

HEATHER J. REIS.

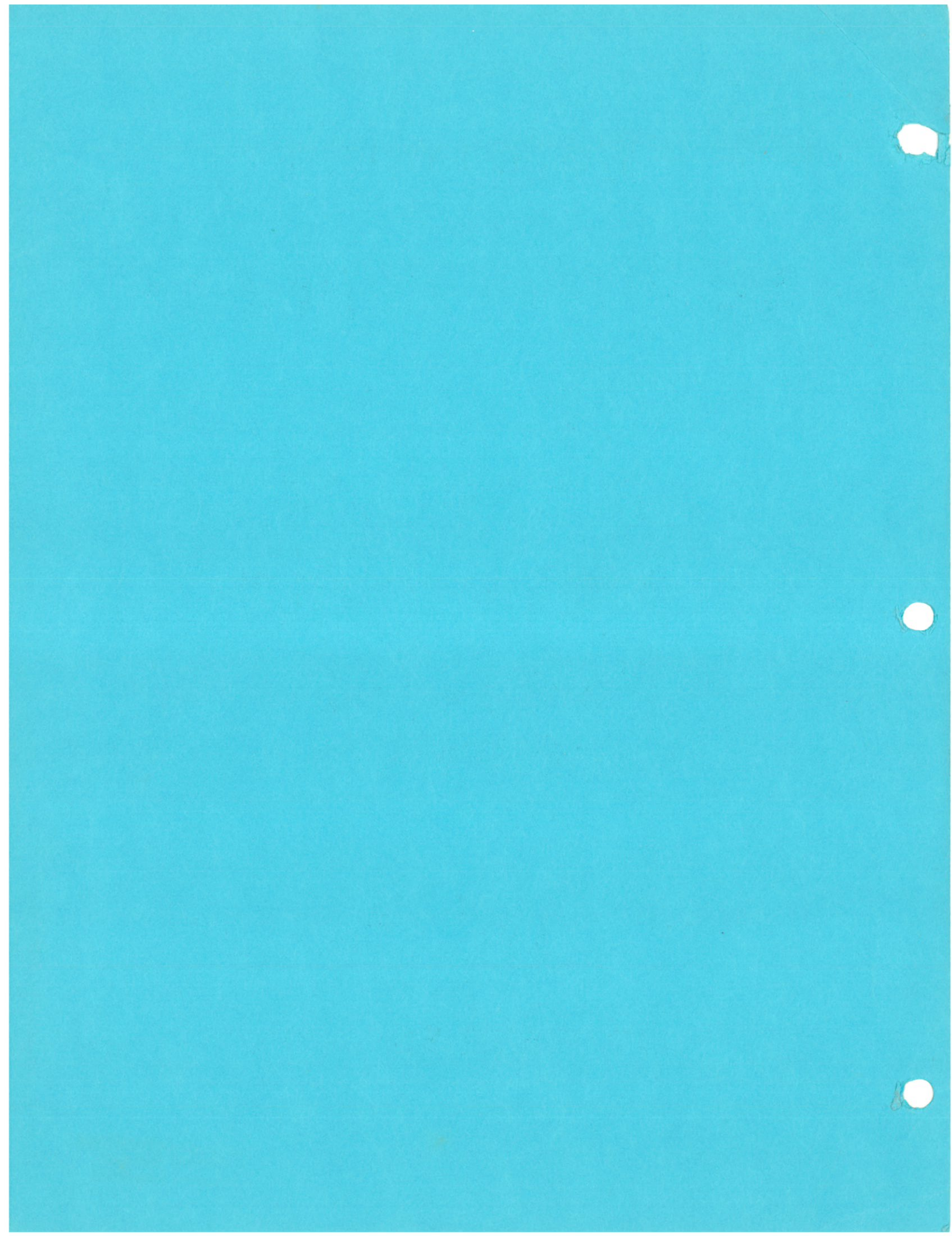
EXPLORING SCOUTING HORIZONS



VIKING COUNCIL POW WOW

OCTOBER 25, 1986

TOM and HEATHER REIS
5330 NW 66th Ave.
Johnston, Iowa 50131





Viking Council Boy Scouts of America

Dear Cub Leader:

On behalf of the more than 10,000 Cub Scouts and Tiger Cubs of the Viking Council, I want to welcome you to the 1986 Pow Wow.

Exploring Cub Scouting Horizons is the theme for the 1986 Pow Wow. Those who were Cub Scout leaders of yesterday blazed many worthwhile trails for us to follow and now it's our turn to go forward to greater horizons so those who follow will find the the same relevant and exciting programs that were established for us.

Boys join Cub Scouting for a variety of reasons - parental encouragement, peer influence, the uniform, the need to belong, or curiosity. He will not stay long if his expectations are not being fulfilled. Our surveys indicate there are four factors that will affect his retention - 1. advancement and recognition on a regular basis, 2. some outdoor program opportunities, 3. fun filled and active meetings and 4. quality leadership - adults who can deliver an exciting program and who care about them. Unless he remains active in Cub Scouting, the program values and ideals will not have an effect on his life.

Take the ideas that are presented here today, or contained in this book and other Cub Scout literature and give your program life in a very meaningful way. Your dedication to the Cub Scouting program is significant and important in the lives of your boys.

Sincerely,

Clarence Hammett,
Scout Executive

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5300 Glenwood Avenue
Minneapolis, Minnesota
55422-5192



THE ART OF SAYING "THANKS"

The very best way to say "thank you" is to say "thank you" and really mean it! Sounds simple enough, doesn't it? Let's take a look at some of the things that have probably happened to you.

Were you ever a member of a committee which performed a job? Later a gentleman arose from his place at a long table in the front of large room filled with people, walked to the podium and said: "I wish to thank all the members of the _____ committee, however, time won't allow me to recite all the names, so I'll just say "thank you" for your efforts." Didn't mean much, did it? Why? Because he didn't thank you - he thanked an unknown committee..... and for what? Who knows?

What would you as a Pack Leader do if you were asked to say thank-you to all of the Den Leaders at the next pack meeting? Here are some suggestions.....

1. Find out if there is enough time to thank each person individually by name.
2. Have something concrete to say "thank you" for...and say it loud and clear. It can be embarrassing to be thanked for something you didn't do.
3. The mark of a good "thank you" is when you know your Den Leader has helped the boys, your Den Leader knows she has helped the boys, the boys know she has helped themand now you want everyone else in the pack to know. A warm, public "thank you" is in order.
4. If time does not permit naming each individual involved or giving an explanation of what he or she actually did to be thanked....then probably the best solution would be to thank the chairman of the committee and ask that they personally thank each individual.

You are probably familiar with this situation. You have the cereal, the toast, the jelly, the orange juice and a pitcher of milk on the breakfast table. You call the family to breakfast. They are running behind this morning, so they rush in, one by one, sit down, fill their bowls with cereal and then pass the pitcher of milk around. Your son gets it last, and it is bone dry. With a frown on his face, he says "Thanks a lot!" The point is, the type of "thank you" we're after should be given in the right context, and said with a smile on your face and warmth in your heart. Anything less will be spotted as artificial.

Between Cub leaders, a sincere, verbal "thank you" means a lot. But there is another aspect you might like to consider. You may have something in your Cub Scout file at home, or sitting on your desk that was given to you by someone saying "thank you". I have in mind the material object such as a plaque, a certificate, a statue, etc. Every time you look at it or pick it up, that moment is recreated in your mind. This is another way, a more lasting way, of saying "thanks"

Finally, there is the "thank you" that flows spontaneously between two people. It isn't planned in advance. It is said at just the right moment with just the right meaning. It is a matter of simple courtesy. And if you miss your chance to say this "thank you", you'll know it.

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.

THE CUBMASTER'S CHARGE

Often, when a new Cubmaster takes over, it is either in September or October so we include here a ceremony which you can use to induct a new Cubmaster. This is a solemn ceremony which can be given by the Unit Commissioner or ADC, or the retiring Cubmaster. This is particularly impressive if you can reproduce just the Cubmaster's Charge on a piece of parchment or tea stained baked paper to present to him at the close of the ceremony.

Presenter: "Tonight Mr. _____ you will take charge of Pack _____. Just as there are seven parts of a Pack Meeting; there are seven rays in the Arrow of Light; and there are also seven points to the charge of a Cubmaster."

THE CUBMASTER'S CHARGE

RESPONSIBILITY ---for great will be your responsibility as our leader.

KNOWLEDGE-----for knowledge of the best procedures of Cub Scouting will help you guide us to work with you for the success of our Pack.

HARD WORK-----for that is one of the foremost qualities of success.

ENTHUSIASM-----for nothing great was ever accomplished without enthusiasm.

GRATIFICATION-----for that will be the reward of your efforts.

ADMIRATION-----for never has there been a worthy chief who was not admired by all of his tribe.

OPPORTUNITY-----for few things will bring you a chance to work with and learn to know the fine families of our community as will your new job as Cubmaster.

"I would like to welcome you now on behalf of all the Cub Scouts, leaders and parents in our Pack and wish you a long, happy, rewarding time with our Pack and Cub Scouting."

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 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.

DEN CEREMONIES

Often we overlook the den meeting as an opportunity for simple ceremonies. The den is the smaller, natural unit. Its members are closer together and have common loyalty which gives them a spirit of oneness. Here is a perfect setting for the values which ceremonies can bring to a group.

DEN MEETING OPENINGS

The opening for the den meeting is usually rather informal - it can hardly be called a ceremony - but it is an opportunity for the group to do something together under leadership.

There are some suggestions - you will think of many more without difficulty.

1. Sing a Cub Scout Song
2. Give a Den yell
3. Try an applause stunt. Boys clap in unison, such as 1-2-3-4-, 1-2-3-4, 1-2-, 1-2-3-4-, 1-2-, 1. These applause stunts can be worked out in many different combinations.
4. Repetition of the Cub Scout Promise or Law of the Pack. This should not be repeated so often that it becomes "old stuff."
5. A brief story or "thought for the day". This type of ceremony must not seem to be preachment.
6. A quiet song.
7. An occasional surprise or "mystery." For example, the Den Chief may put out the lights, then bring in a "pirate treasure chest." An electric light and piece of incense may be placed inside the chest. A green bulb may be used so that a weird light and puff of smoke may be seen when the cover is removed. In the box will be found a surprise of some sort for the Den.
8. The Grand Howl.
9. A special roll call, such as having each boy do something when his name is called--for example, name a bird, or show and explain something he has made since the last Den meeting, answer with his middle name, etc.

SPECIAL CEREMONIES FOR DEN MEETINGS

The following suggestions are offered with the hopes that they will help to suggest many other possibilities for ceremonies in Den meetings.

1. BIRTHDAY CEREMONY - Each time a Cub Scout has a birthday the Den can celebrate it in some special way. Perhaps one of the mothers could furnish a birthday cake covered with candles. The members of the Den may watch the boy whose birthday it is as he blows out the candles. The Denner could lead the Den in a yell.
2. CIRCLE HANDCLASP - Cubs form in a circle and give the Cub Scout handclasp, completely around, ending when it has reached the boy who started it. As each boy receives the handclasp, he says, "I will do my best."
3. DEN CHIEF HANDCLASP - The Den Chief calls the roll and each Cub Scout comes forward and gives the Cub Scout handclasp.
4. OPENING - The boys stand outside the room, in the hallway, etc., and enter one at a time - quietly. As each boy enters, he approaches the flag, salutes it, shakes hand with the Den Chief, and takes a place in a circle around the flag. When all boys have entered, the den could joint in the flag salute, or a song, or the leader could begin with the business of the meeting.

CLOSINGS FOR DEN MEETINGS

The closing ceremony for the Den Meeting is usually somewhat more quiet and serious than the opening. Here is a change for the Den Chief or the Den Leader to have a serious thought for the boys. To be successful the ceremony should be changed often.

1. The candle ceremony.
2. The Living Circle.
3. Akela's Challenge: The Cubmaster challenges the den with "Do Your Best", and the Den Answers, "We'll Do Our Best."

DANGER SIGNS OF WEAK PACK PROGRAM PLANNING

1. Excessive Den Leader "Turnover"
Den Leaders who receive no help in planning their den meetings discourage quickly and resign.
2. No evidence of program related to a "Theme."
Programming is simplified when each month's activity is related to a definite theme.
3. Varied handicrafts from den to den during any particular period.
Den handicraft should be theme-related....with a resultant unification of den activity. Monthly leaders meetings needed to coordinate pack program.
4. Pack meetings build around "outside" entertainment.
An occasional movie, magician, dog act, etc. may be acceptable; but the majority of pack meetings should reflect Den Activity in stunts, skits, ceremonies, etc. involving boy and parent participation.
5. Small pack committee.
Good program planning is not possible unless a number of parents are participating in the planning and administration of the program.
6. Month to month planning.
To succeed, programs must be planned well in advance. Themes selected for a year, detailed BEFORE pack meeting in month prior to month planned.
7. A Den Leader or Cubmaster seeking ideas of what to do for program.
This is definite evidence that the "Ideas Committee" method of operation is not in use.
8. Pack meetings with long delays, indecisions, weak leadership.
Good indication of lack of even short term planning and coordination of committee responsibilities.
9. Lack of parent attendance at pack meeting.
May be due to nature of meeting program. Parents will come to see their son in action.
- 10 Rapid turnover of Cubs or transfer from den to den.
Would indicate that the den meetings are of poor quality or not uniform in quality. Usually arise because each Den Leader must dig up her own program material. Some cannot do this successfully week after week.
- 11 Pack leadership having little knowledge of purpose of Cub Scouting.
Would indicate lack of attendance to training programs offered by district or Council.

SUMMARY

The pack committee, using the Monthly Theme and "Ideas Committee" Plan, should assist the Den Leaders with concrete suggestions. The Pack Meeting then becomes a meeting of all Dens where the program results from Den Activity and involved Cub and Parent participation.

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.



PARENT'S PERMISSION SLIP

Den Leaders must obtain written consent of parents or guardian for every boy wishing to participate in an activity or outing that is held at a place and time different from the regularly scheduled den or pack meeting.

Den # _____ of Pack # _____ PLANS _____

TO _____

ON _____ PURPOSE _____

TIME OF DEPARTURE _____ PLACE OF DEPARTURE _____

TIME OF RETURN _____ PLACE OF RETURN _____

PERSON IN CHARGE _____ PHONE # _____

EXTRA COST PER BOY _____ FOR _____

EACH BOY WILL BRING _____

PARENTS ARE NEEDED TO _____

(KEEP FOR REFERENCE)

RETURN THIS PORTION TO DEN LEADER BY _____ (date)

My son _____ has permission to go with Den # _____ of Pack # _____ on the event planned for (date) . I can help the Den Leader by _____ cannot

If my son is ill on the day of the event, I will not permit him to attend. I am aware that every effort will be made to contact parents through home and emergency numbers in case of accident or illness. However, if it is necessary for a physician to attend my child before I can be reached, he may have emergency medical attention at my expense.

Signed _____

Parent's phone # _____

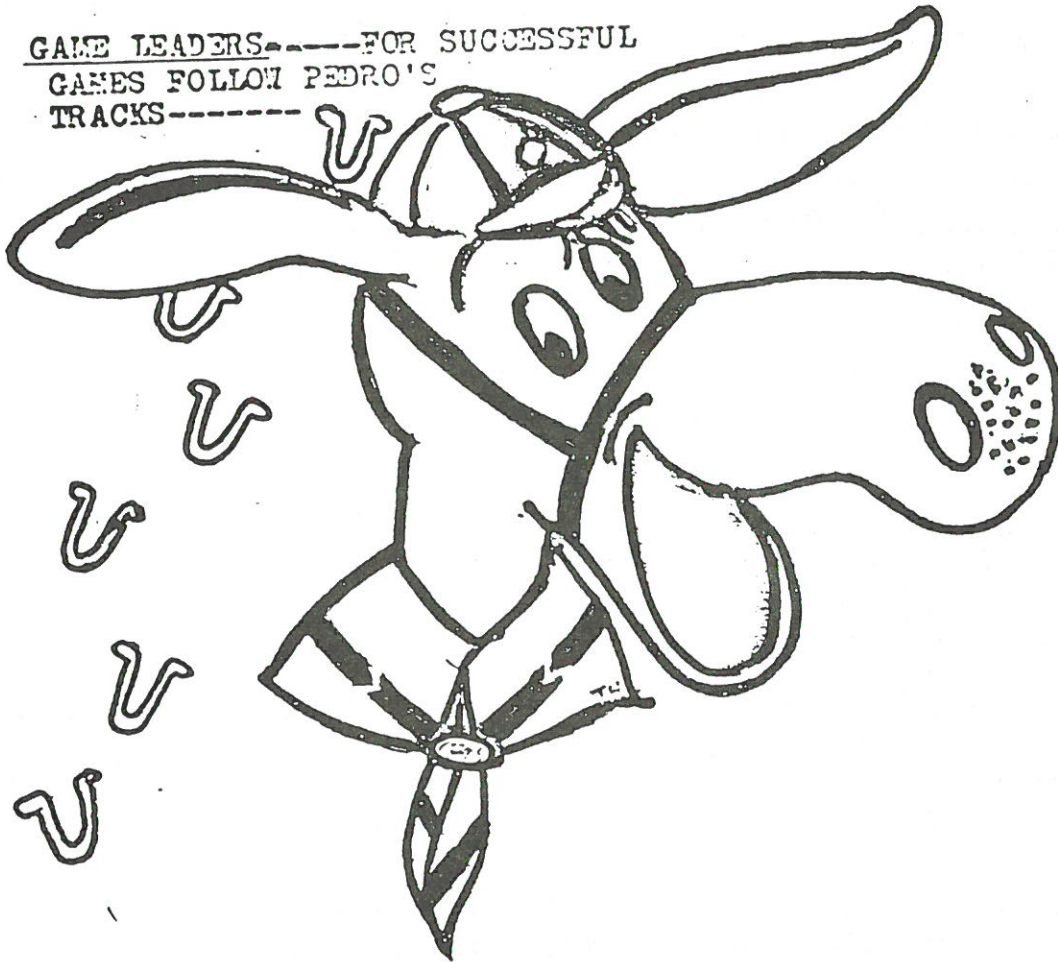
Doctor _____

Emergency phone # other than parents _____

Note: The adult transporting the boy should have the permission slip in his or her possession. DO NOT throw them in the glove compartment or stick them in a pocket or purse. Have them in plain sight, such as on the dashboard of the car. After the activity, the permission slips should be filed in the pack's permanent records.

Medication - could be added to permission slip - kind and time of medication. Medication should be given to leader in charge.

GAME LEADERS-----FOR SUCCESSFUL
GAMES FOLLOW PEDRO'S
TRACKS-----



1. Know the rules of the game and have the necessary equipment on hand
2. Wait until you have the full attention of those taking part before you explain the rules of the game.
3. Explain the rules simply, briefly and in proper order. Point out starting and finishing lines.
4. A new game should be played by a small group following your instructions.
5. Ask for questions after explaining and demonstrating the game.
6. While the game is on, allow as much noise and fun as possible.
7. Be sure the rules are followed.
8. If the game is not going right, stop it and explain over.
9. Play the game a couple of times if it is well liked,
- 10 ALWAYS MAKE THE GAME FUN.....

HOW TO LEAD SONGS

Did you know you can become a song leader? Well, follow these tips and see how much fun you can have. You see, people have a fundamental rhythm urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying the body to a lively tune or the beating of a drum. The advice in the Cub Scout Songbook will help you become a good song leader.

Here are some tips for a song leader:

- ... Be convinced that singing builds and produces group participation.
- ... Select songs that fit the occasion.
- ... Establish pitch by trying it softly to yourself, then aloud so all can get it. If you're too high or too low, stop and start over again.
- ... Be sure the whole group knows the song. If they don't, teach them. Songbooks are good to learn by, but once the group knows the song, sing without books.
- ... Don't ask what song they want to sing. Tell them.
- ... Use easy-to-follow motions to set the tempo. Start everyone at the same time.
- ... Start with lively, action songs. Encourage pep and enthusiasm by your example.
- ... End with inspirational songs.
- ... Teach songs at den meetings which will be sung at pack meeting.
- ... Help the group relax and enjoy themselves. Singing is fun. If the group is used to singing together, there won't be any need for 'ice-breaking'



A SQUARE - OPENING CEREMONY

A SQUARE ... Is another of the good old words that's gone the way of love and modesty and patriotism ... Something to be snickered over or outright laughed at.

Well, you know, it used to be there was no higher compliment you could pay a man than to call him a "Square Shooter".

But today .. a SQUARE is a guy who volunteers when he doesn't have to - He's a guy who gets his kicks from trying to do a job better than anyone else - He's a boob who gets so lost in his work, he has to reminded to go home.

This "nut" we call a SQUARE ... gets all choked up when he hears children singing "My Country tis of Thee". He even believes in God and says so - in public!

Some of the new SQUARES are: John Glenn, Grissom, Shepherd, Carpenter, Cooper, Schirra and Young.

You know, John Glenn says he gets a funny feeling down inside when he sees the flag go by .. says he's proud he belonged to the Boy Scouts and the YMCA. How SQUARE can you get?

A SQUARE is a guy who lives within his means whether the Jones' do or not ... and he thinks Uncle Same should too ... and he tells his son, "It's more important to play fair than to win".

IMAGINE! A guy who thinks Christmas trees should be green .. and Christmas gifts should be hand picked? He believes in honoring Mother and Father ... and, "Do Unto Others" ... and that kind of stuff.

So ... will all you goony birds answering this description ... please stand up! You misfits in this brave new age - you dismally, disorganized, improperly apologetic ghosts of the past ... STAND UP AND BE COUNTED!

You SQUARES who dignify the human race ... you SQUARES who hold the thankless world in place.



INVENTORS Quiz

1. The telephone was invented in 1876 by whom?
2. Name the inventor of the revolver.
3. Who invented the electric light?
4. Who invented the phonograph?
5. The reaper was invented in 1834 by whom?
6. Name the inventor of the repeating rifle.
7. Who invented the vulcanization of rubber?
8. Who invented bifocal spectacles?
9. Who invented the lightening rod?
10. Who invented the steamboat?
11. Name the Black mathematical genius who invented the first wooden clock in America.
12. Name the inventor of barbed wire.
13. Name the inventor of the fountain pen.
14. "The Real Mc Coy" refers to the first self-oiling machine. Who invented it?
15. Who invented the telegraph?
16. Name the inventor of the first successful photographic roll film.
17. The cotton gin was invented in 1793. By whom?
18. Who invented in sewing machine?

ANSWERS

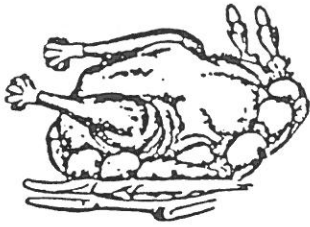
1. Alexander Graham Bell
2. Samuel Colt
3. Thomas A. Edison
4. Thomas A. Edison
5. Cyrus H. Mc Cormick
6. Oliver F. Winchester
7. Charles Goodyear
8. Benjamin Franklin
9. Benjamin Franklin
10. Robert Fulton
11. Benjamin Banneker
12. Joseph Glidden
13. Lewis Waterman
14. Elijah Mc Coy, the Black inventor
15. Samuel Morse
16. George Eastman
17. Eli Whitney
18. Elias Howe

PUZZLE

Let's Talk Turkey For each question give an appropriate part of the turkey.

1. Which part would sister carry in her purse? COMB
2. Which part does father dread at the end of the month? BILL
3. What part would a musician use? DRUMSTICK
4. How do small children sometimes eat? GOBBLE
5. What part does a carpenter use? FEET
6. What part would you study in language? CLAUSE
7. What part is found on an airplane? WINGS
8. What part is a story? TAIL
9. What part do you do at the Thanksgiving table? STUFFING





TOMMY THE TALL-TAILED TURKEY (Tune: Rudolph)

Tommy the tall-tailed turkey,
Had a big enormous tail,
And when he starts in running,
It will make a windy gale.

All of the other turkeys,
Teased poor Tommy everyday,
'Cause when he spreads his feathers,
With them he could not play.

On Thanksgiving morn one year,
When fire burned the barn,
Tommy waved his tail so hard,
To stop it without harm.

Now, all the other turkeys,
End up on a great big dish,
But, on Thanksgiving morning,
Tommy and his tail still swish.

TURKEY (Tune: America)

My turkey, 'tis of thee,
Sweet bird with gravy,
Of thee I sing.
I love thy breast and wings,
Back, legs and other things,
I love thy sweet stuffings,
All but the neck.

"Games"

TURKEY RUN One Cub Scout is Chosen to be the Turkey catcher. All the others are given names of turkey parts such as, neck; wing, leg, etc. When the Turkey catcher calls the name of a part, all players having that name run to a designated base or nest. All those caught before they can reach the nest are placed in the "turkey cage", and must remain there until released by the Turkey catcher. Change Turkey catchers frequently. Do not keep the players in the cage too long. Release all in the cage after five have been caught. As a variation, allow those caught to assist the Turkey catcher.

HAND IT OVER Divide the boys into two teams - Cops and Robbers (one less cop than robber). The Robbers hide a small object in one of their pockets. They wait in one line while the Cops wait in another (About 25 to 30 feet apart) On command they both leave their lines. The Cops try and tag the Robbers before they ask for the object. The Robber has to give it up if he has it in his possession. If he doesn't have it he is out of the game. Then the play continues for just one more crossing. The Robbers must think of a way to protect the player with the object. If the Cops find the object in two tries they win.

TURKEY APPLAUSE: Walk around in a small circle saying, "Gobble, Gobble, Gobble". Then, rub stomach saying, "Yummy, Yummy, Yummy".

RIP VAN WHO?

Characters: Rip President
 Boy Astronaut
 Reporter Scientist

(Additional characters can be easily worked in if needed)

Props: Tree, long white beard, "Press" badge, paper and pencil, stack of papers for President, notebook and pencil for Scientist.

Costumes - Make-Up: Characters may wear appropriate costumes, or signs identifying them. To age Rip, powder hair with talcum powder and draw facial wrinkles with eyebrow pencil.

Setting: Rip comes on stage wearing Cub uniform. He lays down under the tree.

RIP: Someday, I'm really going to do things ... be important
 (He dozes off to sleep)

(House lights off. President, astronaut, scientist and reporter come on stage. The first three stand apart from each other. Flashlight is shined on reporter as he talks with each character)

REPORTER: (To President) Mr. President, you're the youngest man to ever hold office. You've solved the unemployment problem. The United States is at peace with the rest of the world. You've done so much for us. I'll bet your parents are really proud of you! (President looks pleased with himself. He shuffles through his papers)

(To Astronaut) Colonel, you've been the first to fly to Mars. You've discovered a new planet; a new race of people and learned to communicate with them. What's next? (Astronaut holds helmet, looks proud)

(To Scientist) Dr., you've discovered a fertilizer that has solved the world's food shortage. You have helped solve the world's energy crisis. We understand that you have just won the Nobel Prize for scientific achievement. (Dr. writes busily in notebook)

(Flashlight is turned off. Boys leave stage. While reporter was interviewing others, Rip has been aged and his beard added)

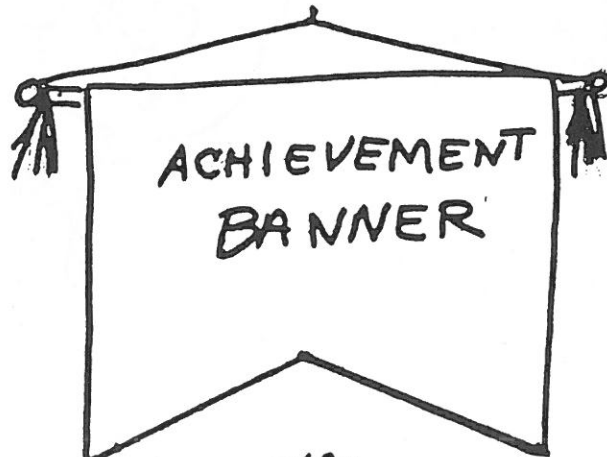
(Now Rip wakes up, yawns and stretches and lights come on. Boy enters)

BOY: Rip Van (use boy's last name)! You've just dreamed your life away. While you were asleep, the world really got itself into trouble. You never even got your Wolf (or Bear) badge in Cub Scouting. Great deeds must be worked at ... and they start with small ones! Let's get busy. It's not too late!

TURKEY DAY

- Costumes: Boy dressed as a turkey, paper beak, stuffed brown shirt tail feathers made from colored paper or feathers, red gobbler out of a balloon, shorts, or brown tights or pants hat and shoes.
- Boy 1: We have been raising a turkey for Thanksgiving dinner, would you like to come over and eat with us?
- Boy 2: Hey, thanks that would be really nice. Was it hard to raise a Turkey?
- Boy 1: Well, we did do some things for it like feed it and make a pen for him, we even named it.
- Boy 2: You named it? What's his name?
- Boy 1: His name is Plymouth, it's time for me to go I'll see you on Thanksgiving.
- Boy 3: Hi big brother, what's the matter?
- Boy 1: I've been thinking about having Plymouth for Thanksgiving dinner.
- Boy 3: Oh don't worry about it I've taken care of it.
- Boy 1: You have? Oh it must have been awful.
- Boy 3: Yeah it was hard but I even got him dressed and he is all ready to eat.
- Scene Two: family sitting around the table and the friend.
- Boy 2: I sure appreciate your inviting me to dinner. I can hardly wait to see that home grown turkey.
- Boy 3: Okay, I'll go get it, I'm sure he is done by now.
(he leaves room and returns with boy dressed as turkey, who is also dressed with a tie, hat, shoes etc.)
- Boy 1: So thats what you meant when you said you dressed the turk
- Boy 3: Yeah, it was hardest getting the shoes on. (Turkey is gobbling around the table) I told you he was ready to eat.

ACHIEVEMENT BANNER: Materials needed: 20" dowel, stained or un stained, Felt or heavy blue or gold cloth, 16" wide by 25" to 30" long, tassels or knobs (optional). Tassels man be bought at any Fabric store while knobs may be wooden drawer pulls. Glue or sew one end of felt over dowel. Add ribbon, rope, or other type hanger to hang it to the wall. Use this to glue achievement awards on after leaving Cub Scouting, or to put the annual temporary patches on.



JACK OF ALL TRADES

Line up chairs single file, as in a classroom. Have boys sit slightly turned so they face audience. Each boy stands as he speaks.

TEACHER: There are many occupations in this world. I'd like each one of you to tell me something IMPORTANT about what your Dad does.

1ST BOY: Well, my Dad's a POLICEMAN. He helps those in trouble. I'd say he's HELPFUL.

2ND BOY: My Dad's a FIREMAN. He puts out fires single handed. He's BRAVE.

3RD BOY: Being a DOCTOR, my Dad cares for the sick. He has a lot of PATIENCE.

4TH BOY. My Dad's a PASTOR, and is the KINDEST man I know.

5TH BOY: Well, my Dad works as an ACCOUNTANT. He has to be very INTELLIGENT.

6TH BOY: At my Dad's BANK, everyone says he's so GENEROUS.

7TH BOY: My Dad's a TEACHER, and we all know they have to be UNDERSTANDING.

8TH BOY: Being a LAWYER, my Dad is always FAIR-MINDED.

LAST BOY (Jumping up excitedly): My Dad's a POLICEMAN, FIREMAN, DOCTOR, PASTOR, ACCOUNTANT, BANKER, TEACHER, and a LAWYER.

BOYS IN UNISON: He can't be all that.

LAST BOY: Oh, yes he is, and a BAKER too!

BOYS IN UNISON: A BAKER?

LAST BOY: Sure, 'cause he's always there when I KNEAD him!

TURKEY NECKERCHIEF SLIDE

MATERIALS:

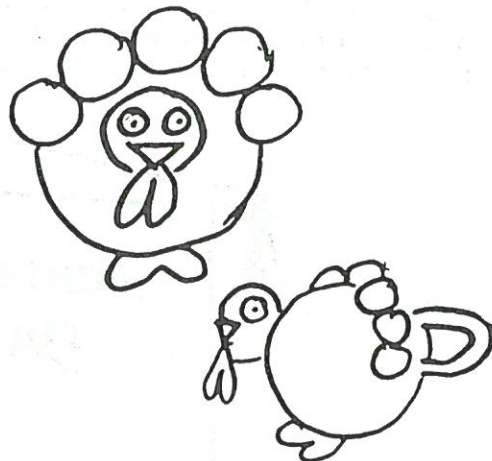
Pompoms - 1 large brown, 1 small brown, 1 each red, yellow, green, orange and blue

Felt scraps - red wattle, yellow beak, orange feet

1 curtain ring

Small wiggle eyes

Tacky glue



ADVANCEMENT CEREMONY

PROPS: Large picture of Thomas Edison
Pictures of a movie camera, telegraph, phonograph and a light bulb.

CUBMASTER: Tonight's theme is What Will I Be and a person has the potential to be anything he wants to be. Take 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 picture, 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" at you? (Awards are handed to parents who give them to their sons.

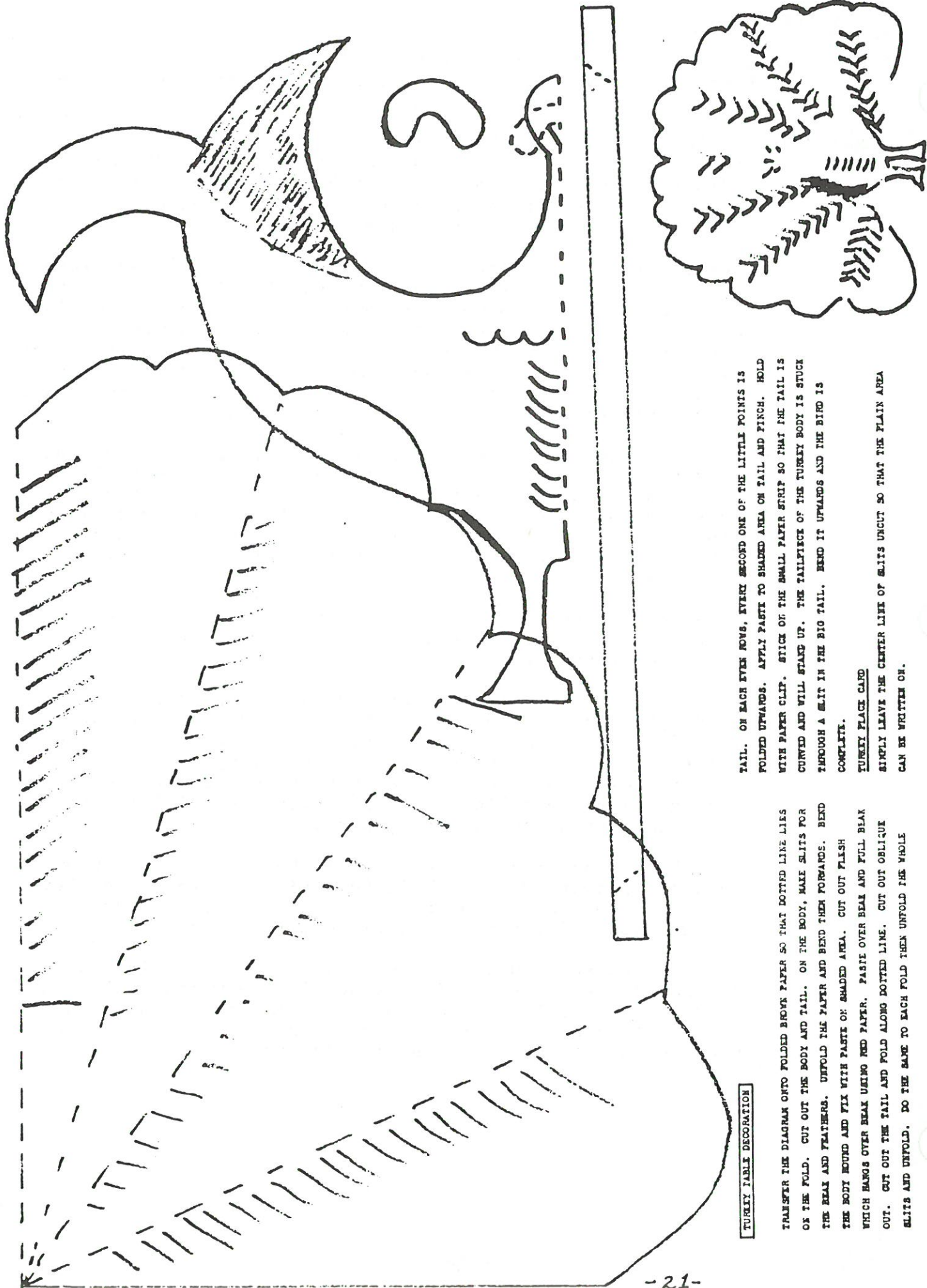
Thomas Edison improved on the original telegraph that used a sender and receiver to send messages in the form of dashes and dots. He discovered ways of sending more messages using less wire. I seem to be receiving a message from the Wolfs out there that they have been busy too. (Call new Wolfs and parents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



TURKEY PLACE CARD

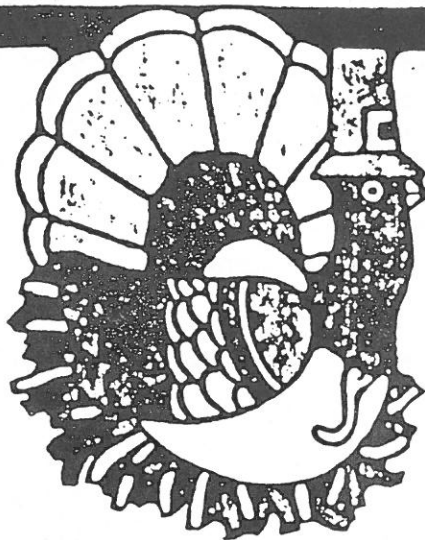
TRANSFER THE DIAGRAM ONTO FOLDED BROWN PAPER SO THAT DOTTED LINE LIES ON THE FOLD. CUT OUT THE BODY AND TAIL. ON THE BODY, MAKE SLITS FOR THE BEAK AND FEATHERS. UNFOLD THE PAPER AND BEND THEM FORWARD. BEND THE BODY ROUND AND FIX WITH PASTE ON SHADED AREA. CUT OUT FLESH WHICH HANGS OVER BEAK USING RED PAPER. PASTE OVER BEAK AND FULL BEAK OUT. CUT OUT THE TAIL AND FOLD ALONG DOTTED LINE. CUT OUT OBLIQUE SLITS AND UNFOLD. DO THE SAME TO EACH FOLD THEN UNFOLD THE WHOLE COMPLETE.

TAIL. ON EACH EVEN ROW, EVERY SECOND ONE OF THE LITTLE POINTS IS FOLDED UPWARDS. APPLY PASTE TO SHADED AREA ON TAIL AND FINCH. HOLD WITH PAPER CLIP. STICK ON THE SMALL PAPER STRIP SO THAT THE TAIL IS CURVED AND WILL STAY UP. THE TAILFECK OF THE TURKEY BODY IS STUCK THROUGH A SLIT IN THE BIG TAIL. BEND IT UPWARDS AND THE BIRD IS COMPLETE.

TURKEY PLACE CARD

SIMPLY LEAVE THE CENTER LINE OF SLITS UNFOLD SO THAT THE FLAIN AREA CAN BE WRITTEN ON.

Meals For Young Cooks



Turkey in the Straw

- 1 (10 ½-ounce) can cream of chicken soup
- 2 (6 ½-ounce) cans boned turkey or 2 cups cubed cooked turkey
- 1 (8-ounce) can peas, drained
- 2 tablespoons diced pimiento

½ cup light cream

- 1 large package or can shoestring potatoes

- 1 Into medium-size saucepan combine soup, turkey, peas, pimiento, and cream. Stir together thoroughly.
- 2 Heat over medium heat until mixture boils.
3. Serve over shoestring potatoes.

Molded Cranberry-Banana Salad

- 1 (3-ounce) package raspberry-flavored gelatin
- 1 cup hot water
- 1 (1-pound) can whole cranberry sauce
- 2 bananas, peeled and

½ cup chopped pecans

1. Into medium-size bowl stir together gelatin and hot water until gelatin is dissolved.
2. Add cranberry sauce and mix well.

Turkey In the Straw Molded Cranberry-Banana Salad Crisp Celery Sticks Pumpkin Ice-Cream Squares Milk



3. Chill in refrigerator for 45 minutes.
4. Stir in bananas and pecans and pour into 8" square dish or pan.
5. Chill in refrigerator for several hours or overnight.
6. Cut into squares and serve on lettuce leaves.

Pumpkin Ice-Cream Squares

- 1 cup canned pumpkin
- ½ cup sugar
- ½ teaspoon salt
- ½ teaspoon pumpkin pie spice
- 2 dozen ginger snaps
- 1 quart vanilla ice cream

1. Set ice cream out of freezer to soften.

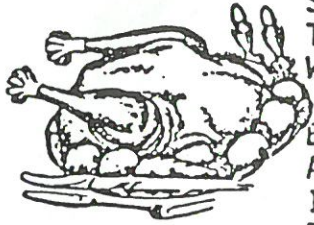
2. In 8" square baking dish arrange half the ginger snaps on bottom of dish.
3. In medium-size mixing bowl blend completely pumpkin, sugar, salt, spice, and slightly softened ice cream.
4. Spoon half of ice-cream mixture over ginger snaps.
5. Arrange a second layer of ginger snaps over ice cream.
6. Spoon remaining ice cream over top.
7. Cover with plastic wrap and freeze at least 5 hours or overnight.
8. Cut into squares and serve plain or with whipped cream.

Tips for Young Cooks

Appreciation and concern for others are ways to show our thankfulness.

1. Wait until everyone else is served before eating.
2. Look at how much food there is, then at how many people there are to eat it. Take only your fair share.
3. Offer food to person on your right or left before helping yourself then pass it on.
4. Eat in front of others only if you share with them.
5. Thank those who have prepared the meal.

THOUGHTS FOR THANKSGIVING



Announcer: The turkey's in the oven,
Smelling rich and sweet;
The plates will soon be laden,
With tempting things to eat.

But come, let's think a minute,
Amid these festive scenes;
It's more than fowl and pumpkin,
Thanksgiving really means!



(The players enter one at a time. Each takes his position and holds his letter while speaking.)

T's for the first Thanksgiving,
In sixteen-one-and-twenty;
When Pilgrim band in alien land,
Proclaimed a feast of plenty.

Now H. for Home and kinfolk,
Parents, Sisters, Brothers;
Favorite uncles and dozens of cousins,
Grandads and Grandmothers.

A is for Affection,
From family and friends;
Their loving touch on which so much,
Of happiness depends.

N's for lovely Nature,
The woodland's bloom in spring;
The leafy green, the river's sheen,
A bird on silver wing.

K is for our Knowledge,
The lamp that lights our way;
A quiet thrill to feel our skill,
Increase from day to day.

S is for the Shelter,
That shields us from the storm
The blizzard roars while we're indoors,
Safe and snug and warm.

G is for Good things to eat,
Today and all the year;
Turkey, squash, and cranberries
Freedom from hunger's fear.

I's for Indigestion,
The price of our Thanksgiving;
We've had enough, but still we stuff
Boy, this is really living.

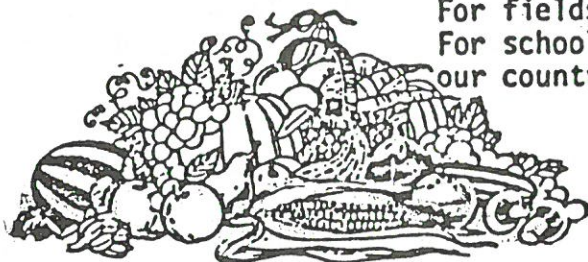
V is for Vitality,
The precious gift of health;
The greatest joy for girl or boy,
Surpassing kingly wealth.

I is for the Indians,
To whom a debt we owe;
For friendship when the Pilgrim men,
We're taught to fish and sow.

N is for our Nation,
Beautiful and strong;
With freedom blest from East to West,
A privilege to belong.

G is for the Gratitude,
This holiday imparts;
Reminding us to offer thus,
A THANK YOU from our hearts.

All: For home, for health, for loving care,
For fields of goldenrod;
For school, the grocery store, and for
our country under God.



DECEMBER LIGHTS - Opening

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

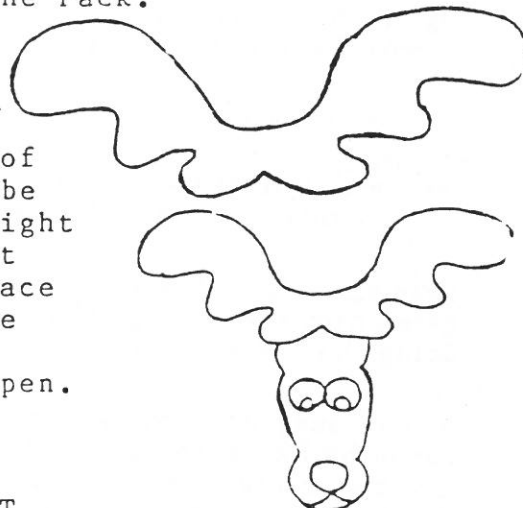
Thousands of homes have single candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter sky seem brighter.

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

Let us all stand and repeat them together.

RUDOLPH NECKERCHEIF SLIDE

Use a regular size flat clothespin. Cut "legs" of clothespin off with coping saw. These will not be used. Sand and stain or paint clothespin head light brown. Turn clothespin upside down (cut off part becomes top of his head.) Glue on 7mm eyes. Trace antler pattern onto brown felt. Cut out and glue to head. Glue on a 6mm red bead for nose. Draw mouth with fine line black felt marker or paint pen. Glue plastic drapery ring on back.



CHRISTMASTIME

Tune: Jingle Bells

School is out, we won't pout,
Cubs shout "Hip-hurray"
Something special's coming soon,
And it's Christmas Day.

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

DO YOUR BEST

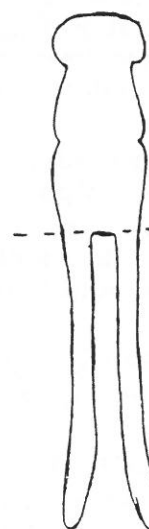
Tune: Are You Sleeping

When you do your best
When you do your best

You'll feel great
You'll feel great

Make and do for others
Make and do for others

Spread good cheer
Spread good cheer.



CHRISTMAS SONG

Tune: Rudolph, the Red-nosed Reindeer

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

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

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

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

SANTA'S HELPERS
(Audience Participation)

Santa: "Ho-ho-ho"

Happy: "Chuckle-chuckle"

Game: "I'll try"

Fair: "Your turn"

Up at the North Pole in Santa's ___ Workshop, there were many elves busy at work preparing for that rush on toys for the yearly Christmas Season.

Three of them were the Chief helpers. They were called by the names of Happy___, Game___ and Fair___. Now Santa___ didn't name all his many elves but called them by number. However, these three, being Chief helpers, had been named according to their main personality traits.

Happy___ seemed to be the jolliest, Game___ would always tackle any project given him and Fair___ always seemed to want to give others their turn at doing the projects that were the most fun.

So one busy day, Santa___ called Happy___, Game___ and Fair___ to his side because he had a special rush job which he wanted them to do. There was a new toy in the workshop which needed the alphabet printed on it, so he set the three elves busy at this task. After much discussion, it was decided that Fair___ should not be left out this time and should be allowed to start this new project. He busily started printing A, B, C, D, E, H, G, F, when suddenly Santa___ came by and glanced down at the work.

Immediately Santa___ stopped the elf and asked Fair___ why he did not print the alphabet correctly. Well, it seems that Fair___ was always so busy saying "your turn" to all the other elves that he had never had a chance to do much work and so he never learned some of the things that all elves should know.

Being ingenious as all elves are, Fair___ improvised a way to teach himself the alphabet by the method of association.

Santa has always called the three elves in the same order - Happy___, Game___ and Fair___. So when the elf came to that part of the alphabet, he put H, G, F, in that order since that's what he remembered hearing all the time.

After hearing the elf's story, Santa___ decided rather than confuse other elves in the future, and maybe cause a national disaster by giving out toys with the alphabet printed wrong, he would change and call his three Chief elves by letters instead of names. And since Santa___ knew his alphabet well, he would call out F, G, H when he wanted Happy___, Game___ and Fair___. So let's all make being Happy___, Game___ and Fair___ so familiar to us that it will automatically become our way of life.

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!)



I Spy Santa

Get a small toy Santa Claus or a colored picture of him and partially hide it somewhere in the room. At the proper time, announce that you have hidden Santa in the room and everyone is to look for him. The fun of the game is this--when a player locates Santa in the room, he should not give away the location but should keep on looking without saying a word. He then whispers the location to the leader, sits down, and watches the others look. The last two or three searchers usually provide lots of fun.

* * * * *

Unpacking the Present

Place an inexpensive gift in a small bag or box. Wrap paper around it until you have a dozen or more wrappings, each separately fastened. With the den in a circle, start passing the parcel around. Start a record or tape player with holiday music. Every few seconds, stop the music. The player holding the parcel then starts to unwrap it. When the music starts again, he must pass it along. The breaks in the music should be frequent but for only a few seconds at a time. The player who finally uncovers the present keeps it.

* * * * *



Snowball Throw

Use a large wad of cotton. The den is seated in a circle, with one boy in the center who is "It." The boys in the circle throw the snowball to one another while "It" tries to intercept. When he succeeds, the boy who threw it takes his place.

* * * * *

Scrambled Tree Ornaments

What would you like to see on your Christmas tree on Christmas morning? Here are 10 ornaments that will make your tree look beautiful. The words are all scrambled. Can you unscramble them?

1. sight (lights)
2. lesnit (tinsel)
3. sebl (bells)
4. galen (angle)
5. dacyn (candy)
6. yost (toys)
7. lold (doll)
8. atrs (star)
9. seack (cakes)
10. tufir (fruit)

SANTA'S BAG

Take about ten brown paper bags and number them from one to ten. Put one familiar article in each bag (preferably an article related to Christmas) and tie the bag shut. Each Cub Scout is given a piece of paper and a pencil. He lists the numbers 1 to 10 on the paper. He tries to guess what is in each bag by feeling through the paper bag and records on his paper what he thinks it is. Cub with greatest number of correct answers wins.

