

CUBS and COWBOYS



POW WOW 1987

HEART OF AMERICA COUNCIL, BSA

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Howdy Partners,

I'd like to welcome y'all to the Cub and Cowboys' 1987 Pow Wow. We've rounded up lots of enthusiasm, planned an agenda and invited y'all to come along.

Cowboys were a rugged breed, working long hours and fighting for their lively hood. Well now, we Cub Scouters are also a rugged breed only we're fighting for our children - to instill in them values for a better tomorrow.

I'm glad you care to take a few minutes back in time to learn and experience. Please take these experiences back to your Cub Scouts.

This book is the work of many dedicated Cub Scouter Leaders. Please use their ideas to enhance your program and expand the horizons for your boys.

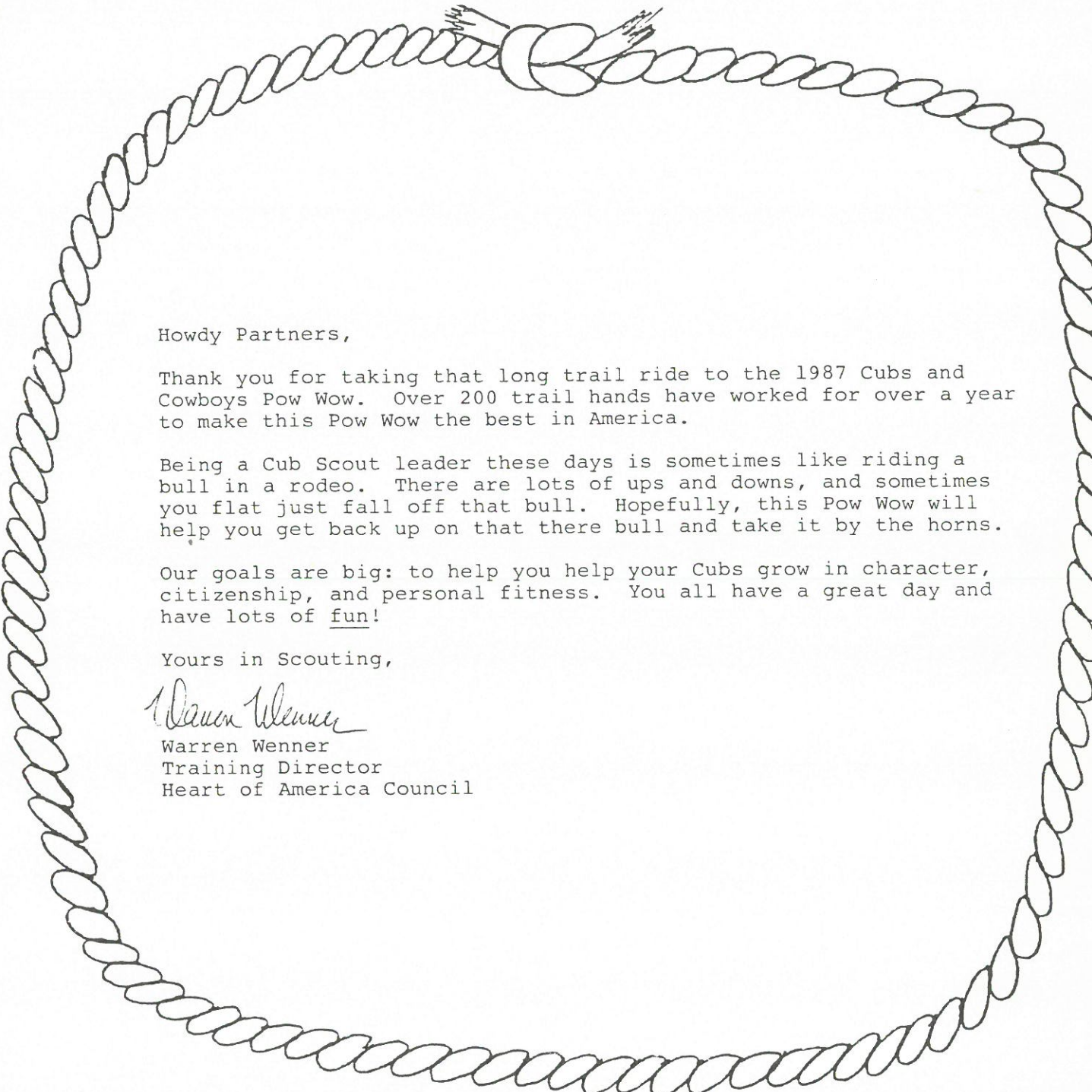
I'd like to thank the staff of this Pow Wow. Their support and work has enabled all of us to have a great day.

Thank you for caring about tomorrow.

Yours in Scouting,



Charlene Naylor
1987 Pow Wow Chairman




Howdy Partners,

Thank you for taking that long trail ride to the 1987 Cubs and Cowboys Pow Wow. Over 200 trail hands have worked for over a year to make this Pow Wow the best in America.

Being a Cub Scout leader these days is sometimes like riding a bull in a rodeo. There are lots of ups and downs, and sometimes you flat just fall off that bull. Hopefully, this Pow Wow will help you get back up on that there bull and take it by the horns.

Our goals are big: to help you help your Cubs grow in character, citizenship, and personal fitness. You all have a great day and have lots of fun!

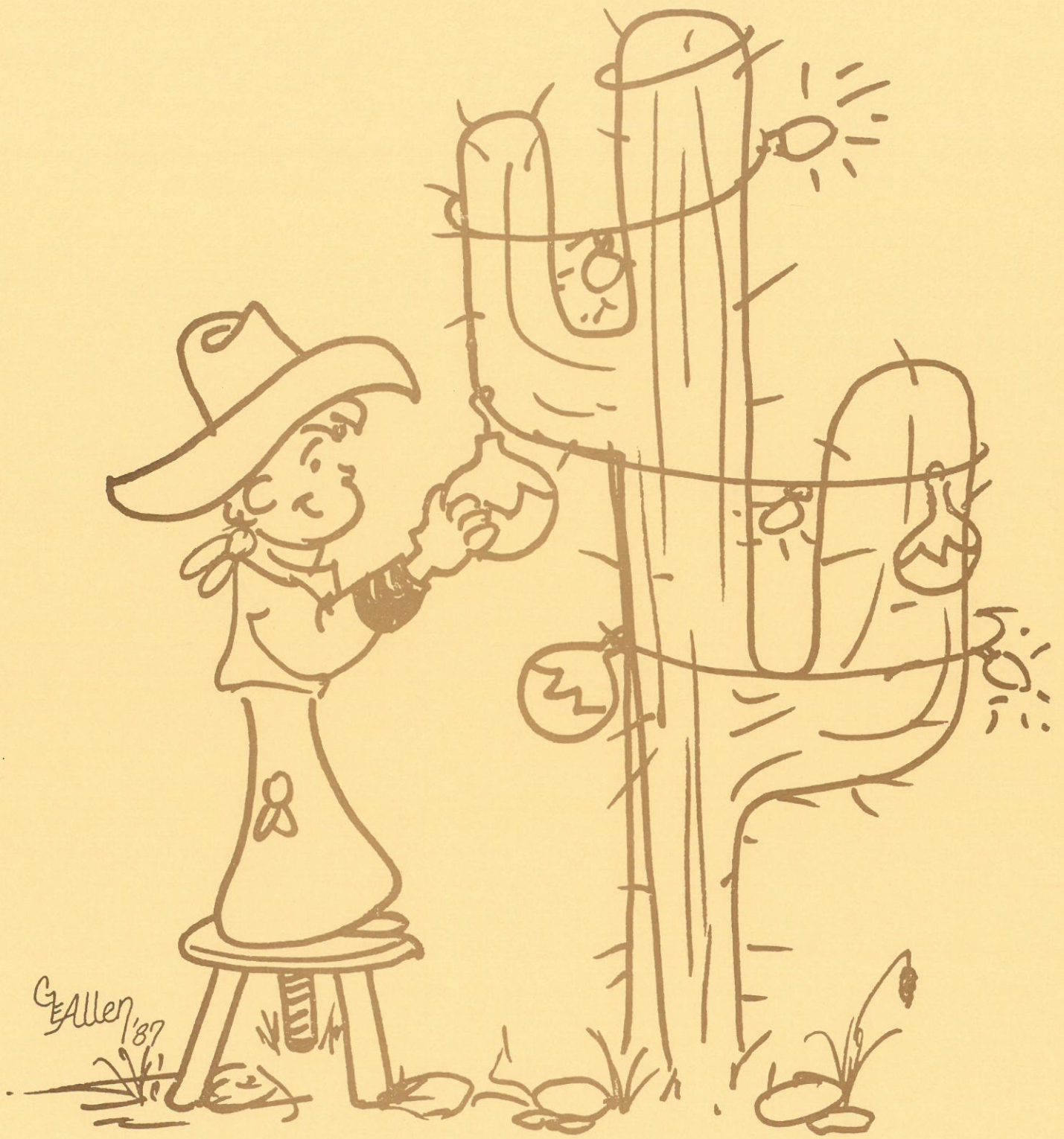
Yours in Scouting,



Warren Wenner
Training Director
Heart of America Council

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G. Allen '87

HAPPY
HOLIDAYS

DECEMBER 1987

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 1-10: XVI World Jamboree-Sidney, Australia	2 2-28: Explorer Career Interest Surveys	3	4	5 Order of Arrow Lodge Officers Training Conf.
6	7	8 Immaculate Conception - RC	9	10	11	12 Wood Carving Workshop - Naish Explorer Post Officers Workshop
13	14	15 15-23 Hanukkah-J	16 HANUKKAH	17	18	19
20	21	22	23	24	25 CHRISTMAS DAY Office Closed	26 Camp Staff Poof
					25-27 Camps Closed	
27	28 OA Planning Meeting	29	30	31	November 1987 S M T W T F S 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	January 1988 S M T W T F S 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

DECEMBER 1987

HAPPY HOLIDAYS

PREOPENINGS

Santa's Reindeers

Have boys list the names of Santa's reindeers. (Hint--There are nine and they are: Prancer, Comet, Cupid, Donner, Dasher, Blitzen, Vixen, Dancer, and of course, Rudolph.)

