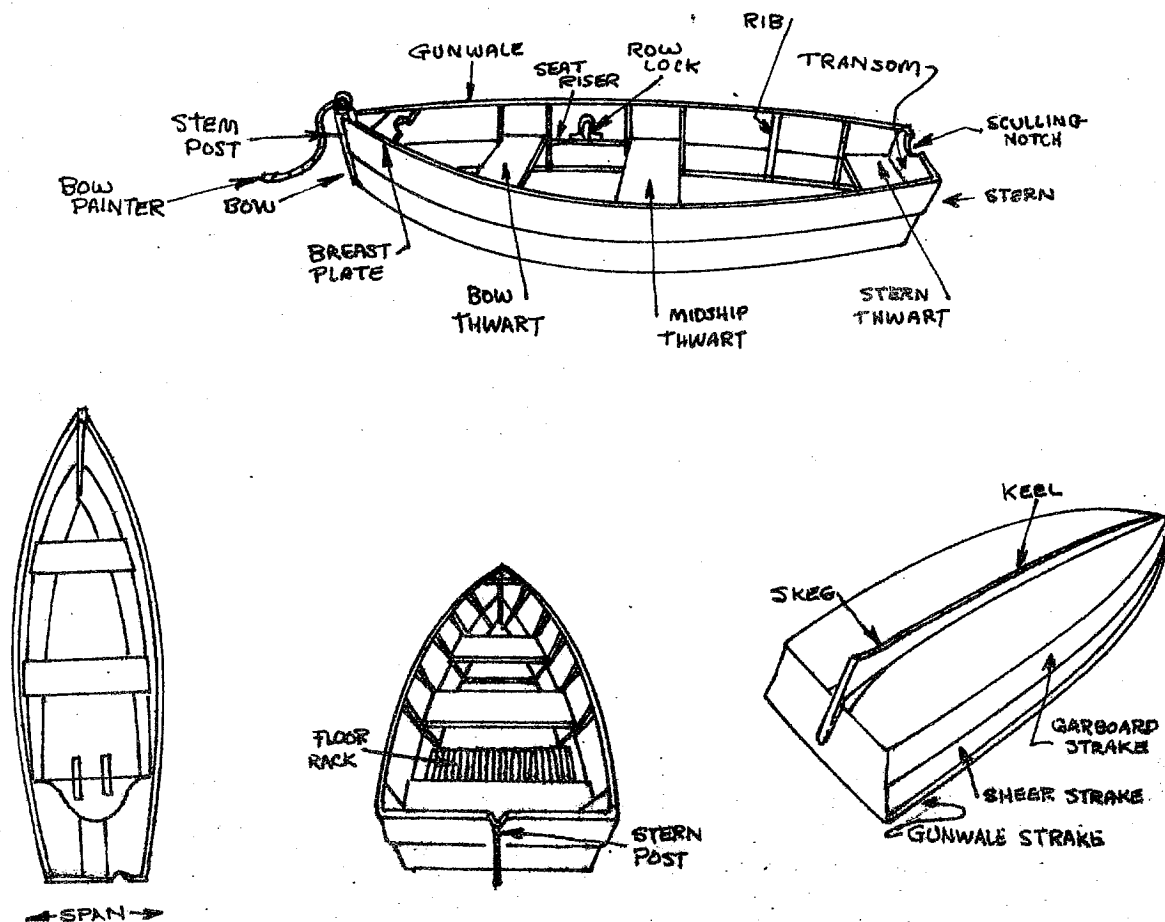
**AFTER DARK:** Don't do it. Supervision is impossible. If you go under you couldn't be spotted.

**CURRENT:** Sometimes you run into these in rivers. It's best to stay away from them. But if you're caught in a current, don't try to swim against it. Swim with the flow and diagonally until you reach shore.



ROWBOATS

The following terms apply to parts of rowboats, regardless of how the boat is constructed or what the materials are.



Rowboats can be capsized or swamped. It usually takes an effort to do it. If it should happen - **STICK BY THE BOAT!** The boat will float and will easily support or carry you until someone comes to help. You are safe if you **HANG ON!**

Aluminum rowboats are light, rugged and require little maintenance. Flotation units are usually built in. Fiberglass boats also use flotation units. They require little care but can be heavy to handle.

With oars you propel the boat. Rowlocks hold the oars in place. The parts of an oar are illustrated below.

Oars are made of straight grained spruce or hardwood. Spruce, while light, wears quickly. Hardwood oars are heavy but last longer and can take more hard knocks.

STUFF-BAG RESCUE ROPE

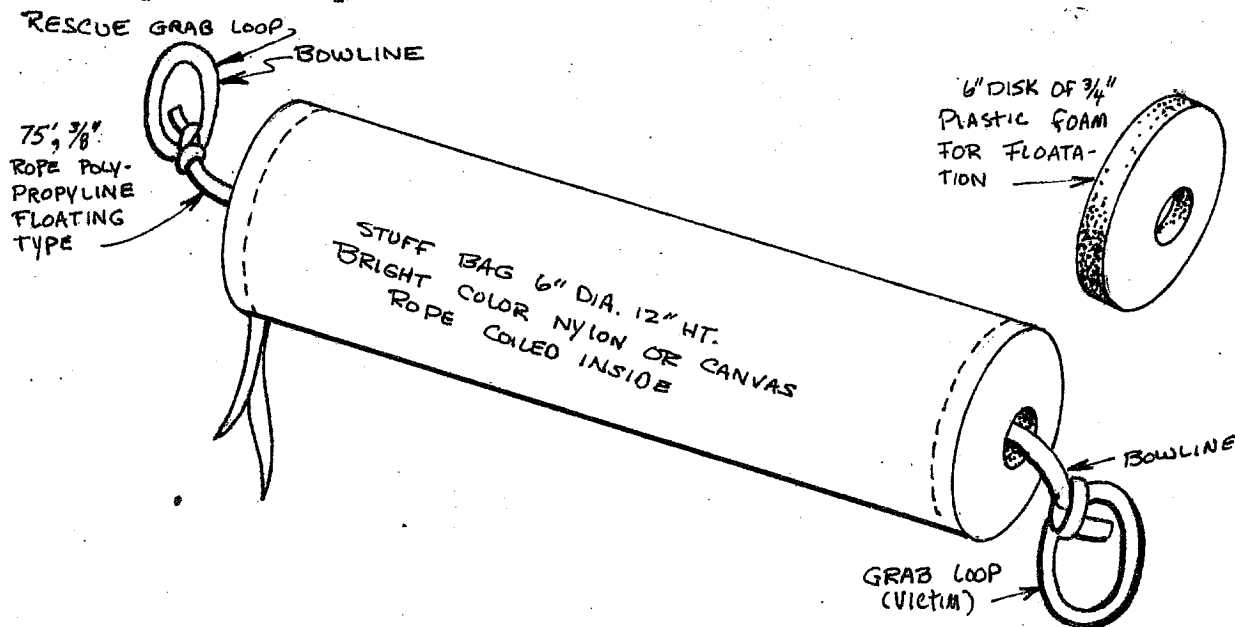
This idea is said to have been used by the Navy in World War II. The stuff bag rescue rope keeps 75 feet of line ready to throw at any time. It prevents the line from tangling while stored, transported or thrown. Best of all, nearly everyone can successfully throw it on the first attempt.

A 6" x 12" bag is made of medium to lightweight canvas or nylon of a bright color (high visibility orange is fine). A one-inch thick by six inch diameter disc of plastic foam or cork is placed in the bottom of the bag. There's a hole the size of the rescue rope's diameter in the center of the disc. (A matching hole is cut in the bag bottom.) The disc is covered with duct tape to keep it from breaking up with use.

The disk keeps the line and bag afloat and helps give the bag a shape that is easier to toss. There's a drawstring at the top to partially close the bag thus preventing the rope from accidentally spilling out.

Polypropylene rope 3/8 inch in diameter and 75' long is best because it floats and that length is a convenient one for most rescues. Pass lone end through the hole in the bag and then the hole in the disk. Make a grab loop for the person to be rescued in that end of the line with a bowline. The other end of the rope should have a similar grab loop for the rescuer.

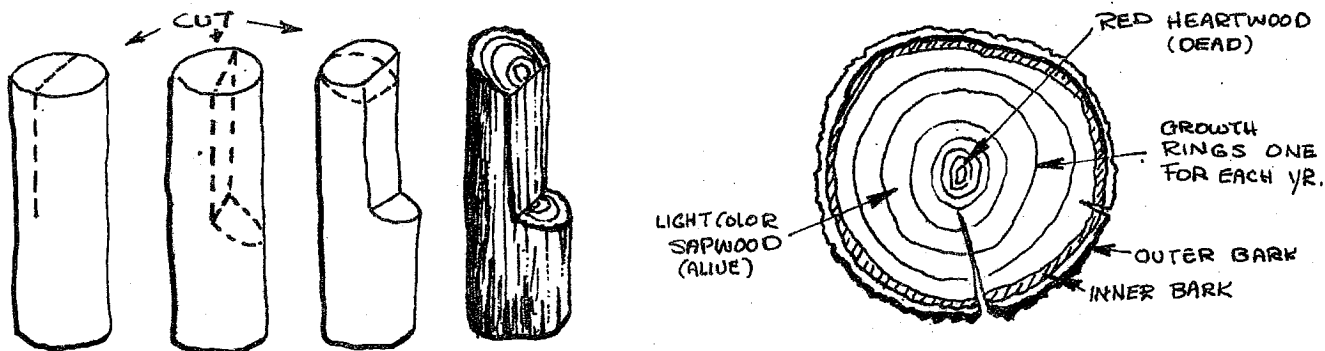
To prepare the rescue device for use, simply stuff the rope into the bag from the open end, permitting the rope to coil naturally inside the bag. Keeping the rescuer's grab loop outside the bag, close the bag loosely with the drawstring and tie it off. Now try some practice tosses. It's best to throw onto water to get the feel. It also helps for second tries since water inside the bag adds weight for better throws.



TREES - From the Inside-Out

With a little work, small round fireplace logs or tree branches will show what a tree looks like from the inside out. A cut-away view will show the pith, heartwood, spring growth, cambium layer, and bark. Annual rings can be seen on a cross section; knots show where branches start; rough sawed wood can be compared with a finished and varnished section. Here's how:

1. Obtain small sections of various local trees. These may be obtained from trees being cut for lumber or for other purposes. If green, allow to dry in a warm place for several weeks. Note age of samples and if taken from branch or trunk. (Note: Get permission from the owner before cutting any tree branches either alive or dead! Be sure you know how to make the cuts so the tree will not be damaged.)
2. Sections should be about 3 to 5 inches in diameter and about 12 inches long. Saw the ends squarely.
3. Retain the bark. Saw sections lengthwise half way down the center. Remove one piece by sawing crosswise to the end of the lengthwise cut. Finally, saw a small diagonal piece off the top of the remaining half.
4. Sandpaper the top half of the cut-away sections and apply a thin coat of varnish or shellac. Leave the bottom half as rough sawed wood.
5. Insert small screw eye at end of each block. Hang on a board of native lumber. Add brief descriptive matter about each part of the log sections--name of tree, its range, fruit, leaves, and what its wood is used for.



More than 180 million Americans depend on 489 million acres of forest land for their wood supply. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for the forest products they will need.

Natural resources are precious! They should be carefully protected.

WHISTLE SLIDE

The handiest neckerchief slides, like this one, do more than hold your neckerchief snugly around your neck. This slide is also a whistle. Use it to call for help or for fun in your den. Each end whistles a different tune, so you can make up a secret den signal.

To make your own, begin with a 5" length of 3/4" by 3/4" clear pine or other soft wood. Use a 1/4" drill bit to drill a 2" hole in one end and 2 1/2" hole in the other.