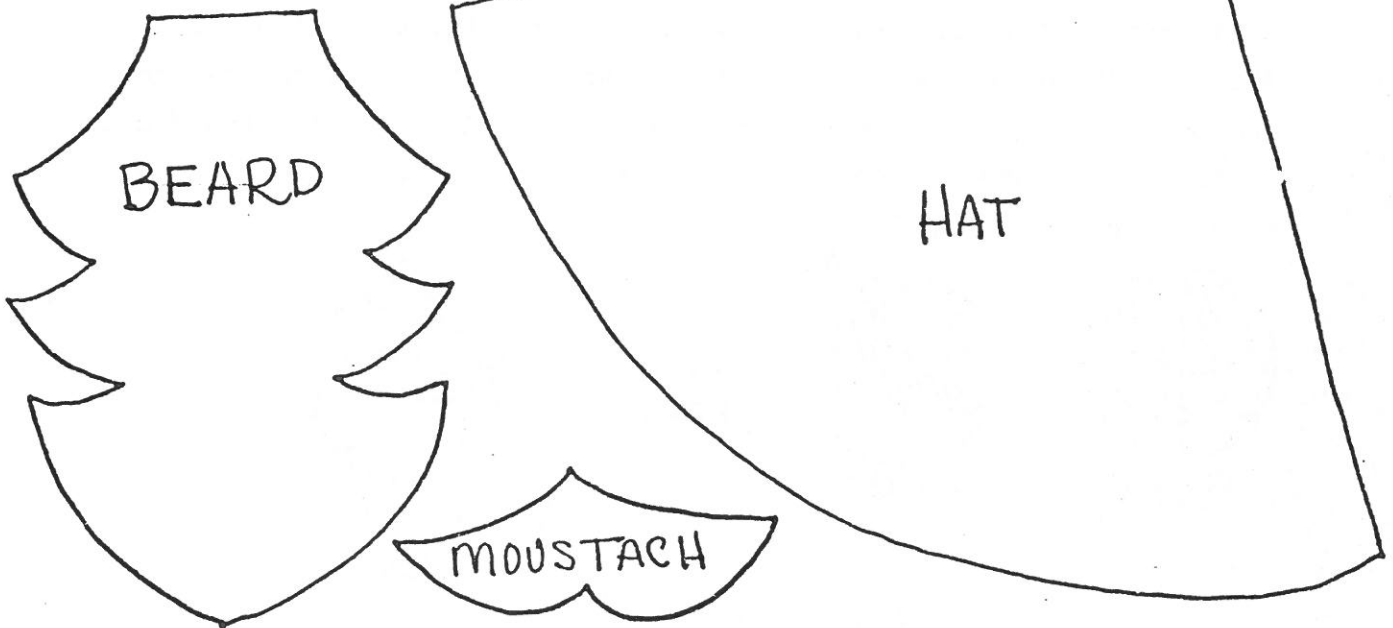
SURPRISE SANTA



Materials required: two foil margarine containers painted red, one $2\frac{1}{2}$ " styrofoam ball, white fake fur for whiskers, moustach, and hat trim, red felt for hat and mouth, red bead for nose, small jingle bell, two movable eyes ($\frac{1}{4}$ " size), $\frac{3}{4}$ " wide black plastic tape for belt and a small piece of aluminum tooling foil from which the belt buckle will be cut.

Cut a $1\frac{1}{2}$ " diameter hole from the bottom of one margarine container. Tape around the cut edge or turn the metal under to the inside to make a smooth edge. This hole is where Santa's neck will be inserted.

It provides an opening into the "stomach" cavity which can hold nuts and candies, which is the surprise part of this Santa. Now glue the two margarine containers together. When glue has dried, tape around the middle to form a belt. Add buckle. Now cut moustach and whiskers from fake fur, also cut hat from red felt. Seam hat and apply narrow edge of fake fur. When dry, glue in place on ball. Glue on movable eyes. Cut mouth shape from felt, glue in place on whiskers, then glue on moustach. Glue all this to head then pin on nose. Add jingle bell to hat. Insert a 2" piece of wooden dowel into head to make a neck and glue, then insert neck in the hole cut from container.

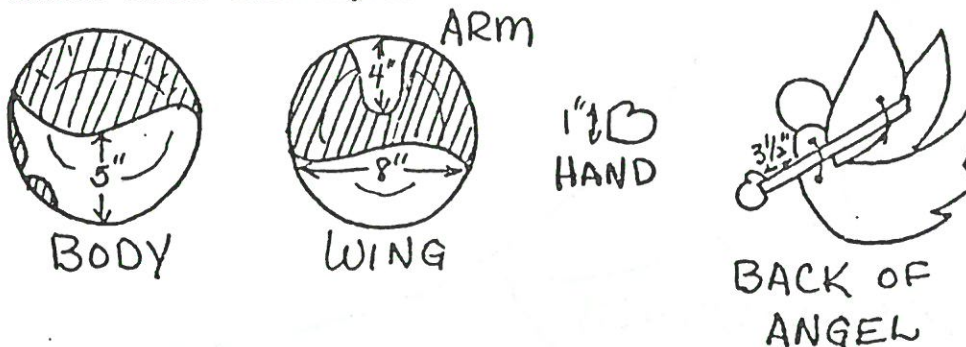




CANDY SWAG

To decorate a wall or mantel, these traditional bearers of glad tidings bear a garland of candy kisses. The angels are made from paper plates and tied to strips of wood for support. For an angel, cut one body, two wings, and one arm from 9" paper plates, as shown. Reverse the direction of the wings and body for the second angel. For each head, cut a $3\frac{1}{2}$ " circle from the center of a paper plate. Draw on features and hair with felt markers. Glue a small halo to the head.

Glue the wings to the body and the body to the head. On the back of the angel, position a strip of wood about 1" x 10", so that it extends about $3\frac{1}{2}$ " beyond the body. With needle and thread, tie the strip to the angel at two points, near the lower edge of the top wing and toward the front of the body. Cut a hand from colored paper and glue it to the end of the wood. Glue the arm in place so that it covers the stitching. Paint and decorate the angels with braid, glitter or other trim. For the garland, use colorful ribbon, about 27" long, tying one end securely around each angels hand. Tie one end of wrapped candy to the garland with thread. Add any other decorations; glue cotton clouds under each angel.



LITTLE DRUMS

MATERIALS:

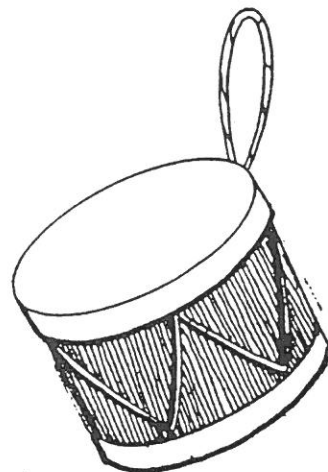
2" length cardboard tubing
Scissors
Glue
Bright colors of Felt Squares
Wide ($\frac{1}{4}$ - $\frac{3}{8}$ ") gold braid
Thin gold cord or heavy gold thread

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:

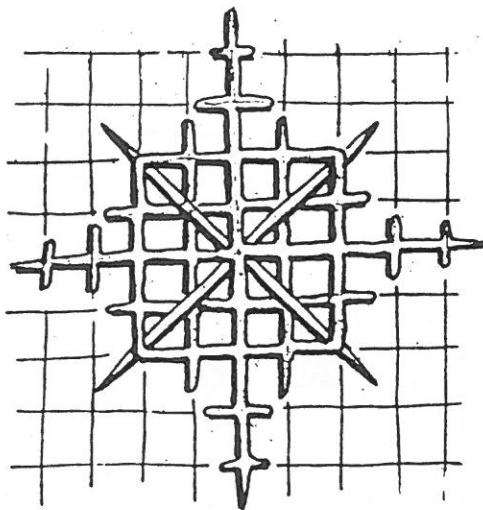
Toothpicks
Plastic berry baskets
Scissors
Glue Glitter
Small cafe curtain rings
White or colorful metallic paints

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.



SANTA CHRISTMAS TABLE DECORATION

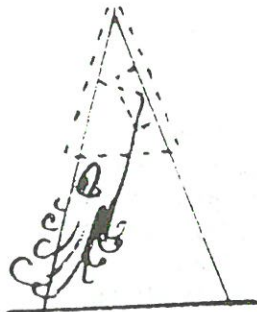
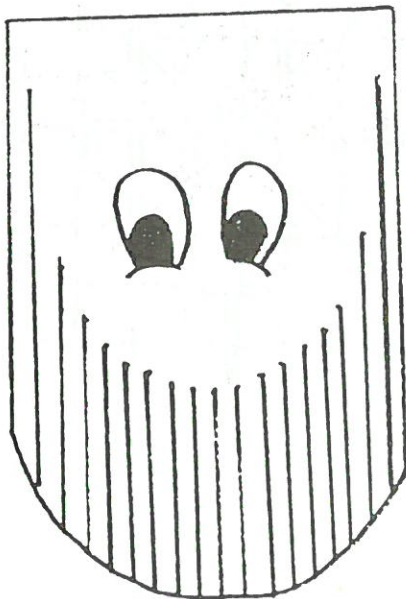
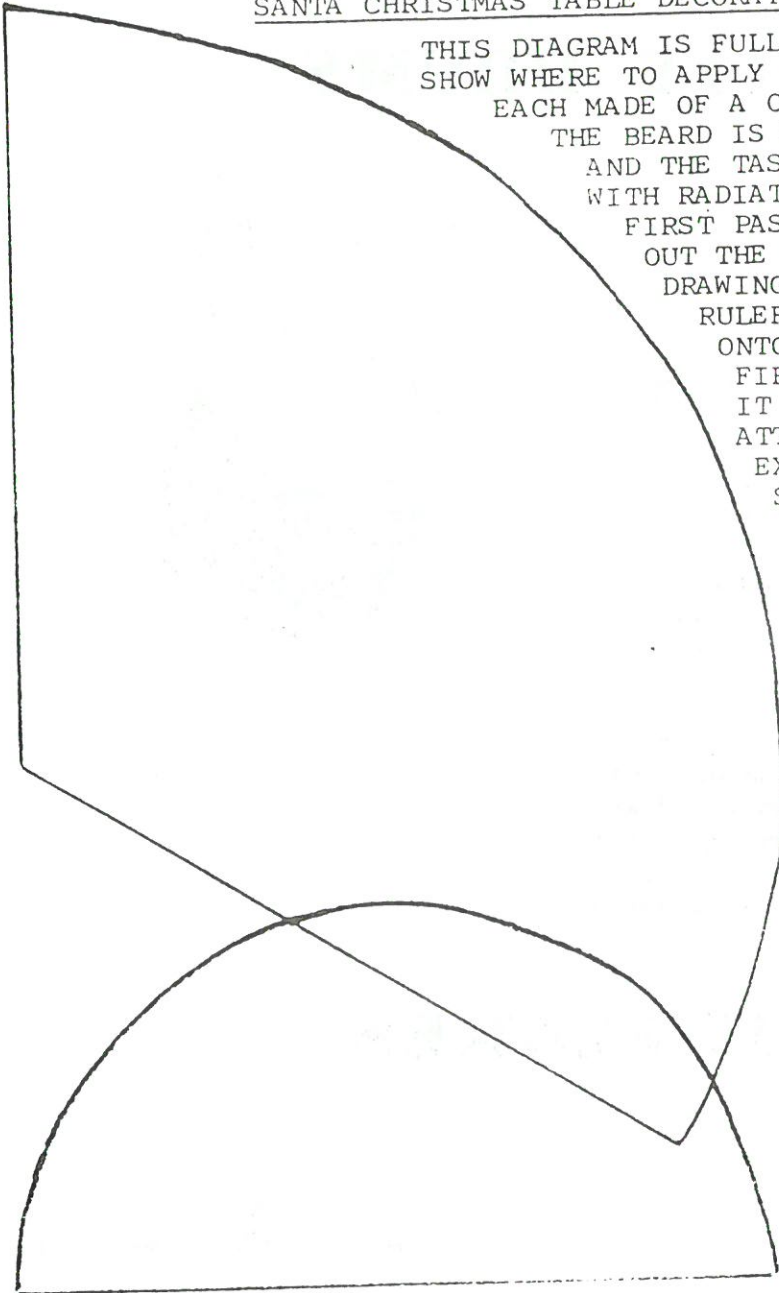
THIS DIAGRAM IS FULL SIZE AND THE DOTTED AREAS SHOW WHERE TO APPLY PASTE. THE BODY AND HOOD ARE EACH MADE OF A CONE, THE BODY AND HOOD IN RED. THE BEARD IS MADE OF THIN WHITE NOTE PAPER AND THE TASSEL OF WHITE CARDBOARD WITH RADIATING STRIPES DRAWN ON IT. FIRST PASTE BODY CONE. NEXT, CUT OUT THE BEARD AND CURL IT BY DRAWING THE EDGE OF A PLASTIC RULER OR SCISSOR. DRAW THE EYES ONTO THE BEARD AND PASTE IT ON FIRMLY. PASTE THE HOOD AND SET IT ON TOP OF THE BODY CONE. ATTACH HOOD TO BODY HOLDING IT EXTRA-FAST WITH A PIECE OF STICKY TAPE (SEE SMALL DIAGRAM).

TREE ORNAMENT

ATTACH STRING BY DRAWING THROUGH THE HOOD WITH A NEEDLE.

CANDY STUFFED FAVOR

MAKE LARGE ENOUGH TO CARRY A FEW TREATS UNDER THE BODY CONE. ATTACH CARDBOARD TO BOTTOM.



CHRISTMAS TREE ADVANCEMENT CEREMONY

All advancement awards are placed in Christmas wrappings and hung on the tree. Also in each package is a Christmas tree light bulb with the Cub's first name lettered on it with a felt pen.

Use pink bulbs for Bobcat; red for Wolf; green for Bear; gold for Gold Arrow points; White for Silver Arrow points; orange for Webelos activity pins and a multicolored or special bulb for the Webelos badge.

Boys earning awards are called forward with their parents and take their package from the tree. Their parents pin on their new awards and the boys screw in their bulbs, which remain on the tree for the rest of the meeting. Afterward, let the boys have them to take home.

CLOSING CEREMONY

PROPS: Individual candles or flashlights

Sing "Silent Night" by candle light.

CLOSING THOUGHT

CUBMASTER: (As he holds a flashlight, candle or string of lights)

This is the season of lights. It is a time when days are shorter and nights are longer. Because of the longer nights, we must have the lights on in our homes, and soon the shopping centers will be bright with Christmas lights. But the most brilliant glow of all comes from the spirit of sharing, goodwill and obeying the Golden Rule all year round. To remind of this, let us all stand and repeat the Cub Scout Promise.

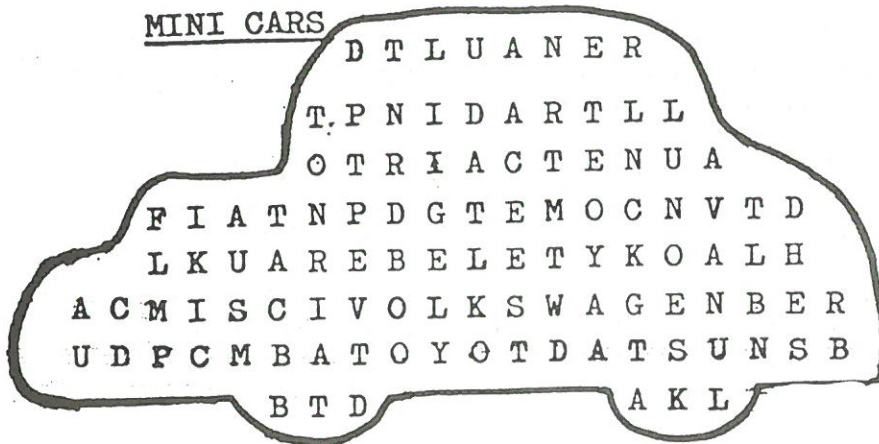


Jan. 1987

"PINEWOOD DERBY"

PRE-OPENERS

MINI CARS



Each word below can be found in the diagram. Words read forward, backward, up, down, and diagonally.

- | | |
|--------|------------|
| Pinto | Volkswagen |
| Opel | Datsun |
| Vega | Dart |
| Toyota | I-Bird |
| Nova | Simca |
| Fiat | Renault |
| Capri | Comet |
| Rebel | |

DO YOU KNOW YOUR CARS? The definitions below describe a type of car. Identify them.

- | | |
|--------------------------------------|------------|
| 1. First colony in New England | (Plymouth) |
| 2. Our 16th President | (Lincoln) |
| 3. City in Michigan | (Pontiac) |
| 4. Theatre in which Lincoln was shot | (Ford) |
| 5. A young horse | (Colt) |
| 6. A spotted horse | (Pinto) |
| 7. A motherless calf | (Maverick) |
| 8. A stinging insect | (Hornet) |
| 9. A shootin star | (Comet) |
| 10. A bullfighter | (Matador) |

WHEELS SCRAMBLE Unscramble the following words of things with wheels.

- | | |
|------------------------|---------------------------------|
| 1. niart _____ (train) | 5. elcryootm _____ (motorcycle) |
| 2. rac _____ (car) | 6. ngawo _____ (wagon) |
| 3. kbie _____ (bike) | 7. ktcru _____ (truck) |
| 4. sbu _____ (bus) | 8. craemp _____ (camper) |

Snowwords

Finish these words that all begin with snow.

- | | |
|---|---|
| Snow _____ (Frosty's last name.) | Snow _____ (A fistful of snow.) |
| Snow _____ (You wear them on your feet.) | Snow _____ (It zooms around in winter.) |
| Snow _____ (It comes and clears your street.) | Snow _____ (A pile of snow caused by the wind.) |
| Snow _____ (No two are alike.) | Snow _____ (A blizzard.) |

Answers
 man ball
 shoes mobile
 plow drift
 storm flake

PINEWOOD DERBY- Opening Ceremony

Each boy should read his line from a card which has the first letter of the sentence on the front.

- D - Dads and sons this month have had some fun.
- E - Everyone working to make their Pinewood Derby Car run.
- R - Races will be held right here tonight.
- B - Boys and dads hoping they built their's just right.
- Y - Yearning to WIN a race or two.

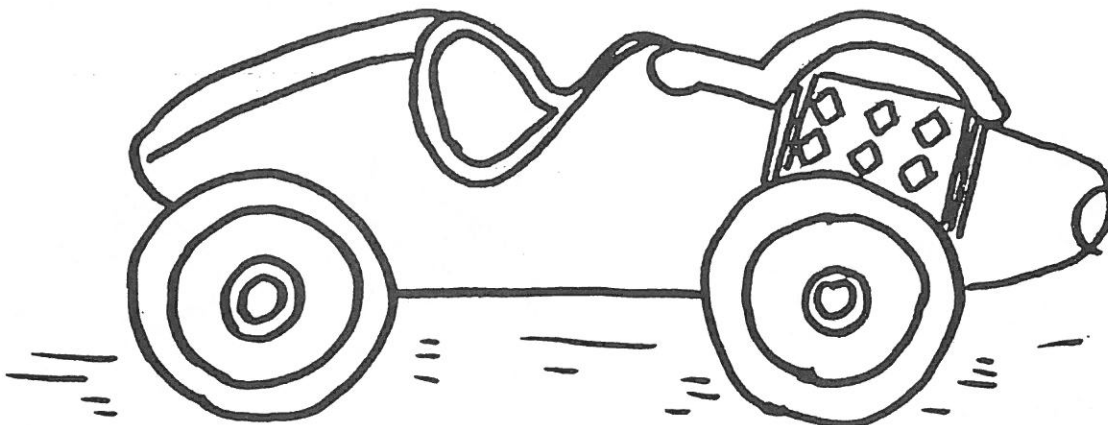
- T - Thinking hard about the competitions our cars must go through.
- I - In just a short while the races will begin.
- M - May all the best cars win.
- E - Everyone please rise. Let us say the Pledge to the Flag.

PINEWOOD DERBY - Closing Ceremony

Each boy should read his line from a card which has the first letter of the sentence on the front.

- D - Dads and sons tonight had some fun.
 - E - Everyone's car had a chance to run.
 - R - Races were held tonight.
 - B - Because all the cars were built right.
 - Y - Yearning is now over.

 - T - Thoughts of next year's race comes to mind.
 - I - Inspired are we to build a car for next year.
 - M - Most of us can not wait to begin.
 - E - Everyone hopes to build the car that will win.
- Together: Good Night, Everyone!



THE BIG WHEEL-Audience Participation Stunt

Divide the audience into four groups to respond to the following words in story:

BIG WHEEL	"SPIN, SPIN"	AIRPLANES	"ZOOOOOOM"
CANCE	"PADDLE, PADDLE"	CARS	"RATTLE, RATTLE, BANG"

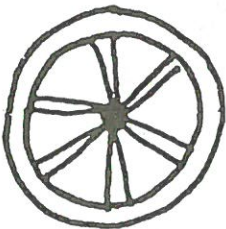
Man has invented many different things which go and have provided him with transportation down through the years. The Indian made his CANOE... which took him from place to place and served his purpose well. Men like Henry Ford invented CARS...which today is the most popular type of transportation. There were men like the Wright Brothers who pioneered the invention of the AIRPLANE... And then there is a group of people called the BIG WHEELS...who really don't go anyplace or do anything, but they like to feel important.

This story is about one of those BIG WHEELS...who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of CANOES..., designing new and more efficient CARS...and designing and testing new and faster AIRPLANES... But our BIG WHEEL...just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The BIG WHEEL...depended on their brains and energy to make him look good. Finally one day something happened that changed things overnight for the BIG WHEEL...

Everyone who had been working on the CANOES...,the CARS...and the AIRPLANES...decided it was time to teach the BIG WHEEL...a lesson. They were tired of him doing nothing except acting important. So they all became very busy and didn't pay any attention to him. When something came up, the BIG WHEEL...found he couldn't rely on the others to answer questions and make him look important. Finally the BIG WHEEL...realized that he could not accomplish anything without help from others. He realized he was making no contribution to the world at all. He was just sitting there spinning his wheels, while the others accomplished a lot on CANOES...,CARS...,AND AIRPLANES... BIG WHEEL...felt very bad.

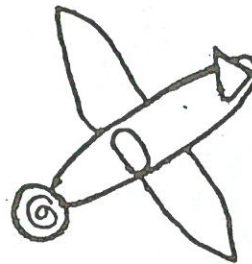
It was a terrible feeling when BIG WHEEL...finally realized something he should have known all along. If you're going to get anyplace in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own CANOE....



"SPIN, SPIN"



"PADDLE PADDLE"



"ZOOOOOOM"



"RATTLE

RATTLE

BANG"

SONGS

JOHN BROWN'S FORD

Tune: John Brown's Body

John Brown's Ford has a puncture in its tire,
John Brown's Ford had a puncture in its tire,
John Brown's Ford had a puncture in its tire,
So he patched it up with chewing gum.

MOTIONS:

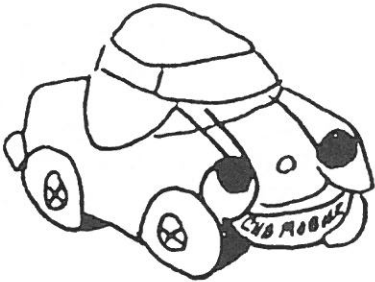
Ford - make a "brrrrrrrrr" sound and shift into gear

Puncture - pretend that you are puncturing tire with your finger

Tire - make a circle in front of yourself with both arms

Patched -smack your hands

Gum - pretend you are chewing gum and stretch it out



RACE YOUR CAR

Tune: Row, Row, Row Your Boat

Race, race, race your car
Swiftly down the track,
If we don't place first this year
Next year we'll be back.

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

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

MY DERBY CAR

Tune: Auld Lang Syne

My derby car, my derby car
It's bright wheels and racing scars
When we've run our race so fast a pace
We'll all have fun with our derby cars.

JOHNNY WORKS WITH ONE HAMMER

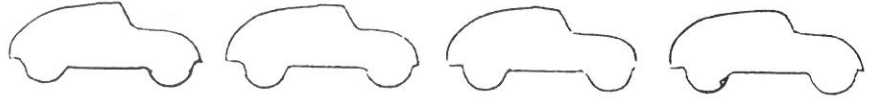
(Move one hand)
Johnny works with one hammer,
One hammer, one hammer,
Johnny works with one hammer,
'Til his work is done.

(Move two hands)
Johnny works with two hammers
Two hammers, two hammers,
Johnny works with two hammers,
'Til his work is done.

(Move two hands, one leg)
Johnny works with three hammers...
(Move two hands, two legs)
Johnny works with four hammers....

(Move two hands, two legs, head)
Johnny works with five hammers...

GAMES



Tractor Pull

The "tractor" kneels on hands and knees with a "driver" astride. The driver holds on with his legs. Two tractors back up to each other and the drivers reach back and grasp each others hands. On a signal, each tractor starts pulling in an effort to pull the other over the line or unseat the driver. Success in either attempt scores one point for the winner. Two points out of three wins the game.

Auto Race

Have the Cubs in a circle with the den chief or one boy in the center. Have him give each Cub the name of an auto, being sure to use the same name more than once so that several Cubs will have the same car. The center boy should then call a name of an auto, and the first Cub with that car name to touch him and return to his place wins the race. The leader then calls another auto as the game continues.

Grand Central Station

Line up two rows of chairs or benches, facing each other, about 30 inches apart. Have Cubs sit on chairs and several stand between them. When you shout "change for (insert the name of a city)" everyone must change seats. Those standing try to get a seat. When you shout "Grand Central Station--everybody transfer!" the Cubs must go out the front end of the benches, run around to the back and then hurry to find a seat.

Auto Race Relay

Autos: Use an 8 x 10 piece of cardboard, fold down the long way and crease. Paper clip 2 corners leaving the other end open. Paper clip the back end to add weight. Draw tracks on the floor with chalk or string. The players must fan with a piece of cardboard the auto down the track and back. Overturned autos must be upright before continuing. The first player across the finishing line wins.

The Hot Seat

Players sit in a circle on chairs, except one player. The one left without a chair is "It" and stands in the middle. The chairs must be close together so that the players can quickly slide over from one chair to the next. There is an extra chair in the circle and it is called "the hot seat". "It" tries to get into the hot seat. But it isn't so easy, because every time "It" tries to do this, one player next to the hot seat moves into it. In that way another chair becomes empty and when "It" tries to get into the new hot seat, it is quickly occupied by one of the players next to it. When "It" is fast enough to get into the empty chair, someone else becomes "It".

Stop and Listen

One player does the tapping while the others guess. The tapper stands behind the other players and they must not try to turn around. Then the tapper taps various objects: the window, the floor, a pot, a lamp shade, or a newspaper. The first person to guess what is being tapped has a turn to become the tapper.

See Games for Cub Scouts for "Auto Race", "Change Cars", "Railroading", and "Park Your Car".

FLAT TIRE SKIT

CAR WITH FLAT: THIS IS A PANTOMIME THAT CAN BE DONE WITH A MINIMUM OF PREPARATION.

PROP: 1 CHAIR FOR DRIVER

PARTS: 4 CUBS FOR TIRES
1 CUB FOR TRUNK
1 CUB FOR DRIVER (COULD ALSO MAKE ENGINE NOISE)
1 CUB FOR ENGINE (OPTIONAL)
ADDITIONAL PARTS COULD BE WORKED IN.

PLACE FOUR CUBS EQUAL DISTANCE TO REPRESENT THE FOUR TIRES OF AN AUTOMOBILE. PLACE ONE CUB IN THE CENTER OF THE TWO "REAR TIRES" HE REPRESENTS THE TRUNK. IT IS OPTIONAL TO PLACE A CUB BETWEEN THE TWO "FRONT TIRES" TO REPRESENT THE ENGINE.

ALL CUBS SHOULD BE ON THEIR HANDS AND KNEES.

THE DRIVER OPENS THE DOOR AND SITS IN THE DRIVERS SEAT. HE TURNS TO START THE ENGINE. THE ENGINE STARTS (ENGINE NOISE). THIS IS SHORTLY FOLLOWED BY A HISS AS ONE OF THE TIRES (CUB SCOUT) FLATTENS FROM THE HANDS AND KNEES POSITION.

THE DRIVER GETS OUT OF THE CAR CLOSING THE DOOR AND GOES BACK TO THE TRUNK, HE LIFTS THE TRUNK (LIFT CUB BY BELT) AND TAKES OUT AN AIR PUMP. HE GOES TO THE FLAT TIRE AND PUMPS UP THE TIRE (THE TIRE CUB RISES BACK TO HIS HANDS AND KNEES.)

THE DRIVER RETURNS TO HIS SEAT AND STARTS THE CAR. AT THIS TIME ANOTHER TIRE GOES FLAT. THE DRIVER FOLLOWS THE SAME PROCEDURE AS BEFORE.

THIS CONTINUES UNTIL ALL FOUR TIRES HAVE GONE FLAT AND HAVE BEEN PUMPED UP?

VARIATIONS CAN BE MADE ON THIS PANTOMIME. FOR EXAMPLE: AT THE END THE DRIVER COULD START ON HIS MERRY WAY AND THEN ALL FOUR TIRES COULD GO FLAT. OR PERHAPS THE TRUNK COULD RUN AWAY AFTER ONE OF THE FLATS.

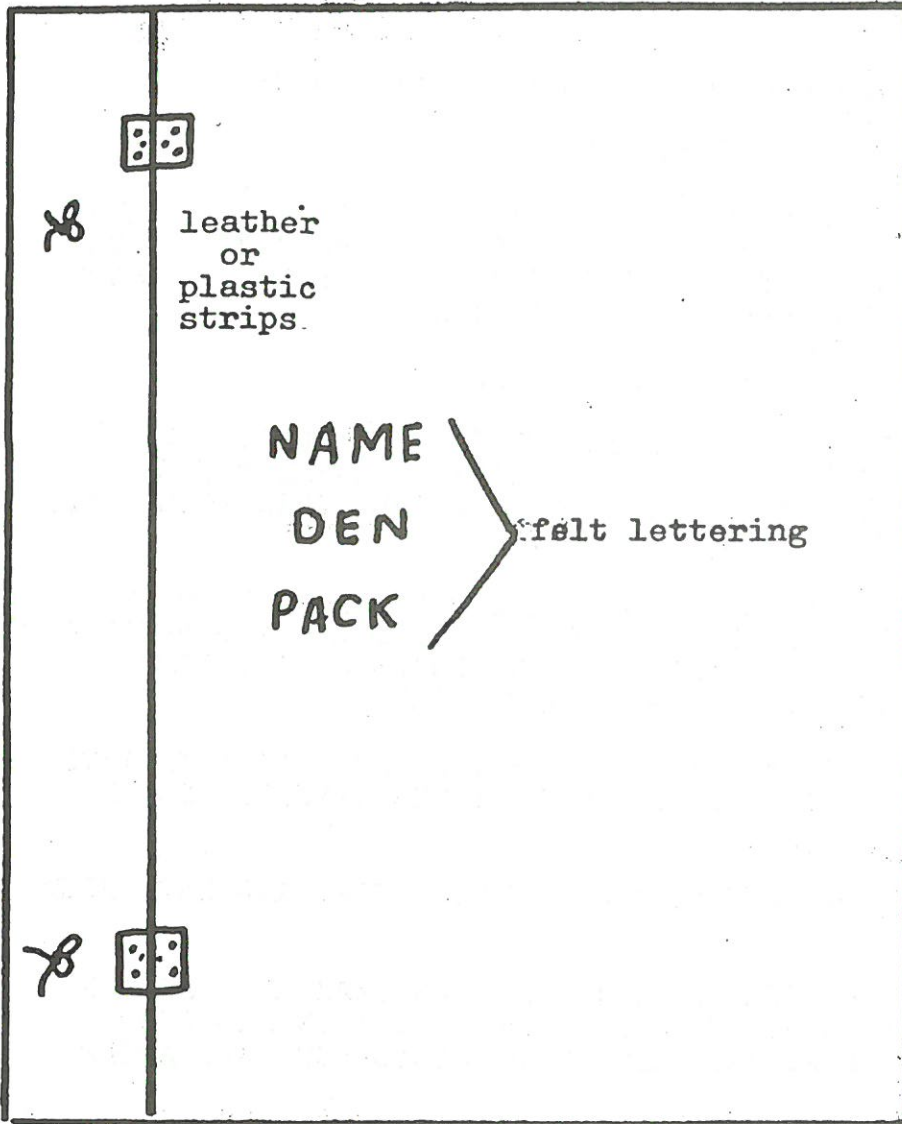
NUTS AND BOLTS-snack for den meeting

1/2 C. margarine	1 1/4 seasoned salt
4 1/2 tsp. Worcestershire sauce	2 C. corn chex
2 C. rice chex	2 C. pretzels
2 C. cheerios	1 C. mixed nuts

Melt margarine in large pan in oven. Add seasoned salt and stir. Add remaining ingredients. Stir until coated. Put in oven 1 hour. Stir every 15 minutes. Makes 9 cups. Can be frozen. OVEN--250

SCRAPBOOK

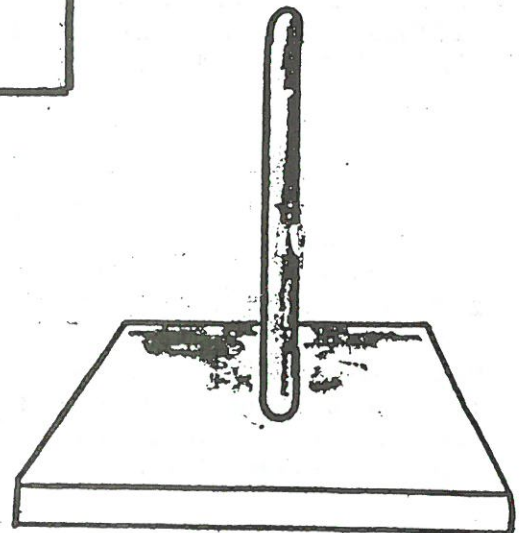
Fill with samples or pictures of boys' projects, record field trips, awards earned, songs, or skits boys have participated in. Make from plywood just a little larger on all sides than paper for pages. Different colors of construction paper make an attractive background for pictures.



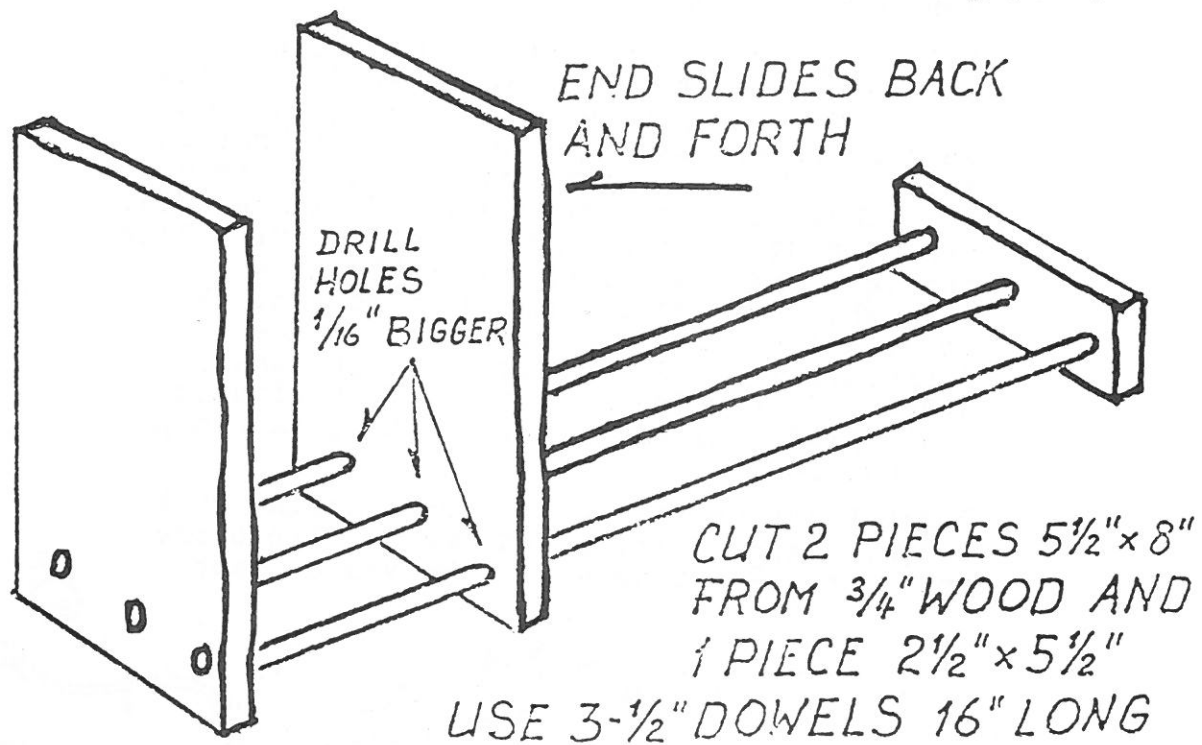
This is excellent to start with a new den as the boys can keep a complete record of their years in Cubbing.

TIE SLIDE TOTEM

a 5" x 5" block of wood with a hole drilled to hold a 3/8" dowel 12" long makes a great spot for storing tie slides. Dowel is glued in and can be painted or decorated to suit owner. It is very attractive and resembles a totem pole when filled with tie slides.



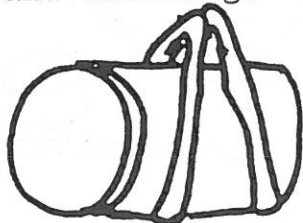
ADJUSTABLE BOOK AND RECORD RACK



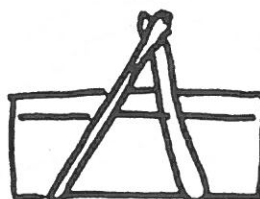
PINEWOOD DERBY CAR CARRIER:

Materials: Oat meal box, small
Rope or twine, enough to go around box
Naugahyde, or other covering of choice for box
and lid.

The box may be covered by paint, naugahyde, contact paper, or blue cloth or construction paper. It is limited only by your imagination. Cut enough rope to encircle the box and leave plenty of hand room. A small box will hold one car. If larger boxes are used, add sections for individual car or add padding inside the box to keep car from sliding and breaking. A small shoe box may also be used.



OATMEAL BOX



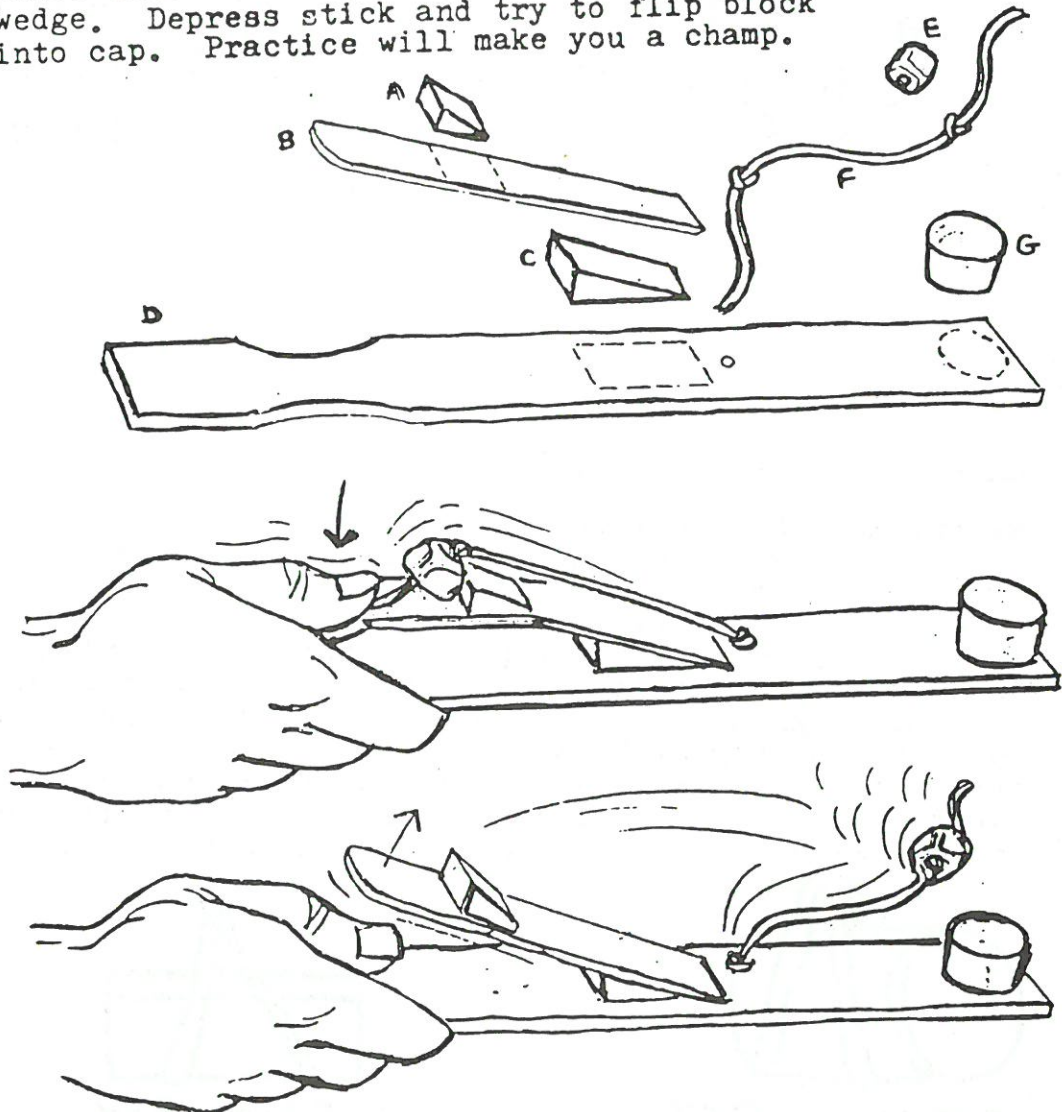
Shoe Box

FLIP STICK

For your flip stick you'll need: A - short wedge $\frac{3}{4}$ " wide; B - tongue depressor or popsicle stick; C - long wedge $\frac{3}{4}$ " wide; D - paint stirrer; E - block (or bead) $\frac{1}{2}$ " square; F - string 9" long; G - plastic cap from a spray can.

Drill a hole 5" from the end of the paint stirrer. Glue the long wedge $\frac{1}{2}$ " from the hole. Glue tongue depressor to top of long wedge. Insert string into hole and knot on bottom side of paint stirrer 2" from string end. Make knot on other side of stirrer too. Knot string 4" from it's top end. Drill hole through center of block and pull string through. Knot string again to lock block in position. Stretch string on tongue depressor to find correct place for small wedge. Glue wedge in place. Find plastic cap's place the same way. Glue or tack cap in position.

Place block on tongue depressor behind small wedge. Depress stick and try to flip block into cap. Practice will make you a champ.



BLUE AND GOLD

OPENING OR CLOSING CEREMONY

- Personnel: Narrator and a den of uniformed Cub Scouts.
- Equipment: Cards with words printed on them for each Cub Scout and an upright stand such as a ladder for each sign to be attached at the proper time.
- NARRATOR: We think of Cub Scouting as a ladder of good citizenship. Let us give you an idea of what we mean.
- CUB #1: Friendship. We make lots of friends in our school, church, neighborhood, den and pack.
- CUB #2: Teamwork. We learn how important it is to work with others as a member of a team.
- CUB #3: Dependability. We learn to be places when we promise and to do our part.
- CUB #4: Leadership. We learn to lead games and help with other den and pack activities.
- CUB #5: Honesty. We learn to tell the truth, to handle money, and to understand what honesty means.
- CUB #6: Loyalty. We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.
- CUB #7: Good Will. We like to help our school, church, neighbors, and those less fortunate than we. Good will projects make us feel good.
- CUB #8: Responsibility. We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.
- NARRATOR: Good Citizenship. Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood. Good night (Said if this is used as a closing ceremony.)

PRAYERS FOR BLUE AND GOLD BANQUET

Dear God, bless all the Scouts around the world. Help us remember that we are working together to help make our world a better place. Guide our words and our actions so that we set the kind of example You would want us to set. Amen.

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

THE PROMISE IN POEM

Opening or Closing

Narrator and Cub Scouts

Nar: "Will all Cub Scouts please stand, give the Cub Scout sign and repeat the correct phrase of the Cub Scout promise each time I pause in reading."
"I, (name), promise...(pause)"

C. S.'s: I (name), promise,

Nar: An assurance I make, a pledge to do right, I keep it before me, a bright shining light...To do my best...

C.S.'s: To do my best...

Nar: I'll try my best to do it, though difficult it may be, and if I keep my promise, then folks will believe in me...To do my duty to God,

C.S.'s: To do my duty to God,

Nar: To God the Creator, the maker of all, if weakness overtakes us, on Him we may call,...and my country...

C.S.'s: And my country...

Nar: A wonderful country, I'm sure you'll agree, so let's keep it always, the land of the free,...To help other people...

C.S.'s: To help other people...

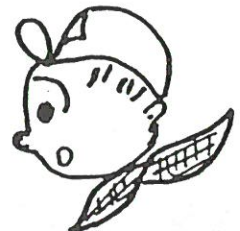
Nar: When I help other people, just as I should, I do it for free,.and really feel good...And to obey the Law of the Pack...

C.S.'s: And to obey the Law of the Pack...

Nar. A guide for each day, a good one to know, as we get older, as we follow and grow.

CUB SCOUT PARENT'S PRAYER

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



SONGS

Birthday B.S.A.

Tune: On Top of Old Smokey

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

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

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

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

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

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

Baden-Powell

Tune: Found a Peanut

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

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

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

REFER TO CUB SCOUT SONG BOOK

Blue & Gold Marching Song

Tune: Davy Crockett

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

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

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

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

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

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

BLUE AND GOLD TAG

You need two teams, one the blue team and the other the gold team. The first player of the Blue team stands about 15 feet in front of both teams. The object of the game is for the first player of the Gold team to tag the player of the Blue team before he can return to the end of his team's line and tag the last person. If he makes it, the Gold player becomes a member of the Blue team. If he doesn't make it, and is tagged, he becomes a member of the Gold team. Then a player from the Gold team goes out front and the play is repeated. The game ends when all players are on one team or a pre-determined time limit is set.

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 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)

FEBRUARY - BLUE AND GOLD

CUB SCOUT UPSIDE-DOWN STEW

Setting: On stage in a huge pot, made from cardboard carton. The pot could be painted on the side of the carton. Boys getting into the pot, pile on top of each other face down.

Boy with chef's hat is stirring in pot with a broomstick.

CHEF: (pretends to taste) Hmmm-mm. Tastes like a well-rounded den to me.

DEN LEADER: What did you put in it"

CHEF: (reading from oversize card marked "Recipe") Cub Scouts that do their best.

(Any number of uniformed Cubs climb into the pot)

A sense of humor.

(Grinning Cub wearing sign "Humor" climbs into pot)

A pinch of wanting to please.

(Cub wearing sign "I want to Please" climbs into pot)

A dash of mischief.

(Cub wearing "Mischief" sign climbs into pot)

A bit of obedience.

(Cub wearing "Obedience" sign climbs into pot)

A bundle of sunshine.

(Cub wearing "sunshine" sign climbs into pot)

And a ton of energy.

(Cub wearing "Energy" sign scampers into pot)

Stir well and you have Cub Scout Upside-Down Stew.

DEN LEADER: (Pretends to taste) Tastes like dirty blue jeans to me!

STEPS TO PLANNING A BLUE & GOLD BANQUET

I. Select date, time, place

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

II. Dinner Committee

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

III. Program

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

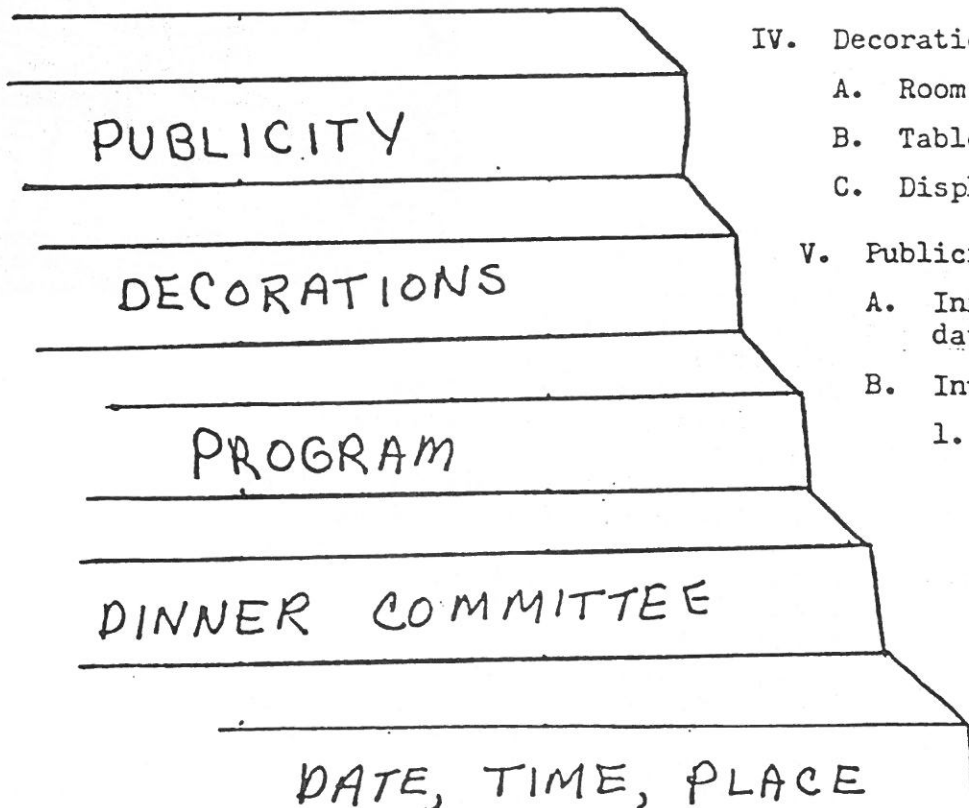


IV. Decorations

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

V. Publicity

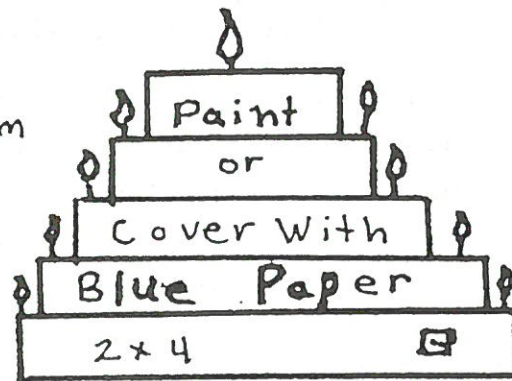
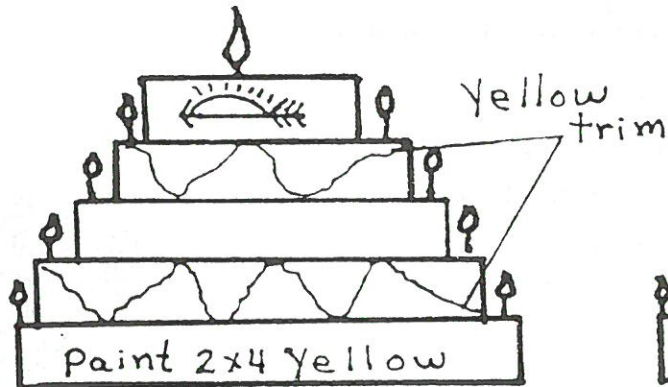
- A. Inform all pack families of date, time, place and cost.
- B. Invitations
 - 1. Consider inviting guests such as Head of sponsoring institution, school principal, Institutional representative, Scoutmaster; district commissioner, District executive, Eagle Scouts who have at one time been in your pack.