Words of Christmas

See how many words each boy or family can make from "Christmas", "Hanukkah", "Happy New Year", or "Season's Greetings". You may want to set a time limit.

Christmas Joys

Have each boy list the items that are special at the holidays. Items that could be included are: candles, star, tree, lights, Jesus, etc.

OPENINGS

Solving a Christmas Problem

As curtain opens, #7 Cub Scout is seated, head in hands by Christmas tree. Seven other Cub Scouts enter and say to him as follows:

- 1st - What is really wrong with you? We've got work to do.
- 2nd - Come on, don't be so down! Your face looks terrible with a frown.
- 3rd - Tell us why you are so sad, at Christmas time you should be glad.
- 4th - (Looking at others.) Maybe with Christmas so near, he's worrying about what he's getting this year.
- 5th - Come on and let us help you out, 'cause helping others is part of being a Cub Scout.
- 6th - (Jumps up with a smile on face and shakes hands and slaps #5 on back.) That's it! That's it! Thanks old buddy. My thinking was sure muddy.
- 7th - (Speaking for everyone with lots of expression and action.) I don't have money to buy my mom a gift you see. But now I know I'll give her just helpful me!
- 8th - Boy, I'm glad you've helped us all remember, the important part of that holiday in December.

All put their arms around each other and walk off in a happy group.

OPENINGS

Christmas

Have 9 packages wrapped as gifts with the letter on one side and the words to speak written on the back. In order, boys hold up box and read the words.

- C - is for Christmas, for candles and canes, for cookies and candies, and good cheer that reigns.
- H - is for holly's bright leaves and red berries, and Ho Ho from the old guy with cheeks like cherries.
- R - is for reindeer, for red and green everywhere, and ringing bells you hear in the air.
- I - is for icicles hung on the tree, and what's in the packages that you want to see.
- S - is for stockings you hope will be filled and for the snow - watch out, don't get chilled.
- T - is for teddy bear, trains and a top. If it isn't here soon, you'll probably pop.
- M - is for mistletoe, for gifts that you made, and memories so precious they never will fade.
- A - is for the angel on top of the tree and anthems and carols we sing happily.
- S - is for the Savior and his Christmas Star and for service to others, both near and far.
- Leader - "These things spell out Christmas to each one of us. Shopping and wrapping, my what a fuss! Christmas is always the best time of the year, and we're certainly glad that it's almost here.

Meaning of Happy

Five boys holding five cards with letters on them. Each boy takes turn holding up card and reading verse off the back.

- H - H is for holidays that come this time of season.
- A - A is for appreciation. We appreciate the giving.
- P - P is for peace that we all should work for.
- P - P is for people with loving ways.
- Y - Y is for yuletide and happy holidays.

Christmas Tree

Light Christmas tree. Cubmaster says, "Cub Scouts, isn't that a beautiful tree? It's bright and colorful like the joyous seasons of Christmas and Hanukkah. All of us had a part in making it so beautiful. When all Cub Scouts work together and do their best, the result is always something fine like this tree. Let's remember that as we repeat the Cub Scout Promise." (Lead promise)

CLOSINGS

Recipe for a Wonderful Day

In the season of happy days, I'd like you to keep in mind the recipe for a wonderful day; it works all year round.

- 1 Cup Friendly Words
- 2 Heaping Cups Understanding
- 2 Cups Milk of Human Kindness
- 2 Heaping Tablespoons of 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. Works best with a good mixer.

Christmas

Each cub holds a letter of Christmas and speaks his part.

- C - is for candles we burn on Christmas night to gladden weary travelers with their light so bright.
- H - is for happiest, the happiest times of year. It's jolly, gay old Christmas time, with all its mirth and cheer.
- R - is for ringing; we ring the Christmas bell. All the Christmas gladness, the world to tell.
- I - is for the infant who lay in a manger, Little Lord Jesus, a dear little stranger.
- S - is for shepherds who kept their flocks by night, and heard the angels singing, and saw a wondrous light.
- T - is for the tree, all green and gold and red; we see it Christmas morning when we jump out of bed.
- M - is for the mistletoe we hang at Christmas time in merry wreaths, when candles burn and Christmas bells chime.
- A - is for all; to all men we wish cheer, joy and gladness, love and hope, for Christmas time is here.
- S - is for the star that shone on Christmas night, star and candle, bell and wreath, all make our Christmas bright.

ADVANCEMENT CEREMONY

Christmas Wrappings

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

Use pink bulbs for Bobcat, red for Wolf, green for Bear, gold for arrow points, white for silver arrow points, orange for Webelos activity badges and a special bulb for Arrow of Light.

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

Santa and Packages

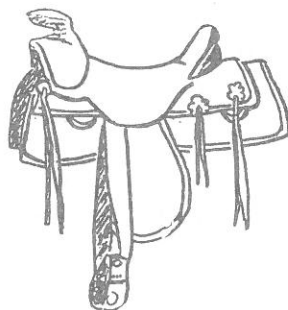
Have Santa come in with a bag of wrapped boxes, each containing the awards for a certain rank (or boy). He could read the names of those getting awards from the tag on the box, then open the box and present awards to the boys.

If you want to make a special award such as Arrow of Light or graduation, a helper could push or drag a large wrapped box and say that Santa left this outside in the sled. The box could contain the props for the ceremony (maybe a bridge for graduation).

Things to Do

Some of these things can be done either as a den or a pack.

- Study Christmas in other cultures.
- Decorate a pack Christmas tree with decorations made in den meetings. After pack meeting, tree could be taken to a needy family, shut-in, or nursing home.
- Have mothers and boys bake cookies. Then as a den or pack, take them to a nursing home and while you are there, sing Christmas carols. Be sure to call ahead and get permission.
- Adopt a family. Pack families could bring non-perishable foods, inexpensive toys, and money from pack could buy mer+ or something children need such as shoes.
- Shovel snow for shut-ins.
- Visit Crown Center Christmas display.
- Visit Missouri Town. During at least one week, they have people dressed for the time period and the town is decorated as it would have been in the 1800's. Very interesting.
- Make bird feeders.
- Have a den or pack exchange gifts or make a grab bag.
- Make gifts for parents.
- Go caroling at Children's Ward at hospital.
- Decorate Christmas cookies. You can let them decorate them after you bake them or let them make them too.
- Using candy molds, melt chocolate and let them make candy. Let them make taffy or melt white coating and let them dip pretzels. Whatever they make would be a nice gift for mom and dad when put in a pretty jar or container.



SONGS

Santa's Coming

(Tune: Are You Sleeping)

Santa's coming, Santa's coming,
Round the world, Round the world,
He has many faces
Seen in many places,
Santa Claus, Santa Claus.

Santa's coming, Santa's coming,
Round the world, Round the world,
In France he's Father Christmas,
Who fills the children's wishes,
Santa Claus, Santa Claus.

Santa's coming, Santa's coming,
Round the world, Round the world,
A belgium child leaves carrots bunched
for Nicholas' horse to munch
Santa Claus, Santa Claus.

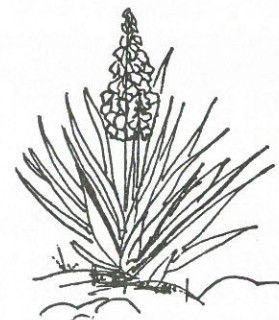
Santa's coming, Santa's coming,
Round the world, Round the world,
No matter what his face or name,
Goodwill and peace are just the same,
Santa Claus, Santa Claus.

Christmas Time

(Tune: Jingle Bells)

School is out, we won't pout.
Cub Scouts shout, "Hurray."
Something special's coming soon,
And Christmas on its way.

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

Santa's Coming

(Tune: Are You Sleeping)

Santa's coming, Santa's coming,
Hear the bells, hear the bells.
You had better be good, you had better be good,
Little boy, little boy.