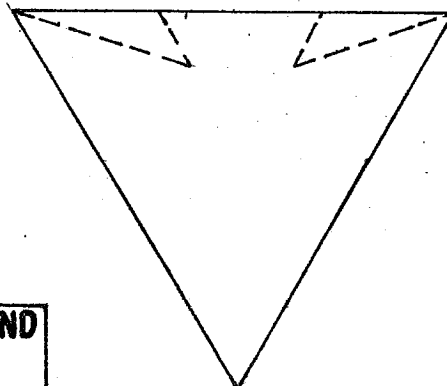
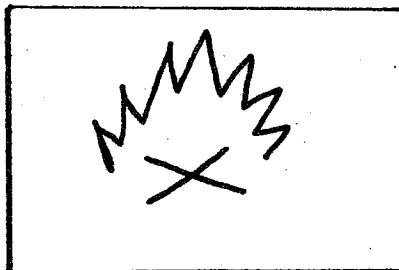
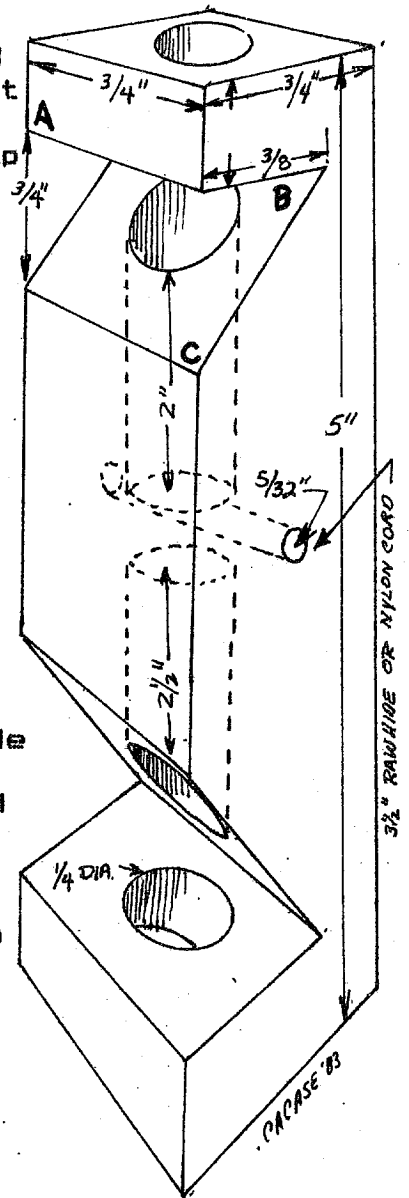
Now, using the illustration as a guide, make a line 1/2" from one end (A). Make a second line 3/4" from the first (C).

Use a coping saw to cut 3/8" deep at the first line (B). With your Scout knife or a hobby knife, carefully remove the wood between A, B, and C.

Do the same thing at the other end of the whistle. With both ends carved, flatten one side of two dowels, each 1/4" in diameter by 1/2" in length. Insert one piece of dowel into each end of your whistle and adjust in or out for the clearest sound.

Use your knife to shape the whistle, as shown in the drawing.

To make it into a neckerchief slide, drill a 5/32" in diameter hole through the side of the whistle. Glue the ends of a 3 1/2" length of rawhide or nylon cord into the hole.



**PATTERN FOR LEATHER BAND**  
1/2" x 2 3/4" INCHES



## SPORTSMAN-OCTOBER 1984

In recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are interested most in doing. 79% of Cub Scout age boys considered learning how to play in team sports as very important. Boys are interested in sports no matter where they live. Sports are fun to watch, but they will enjoy them more if they understand the rules and are able to participate in the game.

When boys have difficulty with this badge, it is usually due to the fact they do not participate in sports. With this in mind, try to plan den outings that will involve as many sports as you can work in. Include High School and college games, as these games generally have more all around enthusiasm. Be sure the boys have a good basic knowledge of the rules of the game and most important, the objective of the game. Do not be too critica of those boys who do not excell, but instead, judge each boy on whether or not he is doing his best.

### Suggested Den Activities:

Have each boy make a list of the sports in which he participated during the past few months.

Learn what two individual and two team sports the boys will want to do.

Invite a sports figure, coach or referee to visit your den meeting and tell the boys the importance of team work, fair play and good sportsmanship.

Plan a trip to a football or baseball game with the boys and their dads.

Display posters on football signals and discuss them with the boys. Practice these signals until the boys know them well.

Make shuffleboard discs and cues as shown in Webelos handbook. Lay out a court with chalk on the driveway and play a game.

Plan a father/son bowling night.

Decide on a sport to demonstrate at pack meeting. Choose one that most Cub Scouts won't know much about, so they will learn something.

Let the boys practice archery, using a bale of hay behind a paper target. Teach them the safety rules.

# CRAFTSMAN

## NATURE PRINTS

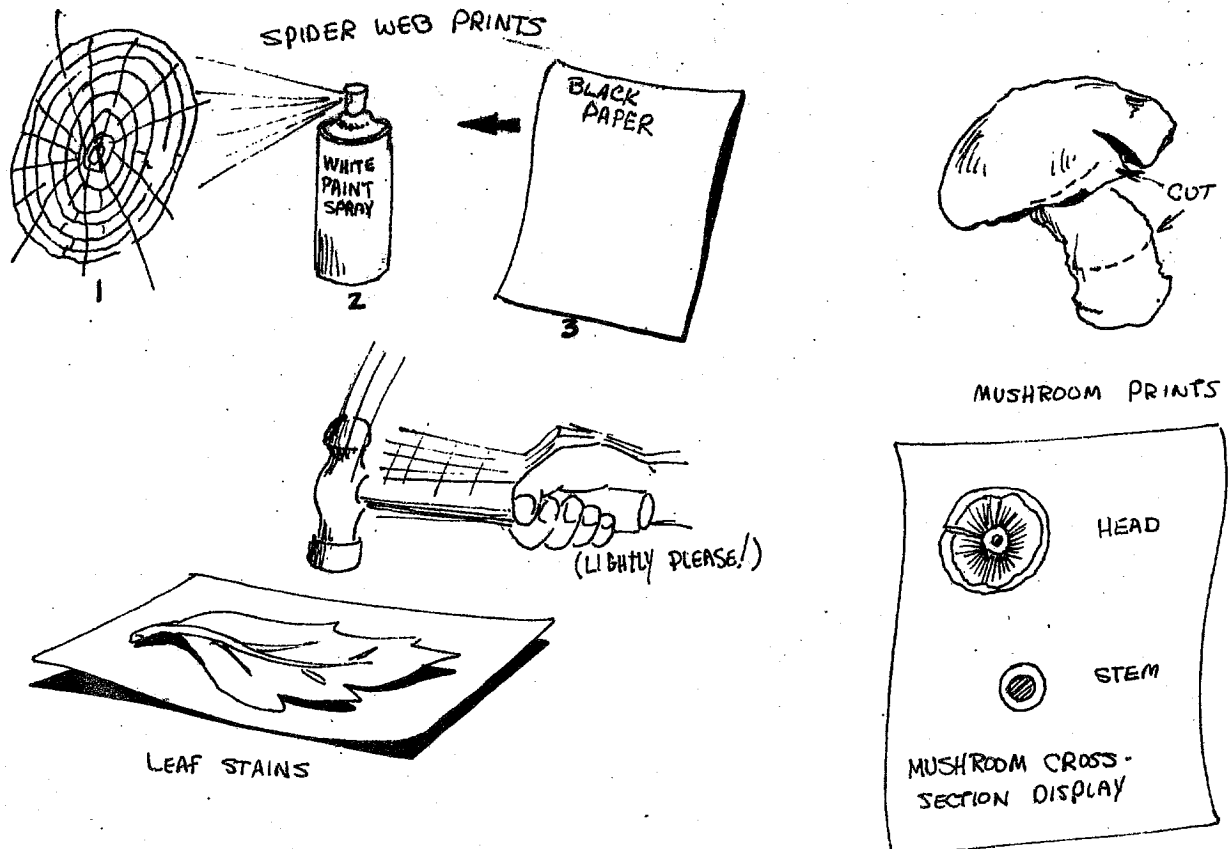
**Spider Web Prints:** Spray reverse side of web with white enamel paint. Ease black construction paper up to painted side of web. Let web stick on paper.

**Leaf Stains:** Place leaf (underside or vein side up) on paper or cloth. Pound leaf gently with hammer. (This must be done on a smooth surface like marble or formica)

**Mushroom Print:** Place fresh picked mushroom flat side down on white paper. Cover with bowl to shut out light. Remove bowl in 1-2 hours.

Crafts projects for all ages of boys, including Webelos, are in another section of this book. Try to utilize tools that require patience, training and supervision, like hand drills, saws and files. Get help from other dads or moms to supervise. The workmanship the boys will learn will be a source of pride every time they see the object - bookcase, note holder or whatever - displayed in their home.

**NOTE:** These 4 Activity Badges - Craftsman, Artist, Athlete and Geologist are not specifically scheduled, and may be worked into your den's program any time during the year.





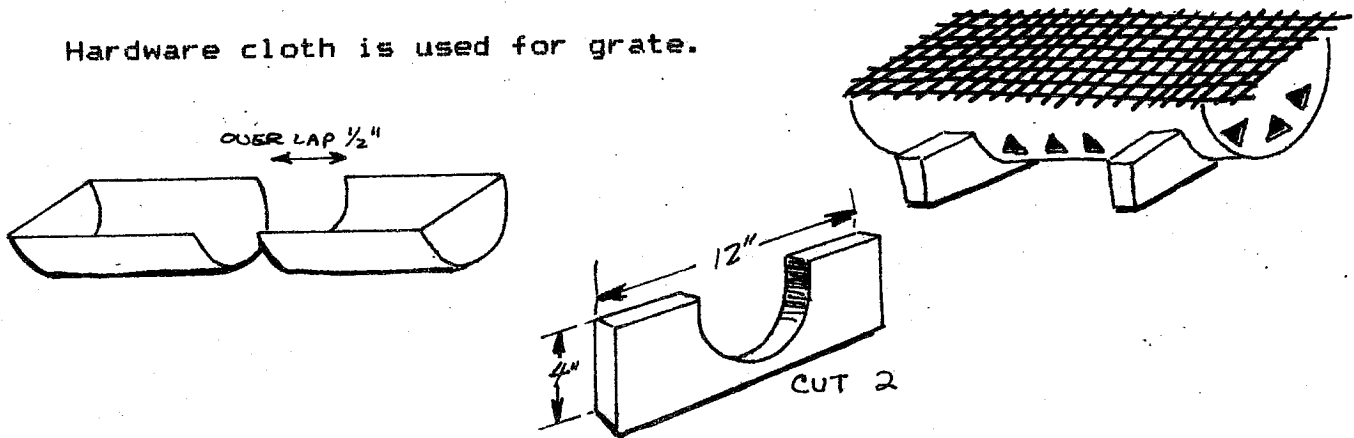
## CRAFTSMAN

### TIM CAN HIBACHI

Materials: One 3-lb coffee can  
One 9" x 18" hardware cloth  
Two 4" x 12" x 3/4" wood

1. Cut off one end of can just behind rim.
2. Cut can in half lengthwise.
3. Rivet two halves together (open end to open end) to form one long trough.
4. Using can as template, mark curve on 4" x 12" pieces of wood. Cut out half round piece to provide base for hibachi.
5. Punch vent holes in lower portion of can and put hibachi on wooden base pieces.
6. Put 1" coarse gravel in bottom. Add charcoal, light and cook.

Hardware cloth is used for grate.