A large cake made from wood or heavy cardboard with Christmas lights on.

As BOBCAT awards are presented the bottom row of lights come on.
 As WOLF badges and arrow points are presented the second row come on.
 As BEAR badges and arrow points are presented the third row come on.
 As WEBELOS activity badges are presented the fourth row come on.
 THE ARROW OF LIGHTS IS TURNED ON BY THE TOP LIGHT.

Front of Cake

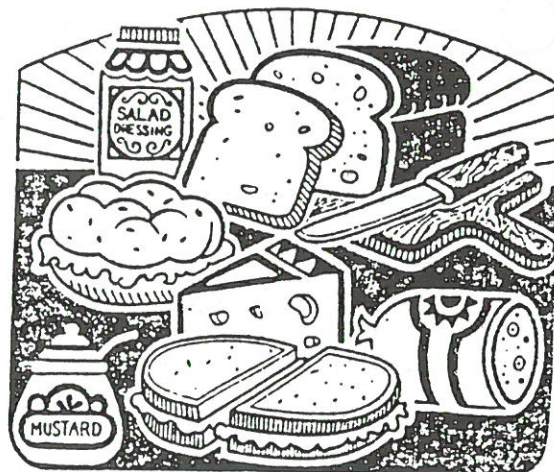


Pot Luck Meal - For den of 8 families: 2 families bring meat dishes, 2 bring vegetables, 2 bring salads, 1 brings dessert, 1 brings bread and drinks.

Food Committee - The table below will serve as a guide for the committee in buying food for the banquet.

The quantities listed will serve 25 people.

QUANTITY BUYING TABLE



- | | |
|--|---|
| Baked Beans - 4 qt. bowl | Pickles - 1-1/2 pt. |
| Butter - 1/2 lb. - 32 servings | Jelly - 1-1/2 pt. |
| Carrots, raw sticks - 1-2 lbs. | Rolls - 50 |
| Coffee (regular) - 1# (40-50 cups) | Cream for coffee - 1 1/2 pts |
| Coffee (instant) - 1-2 oz. jar
makes 40 cups | Ice Cream - 1 gal. |
| Lettuce - 3 heads | Punch or Iced Tea - 2 gal.
(makes 50 5 oz. servings) |
| Salad Dressing - 1 pt. or 1/2 lb. | Crackers - 3 lbs. |
| Potato Salad - 1 qt. bowl | Cream for whipped topping - 1 pt. |
| Jello Salad - 1-1 1/2 qt. mold or
9" x 13" dish | Frankfurters - 7 lbs. (2 ea.) |
| Mashed Potatoes - 4 qts. bowl | Juices - 3-46 oz. cans (5 oz. ea.) |
| String Beans - 3 2# cans | Ketsup - 3-14 oz. bottles |
| Peas - 5 2# cans | Lemon (for tea) - 4 |
| Baked Ham (boneless) - 6-7# | Mints - 1 1/2 lbs. |
| Swiss Steak - 10 lbs. | Nuts, salted - 2 lbs. |
| Meat Loaf - 1 1/2 lbs. pork,
3 1/2 lbs. beef | Peanut Butter - 3 cups to spread
25 sandwiches |
| Chicken - 40 pieces | Potato Chips - 2 lbs. |
| Stuffing for poultry - 5 qts. | Radishes - 4-5 bunches |
| Turkey - 18-20# | Sugar (for tea and coffee)
3/4 lbs. |



BLUE & GOLD

Material you will need:

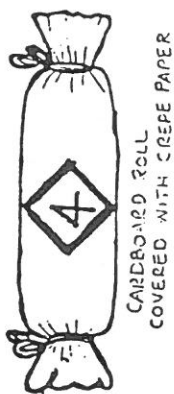
- 3" rubber ball
- 7 oz. cold drink cups
- Casin glue
- White latex wall paint
- poster paint
- yellow material for scarf
- small amount of poster paper for hands
- popsickle sticks

Pour small amount of latex wall paint into tin can and tint with red poster paint. Paint rubber ball all over; let dry over night. Then add features and hat with poster paint.

Cut out bottom of cup; paint cup Cub Scout blue. Glue rubber ball on cup. Cut out hands and insert into small slits in the cup. Tie yellow material to look like cub scarf.

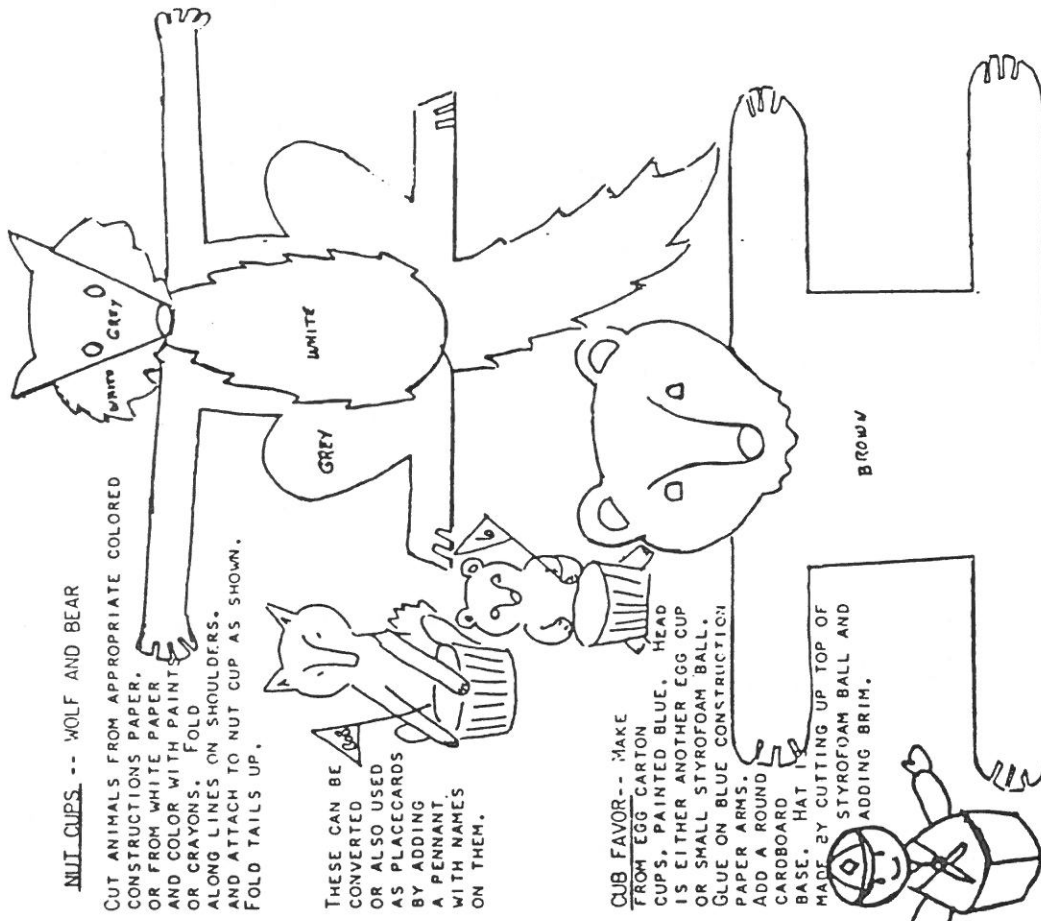
Write boy's name on painted pop sickle stick and glue to hands.

For variation you could set a small nut cup, filled with candy or nuts, under the cup for a surprise.



CARDBOARD ROLL COVERED WITH CREPE PAPER

PARTY POPPER.
FILL A 5-6" CARDBOARD ROLL WITH WRAPPED CANDY OR SMALL PRIZE. COVER WITH A PIECE OF BLUE CREPE PAPER 8" X 6". TAPE OR GLUE CREPE PAPER AROUND ROLL. TIE ENDS WITH YELLOW RIBBON. DECORATE AS DESIRED.



NUIT CUPS -- WOLF AND BEAR

CUT ANIMALS FROM APPROPRIATE COLORED CONSTRUCTIONS PAPER, OR FROM WHITE PAPER, AND COLOR WITH PAINT OR CRAYONS. FOLD ALONG LINES ON SHOULDERS, AND ATTACH TO NUT CUP AS SHOWN. FOLD TAILS UP.

THESE CAN BE CONVERTED OR ALSO USED AS PLACECARDS BY ADDING A PENNANT, WITH NAMES ON THEM.

CUB FAVOR-- MAKE FROM EGG CARTON CUPS, PAINTED BLUE, HEAD IS EITHER ANOTHER EGG CUP OR SMALL STYROFOAM BALL. GLUE ON BLUE CONSTRUCTION PAPER ARMS. ADD A ROUND CARDBOARD HAT MADE BY CUTTING UP TOP OF STYROFOAM BALL AND ADDING BRIM.

BLUE AND GOLD

INVITATIONS

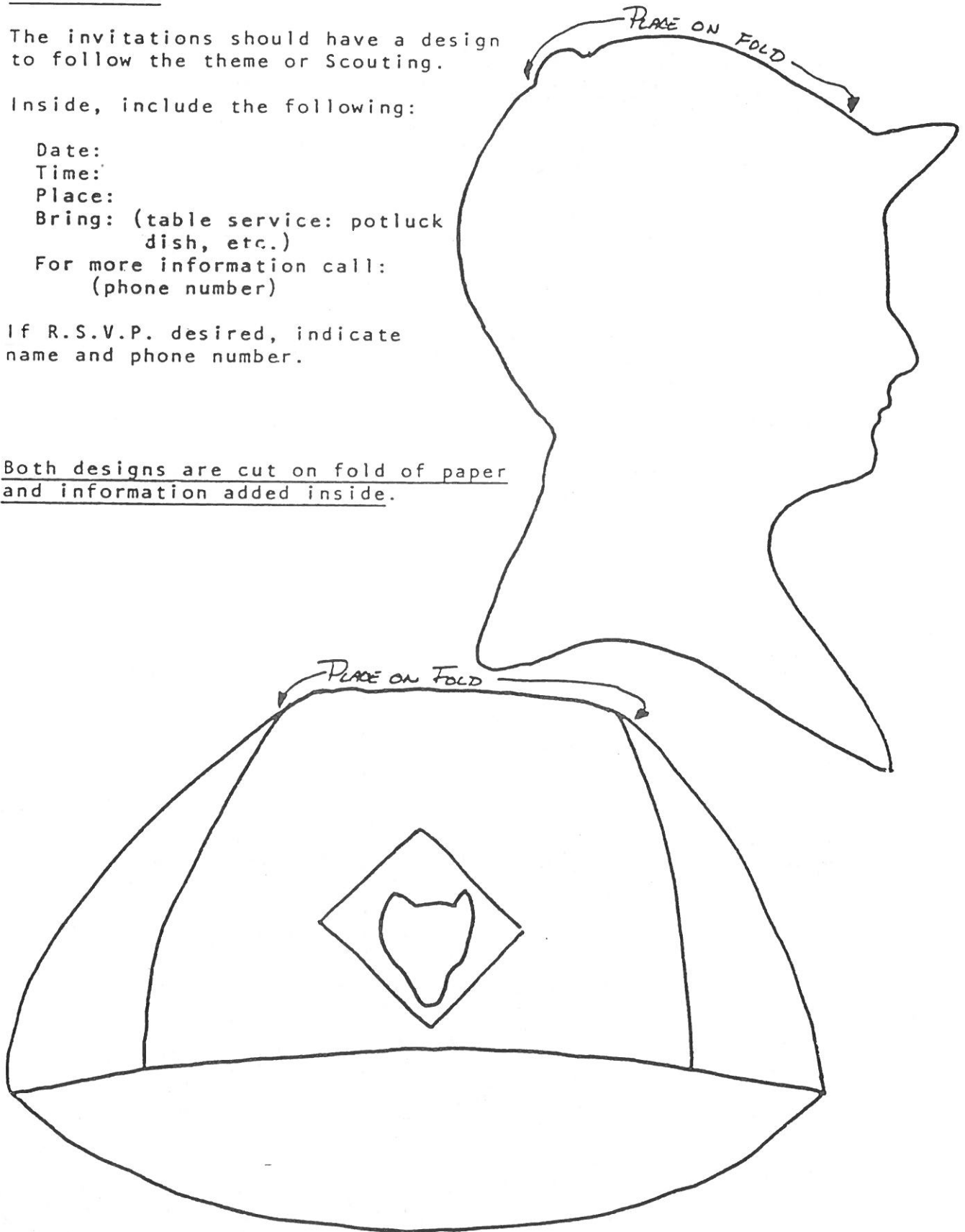
The invitations should have a design to follow the theme or Scouting.

Inside, include the following:

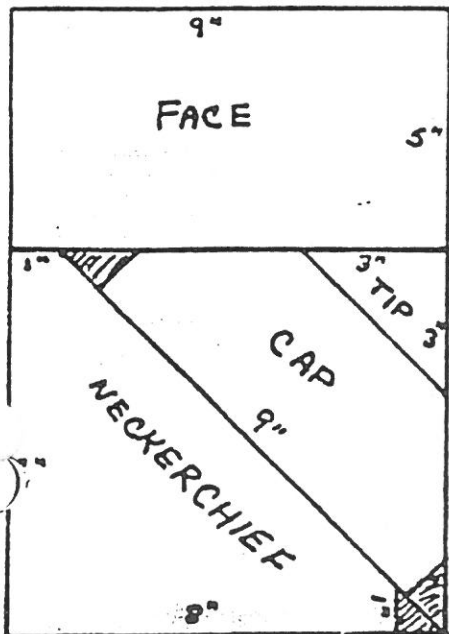
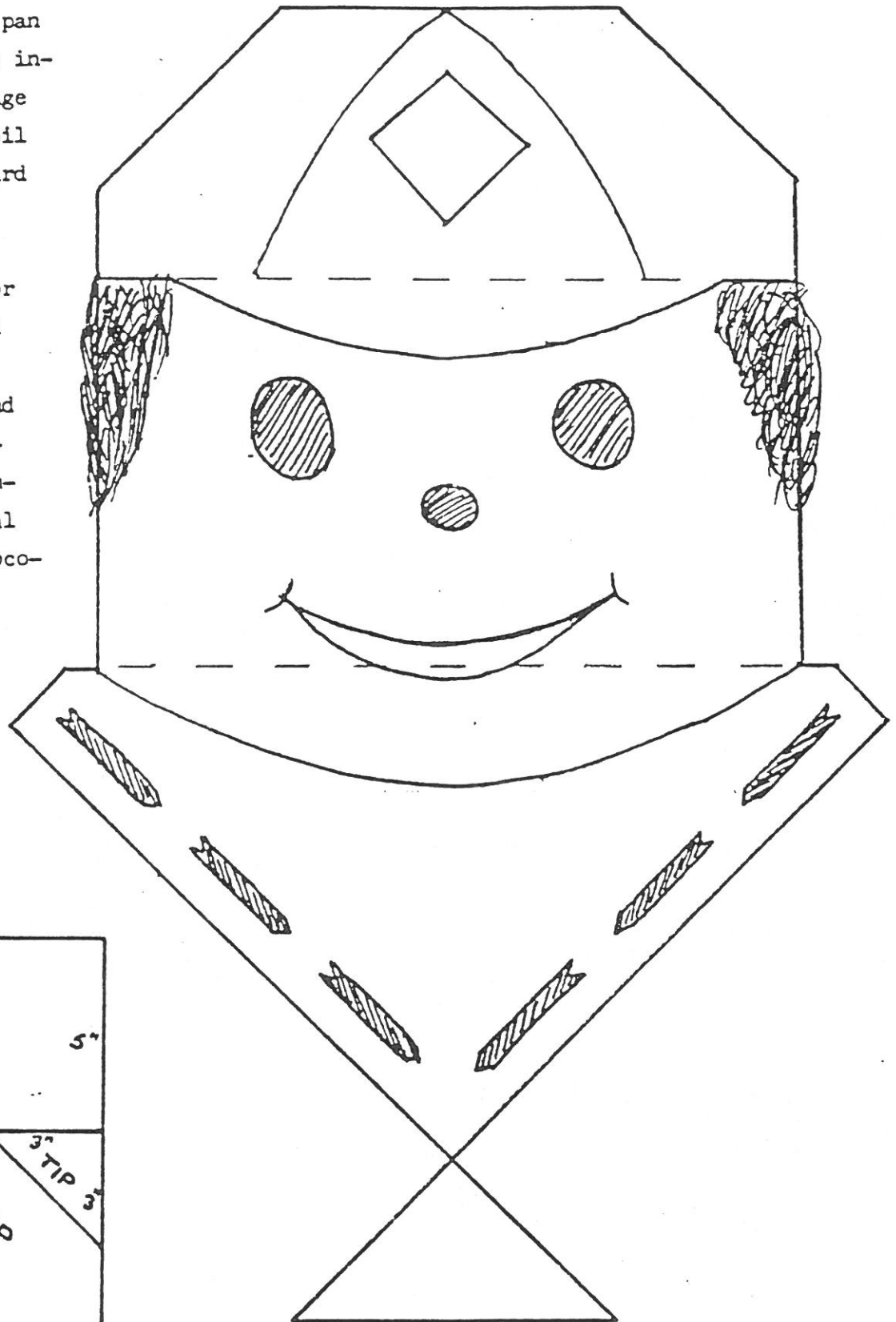
- Date:
- Time:
- Place:
- Bring: (table service: potluck dish, etc.)
- For more information call: (phone number)

If R.S.V.P. desired, indicate name and phone number.

Both designs are cut on fold of paper and information added inside.



Bake cake in a pan 9 X 13. Cut as indicated. Arrange on a tray or foil covered cardboard and frost with pink icing for face, yellow for neckerchief and trim on cap, blue for cap and trim on neckerchief. Use gumdrops for facial features and coconut for hair.

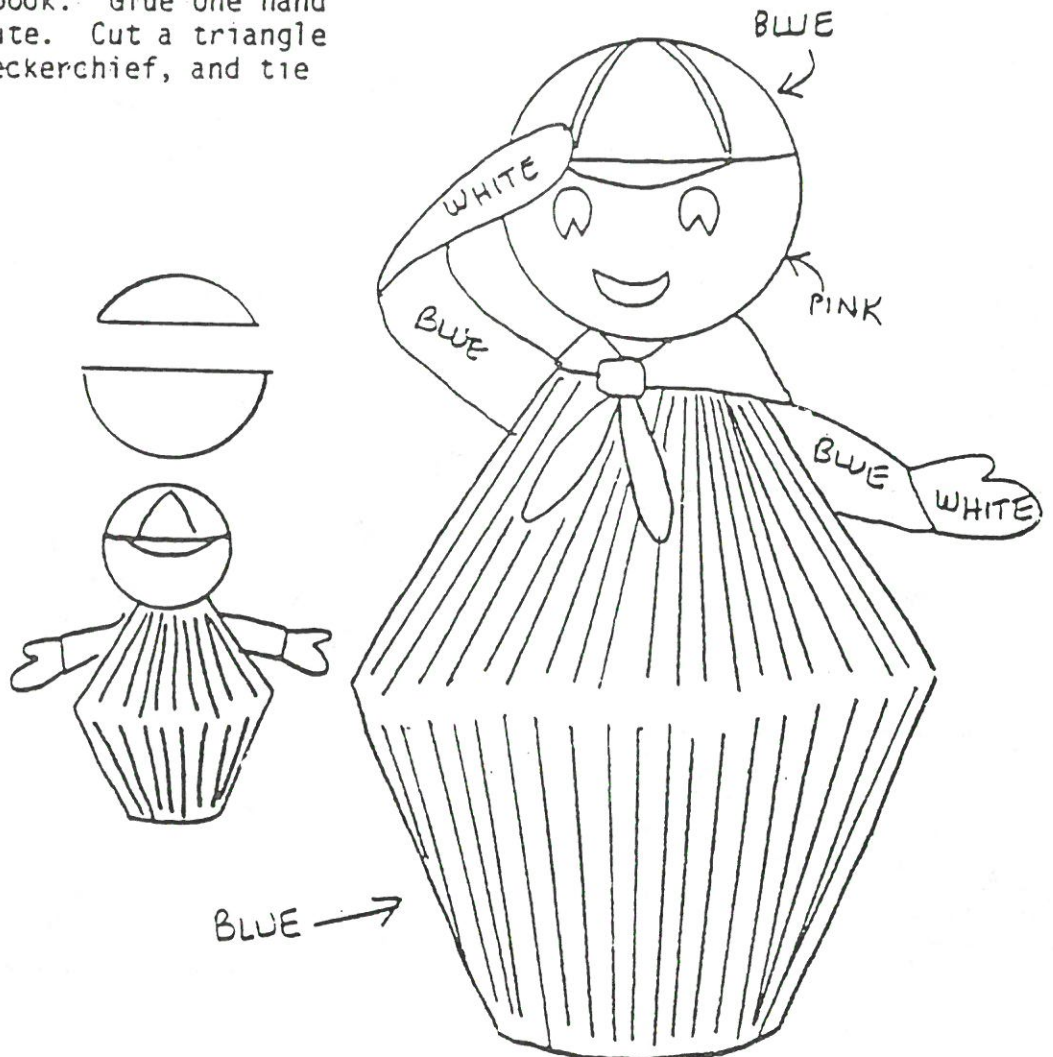
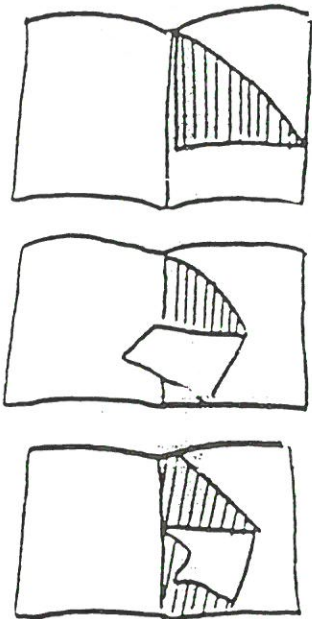


CUB SCOUT MAGAZINE CENTERPIECE

Materials:

- | | |
|------------------------------|----------------------------------|
| 1 Reader's Digest magazine | 1 styrofoam ball 3", pink (head) |
| 12" gold cord | 1 styrofoam ball 3", (cap) |
| Heavy white paper | 1 white chenille stem |
| Yellow felt (neckerchief) | Black construction paper |
| 1 can blue matte spray paint | White glue |

1. Fold magazine as shown below. When folded, stand it up and open in a complete circle. Glue a disc of cardboard to bottom of book to hold pages in place. Spray paint blue.
2. Stick 6" piece of chenille stem into pink styrofoam ball for head and neck. The other end of the chenille stem is inserted into blue body. Glue together.
3. Cut a 1½" slice off other styrofoam ball. This will be the hat. Cut a hat brim of heavy white paper and glue to hat. Paint hat blue. Slice off top of the head. Glue hat to head. Cut gold cord into 3 pieces and glue to top of hat. Cut eyes and mouth of black construction paper and glue to face.
4. Arms are heavy white paper. Paint sleeves blue. Glue arms to book. Glue one hand to forehead in a salute. Cut a triangle of yellow felt for neckerchief, and tie around neck.

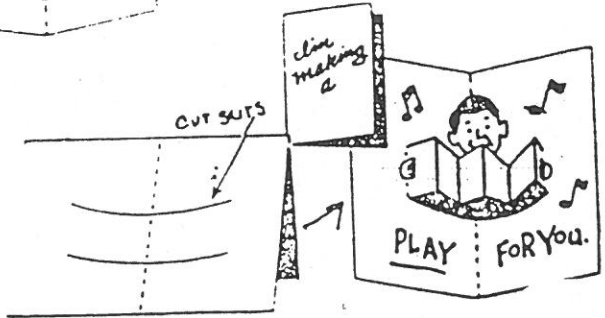
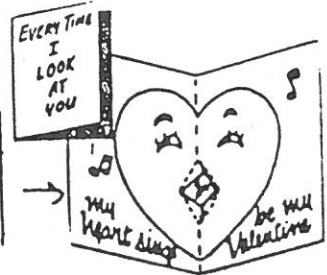
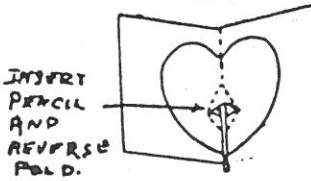
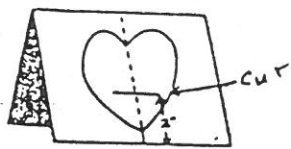
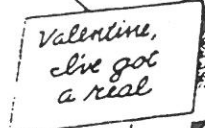
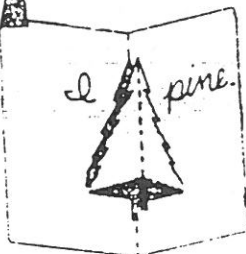
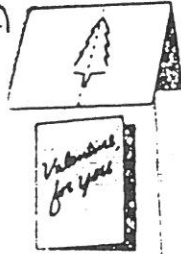
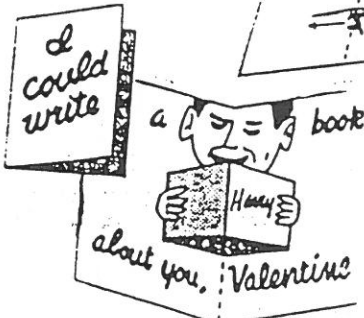
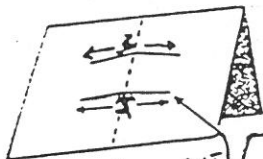
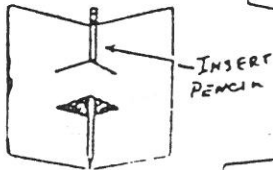
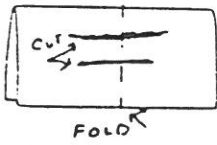
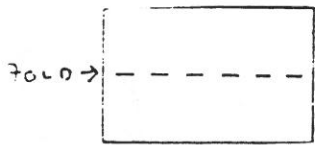
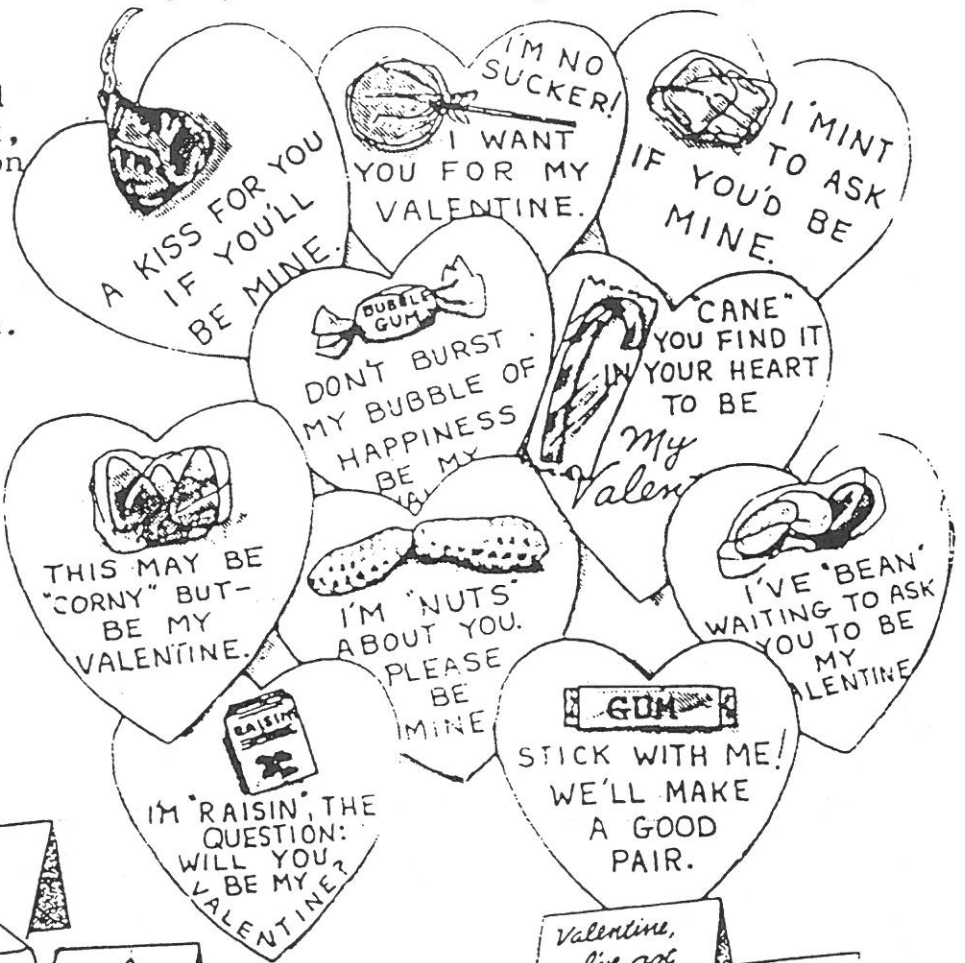


VALENTINE CARDS

Make your own cards this year. Here are some clever ones to do. First the sweet ones and then the fold outs.

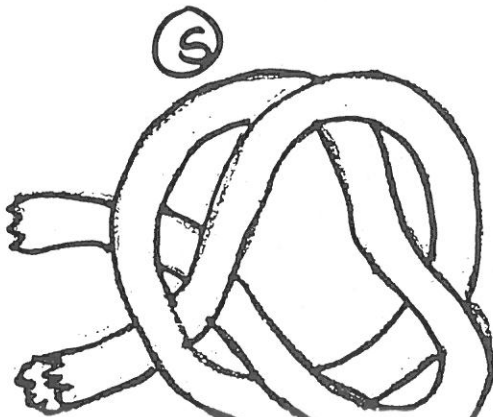
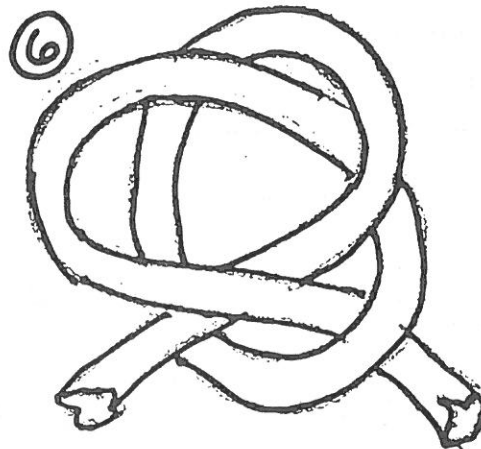
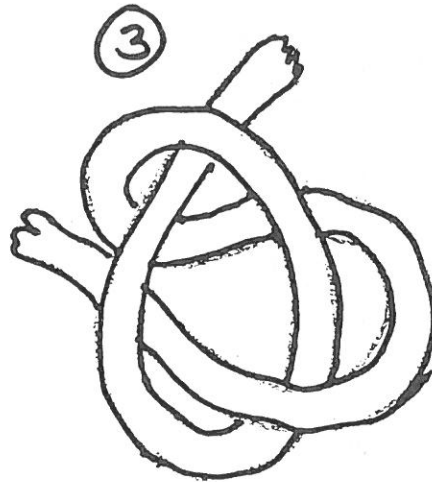
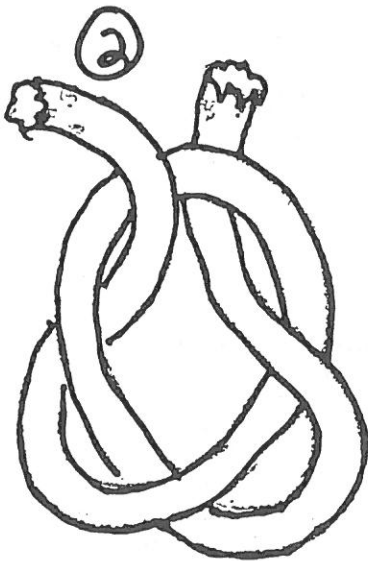
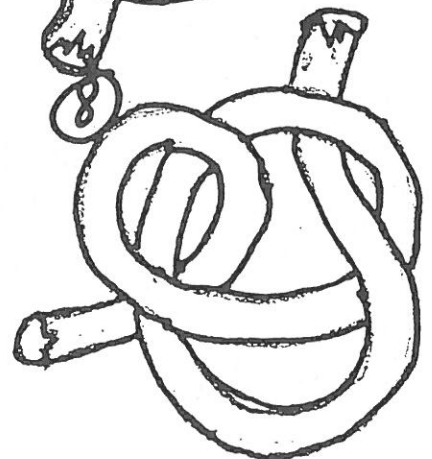
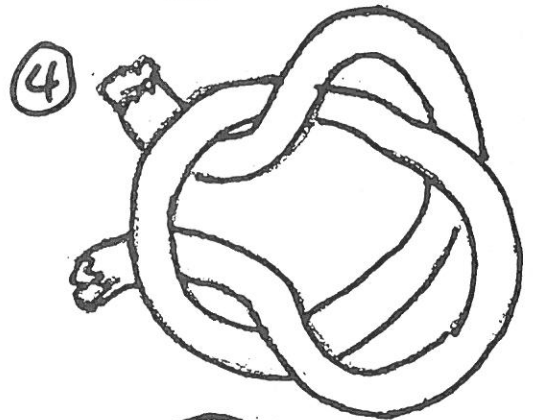
Cut out a red heart and tape your sweet message and candy treat to the heart.

To make the folded card with the pop-out, follow the instruction below. Use type-writer paper. The slit should be 3" on the upper one, and 2" on the one beneath.



KNOTS=NOT KNOTS

Study the knots in the illustrations and see if you can figure which ones are not knots and which ones are if you were to pull on the two ends of the ropes. Now give each boy a piece of cloths line or any other kind of rope approx. 18" long-duplicate the loops shown and find out if you were right. Now make up your own knot puzzles



TRICKS

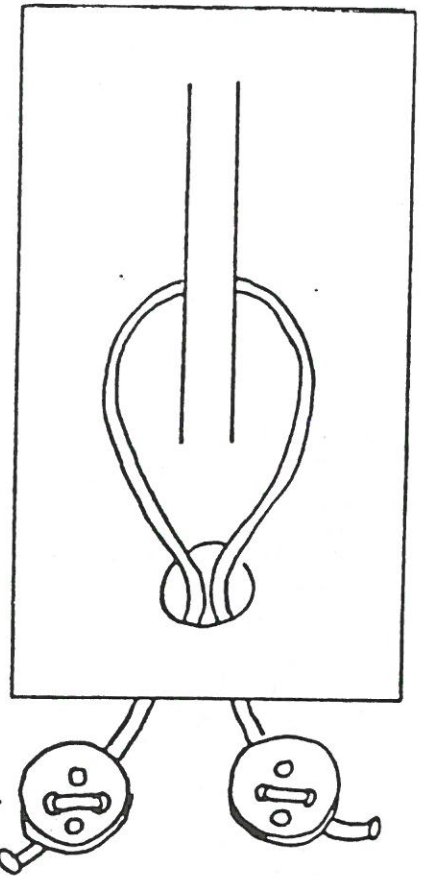
BUTTON TRICK

Can you remove the string from the card without taking off the buttons or tearing the card? It's simple! !

- 1) Cut a piece of cardboard like this.

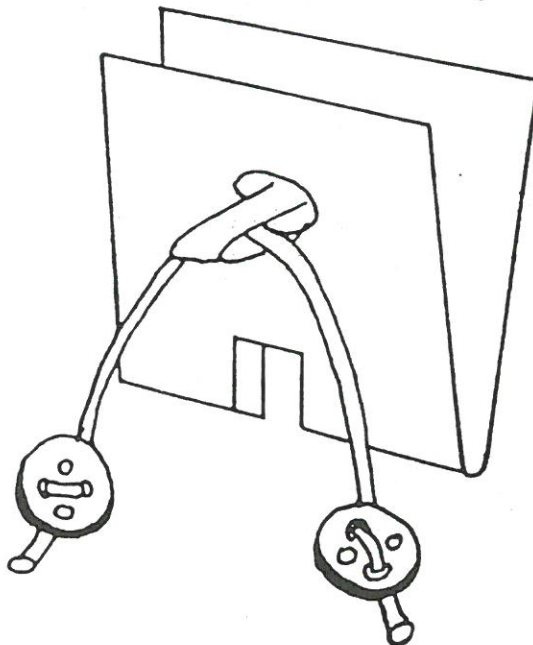
- 2) Thread a piece of string through the card as shown.

- 3) Fasten two buttons, larger than the hole, to the ends of the string.



Here is how.

Bend the cardboard....
Pull the center strip
through the hole....
Buttons will then pull
through the hole!!!



Shoelace Leprachaun

These cute little elves can pop up just about anywhere because their pipe cleaner bodies can be bent into any position. The pipe cleaners are covered with shoelaces. You can glue the elf to a paper circle for a base.



To make each elf, cut three pieces of pipe cleaner, 6 in. long. Also cut three pieces of shoelaces, 5 in. long (Green shoelaces). Insert a pipe cleaner into each piece of shoelace, letting $\frac{1}{2}$ in. of pipe cleaner extend at each end.



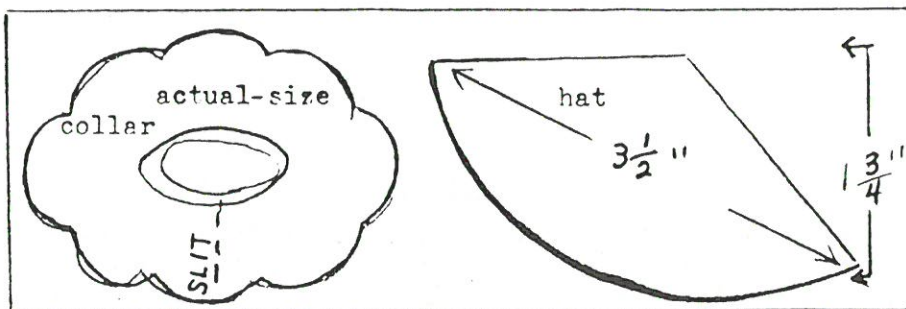
For the body, place two covered pipe cleaners, side by side, and glue the top 2 in. together. Hold with paper clips until dry. The unglued portion becomes the legs and feet.

Wrap the third pipe cleaner once around the shoulders, making the arms. Bend the ends of the pipe cleaners back to form hands and feet. Glue the ends of the shoelaces, or wrap with shoelace for a cuff to prevent raveling.



For the head, use a 1 in. plastic foam ball; push it down over the neck. Glue on elfin features, cut from paper.

Use the actual-size pattern to cut the collar from felt; also cut a piece of felt for the hat. Glue the edges of the hat together to form a cone, gluing the bottom edge over the head. Glue a small circle of felt to the tip of the hat. Glue the collar around the neck. Glue on cotton for a wispy beard.



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 and 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!

STANDARD AWARDS CEREMONY

Personnel: Cubmaster or Awards Chairman; others as needed.

Equipment: Anything depicting the monthly theme or holiday.

Arrangement: Awards presentation made where audience can see; on stage or in front of room.

CUBMASTER: We would like to recognize those boys in our pack who have made advancements in rank during the past month. The following boys have attained the rank of _____ by completing 12 achievements including feats of skill, flag history, whittling, conservation, safety and health; (Names) Will you and your parents come forward?
(Present badges to parents to give to sons)

These boys have completed 10 or more electives which entitle them to arrow points. (Names) will you and your parents come forward?
Our Webelos Scouts have earned the following activity badges this past month: (Name and badge) will you and your parents come forward?
(Webelos leader presents badges to parents who pin on boy)

These awards show that our boys are really working to help our pack "go". Let's give them a big hand.

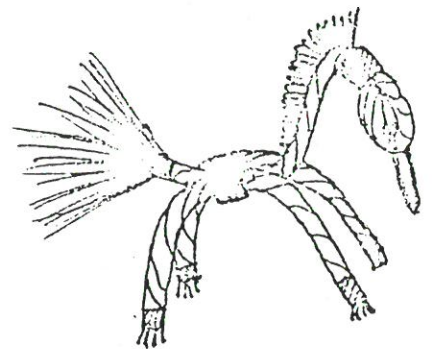
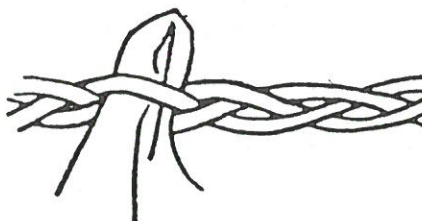
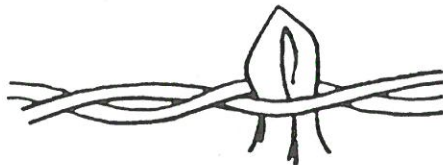
ROPE HORSE

For the body of the horse cut a piece of rope 14" long. Tie a piece of heavy thread 4" from one end, marking off the tail. Work white glue into the rope, except for the tail area. When the glue is nearly dry, bend the end of the rope up, shaping the head. Tie to hold. Bend the rope to shape the neck and hold or tie until thoroughly dry. For the horse's legs, cut 2 pieces of rope about 8" long. Work white glue well into each piece and shape into an arched curve. After the body of the horse has dried completely, separate the strands of the tail by combing with a coarse comb. For the mane, use 1/2" cut from the combed tail; stitch on the sewing machine to form a fringe. Trim to resemble a mane. To assemble the horse, glue the body between 2 pairs of arched legs, tying at the center where all three pieces of rope meet. Glue the mane to the neck and paint hooves. Glue narrow ribbon around each ankle and around tail and stomach. Also use ribbon for eyes, ears, and bridle.

CLOTHESLINE WITHOUT CLOTHESPINS/

You need: Two or three ropes, one longer than the others.

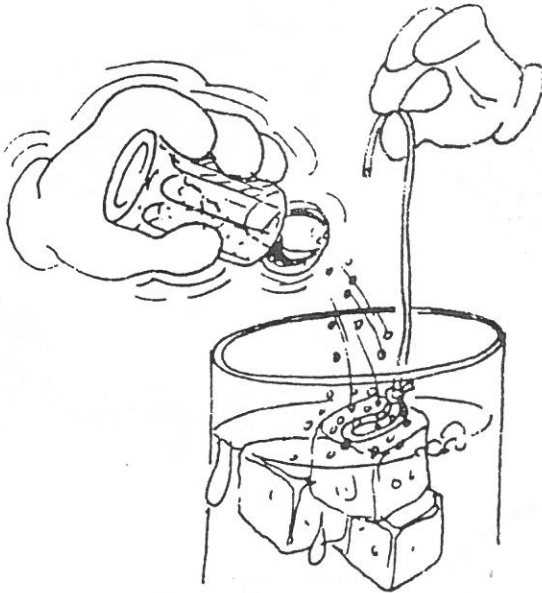
1. Lay ropes together as in picture.
2. Hold the ropes as if they were one rope and tie one end together with an overhand knot.
3. Now braid the ropes if you have three ropes. Twist them if you have two.
4. Finish with an overhand knot.
5. Attach clothesline to trees or posts with clove hitches or bowlines.
6. Hang things on the line by catching them between the twisted or braided



Lasso an Icecube

You will need:

Glass of water
Ice cubes
Cotton thread
Salt shaker on table

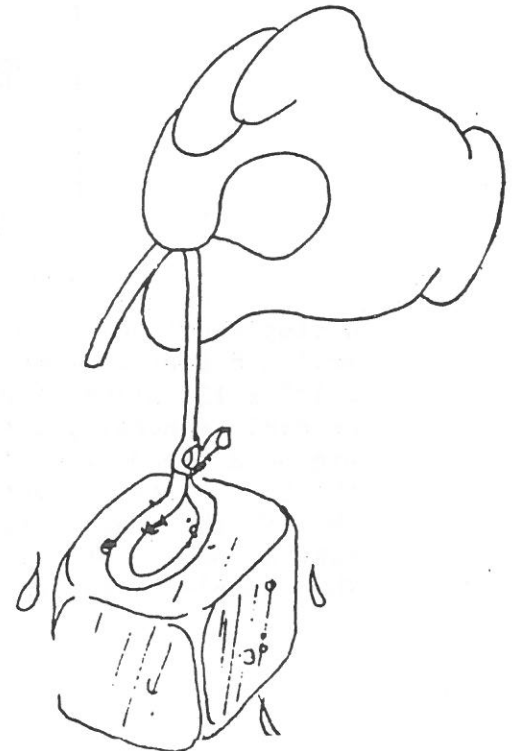


2 Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then, sprinkle salt on top of the cube & string. Wait a few seconds.

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.

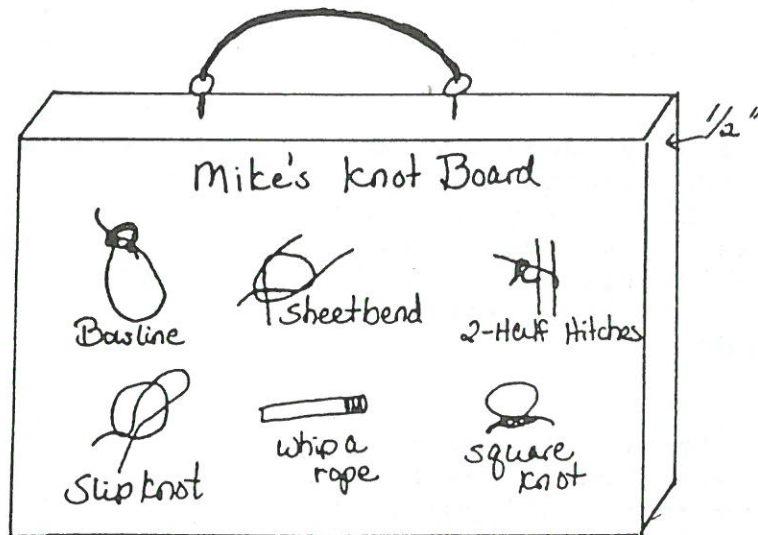
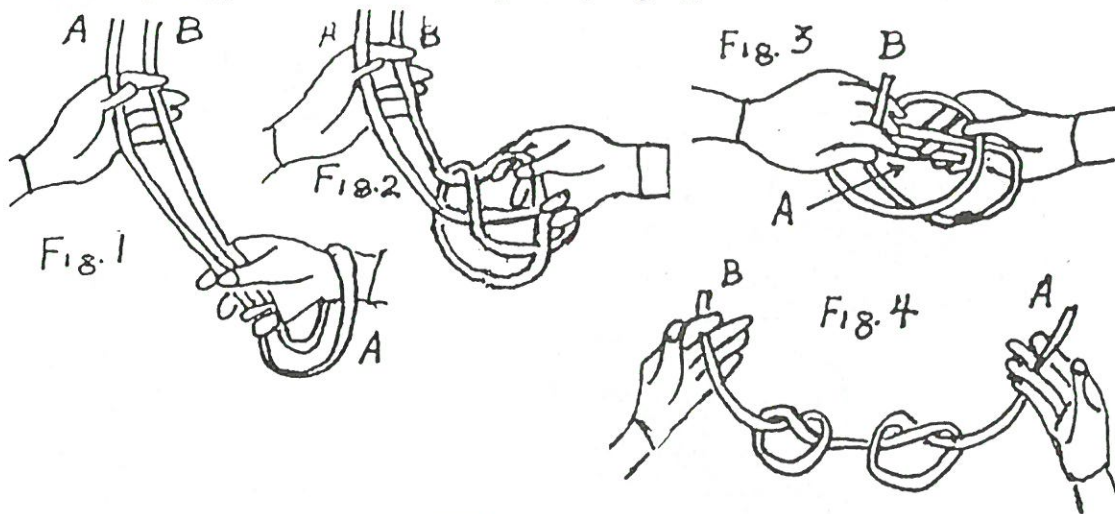


1 Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an icecube & remove it from the glass, (without using any fingers). Let them try it for a while. After they've all tried unsuccessfully, step in & show them how.



THE TWIN KNOTS

With left hand hold the ends of your rope and have your first finger in between them. Put your right hand under the bend in the rope to take hold of both A and B. (Fig. 1) Bring back the right hand so that the rope will form two loops. Bring part of the loop made by A which is on the side nearest you, a little way through B. (Fig. 2) Bring your left hand over so that the end A can be taken between the right hand middle and third fingers. (Fig. 3) Holding the ends draw hands apart but not too quickly. As if by magic two knots will suddenly appear on the rope. (Fig. 4)



A simple project to begin with which will also allow the boys to work on their Wolf and Bear knot requirements is to have the boys bring to the Den meeting a 11" x 13" piece of pine. Provide them with sandpaper. When all edges are smoothly sanded, put two screw eyes in the top of the longest edge of the board, tie on a piece of clothesline and you have the beginning of a knot board. As the boys master a knot have them glue it on the board and label it. You may shellac the board first or simply use a clear spray when the board is completed. Make a contest of it. Give a prize to the boy who masters all his knots first. When completed the boys will have something they can hang on their wall at home.

Cubmaster tells each family to stand and form a circle holding hands. One Cub Scout from three or more families will speak:

Cub Scout 1: Our family has fun by being involved in all the Cub Scout activities, like coming to pack meetings.

Cub Scout 2: Our family has fun by helping Scouts with achievements, to advance in rank.

Cub Scout 3: Our family has fun by thinking up projects for our den.

(Add other Cub Scouts and reasons, as desired.)

Cubmaster: Just as we have fun in our dens and pack meetings, we also can have fun in our families. We can do things together, like advancing the colors.

(Several pre-chosen mothers, holding flags at rear of room or meeting area will advance colors and Cubs will act as color guard.)

Cub Scout 1: Please rise.
Father 1: Scouts, salute.
Father 2: Advance the colors.

Mothers advance the colors with Cub color guard and post them at front of room.

Father 3: Please join me in the Pledge of Allegiance.



Family Fun

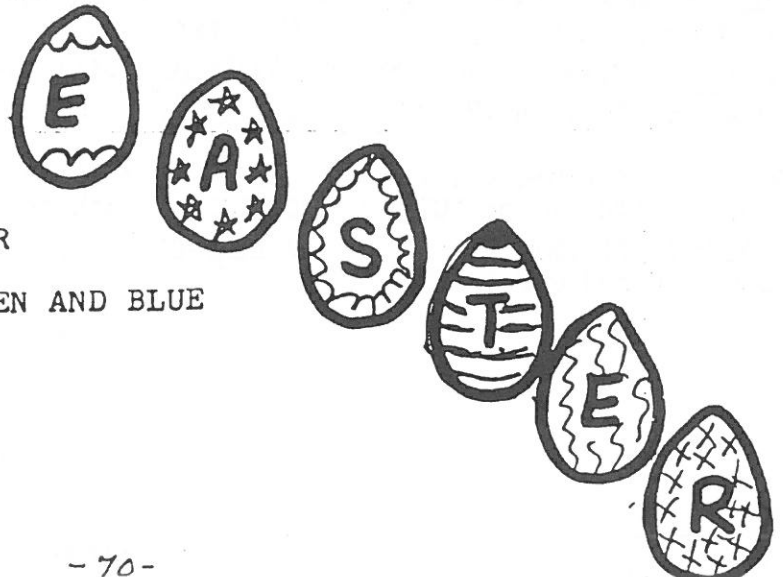


We're growing

CLOSING CEREMONY

SIX BOYS HOLDING A LARGE EASTER EGG (CARDBOARD) GAYLY DECORATED WITH THE LETTERS E-A-S-T-E-R PLAINLY AND LARGELY WRITTEN ON IT. THE WORDS ARE WRITTEN ON THE BACK OF THE EGG.