Be sure to include the traditional Christmas carols and songs in your pack or den meetings. It's always nice to include religious carols.

SKITS

Kris Kringle Country General Hospital

Scene: Christmas Eve.

Characters: Bent Tracy - resident surgeon
Dr. Absorbia - medical advisor
Dr. Will Dare - intern
Dr. Jellesky - head of staff
Santa Claus
Several other interns and nurses

Action: As scene opens, interns and nurses are bustling about getting the operating table ready. One of them is busy calling out, "Emergency! Emergency! Calling Dr. Will Dare! Calling Dr. Will Dare! Dr. Bent Tracy report to surgery. Dr. Bent Tracy report to surgery."

Interns bring in Santa Claus on a stretcher. He's lying on his stomach and is covered entirely with a sheet except for his head. He still has his red cap on. Under the sheet in the spot where Santa's pack would be is a huge hump. The interns place the stretcher on the operating table. Dr. Will Dare and Dr. Bent Tracy come running in, examine patient, keeping activity under the sheet. They call to Dr. Absorbia and Dr. Jellesky, who also make examinations. All four doctors shake their heads in a serious manner. Dr. Absorbia tells Dr. Bent Tracy he will have to operate. Dr. Jellesky agrees.

Dr. Bent Tracy begins to operate as Dr. Will Dare assists. The other two doctors stand by. Dr. Bent Tracy calls for, "Knife... Spoon...Fork...Pinking Sheers...Sticky Tape...Needle...Thread." Dr. Bent Tracy announces to Dr. Will Dare that they need to give a transfusion. Dr. Will Dare hands him several toys, one at a time. Dr. Bent Tracy places them under the sheets one at a time.

When the operation is over, Dr. Absorbia and Dr. Jellesky rave about what a tremendous success it has been. Dr. Bent Tracy removes sheet. Santa jumps up from the operating table shouting, "Ho! Ho! Ho! Thank you boys. I'll see that you get a new needle in your Christmas stocking. If you hadn't sewn up that pack, I would have lost all my toys." He turns around and displays a pack to which has been sewn a large patch.

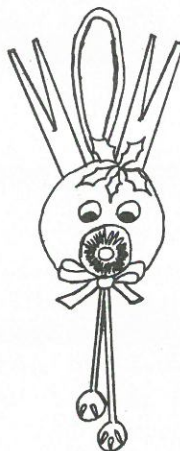
(All action should be performed under the sheet as the skit progresses, so that the audience is surprised in the end. Place patch on pack before skit begins.)



Reindeer Hanging Ornament

Materials needed:

Wooden nickel
 2 moving eyes - 7mm
 Brown pom pom - 1/2 inch
 6mm red bead
 Tacky glue
 12 inch gold cord
 2 miniature doll clothes pins
 2 - 10mm gold jingle bells
 Small red ribbon or red yarn
 Small piece of plastic holly

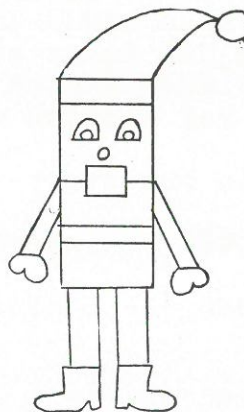


Glue nose and eyes on front of face. Glue red bead on end of nose. Tie a small bell to each end of gold cord. Fold cord in half. Place reindeer head on top of folded cord. Glue in place about 2 inches from top of folded cord (cord also forms hanger). Allow ends of cord with bells to hang down below back of nickel. Glue small clothes pins onto back of wooden nickel with prongs pointing upward (about 1/2-3/4 inch of pin goes behind nickel). Tie bow and glue bow to bottom front of chin. Glue small piece of holly on top of head beside antler. For a frosted look, spread thin layer of glue on front of antlers and holly, sprinkle on diamond dust glitter.

Santa Claus

Materials needed:

1 Pringles potatoe chip can
 Red felt
 Black felt
 White felt
 Pink felt
 White fake fur
 1 - 1" large white pom pom



Cut off about 1 3/4 inch of the Pringles can. Cut a piece of pink felt the size of 10 1/2 x 3 1/2, glue this on the end of can that has the bottom in it. This is Santa's face. Cut a piece of red felt the size of 10 1/2 x 4 1/2 inches, glue this around bottom of the can for Santa's suit. Cut a piece of black felt 10 1/2 x 3/4 inches and glue around mid-section of red for Santa's belt. Cut 2 pieces of red felt 4 x 1 inches and glue on upper part of red for arms. Cut hands out of black felt. Cut two pieces out of red felt 5 1/2 x 1 1/2 for legs and glue to the front on the inside of can. Cut boots out of black felt and glue on. Cut two white eyes out and two smaller circles out of black to go on white. Cut a little round nose out of red felt. Cut a 2 x 2 inch piece of fun fur for beard and glue on under nose. Make hat out of red felt and glue fun fur around bottom edge of hat (piece about 12 x 1 1/4 inch). Glue a white pom pom on tip of hat. Put on Santa's head.

The House Where Santa Claus Lives

(Audience participation.)

Santa (Cubmaster or one of the dads) enters and tells the following story.

Old Santa has traveled many a mile to be with you. He has been impressed with your preparations for the Christmas season and has had a look into all your homes. Tonight Santa would like to tell you about a house you have never seen before. It is the house where Santa Claus lives. While I tell you this story, Old Santa will need your help for certain words. Every time these words are spoken, I want you to make certain signs. Let's all practice them before we start the story.

HOUSE - Hands over head in an inverted V.

SHED - Hands in front of chest in an inverted V.

SLED - Hands together in waving motion from left to right.

REINDEER - One hand, palm out, at each side of head.

PACK - Both hands over right shoulder as if carrying load.

LITTLE GIRLS - All girls young and old, stand up.

LITTLE BOYS - All boys young and old, stand up.

BOX - Show dimensions, length and width, with hands.

DOLL - Both hands at right side of head with head slightly bent.

LION - Extend both hands and give a deep growl.

SOLDIER - Give Cub Scout salute while standing at attention.

TRAIN - Make figure 8 with right hand.

SANTA CLAUS - Pat stomach with both hands and say, "Ho, ho, ho."

Now let's begin our story (dashes indicate signs):

This is the HOUSE --- where SANTA CLAUS lives ---.

This is the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

This is the SLED --- that is kept in the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

These are the REINDEER --- that pull the SLED --- that is kept in the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

This is old SANTA CLAUS --- who guides the REINDEER --- that pull the SLED --- that is kept in the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

This is the PACK --- all filled with toys for good LITTLE GIRLS --- and good LITTLE BOYS --- that is carried by old SANTA CLAUS --- who guides the REINDEER --- that pull the SLED --- that is kept in the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

This is the BOX --- that is in the PACK --- all filled with toys for good LITTLE GIRLS --- and good LITTLE BOYS --- that is carried by old SANTA CLAUS --- who guides the REINDEER --- that pull the

SLED --- that is kept in the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

This is the SOLDIER --- that shot the LION --- that frightened the DOLL --- that is in the BOX --- that is in the PACK --- all filled with toys for good LITTLE GIRLS --- and good LITTLE BOYS --- that is carried by old SANTA CLAUS --- who guides the REINDEER --- that pull the SLED --- that is kept in the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

This is the TRAIN --- that carried the SOLDIER --- forward and back, who shot the LION --- that frightened the DOLL --- that is in the BOX --- that is in the PACK --- all filled with toys for good LITTLE GIRLS --- and good LITTLE BOYS --- that is carried by old SANTA CLAUS --- who guides the REINDEER --- that pull the SLED --- that is kept in the SHED --- behind the HOUSE --- where SANTA CLAUS lives ---.

Now old Santa must be on his way. He has one parting thought for your parents. Work hard at this job we call Cub Scouting. By doing so, you can make it Christmas everyday in the year for your youngsters. There's just one more thing to say as old Santa leaves ---Merry Christmas to all.

NOTE: The story can be presented without the aid of a costume. Presenter says, "Tonight I am going to tell you about the house where Santa lives. There will be certain signs for you to use. If I see anyone not using the signs, they'll have to come to the front and help me."

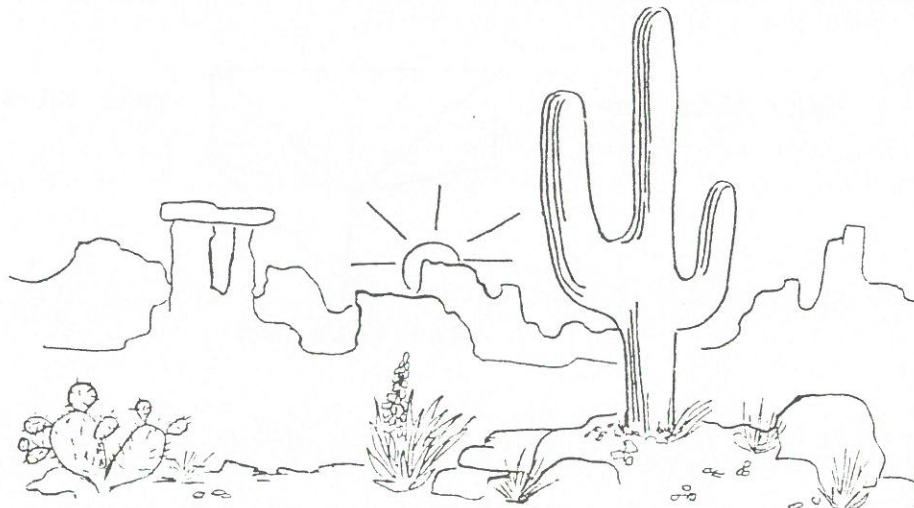
APPLAUSE STUNTS

Good-bye Santa

Pretend to throw a pack onto your back and say "Merry Christmas to all, and to all a good night."