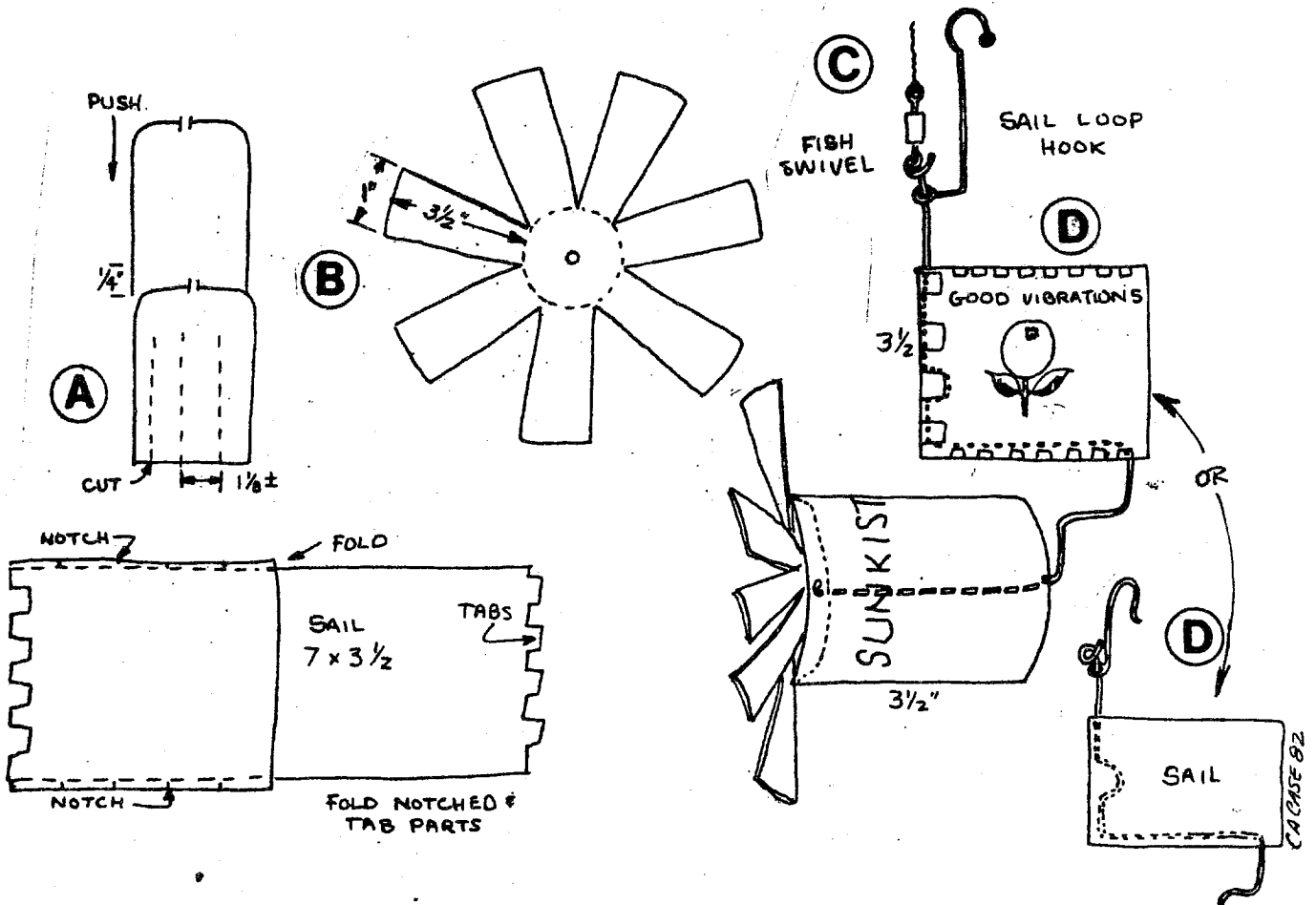
### ALUMINUM CAN WEATHERVANE

Materials: 3 aluminum soda pop cans  
tin snips  
wire

1. Set one can aside - turn the other two upside down. Locate center of bottom and punch hole in same with hammer and nail.
2. Next cut the top off all three cans, easiest way is to start at the drink hole, snip edge open and then around can. Watch out for cuts. Trim the cut edge, if too rough, making relatively straight.
3. Now get one can squarely on top of another. Fig. A and push together - after starting, turn upside down and tap or push with palm of hand - recessed portion of top can should only be 1/4" to 1/2" or bottom may split open (if it does, use it for sail and use 3rd can and try again).

CRAFTSMAN

4. Using tin snips again cut top can down sides about every inch or so for vanes. Too thin and strength is lost. Cut down to within 1/2" of bottom can. Once this is done, bend each strip back as in Fig. B. Then give a little twist to the right at the bend of each to allow for wind deflection.
5. Cut a 2 ft. length of wire (coat hanger or common household utility wire) and push through both openings of can bottom. Bend up into short hook.
6. Bend wire again where it comes out of bottom and then again where the sail will be attached (one can width). Make a loop at end.
7. Cut down one side of third can and cut off bottom. Flatten slip into U shape wire and crimp into place with pliers, must be solid to turn towards the wind.
8. Last, push fish swivel on top and wire Fig. C or make separate loop smaller than first so that sail loop moves freely yet is supported Fig. D.

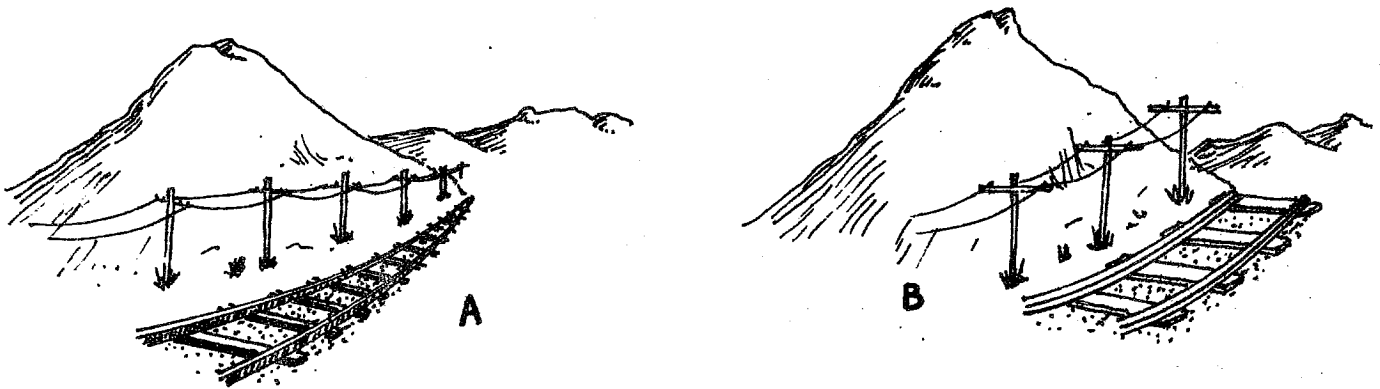


## ARTIST

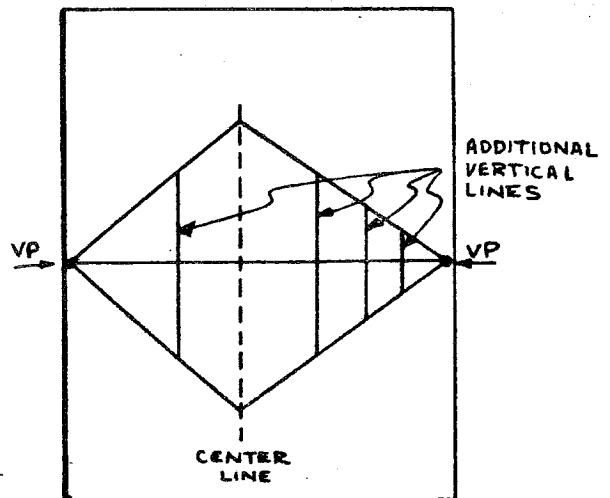
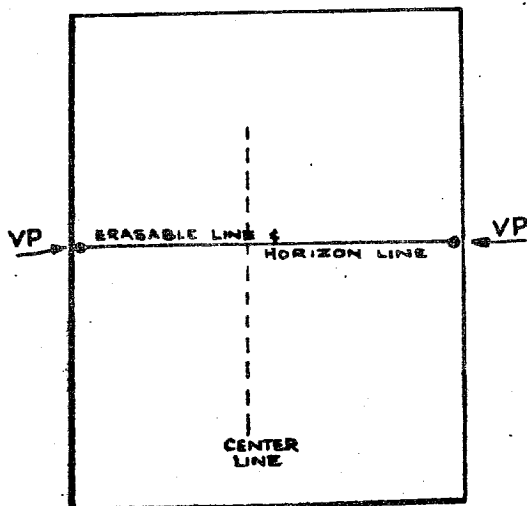
The artist Activity Badge is a gadge that allows a boy to express himself with his hands, his mind and his sense of accomplishment. The world of the artist can be an adventure into the future, the past, or the present. Use this badge as an opportunity to let your boy's minds wonder into the world of color, design and imagination.

### REQUIREMENT 1: ORIGINAL DRAWING

Before the boys begin their drawing it might be helpful if they understood the word PERSPECTIVE. It can probably best be described by telling the boys that it is a method used by an artist to put depth or show distance in his picture. For example, have you ever seen a railroad track as it disappears across the desert? (See the comparison in diagram A & B).



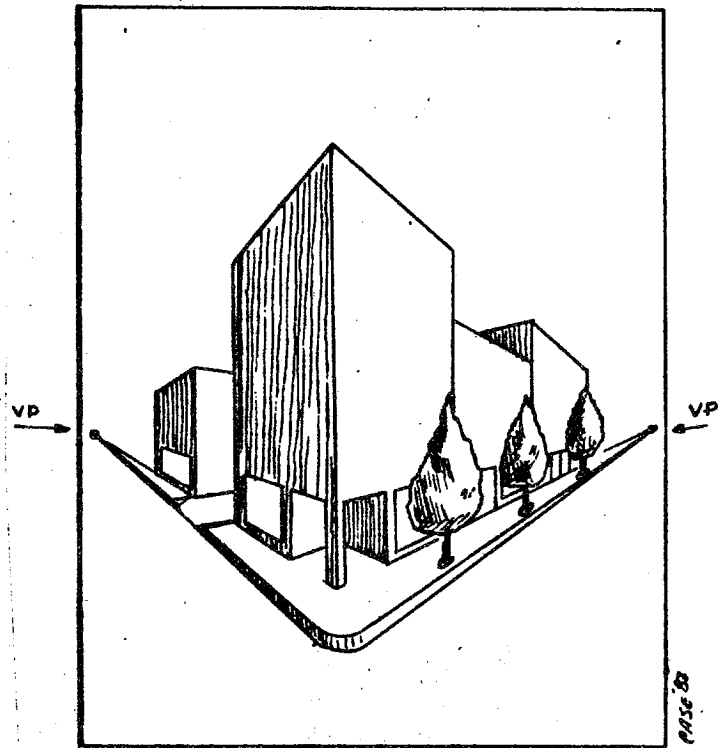
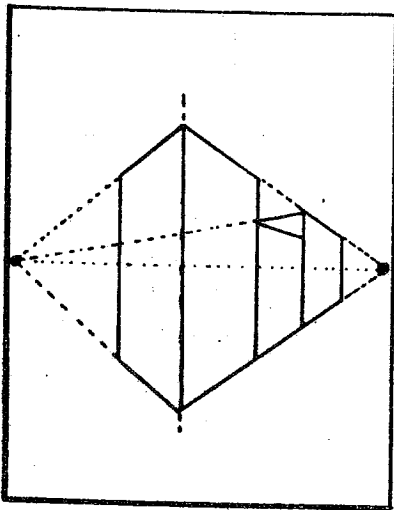
There is another kind of PERSPECTIVE that is a little more difficult to explain. It starts by placing two vanishing points on a clean piece of paper. (See VP on the diagram below). Put one VP on the left side of the paper and one VP on the right side. Place each, the same distance from the bottom of the paper. Now draw a light erasable line (see Horizon on the diagram below) between each VP to connect them.



## ARTIST

The next step is to draw a vertical line anywhere along the horizon line (as indicated by the dotted line in the diagram). This vertical line will be your center line. AND, this is the tricky part...by drawing lines from the VP's to the center line you will accomplish the PERSPECTIVE affect as desired.

Add additional vertical lines and you begin to give your drawing real depth.



Perhaps you can begin to see your drawing start to take shape. By erasing a few lines you can better see the beginning of what appears to be a city block.

Note: All the lines on the right side of the building come from the right VP, and so with the left side. The building tops and bottom lines meet each other at the same point on the center line.

Once you catch on to the directions the different lines come from, you can begin to use your imagination by adding signs that extend out over the sidewalk, trees along the street, and you can add doors, windows and people if you want.