E EASTER IS A TIME
A ALL BUNNIES DO APPEAR
S SURPRIZES IN OUR BASKETS
T THEY LEAVE FOR US EACH YEAR
E EGGS PAINTED COLORS OF GREEN AND BLUE
R REMINDS US ALL TO WISH YOU
ALL: A HAPPY EASTER TOO!!



THE WONDERFUL CELLAR BAND

DUSTY OLD CELLAR: "Cree-eeek, Ah-choo"
EMPTY GLASS JUG: "Boop Boop"
RUSTY SAW: "Whaang, Whaang"

BEAT UP TRASH CAN: "Crash - Bam"
FADED OLD HAT BOX: "Pat-a-tat-tat"

Once upon a time, as many stories begin, in a DUSTY OLD CELLAR there lived a group of very good, very old and very out-dated friends. There was an EMPTY GLASS JUG, a RUSTY SAW, two BEAT-UP TRASH CANS and a FADED OLD HAT BOX. Now these old friends had been in the DUSTY OLD CELLAR for a very long time. And except for being moved about from time to time, they were left alone to rust or turn to dust. Needless to say, they were very lonely.

One day, the EMPTY GLASS JUG, in a deep low voice said: "It's too quiet here. I wish something would happen." "Now really, JUG" said the RUSTY SAW, "What could possibly happen here?" "Why," said the FADED OLD HAT BOX, "I've been sitting on this CELLAR shelf for 20 years and all I've seen is two mice and a Daddy-Long-Legs spider." "The EMPTY GLASS JUG is just getting older and emptier," said the BEAT-UP TRASH CANS. "Don't pay him any mind,"

Suddenly there was the sound of footsteps on the CELLAR stairs. Four young boys, all dressed alike, came cautiously down the CELLAR steps. They were talking in hushed voices. "Are they twins?" asked the FADED OLD HAT BOX. "I think they're Pygmies" said the RUSTY SAW in a lofty voice. "Nonsense," said the EMPTY GLASS JUG. "They're Cub Scouts" said the BEAT-UP TRASH CANS. By now, the old friends were very curious and excited. They listened as the boys talked.

"Boy, it's spooky down here in the DUSTY OLD CELLAR" said Jim Cub Scout. "Don't be a 'fraidy cat'" said Mike Cub Scout. "Aw heck, let's go" said Jack Cub Scout. "No, wait," said Bill Cub Scout. "I've got an idea. We have to do a stunt for Den Meeting, don't we?"

"Yea, that's right," the other three chorused. "Well," said Bill Cub Scout, "Let's have a band....a CELLAR band." "A band!" they yelled! "Sure," said Bill Cub Scout. "I'll play that RUSTY SAW, Jim, you take that EMPTY GLASS JUG. Mike, that FADED OLD HAD BOX will make a neat drum. And Jack, those BEAT-UP TRASH CAN lids would be swell cymbals."

Well, of course, you know the rest. Den Three made new friends with old friends, right there in the DUSTY OLD CELLAR, with an EMPTY GLASS JUG, A RUSTY SAW, A FADED OLD HAT BOX and two BEAT-UP TRASH CANS, and for all we know, they may be playing yet.

GAMES

Dress-Up Relay

Players are divided into two teams. Each team is given a suitcase or paper bag which is filled with old clothing, such as necktie, old hat, shoes, vest, scarf, etc. Both bags should have the same number of articles in them. When signal is given, the first two players on each team open the bag, one pulls out the clothing while the other puts them on. When he is dressed, he runs to the other end of the room, takes off the clothing, puts it back in the bag and runs back to the line where the next two players repeat the action. First team finished wins.

Shopping Bag

The den is seated in a circle and a large shopping bag is passed around. When the leader blows the whistle the Cub holding the bag pretends to take something from it, eg comb. He then mimes the action of combing his hair and the rest of the den must guess what the article is.

What Am I Doing?

The den forms a circle and passes round the broomstick. When the leader blows the whistle, the Cub holding the broomstick has to act with it eg using it as a fishing rod, sword, or even a hair brush. If the Cubs act something which has been done before, they must drop out of the game.

The Musical Picture

The den sits in a circle, each Cub has a pencil and paper. The leader puts a record on the record player, and the Cubs begin to draw a picture. After about ten seconds the music stops and each Cub moves to the seat on his left. When the music starts again, he continues with the picture now in front of him until, once again, the music stops and he moves on to the next seat.

Guess The Song

Hand-clapping or foot-stamping will do for this rhythm game, but it is even more fun with simple percussion instruments. One player taps out the rhythm of a song familiar to the group. The others try to guess the name. The successful guesser taps out the next song.

Musical Instruments

Each boy selects a musical instrument to pantomime, while the others try to guess which instrument he is representing. This is not easy as it sounds, since all actions are silent.

Poor Spud

Make a large circle on the floor, with the size depending on the number of players. Place potatoes in the center, one fewer than the number of players. Cubs march around outside of circle while music plays. When music stops, everyone grabs a potato. Each time one player is eliminated, remove one potato. When only two players remain, blindfold them--give them a twirl--and let them go after the last potato.

ECHO SKIT

This skit needs someone to "goof" before it can be used effectively. Be sure to use an adult as a victim AND BRIEF THEM so feelings won't be hurt.

One Cub Scout serves as the echo and is positioned away from the group but within hearing distance. He "echoes" all food items except "baloney".

Narrator explains that they are on a mountain top and everyone should listen for the echo.

1st Cub:	"Macaroni"	Echo:	"Macaroni"
2nd Cub:	"Spaghetti"	Echo:	"Shaghetti"
3rd Cub:	"Pizza"	Echo:	"Pizza"
4th Cub:	"Mozarella"	Echo:	"Mozarella"
5th Cub:	"Ravioli"	Echo:	"Ravioli"
6th Cub:	"Baloney"	Echo:	- SILENCE -
7th Cub:	"Baloney"	Echo:	- SILENCE -
6th Cub:	"Mr. _____ knows how to tie a clove hitch" (or whatever fun 'goof' was)	Echo:	"Baloney"



WE FORGET OUR LINES

First Cub Scout enters, looks at the audience, becomes frightened, pulls out a large handkerchief and starts to cry.

Second Cub Scout enters, asks first Cub: "Why are you crying?" After the first Cub whispers in his ear, the second Cub pulls out handkerchief and cries with him.

Other Cubs enter one at a time and repeat the above until all but one are crying.

Last Cub Scout enters and asks: "Why are you all crying?"

All Cub Scouts in Unison: "We forgot the lines to our skit."

STIFF NECK SKIT

First person is standing looking up at the sky. Second person walks up and looks at the sky also. A third person walks up and keeps looking at the sky. A fourth person also walks up and looks at the sky, and then asks the third person: "What are you looking at?" The third person replies: "I don't know". Then turns to the second person and asks: "What are you looking at?" He also replies: "I don't know" and turns to ask the first person: "What are you looking at?". The first person replies: "I don't know what you guys are looking at, but I've got a stiff neck."

THERE'S NO BUSINESS LIKE SCOUT BUSINESS
(tune: There's No Business like Scout Business)

There's no business like Scout Business
The Cub Scouts that I know!
Give them all a hand and they will act the
clown
Playing games and skits and singing funny songs
Learning all the while they are having
fun.
Oh, it's so marvelous to be a round
Those Cub Scouts, zaney Cub Scouts
Making puppets, magic too!
Everybody wants to join *in the* fun
So come all and see the show!

SHOW TIME
(tune: Camptown Races)

Cub Scouts all join in the fun
Do, Da, Do, Da
Skits and songs and magic acts
Oh, do, da, day
Going to have some fun
Making puppets everyone
Don't delay hurry right away
Let the show begin!



CUB SCOUT ORCHESTRA
(tune: London Bridges)

We have come to the Pack Meeting,
Pack Meeting.
We have come to the Pack Meeting
to play our:

Verse 1: Piano
Verse 2: *Fiddle*
Verse 3: Drum
Verse 4: Tuba
Verse 5: Orchestra (all together)

Directions: Divide into 4 groups
and at last verse make sounds.
1 - Piano goes plink, plink, plink
2 - Fiddle goes ya, ya, ya
3 - Drums go brum, brum, brum
4 - Tubas go om-pa-pa, Om-pa-pa, om-pa-pa

A MAGICIAN'S PROBLEM
(tune: Clementine)

Pull a rabbit from a top hat.
Make a person floa on air.
Make a scarf come out of nowhere.
Make a Candle disappear.
When I pull a magic wand out
People laugh and start to scoff.
I will finish when I figure
How to turn the darn thing off!

THE AMATEUR
(tune: I Whistle a Happy Tune)

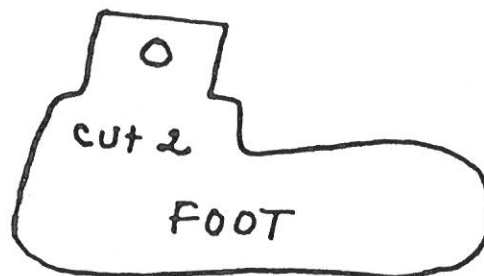
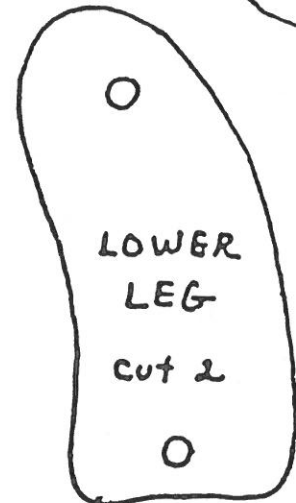
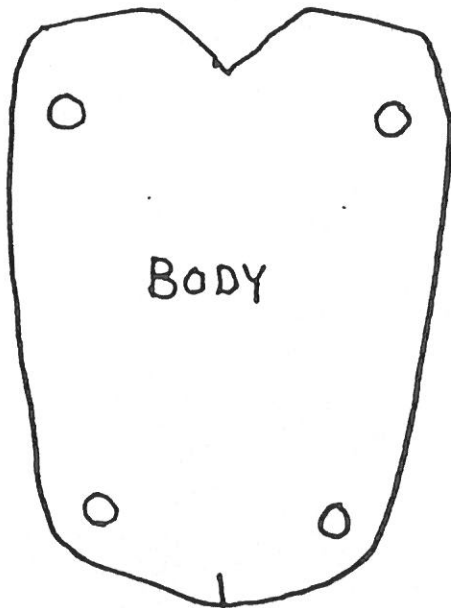
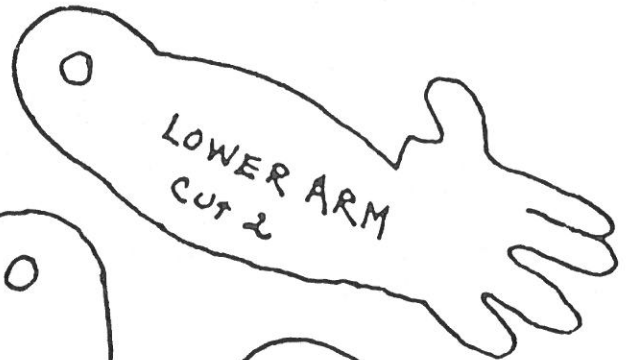
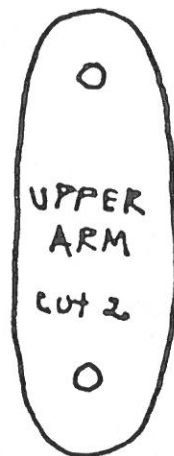
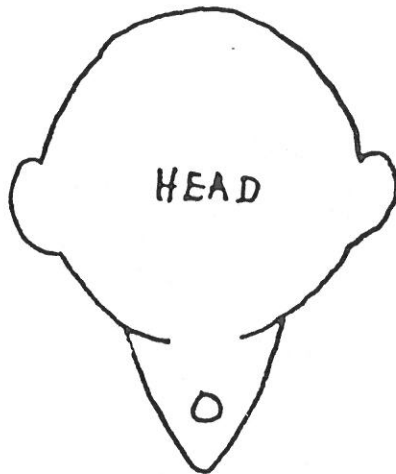
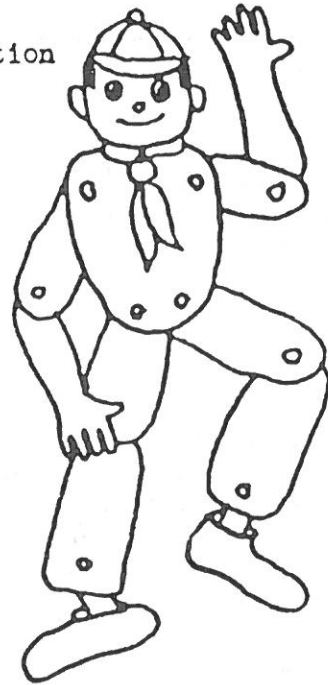
Whenever I sing or dance
I hold my head up high
And never become unglued
When people say that I am a ham.
While juggling balls and rings
You ought to see me pose.
The audience watches me,
And everybody knows I'm a ham.
Though I'll not make the big time
I never will be done,
I'll keep going on the stage,
I'm having so much fun!
My family keeps their cool,
They take it all in stride
I'll never hear them complain,
*Cause they know deep inside I'm a ham!



JIGGLY-JOINTED PUPPETS

Pull the string to make these lively, colorful puppets jump and dance. Trace actual size patterns below and cut out of plastic bottle pieces. Draw of features with felt-tip pen. Add hat from construction paper.

Punch holes and assemble pieces with paper fasteners. With needle and thread, run heavy thread between arms and between legs, and tie. Then tie a 12" piece of thread between arms and legs, leaving a loop for pulling to work arms, legs, or both together.



Belle

Lady Clown

Materials

Powder puff

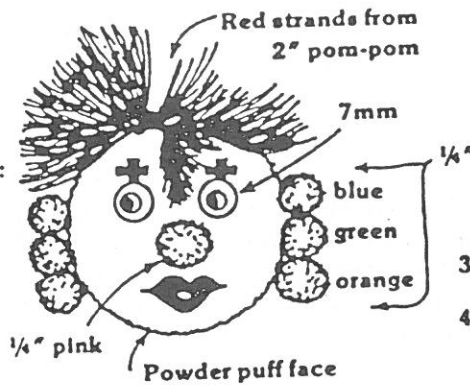
Cotton chenille pom-poms:

- 1, 2" red
- 4, 1/4" royal blue
- 2, 1/4" orange
- 2, 1/4" lime green
- 1, 1/4" pink

2, 7mm wiggle eyes

1 1/2" x 1 1/2" pc. red felt

Thick white craft glue



of the rectangles (horizontal and vertical arms) and glue one over each eye.

1. Glue a 1/4" pink pom-pom slightly above the center of the powder puff face for a nose.
2. Glue a 1/4" blue pom-pom on each side of and slightly above nose and glue an eye to the top (front) of each pom-pom. Make eyebrows by cutting 4 small rectangles from red felt, using pattern A. Form a cross with each 2

3. Cut a mouth from red felt, using pattern B, and glue in place.
4. Make earring by gluing a 1/4" blue, green, and orange pom-pom together in a vertical line; glue earring where one ear belongs. Repeat for another earring and glue on the opposite side of head.
5. For hair pull about 40 strands from the 2" red pom-pom. Tie the 40 strands in the middle with a single strand. Glue the tied part onto the top of the puff directly above the left eye and flare out the loose fibers. Pull a few strands down onto the face for bangs and secure them with glue.

Topper

Clown Face

Materials

Powder puff

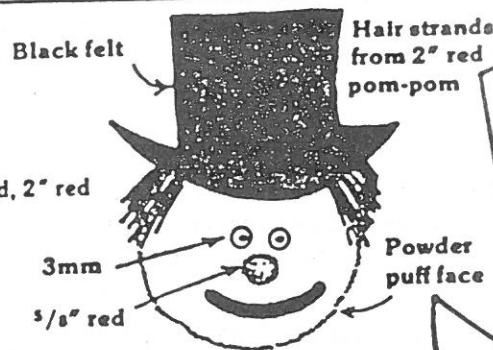
Cotton chenille pom-poms: 3/8" red, 2" red

2, 3mm wiggle eyes

3 1/2" x 7" pc. black felt

Cotton ball

Thick white craft glue



1. Glue a red 3/8" pom-pom to center of the powder puff face for a nose.
2. Cut the mouth shape from black felt, using pattern A. Position the mouth 1/4" below the nose and glue in place.
3. Glue the eyes 1/2" apart just above the nose.
4. To form the hair pull about 20 strands from the 2" red pom-pom and tie together at one end with a single strand. Place the tied end at the top of the powder puff and pull all 20 strands to one side. Attach the tied end with glue. Use scissors to shape the strands to a slight angle to just below ear level. Repeat the same procedure with another 20 strands for hair on the other side of the head.

5. Cut 2 hat shapes from black felt, using pattern B. Unroll a cotton ball and cut it in half. Lay one of the cotton halves between the two hat parts and glue the hat pieces together at the top and sides, leaving the brim part unglued. Slide the clown head up under the brim and secure the head to the hat with glue. Line up hat pieces at each end of the brim and glue together.

Happy

Clown Face

Materials

Powder puff

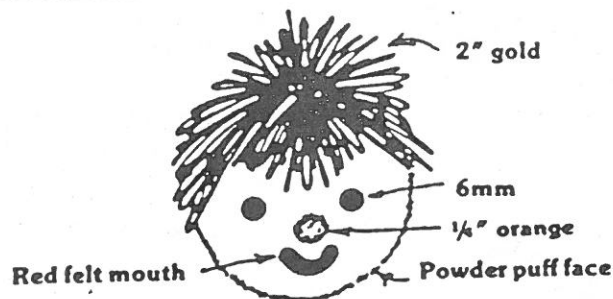
Cotton chenille pom-poms: 1/4" orange, 2" gold

2, 6mm half-round black beads (eyes)

1" x 1" pc. red felt

Toothpick

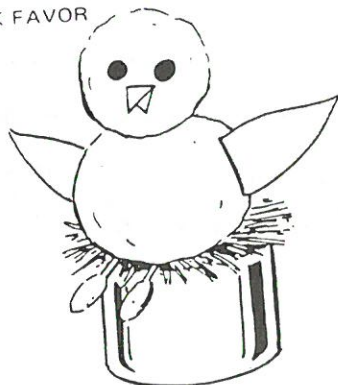
Thick white craft glue



1. Glue the 1/4" orange pom-pom to the center of the powder puff face for a nose.
2. Cut the mouth shape from red felt, using pattern A. Glue the mouth slightly to the left side of the nose and position it 1/4" from the bottom of the powder puff.
3. Glue the eyes 3/4" apart just above the level of the orange nose.
4. Use the 2" gold pom-pom to form the hair. To create a shaggy look pull strands from top and side of pom-pom

until strands are various lengths. Do not pull the strands all the way out. Next, divide the lower half of the pom-pom into two parts—front and back. Place the top of the powder puff between the divided layers. Add glue to the back strands first to secure the powder puff to the hair. Next, use a toothpick to pull a few strands down on the face to form bangs; then pull the strands above the bangs to each side to fashion a slight part. Add a dab of glue underneath the bangs to hold them in place.

CHICK FAVOR



Glue cotton balls together for head and body. Use paper to make the wings, eyes and beak. Legs are cotton swabs. Set the chick on a cap from a spray can filled with Easter grass.

LIGHT BULB BUNNY

Donna Werkler
Cissna Park, Illinois

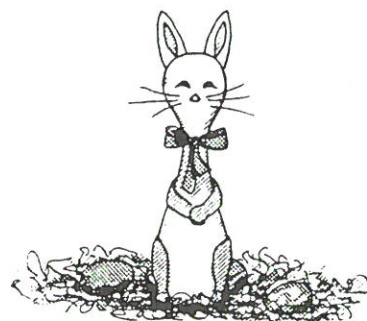
This bunny is made with a glass bottle and a burned-out light bulb. Use a tapered bottle; tape and glue the neck of the light bulb to the neck of the bottle. Paint the bunny with several coats of white paint and let dry.

Cut paper ears, about 4" long, covering the centers with pieces of pink felt; glue the ears to the back of the head. Use felt for features and heavy thread, stiffened with glue, for whiskers.

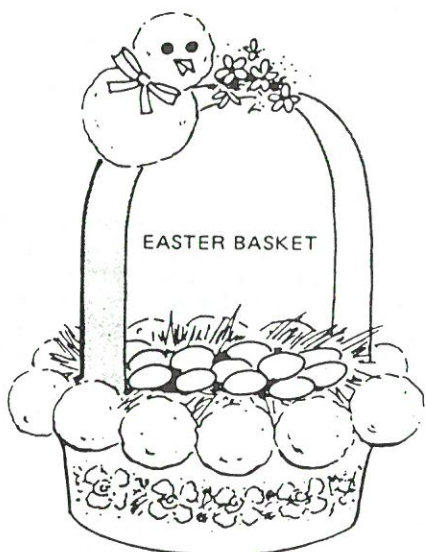
For arms, cut two strips of felt, 4" long. Glue the ends to the back of the body; overlap and glue the other ends together in front.

Have a Ball with COTTON

Easter celebrations can be more fun if you make your own baskets and favors. Even the littlest basket carrier will have fun making trimmings from cotton, cotton balls and swabs.



Also from felt, cut hind legs and glue them to the bottom of the body. Add a cotton ball tail and a bow around the neck. Place the bunny on Easter grass and surround him with eggs.



Make an Easter basket by gluing a paper handle to the inside of a margarine tub. Trim basket with cotton balls. Then perch a little chick on the handle. He's made from two cotton balls, an orange paper beak and black paper eyes.

For a candy box, trim the sides of a foam carry-out box with fringed green paper. Glue cotton balls to the top of the box. Add a circle of net and a cotton ball bunny. Fill box with candy.

Make a chick on a nest for some Easter whimsy

HAM CAN WHEELBARROW

Create a beautiful Easter centerpiece for your table using the can the Easter ham came in! Later, use the wheelbarrow for flowers, nuts, gourds or Christmas balls.

Glue two 18" dowels to the bottom of the ham can, forming a V under the can and extending over front and back of can. For rear legs of the wheelbarrow, glue an inverted clothespin to each dowel. For the front wheel, glue together two can lids (from canned fruit or soup). Glue the lids between the two dowels at the front of the wheelbarrow.

INITIALED EGG. Write your name or initials on an egg with beeswax or white crayon. Soak egg in vinegar for two hours. Then remove the egg and you're done.



CANDY BOX

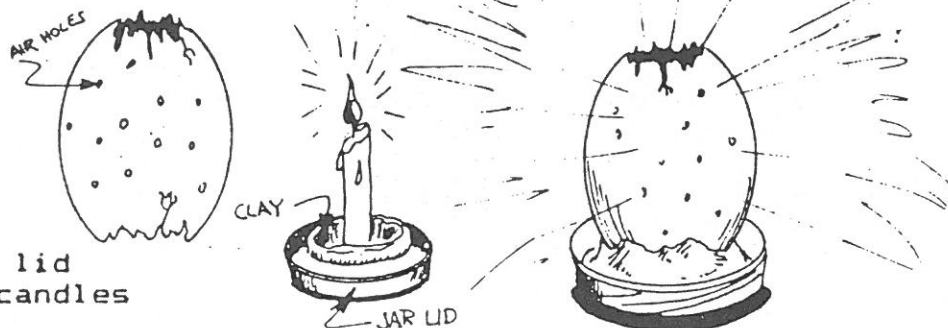


To decorate, spray paint the wheelbarrow. Cover with macaroni or peanut shells before painting, if you wish.

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.

Advancement

Cubmaster calls for the Cub Scouts who are to receive awards to come forward with their families and face the pack.

Cubmaster: These awards tonight are shared by the whole family. (Presents awards.)

Fathers, you have shared in this award by helping your son in these achievements and in doing so enjoyed the fun of being a family. Mothers, you have shared in this award by helping your son develop character traits that lead to family togetherness. Cub Scouts, all of you have shared in these awards and you will always be proud of your families and yourselves.

Closing

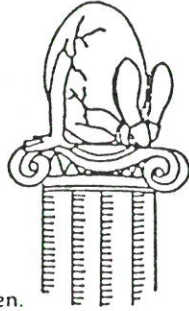
Cubmaster: Just as we have to leave this meeting to be with our families, often we have to leave our families to do things in the world. Even though we are apart, however we



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.

MAY 1987



EGGS 'N' WORDS

All of the answers to this quiz begin with "eggs" or "ex" as it is correctly written.

Here is an "eggs" ample! Eggs that set a pattern to follow=example. Now see if you can fill in the proper word!

1. Eggs that are "tops" or better than others. _____
2. Eggs that give a reason for doing something. _____
3. Eggs that go on a short trip. _____
4. Eggs that live or are simply there. _____
5. Eggs that find new lands. _____
6. Eggs that grow larger. _____
7. Eggs that one leaves a building through. _____
8. Eggs that make themselves clear. _____
9. Eggs that test one's knowledge. _____
10. Eggs that make holes or cavities by digging. _____
11. Eggs that overstate something making it greater than it really is. _____
12. Eggs which free one from an obligation which others must observe. _____
13. Eggs which transfer or give something for another thing in return. _____
14. Eggs which are let out as gas or steam from an engine. _____
15. Eggs which force one to live away from his country. _____
16. Eggs which look forward to or anticipate. _____
17. Eggs which are high priced. _____
18. Eggs which send something to another country. _____
19. Eggs which are on the outside. _____

SENTENCE SCRAMBLE

All of the words in these sentences are scrambled! Try to reword each sentence so that it makes sense. Remember, you must use each word.

1. Cold snow sometimes is too it to.
2. Ducks to unable swims are chickens unlike.
3. Sounds cannot hear we dogs can hear.
4. Always girls smartest not pretty are the.
5. To cannot he a new afford car buy.
6. Entertainment is grand good comics reading.
7. True elephants that not is fear mice it.
8. A seek should under thunderstorm a tree from one shelter not.
9. Is a man hobby the happy has who.
10. Ant that is sleeps it said the never.
11. May what ought you come do what.
12. Money you'll if smart you're save your.



EGGS 'N' WORDS

- Answers:
1. excellent, 2. explain, 3. excursion, 4. exist, 5. explore, 6. expand, 7. exit, 8. explain, 9. exam, 10. excavate, 11. exaggerate, 12. exempt, 13. exchange, 14. exhaust, 15. exile, 16. expect, 17. expensive, 18. export, 19. external

SENTENCE SCRAMBLE

- Answers:
1. It is sometimes too cold to snow. 2. Unlike ducks, chickens are unable to swim. 3. Dogs can hear sounds we cannot hear. 4. Pretty girls are not always the smartest. 5. He cannot afford to buy a new car. 6. Reading good comics is grand entertainment. 7. It is not true that elephants fear mice. 8. One should not seek shelter from a thunderstorm under a tree. 9. Happy is the man who has a hobby. 10. It is said that the ant never sleeps. 11. Do what you ought, come what may. 12. If you're smart, you'll save your money.

A SCIENTIFIC STUDY

- Answers:
1. T, 2. F, 3. R, 4. E, 5. G, 6. Q, 7. J, 8. H, 9. P, 10. L, 11. O, 12. A, 13. I, 14. B, 15. N, 16. D, 17. C, 18. K, 19. M, 20. S

A SCIENTIFIC STUDY

"GENIUS NIGHT"

Where do things come from? What are they used for? What are things made of? These are questions all of us ask at one time or another. See if you can match the item to the statement which best identifies it. Draw lines to each correct answer.

1. Cement
2. Diamond
3. Alloy
4. Chalk
5. Chlorine
6. Sulphur
7. Graphite
8. Iodine
9. Paraffin
10. Mica
11. Halite
12. Chicle
13. Glue
14. Paste
15. Ink
16. Silk
17. Paper
18. Talc
19. Aluminum
20. Plastic



- A. Chewing gum is made from this. It is the latex of a spodilla tree.
- B. This can be made from a mixture of flour, water and starch. Stick to it, it's easy to make at home!
- C. This useful item is made from wood pulp.
- D. A little worm has a lot to do with the making of this. It is produced from a fiber produced by this worm in making its cocoon.
- E. This writing material is composed of the soft white shells of sea animals!
- F. This gem is the hardest mineral of all. It is nearly pure carbon in its crystalline form.
- G. This nonmetallic mineral is used in the purification of water and in bleaching.
- H. This by-product of salt is used for medicinal purposes.
- I. This jelly-like substance is made from animal skins, bones, and hoofs which have been boiled together.
- J. A soft, black, lustrous form of carbon is used for lead in pencils.
- K. This soft mineral is magnesium silicate and is used to make a special powder.
- L. This soft mineral crystallizes into flexible layers which are easily separated. It is used for windows in stoves and ovens and for electrical equipment because it is resistant to heat and electricity.
- M. This chemical element is silver and lightweight. It is very useful because it resists corrosion.
- N. This useful item is made from lampblack mixed with glue, tannic acid, or gum, and mixed with aniline dyes for color.
- O. This substance is native sodium chloride or rock salt.
- P. This white, waxy substance is used in making candles. It is a mixture of hydrocarbons distilled from petroleum.
- Q. This pale-yellow nonmetallic chemical element produces a horrible odor when it burns. It is used to make matches and paper.
- R. This is a metal which is a mixture of two or more metals, or a metal and something else.
- S. This nonmetallic compound is synthetically produced. It can be molded and hardened for commercial use. It is one of the most serviceable items in today's modern world.
- T. An artificial stone made from limestone, shale, and gypsum is a necessity in construction projects. It "fastens" things together.

GENIUS - Opening Ceremony

Need: 6 poster boards with the letters G-E-N-I-U-S printed large and the message each boy is to read on the back.

- G Great, Grand
- E Exciting, Educated, Explorer
- N New, Neat
- I Interesting, Intelligent
- U Unusual, Unique
- S Super, Sensational, Smart

These words all apply to geniuses, but a genius can only be known by his accomplishments, so let's get on with the pack meeting so we can show our stuff!



Closing 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.

PUZZLES

Sound Alikes Homonyms are words which sound or look alike but have no relationship nor do they have the same meaning. (For instance: cereal and serial) Write a homonym for each of the following words. See how fast you can fill them in!

- | | | | |
|------------|-------------|----------------|-------------|
| 1. air | 11. won | 21. core | 31. metal |
| 2. chilly | 12. boarder | 22. idle | 32. foul |
| 3. beat | 13. ate | 23. assent | 33. way |
| 4. morning | 14. red | 24. sale | 34. carat |
| 5. flee | 15. meat | 25. there | 35. council |
| 6. mail | 16. knight | 26. cymbal | 36. vain |
| 7. cents | 17. knead | 27. ball | 37. pedal |
| 8. coarse | 18. stare | 28. stationery | 38. break |
| 9. rumor | 19. time | 29. hoes | 39. reed |
| 10. toe | 20. feat | 30. rain | 40. pores |

Name Bingo Cub Scouts write first and last name on a piece of paper. Den Leader has letters of the alphabet listed and calls them off at random, skipping around on rotation called and crosses off letters as they are called. Boys cross off corresponding letter as it is called. If they have more than one of the letters called, they cross off all they have in both names. (Example: one "A" in their first name, two in last name, they would cross off all three "A's".) First boy to get all letters in name crossed off is the winner.

Make a List Write numbers from one to ten down side of paper. Beside number one, list favorite color and so on. Use Den Leader's list as check list. Boy who has most items agreeing with Den Leader's list is the winner.

- | | |
|-------------------|-----------------|
| 1. favorite color | 6. beverage |
| 2. kind of meat | 7. flower |
| 3. vegetable | 8. car |
| 4. pie | 9. boy's name |
| 5. cake | 10. girl's name |



Traveling Bingo Every boy writes down the names of five vegetables and one fruit. Have someone start off by calling out the name of either the vegetable or fruit they have written down. If anyone else has this written down they mark it off. Keep going around and the first one who has everything crossed off is the winner. (Each player calls off only one at a time.)

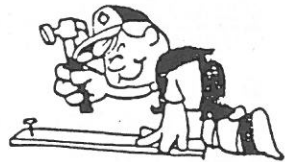
Drink of Water The Den Leader puts a glass of water on a table and covers it with a napkin. He tells the group he can drink the water without touching the napkin. The trick is to walk around the table, saying some magic words. Suddenly the leader asks one of the Cubs to lift the napkin to see if the water is still there. Then, very quickly, the leader picks up the glass and drinks the water. Of course, he didn't touch the napkin, did he?

TONGUE TWISTERS

How to use a tongue twister.

- Just for fun, passing out slips with tongue twisters on them. See if you can say them to another person.
- Use them at a table, on back of placecards.
- As a contest, to see which person or den is best at twisting their tongues around these:

1. She seeks the fifty-sixth slick sick sleuth.
2. Put the copper pots on top of papa's cot, Pat.
3. Bring back that black brick with the big brittle bric-a-brac.
4. He seldom snaps that black knapsack strap on the soldier's shoulder.
5. Silk shops seldom show silk, still sheer silk stocking sewing is seldom shown.
6. Which Ipswich witch is it which itches to switch switches?
7. She saw thirty thirsty seasick thieves seeking thick seeds.
8. The Leith police besieges Mrs. Smith's fish sauce shop.
9. What a shame such a shapely sash should show such shabby stitches.
10. Six of sixty-six sick sisters insist we stick to the fifty-sixth statistic.
11. Four fat friars fanning flickering flames.
12. She sells sea shells by the seashore.
13. Two timid toads trying to trot to Tarrytown.
14. Three terrible, thumping tigers tickling trout.
15. Five frivolous foreigners fleeing from fabulous snipe.
16. Seven serious Southerners setting sail for Switzerland.
17. Six Scottish soldiers successfully shooting snipe.
18. Eight eager emigrants earnestly examining elements.
19. Nine nimble noblemen nibbling nuts.
20. Ten tremendous tomtits twittering on the tops of three tall trees.
21. Eleven enormous elephants elegantly eating Easter eggs.
22. Twelve tired tailors thoughtfully twisting twine.
23. Nine floating flyboats full of fruits and flowers.
24. Seven suffering saints supping soup slowly.
25. Peter piper picked a peck of pickled peppers.
26. How much wood would a wood chuck chuck if a woodchuck could chuck wood?
27. How much dew would a dewdrop drop if a dewdrop could drop dew?
28. How many shoes would the sunshine shine if the sunshine could shine shoes.
29. Sister Susie's sewing shirts for soldiers.
30. Give Grimes Jim's gilt gig whip.
31. She stood at the gate waiting for slick strong Stephen Stringer, who snared six slick, sickly silky snakes.
32. How many cans can a canner can if a canner can can cans?
33. Sam Slick saws six, slim, slippery, slender sticks.
34. Betty. Botter bought some butter, "But", she said, "this butter's bitter. If I put it in my batter, it will make the batter bitter, But if I buy some better butter it will make my batter better." So Betty bought somebetter butter and she put it in the batter, and it make the batter better.
35. Two tooters who tooted the flute, tried to tutor two tutors to toot. Said the two to the tutors, "Is it harder to toot, Or to tutor two tutors to toot".



"HEAR. HEAR."

This is done with pure and simple sounds. The players are to listen to a number of sounds which they must identify. You are to produce the sounds from another room or behind a screen in the same room, and as each sound is produced, everyone must write down what it is. Here are some suggestions for sounds which are not always easy to indentify:

1. A piece of sandpaper rubbed on glass.
2. A pack of cards dropped on a table.
3. A golf or Ping-pong ball bouncing up and down on a bare floor.
4. An egg whipper, whipping up cream.
5. Filing a piece of metal.
6. Rubbing two books together without their paper jackets on.
7. Slicing bread from a loaf.
8. Cutting a piece of glass with a glass cutter.
9. Blowing up and bursting a paper bag.



WHOOPS, YOU'RE A GENIUS

Tune: "All Around the Mulberry Bush"

A block of wood, a piece of wire,
Or junk that seems the seediest;
Just put it all together now,
Whoops, you're a genius.

You never know the size or shape,
From biggest to the teeniest;
But put it all together now,
Whoops, you're a genius!

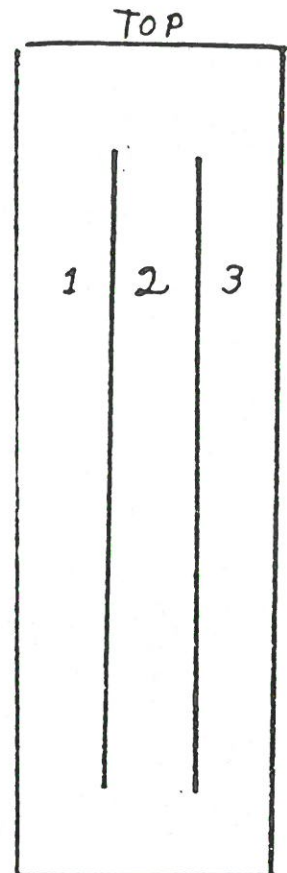
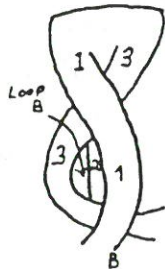
BE A GENIUS

Tune: "Are You Sleeping"

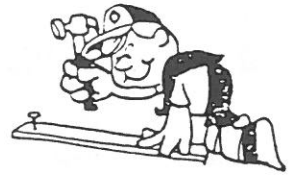
Be a genius, be a genius,
Do your best, do your best,
Give science your attention
And make a Cub invention,
Genius does the rest,
Genius does the rest.

A GENIUS OF A NECKERCHIEF SLIDE

1. Cut cloth-backed vinyl in accordance with the full size pattern at right.
2. Grasp left bottom corner and push it through slit between 2 and 3 (A).
3. Put strip 3 on top of strip 2, then put strip 1 on top of strip 3--making a sandwich with strip 3 in the middle. With fingers work strip 3 out to left, exposing an open loop. (B).
4. Push part A1 through loop B and rework with fingers into braided strip which looks like figure C.
5. Staple top and bottom together to form a "wattle" type neckerchief slide.



SKIT



GENIUS NIGHT

THE MAGIC MIRROR

Characters: Gregory Q. Genius, an inventor, dressed in a smock and glasses; Man; Horse; Dog; Clown; 2 Boys.

Setting: Screen is set up in middle of stage

GREGORY

GENIUS: Hello, my name is Gregory Q. Genius. I am a world-famous inventor. I have just invented a magic mirror. This magic mirror can instantly change a person into someone else. The magic mirror is behind this screen which I have set up on a busy sidewalk where lots of people pass by. Let's see what happens as people are changed by my magic mirror. (he steps aside)

(Man enters from side and passes in front of screen. He disappears behind screen. He is quickly replaced by the horse who comes out on the other side of the screen)

HORSE: Whinney, whinney (runs offstage)

(Boy enters from side and walks behind screen. He is replaced by dog who comes out on other side of screen)

DOG: Arf, arf (runs offstage)

(Boy enters and goes behind screen, where he is replaced by the clown and comes out on other side)

CLOWN: Ho, Ho, Ho. (bounces around and exits)

(continue this procedure using as many characters as you wish, to accomodate the correct number of boys taking part)

GREGORY G.: Isn't that amazing? (he goes behind screen and is replaced by the monkey)

MONKEY: Well, all I can say is, be sure to watch out for the magic mirror. (hops offstage)



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.

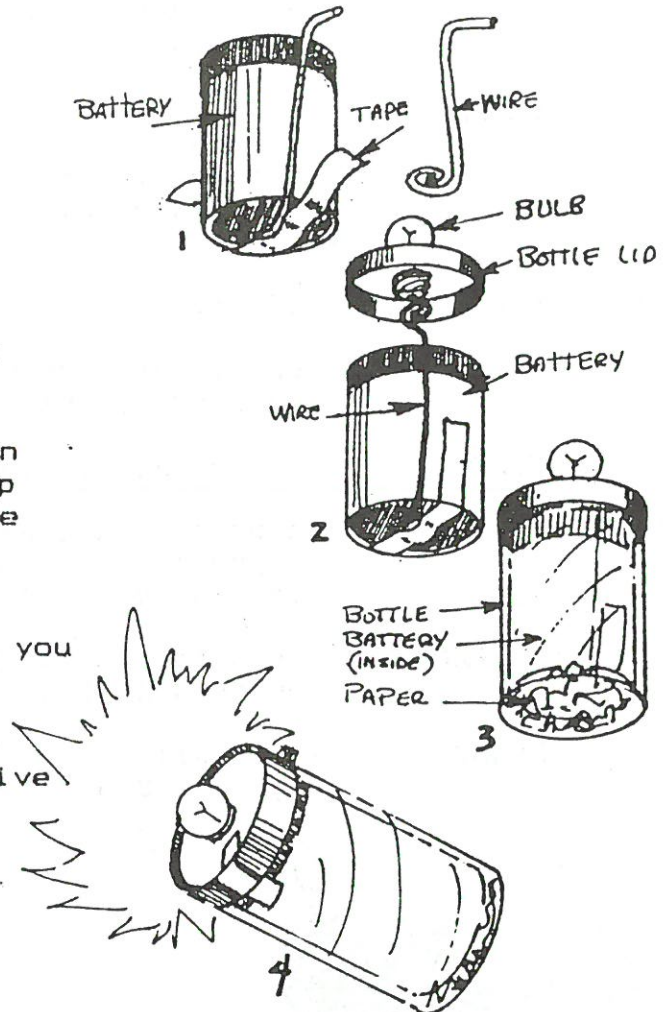
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of your bulb to fit through. Push base of bulb through hole at top of lid.

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.

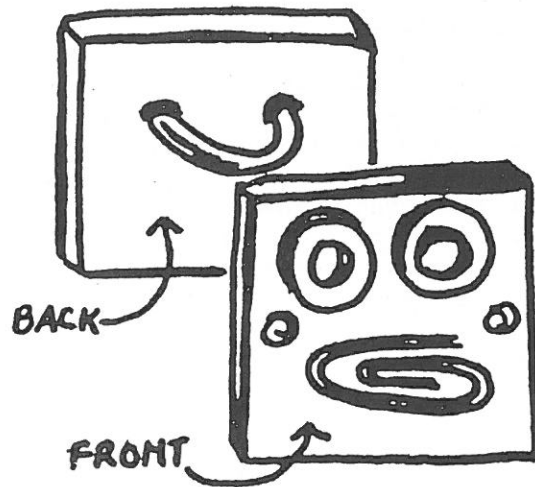


GENIUS NECKERCHIEF SLIDE

Materials:

bag of any small items
small block of wood
cable staple 5/8" x 1 1/8"
glue

Give each boy a bag of small items; screws, pipecleaners, nails, felt, construction paper, washers, paper clips, etc. Hammer the cable staple in the back of the block of wood. Let the boys' imaginations loose and see what they can do with their genius neckerchief slides.

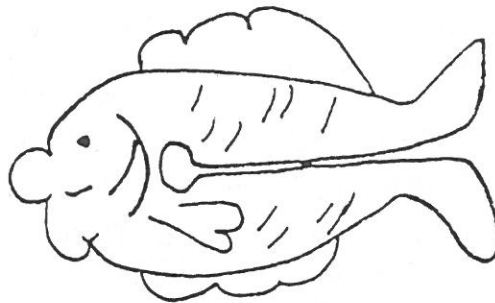


SWIMMING PAPER FISH

Materials for one fish:

Stiff paper (notepaper type)
Scissors
Few drops of oil

Draw and cut out a paper fish such as our patterns. Make a small round hole in the center of the fish and cut a narrow slit leading from the center hole to the tail. Dip the lower half of the fish in water. Lay the fish gently on the surface of the water in a large bowl or tub. To make him swim, drop a little oil (1 or 2 drops) into the little hole in the fish's body. Oil will start to spread and will spread through the slit leading to the tail. The fish will then be propelled forward. Try cutting a frog, turtle or ship.



JUNE 1987

"COME
AND
GET
IT"

Opening:

Use this recipe as the basis for a ceremony:

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

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

Backyard Advancement

Equipment: Three straight tree branches or poles, four to five feet long, a three foot length of heavy cord.

Cubmaster: (Calls forward new Bobcats and their parents.) Before you receive your Bobcat Badges, I will ask you to repeat with me the Cub Scout Promise and the Law of the Pack. Please give the Cub Scout Sign. (Leads boys in promise and law.)

Cub Scouts, your parents will be helping you all the way through Cub Scouting, just as they helped you earn your Bobcat Badge. So I will ask them to share in this ceremony welcoming your families into the pack by presenting your first badge and certificate. (Cubmaster gives parents Bobcat Badges and certificates to be pinned on and presented.)

CLOSING

For the closing ceremony you will need a large pot, a small American Flag, an envelope containing small scraps of red paper, an envelope containing small scraps of white paper, an envelope containing small scraps of blue paper, and an envelope containing small scraps of aluminum foil. Give an envelope to four Cub Scouts. To another give a piece of paper with the following written on it:

**TOGETHER WE'LL FIX A TREAT THAT'S REALLY GRAND
AND MAKE A RECIPE.....THE GREATEST IN THE LAND
FIRST, WE'LL PUT IN SOME RED FOR COURAGE TRUE
(CUB SCOUT POURS RED PAPER SCRAPS IN POT)**

**ADD THEN, WE'LL ADD FOR LOYALTY, A DASH OF HEAVENLY BLUE
(CUB SCOUT POURS BLUE PAPER SCRAPS IN POT)**

**FOR PURITY, WE'LL SIFT IN A LAYER OF SNOWY WHITE
(CUB SCOUT SPRINKLES IN WHITE PAPER SCRAPS)**

**WE'LL SPRINKLE IN A PINCH OF STARS TO MAKE IT COME OUT RIGHT
(CUB SCOUT ADDS ALUMINUM FOIL SCRAPS)**

**WE'LL STIR AND STIR AND THEN YOU WILL SEE FROM COLORS AND WITH CARE
(DEN LEADER TAKES AMERICAN FLAG FROM POT)**

THE FINEST FLAG IN ALL THE WORLD -- NONE OTHER CAN COMPARE



FISHERMAN'S LUCK

(Audience Participation Stunt)

Divide audience into three groups:

FISHERMAN: "Great Day for Fishing!"

FISH: "Bubble, bubble"

WORM: "Wiggle, wiggle"

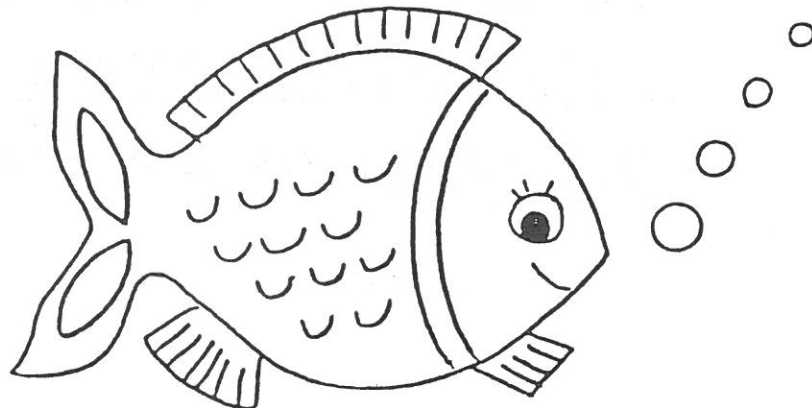
REEL: Everyone in audience pantomimes reeling in a fish.

Once there was a FISHERMAN who went fishing on a sunny April day. He was hoping to catch a big FISH. He found a nice spot on the bank of the river.

The FISHERMAN put the REEL on his rod, and a WORM from a can on his hook and started to FISH. He patiently waited and waited, but no FISH came to eat the WORM on his hook. The FISHERMAN decided to leave his hook in the water and prop up his rod with a stick and take a walk. When he came back, the rod was bending over, and he was sure he had caught a big FISH.

The FISHERMAN wound in the REEL, and he found only a stick on his hook, but the WORM was gone. So the FISHERMAN put another WORM from the can on the hook and left his rod propped up on a stick again. This time when he came back, the FISHERMAN found the rod was bent over and he was sure he had caught a big FISH. But when he wound in the REEL, he found a tin can on his hook, and the WORM was gone.

The FISHERMAN put another WORM on his hook, propped up the rod on a stick, and closed his eyes and went to sleep. He dreamed of big, big FISH ... hundreds of FISH, jumping out of the river. When he awoke, his rod was bending over again, but he said to himself: "It's probably another stick or tin can." But when he wound in the REEL, there was a beautiful big FISH on the hook. Just what the FISHERMAN wanted!



PEANUT FAMILY

(A SKIT WITH PUPPETS)

CHARACTERS: FATHER PEANUT, MOTHER PEANUT, DAUGHTER PEANUT,
AND SON PEANUT.

SCENE: BACK DROP OF THEATER COULD BE THE LIVING ROOM OF
THE PEANUT PLANTER FAMILY. THE FAMILY IS JUST
STANDING AROUND WHEN FATHER ENTERS.

FATHER: OH NUTS!

ALL: YES, FATHER PEANUT!

FATHER: I DON'T MEAN YOU!! I HAVE SOME BAD NEWS TO TELL
YOU ALL ANYWAY.

MOTHER: (CHILDREN ARE HIDING BEHIND HER) SHOULDN'T YOU
SPARE THE CHILDREN THE BAD NEWS, FATHER PEANUT?

FATHER: NO! THEY HAVE TO COME OUT OF THEIR SHELL SOONER
OR LATER.

SON: WHAT IS IT FATHER?

FATHER: IT'S YOUR UNCLE, PLANTER PEANUT.

DAUGHTER: IS IT SERIOUS?

FATHER: YES! HE GOT INTO A JAM AND IT MADE PEANUT
BUTTER OUT OF HIM.

ALL: OH NO!!!

DAUGHTER: I WONDER IF AUNT PLANTER PEANUT IS ALRIGHT?

MOTHER: KNOWING HER SHE CRACKED UP UNDER PRESSURE.

SON: DAD, MOM, AND SIS, WOULD THIS BE A GOOD TIME TO
THANK THE LORD FOR WHAT WE HAVE AND WHAT WE ARE?

ALL: YES!!!! THANK YOU LORD FOR MAKING US NUTS!!!
(KNEELING) AMEN!!

THE END

DON'T SKIP BREAKFAST - SKIT

- Cub 1: Breakfast is the most important
Meal of the day
It gives the energy you need when
You go out to play.
- Cub 2: It makes you feel much better, and it
Keeps your mind awake;
So always try to eat some breakfast
For your body's sake.
- Cub 3: If Mom cooks breakfast every morning.
Don't just lie in bed!
Get up and eat so you can start your
Busy day well fed!
- Cub 4: And if you have a choice of foods, try
Something new each day;
You'll learn to like so many things and
Won't get bored that way!
- Cub 5: And there are many breakfast foods that
You can fix yourself,
If mom will keep your favorite ones down
On a handy shelf!
- Cub 6: So rise and shine! Those extra minutes'
Sleep that you might lose
Can be outdone by any simple
Breakfast you might choose!