Santa Applause

Rub your stomach while saying "Ho, Ho, Ho, Merry Christmas".



TRICKS

Have the boys figure out what these stand for.

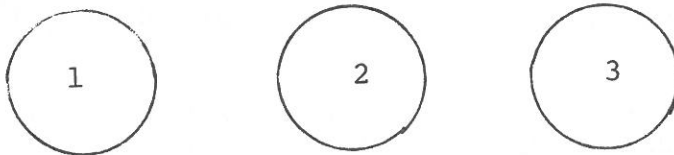
A B C D E
 F G H I J
 K M N O P
 Q R S T U
 V W X Y Z

G R
 Sccce
 GcccccE
 Nccct
 I

Answer: Noel
 (No "L")

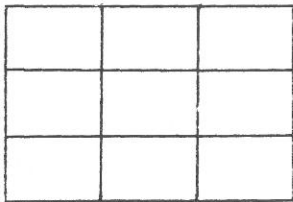
Answer: Season's Greetings
 ("Cs" in Greetings)

Move coin #2 out of the center without touching it.



Solution: Move either coin #1 or #3.

Place numbers 1 thru 9 in the squares below so that every row, column, and diagonal gives the same sum.

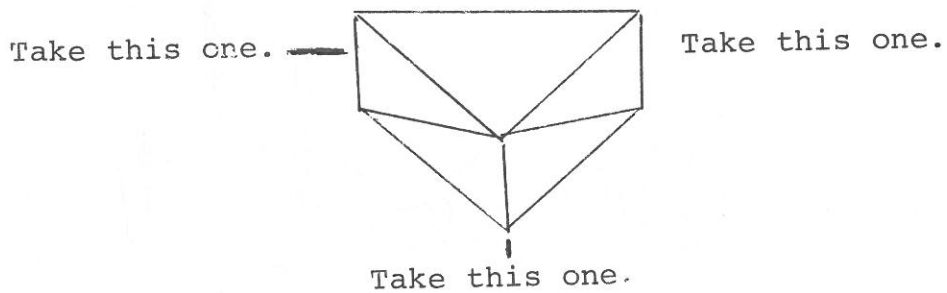


Solution:

8	1	6
3	5	7
4	9	2

This pentagram contains 5 triangles. Remove 3 lines and leave 2 triangles.

Solution:



Rearrange these 9 coins to form rows of 4 to the row.

0 0 0

Solution: 0

0 0 0

0 0

0 0 0

0 0

0 0 0 0

PACK GAMES

Reindeer Race

Line the dens up on a starting line and tell the first Cub Scout in each column to place his hands on the ground. Then have each Cub Scout in back of him bend forward and grasp the ankles of the boy in front of him. On signal, the columns move forward in this position. When the last Cub Scout in a column crosses the finish line, that line has completed the event, provided the line is still intact. The first team across the finish line wins.

Piñata

Have a piñata filled with candy. Let the boys come up one at a time and blindfolded hit at the piñata with a broom stick. Let the boys take turns by either setting a time limit or so many whacks at the piñata. Do this until it is burst and candy falls out. If you do this in your den, it is nice to make your own piñata out of paper mache. (Be sure to leave an opening for the candy.)

DEN GAMES

Snow Shoe Relay

Divide den into two teams. Give each team two shoe boxes, and set up a chair across the room for a turning point. On signal the first player on each team puts on his "snow shoes" and races around the chair and back to the starting line where the next player puts on the boxes and races. Continue until one team has finished. (Have extra "shoes" on hand in case any break.)

Snow Shovel Relay

Divide into two teams. Give each team a pie tin, spatula, and a large bag of cotton balls. Each team empties bag of cotton balls at their feet and places their pie tin about 10 feet away. On signal the first player scoops up as many cotton balls as the spatula will hold, carries them to the pie tin, and drops them in. (Player can not use hands.) Next boy on each team does the same until one team has all the cotton balls in their tin.

Get the Candy

Tie a piece of candy in the center of a 2 foot length string. Two Cub Scouts compete. Each puts one end of string in his mouth, places his hands behind his back and on signal starts chewing the string to see who can get the candy first.

Dress the Snow Man

Divide den into two teams. Have two piles of clothes, one for each team. Have the boys stand in two lines. When it becomes his turn, each boy will be the snow man and has to run down to the pile of clothes, dress himself, then undress himself. He must run back and tag the next boy in his line. The next boy goes down and does the same thing. The team which finishes first is the winner.

Ring the Bell

A wreath is hung from a ceiling or doorway and a small bell is suspended in the center. The players line up and try to hit the bell with cranberries.

What's Wrong with Christmas

On a table or tray place a number of Christmas objects and several that are not part of Christmas. Cover the objects until ready to play. Then uncover and let the players look for 2 minutes. Cover up the objects and have the players write down all the objects that have nothing to do with Christmas.

Sock Target

A large Christmas stocking is hung and the top is held open with a wire coat hanger. The players try to toss pennies into it.

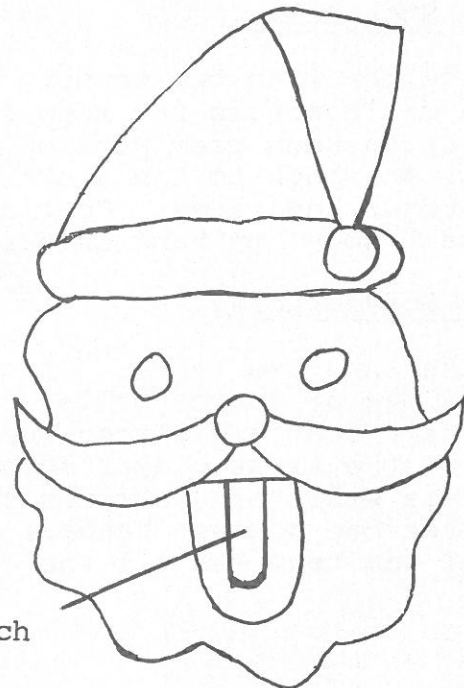
CRAFTS

Santa Light Switch Cover

Materials needed:

- 1 - Square red felt or pellow
- 1 - Square white felt or pellow
- 1 - 1" white pom pom
- 2 - 15mm movable eyes
- Glue

Cut out pieces, glue together. Fold point of hat down to corner of brim and glue down. Glue white pom pom on top of point.



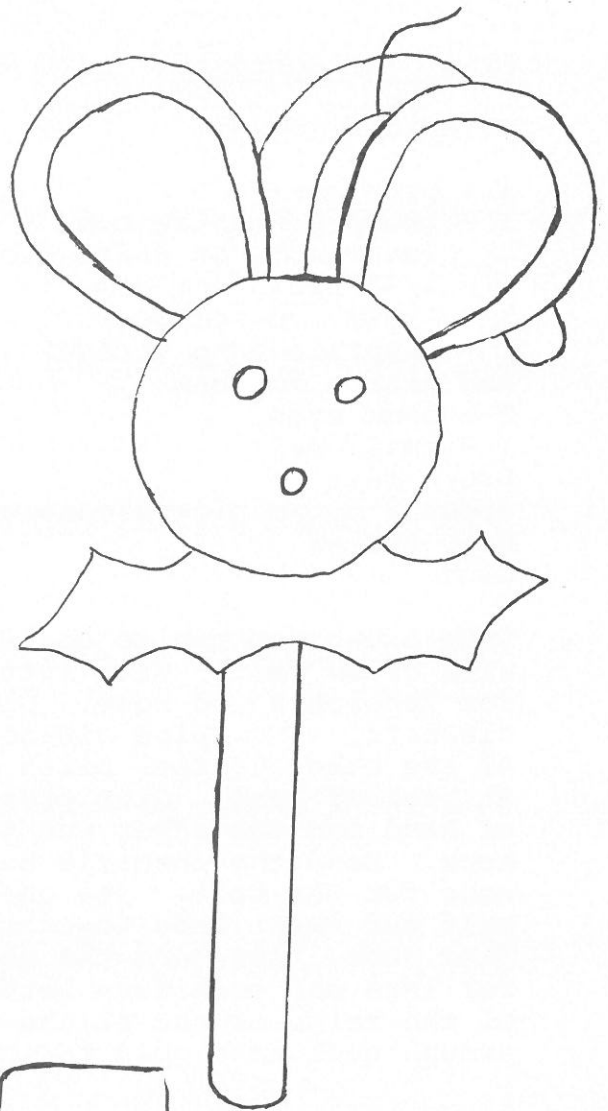
Cut out for light switch

Mouse on Candy Cane

Materials needed:

1 - large candy cane
 1 - 1/4" brown pom pom
 1 - large white pom pom (about 2")
 Pink felt or pellow
 White felt or pellow
 Green felt or pellow
 Black felt or pellow
 Glue
 Gold thread for hanger

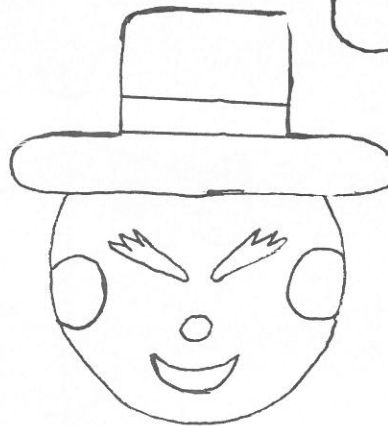
Cut large ears out of white.
 Cut small ears out of bright pink.
 Glue together.
 Cut strip of white felt 1 3/4" x 2 1/4" long, wrap around upper part of candy cane and glue. This is base for mouse head. With seam in back, glue white pom pom on white strip.
 Now glue on green holly underneath white pom pom. (Glue to white strip.)
 Glue eyes, nose, and ears.
 Attach gold thread to candy cane.

Snow Man Tree Ornament

Materials needed:

White felt
 Red felt
 Green felt
 Black felt
 White yarn
 White thread
 Needles
 Glue
 Small candy canes or wrapped peppermint candies.

Cut 2 circles out of white felt for the head. Cut 2 small circles for ear muffs. Cut out hat, eyes, nose, and mouth. Have boys sew the edges of the white circles together leaving about 2" unsewed so candy may be put in. (Edges may be glued or machine stitched.) Then have the boys glue on eyes, nose, mouth, ear muffs, and hat. Glue on hat band. Punch holes with paper punch in top of hat; put white yarn through hole and tie for hanger.

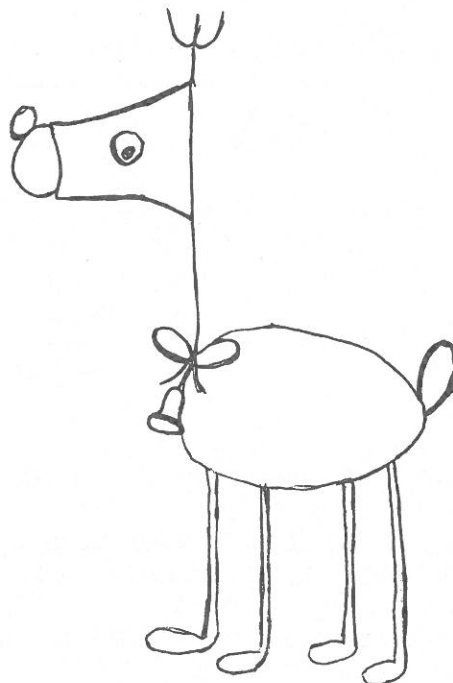


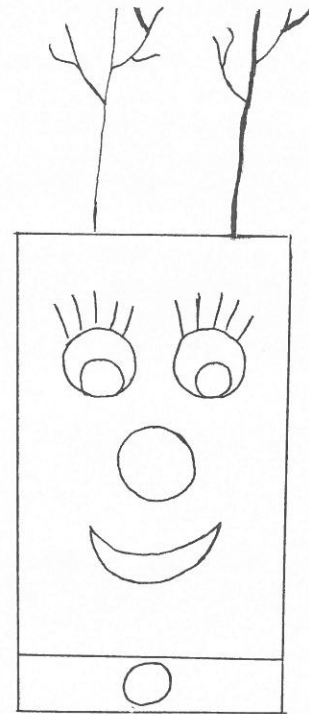
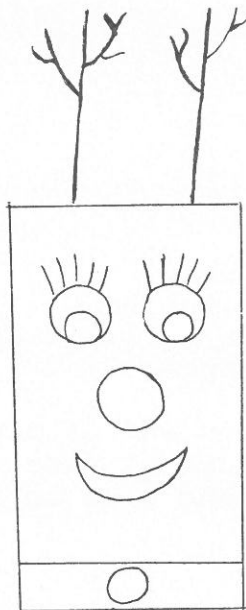
Pine Cone Reindeer

Materials needed:

1 - pine cone
1 - brown communion cup
(available at craft store)
1 - 1/4" brown pom pom
1 - teeny red pom pom
1 - chenille bump (brown)
Red ribbon for bow
2 - 10mm eyes
1 - small bell
Brown felt
About 7 brown pipe cleaners
Gold thread
Glue

Glue brown pom pom to small closed end of cup. Cover the open end with brown felt. Glue little red pom pom on end of brown pom pom for Rudolph's red nose. Glue on eyes. Form antlers from pipe cleaners. (Cut pipe cleaners 3 1/2" long. Wrap one around the top of the other to form pitch fork type figure.) Glue antlers to felt at back of head. Glue piece of pipe cleaner about 3" long to back of head and the other end to the wide end of the pine cone for the neck. Bend the chenille bump in half and glue on small end of pine cone for the tail. Use one pipe cleaner for each leg. Bend in half and twist ends together. Glue twisted end to underside of pine cone, then bend the bent end to make feet. (Sticks may be used for legs and work much better because they help support the weight of the reindeer and sticks are free!) Glue on eyes. Put bell around neck with gold thread. Add bow.





Reindeer

Materials needed:

1 Pringles potatoe chip can
 Brown felt or brown construction paper
 (to save money a brown grocery bag may
 be used)
 Black felt
 Large moving eyes
 Medium sized red pom pom
 Red yarn
 Small tree limb
 Large bell

Cover can with felt or paper. With lid end up, glue on moving eyes
 and pom pom nose. Cut eye lashes out of black felt and glue on over
 the eyes. Cut a mouth out of black felt and glue on. Tie bell on
 under the mouth with the red yarn. Poke two small holes in lid and
 insert the limbs for antlers.

HINTS:

Before you make any craft with your boys, be sure you make one
 first so you will have a sample and also so you can see which is the
 easiest way to make it. You might find that you can do something
 an easier way than the instructions. You can also see if you might
 be able to substitute one thing for something else.

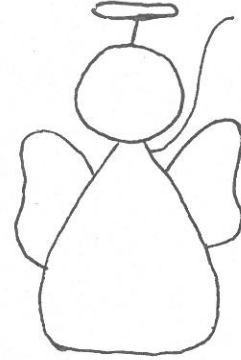
Hot glue guns are a wonderful way to glue difficult things that
 don't want to stay glued; but make sure the boys are well supervised
 when they use them because they get very hot and can burn.

Have a place in the basement, garage, or kitchen for them to work.
 Be sure it is a place that won't be ruined if they spill or make a
 mess. Cover work area with newspapers or plastic dropcloth.

Pine Cone Angel

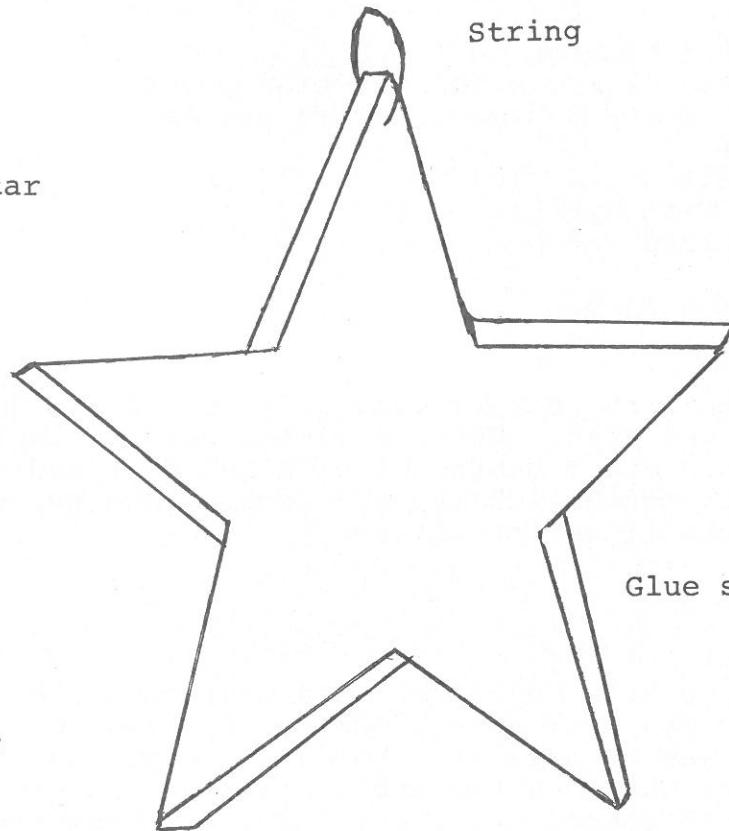
Materials needed:

1 - pine cone about 2" long
 Burlap or foil pie tin for wings
 1 - sweet gum ball or acorn for head
 Fine wire
 Silver or gold thread for hanger



Glue sweet gum ball to narrow end of pine cone for the head.
 Cut out wings and glue to back of pine cone.
 Form halo out of fine wire and glue to top of pine cone.
 Attach string below head.