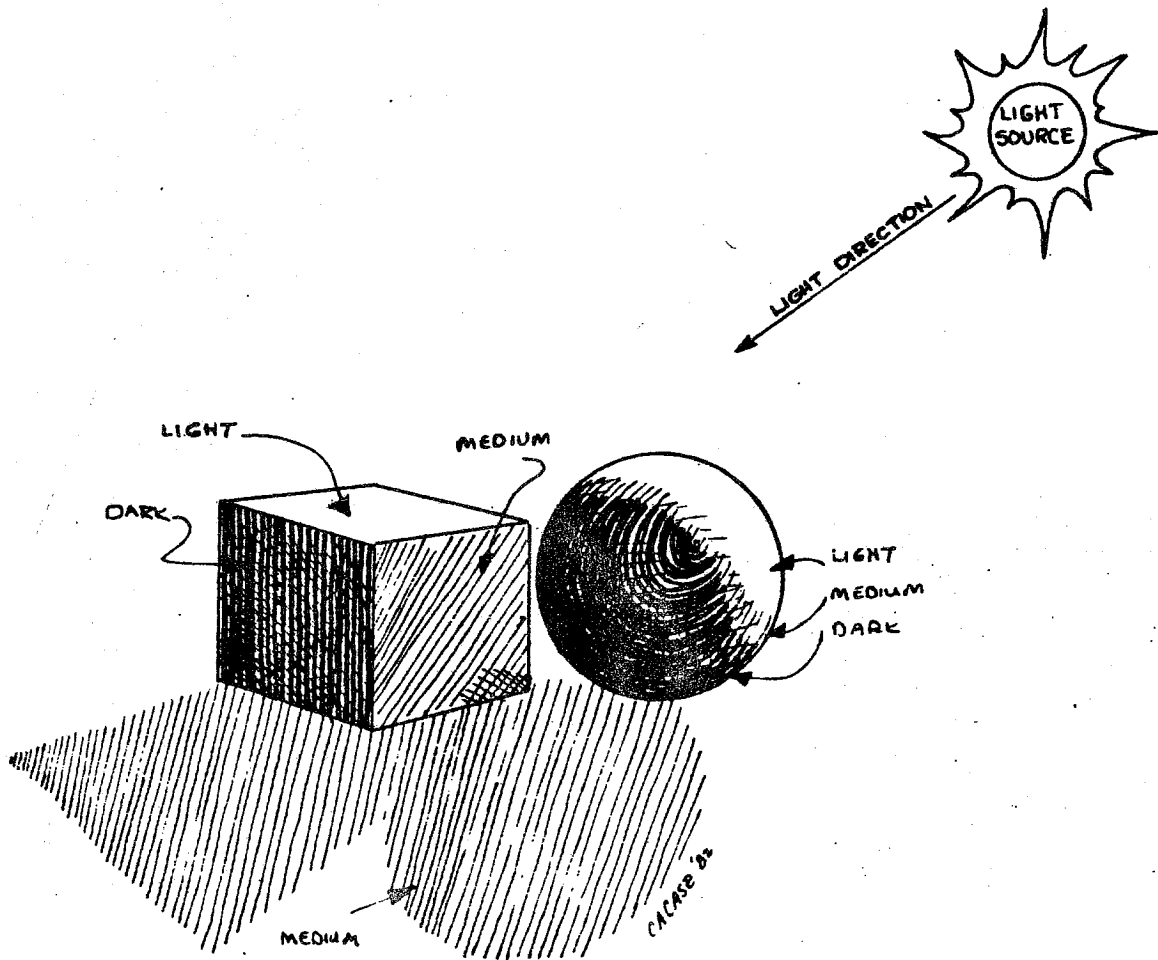
To complete this requirement, after it is penciled out, have your boys color it. Use watercolors, poster paint, crayons or oil paints.

# ARTIST

A FRAME can be made from a variety of materials. Corkboard, mattboard, or wood. A wooden frame would meet the construction requirements, especially if it is decorated or painted after being made from scratch.

SHADING your picture, or more simply put, using light, dark and medium colors. The important thing to remember when it comes to SHADING is to remember where your light source is at all times. The side of your subject that faces the light is obviously going to be lighter than the side that is away from the light. A good example of this is the Solar System model with the sun shining on the earth and all the planets.

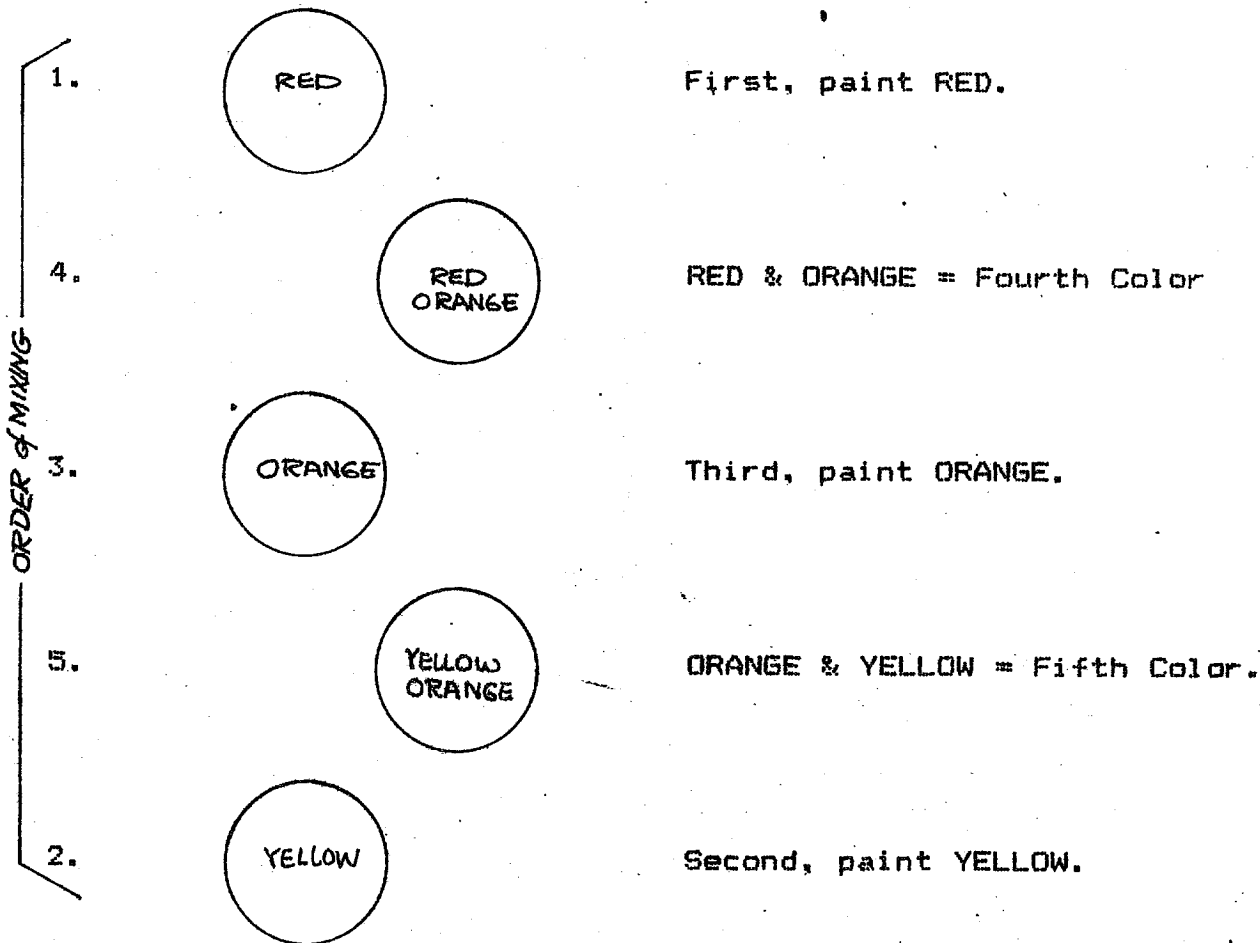
In the picture below, we see the earth as half day and half dark.



ARTIST

REQUIREMENT 2: COLORS

A color wheel is a quick and easy way to gain understanding of the primary and secondary colors. Supply each boy with RED, BLUE, and YELLOW poster paint. Then, make 12 circles or squares to be filled in with 12 colors, of which 9 will be mixed by the boy. Follow the color wheel diagram on page 37 of the Webelos Scout Book.



Continue this procedure until you have completed the wheel.

To change the hues of any color you add either white or black to lighten or darken your color---so it is possible to paint a picture with as many colors as you need by using only 3 primary colors and black and white. As a reminder, black and white are not considered colors. Black absorbs all colors and white reflects all colors.

## ARTIST

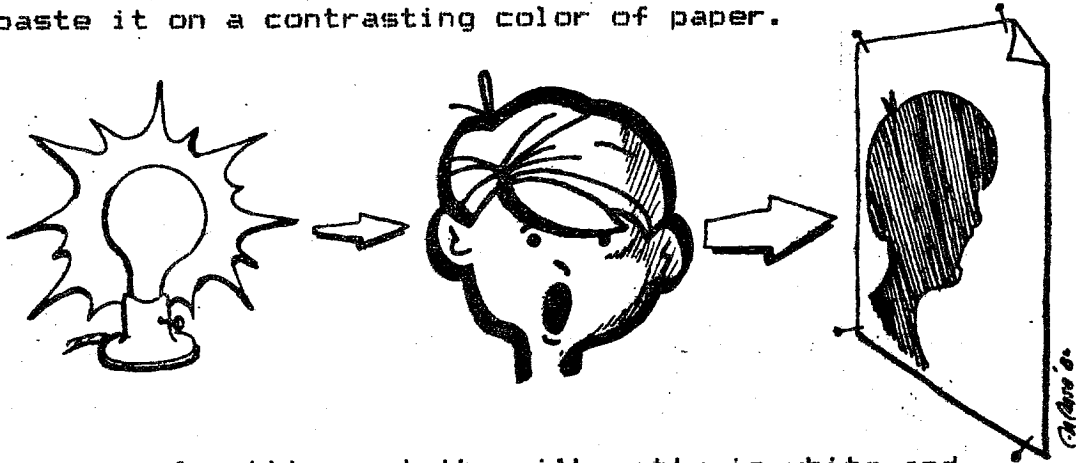
### REQUIREMENT 3: DESIGNS

The use of Autumn COLORS, Winter COLORS, or one COLOR with different HUES is a neat way to make a Mother's Day card, or a special card. Design it and decorate it with a DESIGN full of COLORS that meet the occasion.

You may try giving each boy a bottle or jar top, a small box or an odd shaped item and have each boy draw or create a DESIGN to be colored by him. The challenge is to be CREATIVE.

### REQUIREMENT 4: PROFILE PICTURES

Profile pictures of your boy's heads make an excellent gift. But, don't limit profiles to people. Try some odd shapes, plants or hand shapes. This is an easy quick requirement to meet. All you need is a bright light, a wall and paper. After you have the shape drawn, have the boys fill it in, or cut it out and paste it on a contrasting color of paper.



The reverse of cutting out the silhouette in white and gluing to a dark background can also be done. An interesting Christmas gift for the family could be for the boy to do silhouettes of the entire family in 1/8" wood. The silhouettes can then be painted black and nailed to a piece of 1" thick wood to be mounted on the wall. Paint the nails over when touching up.



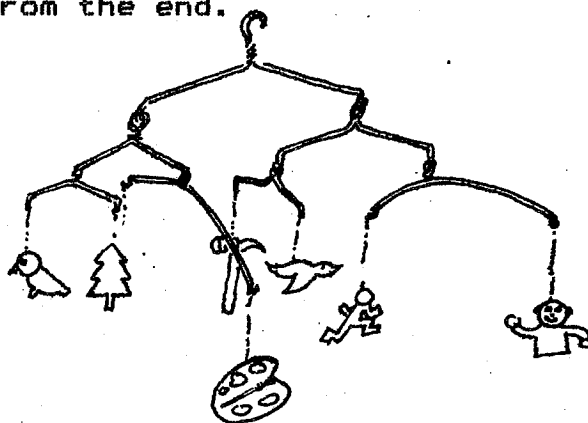
## ARTIST

### REQUIREMENT 5: CLAY

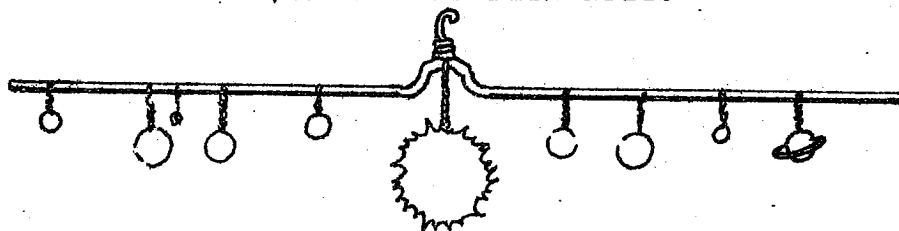
Keep it simple. Leave the fine details out. CLAY is fragile and breaks easily. Decorations are encouraged. Small vases, jewelery holders or pots are most adaptable. Refer to your Webelos Scout Book, page 45, for more details about different types of CLAY and its' uses.

### REQUIREMENT 6: MOBILES

For a mobile all that is needed is string, coat hangers and 5 or 6 related objects. Cut the coat hangers to different sizes and hang the object from the end.