EASY BREAKFAST

Take a piece of whole wheat bread
And cover it with cheese.
Lay it on a piece of foil
And bake it, if you please.
Raw vegetables or fruit with it
Will last you several hours.
And you will find that just this much
Will give you super powers.

Don't forget your usual citrus
fruit and a glass of milk.

You will need for one serving:
2 thin slices (or 3 tablespoons of grated) natural cheddar cheese
1 slice whole wheat bread
Choice of carrot sticks, celery sticks, green pepper strips (or your
favorite crips vegetable or fruit) :

Preheat oven to 300°. Bake bread and cheese for about 10 minutes! When
cheese is melted, it is ready to eat. Cooking any longer will toughen
the cheese and make it dry and stringy. Don't burn your tongue!

COME & GET IT

On Top of Spaghetti

Tune: *On Top of Old Smokey*

On top of spaghetti,
All covered with cheese,
I lost my poor meatball,
When somebody sneezed.

It rolled off the table,
And onto the floor,
And then my poor meatball,
Rolled out of the door.

It rolled in the garden,
And under a bush,
And then my poor meatball,
Was nothing but mush.

The mush was as tasty,
As tasty could be,
And then the next summer,
It grew into a tree.

The tree was all covered,
All covered with moss,
And on it grew meatballs,
And tomato sauce.

So if you eat spaghetti,
All covered with cheese,
Hold on to your meatball,
Least somebody sneeze.

The Meat's All Gone

Tune: *Hail, Hail, the Gang's All Here*

Hail, hail, the meat's all gone,
What'll be the next course?
What'll be the next course?
Hail, hail, the meat's all gone,
What'll be the next course now?

(Go through various kinds of food)

Also see the *Cub Scout Songbook* for:

Ravioli

Ham and Eggs

End of a Lollypop

Apple Pie

Tune: *Old Apple Tree*

'Neath the crust of the old
apple pie,
There is something for you and
for I,
It may be a pin that the cook
dropped in,
Or it may be a nice little fly,
Or it may be an old rusty nail,
Or some hair from a pussy cat's
tail,
But whatever it be, it's for
you and for me,
'Neath the crust of the old
apple pie.



All You Et-A

Tune: *Alouette*

All you et-a, Think of all you
et-a,
All you et-a, Think of all you
et-a,
Think of all the soup you et,
Think of all the soup you et,
Soup you et, Soup you et, Oh---

All you et-a, Think of all you
et-a,
All you et-a, Think of all you
et-a,
Think of all the corn you et,
Think of all the corn you et,
Corn you et, Corn you et, Oh---

3. Potatoes

5. Meat

4. Salad

6. Ice Cream, etc.



GOOD HEALTH GAMES

BUYING GOOD FOOD:

Cubs may be seated in row. The first Cub begins by saying "My mother went shopping for things to eat and guess what she bought. It begins with "A." The Cub then proceeds to describe or pantomime the item while the others try to guess. The boy that guesses describes the next one that begins with "B" and so on.

WHAT'S ON THE MENU?

Cut advertisements of food commonly associated with breakfast menus from magazines. (Use colored pictures if possible.) Cut away trade names. Number the items and ask the Cubs for answers.

WHAT'S FOR BREAKFAST?

Tell your den they work in a restaurant where breakfast is served. Sometimes the cooks have special terms for food. Guess what food is what and then make up some of your own.

1. Fried side (bacon)
2. Squeeze freeze (juice)
3. heated wheat (toast)
4. Best nest (egg)
5. Cold gold (butter)
6. Torn corn (cereal)
7. Sweet treat (roll or donut)
8. White might (milk)

USE YOUR EYES:

Equipment: A tray with 15-20 small objects arranged on it; pencil and paper for each player.

Formation: Cubs seated so they can write

Action: To emphasize the importance of taking care of the eyes and good eyesight. Let Cub see tray for 30 seconds, then make a list of the objects on the tray.

TOOTH QUIZ:

As the following clues are read, ask the Cubs to write the answers on a sheet of paper. Both the word relating to dental health and the clue word must be given.

1. A coating on our teeth that rhymes with a word meaning to trade or exchange goods - tartar (barter)
2. The part of the tooth that hurts. It rhymes with a rounded line - nerve (curve)

The Camper's Scavenger Hunt

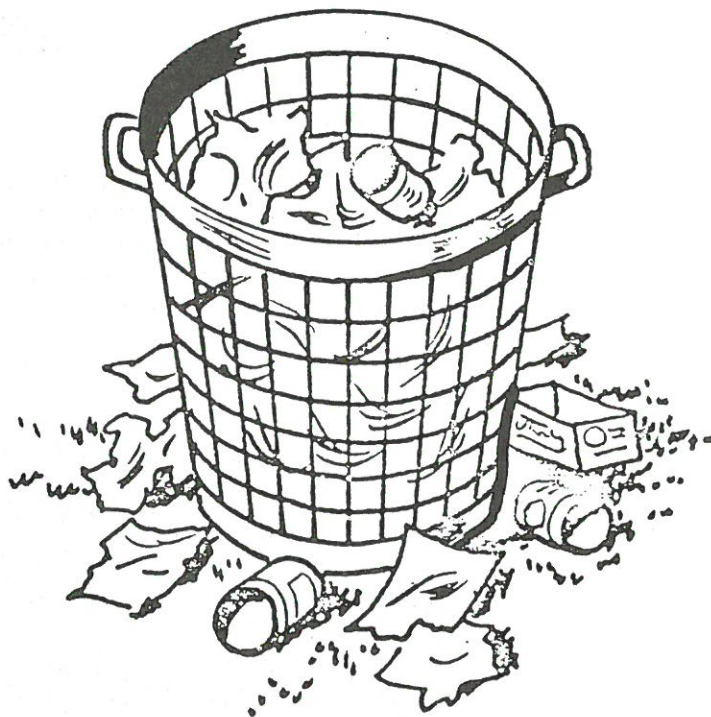
Materials Needed:

Paper and pencil to copy the list.

Number of Players:

Two or more players.

Each player makes a copy of a list of things to be found. The players agree on a time limit. Any player who collects everything on the list before the time has elapsed is a winner. If no one has the complete collection the players may trade among themselves to make as many complete collections as possible. Players who find more of any item than they need to complete the list may pick up the extras for later trading. Winners are usually excused from doing dishes that evening.



Here is a suggested list for the Scavenger Hunt:

- 4 empty beer cans
- 2 empty beer bottles
- 4 empty soda cans
- 6 metal pull tops from cans
- 3 pieces of crumpled wax paper
- 4 pieces of aluminum foil
- 2 torn candy wrappers
- 1 empty potato chip bag
- 2 crumpled tissues

Omit any item which is rare in your location. Take a look around and substitute litter you have seen.

Players may not collect from trash cans or raid their own supplies. Try looking on the ground in the picnic area and parking lot. Don't forget to chuck all that stuff in the trash cans when you have finished the hunt.

KEEP AWAY!

How many times have you idly picked a leaf or stem to chew or nibble upon? How many times have you seen young children put a seed or bulb in their mouth to bite it open or even chew on it? The summer months usually list at least one case of a child swallowing castor bean seeds. Dieffenbachia (common name "Dumb Cane") causes painful swelling of the membranes in the mouth, making speech difficult. Monkshood and Foxglove are described in English novels. A look at the list below may put your favorite on the blacklist. It is not necessary to banish these plants, but it is important to know what you are handling, as well as to have respect for the potential toxic effect of various parts of these plants.

POISONOUS IF EATEN

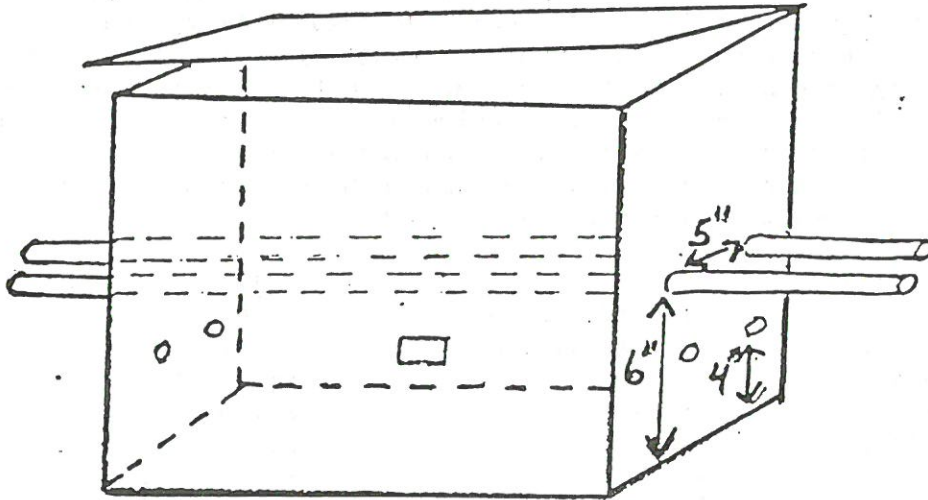
Bittersweet	Berries, juice
Bleeding Heart	Leaves, tubers
Burning Bush	Leaves
Castor Bean	Seeds'
Christmas Rose	Roots
Columbine	Berry
Cyclamen	Tuber
Delphinium	Leaves
Dogwood	Fruits
Deadly Nightshade	Berries
Elephant ear	All Parts
For O'clock	Roots, Seeds
Foxglove	Leaves
Holly	Berries
Horse Chestnut	Nuts, leaves
Huckleberry	Berries, leaves
Hydranges	Leaves
Iris	Underground Stem
Ivy (most kinds)	Leaves
Impatiens Plant	Stems, leaves
Jimson Weed	All parts
Lily of the Valley	All parts
Lupines	Seeds, leaves
May apple	Roots
Mock Orange	Fruit
Monkshood	All parts
Mountain Laurel	All parts
Milkweeds	Leaves, stems
Narcissus	Bulb
Oleander	All parts
Pinks	Seeds
Petate	Green tubers
Privet	Leaves, berries
Philodendron	Stems, leaves
Rhododendron	All parts
Rhubarb	Leaves
Sweet Pea	Stem
Tobacco	Foliage
Wild Black Cherry	Wilted leaves
Tulip	Bulb
Yews	Leaves, bark
	Seeds

POISONOUS TO TOUCH

Milkweeds	Milky sap
Nettles	Leaves
Poinsettia	Milky sap
Poison Ivy	All parts
Poison Oak	Leaves
Poison Sumac	Leaves
Primrose	Leaves, stems
Rubber plant	Milky sap
Thistle	Leaves



BOX OVEN



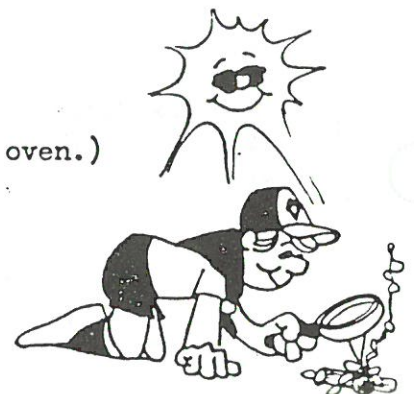
TO MAKE BOX OVEN

1. Cut around box top leaving it attached at back.
2. Line inside of box and inside of cover with two (2) layers of heavy duty aluminum foil.
3. Make side holes for rods or coat hangers - about 5" apart.
1st pair holes - 4" from bottom
2nd pair holes - 6" from bottom
4. Make air hole in back of box - about $1\frac{1}{2}$ " square.
5. Insert rods or opened coat hangers through side holes.
6. Put wire mesh over coat hangers to hold food. (If using rods, no wire mesh is needed.)

DIRECTIONS FOR USE (Start 7-8 pieces charcoal in milk carton or coffee can)

1. Place hot charcoal in pan on bottom of oven.
2. Replace rods and/or wire screen.
3. Allow oven to heat up.
4. Put food in oven on rods or wire.

(Timing for baking is usually shorter than with home oven.)



TIN CAN ICE CREAM

1- one pound coffee can
1- three pound coffee can
1-3 3/4 oz package instant pudding
2-6 oz. cans evaporated milk
1 to 1 1/2 cups of regular milk
Rock salt
Crushed ice

Place the pudding and evaporated milk into the 1 pound coffee can and mix well.

Add enough regular milk into this coffee can to fill it 3/4 of the way full.
Mix very well.

Cover tightly and place it into the 3 pound coffee can.

Fill the 3 pound can with ice and rock salt, making sure that the 1 pound can is surrounded with ice and salt on all sides, cover tightly.

Now for the fun. Have the campers form two lines opposite each other and roll the can back and forth to one another for about 15 to 20 minutes. Scrape the ice cream from the sides of the small can and recover. Check to see if more ice and rock salt are needed in the 3 pound can, cover and continue until the ice cream is set.

ENJOY

Fresh fruit, canned fruit chocolate chips can be added to the ice cream mixture for fun. Vanilla pudding with peaches, strawberry pudding with strawberries, Chocolate or vanilla pudding with choc. chips, butterscotch pudding with butterscotch chips.

BAKED APPLE

1 Apple
1 Tablespoon brown sugar (approximate)
pat butter
cinnamon

Core the apple. Fill the hole with brown sugar butter and cinnamon.
Wrap in foil and bake in hot coals for 10 minutes.

PIONEER JOHNNYCAKE

- 3 cups cornmeal
- 1 cup flour
- 2 teaspoons baking soda
- 1 teaspoon salt
- 2 tablespoons molasses
- 3 cups buttermilk
- 2 well-beaten eggs

Sift together dry ingredients. Slowly stir in molasses and buttermilk and mix well. Add beaten eggs and beat hard for two minutes. Pour into shallow, well-greased pans and bake at 400° for 30 minutes.

BREAKFAST GRANOLA BARS

- 2 c. granola (make your own - see pow wow '83)
- 2 eggs - beaten
- 1/4 tsp. vanilla

Combine and pat onto a greased 8" square pan. Bake at 350° for 15 minutes. Cut into bars. Spread with Jam, honey or Peanut butter.

♡ * ♡ * ♡ * ♡ * ♡ * ♡ * ♡ * ♡ * ♡
...TEACH YOUR CUBS THE PRINCIPLES
OF GOOD NUTRITION ... THE BEST WAY TO
START EVERY DAY IS WITH BREAKFAST !!

INSTANT FRUIT TURNOVERS

BREAKFAST QUICKEE

- 1 C. milk
- 1 egg
- 1/2 c. fresh fruit or chilled bottled fruit.

Blend in blender on low speed until smooth. Top with a sprinkle of nutmeg.

Little, crisp-fried turnovers, filled with fresh fruit and sprinkled with spiced sugar, are a quick treat. They're made from ready-to-use won ton skins, which have become readily available in the West. Look for the skins in the produce section or frozen food case at the market.

With this recipe you prepare as many—or as few—turnovers as you like. If you have a few skins left over after making traditional meat-filled won tons, this is a good way to use them up.

Fill and fry the turnovers just before serving. By themselves, they make a light snack any time. They also go well with a hot beverage or ice cream.

For the fruit filling, choose from strawberries, peeled peaches, apricots, or apples, or pitted cherries. For each won ton, cut large fruits in pieces that are about the size of half a large strawberry. Or use 1 large or 2 small cherries in each.

To fill each skin, roll a piece of fruit in sugar to coat, and place on a won ton skin. Wet your finger with water and lightly moisten all four edges of the skin. Fold in half diagonally, forming a triangle; then pinch edges together to seal. Place filled won tons on a tray lined with damp paper toweling. Cover won tons with clear plastic wrap while you fill remaining skins.

To fry won tons, pour about 2 inches of salad oil into a 4-quart pan and heat to 360° on a deep-fat frying thermometer. Fry 4 to 5 won tons at a time until evenly golden, about 1 to 2 minutes, turning each one once with a slotted spoon. Remove and drain on paper toweling. Keep the fried won tons in a warm oven until all are ready to serve.

For the sugar coating (enough for about 50 won tons), mix together 1/3 cup sugar, 1/2 teaspoon ground cinnamon, and 1/2 teaspoon ground nutmeg. Before serving, lightly sprinkle won tons with sugar; coat both sides. Save extra sugar for the next batch.

NAVAJO FRY BREAD

- 4 C. flour
- 2 tsp. salt
- 1 C. powdered milk
- 2 C. warm water
- 8 tsp. baking powder

Mix dry ingredients well, add warm water. Mix and knead until dough is soft but not sticky. Shape into balls - 2" in diameter.

Flatten by hand into circles 1/4" thick. Fry in deep hot fat. Turn when brown. Serve with Jam, honey, butter etc. USE CAUTION WHEN COOKING WITH HOT OIL!

GERMAN PANCAKES

- 6 eggs
 - 1 C. milk
 - 1 C. flour
 - 1/2 c. sugar
 - 1 tsp. vanilla
 - 1/2 tsp. salt
 - 1 cube butter
- Melt butter in an 11x13" pan in a 350° oven. Put eggs in blender and blend until bubbly. Add other ingredients - blend well. Remove melted butter from oven - Pour mixture over the butter. Bake at 400° for 10 to 15 minutes. It rises high over the edge of the pan! Cut into squares and serve with powdered sugar and Jam or syrup.

HIPPO ROLL

MATERIALS:

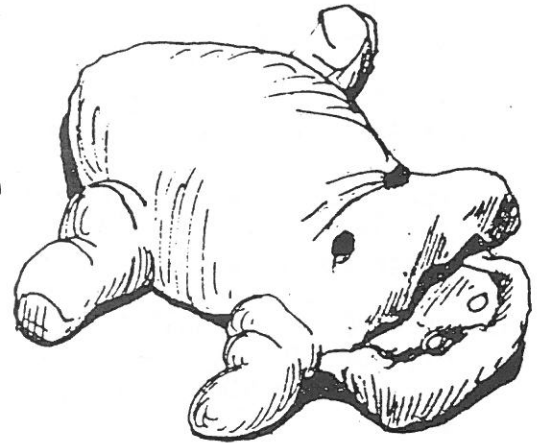
- 1 lb. ready-made frozen bread dough
- 2 or 4 raisins
- Toothpicks
- 2 Tbsp. melted butter/margarine

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.



TEACH THE BOYS:

- Cleanliness around food...
- Kitchen terms...
- Safety...
- table setting...
- table manners...
- how to save their recipes..
- good nutrition...

And teach them to share
with others!

THANK YOU!

PUDDING IN A BAG

Divide Instant pudding into individual servings in zip lock bags. Add powdered milk and zip it shut to fix later. Each Cub adds water (the colder the better just before eating. It sets up within 5 minutes and eats pudding out of the bag by squeezing out one corner. It's CLEAN, delicious, nutritious and FUN!

Instant pudding information: A 3-3/4 oz. package divides as 4 by using 1 Tbsp. + 1 tsp. of pudding powder in each bag.
Instant powdered milk - Use 4 Tbsp. per individual bag.
Add 1/3 C. Water to prepare, sets up fast and is quite thick.
Squeeze and mix for about a minute and a little while after you see it all dissolved. Then let it set. Set it down!

JULY 1987

AMERICA THE
"BEAUTIFUL"

JUNIOR FOREST RANGER QUIZ (circle correct answer)

17-20 correct - Official Jr. Forest Ranger
12-16 correct - Jr. Forest Ranger
8-11 correct - Jr. Ranger
0-7 correct - need to study some more



1. Campfire permits are required for: (a) indoor fireplaces (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
2. The safest way to start a campfire is with: (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.
3. The best place to ask where forest campfires can be built is (a) sheriffs office, (b) sporting goods store, or (c) ranger or fire warden stations.
4. When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire, (b) put out your campfire, or (c) arrange to get up every 2 hrs. to check the fire.
5. When you see a bear in the forest, park, or zoo, you should: (a) pull his fur, (b) chase him with a stick, or (c) stay away from him. Do not pet or feed him. Bears are wild animals and considered dangerous at all times.
6. To cook properly over a campfire, you should: (a) cook over the flames of a large fire, (b) build a small fire and cook over the hot embers, or (c) burn a lot of paper to make the fire hot.
7. The best way to put out a campfire is (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks. or (c) let it alone and it will burn itself out.
8. The best spot for a campfire is (a) inside a rotten log or stump, (b) under a green tree, or (c) in a cleared open space away from trees.
9. For camping or burning trash, the following is the most important and practical tool to carry in a car: (a) shovel, (b) bucket of water, or (c) wet blanket.
10. If a fire gets out of hand, you should: (a) get your parents and run to your car and drive away, (b) report it immediately to a forest ranger, (c) get other Jr. Forest Rangers to fight the fire.
11. If your clothes happen to catch on fire you should: (a) keep calm, do not run, roll a blanket around you to smother flames, (b) run for help, or (c) jump up and down real fast.
12. Camp matches should be (a) kept in a metal container, (b) stored near outboard motor fuel, or (c) placed in the hot sun.
13. The safest way for adults to light cigarettes is (a) use a cigarette

lighter, (b) strike match on nearby rock, or (c) use paper book matches and throw into grass when finished.

14. A person who is careless and starts a forest fire: (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail.
15. Well-managed forests give us: (a) Smokey Bear, (b) wood, water, wildlife, grass and outdoor fun, or (c) just lumber, paper and walnuts.
16. A match or cigarette thrown from a car window (a) is permissible if no one is looking, (b) is permissible if it looks like it has gone out, or (c) is never safe.
17. A windy day is a good time (a) to burn trash, (b) to start a campfire, or (c) not to start a fire.
18. A trash-burning incinerator should be: (a) equipped with a good spark arrester, (b) placed under a tree for shade, (c) used only on windy days.
19. Before lighting an open fire: (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed or (c) drink three glasses of water.
20. Junior Forest Rangers: (a) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

ANSWERS:

- | | | | |
|------|-------|-------|-------|
| 1. b | 6. b | 11. a | 16. c |
| 2. c | 7. a | 12. a | 17. c |
| 3. c | 8. c | 13. a | 18. a |
| 4. b | 9. a | 14. c | 19. b |
| 5. c | 10. b | 15. b | 20. c |



FOURTH OF JULY CEREMONIES

OPENING

CUBMASTER: Stand up for the flag of America, wherever you may be. Respect it and protect it, for it shall keep you free. Free to do what you want to do, and say what you want to say. Free to go where you want to go, and pray the way you want to pray. Stand up for the flag of America, for all the world to see. Stand up for the flag, that star spangled flag, that stands for you and me.

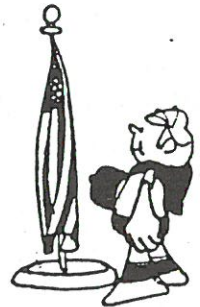
CLOSING

CUBMASTER:

THE FLAG

We watch the flag as it passes by
A flash of color against the sky;
Its fifty stars are as dazzling white
As those few that shone by the dawn's first light
The brave, bright Red that will never fade
By the blood of men's sacrifice was made.
The White, for our nation's purity
Can be kept from stain by you and me.
The Blue; the vastness of God's own sky -
His promise that freedom shall never die.

The mighty cities; the farmlands fair;
The many churches for praise and prayer;
The chance to do, and the chance to be
In a land our forefathers fought to free.
The hope that the world is looking for -
In our will for peace but our strength for war
All these are the flag of our dear land -
A symbol we cherish and understand.
And we bare our heads and our hearts beat high
As our flag, "Old Glory" is passing by.



FOURTH OF JULY CEREMONIES CONTINUED

ADVANCEMENT

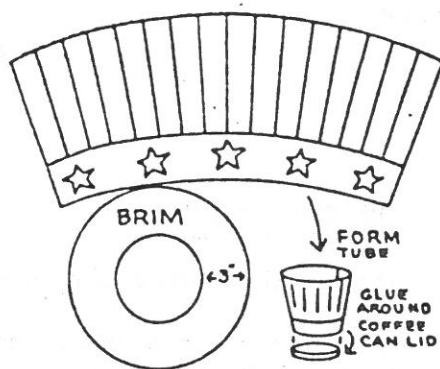
Use the centerpiece below to pull the awards from his hat. This centerpiece can also be used for the treasure hunt game.

Paint a two or three pound coffee can, or cover with light-colored paper. On the side, draw his features and glue on cotton for the hair, eyebrows, and goatee.

For a base, use a shoe box covered with paper decorated with star seals. Place the can near the edge of the box, so the base doesn't interfere with his beard.

To make the brim of Uncle Sam's hat, trace around the plastic lid of the coffee can onto heavy paper. Then draw a second circle 3" larger all around the first circle. Cut out and remove the inner circle.

For the tall crown, cut a paper strip at least 9" wide and slightly curved, as shown, to form the flare of the crown. Glue into a tube to fit around the rim of the plastic lid; then glue to lid. Add stars and stripes. Roll brim slightly on sides and glue to hat.



THE THREE TREES

(Audience Participation)

Enact the following stunt by making the specified sounds or motions as characters are mentioned.

BIG TREE - plunk
Middle-Sized Tree - plink
baby tree - pink
Babbling Brook - gurgle-gurgle

Rabbit - clippety-clip
Hunters - bugle call
Gun - BANG!

Once upon a time in the deep, dark woods there stood three trees - the BIG TREE, the MIDDLE-SIZED TREE, and the wee BABY TREE - and through the trees ran the BABBLING BROOK and hopped the little RABBIT.

One day a group of HUNTERS came into the forest where stood the three trees - the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE - and through the trees ran the BABBLING BROOK and hopped the little RABBIT.

As the HUNTERS wandered through the forest, in which stood the three trees - the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE, and through which ran the BABBLING BROOK and hopped the little RABBIT - one of the HUNTERS spied the little RABBIT. He raised his GUN at the little RABBIT, and sadness reigned in the forest, in which stood the three trees - the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE - and through which ran the BABBLING BROOK, but no longer hopped the little RABBIT.

The BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE were all very sad. Even the BABBLING BROOK was sad. But all of a sudden, out from the thicket hopped the little RABBIT. The HUNTER'S GUN had missed.

And once again happiness reigned in the forest where the three trees - the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE, and through which ran the BABBLING BROOK and hopped the little RABBIT.



THE DAMPER SONG

Oh, you push the damper in,
(extend right arm)
And you pull the damper out.
(pull right arm back)
And the smoke goes up the chimney
(move right hand in a spiral)
Just the same,
(make a sweeping motion with the right arm)
Just the same.
(sweeping motion with left arm)
And the smoke goes up the chimney just the same.
(move right hand in a spiral)

repeat verse reversing hand motions

SAVE OUR RESOURCES

Tune: Put on Your Old Gray Bonnet

Pep up your Cub Scout Spirit
And shout so the'll hear it.
"Our resources must be saved today."
If we share, not borrow!
We can shape tomorrow
And be proud we helped along the way.

WHY THE OLD MAN PLANTED TREES

(A Skit)

Characters: Old Man, two Noblemen

Setting: Old man is digging in his garden. Beside him on the ground is a young sapling tree, which he is getting ready to plant. Two Noblemen enter and stop to watch for a moment)

1st N.MAN What kind of tree are you planting, old man?

OLD MAN (Stops digging and wipes his brow with handkerchief from pocket)
It is a fig tree, sir.

2nd N.MAN (Astonished) A fig tree? May I ask how old are you?

OLD MAN I am 90 years old.

1st N.MAN What? You are 90 years old, and you plant a tree which will take years and years to give fruit?

OLD MAN Why not?

2nd N.MAN Surely you don't expect to live long enough to get any benefit from the hard work you are doing here. (Points to tree)

OLD MAN (Leaning on shovel) Tell me, sir, did you eat figs when you were a boy?

2nd N.MAN Certainly.

1st N.MAN Yes. Why?

OLD MAN Then tell me this ... who planted the trees from which those figs were picked?

2nd N.MAN (Thinking) Why, why hmmm

1st N.MAN (Hesitating) I don't know.

OLD MAN You see, sir. Our forefathers planted trees for us to enjoy, and I am doing the same thing for those who come after me. How else can I repay my debt to those who lived before me?

2nd N.MAN You are very wise, old man.

1st N.MAN And we have been very foolish.

OLD MAN Thank you, sir. May I ask your names?

2nd N.MAN It doesn't matter.

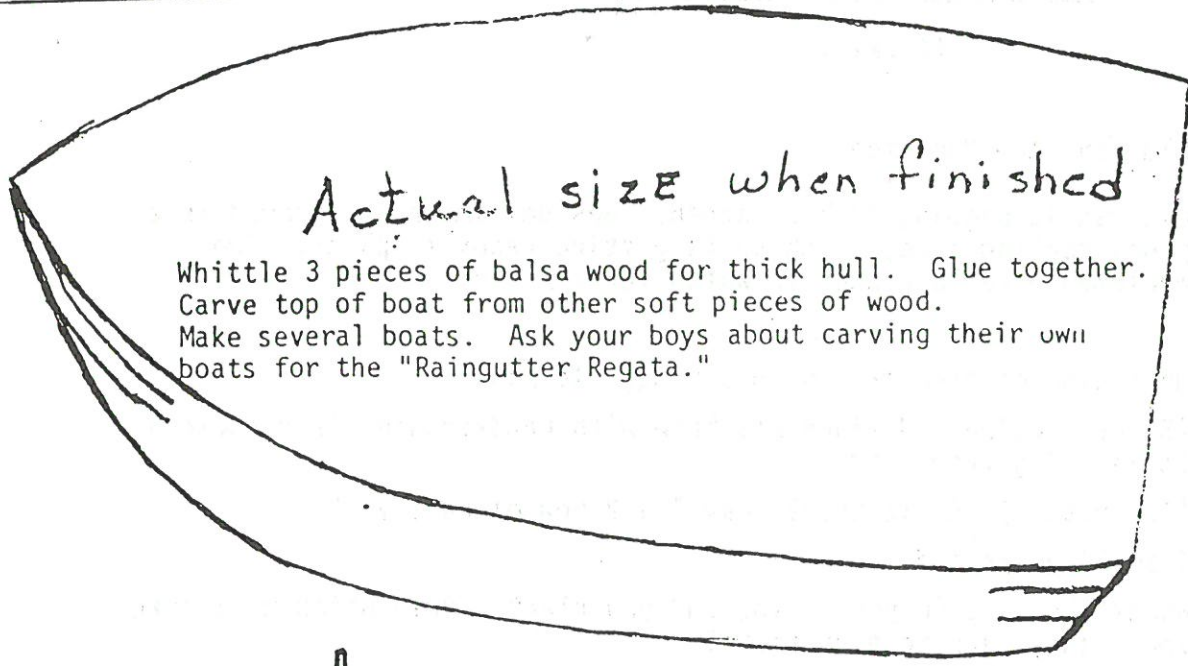
1st N.MAN No. You are far more important than we are. Goodbye.

OLD MAN Goodbye.

2nd N.MAN Goodbye and good health.

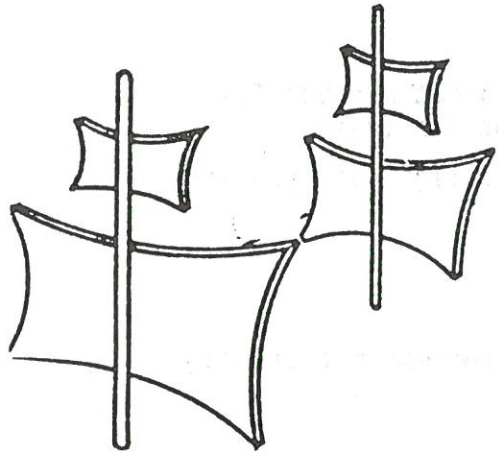
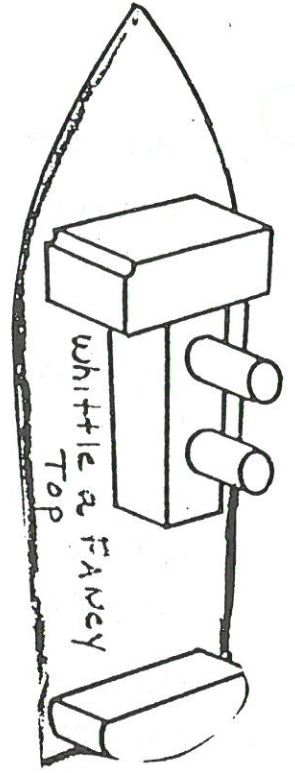


Whittle a boat

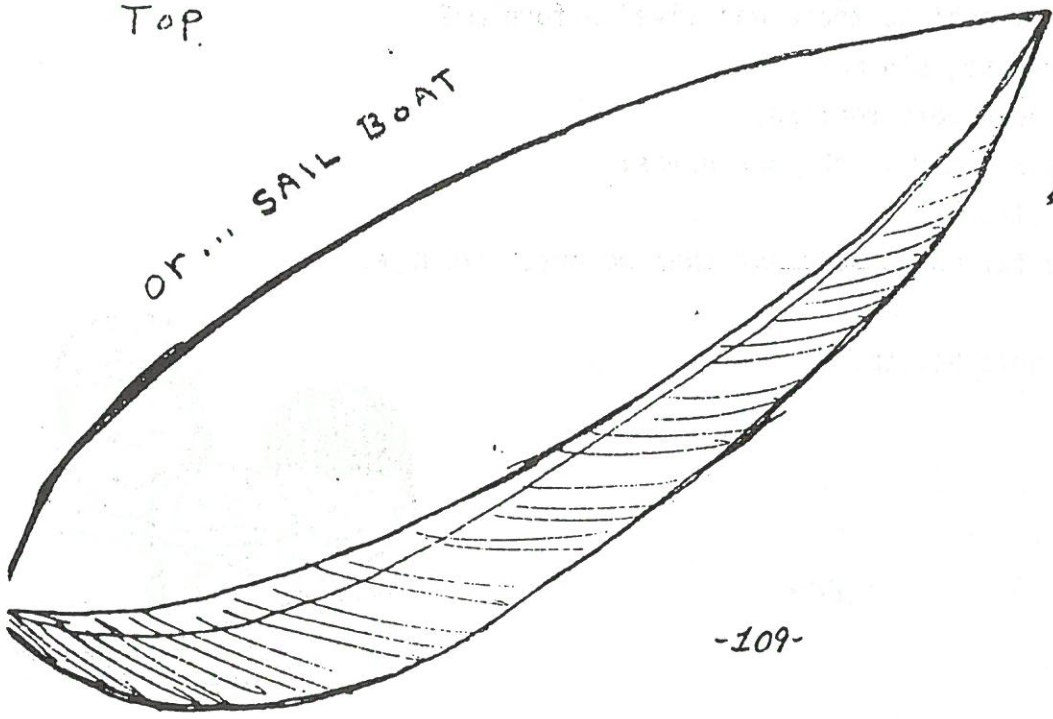
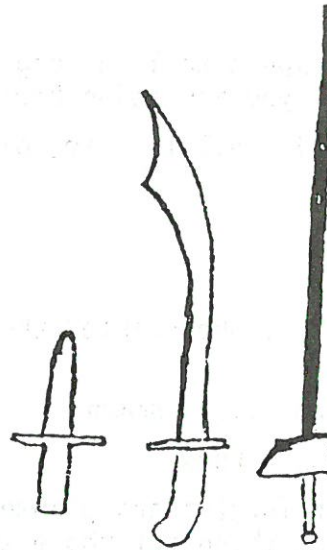


Actual size when finished

Whittle 3 pieces of balsa wood for thick hull. Glue together. Carve top of boat from other soft pieces of wood. Make several boats. Ask your boys about carving their own boats for the "Raingutter Regata."



OR...
A VIKING SHIP
TOP



OR... SAIL BOAT



ANIMALS, TRACKS, AND TRAILS

RACCOONS: Watch for tracks in the mud near streams and ponds. They prowl there after dark, in search of crayfish and frogs.



BOBCATS: Look for tracks along trails or in the snow. They are seldom seen during the day, but they hunt small animals at night.



DEER: In early morning or evening they come into the open to feed and play. Their tracks can be found along forest trails.



CHIPMUNKS: Chipmunks are seen during the day around campgrounds. They scamper along the ground, or sit very quietly on a rock or log.

SQUIBBELS: Look for their large summer nests made of leaves. They are seen during the day, on the ground and in trees.

WOODCHUCK: Woodchucks dig large burrows in banks or hillsides. They can be seen during the day eating grass or sitting by the burrow.



OPOSSUM: The track of the hind foot resembles a human hand with a thumb. They leave their dens at night to feed.



MOLES: Moles have no eyes and spend all their lives underground. They make long ridges of earth as they burrow in search of worms.

COTTON TAILS: Tracks are easy to find in the snow. They hide in brush during the day, but can be seen feeding in the evening.



BEAVERS: Look for tracks in mud and for the fallen trees they have cut down. They build dams and large houses along creeks.



MUSKRATS: Live in streams or marshes, and build houses or burrows in the bank. Look in the mud for footprints with tail marks.

PORCUPINES: Live in forested areas and like bark. They remain in trees during the day, but descend at night to eat other plants.

FOXES: Look for tracks in snow or along dusty trails. They are active at night, and sometimes are seen crossing roads.



WEASELS: Tracks are best seen in snow. Weasels like fence-rows or brushy places to hunt for mice, day or night.

SKUNKS: Tracks are left along roads or trails. They feed on insects and mice, mostly at night around pastures or farms.



Stealing Sticks

Materials Needed:
10 or more sticks.

Number of Players:
Six or more players.

The field of play is divided into two parts by a well defined line drawn or dug through the middle. At the center back of each side five or more sticks are placed in a pile. A prison about 4 feet square is marked off in a back corner of each side. The players are in two teams, each scattered over its own side. The object of the game is to get the opponent's sticks without being caught and put into prison. As soon as a player crosses the center line he may be captured. If he can dash to the pile of sticks and secure one, he may bring it home to his own pile. A player carrying a stick back is immune from capture. A player may escape from prison if one of his teammates can touch his hand. He may then come back on his own side without being tagged. The team that gets all the opponent's sticks and has all its members safely out of prison wins the game.

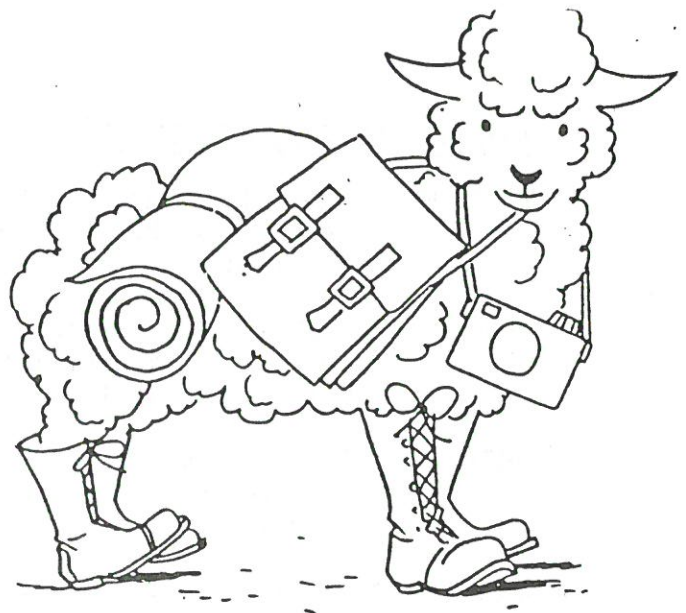
Poison Snake

Materials Needed:
Three cans or sticks.

Number of Players:
Four or more players.

The players stand in a circle. The cans or sticks are set up in the center of the circle touching each other.

The players in the circle join hands and try to pull or push one another over these objects, which represent the poison snake. If a player knocks over the snake or steps on it, he is poisoned and must drop out of the circle. If two players let go of hands, both must drop out. The last player unpoisoned wins.



Have You Seen My Sheep?

Materials Needed:
No material needed.

Number of Players:
Five or more players.

The players stand in a circle except for one player, who is the shepherd, who stands outside the circle. He taps on someone's back and says, "Good morning." The tapped player, who is the "Housekeeper," replies, "Good morning." The Shepherd says, "Have you seen my sheep?" The Housekeeper asks, "How is it dressed?" The Shepherd then describes a player, preferably one who is standing near the Housekeeper. As soon as the Sheep recognizes itself or the Housekeeper knows who is being described, both begin to run outside the circle, the Housekeeper trying to catch the Sheep before it can get back to its place in the circle. If this happens the Sheep must go into the center, which is called "in the soup," where he remains until the end of the game. Whether or not the Sheep is caught, the Housekeeper becomes the Shepherd for the next round. The Shepherd does not chase. When he has described the Sheep he steps into the Housekeeper's place. There is no escape from the "soup." Players who are caught must remain in the soup until the end of the game. The game ends when the circle has only two players left.



Deer Hunting

Materials Needed:

No materials needed.

Number of Players:

Four or more players.

This game works best in the woods or in scrub. High grass is OK. It won't work on a clipped lawn or in an open mowed field.

One player is named the Deer. The other players walk 100 steps away from the Deer in all directions while the Deer slowly and loudly counts to 100. At the call of 100 all the players except the Deer drop to the ground and begin sneaking back to the Deer, taking advantage of whatever cover is available. If the Deer sees a player he calls out that player's name and that player must stand and stay in that place for the rest of the game. When all the players are standing the player closest to the Deer wins and may be the next Deer.

The Sleeping Bear

Materials Needed:

An old stuffed animal or something about that size and a cloth for a blindfold.

Number of Players:

Three or more players.

The players pick one player to be the Bear. The Bear takes the stuffed animal which represents his Cub. The other players blindfold the Bear and seat him on the ground in the center of a large circle (about 150 feet in diameter). The Bear

places the Cub in front of himself at arms length on the ground.

As the Bear counts to twenty the other players take up positions on the rim of the circle. When the Bear reaches twenty the players QUIETLY begin sneaking in to steal the Cub. The Bear points to any player he notices and that player must go back to the rim of the circle and try again. The player who succeeds in stealing the Cub wins and may be the next Bear.



AUG. 1987

WORD SEARCH

BACK
TO
NATURE "

CREATURE WORLD

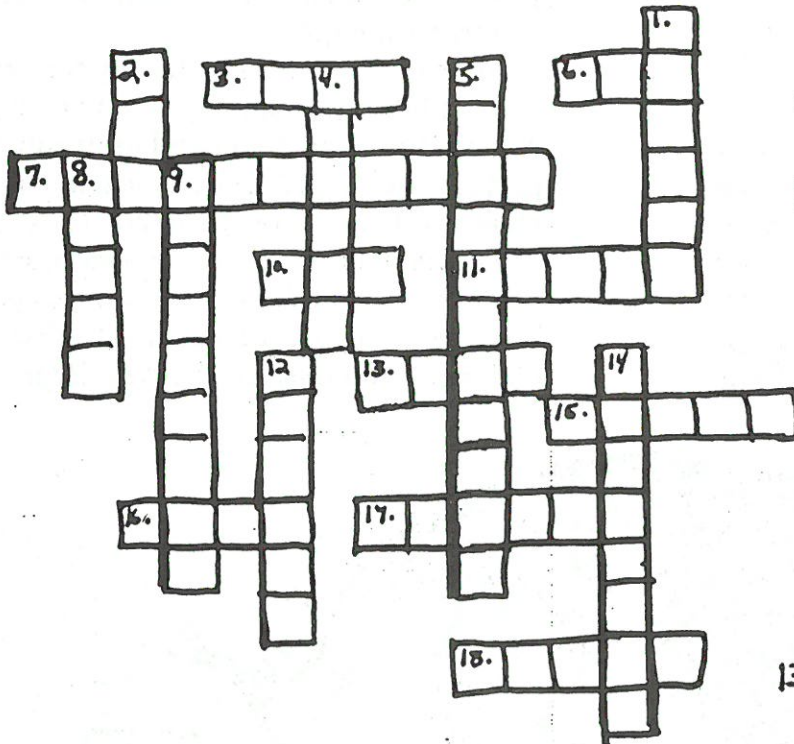
A A C A T E R P I L L A R M I T E S
 N F O W U G R U B O E A R W I G S W
 T I C A R H C U U U M W I N G R A O
 B R K S T N E L G S C O R P I A N O
 E E R P L G N A T E O R I S N S Y L
 D F O S E T T O A D S M S Q E S M L
 B L A C K W I D O W T S L U W H P Y
 U Y C R A B P T M O S Q U I T O H B
 G E H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

ADDER
 ANT
 ASPS
 BEDBUG
 BLACK WIDOW
 BOAS
 BUG
 CATERFILLAR
 CENTIPEDE
 CICADA
 COCKROACH
 COST
 CRAB
 EARWIG
 FIREFLY
 GNAT
 GRASSHAPPER

GRUB
 HONEYBEE
 HOUSEFLY
 LARVA
 LOUSE
 MITES
 MOSQUITO
 NEWT
 NYMPH
 RATTLESNAKE
 SCARAB
 SCORPIAN
 SLUG
 SNAKE
 SQUID
 TOADS
 TURTLE
 WASPS
 WORMS

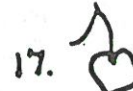
CIRCLE THE LETTERS OF THE WORDS THAT CAN BE FOUND HORIZONTAL OR VERTICAL.

THE EARLY BIRD CATCHES THE WORM



ACROSS

DOWN



JUST FOR LAUGHS

WIT: I HAVEN'T SLEPT FOR TEN DAYS.

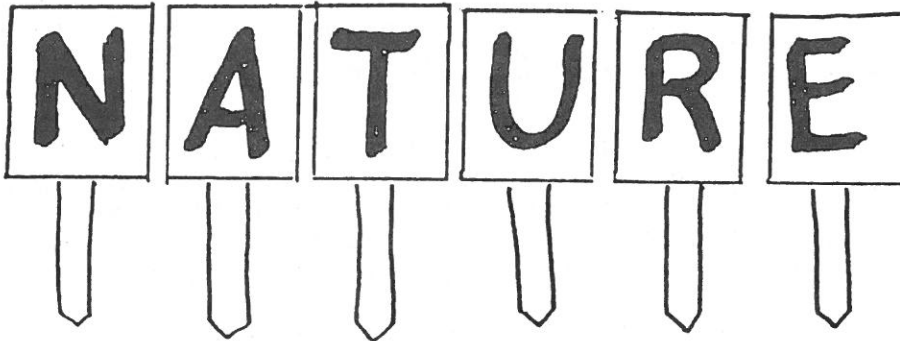
NIT: AREN'T YOU TIRED?

WIT: NO, I SLEEP NIGHTS.

OPENING CEREMONY

Personnel: Cubmaster and 6 dads

Equipment and arrangement: Paint one block letter of word N-A-T-U-R-E on each of 6 cardboard squares. On reverse side of each print meaning. Put letter on stakes behind the speaker's stand.



- 1st Dad: "N" stands for your name - be proud of it. As you advance from Bobcat to Webelos Scout you will add new laurels to your name. Everything you do affects your good name and your family.
- 2nd Dad: "A" if for attitude. As sunlight is essential to growth, so attitude affects your spirit. Cub Scouts with the right attitude are happy, game, and fair.
- 3rd Dad: "T" stands for task. As the beaver works hard at his task, so does each Cub Scout.
- 4th Dad: "U" stands for usefulness. Just as animals and birds are judged by their usefulness, so your place in life depends upon your usefulness.
- 5th Dad: "R" means you're ready. As the squirrel gathers food for future use, so you have worked on your achievements getting ready for the day when you will become a Boy Scout.
- 6th Dad: "E" stands for energy. As the bee is never idle, so you keep busy giving goodwill.
- Cubmaster: The letters on the cards spell "Nature"....God's way of telling us He cares. Let us always be grateful for His guidance and for this great Country of ours, The United States of America. (Cubmaster has everyone stand and repeat The Pledge of Allegiance)

LITTERBUGS BEWARE - Song

Tune: Auld Lang Syne

We are the folks who hunt the bugs,
That litter up our streets,
With papers, bottles, old tin cans,
And wrappers off their sweets.

Chorus

No litterbugs, no litterbugs, No litterbugs for us.
Let's start today to do our share, No litterbugs for us.

We want to keep our playground clean
Without a lot of fuss,
Let's start today to do our share
No litterbugs for us.

A LESSON FOR THE BIG BUGS

Bees: Buzz-buzz Frog: Croak-croak Ants: Hup-two-three-four
Mosquitos: Bite-bite Woods: All sounds together

This is a story about Billy and his family and their adventures in the woods__. One fine spring day, Billy's family decided it was a good day for a picnic in the woods__ where they could enjoy nature. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a frog__. They heard some bees__ gathering nectar, and watched some ants__ busy at work. They even swatted some mosquitos__ and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the woods__; the bees__; the ants__; the frogs__; and even the mosquitos__. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog__ that hopped by. Mom threw her napkin on the ground and jumped up in disgust. "That does it!" she said, "The ants__ seem to have taken over our lunch."

Dad stretched out for a nap and had just about dozed off when he heard Sister scream. She had been stung by a bee__. Mom took care of her, so Dad tried again to sleep. But this time the pesky mosquito__ would not leave him alone. Finally he announced they were all going home.

Billy said: "Why do we have to leave now?" Dad replied, "Well, Billy, it seems we aren't wanted by the woods__. We sure haven't been treated very well. The mosquitos__ are eating me alive; the ants__ took over our lunch; and a bee__ stung your sister.

Billy said: "It seems to me that the woods__ and the misquitos__ and the andt__ and the bees__ are trying to tell us something." "What's that?" asked Dad. "Well said Billy, "just look around us here and you will see that we haven't been very nice visitors in the woods__. Look at all the trash we've thrown around. It seems that we're the worst bugs of all - litterbugs."

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the woods__ listening to the sounds. They actually enjoyed the buzzing of the bees__; the cracking of the frogs__; and they even watched an army of ants__ at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of but is a "litterbug".



MEDICAL GENIUS

Setting is the office of a famous psychiatrist. He is seated behind a card table. A nurse ushers out one patient with a flowerpot on his head. Another patient enters and runs around waving his arms up and down as if flying. Doctor and nurse watch him.

DOCTOR: What's his trouble?

NURSE: He thinks he's a canary (Man flies out of room)

DOCTOR: Go bring him back, Miss Jones. (She exits and returns)

NURSE: I can't get him to come in. Honestly, Doctor, these patients are driving me crazy.

DOCTOR: He's just frightened. I'll talk to him. (gets up)

NURSE: Well, good luck, maybe you can catch him the next time he flies past the window! (next patient enters and sits down)

DOCTOR: Ah, yes, Mr. Smith. And how are you?

SMITH: Well, I'm pretty good. (brushes his clothes with his hand)

DOCTOR: Yes, you seem to be quite normal. Are you sure you're in need of my services?

SMITH: Oh, yes, Doctor. It's these bugs they keep crawling all over me.

DOCTOR: (drawing back violently) Good heavens man, don't brush them all over me.