Actual size of star

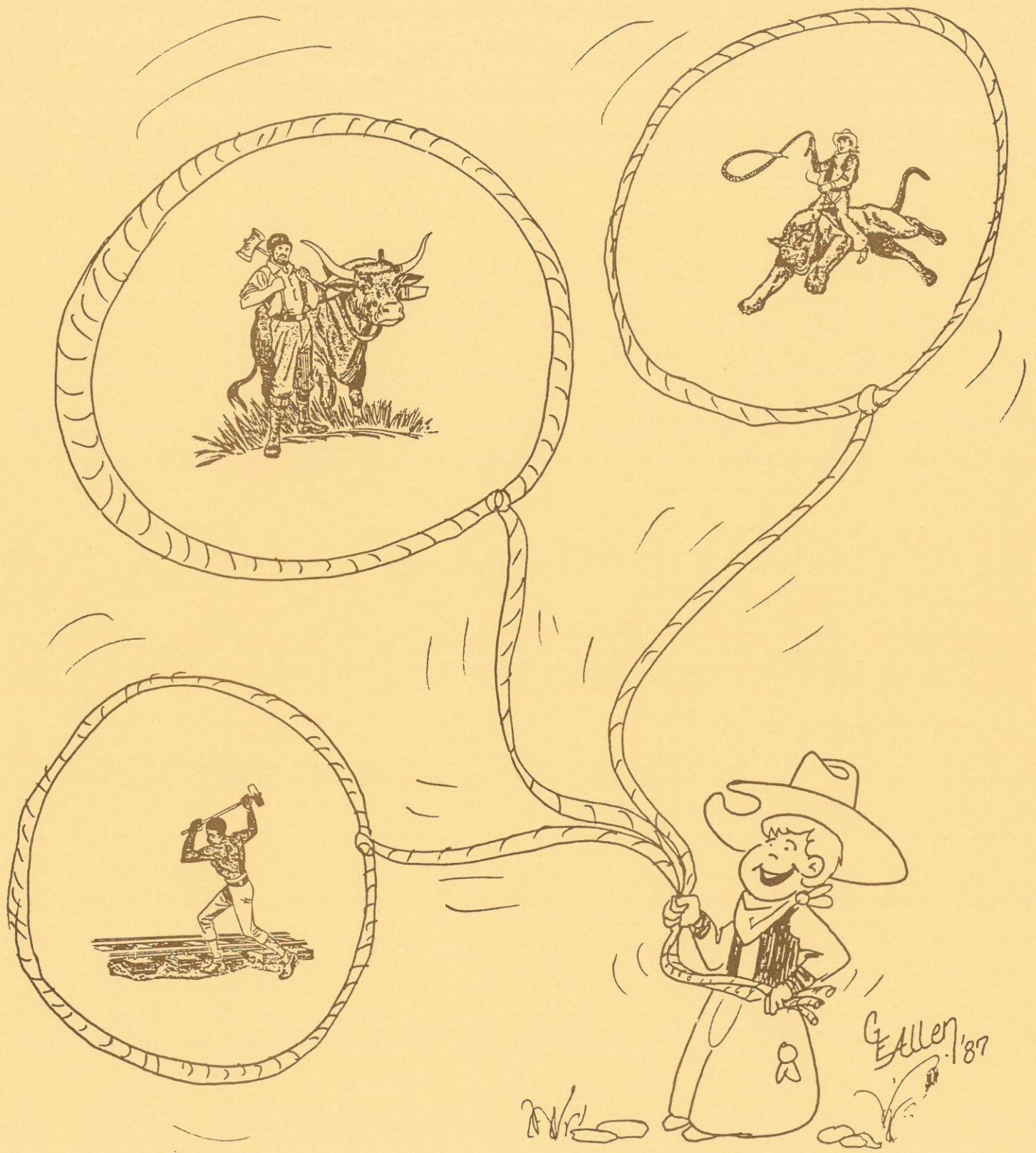
Star Tree Ornament

Materials needed:

1 styrofoam star
 Sequins on string
 White or clear glitter
 Glue
 String

Glue sequins

Cover front and back with thin coat of glue. Cover with glitter.
 Glue string of sequins around edge of star. Use needle to put
 string through point of star, tie off for hanger. (You may want to
 use glitter and sequins all one color - gold for example - to make
 star.)



American Folklore

JANUARY 1988

FRIENDS OF SCOUTING ENROLLMENT

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
December 1987 S M T W T F S 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	February 1988 S M T W T F S 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29				1 NEW YEAR'S DAY Office Closed 1-3 Camps Closed	2
3	4	5	6	7	8	9 OA Winter Banquet
10	11	12	13	14	15 OA Sectional Key-3	16
17	18 MARTIN LUTHER KING, JR. DAY Office closed	19	20	21	22	23
24	25	26	27	28	29	30
31						

January 1988

AMERICAN FOLKLORE

PREOPENINGS

American Heroes

Match these American heroes with why they are remembered.

Hero	Why Remembered
1. Paul Bunyan	a. Spread the news the British are coming.
2. Blackbeard	b. Samuel Clemens
3. Rip Van Winkle	c. Very big man with blue ox
4. Benjamin Franklin	d. Freed the slaves
5. Paul Revere	e. Slept for twenty years
6. Daniel Boone	f. Congressman turned frontiersman
7. Davy Crockett	g. Father of all Yankees
8. Casey Jones	h. Father of mass production
9. Mark Twain	i. Was a ghost at sea
10. Henry Ford	j. Established apple tree nurseries
11. Johnny Appleseed	k. Railroad hero
12. Abraham Lincoln	l. Hunter of Kentucky

Riddles of America

How many can you identify?

Round as a saucer, deep as a cup,
Yet the whole Mississippi couldn't fill it up. (Strainer)

The longer she stands, the lower she grows. (Candle)

House full, room full,
But can't get a spoonful. (Smoke)

Green as grass, but is not grass,
Red as blood, but is not blood,
Black as ink, but is not ink.
What is it? (Blackberry)

You see, the man was riding,
and YET was surely walking.
How is this? (YET is his dog.)

The man who made it, didn't use it.
The man who bought it, didn't want it.
The man who used it, didn't know it. (Coffin)

Look me in the eye, I am somebody;
But stand behind me and I am nobody at all. (Mirror)

Peter Piper

Practice Peter Piper and see who can say it correctly the fastest or longest.

Peter Piper picked a peck of pickled peppers.
Did Peter Piper pick a peck of pickled peppers?
If Peter Piper picked a peck of pickled peppers,
Where's the peck of pickled peppers Peter Piper picked?

Old Sayings

How many "old" sayings can you name?

Such as: Mad as a wet hen.
Tough as a pine knot.

OPENING CEREMONIES

American

- A - America - the country our forefathers fought for.
 - M - Memory - to remember our past and be proud of our future.
 - E - Energy - learn, cherish and preserve our country's heritage.
 - R - Rights - the right to our freedoms, to feel and say what we think.
 - I - Individual - I, me, a single person who counts to make this country strong.
 - C - Caring - for one another, to grow together and live together.
 - A - All of us - for everyone is a part of this land we love.
 - N - Now - let us pledge our allegiance to the country we love.
- Lead the Pledge of Allegiance.

Across America

1. I traveled across America and many legends I did meet.
2. I rode the Pony Express from Missouri to California.
3. I saw Daniel Boone in Kentucky.
4. Met Davy Crockett at the Alamo.
5. Rode with Pecos Bill in New Mexico.
6. Hunted for the Lost Dutchman in Arizona.
7. Walked with Bigfoot in the Northwest.
8. And rode Babe the Blue Ox across the Dakotas.
1. But tonight I'm going to meet the legends of tomorrow.
Those legends are members of Pack _____.

Take Time

1. Take time to think.
Thoughts are a source of power.
2. Take time to play.
Play is the secret of perpetual youth.
3. Take time to read.
Reading is the fountain of wisdom.
4. Take time to pray.
Prayer can be a rock of strength in the time of trouble.
5. Take time to love.
Loving is what makes living worthwhile.
6. Take time to be friendly.
Friendship gives life a delicious flavor.
7. Take time to laugh.
Laughter is the music of the soul.
8. Take time to give.
Any day of the year is too short for selfishness.
9. Take time to do your work.
Pride in your work, no matter what it is, nourishes the ego and the spirit.
10. Take time to show appreciation.
Thanks is the frosting on the cake of life.

ADVANCEMENT CEREMONIES

American Pioneers

Personnel: Cubmaster, Cub Scouts, Advancing Cubs and parents.

Equipment: Stage, curtains, props for pioneers (if available), badges.