A "Solar System" mobile can be made with a 2' length of 1/8" dowel and various size circular pieces of wood used to represent the sun and planets. Dangle these from the dowel with the sun in the middle and the planets to each side.



The boys can have fun making an Activity Badge mobile, using some or all of the badges, depending on the size mobile they want to make. While coat hangers could be used for the arms, an interesting and easy to work with item is the reeds which are used for balloons or basket weaving etc. These are available at Wrights Party Supply on Market St. and are not very expensive. While the Badges can be cut out of cardboard and covered with foil glued on or painted silver an interesting item to make the badges out of aluminum pop cans. Cut the can open and spread out flat. Draw your badge on it using any of pattern.

After they are all cut out, any markings can be painted on with Black paint but a more intriguing way is to lay the badge on a piece of scrap wood and with a hammer and nail pound in the features and lines. Spray with silver paint the printed sides. With hammer and nail or small drill make holes for running thread through.

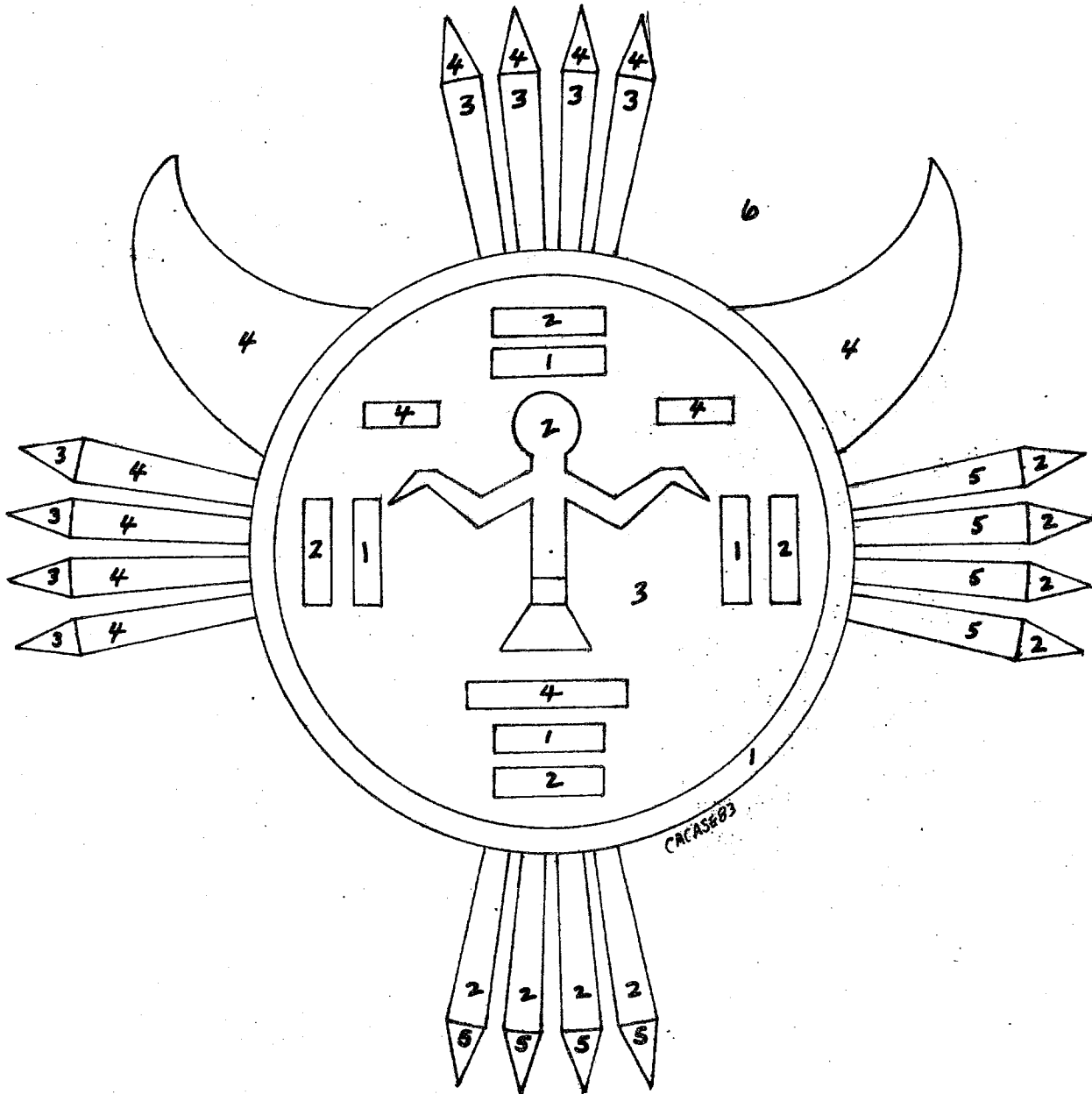


ARTIST

Sometimes, the current activity badge for Webelos cannot be tied into the theme for Cub Scouting. This month is an exception. Below is the design for San Painting.

CHIRICAHUA SUN  
(Partial)

Blue (1) Light Brown/Orange (2) White (3) Black (4)  
Beige/Green (5) Natural (6)



## ATHLETE

**INDOOR GYM EQUIPMENT** - If you have a basement with an exposed beam, put up a chinning bar. The simplest type is a broomstick fastened to the beam with a rope. Make sure you have plenty of room between the broomstick and the beam, so the boy will not hit the beam with his head.

Barbells can be made from a pair of old auto brake drums (obtainable at most auto junkyards) and a 36" length of 1 1/2" pipe. The boys can help you secure the drums firmly to the pipe.

Two quart plastic containers filled with sand make good dumbbells. As a boy develops his muscles, he may want to increase the containers to half-gallon size.

An old inner tub (not inflated) makes an excellent muscle builder for arms, legs, back and chest.

**OUTDOOR OBSTACLE COURSE** - This helps keep a boy in shape.

Make a rope climb by hanging a 1" 10 foot long rope from a tree.

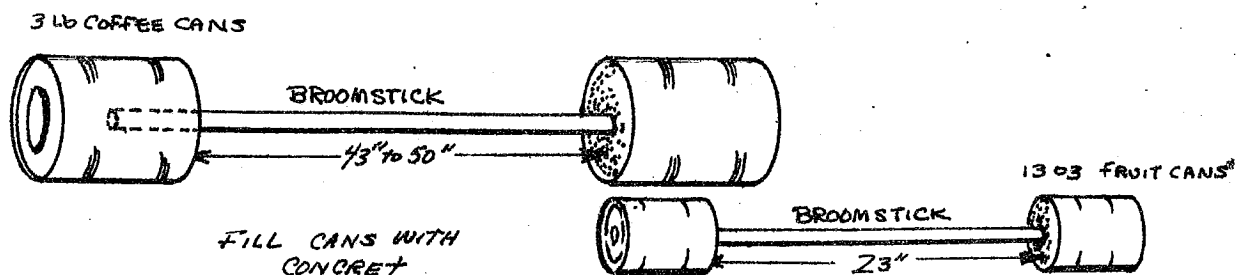
To help develop balance, set a 10 foot 2 x 6 'walking plank' securely in the ground.

Five or six old tires make an excellent zigzag course which will help the boy develop balance while building up his leg muscles. The object is to step from tire to tire as he runs the course. Stagger tires one full pace apart.

Make a 'crawl through' by using an old wooden barrel turned on its side. Cardboard boxes will work also.

Barbells can also be made the following way: Cut a piece of broom handle to approximately 43 to 50 inches. Locate the center of each coffee can and drive a nail through, then remove the nail. Then align the nail hole on the center of the end of the broom handle, and nail the coffee can onto the handle. Repeat the same of the otherside. Then fill the coffee cans with cement or plaster of paris. If plaster of paris is used it is advisable to add a 1/4 can of small stones or rocks for additional weight. After the material is hard, paint as desired.

Dumb-bells, used for arm exercises, are constructed similar to the barbells. Just cut the broom handle to approximately 23 inches and use smaller cans as illustrated.



INDIVIDUAL SCORE CARDS

ATHLETE

INDIVIDUAL FITNESS RECORDS

NAME \_\_\_\_\_

DEN \_\_\_\_\_ MEDICAL CHECKUP \_\_\_\_\_

| TEST                  | #1 | #2 | #3 | #4 | #5 |
|-----------------------|----|----|----|----|----|
| SIT-UPS               |    |    |    |    |    |
| PULL-UPS              |    |    |    |    |    |
| PUSH-UPS              |    |    |    |    |    |
| STANDING<br>LONG JUMP |    |    |    |    |    |
| 50-YARD DASH          |    |    |    |    |    |
| 600-YARD<br>RUN/WALK  |    |    |    |    |    |

INDIVIDUAL FITNESS RECORDS

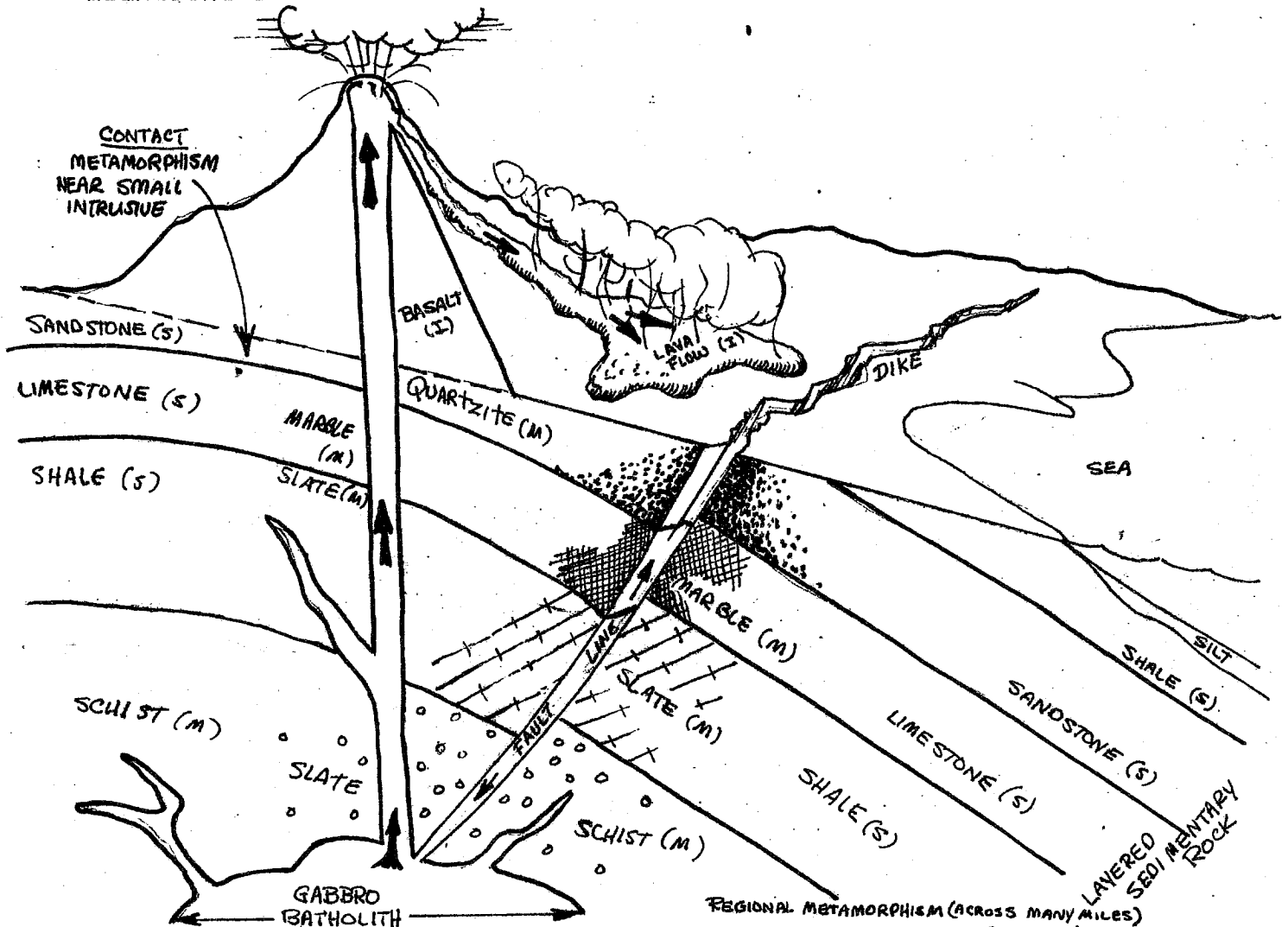
NAME \_\_\_\_\_

DEN \_\_\_\_\_ MEDICAL CHECKUP \_\_\_\_\_

| TEST                  | #1 | #2 | #3 | #4 | #5 |
|-----------------------|----|----|----|----|----|
| SIT-UPS               |    |    |    |    |    |
| PULL-UPS              |    |    |    |    |    |
| PUSH-UPS              |    |    |    |    |    |
| STANDING<br>LONG JUMP |    |    |    |    |    |
| 50-YARD DASH          |    |    |    |    |    |
| 600-YARD<br>RUN/WALK  |    |    |    |    |    |