SKITS

"Bird Watcher Skit"

Narrator: Ladies and gentlemen, you all know that a pun is considered the lowest form of wit, but we're too young to know what that means so let's have "puns" with birds!

Cub #1: I'm a Penguin (holds up pen) Ball point, that is.

Cub #2: I'm a Mockingbird. Ha, Ha, Ha. I'm a Mockingbird. Ha, Ha, Ha.

Cub #3: I'm a Rob-in (pulls out a gun) Hand over the worms right now.

Cub #4: I'm a Cuckoo Bird (pulls out walnuts on string) I'm a nut.
Cub in white shirt rushes in and drags this bird off stage.

Cub #5: I'm a weatherbird. You see me on the T.V. news every day.

Cub #6: I'm a Yellow Warbler. (sings a line or two of a song)

Cub #7: I'm an Oven Bird. Man, but it's how in here tonight. (fans himself)

Cub #8: I'm the Whip-O-Will (say the name slow)(Has whip in hand) Where's Will?

Cub #9: I'm a Cat Bird. I'm really confused. Tweet-tweet. Meow-meow, tweet.

Narrator: Well folks, that all. I hope you'll forgive us.. Oh, by the way....
(pulls a ball and chain) I'm a jailbird.

All birds exit flapping their wings.



ADVANCEMENT CEREMONY

PROPS: A several-branched tree limb (bare) set in a can of plaster or sand. Green construction paper leaves (as many as there are boys receiving awards)

CUBMASTER:

This tree is a symbol of the natural beauty of our land. It takes Mother Nature a long time to grow a beautiful tree. It requires nurturing such as sunshine and water.

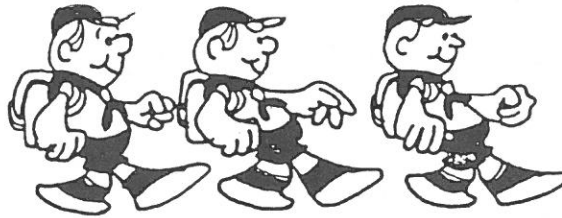
This tree represents our Cub Scouting program. In order for it to flourish, much time and effort must be spent by Cub Scouts and their parents. The boys receiving awards tonight have given time and effort, as have their parents. As each of you receive your award, you will place a leaf on our tree, and you will be able to see how much more attractive it is because of you.

(Calls forward boys and parents receiving Wolf awards and arrow points; then Bear awards and arrow points; then Webelos activity badges. After all awards have been presented, and leaves added to tree, the Cubmaster says:)

You have each helped nurture this tree, and it has become a part of you. Just as Mother Nature's trees endure for many years, you have gained values through your achievements and electives which will last you a lifetime. May you always stand tall and straight like a tree.. and be a beautiful resource of our land.



Jim Rogers
Bear Badge ←
Pattern



GRASSHOPPER RACE

Needed - two small balls or similar objects.

Two teams, line up in relay style. First man in each line holding ball or other object. On signal, place ball between knees and hop or run forward around leader standing about 25' away and back to second player who repeats until all in line have done this. If ball is dropped enroute player must go back to starting point. First line finished wins.

NATURE HIKE

Take a group on a nature hike. After initial briefing, see who can bring back the most leaves, flowers and unusual stones. (Be sure to give ample precautions against any noxious weeds such as ivy or sumac.)

CONCENTRATION HIKE

Take your boys on a hike through a scenic area that includes a number of different objects. Instruct each one to observe everything he possibly can. At the end of the hike, give each a pencil and paper, and see who can list the most objects seen along the hike.

COBWEB TREASURE HUNT

Equal lengths of string, all starting at approximately the same place, are wound in and out among table legs, chairs, or any available place. The strings may be intertwined with each other, but must not be knotted. On the other end of each string, which should be concealed, there is a small prize. Each pair of players, or each player, secures the free end of a string and strives to untangle it without cutting or breaking it.

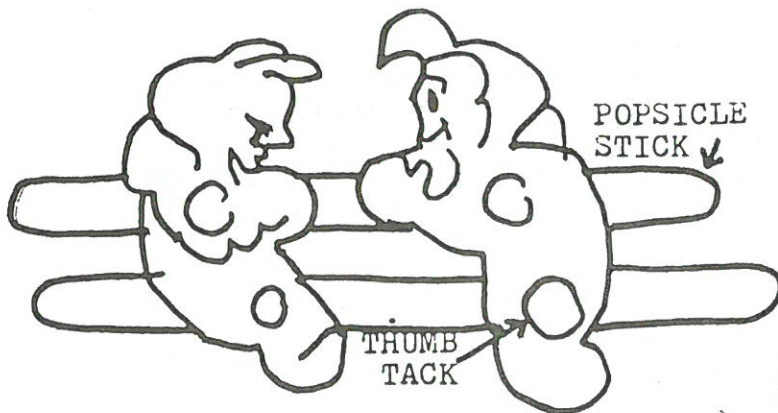
MEASURING WORM RELAY

Players divide into teams. Each team stands single file facing turning point 10 feet away. First player of each team is on hands and toes, with body extended in straight line. Arms remain stationary and legs fully extended with out body-sag throughout action. On starting, player takes very tiny steps until his feet reach his hands. Once feet are in position, he walks forward on his hands until his body is once more straight and fully extended. He repeats this until he returns and tags second player. At no time is body allowed to sag. Continue with all players until each has completed action.

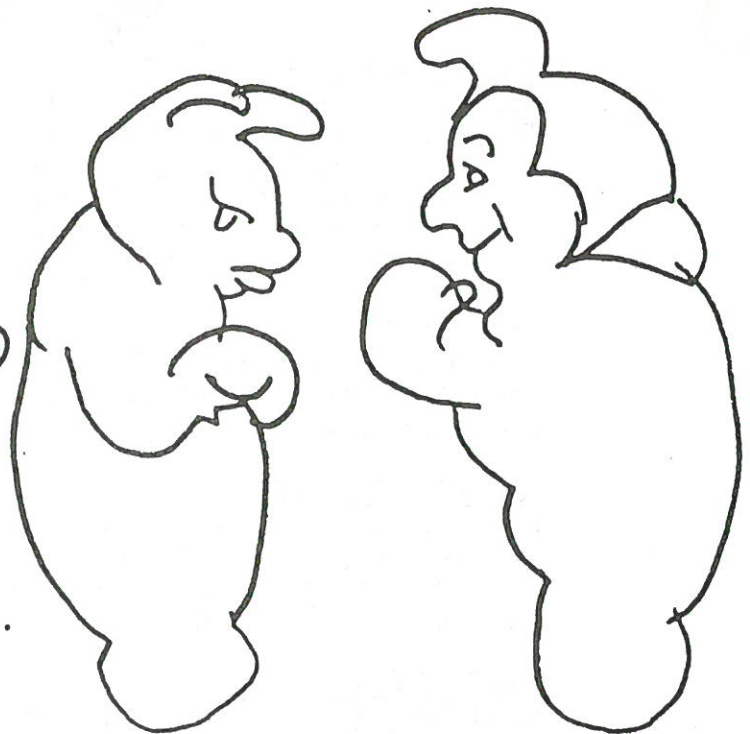
BEETLE GOES AROUND

The players form a circle, facing center. They hold their hands back of them. One player walks around outside the ring carrying a knotted towel in his hand. After walking or running a short distance, saying "Beetle is out! Don't look about!" he puts the "beetle" (towel) in the hands of some player, shouting "Beetle move!" He then takes that player's place. The one receiving the "beetle" strikes the player to his right. This player, trying to avoid the "beetle" runs around the outside of the circle and back to his place. If the player to the right is caught, he becomes the new "beetle". The game continues until all players have had a change to have the "beetle". (Enforce a rule that there shall be no hitting above the shoulders. Under no circumstances allow a belt to be used for the "beetle". The danger of injury is too great. A sock or stocking stuffed with soft rags would make a good "beetle".

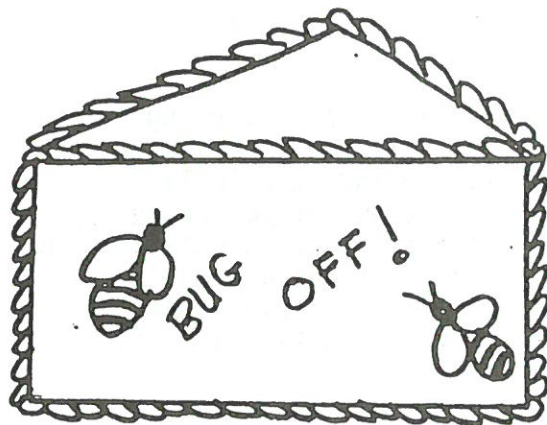
BOXING BUGS



1. CUT BUGS FROM CARDBOARD.
2. THUMB TACK TO 2 POPSICLE STICKS.
3. MOVE POPSICLE STICKS BACK AND FORTH TO MAKE BUGS BOX.



REVERSIBLE DOOR PLAQUE



FRONT

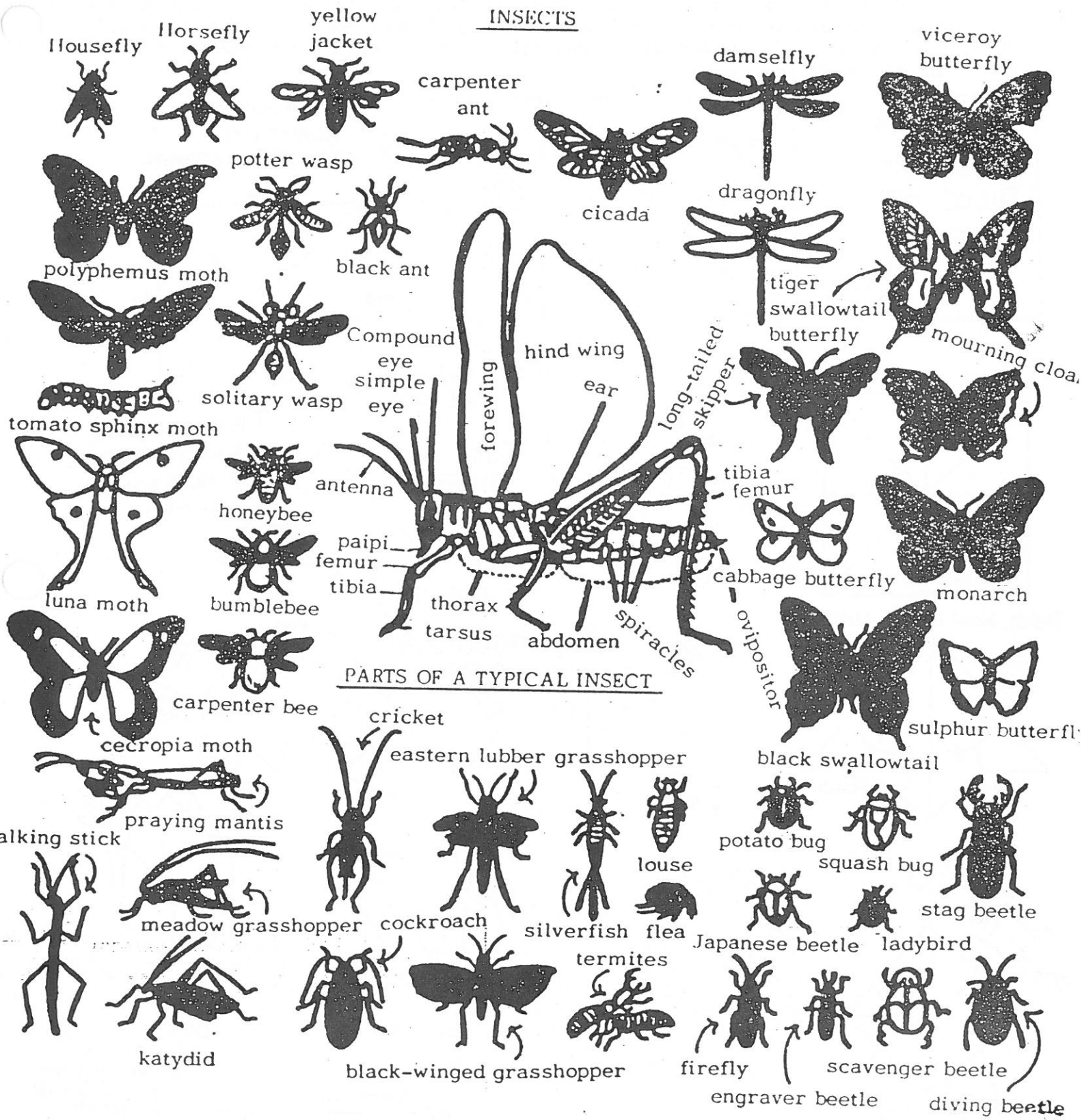


BACK

SAND, STAIN AND VARNISH BOTH SIDES OF A PIECE OF WOOD AT LEAST 6" x 18". BREAK 6 THIN WHITE PLASTIC SPOONS OFF AT THE HANDLE. SAND TO SMOOTH EDGES. DO THE SAME WITH 2 YELLOW SPOONS, BUT LEAVE ABOUT $\frac{1}{2}$ " OF THE HANDLE ON. ON THE PLASTIC YELLOW SPOON PAINT STRIPES WITH MARKER. PAINT LETTERS ON OR CUT FROM CONSTRUCTION PAPER OR CONTACT PAPER. CURL A $\frac{3}{4}$ " PIECE OF BLACK PIPE CLEANER INTO A HALF CIRCLE FOR THE ANTENNA. GLUE THIS TO THE BOARD. GLUE ONE OF THE YELLOW SPOONS OVER THE PIPE CLEANER AND TWO WHITE SPOONS OVER THAT FOR WINGS. DO THE SAME FOR THE SECOND BEE. GLUE HEAVY CORD AROUND THE WOOD FOR A FINISHING TOUCH AND AS A HANGER. NAIL AT EACH END OF THE TOP FOR SECURITY. PAINT THE TWO REMAINING WHITE SPOONS TO LOOK LIKE EYES FOR THE "COME IN" SIDE OF THE BOARD.

TACKY GLUE IS RECOMMENDED.

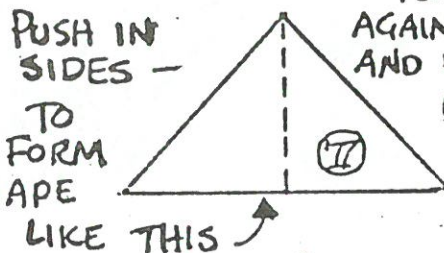
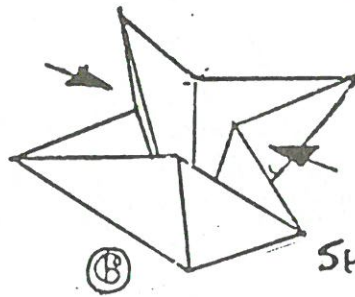
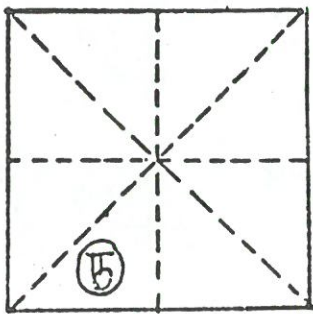
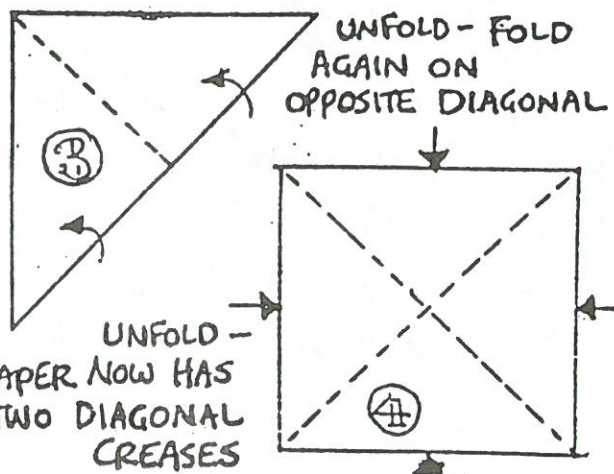
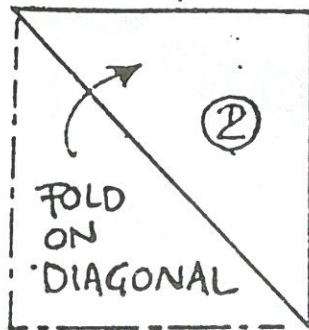
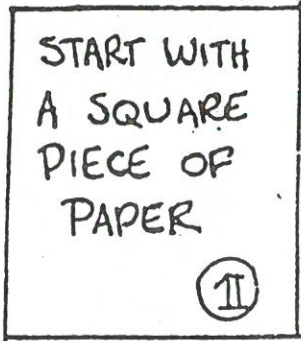
INSECTS



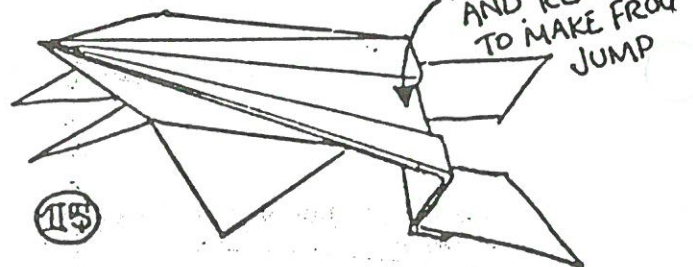
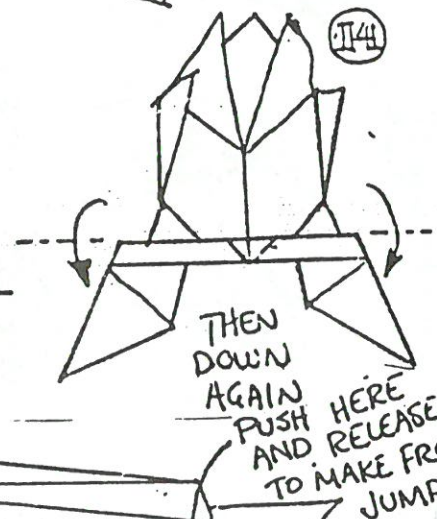
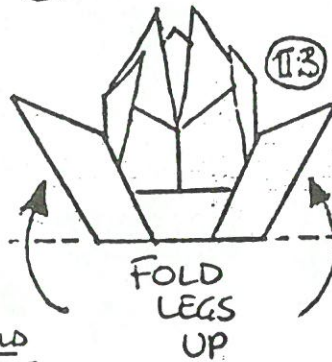
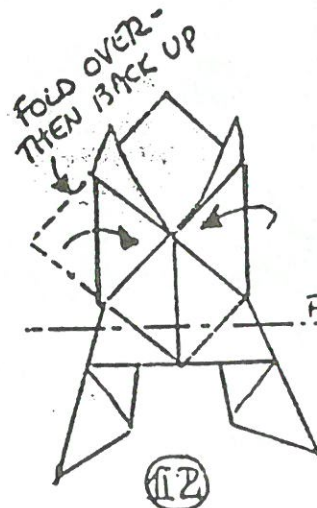
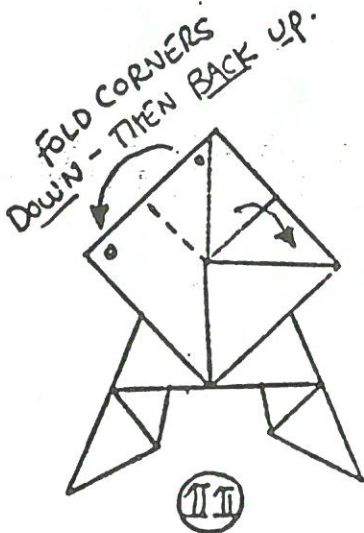
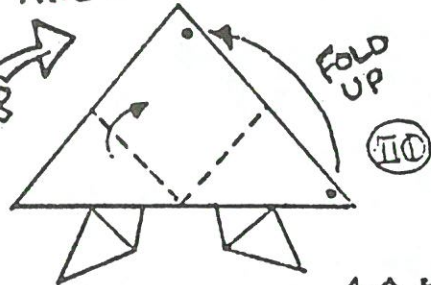
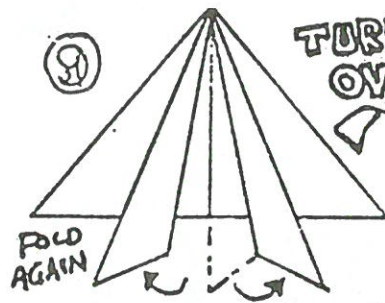
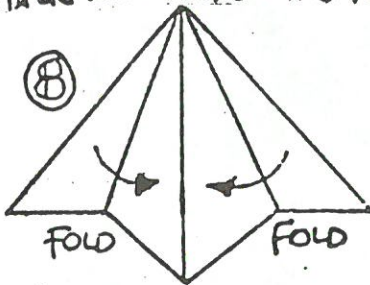
PARTS OF A TYPICAL INSECT

See "Webelos Den Activities" for more ideas on this badge)

This is a fun craft project that can be used for contests of distance, heights and "lag". With lag use a string or draw a line. From a starting position, the Cub Scout tries to get his "frog" to hop or leap as close to the line as possible. Several attempts or a little practice will show how to develop the skill of "jumping". It is best to use several type of paper to determine which one has the best "frog qualities".



PAPER NOW LOOKS LIKE THIS



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!

Song:

BOY NATURALIST

Tune: Blue Tailed Fly

1. When a Cub Scout wants some fun
To keep him busy till day is done
He goes outside and looks around
And then starts digging in the ground.

Chorus:

- Bugs and worms and butterflies,
Bugs and worms and butterflies,
Bugs and worms and butterflies,
He finds to keep him busy.
2. Then when his mother comes to see
What is keeping her son so busy
She shivers and then begins to squirm
As he shows her a nice fat worm.
 3. But if that mother can realize,
The wonder of nature through her boy's eyes,
Then she will smile and never fret,
'Cause bugs and worms he likes to get.

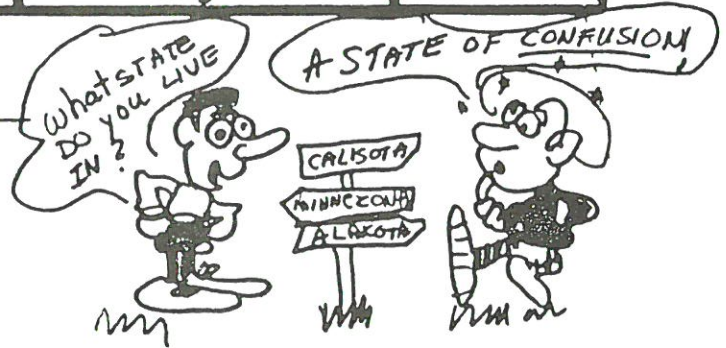


STATE SCRAMBLE

AFTER YOU CROSS OUT EVERY SQUARE IN WHICH THE ANSWER IS 8, UNSCRAMBLE THE LETTERS IN THE SQUARES THAT ARE LEFT, TO FIND THE NAME OF A STATE IN THE U.S.A.

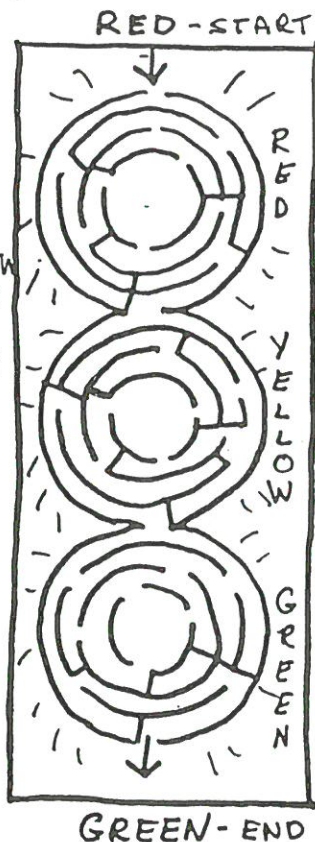
6 ÷ 1 I	4 ÷ 4 A	5 + 5 N	3 + 5 R	3 + 8 I	2 + 6 N
1 + 7 E	8 - 4 A	12 - 4 W	4 + 9 G	13 - 5 M	14 - 6 E
6 + 2 P	18 - 10 S	10 - 2 H	8 + 7 N	7 + 1 M	6 + 5 M
5 - 5 C	8 - 0 B	5 + 3 R	1 - 1 A	17 - 9 X	9 - 1 L

ANSWER: _____



SEE IF YOU CAN GET FROM THE RED LIGHT TO THE YELLOW LIGHT AND FINALLY THE GREEN LIGHT!

TRAFFIC LIGHT MAZE



UNSCRAMBLE THE WORDS THAT ARE FOUND IN YOUR TOWN .

R E I F T T O A S N I

C L E O P I T N S O A I T

O L C O H S

S R K P A

C H U H R C

C Y I T L A H L

S R T E O S

E V M S O I

ABOUT THE FLAG

Narrator: Our flag is far more than the red, white and blue cloth of which it is made. It is the symbol of our America. It stand for the past, the present and the future of our country. It stand for the people, our land, and our way of life. The colors of the flag are:

1st Cub: Red stripes are for courage, for the blood spilled to set and to keep us a free nation.

2nd Cub: White is for hope and purity. It show our helpful nature toward the third world nations and people in distress.

3rd.Cub: Blue, the color of the sky is for reverence to God, loyalty to our country and ourselves, justice and truth for everyone.

Narrator: The star is a symbol of the heavens and the divine goal to which man has aspired. The stripe is symbolic of the rays of light coming from the sun.

(Cubs bring out a large unfolded flag for demonstration purposes)



Narrator: The flag is handled in a special way.

First we fold in lengthwise in half. (boys do this)

Now we fold it in half again lengthwise with the blue filed on the outside. (boys do this.)

While one person is holding the blue field, the other person makes a triangular fold in the opposite end and continues to fold it in triangles until the flag resembles a cocked hat, with only the blue field showing. (Boys finish up folding)
The third Cub then walks up to the boy holding the flag gives a snappy salute, takes the flag as folded and brings it to the narrator. He hands it to him, backs up two steps and then gives a snappy salute again and walks off.)

Narrator: The flag should be cleaned when soiled, mended when torn and when worn beyond repair, destroyed privately by burning.

A drum roll that is done quitely while the narrator and Boys are speaking and then accelerated when they are folding and saluting the flag is an extremely effective way of aceenting the skit.

YOU'RE A GRAND OLD FLAG

You're a grand old flag,
You're a high flying flag,
And forever in peace may you wave.
You're the emblem of the land I love,
The home of the free and the brave.
Every heart beats true 'neath the
Red, White, and Blue,
Where's there's never a boast or brag;
should auld acquaintance be forgot,
Keep your eye on the grand old flag!

FLY YOUR FLAG

Tune: "Row, Row, Row"

Fly, fly, fly your flag
On our holidays.
Be a loyal citizen
In this and other ways.

ADVANCEMENT CEREMONY

Props: Posters of historic flags for each rank (5). (See "Your Flag" for illustrations and history of flags.)

Cubmaster - Just as the United States has advanced in the past 200 years, we have some boys here this evening who have also advanced.

Representing the Cambridge or Grand Union Flag are the boys who have earned the Bobcat rank. (Cub Scout enters with appropriate poster and reads brief history about it.) Will (names) and their parents please come forward to receive their awards? (Present Bobcat badges.)

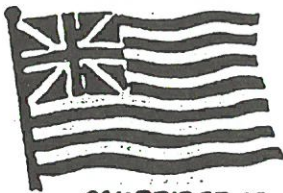
Representing the Continental flag are the boys who have earned the Wolf rank and arrow points. (Cub Scout enters with appropriate poster and reads history.) Will (names) and their parents please come forward? (Present Wolf badges and arrow points.)

Representing the Rhode Island flag are the boys who have earned Bear rank. (Boy comes in with poster and reads history. Then call forward boys and parents and present Bear badges and arrow points.)

Representing the Gadsen flag are the boys who have earned the Webelos badge and activity badges. (Boy shows poster, reads history. Call forward boys and parents and present awards.)

Representing the American flag of today - the young men of tomorrow - the boys who have earned the Arrow of Light. (Boy comes forward and shows appropriate poster. Call forward boys and parents and present awards.)

All of these boys have advanced in rank. Just as our country has grown, so they have grown. We wish you well on the trail to being the strength of America tomorrow.



CAMBRIDGE OR GRAND UNION. THE NAVAL ENSIGN OF JOHN PAUL JONES (1775) AND FLOWN BY GEN. GEORGE WASHINGTON (1776).



CONTINENTAL ONE OF TWO FLAGS SHOWN IN PAINTINGS OF THE BATTLE OF BUNKER HILL.



RHODE ISLAND IN USE FROM 1776, CARRIED AT TRENTON, BRANDYWINE, YORKTOWN.



GADSDEN HOISTED IN 1775 BY COMMODORE HOPKINS ON SHIP "ALFRED."

CLOSING THOUGHT

FLAG - Of all the flags since the world began, there is none other so full of meaning as the flag of this country. That piece of red, white, and blue bunting means five thousand years of struggle upward. Your flag stands for humanity, for an equal opportunity to all the sons of men. This flag - a glorious future - it is not so much the flag of our fathers as it is the flag of our children and of all the children yet to come. It is the flag of tomorrow; it is the flag of yourself and of your neighbors. Don't be ashamed when your throat chokes and the tears come as you see it flying - you'll never have a worthier emotion.

PATRIOTIC APPLAUSE STUNT - Shout "U.S.A." and thrust hand with doubled fist skyward, then shout "Hooray, Onward and Upward".

GAMES



INDEPENDENCE TAG

As in all tag games, "it" pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places - on the ankle, knee, elbow, etc.

SALUTE RELAY

The dens stand in file formation with den leaders standing by the den flags, about 10 paces in front of the dens. On the signal, the first boy in each line runs to the den leader, comes to attention, gives the Cub Scout salute smartly. If the salute is good, the den leader returns the salute. If the salute is done poorly, the salute is not returned and the boy must continue to salute until the salute is acceptable and returned by the den leader. Then he runs back to his den team and tags the next Cub Scout in line. The team finishing first wins.

FLAGS

The den leader begins by naming a state or one of the 13 original colonies. The boys must answer either 'star' or 'stripe', whichever represents the state or colony on the U. S. flag. Boys take turns answering. Anyone who gives an incorrect answer is out of the game. This will help teach the boys the names of the 13 original colonies.

FLAG HUNT

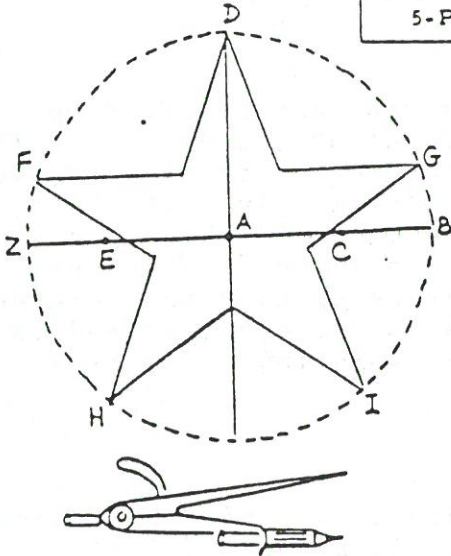
Send the den on a scavenger hunt to see which pair of boys can collect the most U.S. Flags in an allotted time. These can be pictures, lapel pins, stamps, or anything else. Duplicates are not counted.

FLAG JIGSAW

Prior to den meeting, make a set of three historic flag jigsaw puzzles for each boy. To make each puzzle, draw the historic flag about 9" x 12" on heavy paper. Glue the paper to lightweight cardboard. Then cut the flag into at least nine irregular pieces. Place the pieces for all three flags in an envelope and give an envelope to each player. The boy who assembles his three flags first is the winner.

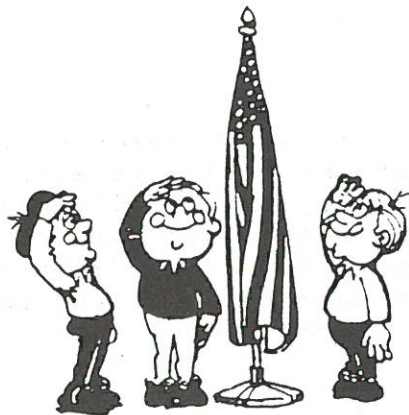
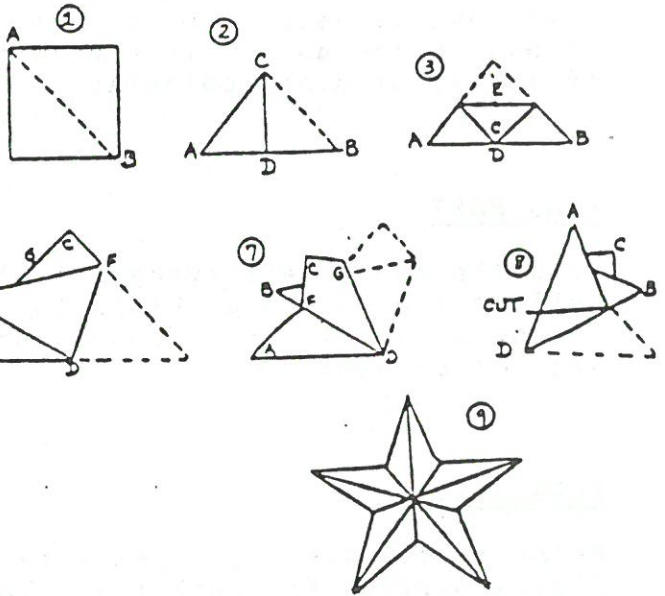
HISTORIC FLAGS

HOW TO MAKE A PERFECT 5-POINT STAR



Method A - With a compass at point A, draw a circle the size of the star you want to make. Bisect line A-B for point C. Place compass point on C, using C-D for size, make a mark E where the arc cuts Z-B line. Place compass point on D. Measure D-E for size and mark points F and G on original circle. Using this same compass setting, place compass point on F to get point H; on point G to get point I. Draw lines D-H, D-I, F-G, F-I, H-G and you have a perfect five-point star. The key is to get point E accurately.

Method B - Cut a square of paper the size you want the finished star. Fold diagonally on line A-B.



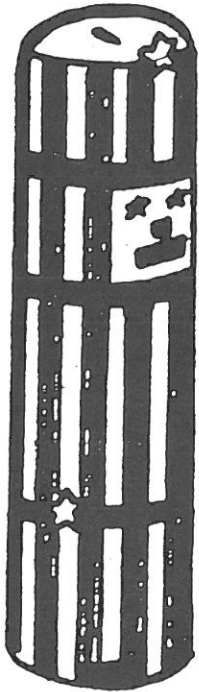
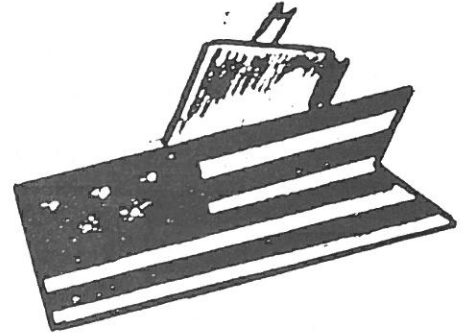
PATTERN FOR FOIL EAGLE

Use heavy foil. Trace the pattern. Be sure to turn the wing over to make the left wing. On top side, tool straight lines and darken the areas. Turn over and tool on the dotted lines. Be sure to work from the inside out.



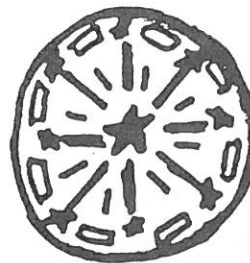
PENNANT BOCKMARK

Cut a piece of white paper, 2" x 6".
Cut a "V" in one short end.
Decorate.



SOLDIER BANK

For the base, use two 12 ounce frozen juice cans. Tape and glue the open ends together. Cut a slot in the top and paint cans white. Glue on stars and strips, leaving an area white for the face. Add features.



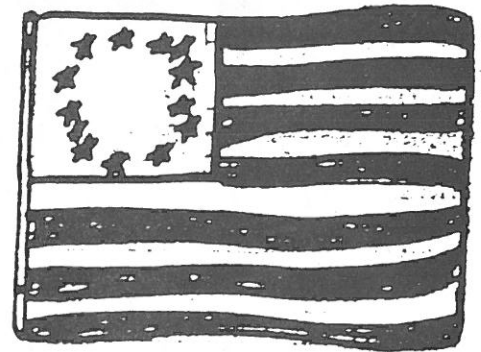
PLAQUES

A group of plaques can be made by simply decorating paper plates and adding hangers to the backs. The decorated plates can also be used as flying saucers, or attached with straight pins to the tops of wooden dowels for windmill toys.

FLAG NECKERCHIEF SLIDE

Need: plastic bottle
plastic curtain ring
felt
acrylic or model paint

Using the actual size drawing, make a paper pattern. Trace it onto a plastic bottle and cut out, using the tape to hold the pattern in place while cutting. On back side of plastic, using coarse sandpaper, rough up the plastic. Cut a felt backing, slightly smaller than the plastic. Sew the plastic ring to the center of the felt. Glue felt to plastic back. Paint a flag on the front.



THE ORIGIN OF OUR FLAG



Most people in America think that the Stars and Stripes were ordered by General George Washington; that Betsy Ross sewed the first flag; and that the Revolutionary forces used this flag from the day the Declaration of Independence was signed.

The story of the Stars and Stripes is the story of the nation itself; the evolution of the flag is symbolic of the evolution of our free institutions and the nation's development into a great land.

Early in the days of the Republic, when the 13 original states were still colonies, the banners borne by the Revolutionary forces were as varied as the races that made up the liberty-loving colonists. The local flags and colonial devices displayed in battle on land and sea during the first months of the American Revolution carried the varied grievances that the individual states had against their Mother Country, England.

After July 4, 1776, the people of the colonies felt the need of a national flag to symbolize their new spirit of unity and independence. Congress, on June 14, 1777, adopted the following resolution: *Resolved that the flag of the thirteen United States be thirteen stripes, alternate red and white; that the union be thirteen stars, white on a blue field.* The significance of the colors was defined as: White signifies Purity and Innocence; Red, Hardiness and Valor; Blue, Vigilance, Perseverance and Justice.

Betsy Ross, a flag maker of Philadelphia, is credited by some historians with having made the first flag and with having suggested that the stars be five-pointed. The home of Betsy Ross at 230 Arch Street, Philadelphia, is a national shrine and the flag flies on a staff from her third floor window. Thousands of people of all nations visit this house, which is known as the Birthplace of Old Glory.

It is true that Betsy Ross was a flag maker. There is in the Navy archives an order to Elizabeth Ross 'for making ships colors' for 14 pounds, 12 shillings, and 2 pence, paid to her exactly two weeks before the flag resolution of June 14, 1777. But none of the authentic records of history substantiate the story that Betsy Ross was appointed by Congress to design a flag. Neither the annals of the Continental Congress nor the personal writings of anyone, including George Washington, shed any light on the question of when, where, or by whom the first American flag was made.

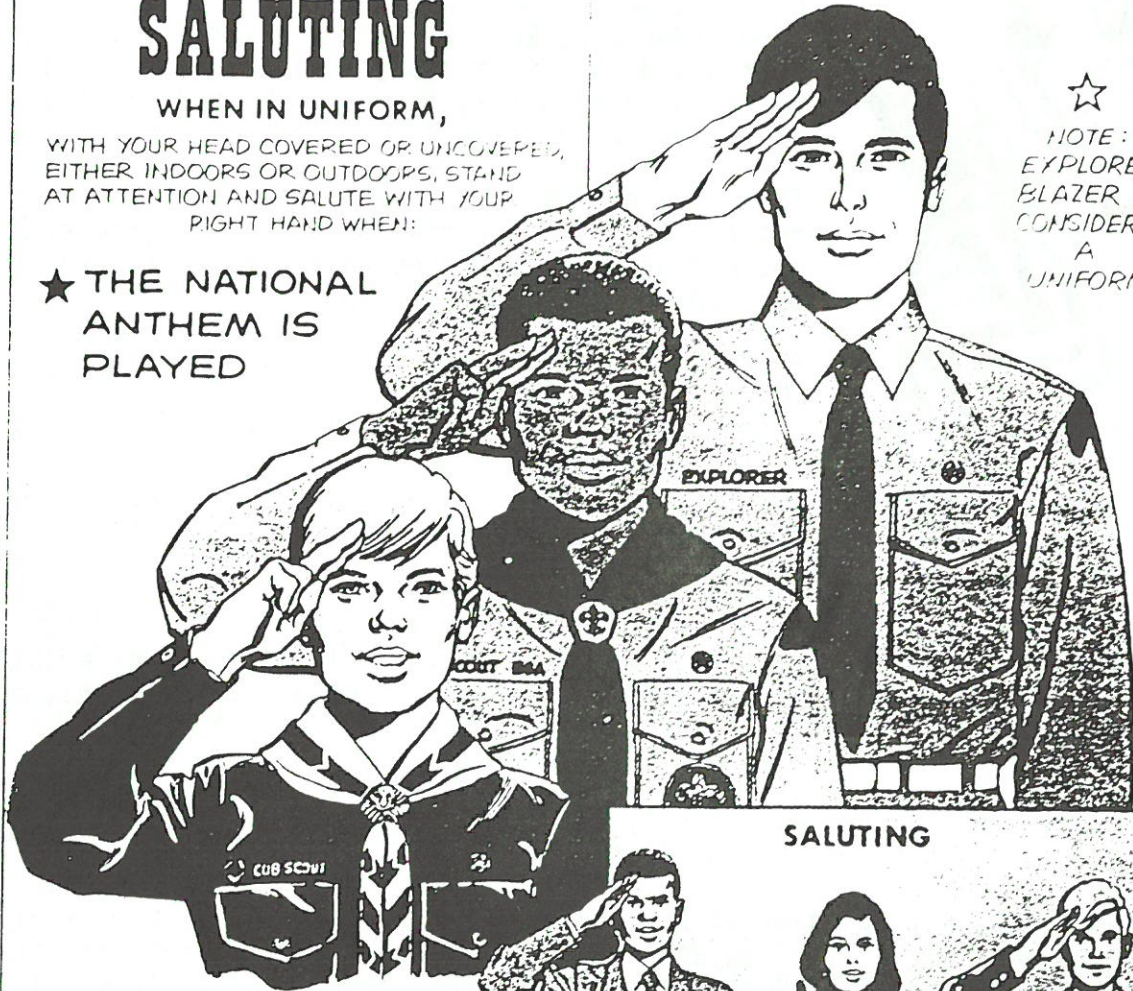
But regardless of who was responsible for making the first flag, the Stars and Stripes, born in the midst of battle, proudly announced to the world the birth of a new nation. However obscure its origin, the flag was soon hailed universally as the symbol of the Land of the Free.

See *Our Flag*, No. 3188 for additional information on flag history.

SALUTING

WHEN IN UNIFORM,
WITH YOUR HEAD COVERED OR UNCOVERED,
EITHER INDOORS OR OUTDOORS, STAND
AT ATTENTION AND SALUTE WITH YOUR
RIGHT HAND WHEN:

★ THE NATIONAL
ANTHEM IS
PLAYED



☆
NOTE:
EXPLORER
BLAZER IS
CONSIDERED
A
UNIFORM.

★ THE COLORS
ARE RAISED OR
LOWERED

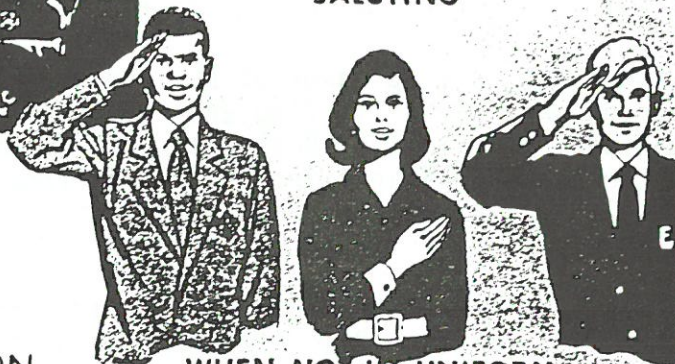
★ DURING RECITATION
OF THE PLEDGE OF
ALLEGIANCE

★ AS THE FLAG PASSES
BY IN A PARADE OR
REVIEW

★ A FLAG-DRAPED COFFIN
IS PASSING

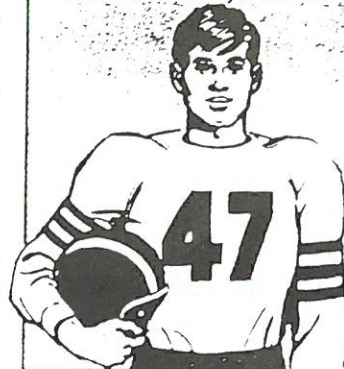
★ WHEN "TAPS" IS SOUNDED
AT A FUNERAL.

SALUTING



WHEN NOT IN UNIFORM

DURING THOSE CEREMONIES STAND AT
ATTENTION, PLACE YOUR RIGHT HAND
OVER YOUR HEART. MEN, IF COVERED,
REMOVE HAT, HOLD IT OVER HEART.



IN ATHLETIC
COSTUME,
UNCOVER,
STAND AT
ATTENTION.
HOLD HAT
OR HELMET
IN RIGHT
HAND.

FLAGS OF THE EARLY AMERICAN COLONIES

THESE ARE SOME OF THE MANY FLAGS FLOWN IN VARIOUS SECTIONS OF THE COLONIES DURING THE REVOLUTIONARY WAR BEFORE THE "STARS AND STRIPES" WAS CREATED.



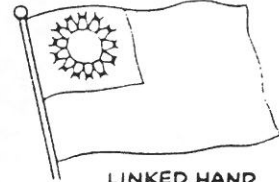
ANDROS
MILITARY COLORS OF NEW ENGLAND FORCES FROM 1686.



CONTINENTAL
ONE OF TWO FLAGS SHOWN IN PAINTINGS OF THE BATTLE OF BUNKER HILL.



CAMBRIDGE OR GRAND UNION. THE NAVAL ENSIGN OF JOHN PAUL JONES (1775) AND FLOWN BY GEN. GEORGE WASHINGTON (1776).



LINKED HAND
EARLY COLONIAL FLAG SHOWING UNITY BY 13 MAILED HANDS WITH 13 LINKS OF AN ENDLESS CHAIN.



MERCHANT AND PRIVATEER ENSIGN
(1776-1795)



BUNKER HILL FLAG
WAS MADE BY INSERTING A PINE TREE IN THE UPPER LEFT QUARTER OF THE ST. GEORGE'S CROSS.



FORT MOULTRIE
FLEW ABOVE THE FORT (THEN FORT SULLIVAN) IN SOUTH CAROLINA (1776).



TAUNTON
RAISED AT TAUNTON, MASS., 1774. ORIGINALLY THE "QUEEN ANNE" FLAG WITHOUT THE WORDS.



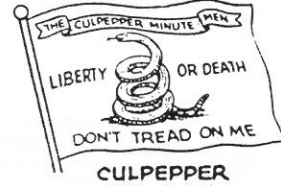
WASHINGTON'S CRUISERS ENSIGN
IN USE FROM 1775-1776.



BEDFORD - (1737)
CARRIED AT THE BATTLE OF CONCORD, 1775, BY MINUTEMEN FROM BEDFORD, MASS.



MARKOE
DESIGNED BY CAPT. MARKOE FOR THE PHILADELPHIA LIGHT HORSE TROOP (1775).



CULPEPPER
ONE OF THE MANY RATTLESNAKE FLAGS. THIS ONE FLEW AT CULPEPPER COUNTY, VA. 1775.



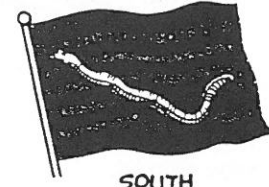
RHODE ISLAND
IN USE FROM 1776, CARRIED AT TRENTON, BRANDYWINE, YORKTOWN.



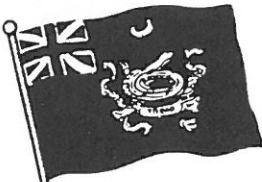
GADSDEN
HOISTED IN 1775 BY COMMODORE HOPKINS ON SHIP "ALFRED."



LIBERTY TREE
ENSIGN OF 1776 ALSO SHOWED THE WELL-LOVED LIBERTY TREE.



SOUTH CAROLINA
ADOPTED THIS AS A NAVY JACK (1775).



WESTMORELAND COUNTY BATTALION
CARRIED THIS FLAG (1775).



THE GREEN MOUNTAIN BOYS
CARRIED THESE COLORS UNDER ETHAN ALLEN AT CAPTURE OF FORT TICONDEROGA, N.Y. (1775).



CONNECTICUT
AFTER BATTLE OF BUNKER HILL STATES DESIGNED THEIR OWN MILITARY FLAGS. THIS WAS ONE OF THE FIRST.

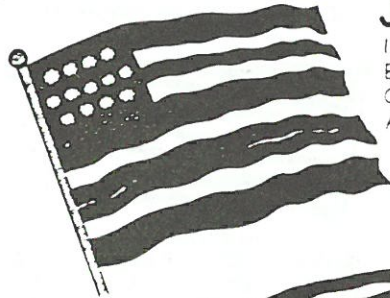


FIRST PENNSYLVANIA RIFLES
CARRIED THIS FLAG AT MANY DECISIVE BATTLES OF THE REVOLUTION.

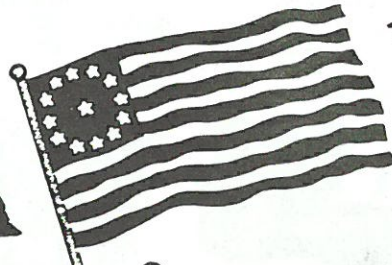
A CONFUSION OF STARS AND STRIPES



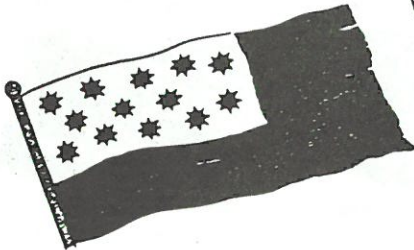
THE **BENNINGTON FLAG** WAS FLOWN AT THE BATTLE OF BENNINGTON, VERMONT, AUG. 16, 1777. NOTE THE SEVEN-POINTED STARS.



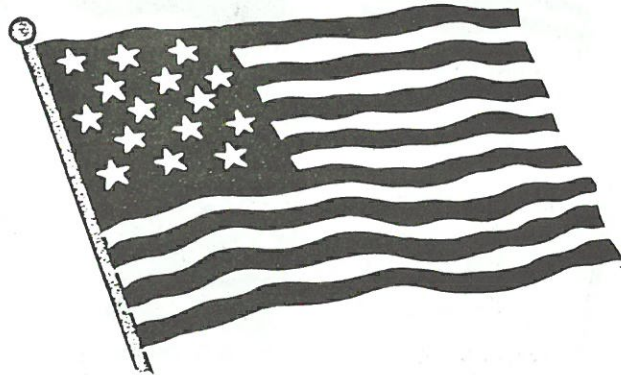
JOHN PAUL JONES FLEW THIS ENSIGN WITH ITS EIGHT-POINTED STARS AND RED, WHITE AND BLUE STRIPES ON THE CAPTURED BRITISH MAN-OF-WAR **SERAPIS** WHEN HE HAD TO ABANDON HIS SINKING SHIP **BONHOMME RICHARD** IN 1778.