Cubmaster:

American pioneers have been men with curious minds, strong purpose, courage, determination, persistence, and a proud, fierce, unswerving loyalty. Through every hardship they have refused to give up.

Our theme, American Folklore, is the story of some of these heroes and pioneers of our country. Our purpose is to remind ourselves how our country grew out of a wilderness into what it is today. Let's quickly take a look at some of the men who helped build it.....

Miles Standish came with the pilgrims seeking religious freedom and learned to live with the Indians. After the first years harvest, they celebrated the first Thanksgiving together.

Other great men followed! Patrick Henry who said "Give me liberty or give me death". Daniel Boone opened up the trail west through the Cumberland gap. Thomas Edison invented the electric light. Alexander Graham Bell gave us the telephone.

As we entered the 20th century, Henry Ford produced a successful motor car; Orville and Wilbur Wright launched our first airplane.

For you Cub Scouts, the United States is still a land of expanding opportunity and tonight we have (number) boys who have had the determination, persistence, and loyalty to follow the Cub Scout trail and complete the achievements for their badges.

Will (give names) and their parents please come forward? These boys have earned their Wolf badge (and/or arrow points). (Present badges, handshake with Cubs and parents.)

(Give names) have completed the achievements for their Bear badge (and/or arrow points). Will these Cubs and their parents please come forward. (Present badges.)

Now we have (give names), Webelos Scouts, with strong purposes and curious minds who have completed the requirements for (number) badges. Will these boys and their parents please come forward? (Present badges.)

Now, will the pack please stand with me and salute these fine Cub Scouts who have had the courage and loyalty of the pioneers of our past years to advance. Cub Scouts, SALUTE...(pause)...TWO. Congratulations! (Cubs and parents dismissed from stage.)

Paul Bunyan Awards

Prepare in advance oversized awards. Make rank advancements ten inches square with boys patch attached. Arrow points should be five inches tall. If the pack gives coup beads for attending the pack meeting, a large wooden (2") bead could be used.

Cubmaster: It is said that Paul Bunyan was a mighty big man. He was a logger with Babe, his blue ox. Paul and Babe could haul 640 acres of logs at one time, and if a road was crooked, Paul hitched Babe to it and had Babe pull out the kinks. Mighty feats were known around the country. Paul and Babe could accomplish any logging task!

Advancement Chairman: Now, I'm here to tell you, those were mighty big feats, but we have here with us tonight those who have accomplished feats almost as big. We'd like to honor those boys. (Have boys and parents come forward.) I'd like to present _____ with his Wolf badge for doing a bigger-than-life sized job.

CLOSING CEREMONIESPinewood Derby Closing Thought

Cubmaster: At the conclusion of our pinewood derby night, I would like to say that we are all winners here tonight. Dad has more respect for his son whether he was a humble winner or a graceful loser. Mom was proud of her son whether she gave him a hug of congratulations or comfort. Each boy gained a better knowledge of competition; how to win, how to lose, how to be happy for a friend who is taking home the trophy he himself wanted so badly. The leaders gained knowledge of competition too in the pride they felt knowing each of their boys had done his best. There are only winners here tonight. Thank you all for helping to make the pack go and Cub Scouts go. Good night and congratulations to all winners.

American Dream

Cubmaster: America is a melting pot of people from many lands. They came here to worship and live as a free people. This inspired many to dare to dream. These dreams lead to a better life for all. Benjamin Franklin discovered electricity. Thomas Edison invented the telephone. Henry Ford dared to make a horseless carriage. Man learned to travel through air; television was born; and man even walked on the moon. Through good times and bad the American dream has lived. I challenge each of you to dream. Dream for an America full of tomorrows and work to make those tomorrows come true. Goodnight Cub Scouts.

Freedom

Cubmaster: Boys, I want to tell you a story that has a meaning. When I was a boy, I had three turtles. They had a beautiful terrarium with rather low sides. They had everything they needed except one thing...freedom. Every chance they had, they would climb out.

People in many countries in this world lack the same thing...freedom, but not in America. In America, we have freedom of speech, freedom of the press, freedom to go wherever we please, freedom to worship God as we wish, freedom to choose people to govern us.

A boy like you can grow up to be whatever he dreams of being. This is why I love America. Don't you?

Den Activities

Build snowmen.
 Have snowball contests.
 Have a "Fish Tale" contest.
 Visit the library.
 Roast marshmallows in fireplace.
 Build a teepee.
 Pull taffy.
 Make home made cookies, candy or ice cream.

Pack Activities

Have a "Tall Tale" contest.
 Hold Pinewood Derby contest.
 Invite Indian dancers to perform.
 Have a tongue twister contest.
 Have a Paul Bunyan look-a-like contest.

Candle Dipping

Materials needed: Paraffin wax (from craft store) or candle ends
 Crayons for color
 Candle wicking
 Stick or pencil
 Double boiler (deep---you can use a large juice can in a pot of water.)

Melt wax in double boiler to a temperature of 125° - 130°F. Tie an 11" piece of wicking to the stick. Tie a knot at the top of the wick. This will show how far to dip the wick into the wax. Dip wick into the wax up to the knot. Allow 5 seconds between dips, and dip again. Dip candle to the thickness wanted. Cut the bottom end flat with a knife and cut from stick.

Striped Bookmark

Materials needed: 1/8" hardware cloth, 1 3/8" x 5 1/2"
 black lanyard - 30"
 yellow lanyard - 15"
 blue lanyard - 37 1/2"
 glue
 tin snips
 scissors

Trim rough ends of hardware cloth with tin snips. Apply several coats of glue and let dry. Cut all lanyards into 7 1/2" lengths. Beginning in upper right corner weave a strand of black lanyard through the cloth. Weave another black, 1 yellow, 5 blue, 1 yellow, and 2 black. Trim fringe evenly.

SONGS

I Know An Old Lady Who Swallowed a Fly

I know an old lady who swallowed a fly,
I don't know why she swallowed a fly.
I think she'll die.

I know an old lady who swallowed a spider,
That wriggled and jiggled and tickled inside her.
She swallowed the spider to catch the fly,
I don't know why she swallowed a fly.
I think she'll die.

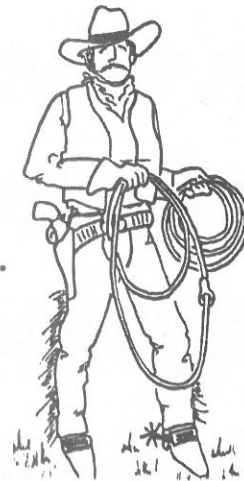
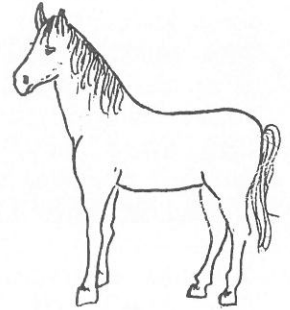
I know an old lady who swallowed a bird,
How absurd to swallow a bird.
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her.
She swallowed the spider to catch the fly,
I don't know why she swallowed a fly.
I think she'll die.

I know an old lady who swallowed a cat,
Imagine that! She swallowed a cat.
She swallowed the cat to catch the bird.
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her.
She swallowed the spider to catch the fly,
I don't know why she swallowed a fly.
I think she'll die.

I know an old lady who swallowed a dog,
She was a hog to swallow a dog.
She swallowed the dog to catch the cat,
She swallowed the cat to catch the bird.
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her.
She swallowed the spider to catch the fly.
I don't know why she swallowed the fly.
I think she'll die.

I know an old lady who swallowed a goat,
She opened her throat and swallowed a goat.
She swallowed the goat to catch the dog.
She swallowed the dog to catch the cat.
She swallowed the cat to catch the bird.
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her.
She swallowed the spider to catch the fly.
I don't know why she swallowed the fly.
I think she'll die.

I know an old lady who swallowed a cow.
I don't know how she swallowed a cow.



She swallowed the cow to catch the goat.
 She swallowed the goat to catch the dog.
 She swallowed the dog to catch the cat.
 She swallowed the cat to catch the bird.
 She swallowed the bird to catch the spider,
 That wriggled and juggled and tickled inside her.
 She swallowed the spider to catch the fly.
 I don't know why she swallowed the fly.
 I think she'll die.

I know an old lady who swallowed a horse,
 She died, of course.

This Old Man

This old man, he played one.
 He played knick-knack on my drum.

Chorus:
 Knick-knack, paddy whack, give the dog a bone.
 This old man came rolling home.

This old man, he played two.
 He played knick-knack on my shoe.
 Chorus

This old man, he played three.
 He played knick-knack on my knee.
 Chorus

This old man, he played four.
 He played knick-knack on my door.
 Chorus

This old man, he played five.
 He layed knick-knack on my hive.
 Chorus

This old man, he played six.
 He played knick-knack on my sticks.
 Chorus

This old man, he played seven.
 He played knick-knack up to heaven.
 Chorus

This old man, he played eight.
 He played knick-knack at the gate.
 Chorus

This old man, he played nine.
 He played knick-knack on my line.
 Chorus



This old man, he played ten.
He played knick-knack over again.
Chorus

The State Song

(Tune: Our Boys Will Shine Tonight)

I ask you men, as a personal friend,
What did Tenna-see?