## GEOLOGIST

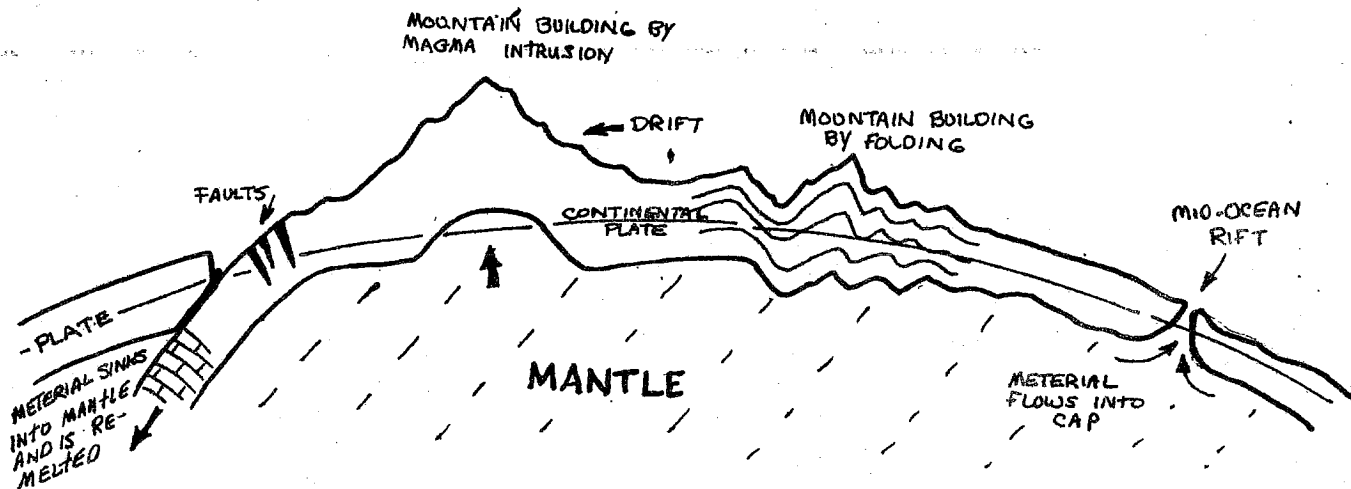
As the North American plate drifts west, a gap in the floor of the Atlantic Ocean called the MID-ATLANTIC RIFT gets wider. Molten rock from the mantle flows in to fill the gap, and new rock is formed. Pressure between the plates causes wrinkles and folds in the crust, forming mountain ranges. This pressure causes cracks and faults throughout the plates, and magma from the mantle can rise through these weak points and also form mountains and volcanos.



We have learned about two ways that rocks can be formed: magma can be squirted up through weak points in the crust, just like toothpaste from a tube, to cool at or near the surface. Such rocks are called **IGNEOUS** (from a word meaning "fire"; - the word "ignite" comes from the same source). Rocks which form from layers of silt are called **SEDIMENTARY**. There is a third kind of rock, formed when sedimentary rocks are changed by heat and pressure into a different form. These rocks are called **METAMORPHIC**.

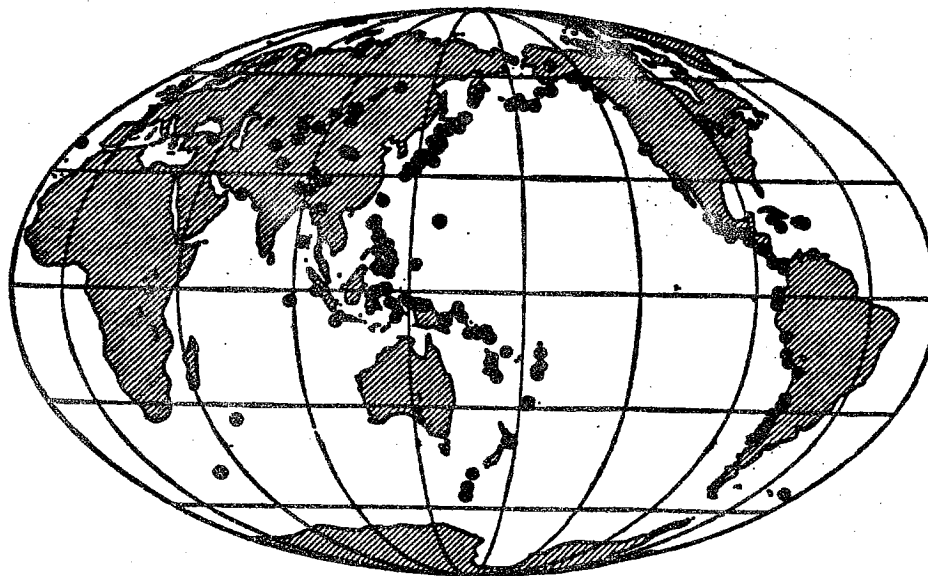
These are the three kinds of rock: **METAMORPHIC, IGNEOUS, and SEDIMENTARY.**

HOW ARE MOUNTAINS FORMED?



If we can imagine a continent-sized "raft" floating on a semi-liquid ocean of magma, we can see how mountains are formed.

The North American plate has been drifting from east to west at the rate of a few centimeters a year for about 200 million years. The line where it joins against the Pacific plate is called a FAULT, and is an area where the crust is weaker and the drifting plates can rub against each other. The main fault line runs parallel to the Pacific coast through western California, where it is known as the "San Andreas Fault." (Since San Diego is west of the San Andreas Fault, we actually live on the Pacific plate.) Edges of continental plates are very active areas for earthquake and volcano activity. Mount St. Helens is located on the boundary between two plates. In fact, if you mark on a map the locations of the major earthquakes (greater than eight on the Richter Scale), you will see that the whole Pacific Ocean is outlined. This is called the "Ring of Fire" and you can see it on this map.



# GEOLOGIST

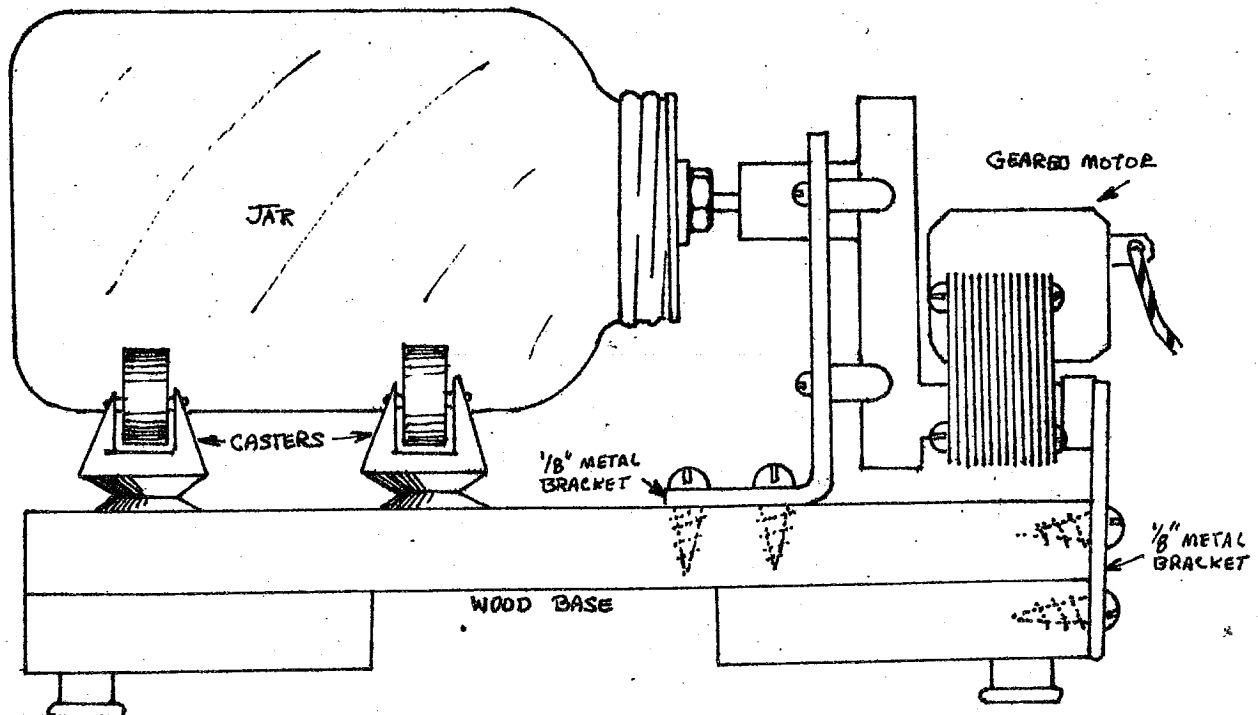
## MAKE A ROCK TUMBLER

This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00. (May be more now, this idea came from 1977 Pow Wow Book.)

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a gear-drive 22.8 r.p.m. 110-volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage. (Once again, check the price.)

The construction is shown below. Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lid, shaft and, last, the casters, placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape the well to prevent shocks.

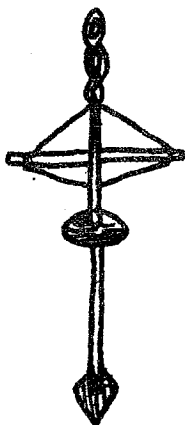
In this and all other rock tumblers, the grinding gets down as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here cost about 4 cents ??? a day to run.



GEOLOGIST

San Diego is a very mineral rich area. Below is a list of places to go to find mineral specimens.

|                           |   |   |
|---------------------------|---|---|
| Aquanga Mountain          | 10 1/2 mile NW of Warner Springs via SR 79 and unnamed dirt roads (C-9) | Beryl, moonstone, spodumene, topaz                |
| Dulzura                   | 17 1/2 mile SE of El Cajon via SR 54 and SR 94 (K-9)                    | Chalcedony  |
| Granite Mountain          | 9 mile E of Julian via SR 78 and unnamed dirt roads (E-11)              | Lepidolite  |
| Mesa Grande               | 9 mile NW of Santa Ysabel via SR 79 and Mesa Grande Rd (D-9)            | Garnet, lepidolite, moonstone, quartz, tourmaline |
| Oak Grove                 | 6 1/2 mile SE of Aquanga off SR 79 (B-9)                                | Lepidolite  |
| Proctor Valley            | 9 mile E of Chula Vista via Bonita Road and Proctor Valley Rd (K-7)     | Beryl   |
| Tourmaline Queen Mountain | 2 1/2 mile N of Pala off Co Rd S16 (B-6)                                | Beryl, lepidolite, moonstone, quartz, spodumene   |



PUMP DRILL

## GEOLOGIST

### WHERE TO GO:

Rocks and minerals representing all three kinds can be found in San Diego County. We are very fortunate in having such a variety in our area. However, a few words of caution:

1. Be careful where the earth has been disturbed or worn away by water or wind, i.e. sea cliffs, dried-out riverbeds, excavations, roadsides and fields.
2. Never go near overhanging rocks, nor try to climb rocks faces.
3. Ask permission before taking rocks from land that is privately owned.
4. It is against the law to remove nature specimens from state parks and Indian reservations.
5. Old mines and quarries are very dangerous; so it is better to collect your samples elsewhere.
6. Never try to chip off pieces of rock using a carpenter's hammer. It is heat-treated especially for driving nails, and using it on anything else can cause the head to splinter. Use the proper tool and HAMMER WITH CARE. Always wear your safety goggles and work away from other people. A good rock pick or geologist's hammer, designed especially for the purpose, is best.
7. Wash your hands well after handling minerals. Some are poisonous. NEVER put a rock or mineral in your mouth.
8. Wear work gloves in the field and never put your hands where you can't see. Rattlesnakes and black widow spiders can be lurking, not to mention rusty nails and broken glass. Be careful.
9. Take along your own drinking water and a first aid kit.
10. Take only enough specimens for yourself, perhaps a few for other collectors and trading, but leave something for the next collector to find and enjoy.