THIS BANNER WAS CARRIED BY THE 3RD MARYLAND REGIMENT AT THE BATTLE OF **COWPENS**, SOUTH CAROLINA, JAN. 17, 1781.

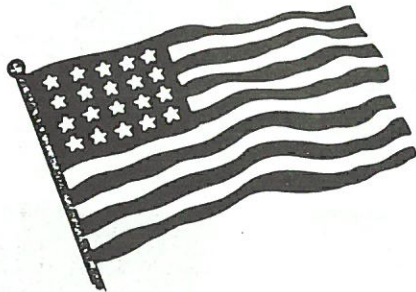


GEN. GREENE'S MILITIAMEN CARRIED THIS FLAG AT THE BATTLE OF **GUILFORD COURTHOUSE**, NORTH CAROLINA, MARCH 15, 1781.



ON JAN. 13, 1794, CONGRESS CHANGED THE FLAG DESIGN BY ADDING A STRIPE FOR EACH STATE ADMITTED TO THE UNION. THIS **15 STRIPE** FLAG FLEW OVER FORT MCHENRY ON SEPT. 13, 1814, AND WAS THE INSPIRATION FOR FRANCIS SCOTT KEY'S "THE STAR SPANGLED BANNER," OUR NATIONAL ANTHEM.

IT NOW HANGS IN THE SMITHSONIAN INSTITUTE, WASHINGTON, D.C.



THE ADDITION OF STRIPES HOWEVER WAS NOT A PRACTICAL WAY TO HONOR NEW STATES.

CAPTAIN SAMUEL C. REID, U.S. NAVY, WHO COMMANDED THE **GENERAL ARMSTRONG** DURING THE WAR OF 1812, SUGGESTED TO CONGRESS THAT THE STRIPES BE FIXED AT 13 TO REPRESENT THE ORIGINAL COLONIES AND THAT A STAR BE ADDED TO THE BLUE FIELD FOR EVERY STATE COMING INTO THE UNION.

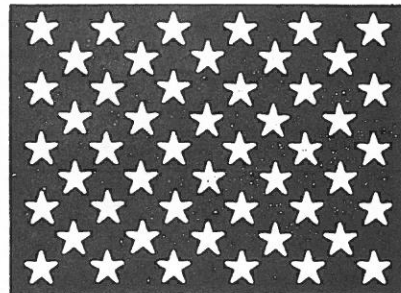
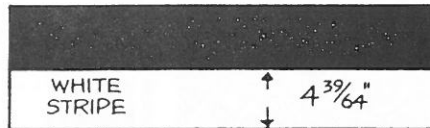
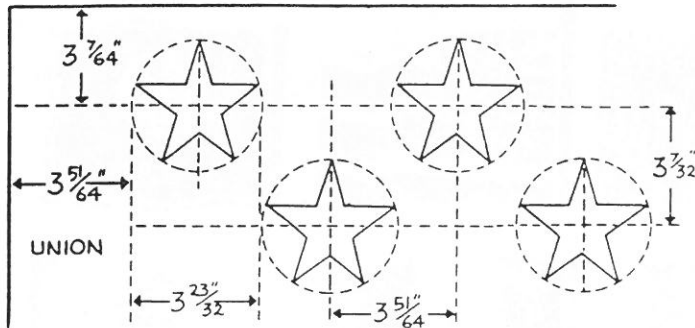
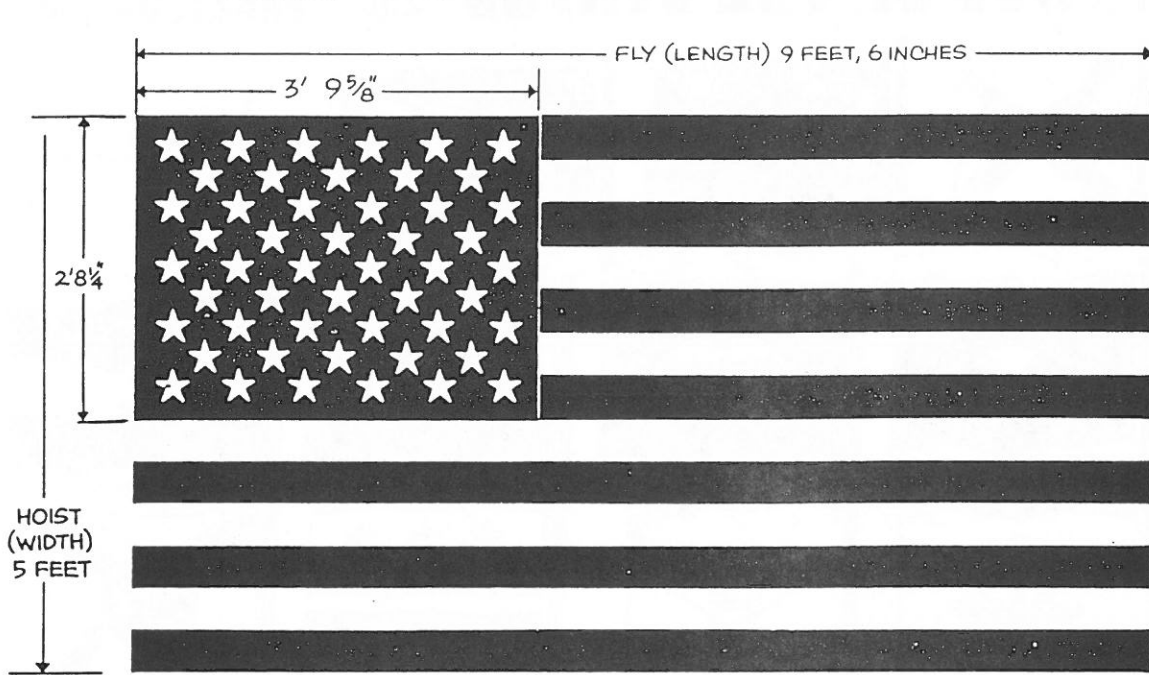
CONGRESS MADE THIS SUGGESTION INTO LAW ON JULY 4, 1818, AND PROVIDED FOR ONE STAR FOR EACH NEW STATE BE ADDED TO THE FLAG ON THE 4TH OF JULY FOLLOWING THE STATE'S ADMISSION.



THIS FLAG WAS CARRIED BY GEN. JOHN C. FREMONT ON HIS EXPEDITIONS TO THE FAR WEST IN THE 1840'S.

NOTE THE INDIAN PEACE PIPE IN THE EAGLE'S CLAWS WITH THE ARROWS.

THE FLAG TODAY



ALTHOUGH TWO MORE STARS HAVE BEEN ADDED TO THE BLUE UNION SINCE 1912, THE PROPORTIONAL DIMENSIONS OF THE FLAG REMAIN THE SAME.

THE STARS WERE ADDED FOR THE TWO NEW STATES ADMITTED* (ALASKA-1959 AND HAWAII-1959) MAKING THE 27TH OFFICIAL CHANGE IN THE FLAG SINCE ITS CREATION IN 1777.

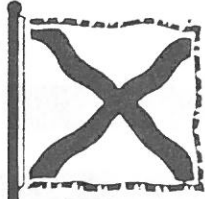
*ON JULY 4, 1960

UNION JACK (NAVY)

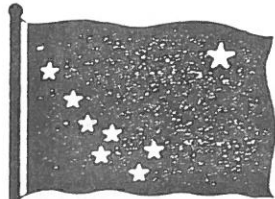
ALWAYS HAS THE SAME NUMBER OF STARS AS THE NATIONAL FLAG.

THE ABOVE DIMENSIONS ARE FOR ONE SIZE NATIONAL FLAG COPIED FROM AN OFFICIAL BLUEPRINT FURNISHED MANUFACTURERS OF FLAGS FOR THE U.S. GOVERNMENT BY THE BUREAU OF SHIPS. OTHER SIZE FLAGS FOLLOW THESE SAME PROPORTIONS WHICH ARE TO THE SCALE OF 1 TO 1.9. THE UNION JACK'S PROPORTIONS ARE THE SAME AS THE CANTON ON THE NATIONAL FLAG.

FLAGS OF THE STATES and TERRITORIES



ALABAMA

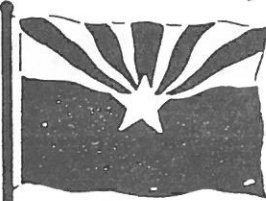


ALASKA



AMERICAN SAMOA

THESE ARE THE
FLAG COLORS
AND DESIGNS AS
THEY ARE TODAY.



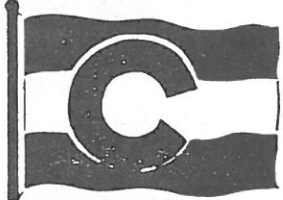
ARIZONA



ARKANSAS



CALIFORNIA



COLORADO



CONNECTICUT



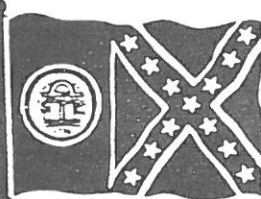
DELAWARE



DISTRICT OF COLUMBIA



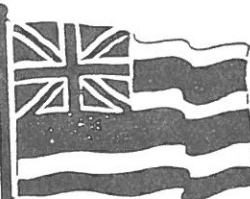
FLORIDA



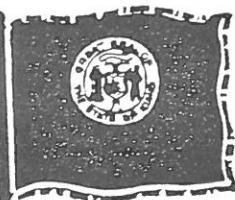
GEORGIA



GUAM



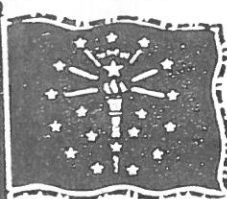
HAWAII



IDAHO



ILLINOIS



INDIANA



IOWA



KANSAS



KENTUCKY



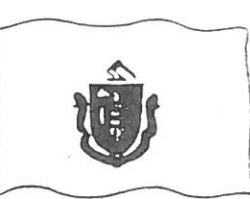
LOUISIANA



MAINE



MARYLAND



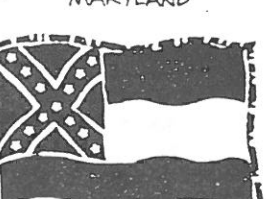
MASSACHUSETTS



MICHIGAN



MINNESOTA



MISSISSIPPI



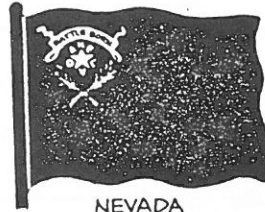
MISSOURI



MONTANA



NEBRASKA



NEVADA



NEW HAMPSHIRE



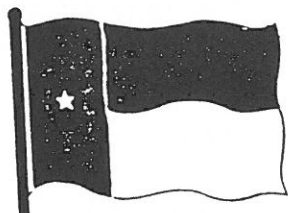
NEW JERSEY



NEW MEXICO



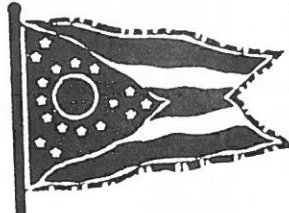
NEW YORK



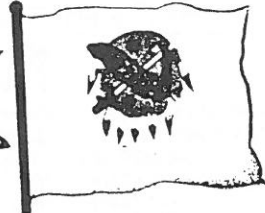
NORTH CAROLINA



NORTH DAKOTA



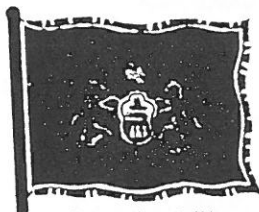
OHIO



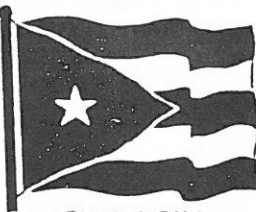
OKLAHOMA



OREGON



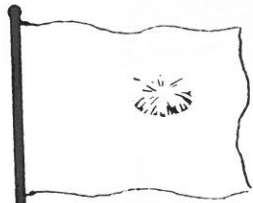
PENNSYLVANIA



PUERTO RICO



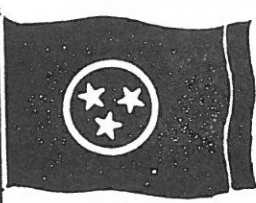
RHODE ISLAND



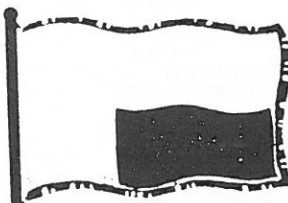
SOUTH CAROLINA



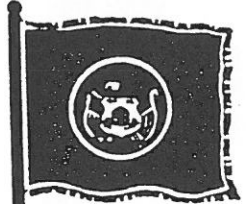
SOUTH DAKOTA



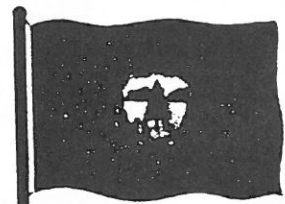
TENNESSEE



TEXAS



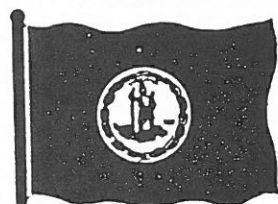
UTAH



VERMONT



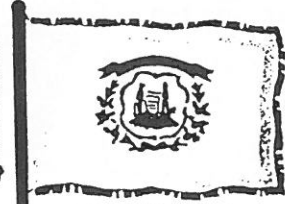
VIRGIN ISLANDS



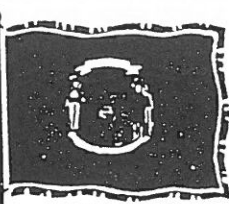
VIRGINIA



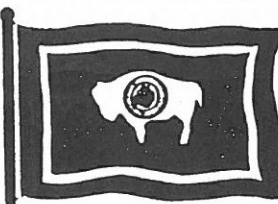
WASHINGTON



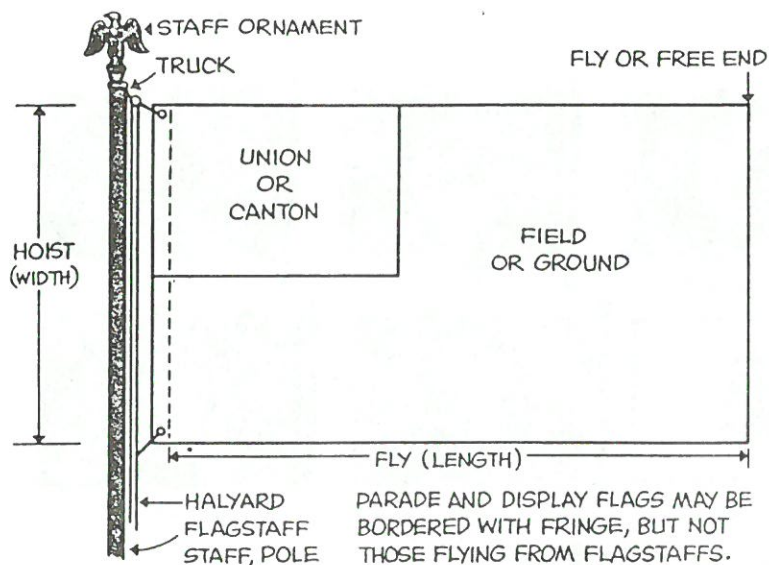
WEST VIRGINIA



WISCONSIN

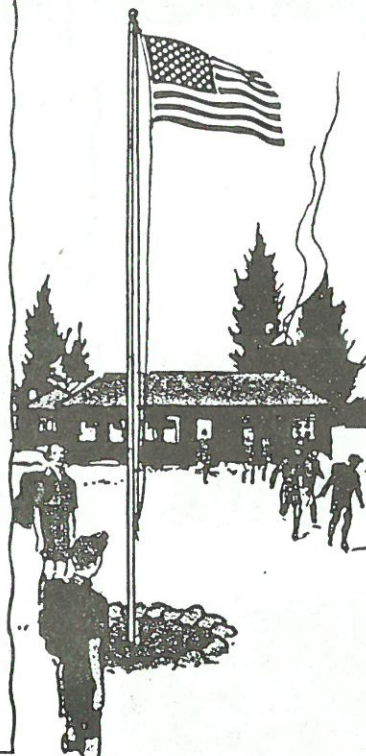


WYOMING



FLAG TERMS

- BURGEE:** A SMALL TRIANGULAR OR SWALLOWTAIL PENNANT.
- CANTON:** UPPER CORNER OF FLAG'S OWN RIGHT. *THE POINT OF HONOR.* ALSO CALLED THE UNION.
- COLORS:** THE NATIONAL, REGIMENTAL, OR ORGANIZATION FLAG. A BANNER, STANDARD, ENSIGN.
- COURTESY FLAG:** ANOTHER NATION'S FLAG HOISTED ON SPECIAL OCCASIONS. EXAMPLE, A SHIP ENTERING A FOREIGN PORT.
- ENSIGN:** NATIONAL FLAG FLOWN BY A NAVAL VESSEL. SAME AS A STANDARD IN SOME COUNTRIES.
- FIMBRIATION:** THE NARROW LINE SEPARATING THE COLORS.
- BADGE:** EMBLEM, DEVICE, SEAL, USUALLY ON THE FIELD.
- BEND ON:** ATTACH A FLAG TO A HALYARD.
- BUNTING:** INEXPENSIVE COTTON OR THIN WOOL CLOTH FOR FLAGS AND PATRIOTIC DECORATION.
- FIELD:** THE GROUND OF EACH DIVISION OF A FLAG. THE U.S. FLAG IS DIVIDED INTO A RED AND WHITE STRIPED FIELD, A WHITE-STARRED BLUE FIELD.
- FLAG HOIST:** ONE OR MORE SIGNAL FLAGS ON ONE HALYARD.
- FLY:** LENGTH OF A FLAG FROM END TO END. ALSO THE END AWAY FROM THE CANTON, CALLED *FREE END.*
- FURL:** TO WRAP OR ROLL TIGHTLY. OPPOSITE OF UNFURL, MEANING TO ALLOW A FLAG TO FLY FREELY.
- CASE:** BAG OR CONTAINER FOR STORING THE COLORS.
- GARRISON FLAG:** LARGE, 20 BY 38 FEET FLAG.
- GROMMET:** METAL EYELET FOR HALYARD.
- GROUND:** SAME AS FIELD.
- GUIDON:** SMALL FLAG TO DESIGNATE GUIDE, COMPANY'S NUMBER OR INITIAL, OR LINE TO DRESS FORMATION ON.
- HALYARD:** ROPE FOR HOISTING AND LOWERING FLAG.
- HOIST:** WIDTH OF FLAG AT CANTON SIDE. TO RAISE A FLAG.
- JACK:** RECTANGULAR FLAG FLOWN FROM JACKSTAFF ON BOW OF VESSEL. U.S. WHITE STARS ON BLUE FIELD.
- PENNANT:** TRIANGULAR, SWALLOWTAIL FLAG OR STREAMER.
- POST FLAG:** TEN BY NINETEEN FEET FLAG.
- REEVE:** TO PASS A ROPE THROUGH A PULLEY.
- RUN UP A FLAG:** RAISE IT SMARTLY.
- RETREAT:** LOWER FLAG AT SUNDOWN.
- STAFF:** THE POLE A FLAG HANGS FROM.
- STANDARD:** A BANNER, ENSIGN COLORS. PERSONAL BANNER OF A RULER. FLAG OF MOUNTED OR MECHANIZED UNITS.
- STORM FLAG:** 5 BY 9 FOOT, 6 INCHES FLAG FLOWN IN BAD WEATHER.
- STRIKE THE FLAG:** TO LOWER FLAG AS SIGN OF SURRENDER.
- SWALLOWTAIL:** TAPERING FLAG WITH FREE END DIVIDED INTO TWO OR MORE POINTED TAILS.
- TRUCK:** TOP OF FLAGPOLE TO WHICH FLAG IS HOISTED. OFTEN HAS ORNAMENT ATTACHED TO CAP.
- UNION:** SAME AS CANTON. ALSO THE WHOLE OF A FLAG AS THE UNION JACK ON U.S. NAVAL VESSELS.
- VEXILLARY:** A STANDARD-BEARER IN ANCIENT ROMAN LEGION.



OUR PRESIDENTS

How much do you know about the man who leads our country? The President has not just one job, but many. He is the chief of state, our leader before the world. He is the chief executive, the administrator of government, the leader of his party, our top diplomat, commander-in-chief of the armed forces. See how much you know about our remarkable Presidents.

1. Which President had the following hobbies: boxing, ju-jitsu, riding, shooting, tennis and wrestling?
2. True or False. Some Presidents of the U.S. had no formal schooling?
3. How many American Presidents were awarded the Nobel Peace Prize?
4. True or False. No President was an only child.
5. True or False. Theodore Roosevelt boxed with one-time heavy weight boxing champion John L. Sullivan.
6. The heaviest President was Grover Cleveland, George Washington, William H. Taft, Lyndon B. Johnson.
7. Only one President remained a bachelor. He was Thomas Jefferson, Woodrow Wilson, James Buchanan, Harry S. Truman.
8. George Washington's official title was 'His Highness, the President of the United States of America, and Protector of Their Liberties'. True or False.
9. The first President to appear on TV was Herbert Hoover, Harry S. Truman, Dwight D. Eisenhower, Franklin D. Roosevelt?
10. Who said: "Whenever I hear anyone arguing for slavery, I feel a strong impulse to see it tried on him personally". George Washington, Abraham Lincoln, John F. Kennedy, Spiro Agnew.
11. Theodore Roosevelt and Franklin D. Roosevelt were: father and son, uncle and nephew, fifth cousins, not related.
12. Who was the tallest President?
13. Which President served in office only a month?
14. Which President never lived in the White House?
15. Which President was taught to read by his wife?



Answers: (1) Theodore Roosevelt. (2) True-George Washington and Zachary Taylor were tutored at home; Andrew Jackson, Abraham Lincoln, and Andrew Johnson were self-educated. (3) Two - Theodore Roosevelt and Woodrow Wilson. (4) True. (5) True - they boxed in the White House gym. (6) Taft, who weighed 340 pounds. (7) James Buchanan (8) True: (9) Roosevelt in 1939 (10) Abraham Lincoln (11) Fifth Cousins (12) Abraham Lincoln at 6'4" (13) William Henry Harrison (14) George Washington (15) Andrew Johnson, who never attended school.

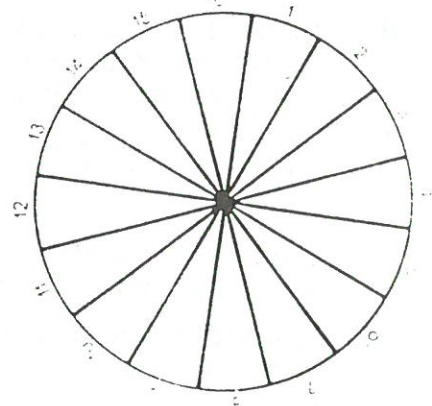
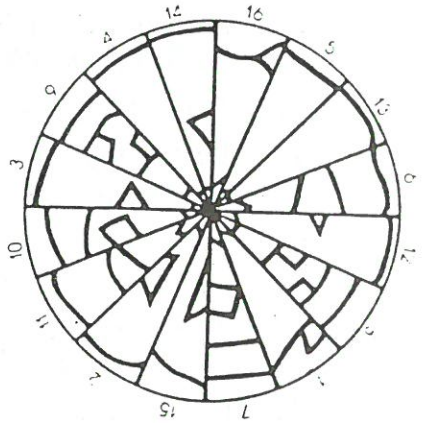
Oct. 1987

October Gatherings

"FIRE
DETECTIVE"

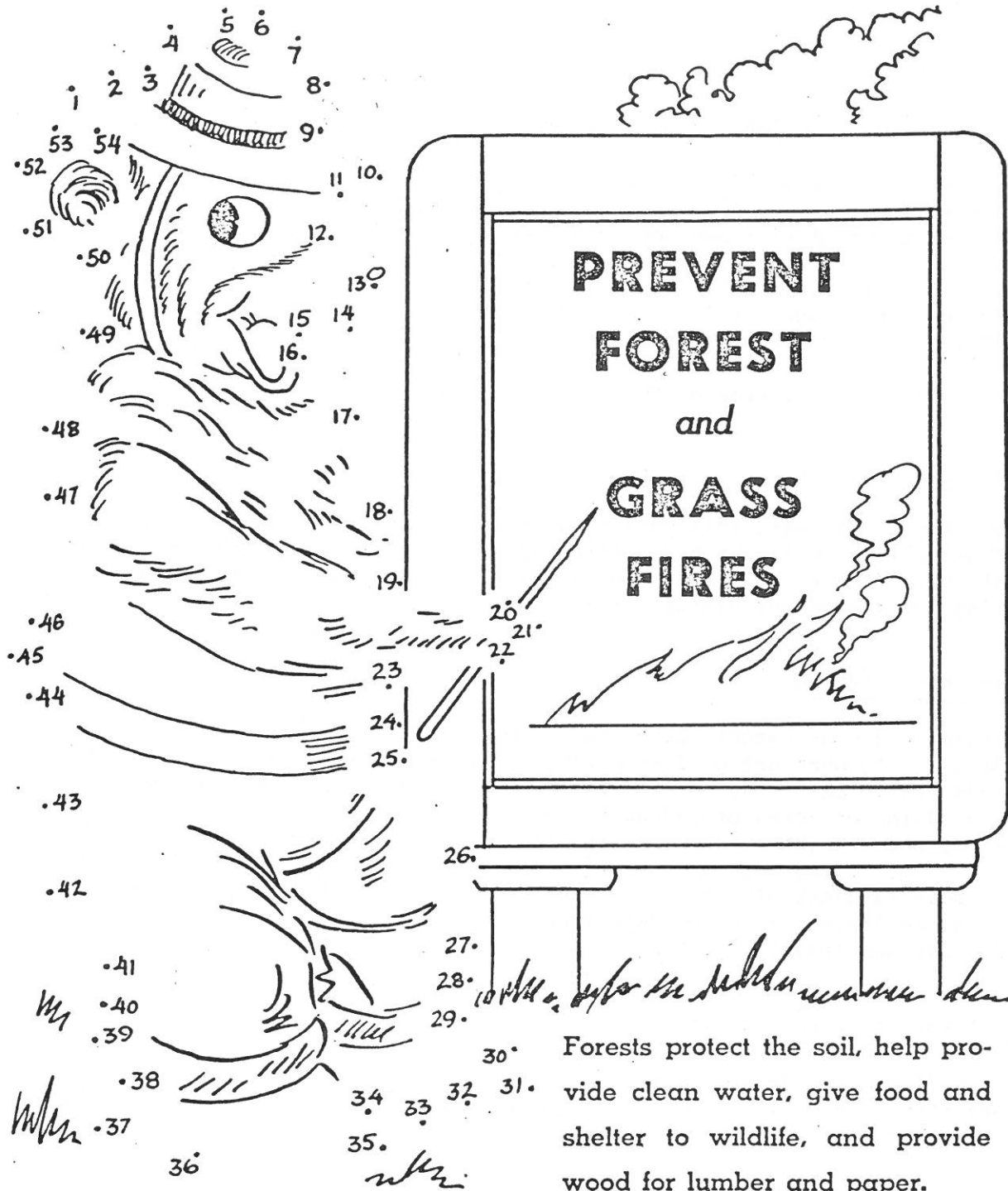
October Friend

Copy each part of the picture onto the blank pie-wedge shape with the same number. When finished, you should see an October friend.



Can you
find your way
through this Spook?

Smokey Says: Connect the dots and color me.



Fires hurt forests by: _____

I will help Smokey prevent forest fires.

My name: _____

BE FIRE SAFE OPENING

Setting: Room with lights out. Cubmaster lights a candle and reads narration.

Cub Scouts, this candlelight represents the spirit of Cub Scouting, lighting our way through life. This flame also represents danger. You have learned about the danger of fire and how to prevent it. Let's remember what we have learned so we will always be able to use fire wisely and safely, not only as boys, but later on as men. This light of Cub Scouting gives us warmth and good cheer. Make sure it is never allowed to run wild and destroy lives and property. Let's always be fire safe.

(Room lights on, Cubs present colors and lead the Pledge.)

BE FIRE SAFE CLOSING

Cubmaster: Cub Scouts, this candle has been burning throughout our meeting. We're going to blow it out now, reminding ourselves that a flame must never be left burning when no one is around. But, let's keep the light of Cub Scouting burning in our hearts. (extinguish candle.)

BE FIRE SAFE CLOSING

(Cubmaster holds up match) Cubmaster: Cub Scouts, this match looks rather harmless. Yet, when not used properly, it can be a destructive weapon. We are told that 9 out of 10 forest fires are started by careless people. Each year, millions of acres of valuable timber and grasslands are destroyed by motorists who thoughtlessly throw lighted cigarettes and matches from car windows. We, as Cub Scouts, can do our part to help prevent fires if we decide never to be careless with fire. We can set a good example by always making sure that we leave a fire completely out. We can also check to be sure that our friends and families do the same.

BE FIRE SAFE CLOSING THOUGHT

(Use the living circle and repeat the following) Because I love America and all she offers me, I will do my best to protect my home and that of my friends and neighbors from fire.

SPOOKS FROM FIRE LAND

Characters: Seven Cub Scouts dressed as ghosts

Equipment: Dim lights and sheet draped over table for graveyard effect.

1st Ghost: I smoked and smoked and smoked in bed,
And now you see that I am dead.

2nd Ghost: My pop said frayed wires were o.k.
I became a spook without delay.

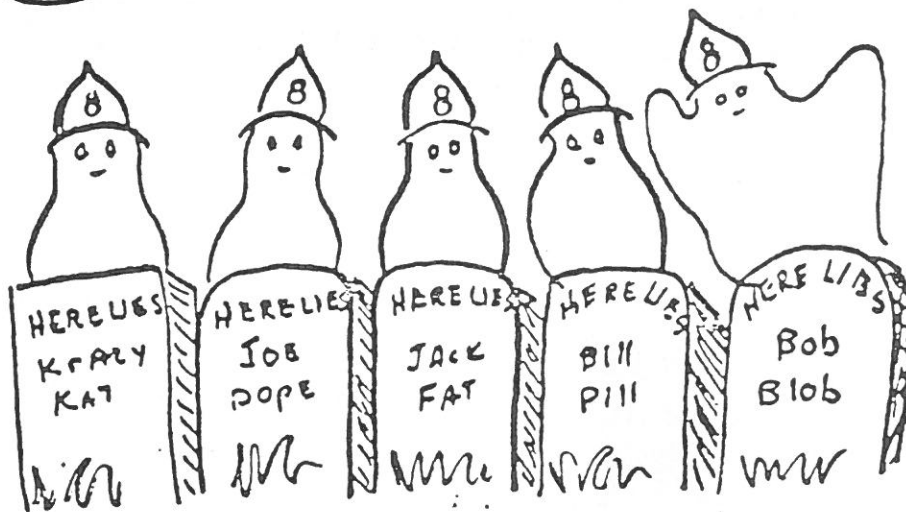
3rd Ghost: I saved oily rags to use again;
No telling what I might have been.

4th Ghost: We thought the campfire under control;
I just climbed out of my 6-foot hole.

5th Ghost: While in a hurry the hot grease splattered;
I didn't know it really mattered.

6th Ghost: I played with matches, it was such fun;
Till I caught fire and began to run.

7th Ghost: I filled with gas the lawn mower hot;
So like the others, now I'm not!



The Seasick Witch

WITCH: "Boo-ooo-oo"

HAT: (Pretend to put hat on head)

BROOM: (Sweeping motions)

MOON: (Big smile on face with arms curved over head)

CAT: "Scree-eech"

Once there was a young witch _____ who lived on the moon _____. The witch _____ had, or thought she had everything that a good witch _____ ought to have. She had a hat _____. She had a cape, and she had a broom _____. But one thing was wrong. Whenever the witch _____ put on her hat _____ and her cape and got on her broom _____ and flew away from the moon _____, she got seasick. The poor witch _____ had tried three times, but she never had any fun witching around at all.

So, in desperation, the witch _____ decided to go see the oldest witch _____ on the moon _____, and ask her what to do. The old witch _____ said: "What's the trouble, dearie?" The young witch _____ said: "Every time I put on my hat _____ and my cape and get on my broom _____ and fly away from the moon _____, I get seasick. I never have any fun witching around at all!" She began to cry.

The old witch _____ patted her on the shoulder, and then she said: "Where is your cat _____?" "My cat _____?" "Why yes, dearie. You need a cat _____ on the back of your broom _____ to hold it steady. Then you will fly smoothly when you leave the moon _____." So the young witch _____ put on her hat _____ and her cape, and got a cat _____ and put it on the back of her broom _____ and flew smoothly away from the moon _____. From then on, she had lots of fun witching around on Halloween.

So remember, whenever you see a witch _____ flying through the air on her broom _____ you can be sure that she'll have a cat _____ riding along behind her.



SONGS

PUMPKIN WONDERLAND

Screech owls hoot, are you list'nin'?
Beneath the moon, all is glist'nin'--
real scary sight, we're happy tonight,
Waitin' in a pumpkin wonderland!

In the patch, we're watching for Great
Pumpkin,
We've been waiting for this night all year,
For we've tried being nice to everybody
And growing a pumpkin patch that is sincere!

Later on, while we're eating
What we got trick-or-treating.
We'll share all our sacks
Of Halloween snacks,
Waitin' in a pumpkin wonderland!

PUMPKIN BELLS

Dashing through the streets.
In our costumes bright and gay
To each house we go
Laughing all the way.
Halloween is here,
Making spirits bright
What fun it is to trick-or-treat
Singing Pumpkin carols tonight!

Oh, Pumpkin bells! Pumpkin bells!
Singing loud and clear,
Oh what fun Great Pumpkin brings
When Halloween is here!

I'M DREAMING OF THE GREAT PUMPKIN

I'm dreaming of the Great Pumpkin
Just like I do this time each year.
When he brings nice toys
To good girls and boys
Who wait for him to appear.
I'm dreaming of the Great Pumpkin
With every Pumpkin card I write.
May your jack-o-lanterns burn bright
When the Great Pumpkin visits you tonight.

WE LOVE ALL THE LITTLE PUMPKINS

We love all the little Pumpkins,
All the little Pumpkins that we've seen.
Orange and green, and orange and green;
Orange and green, and orange and green.
We love all the little pumpkins that we've
seen.

THE TWELVE DAYS OF HALLOWEEN

On the twelfth day of Halloween
my true love gave to me...
twelve bats a-flying,
eleven masks a-leering,
ten ghouls a-groaning,
nine ghosts a-booing,
eight monsters shrieking,
seven pumpkins glowing,
six goblins gobbling,
-- five scary spooks, --
four skeletons,
three black cats,
two trick-or-treaters,
and an owl in an old dead tree.

DECK THE PATCH

Deck the patch with orange and black
Fa la la la la, la la la la
Take along your goody sack
Fa la la la la, la la la la
Don we now our gay apparel
Fa la la, la la la, la, la, la
Troll the ancient Pumpkin carol
Fa la la la la, la la la la

See the Great One rise before us
Fa la la la la, la la la la
As we sing the Pumpkin chorus
Fa la la la la, la la la la
Follow him as he ascends
Fa la la, la la la, la, la, la
Join with true Great Pumpkin friends
Fa la la la la, la la la la.

I HEARD THE BELLS ON HALLOWEEN

I heard the bells on Halloween
Their old, familiar carols scream,
And wild and sweet
The words repeat
The Pumpkin season's here again.
Then pealed the bells more loud
and strong
Great Pumpkin comes before too long,
The good will get
The bad will fret
The Pumpkin season's here again!



A SKIT FOR BE FIRE SAFE

Props: Make a large cardboard fireman figure, keeping head, body, arms and boots separate. Then as verses are read, connect the fireman together with paper fasteners.

Boy #1 holds up "Body"

October is National Fire Prevention month. When we think of fires, we think of being good citizens by helping prevent fires, reporting fires that have started, and we also think of the firemen.

Boy #2 has "Boot"

Be alert! If you see a fire, report it immediately to your parents or other responsible adult. If the fire is in a building, see that everyone gets out right away. Do not try to put out the fire by yourself. (Attach the boot.)

Boy #3 has "Boot"

You can prevent fires by not playing with matches or other fire-making hazards. Check your home to make sure there are no frayed electric wires, overloaded sockets, piles of paint, trash, rags or other possible causes of fire in your home. (Attach the boot.)

Boy #4 has "Arm"

When burning your trash or camping, remember Smokie the Bear's slogan: "Only you can prevent forest fires!" Be sure your fire is dead out before you leave it. (Attach arm.)

Boy #5 has "Arm"

Don't rush to the fire when an alarm sounds. A lot of cars and people can block the firemen's way and prevent them from doing their job quickly. Stay out of the way of the firemen. (Attach the arm.)

Boy #6 has "Head"

Know your local Fire Company phone numbers. (Attach head.)

Everyone

(Recite local phone numbers together)



Materials needed:

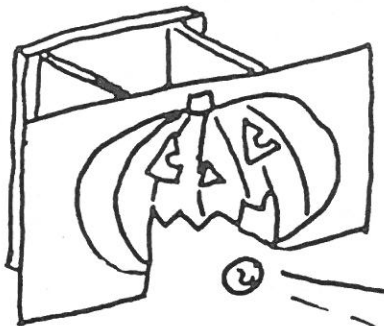
A sheet of balsa wood, 1/8 inch thick, 4 inches wide and 19 inches long
five marbles
glue, paint, and brushes

How to Make It:

1. Cut an 8 inch section of balsa. Draw a jack-o-lantern on it with an open mouth at the bottom edge. The mouth should be 2 inches wide and about 1½ inches high. Cut out the mouth opening.
2. Paint the pumpkin orange. Paint the eyes, nose and background black. When the paint is dry, turn the jack-o-lantern face down
3. Cut two 4 inch squares of balsa. Glue them, standing on edge across the back of the 8 inch section on both sides of the mouth. Glue on the remaining piece of balsa, connecting the two 4 inch squares.

How to Play the Game:

Place the jack-o-lantern on a carpet or rug. Take turns shooting the marbles from 3 or 4 feet away. The player who gets the most marbles in the mouth wins.



FIRE CHIEF ADVANCEMENT

Cubmaster dressed as fire chief:

A fire chief is reliable, courageous, of good health, friendly, and always ready for what comes up. You as Cub Scouts are like firemen. You are to be prepared for danger, friendly, creating good will, doing your best. Cub Scouts don't lie, they tell the truth. This month you learned about fire and its dangers. You learned how to make a fire and how to extinguish it the proper way. As Acting Fire Chief, I now recognize (names of Cubs receiving advance in rank) and their parents for advancement from to on his way to becoming a Boy Scout. As good firemen advance in rank, so do good Cub Scouts. (Names) have completed all the requirements for their badges. They have done (list a few achievements) to receive this award. Very good work. Here is your badge. Remember, a good Cub won't stop now, he keeps advancing.

Have a guest fireman present the badges; or how about having a cardboard fire truck made and as boys are called up front, the fire truck makes a run with lights flashing (flashlights covered with red cellophane) bells ringing, siren going, and delivers the award to the Fire Chief (Cubmaster) or Fireman. The Fire Chief presents the awards with a Cub Scout salute.

HOLLOWEEN CEREMONY (PACK)

Tonight as we prepare our ceremony we are aware of the approaching season of Fall. And with Fall comes not only the time of harvest but of ghosts and goblins. Halloween!! We have before us our own kettle of witches brew to help with the awarding of our advancements tonight. Before doing this we must add a few very special ingredients to the already boiling mixture. In our kettle already is the loyalty we share as scouts, so to that we add the blood of the bat. (red water)

Another ingredient already in our kettle is the hard work which was put in by boys, leaders and parents to achieve the recognition these boys will be getting tonight. So to this we add the venom of Spiders. (black colored water)

The next and probably the most important ingredient all that we have in our kettle is the fun, fellowship and learning experiences we all share as family and friends. To this we add the warts of Toads. (green colored water)

All ingredients have been added and mixed together so now let us bring forth before us those who have advanced since last we met. Will the following boys and their parents please come forward: (this may be done by rank or den) (awards given here)

Around us we see things reminding us of Halloween, Trick or Treat the approach of Fall and the time for Harvest. As we bring this ceremony to a close we must remember that although this is the time of year when we think of witches, ghosts, goblins and other things that go bump in the night. This is only a once a year event. As Scouts we have something that goes with us the year round. And it can be tied into this season in name as well as deed.
OUR SCOUTING SPIRIT!!

EQUIPMENT: Large kettle, dry ice, three bottles of colored water.
Other decorations can be added around table or room.

Personal: Cubmaster or Ceremony Chairman, Also could use Den Chiefs or Cubs not receiving awards to pour Bottles into Kettle of Dry ice.



Fire

This game can be played at Den Meeting or Pack Meeting during Fire Prevention Month. By Dens or individually, have Cub Scouts remove caps, neckerchiefs and shoes: stack them neatly and have boys lie down...On call of "Fire", all get up and dress. First Cub or Den dressed best is winner.

Roll In a Blanket

Play this safety game in Den meetings or as a Pack relay. Stand in a big circle with one person in the middle. Have him point at random to anyone in circle and say "Your clothes are on fire". The person named must fold his arms across his chest, drop to the floor and roll over slowly. For realism, play the game using a blanket to roll in. Have each Cub take a turn.

Fire Puzzles

At Den meeting have a puzzle for boys to solve. For example, What would you do if fire blocked the only door from your meeting room?... If you came to a fallen wire in the street? If you saw a neighbors house on fire? Etc.

Bucket Brigade Relay Game

Play outdoors. Divide den into two teams. Give each team two pails, one filled with water and one empty. Place the empty buckets some distance from each team. On signal, the first Cub Scout in each team carries the full pail to the empty one, pours the water into it and returns to his team with the full pail. The next boy repeats the action and so on until all have carried the water. This is not a speed contest. The winning team is the one which has the most water in one pail when all members have finished.

ROLL UP THE HOSE

The first player stoops over and puts his right hand between his legs. Each boy behind him stoops over and places his right hand between his legs and grasps the right hand of the boy in front with his left hand. When all are ready, the last boy in line lies on his back and the line backs over him; the next boy lying down, and so on, until every boy in the group is lying on his back. The last boy to lie down then rises to his feet and steps forward, each boy in turn following until all are in their original positions.

WITCHES RACE: Witches straddle broomsticks and race the length of the room and back.

SNAKE EATING CONTEST: Have partners face each other, then give each pair a long black stick of licorice candy. Each one to the pair puts one end of the licorice whip in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. The pair who first reach each other are the champion snake-eaters.

HERBERT THE BEAR

Tuck your tongue under your bottom lip when telling this story.

Hi...my name is Susie and I live in a big house near the woods with my mommy, my daddy, my little brother and Herbert. He's our pet bear. One day I went into the woods to pick some flowers. When I came home I said Hi to my mommy and I went and said hi to my daddy and I pet Herbert, but I couldn't find my little brother anywhere. Then I saw Herbert smile. Herbert had eaten my little brother. Oh, I was so mad! I said, Herbert don't you ever do that again!

Well the next day, I went into the woods to pick some more flowers. When I came home I said hi to my mommy and I pet Herbert, but I couldn't find my daddy anywhere. Then I saw Herbert smile, Herbert had eaten my daddy. Oh I was so mad, I was furious! I said Herbert, don't you ever do that again!

The next day, I went for another walk in the woods to pick flowers. When I came home I patted Herbert on the head but I couldn't find my mommy anywhere! Herbert just smiled and sat there looking big and fat. Herbert had eaten my mommy! I was so mad! I was so mad I was just furious! I said, "Herbert, don't you ever do that again!"

So the next day I went to pick flowers again. When I came home, there was my mommy, my daddy, my little brother, and there was Herbert, just smiling. I was so surprised, I asked my mommy what happened. She said, "Herbert burped!"

BENNY THE FROG

Benny was a big bullfrog who lived in a swamp. This swamp was just an ordinary swamp. All the frogs lived in nice houses, had nice big lily pads, running water. TV's and a rowboat parked out in front. It was just like any other swamp.

One day Benny decided he needed to have something special that would make all the other swamp creatures look up to him. He finally decided he would like to have a beautiful, long, white beard. He wished so hard that one day the Fairy Frogmother appeared and said: Benny, I will grant your wish. But if I give you a beard, you must never, ever shave it off. For if you do, I will turn you into an urn! Benny promised he would never shave it off, so the Fairy Frogmother waved her wand, and "Poof"...a big white beard appeared on Benny's chin.

After a while Benny's neighbors heard about the beard and came to look. Everyone came...the alligators, muskrats, snakes, raccoons, turtles, even the dragonflies. Benny was very proud of his beard. For days and days the creatures came. But after a while most of them stopped coming, and finally no one at all came. Benny wasn't so proud of his beard as he had been at first, and he was always tripping over it.

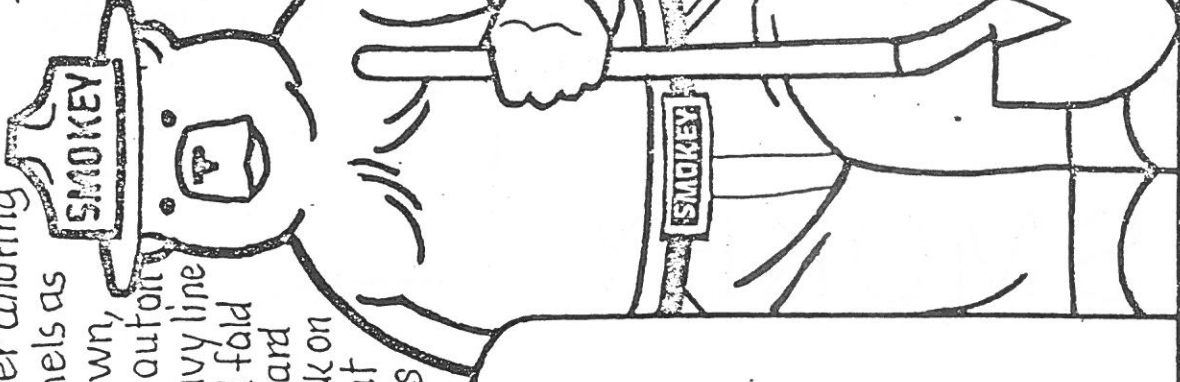
SMOKEY'S FIRE DANGER RATING SIGN

STRIP A ②
After coloring panels as shown, cut out along heavy line and fold toward back on light lines

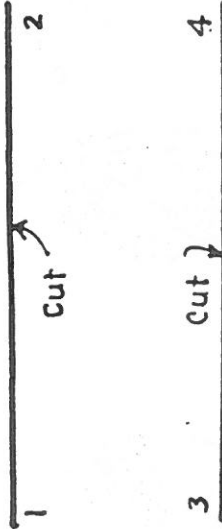
③ Insert folded strip A, into slots 1-2 + 3-4, then glue small flap to back of red panel. Turn through slots to rating desired.

FLAP	GREEN	BLUE	YELLOW	ORANGE	RED
LOW	MODERATE	HIGH	VERY HIGH	EXTREME	

① First, color all parts, except sign area, which should remain white. Next, cut out on heavy outline, and slots 1-2 + 3-4. Follow instructions ② and ③, then fold back side panels to set up sign.

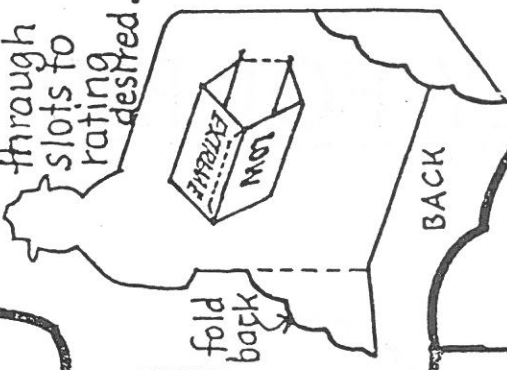


FIRE DANGER



TODAY!

PREVENT FOREST FIRES!



SMOKEY HOT PAD



Let SMOKEY remind you to
Burn Household Trash Safely

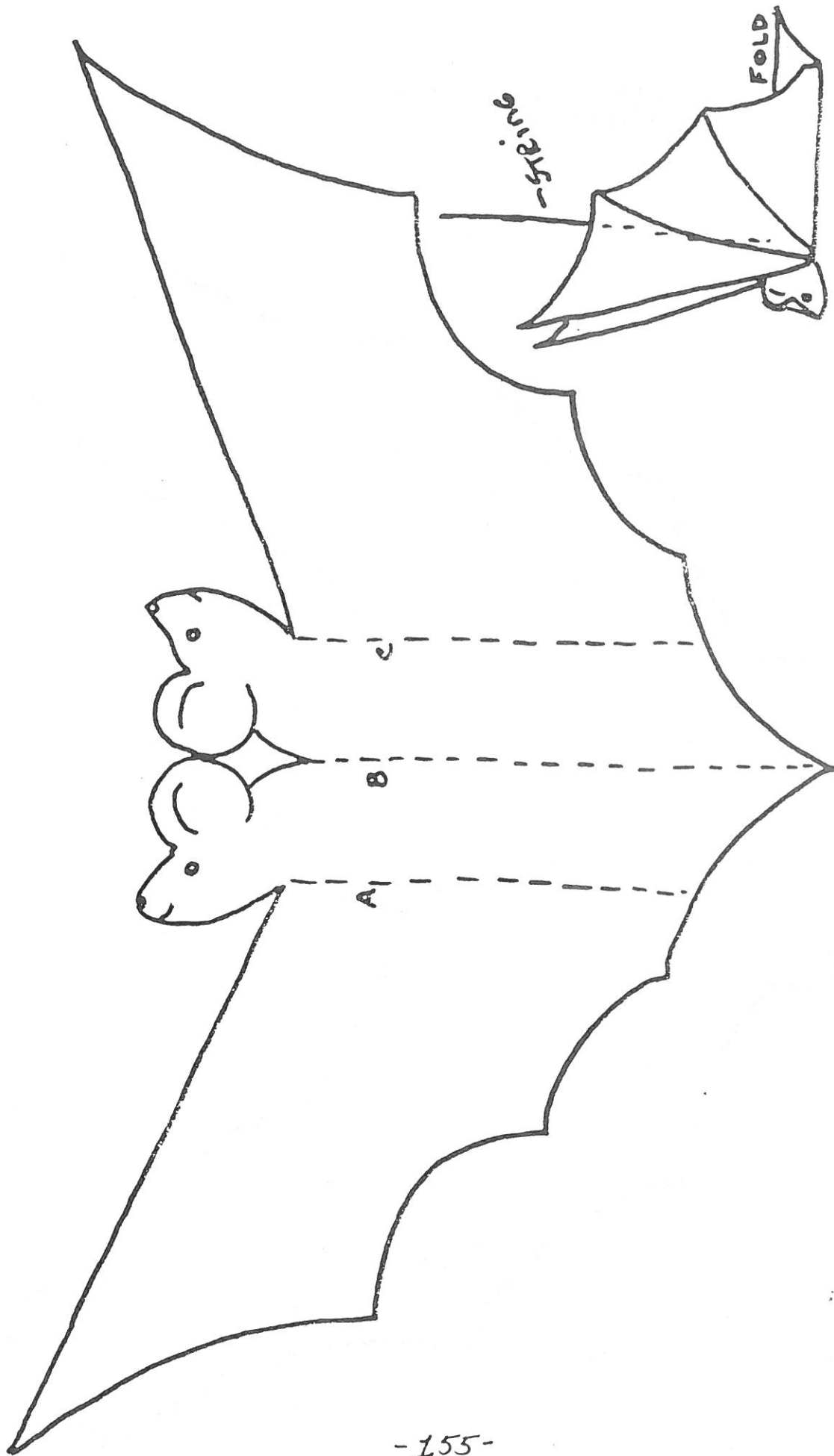


Head

BALANCING BAT

Cut from heavy cardboard. Tape pennies to underside.
Balance head on one finger.





BAT PUPPET

SMOKEY BEAR FINGER PUPPET



ACTUAL SIZE

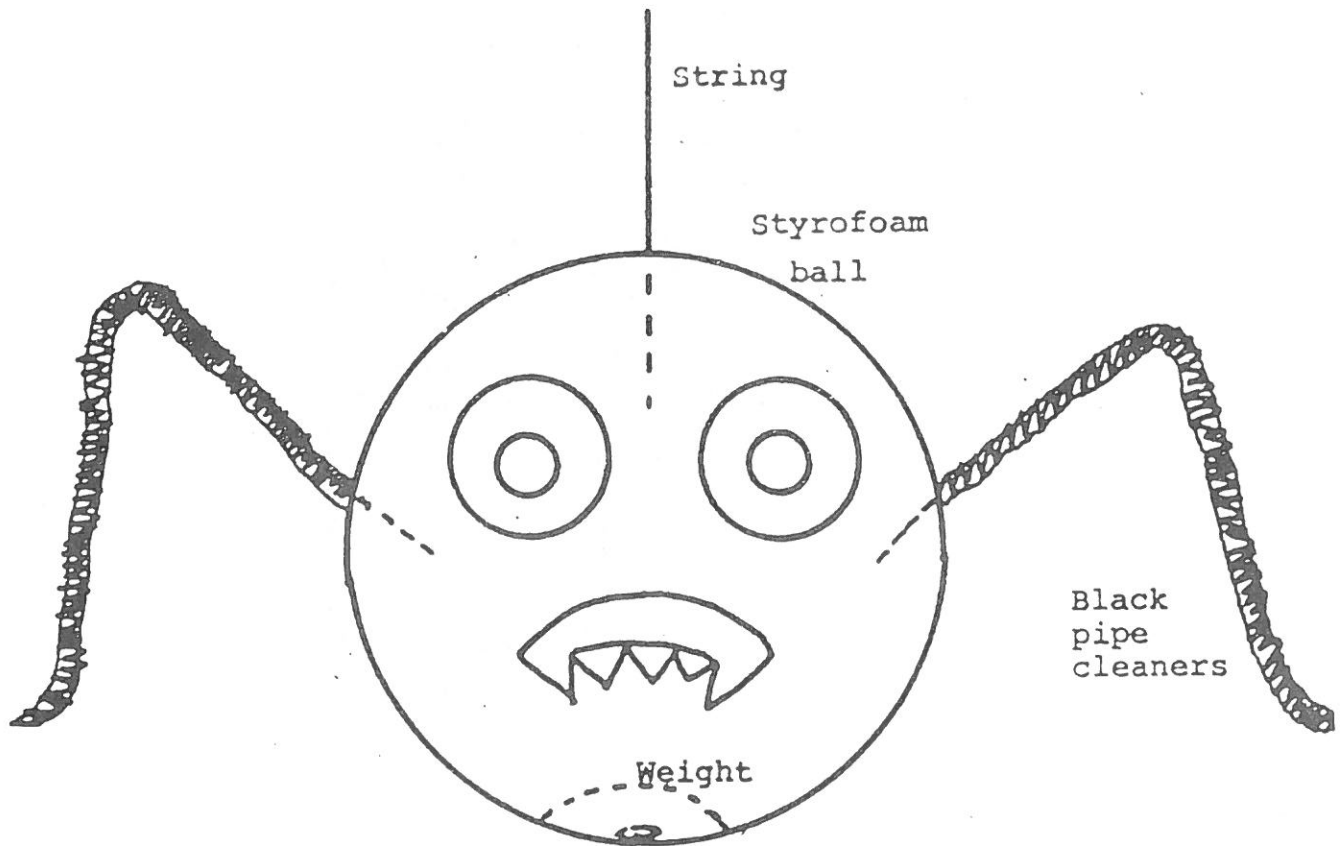
SPIDER PUPPET

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.



THE WEBELOS DEN

The Webelos Den is under the leadership of a man---
The Webelos Leader.

The Webelos Den usually meets in the evenings
instead of after school.

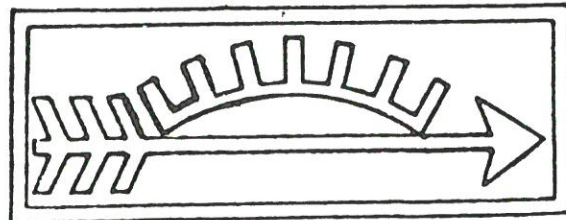
Members of the Webelos Den don't follow the regular Cub
Scout monthly theme, but work on different activity
areas each month.

The activity badge area gives the Webelos Scout a chance
to specialize and explore many new hobby and career
subjects.

Requirements or tests for the activity badges are passed
to the Webelos Den Leader or someone he designates
instead of to the boys' own parents.

The Webelos Scout starts immediately to experience some
scout activities as he works on the Webelos badge
and Arrow of Light requirements and takes part in
Dad-and-Son overnight camping.

The Webelos Scout wears distinctive uniform parts that
set him apart from the younger Cub Scouts.



THE WEBELOS PROGRAM



The purpose of Webelos training are three; namely:

1. To introduce the new Webelos to adult masculine association.
2. To bridge the gap between Cub Scout environment and that of Boy Scouting.
3. To forge a strong link between the Webelos Den and Boy Scout troops.

Through the accomplishment of the above three objectives, there should be no doubt that the Webelos will move on into the world of Boy Scouting.

To properly accomplish the above requires a strong organization with qualifications that follow:

WEBELOS DEN LEADER - must be a male, 21 years or older, and of good report. He should enjoy working with 10-year old boys and emanate a character and example that young men would like to become. He could be the father of a member of the den. This person should lead the den in a full 12-month program. (Reference; pg. 37-38; Cub Scout Leader Book)

ASSISTANT WEBELOS DEN LEADER - a male, at least 18 years old, of good moral character who assists the Webelos Den Leader in carrying out the overall program. (Reference; pg. 38, Cub Scout Leader Book)

WEBELOS DEN CHIEF - a registered Boy Scout who is active in a troop and selected by his Scoutmaster to serve as program assistant to the Webelos Den Leader. He should preferably be of First Class Rank and have completed the Webelos Den Chief training; he should possess the skills to conduct activities necessary for preparing the Webelos for the Boy Scout troop experience. (Reference; pg. 38-39, Cub Scout Leader Book)

ACTIVITY BADGE COUNSELOR - an adult, often a parent of a Webelos, who has knowledge and skills to teach one or more activity badge areas. He or she should be recruited by the Den Leader and be able to instill self-confidence in den members, in strengthening their relationships with adults. (Reference; pg. 39, 40, 48 Cub Scout Leader Book)

TROOP WEBELOS RESOURCE PERSON - an adult male registered with a Scout troop. He can be an Assistant Scoutmaster or Troop Committeeman, and should be the liaison between the Troop and Pack, including an exciting graduation program. His major task is to insure a smooth transition from Webelos Scout to a Boy Scout Troop. (Reference; pg. 40, Cub Scout Leader Book)

PACK/TROOP RELATIONSHIP

With the help of the Unit Commissioner, make a list of nearby Troops, with leaders' names and phone numbers. The Unit Commissioner can help bring together the Webelos Den Leader, Cubmaster, and Scoutmaster for their first meeting. The Cubmaster or the Webelos Den Leader should take the initiative to get things going.

The first meeting is to get acquainted, define responsibilities, discuss leadership needs, and make plans to recruit any needed leaders. It is also a time to make plans for joint Webelos Den/Troop activities.

There should be a plan for regular communications between these key leaders to keep everyone interested and informed.

Set up a tentative calendar of joint activities. These are incorporated as part of the Pack's and Troop's annual plan.



TRAINING

Every Webelos Scout deserves trained and qualified leaders. Webelos Den Leaders and assistants should take Cub Scout Leader Basic Training, which includes a weekend outdoor experience. They should also take part in regular roundtables, pow wows, and other training events.

The Webelos Den Chief receives on-the-job training from the Webelos Den Leader. Initial training includes a review of the "Den Chief's Handbook". Webelos Den Chiefs should be encouraged to attend a district or council Den Chief Training Conference. The Webelos Den Leader also provides regular coaching related to the Den's program activities.

UNDERSTANDING WEBELOS SCOUTS

Whole books have been written on this subject and there are very few, if any, absolutes. In general, the following suggestions have been followed with success:

10-year olds are testers. They want you to draw a line for them, and as soon as you do, they will try to cross or bend that line. While these boys are stronger and have more muscular skill than 8 or 9 year olds, they still don't have adult judgement. They must frequently be reminded of their responsibility for property - theirs and the other persons.



A Webelos Scout thrives on praise and sometimes sulks at criticism. He is eager to please those he likes. He will follow a leader and participate in the program, as long as the leader is fair and makes reasonable requests of him.

This age boy plays hard, and then may become intensely serious for a short time. It is best to mix periods of fun and seriousness in den meetings.



A great deal can be accomplished in a disciplined den. A rowdy den can accomplish little in the way of program, and offers few chances for helping boys to develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys in citizenship, we must teach them the importance of self-discipline. Baden-Powell, the founder of Scouting, said: "You can only get discipline in the mass by discipline in the individual."

An active program will help eliminate behavior problems in the den. Usually boys cause trouble because they are bored with what is going on. Here are some tips to help maintain good discipline:

- *Insist on attention while you are talking. Boys who want to get on with the activity will help quiet the noisy one.
- *Don't shout or yell. Use the Cub Scout sign to get attention.
- *Have a good pre-opening activity. Trouble starts when a few boys arrive early and don't have anything to do. Once you've lost control it's hard to regain it.
- *Praise in public, criticize in private. No one like to "lose face."
- *Make good use of the advancement program. Boys who are advancing usually don't cause as much trouble.
- *Keep den meetings going at a fast pace, with lots of activity and interesting things to do. Prevention is better than cure.
- *Give boys responsibility and expect them to meet it. When they have responsibility, they don't need to misbehave to get attention.
- *Get the boys in uniform. A uniformed group has better behavior than one that is not. Set a good example of proper uniforming.
- *Be impartial. Don't let one boy get away with something that you would not tolerate from another.

*Let a new member know what you and the den expect of him - such as regular attendance, advancement, proper behavior, Cub Scout spirit, etc.

*Always mean what you say. Never threaten.

*Be firm in a friendly manner. Set behavior rules and then stick to them.

10 NEEDS OF A BOY

1. To climb a mountain and to look afar.
2. To sit around an embered campfire with good friends.
3. To test his strength and his skill on his very own.
4. To be alone with his own thoughts and with his God.
5. To be ready to reach out and find the hand of an understanding man ready and willing to help.
6. To have a code to live by....easily understood and fair.
7. A chance to play hard just for the fun of it...and to work hard for the thrill of it.
8. To have a chance to fail...and know why.
9. To have and to be a good friend and have a chance to prove both.
10. To have a hero...and a vision to measure him by.



IF A BOY IS SITTING - HE'S THINKING OF SOMETHING TO DO.
IF HE'S WALKING - HE'S GOING TO DO IT.
IF HE'S RUNNING - HE'S ALREADY DONE IT.

PROGRAM PLANNING

The mission of the Webelos Program is to provide activities which are fun for boys and meet their needs, interests, and desires, and contribute to their growth. The goal of the Webelos Den is to hold a boy in the Cub Scout Pack and graduate him into a Troop. That's why a quality program is of such importance.

ANNUAL PLANNING:

A Webelos annual planning meeting is held, usually in the spring. A tentative calendar of activities is set, including joint quarterly activities with a Troop. Resources are identified and the activity badge counselors are recruited. This plan is incorporated into the Pack's annual plan.

MONTHLY PLANNING:

At least once a month, the Webelos Den Leader, Assistant, Den Chief, and Troop Resource Person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

JOINT ACTIVITIES:

Some suggestions for joint Webelos Den/Troop activities are shown below:

- *Webelos Den and Troop share evening campfire
- *Webelos Den visits Troop Court of Honor
- *Joint attendance at Scout Sunday or Sabbath services
- *Pack/Troop community Good Turn, or Good Turn for Chartered Organization
- *Webelos Den on a day hike with Troop
- *Troop leaders assist on a Webelos dad-and-son overnight campout
- *Webelos Den visits a district camporee with Troop as host
- *Scoutmaster and Troop Junior Leaders take part in Pack graduation ceremonies



PARENTS: We need your help with our Webelos Den. We want this help in those things you are best equipped to do. Please check the areas in which you are willing and qualified to help.

WEBELOS ACTIVITY BADGE

_____ Aquanaut _____ Artist _____ Athlete _____ Citizen
_____ Craftsman _____ Engineer _____ Forester _____ Geologist
_____ Naturalist _____ Scholar _____ Scientist _____ Showman
_____ Sportsman _____ Outdoorsman _____ Traveler

SPECIAL PROGRAM ASSISTANCE

_____ I have a station wagon _____ I have access to a cottage or camping property
_____ I have a truck _____ I can make contacts for special trips and activities
_____ I have a workshop _____ I can help instruct in Tender-foot test skills
_____ I have family camping gear

GENERAL

List hobbies _____

List anything about your job, business, or profession that would lend itself to Webelos den activities (such as a visit to your plant).

Indicate your past experience in Scouting

Cub Scouting as a boy _____ as a leader _____

Boy Scouting as a boy _____ as a leader _____

Exploring as a boy _____ as a leader _____

Highest rank earned as a boy _____

Name

Address

Phone

GUIDELINES FOR DEN LEADERS

- * Always plan the den meeting. Write down your plan and share it with your assistant and Den Chief.
- * Keep the boys occupied at all times; not just with busy work, but with activities that fulfill Cub Scout purposes.
- * Treat each boy as a very special individual.
- * Establish your rules and stick to them.
- * Begin and end meeting on time.
- * Give the boys a chance to let off steam. Plan den meetings to alternate quiet activities with active.
- * Be firm in a friendly manner.

DEN CODE OF CONDUCT

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

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

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

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

- * Enter by back door; wipe feet before entering; leave boots on porch.
- * Go directly to den meeting room; no running or wrestling indoors.
- * Show courtesy and respect for other den members, leaders and the den meeting place.
- * Bring den dues and handbook to each meeting.
- * If a boy disobeys more than 3 times in one meeting, he will phone his parents to pick him up immediately.
- * Always go straight home after den meeting.

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

Remember to be fair and consistent. Treat each boy as an individual. Don't threaten or warn. They will test you.

There is no classification for boys. Even an "angel" has his bad days. We need to get to know and try to understand all the boys. Keep in mind that they are growing, expanding, and maturing. We can't keep them young forever. There are no pat solutions for the problem situations you may encounter. There are usually several different ways that these problems can be handled. If you need help, go to your den leader coach or cubmaster.

WEBELOS ACTIVITY PLANNING

The Webelos Scout program is perhaps the most exciting phase of Cub Scouting. Webelos Scouts are beyond the craft-making stage. They are learning and doing things that will help them in school and in the community. They are developing skills that will be useful in later life.

A boy earning a Webelos activity badge or the Arrow of Light has put forth considerable effort. He cannot help but increase his knowledge of the subject in the process of working toward that badge.

A Webelos Scout Leader must operate his den in such a way that most activity is aimed at meeting badge requirements. Guest speakers should be utilized. For example: A carpenter can discuss tools and their care during a den meeting, fulfilling a Craftsman requirement. Parent interest and activities can be determined through use of a Parent Talent Survey form.

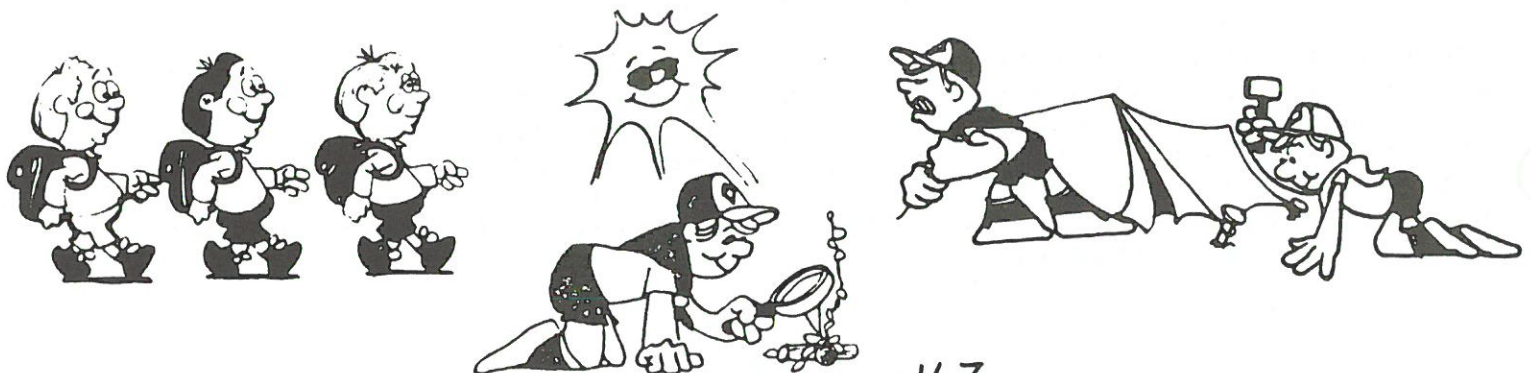
If the Pack has a special program requiring decorations, the Webelos must meet a requirement. Example: For a Blue & Gold Banquet, the Webelos can make centerpieces out of wood (Craftsman); draw a sketch of the Boy Scout Badge (Artist); design and make a bridge signifying the jump from Webelos to Scouts (Engineer)

At the start of the year, a Pack's Webelos Leaders should prepare a schedule of badge activities by month. Two activity areas could be incorporated into one month's program. All Webelos dens of a pack should work on the same activity badges each month and do similar types of work for each badge. Some boys will work faster than others. Those who already have completed a month's activities should be assigned Arrow of Light projects or assist other Webelos on current tasks.

A portion of each den meeting should be devoted to advancement. Leaders should spend some time each meeting presenting and discussing requirements with Den members. Time also must be allotted for signing off completed requirements.

Webelos leaders, not parents, pass the Webelos on requirements. The boy must demonstrate to his leader that he has completed the requirements. It is a good idea to require a written explanation of a task. In some areas, such as Outdoorsman and Traveler, the work will be done as family activities. In these cases, the Webelos should write out what he did and have a parent sign the report. The Webelos Leader then should have the boy tell what was done. If satisfactory, the Webelos Leader can sign off the requirement.

Time should be set aside each month to work on the Arrow of Light.



ADVANCEMENT

The Webelos Scout advancement plan has three parts: The Webelos badge, the 15 activity badges, and the Arrow of Light Award.

As soon as a boy joins the Webelos Den he begins work immediately on the Webelos activity badges and the requirements for the Webelos rank.

After he has earned the Webelos badge, he begins work on requirements for the Arrow of Light award.

Pack leaders, Webelos parents, Webelos Scouts and Troop leaders should understand the significance of Webelos advancement requirements, as related to Boy Scouting requirements.

Meaningful advancement ceremonies are important. Troop representation should be involved in pack graduation ceremonies.



DEN ACTIVITIES FOR WEBELOS ACTIVITY BADGES

The entire Webelos program is built around the activity badges that each one of the Webelos earn. Certain of these badges should be earned by each of the boys. Other of the badges can be earned as they apply to each of the individual boy's interests.

The procedure for testing the boys as they earn each badge is outlined in the Cub Scout Leader's Book. Keep in mind while testing the boys that they are only 10 years old and must be judged accordingly. However, you must judge each boy on his own abilities and if you feel that one has merely "whipped" through the minimum requirements just to get the badge it might be time to sit down with him and review the objectives of the program.

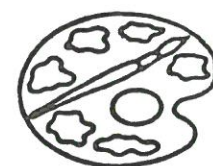
There are 3 badges that each of the boys should be encouraged to earn since they will not only be required for the Webelos and Arrow of Light awards but will ensure that the boys have learned at least minimal safety precautions for outdoor activity. These are the Aquanaut, Citizen and Outdoorsman activity badges.

Whenever possible, to avoid the classroom atmosphere that 10 year olds hate, try to schedule as many local trips to places where the boys can see how the skills they are learning can be put to use in the world around them. Whenever possible have a guest speaker appear in any special clothing or uniforms that they might wear at their regular jobs if it pertains to the subject under discussion.



AQUANAUT: For most 10 year old boys the Aquanaut badge will be the most fun to earn, also for the leader too. 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, but next year at summer camp, their value will become apparent to him.

* Test swimming ability and knowledge of water rescue methods. Have a swim day at a local pool. Test Webelos on requirements. Enlist the aid of Scouts. Help those who cannot swim.



ARTIST: For many people, art is a vocation - the way they make their living. For others it is a recreational activity which may develop into a life-long hobby. The Artist badge won't make an artist of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you may wish to enlist the help of an experienced parent or an art teacher. Beginner books on art will also be helpful.

*Painting, sculpturing and making constructions and mobiles. Paint a fixed object (bowl of fruit, ship, etc.) Bring materials and makes mobiles. Make sculptures out of modeling clay.



ATHLETE: An athlete is one who keeps his body physically fit, strong, graceful and agile - a desire of practically every boy. Tell your Webelos Scouts about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercise each day are required to keep it physically fit. By adequate exercise, getting the proper food each day and taking care of himself, a boy can become an athlete. The activities for this badge can help the Webelos Scout measure up to the standards of strength, agility, endurance, and coordination necessary for good active Scouting activities in later life.

* Doing exercises, including sit-ups, pull-ups, long jump and dash. Practice exercises in the den. Run through skills in meeting area, parking lot or lawn. Make up a permanent Fitness Program Chart and retest the boys at different times throughout the year and chart their progress. They will be interested in bettering their records.



CITIZEN: The Citizen Activity Badge relates directly to developing responsible citizens, one of the prime purposes of Cub Scouting and the Boy Scouts of America. This badge is required for the Arrow of Light Award. The Webelos Leader must plan carefully so that the boys get a feeling for the real meaning of citizenship without spending alot of time studying. One of the ways to stress the meaning of citizenship is by practicing the Good Turn. The appeal of this badge to the boys will be determined in large part by the method used by the Webelos Leader in presenting it. It can be exciting, fun, and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make special effort in planning it.

Just how much importance does the Scout program attach to Citizenship?

- One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship."
- One of the three aims of Scouting is "Citizenship - used broadly this means the boy's relationship to others."
- The one required Activity badge for the Arrow of Light is the Citizen badge.
- To become a Tenderfoot Scout, the boys must earn the Citizenship Skill Award.
- To become an Eagle Scout, the boys must earn Citizenship in the Community, Citizenship in the Nation and Citizenship in the World merit badges.

For a boy on the road to Eagle Scout the Citizen Activity Badge is the most important step in his Webelos year.

* Learn and practice good citizenship, know the government process. Invite public official to discuss government. Develop ways in which Webelos can do a good turn for your area.



CRAFTSMAN: Learning how to care for and sharpen tools is an important asset in doing any kind of handicraft, but boys want to make things. The Craftsman Activity Badge requires that a Webelos Scout make 10 items. These involve designing, cutting, tooling, lacing leather, using a jigsaw or coping saw on wood, or cutting metal. Sometimes a boy has a tendency to select too difficult a project and he soon becomes discouraged. One of the first responsibilities of the Webelos Leader is to help the boys select and plan projects which are consistent with their abilities and interests. Then you will have an opportunity to help the boys develop confidence in their abilities.

It would be hard to complete all the requirements for this badge during den meetings, and it would delay you in starting on other badges. Some of the work on this badge should be done at home. This is an opportunity to involve the other parents. One might agree to give a demonstration of tool care and safety. Others will be glad to help their own soon at home on his projects.

Encourage each boy to do his best. Watch for signs of discouragement. Help where you are needed, using words first. Don't do the work for the boys. It's their project not yours. Remember - it isn't as important what the boy does to the wood as what the wood does for the boy.

* Using tools and making things of wood, leather, metal. Make a gift for a parent. Make a neckerchief slide of leather or wood, have a demonstration on care and use of tools.



ENGINEER: An Engineer Activity Badge intends to introduce Webelos to a few fundamental principles of engineering and to show them how broad the field is. If you are not an engineer or technician, you will find it helpful to enlist some expert assistance. The badge requirements don't call for great technical skill - only an understanding of the principles. A draftsman, science teacher, construction foreman, electrician, surveyor, or city planner will do well.

* Finding out what Engineers do and how they make things work. Build a bridge out of balsa wood, sketch flow of electricity, make a catapult.



FORESTER: Ten year old boys and trees are natural companions. To these boys a tree is good for climbing, swinging from, or building a tree house. Through the Forester Activity Badge it is hoped that the boys' appreciation of trees may be expanded.

In earning the badge, the boy may learn how trees grow, or how to identify them, or how to plant and care for them. Hopefully, he will learn how important a role they play as one of our natural resources. Each year 125,000 forest fires are started by careless people. The Webelos Scout should learn how to prevent becoming a part of these statistics. Later, when he becomes a Scout, the boy may wish to continue the study of trees in the woods; hiking, camping, and adventuring. This is just the beginning of his lifelong friendship with trees. He should learn not to use his knife or axe on live trees; the difference between green and dry wood, and which is best for campfires.

* Identify forest trees and learn how they grow. Bring tree samples, cones and identify. Invite speaker from Dept. of Natural Resources.



GEOLOGIST: Most boys, at one time or another, have a rock collection of some sort. Some may be surprised to learn that the study of geology deals with rocks, and it can be fun. The Webelos Scout book contains information on volcanoes, geysers and the formation of mountains so that the boys will acquire a fairly good understanding with only a little assistance. This is one of the badges that seems to be oriented toward increasing the boy's awareness of the outdoors. While working on the badge, the boys will learn how the earth was formed, how rocks and minerals are used and how a geologist works.

If you can locate a 'rockhound' in your Pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals.

* Study rocks and minerals and learn what earth is made of. Obtain rock samples to identify. Display rock collections; show geologist's equipment.



NATURALIST: 10-year old boys are fascinated by wild creatures. Working on the Naturalist Activity Badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature. This introduction to the world of nature will prepare them for further adventures in Scouting where they may choose to work on related merit badges dealing with plants and animals and when they earn the Environment and Conservation skill awards. If you are not an experienced outdoorsman, bird watcher or amateur naturalist, you may welcome some expert help. Check with a high school teacher, state conservation department or amateur naturalist among your den's parents.

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 the winter and plant life is dormant. It is possible for a boy to earn this badge without even going into the field, but that would be unfortunate. Schedule trips to areas where wildlife can be found.

* Learning about insects, birds, plants, wild animals and how they live together.



OUTDOORSMAN: Your campfire should be the highlight of your overnight campout. Few of your Webelos have enjoyed the fellowship of a campfire. Plan it to be something more than just a casual gathering around a sputtering fire. This doesn't mean that it's necessary to have a formal program with an M. C. and a split-second schedule of snappy acts. Here is a suggested program which has variety and doesn't require hours of preparation:

- Assign a father-son team to lay a fire an hour before hand.
- Gather boys and fathers before the fire is lit. Ask the denner to light it while the Leader formally declares the campfire open.
- Sing a song familiar to most.
- Play a campfire game.
- Ask someone with a musical instrument to play a solo or accompany a song.
- Tell a story or read an audience participation tale.
- Have a knot-tying contest between fathers and sons.
- Have boys put on simple skits.
- Sing a closing song.
- End with Leader's Minute and Scout Benediction with boys and fathers standing around the campfire.

* Outdoor camping; including cooking, knowing outdoor safety rules. Practice first aid, plan Webelos campout, pitch a tent in backyard.



SCHOLAR: A majority of Webelos-age boys may not like school. There may be a dozen reasons. Probably the main one 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 doing 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 questions about a subject that interests him. The problem is that for many boys mathematics, English, history and geography are not high on their current list of interests. Through the Scholar 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.

* Maintaining good record in school, learning how schools run. Draw chart of school administration, list job possibilities, invite teacher or principal to meeting.

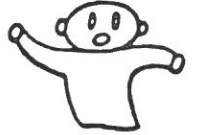


SCIENTIST: Your Webelos Scouts have probably done some experiments in school, so the Scientist Activity Badge will not be new to them. They can use their scientific knowledge to astound the Cub Scouts at Pack meetings with some of the experiments and scientific tricks using Bernoulli's Principle, Pascal's Law, atmospheric pressure, and other phenomena. Learning scientific methods helps a boy develop the power of thinking. We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world around him so that these laws can be used by people to improve our living environment.

Most of the badge requirements have a practical application. Inertia is a most important element in space flight and some of the experiments in the Webelos book explain this physical action. Seat belts are put in cars and planes to counteract this force of inertia when

there is a sudden stop. Balance isn't as simple as seeing how long you can stand on one foot. Balance is most important when you're loading a plane or ship or riding a bicycle, because you suddenly find there are physical forces involved. Balance is stability produced by even distribution of weight on each side of the vertical axis. Eyes are most important to our science explorations and wonderful photographic instruments to transmit what we see to the brain. So, as you see, this badge has a lot of possibilities.

* Demonstrating some fundamental scientific principles. Bring science experiments to do in den; have boys do balancing tests.



SHOWMAN: This badge has something for every Webelos Scout. For the "ham" actor, there is drama; for the shy boy, puppetry; for almost every boy, good entertainment for Pack meetings or a den family night. You might decide to use a theme for the Showman Badge, the Cub theme of the month, so all the entertainment at the Pack meeting will be coordinated. Then again, your boys may have some ideas of their own about a good theme to follow. It is doubtful that you will produce any skilled entertainers, but the badge should help expose the Webelos Scout to theatre and musical arts, and perhaps build self-confidence in some of them. It's bound to be fun.

* Doing projects in art, such as theatre, music, or puppetry. Write a den play for Pack Skit Night. Practice skit. Have a den talent show.



SPORTSMAN: In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are most interested in doing. Seventy-five percent of Cub Scout aged boys considered learning how to play in team sports very important. So chances are, you will find much interest on this subject among the boys in your den. Sports are fun to watch, but the boys will enjoy them even more if they understand the rules and are able to participate in the games. The Webelos book devotes 19 pages to the Sportsman Badge, so this will be your best resource. Your responsibilities are to conduct the den meetings in such a way that every boy in the den become sufficiently skilled to meet all the requirements of the badge. Just participation in a sport is not enough. The boy should be able to demonstrate his skill and knowledge in his four selected sports. He will learn that by doing his best, he achieves a feeling of real accomplishment.

* Participating in sports - team and individual; knowing rules. Practice referee signals for several sports, have meeting at bowling alley. Invite local coach to discuss sportsmanship.



TRAVELER: Almost everybody loves to travel - Webelos Scouts are no exception. But not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler Badge. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them. Through the badge requirements, the boys will learn to read maps and timetables of railroads, buses, or airlines serving this area. They will use this information in planning trips. They will learn the comparative costs of rail, bus or air transportation. They may take some trips with their parents. They will learn to pack suitcases and check to see if family cars have adequate first aid kits. Earning the Traveler Badge will not only help the boys prepare for travel experience, but it will also enable them to get the most out of any trip they take and to learn more about the country.

Remember that to earn this badge, the boys must be involved in trip planning. The fun is really in the traveling, but with advance planning you can make the planning periods fun too.

* Planning a trip. Learn to read timetables, have suitcase packing race with boys bringing certain items and a suitcase of same size.



THE SCOUT LAW

Teach Webelos Scouts the song below and it will help them learn and remember the 12 points of the Scout Law; one of the requirements for the Arrow of Light.

TRUSTY TOMMY

Tune: Yankee Doodle

TRUSTWORTHY Tommy was a Scout; LOYAL to his mother,
HELPFUL to the folks about; and FRIENDLY to his brother.
COURTEOUS to a girl he knew; KIND unto his rabbits,
OBEDIENT to his father, too; and CHEERFUL in his habits.
THRIFTY, saving for a need; BRAVE and not a faker,
CLEAN in thought and work and deed; and REVERENT to his Maker.

THE OUTDOOR CODE

As an American, I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
And be conservation minded.



IT TAKES MORE THAN A TITLE TO MAKE A LEADER

WEBELOS CEREMONIES

This is an easy reference for you to use in finding ceremonies for den and pack meetings. Except where indicated otherwise, ceremonies are found in "Staging Den And Pack Ceremonies" book.

OPENING CEREMONIES (Den Meeting)

Den Chief's Handbook p. 111-112
Staging Den & Pack Ceremonies p. 32-37

CLOSING CEREMONIES (Den Meeting)

Den Chief's Handbook p. 116-118
Staging Den & Pack Ceremonies p. 48-51

INDUCTION CEREMONIES (Pack Meeting)

Induction into Webelos Den p. 116-118
Webelos Uniform Ceremony p. 118-119

ACTIVITY BADGE CEREMONIES (Pack Meeting)

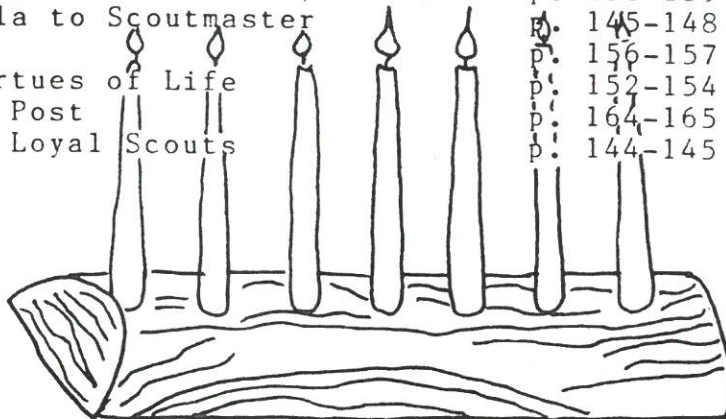
Artist Badge p. 122-123
Engineer Badge p. 121-122
Several Badges p. 123-124

ARROW OF LIGHT CEREMONIES (Pack Meeting)

Arrow of Light Candlelighting p. 133-134
Arrow of Light Cutout p. 136-137
Arrow of Light, Indian Style p. 137-138
In Akela's Footsteps p. 131-133
Keep America Beautiful p. 134
The Spirit of Scouting p. 139-141
The Twin Archers p. 126-128
Using All Ranks p. 128-131

WEBELOS GRADUATION CEREMONIES (Pack Meeting)

Archway to Scouting p. 161-164
Bridge to Scouting p. 160-161
Crossing the Bridge p. 154-156
Cub Scout-Family Graduation p. 150-152
Four Winds p. 148-149
Friendship Fire (Outdoor) p. 158-159
From Akela to Scoutmaster p. 145-148
Indian p. 156-157
Seven Virtues of Life p. 152-154
The Mile Post p. 164-165
We'll be Loyal Scouts p. 144-145



THE STORY OF AKELA, CHIEF OF THE WEBELOS

Akela was the Chief of the Webelos, an imaginary Indian tribe; tall, stalwart, straight as an arrow, swift as an antelope, and brave as a lion. He was fierce to an enemy but kind to a brother. Many tophies hung in his tepee. His father was the son of the sun. His totem was the Arrow of Light.

The medicine man and the firemaker had come early to the council ring. Everything was in readiness. The firemaker had built the ceremonial fire. As it crackled and burned, tongues of flame shot upward, throwing strange shadows into the deeper darkness of the forest.

It was out of these strange silences and noises of the great woods that there boomed the great tones of the stump drum as the medicine man beat it. Three times its heavy tone had boomed out into the night. It called the braves from the village below, lying at the edge of the lake and protected by sharp cliffs. One by one, in silence, the braves had answered and quickly scaled the narrow ledge that led to the council fire.

The dance began. In turn, each dancer told a story of the tribe's greatness. One recited the legend of the first chief, who single-handed had bested ten enemy war canoes filled with braves. They were waiting around the point of the lake to attack the village. He swam underwater and broke through each birchbark canoe in turn and then escaped. As the enemies swam ashore, his braves were waiting and captured them one by one.

Another told of the chief's bear-claw necklace. One day when stalking a deer, while passing through a rocky place, the chief found a grizzly bear about to attack an Indian boy. He rushed in, and with stones he attracted the grizzly's attention and the fight began. Like boxers, they dodged and rushed at each other until the chief's tomahawk reached its mark and brained the grizzly, saving the life of the boy. The big hide kept the chief warm through the long, cold nights. The claws became the necklace. When the boy grew up, he always fought near his chief, guarding him. And that boy was the dancer.

Another by step and gesture pictured the chief carving the buffalo. Food had been very scarce and there was hunger in the tepees. So the chief traveled far and saw a lone buffalo. The chief began to stalk. stalk. Finally, he was so close that he started to run toward the buffalo at close range. Suddenly the buffalo turned and charged straight at him. It was all so quick he could not dodge. So the chief leaped over the head of the bull. Turning quickly he sank his spear in the animal's shoulder. As the buffalo stumbled, the chief found his heart with a second spear. This food brought much joy to the hungry ones.

Another brave told of the laws the chief had urged for the happiness of his people. The law of the forest had been "live and let live." He taught a new law - "live and help live." His warriors were brothers. They were unmatched in battle and fierce in attack. But they were very kind to their women and children. With their neighbors they lived in peace, together fighting off invaders. Of all the

tribes near the great woods, they gave the most care to helping their boys learn the ways of the brave.

One after another told his tale. Then all was quiet. It was silence that could be felt. Something important was about to happen. Chief Akela, bright in his warrior's headdress and in ceremonial paint, stepped into the lighted circle. The tom-tom beaters began. Low and slow, then growing like a storm, they beat fiercely as the chief told in graceful gesture of the greatness of the tribe.

His dance pictured his own story. He told of the strength and wisdom of his father, Arrow of Light. He told of his mother, Kind Eyes. From her, he learned those wonderous things that mothers know. His father had helped him make a little bow and arrow. And once when an enemy would have tomahawked his mother, he, Akela, shot the pursuing enemy in the eye, and his mother escaped.

A little later he began to understand the speech and signs and calls of the Webelos. He was taken on little 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 ways to food. From the big kindly bears he learned the secret names of trees and the calls of birds - the language of the air. But before he might become a scouting brave on his own, he first had to look a warrior in the eye and learn the language of the stout heart which feared nothing and which never gave up. Then, and only then, did Akrela's father admit him to the lower ranks of the young braves.

As he closed his dance, Akela told the braves that the tribe could be no greater than its boys. He said: "The future is hidden, but if we are strong and brave and help our boys to be the same, our tribe will be strong. If our boys are fair and help other people, they will take our places and our tribe will continue to be great."

The tom-toms closed in a final burst, and all the braves gave a great, guttural "How!" Then in silence the warriors stood beside the dying fire. There was no noise except the crackle of the embers and the mysterious noises of the forest. Raising their right hands toward the sky and the Great Spirit, with the left each joined in the living circle with his brothers, as a pledge to the tribe and to the Great Spirit - a pledge to the future through the present.





WEBELOS GAMES



AQUANAUT

SIMON IN THE WATER: When leaders prefaces a command by saying "Simon Says", each players must follow instructions immediately. If he gives a command without saying "Simon Says" no player may move. Commands may include: swimming, floating, ducking head, touching bottom, etc.

ARTIST

CRAZY ARTIST: Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object is for the entire team to draw a house, each player drawing no more than 2 straight lines. Have a player from each team run forward about 30 feet, draw his 2 lines, then return and hand the chalk to the next player in his line. The team with the best looking house wins.

ATHLETE

THREE MAN TUG OF WAR: Tie rope ends to form triangle. One boy holds rope on outside of each of the three triangle corners. Place a neckerchief an equal distance from each corner. On a signal boys try to reach their own neckerchief.

CITIZEN

NEWSPAPER STUDY: Divide into teams of 2, each with a copy of the same day's paper. On signal start searching for news items that illustrate the Scout Law. Cut out and number according to the point of the Law. Team with the most wins.

CRAFTSMAN

NAIL DRIVING: Give each boy a 20-penny nail. Provide a hammer and let each boy try to drive his nail into a large piece of wood at least 4" x 4". The boy driving his nail with the fewest number of blows wins.

ENGINEER

CATAPULT TARGET SHOOT: Divide into teams. Give each player 3 peanuts. One at a time, the players try to catapult their peanuts into an empty milk carton which is sitting on the floor. They do this by holding one end of a ruler in one hand, holding a peanut against the other end of the ruler and bending it back, then releasing it so the peanut will sail toward the carton. Score one point for each peanut in the carton.

FORESTER

NAME THE TREE: Have the Den Chief pull a leaf out of a paper sack. The first boy to correctly identify it gets to keep it. At the end of the game the boy with the most leaves is the winner. They can then make a scrapbook from their leaves.

GEOLOGIST

KING OF THE ORE: This game is played by one boy naming something that a house is made of. He must name the ore or metal and it's use. If he is right, he is King and stands in the center until someone gives the King another material used in the building of a home. Then that boy becomes King. (See Webelos Scout Book for help).

NATURALIST

INSECT HUNT: A trip to the woods and a game of who can spot and correctly identify the most insects.

OUTDOORSMAN

TENT UP AND TENT DOWN: This a good father-son or 3 to 4 boys on a team game. Object is to see which team can set up their tent the fastest. (The tent has to be put up properly)

SCHOLAR

BRAIN TEASERS:

Cats and Rats - If 3 cats can catch 3 rats in 3 minutes, how many cats could catch 100 rats in 100 minutes? (3 cats)

How many Cows - A boy, driving some cows, was asked how many cows he had. He said: "When they are in line there are 2 cows ahead of a cow, 2 cows behind a cow, and 1 cow in the middle." How many cows were there? (3 cows)

SCIENTIST

THE SPINNING SNAKE: Cut a spiral snake of thin cardboard. Weight it's head with soap or wax. Color it in any design you wish. If you hang it on a light bulb and turn on the light, the snake will revolve. Tape a thumb tack point up to the bulb to make a point of bearing.

SHOWMAN

TELL A STORY: Line up boys of 2 teams facing each other and have one boy on each team tell a story one at a time. The object of this game is to make the other team laugh.

SPORTSMAN

PRE-OPENER UNSCRAMBLE: Unscramble the following sports.

labltkesba	(basketball)	ckyhoe	(hockey)
wlgiobn	(bowling)	lfgo	(golf)
llbbaase	(baseball)	ngikis	(skiing)
hisngfi	(fishing)	tbela nnseti	(table tennis)

TRAVELER

MAP GAME: Give each player an identical map. See who is fastest at finding the answer to such questions as: distances between cities, historic site locations, populations of cities, locations of airports, etc.

Medical Attention:

As leaders in a youth movement, we should be constantly aware that we are not skilled in the medical profession. In camping, or any situation, you should realize when to contact a physician or the local hospital. Part of the preparation of the camp should be the identification of the nearest doctors and local hospitals, so that you can call upon them for any emergency that may arise.

Hazards:

The wish of every camper is for a fun filled safe camp. Safety in camp, simply stated is "common sense." Conducting a safety check of all the equipment, well in advance of the camp, will permit any repairs to be made. A quick course on the proper use and care of the equipment will also reduce the risk. When hiking, look out for trail hazards; try to make the trail safe again for the next group of hikers. Keeping your wits about you will help you have a hazard free camp.

RECIPES FOR CAMPING



ANGELS ON HORSEBACK

1-1/2" cubes of cheddar cheese 4" strips of bacon or ham
hamburger buns toothpicks

Cook meat in skillet until partly done. Wrap each cheese cube with 2 strips of bacon. Fasten with toothpicks. Roast. Serve on bun.

MARSHMALLOW TREATS

Lightly toast marshmallows on a pointed stick over coals. Toast chocolate-flavored marshmallows and place between chocolate chip cookies. Stuff centers of large glazed doughnuts with marshmallows. Run a pointed stick or skewer through the doughnut and marshmallow and toast lightly.

ELEPHANT STEW

Use one elephant (medium size), 2 rabbits (optional), salt, pepper. Cut the elephant into bite size pieces. This will take about 2 months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered at 465 degrees for about 4 weeks, adding more if necessary. This recipe serves 38,000 people. If more people are expected, add the 2 rabbits, but only if necessary, because most people don't like to find 'hare' in their stew.

UPDATE ON WEBELOS

For the past several years a task force of veteran volunteer and professional Scouters took a hard look at the Webelos Program, what it was doing and how it might improve.

As a result, their suggestions became BSA policy in January 1984. The changes fall into two areas:

Advancement
Uniforming

Editions of the Webelos Scout Book have a section for the Webelos Scout to record his progress toward earning both the Webelos Badge and the Arrow of Light. Later, when the boy joins a troop, the Scoutmaster holds a conference with him, during which the boy presents his book as evidence he has completed his badge work in the pack. If the Scoutmaster is satisfied that the boy has earned the Webelos Badge he may award him the "Boy Scout" rank without further testing.

There is another change having to do with the Arrow of Light award. Ordinarily, when a boy joins a Boy Scout troop he must be active in his troop and patrol for two months before he receives the Tenderfoot rank. A Scout leader may waive that tenure requirement if a boy has earned his Arrow of Light and passed remaining Tenderfoot requirements.

Webelos Citizen Activity Badge requirements have also been changed to coincide with those of the Citizenship skill award in Boy Scouting. By completing the Citizen badge, the Webelos Scout will have completed his Boy Scout Citizenship skill award.

The most visible change has to do with the Webelos Scout uniform. Cub Scout pack leaders will decide if their Webelos Scouts will continue to wear the blue Cub Scout uniform or wear the Boy Scout khaki shirt and pants. Whichever decision is made, it is to be followed by all Webelos Scouts in the pack.

The Webelos Scout cap, colors, neckerchief and slide are worn no matter which uniform is chosen.

The uniform change was prompted by many boys outgrowing their blue uniform by the time they are 10. The khaki uniform would go on into Boy Scouts with a change of insignia.

The program is continually expanding to meet the changing needs of our young men. Beginning in 1988 the Webelos program will be expanded into a 2 year program.



PREPARE THEM TO BECOME SCOUTS



TENURE TIPS FOR BOYS

10 TIPS FOR INCREASING CUB SCOUT TENURE IN YOUR PACK



- 1. Quality Leaders.** Cub Scouts need quality leaders. Boys deserve trained, responsible leadership, leaders who enjoy boys and have pride and commitment in being a Cub Scout leader.
- 2. Quality Program.** Present a quality Cub Scout program for your Cub Scouts built around the Cub Scout purpose. Make it a FUN, well-planned, year-round program.
- 3. Pride In Being a Cub Scout.** Develop pride in your boys. Make and display den and pack flags, do fun and important things together, develop great den and pack spirit.
- 4. Fun—Fun—Fun KISMIF.** Develop a year-round program—weekly den meetings with fun games, instant recognition, singing, preparation for pack meeting, monthly pack meetings with meaningful advancements, ceremonies, skits, outside activities with day camps, field trips, community events.
- 5. Recognition and Advancement.** Recognize boys and parents. Boys like earned recognition presented in impressive and meaningful ways. Advancement is the result of an effective Cub Scout program.
- 6. Parent Involvement.** Induct families, not just boys. Involve and invite the entire family to participate. Cub Scouting is a family program to aid family unity.
- 7. Uniforming.** Cub Scouting is a uniformed organization. Make wearing of the uniform important and orient parents to the importance of proper uniforming.
- 8. Communication.** Use good communication in your pack. Have annual planning meetings, yearly calendars, monthly planning meetings. Telephone calldowns, newsletters, etc., prove to be beneficial. Develop den meetings around the Cub Scouts' wants and needs.
- 9. Chartered Organization and Pack Committee.** A good relationship between chartered organization and pack committee is vital. Work together for building a quality pack.
- 10. District and Council Activities.** Have your pack take advantage of activities offered by district and council such as: day camps, Scoutorama, bicycle safety, physical fitness, learn to swim, service projects, parades, pushmobile derby, etc.

TENURE TIPS FOR LEADERS

10 TIPS FOR INCREASING LEADER TENURE IN YOUR PACK

- 1. Proper Recruiting.** Use proper recruiting techniques. Show the need—boys need quality leadership. Be sure you are asking the right persons. Let them know of commitment, support, and training.
- 2. Training.** Leaders need training. Introduce them to "Fast Start," immediate orientation, and offer them an early invitation to basic training. Impress upon them the importance of roundtables. Continuous training is vital.
- 3. Recognition.** Recognize your leaders for a job well done. Let them know they are important and appreciated.
- 4. Support.** Leaders need good support. Let them know what support and what resources are available. Publicize your program.
- 5. Uniforming.** Leaders must set the example of proper uniforming. Make uniforming important. Investment shows commitment and belief in Scouting principles.
- 6. Family Participation and Cooperation.** Stress the whole family concept. Secure parent cooperation as each family joins. Provide good family orientation. Inform parents—involve parents.
- 7. Good Communication.** Good communication is vital for good leadership. Communication is through roundtables, commissioners, planning meetings. Follow pack/district/council calendars.
- 8. Chartered Organization and Pack Relationships.** Make Cub Scouting important! Chartered organization provides FULL pack committee for the unit. Use pack budget plan. Follow through to ensure quality pack program. Plan and work toward Honor Unit Award.
- 9. District/Council Cooperation Relationships.** Develop a good relationship with pack/district/council. Participate in district/council activities, training, etc. Get to know district executive and commissioners. Invite leadership to visit your pack. Strengthen relationships. Let your leaders get involved and participate in council/district events.
- 10. Relax and Enjoy.** Leaders should relax and enjoy their assignments, be flexible to follow the Cub Scout program as outlined. *Try it—it works!* Plan well, keep pack standards HIGH. Enjoy the boys! Create lasting friendships with boys, leaders, and parents. There is GREAT joy in giving service to BOYS! Cub Scouting is a GREAT program.



HAVE FUN!