POTTERY DRUM



## GEOLOGIST RESOURCES

TOURMALINE MINE: Johnny Springer 722-2783  
\$3.00 per Webelos - Tours on Saturdays only 10-2 PM.  
Visits the countrys best pink tourmaline mine and  
then try your hand at searching the "tailings" for  
specimens.

JULIAN GOLD MINE: Ask for Bob 765-0036  
\$2.75 20 or more Scouts (family members)  
Open daily 8-4:30 PM. Two week notice for group  
rates  
Tour is 1 hour; you are taken 1,000 ft. underground  
and shown gold in the quartz; various mining  
methods are discussed and then you visit the mill  
where you are shown how gold is extracted from the  
quartz. Fanning is also available.

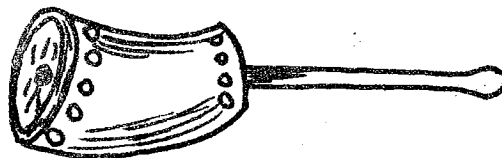
NATURAL HISTORY MUSEUM, Balboa Park: Excellent display of  
minerals and seismograph for the detection of  
earthquakes.

GEMBOOKS: Library section #549-552

### THE STORY OF TURQUOISE

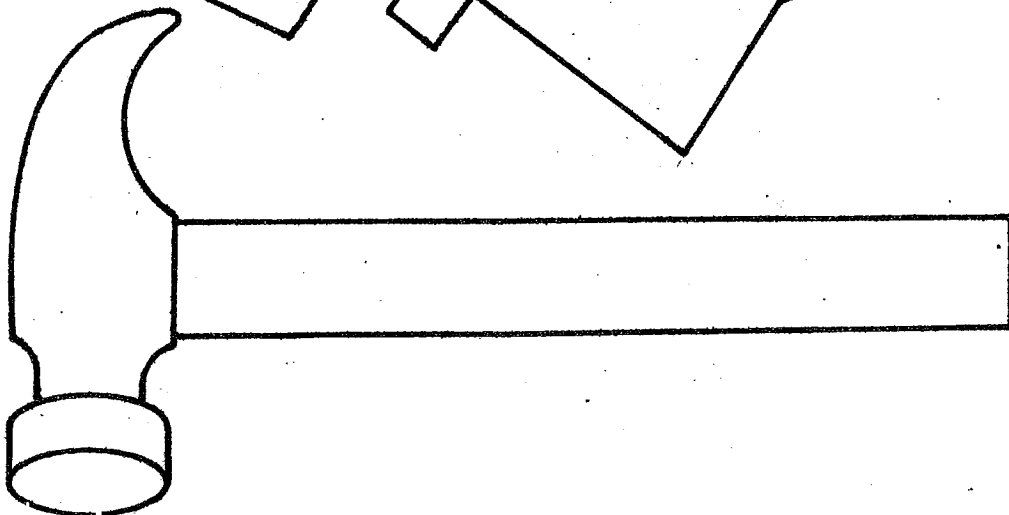
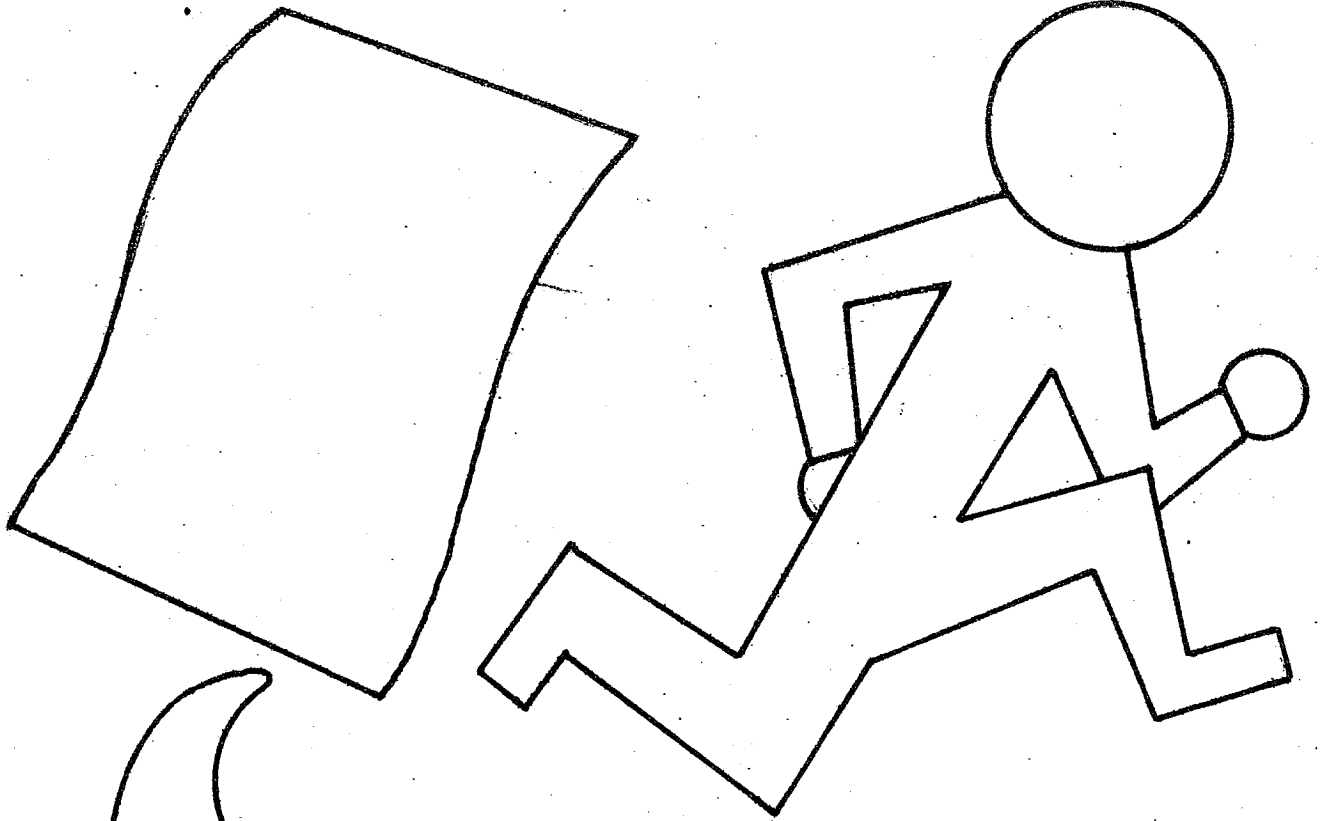
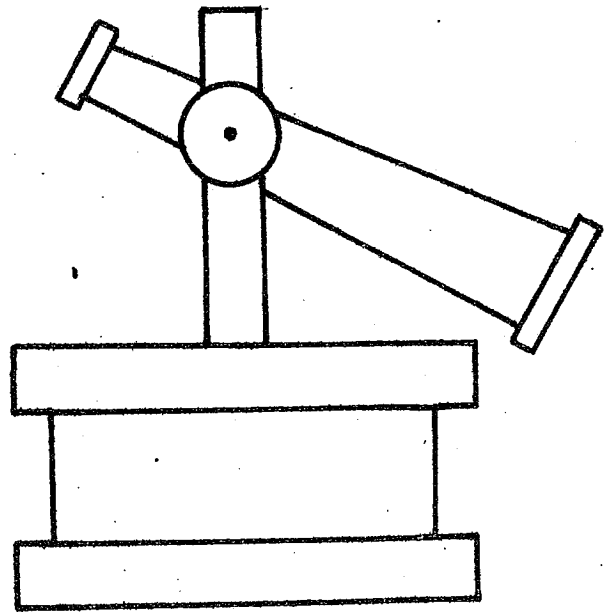
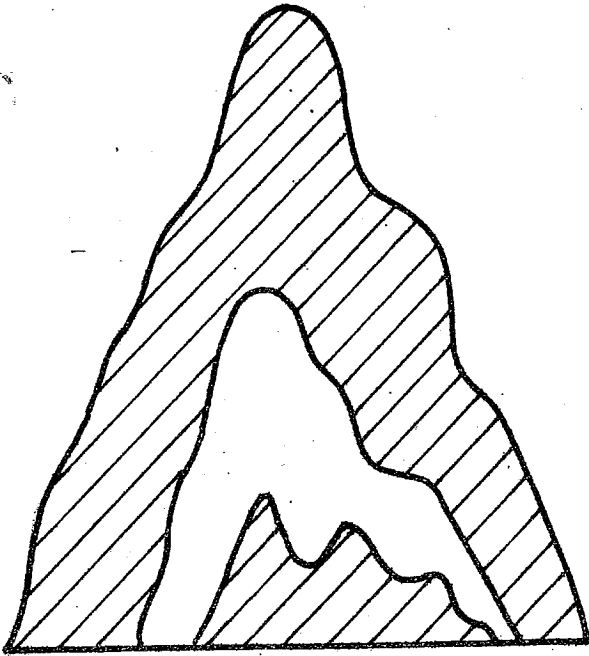
Turquoise has been mined throughout the Southwest since  
prehistoric times and has always been a sacred stone to the  
Indians.

The origin of the use of turquoise is veiled in the mists of  
antiquity. It has always played an important role in the  
ceremonial dances of the Navajo and Zuni Indians. Since ancient  
time, unusual powers have been attributed to the turquoise. It  
is supposed to endow the possessor with universal esteem, and to  
aid him in prevailing over enemies. A successful day follows  
him who views the stone in the early morning. It strengthens the  
sight of all who behold it. Even our present day Indians are  
firm in their belief that turquoise is a symbol of purity, faith  
and happiness.

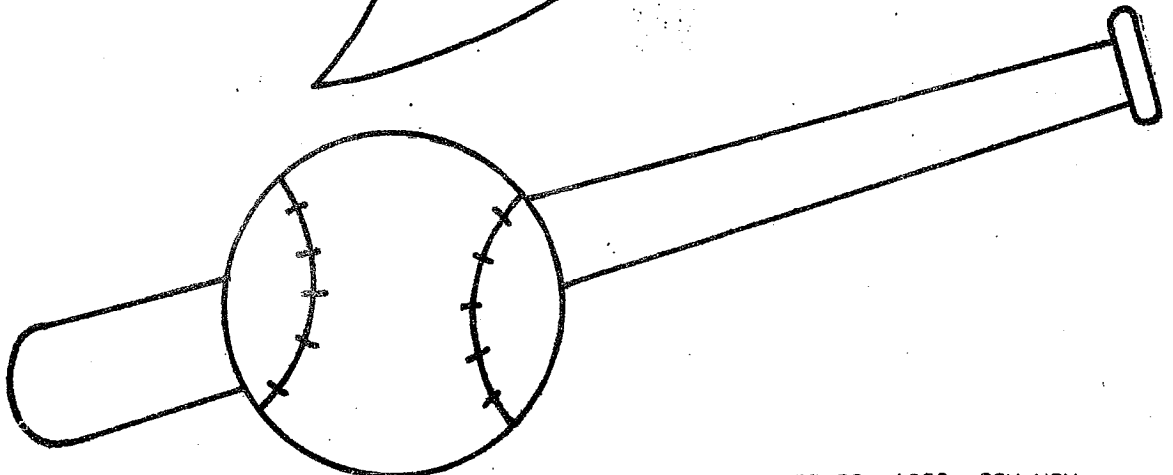
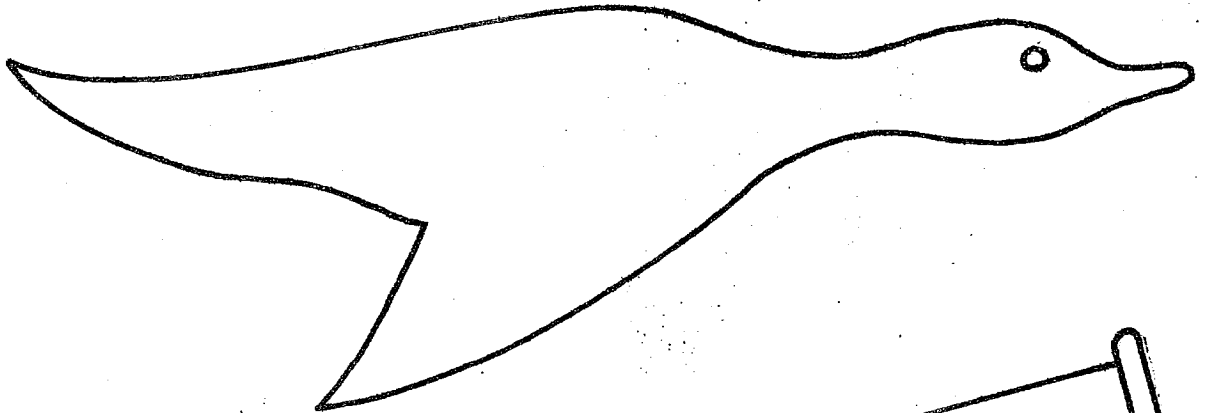
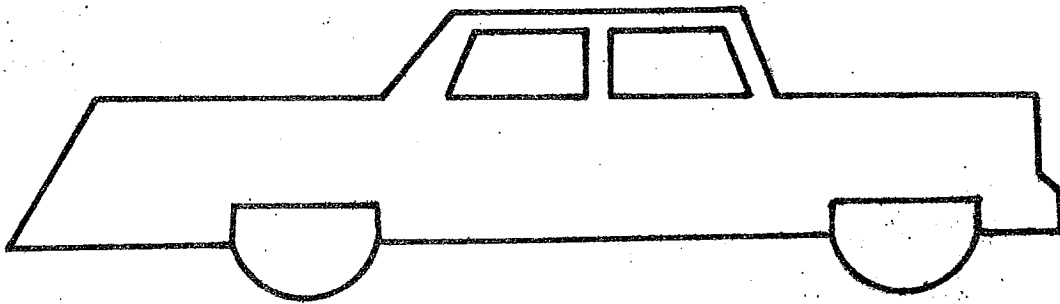
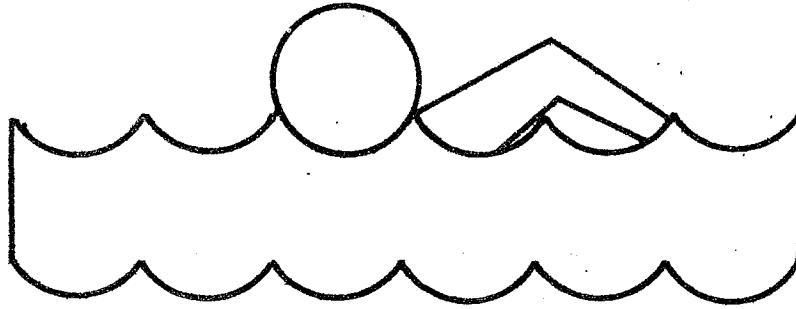


COW HORN RATTLE

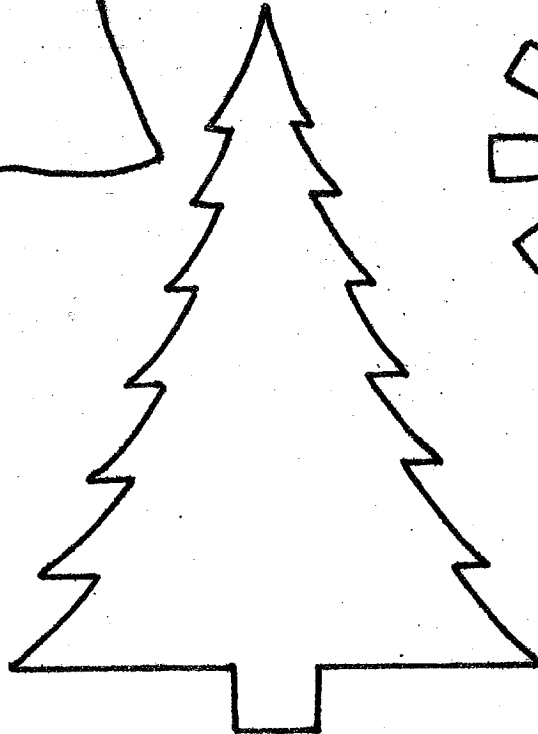
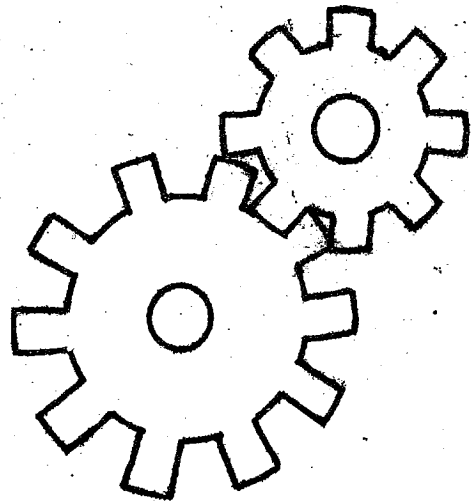
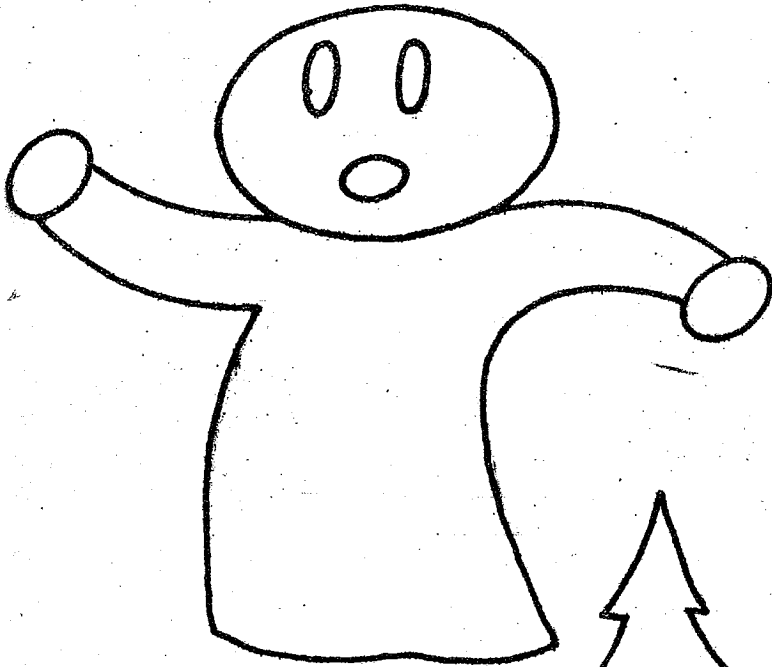
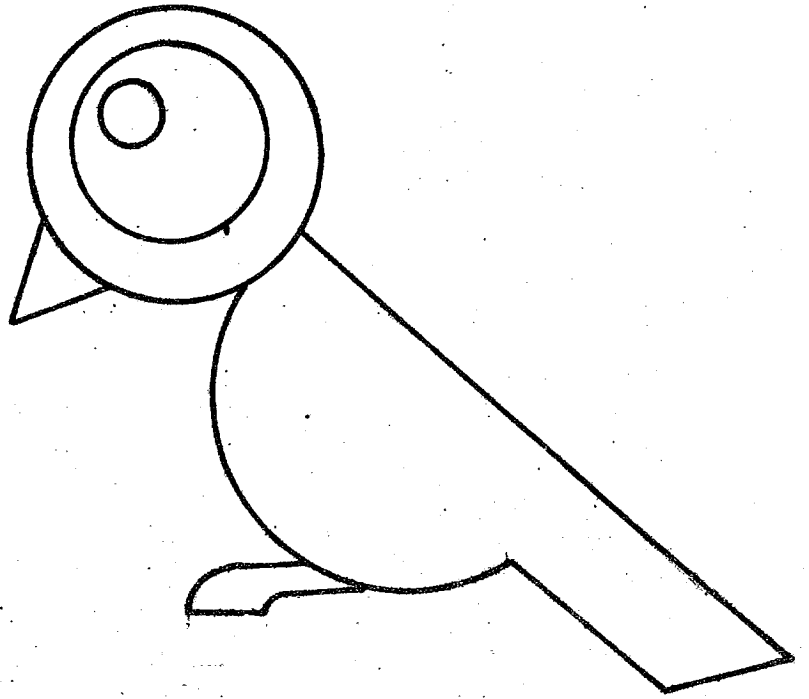
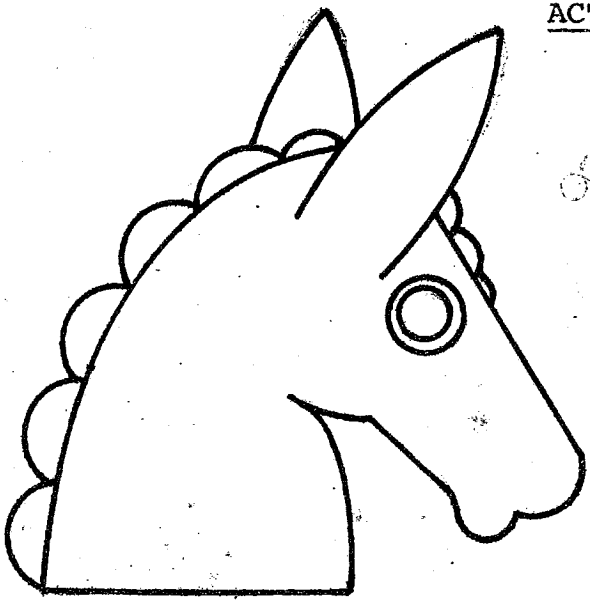
ACTIVITY BADGE PATTERNS



ACTIVITY BADGE PATTERNS



ACTIVITY BADGE PATTERNS



## THE ABC'S OF SAND CASTLING

Castles on the Rhine in Europe will stand for many hundreds of years, while castles like Camelot remain forever unchanged in our imaginations. Castles of sand, however, exist on yet another plane, delicately bridging the worlds of reality and fantasy. Though sand structures first take place the mind's eye, with a little hard work they miraculously spring into being on the beach. You can touch them, take pictures of them, even destroy them.

The most important prerequisite is imagination. You'll discover that with a plan, some tools, and a little practice, you can create the grandiose or whimsical structure in your mind. Remember that glory is fleeting, though a photograph helps preserve the moment. Waves will attack your castle more mercilessly than any barbarian horde. Try bronze if you need permanence.

If you want the more modest satisfaction sand castling offers - the beach, sun, sea, the pleasure of the task, and a chance to see your fantasy realized, then start building. May your towers never crack, your sculptures stand tall, and the tide always be low.

**Sand Molding:** A paper cup, gelatin mold or bucket will do. Fill a mold whose mouth is wider than its base with sand wet enough to almost drip through your fingers. Be sure the sand contains no bits of seaweed or shells. Pack the sand with your fist and quickly turn the mold over, with a whack onto a flat surface. Then pick up your container without twisting it, and voila, your own kingdom for a day.

**Dripping:** You need patience. Using this technique, little dribs and drabs of runny sand form fantastic shapes. First pack a bucket about midway with sand, then fill it to the brim with water. Grab each handful from the bottom of the bucket (about the consistency of cake batter,) and let it leak out of your loosely clenched fist. Build slowly or the structure will collapse. You may create magic spires, strange filaments and other sci-fi creations.

**Sculpting:** This is the real showstopper of the beach. Start with a big mold. A large old garbage can with the bottom cut out will do nicely. Grade a place on the beach until it's fairly flat and stand the mold on it. Fill the mold with sand, adding a bucket of water for every three buckets of sand. Someone needs to stand in the mold while you are filling it and stamp it down as you fill. (A fun, dirty job.) When the sand nears the top, lift off the mold. If it sticks, pour through more water. Though carving sand is easier than marble, you still need the right tools. The garage and kitchen should provide implements like trowels, lengths of board, broad based knives, melon scoops for making windows, pierced spoons and cookie presses and cutters. Use these tools for rough-cut & fine-detailing. Remember there's no point to sculpting terrific causways if the arches beneath them are going to cave in, so rough out the shape before adding details. Another way to avoid disaster is to start at the top and work down.

If you're working without a mold, form a water-retaining ridge along the perimeter of the piled sand, making a dam so the water won't run off when you soak the mound. When saturated, it will provide a firm base. Add shells, etc. to decorate your masterpiece!

Contributed by Bob Evans; excerpted from Sandcastles by J. Allen & M. Harrington