She saw what Arkan-saw, boys.
She saw what Arkan-saw.

(Sing three times.)

I'll tell you then as a personal friend,
She saw what Arkan-saw.

(Other verses sung similarly.)

Where has Ora-gone, boys? (Oregon)

She's taking Okla-home. (Oklahoma)

How did Wiscon-sin, boys? (Wisconsin)

She stole New-brass-key. (Nebraska)

What did Dela-wear, boys? (Delaware)

She wore a New-jersey. (New Jersey)

What did Io-weigh, boys? (Iowa)

She weighed a Washing-ton. (Washington)

Where did Ida-hoe, boys? (Idaho)

She hoed in Mary-land. (Maryland)

What did Missi-sip, boys? (Mississippi)

She sipped her Mini-soda. (Minnesota)

What did Connie-cut, boys? (Connecticut)

She cut her shaggy mane. (Maine)

What did Ohi-owe, boys? (Ohio)

She owed her taxes. (Texas)

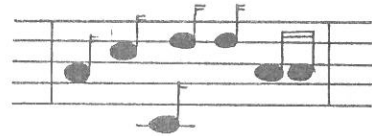
How did Flora-die, boys? (Florida)

She died in misery. (Missouri)



Songs in the Cub Scout Song Book that can be sung this month are:

America the Beautiful
 The Animal Fair
 Battle Hymn of the Republic
 Clementine
 Dixie
 Grand Old Duke of Yore
 She'll Be Comin' Round the Mountain
 Sweetly Sings the Donkey
 This is Your Land
 Three Blind Mice
 Yankee Doodle



SKITS

Superstitions

Narrator: Superstition is defined as a belief or practice resulting from ignorance or fear of the unknown.

The Cub Scouts of Den _____ would like to share with you some beliefs of the past.

(Have boys pick out their favorite superstition to share.)

When you leave on a trip, toss an old shoe behind you for good luck.

Never look back at your house when you leave it.

Itching feet means you will go to a strange country. If your right foot itches, you're bound to have a good journey; if your left foot itches, your trip will end in sorrow.

When you pass through a crossroads, slap your right leg for good luck.

Hold your breath while traveling past a cemetery.

Fish bite better in the dark of the moon. If mosquitoes are biting, fish will bite too.

Talking scares fish away.

Don't carry your rod into the house before your trip or you'll catch nothing. Never step over your rod.

If a knife or dishrag falls to the floor, the preacher is coming.

A shooting star in the sky means someone has died. If it shoots to the right, that person has gone to heaven; if it shoots to the left, he's gone the other direction.

A sudden silence in a room of talking people means an angel is passing through.

If a baby smiles while asleep, angels are talking to it.

It's good to see a spider at night. "If you expect to live and thrive, let the spider walk alive."

Put a snake in a cider barrel and the cider will turn sweet.

If you hear the sounds of many animals, there'll be rain.

If you always scratch a dog where it can't scratch itself, your dog will never run away from home.

A horseshoe over the door is good luck.

Salt a bird's tail for a lifetime of good fortune.

Tall Tales

A lot of stories were told of years past. Here are a few that the Cub Scouts can retell.

"A Frequent Mover"

There is a man who moves so often that whenever a covered wagon comes near his house, his chickens all march up and fall on their backs and cross their legs, ready to be tied and carried to the next place.

"Bewildered Boone"

After coming back from Kentucky, Daniel Boone was talking with a settler. "Daniel, did you ever get lost?" asked the settler. "Lost?" said Boone, "No, I can't say I was ever lost, but I was bewildered once for three days."

"Texas Rangers"

Texas Rangers are a tough breed. One time a riot broke out in Austin and the mayor wired for a company of Texas Rangers. He was horrified to see only one ranger. Looking slightly bewildered, the ranger asked, "There ain't but one riot, is there?"

"Fitting Epitaph"

Some people were walking through a graveyard when they came across an inscription on a stone: "Here lies Sam Jones, an honest man and a good lawyer." After a while one turned to another and remarked, "It sure is unusual for one grave to hold three people."

"A Cowboy's Comfort"

A man from back east decided to join a cattle drive. The first night out someone tossed him a piece of wood. "Here, enjoy this," he said. "Tomorrow we're hittin' the plains an' you cain't git no kind of pillow out there." The easterner gave up and went home the next day.

"A Good Imitation"

A Kentuckian imitates the crowing of a rooster so well that the sun, upon several occasions, has risen two hours earlier by mistake.

Here are a couple of favorites. The boys can each read part or an adult can read all.

"The Ballad of Casey Jones"

Come all you rounders if you want to hear
The story told of a brave engineer.
Casey Jones was the rounder's name,
A high right-wheeler of mighty fame.

Caller called Casey about half-past four;
He kissed his wife at the station door,
Climbed into the cab with his orders in his hand,
Says, "This is my trip to the Holy Land."

Through South Memphis yards on the fly,
He heard the fireman say, "You got a white eye."
All the switchmen knew by the engine's moan
That the man at the throttle was Casey Jones.

It had been raining some five or six weeks;
The railroad track was like the bed of a creek.
They rated him down to a thirty-mile gait--
Threw the southbound mail some eight hours late.

Fireman says, "Casey, you're running too fast.
You ran the block board the last station we passed."
Casey says, "Yes, I believe we'll make it through,
For she steams better than ever I knew."

Casey says, "Fireman, don't you fret.
Keep knocking at the fire door; don't give up yet.
I'm going to run her till she leaves the rail
Or make it on time with the southern mail."

Around the curve and down the dump,
Two locomotives were bound to bump.
Fireman hollered, "Casey, it's just ahead!
We might jump and make it, but we'll all be dead!"

'Twas round this curve he spied a passenger train.
Rousing his engine, he caused the bell to ring.
Fireman jumped off, but Casey stayed on.
He's a good engineer, but he's dead and gone.

Poor Casey Jones was all right,
For he stuck to his duty both day and night.
They loved to hear the whistle and ring of No. 3
As he came into Memphis on the old I.C.

Headaches and heartaches and all kinds of pain
Are not apart from a railroad train.
Tales that are earnest, noble and grand
Belong to the life of a railroad man.

"Casey at the Bat"

It looked extremely rocky for the Mudville nine that day;
The score stood two to four, with but one inning left to play.
So, when Cooney died at second, and Burrows did the same,
A pallor wreathed the features of the patrons of the game.

A straggling few got up to go, leaving there the rest,
With that hope which springs eternal within the human breast.
For they thought: "If only Casey could get a whack at that,"
They'd put even money now, with Casey at the bat.

But Flynn preceded Casey, and likewise so did Blake,
And the former was a pudd'n, and the latter was a fake.
So on that stricken multitude a deathlike silence sat;
For there seemed but little chance of Casey's getting to the bat.

But Flynn let drive a "single," to the wonderment of all.
And the much-despised Blakey "tore the cover off the ball."
And when the dust had lifted, and they saw what had occurred,
There was Blakey safe at second, and Flynn a-huggin' third.

Then from the gladdened multitude went up a joyous yell--
It rumbled in the mountaintops, it rattled in the dell;
It struck upon the hillside and rebounded on the flat;
For Casey, mighty Casey, was advancing to the bat.

There was ease in Casey's manner as he stepped into his place,
There was pride in Casey's bearing and a smile on Casey's face;
And when responding to the cheers he lightly doffed his hat,
No stranger in the crowd could doubt 'twas Casey at the bat.

Ten thousand eyes were on him as he rubbed his hands with dirt,
Five thousand tongues applauded when he wiped them on his shirt;
Then when the writhing pitcher ground the ball into his hip,
Defiance glanced in Casey's eye, a sneer curled Casey's lip.

And now the leather-covered sphere came hurtling through the air,
And Casey stood a-watching it in haughty grandeur there.
Close by the sturdy batsman the ball unheeded sped;
"That ain't my style," said Casey. "Strike one," the umpire said.

From the benches, black with people, there went up a muffled roar,
Like the beating of the storm waves on the stern and distant shore.
"Kill him! Kill the umpire!" shouted someone on the stand;
And it's likely they'd have killed him had not Casey raised his hand.

With a smile of Christian charity great Casey's visage shone;
He stilled the rising tumult, he made the game go on;
He signaled to the pitcher, and once more the spheroid flew;
But Casey still ignored it, and the umpire said, "Strike two."

"Fraud!" cried the maddened thousand, and the echo answered "Fraud!"
But one scornful look from Casey and the audience was awed;

They saw his face grow stern and cold, they saw his muscles strain,
And they knew that Casey wouldn't let the ball go by again.

The sneer is gone from Casey's lips, his teeth are clenched in hate,
He pounds with cruel vengeance his bat upon the plate;
And now the pitcher holds the ball, and now he lets it go,
And now the air is shattered by the force of Casey's blow.

Oh, somewhere in this favored land the sun is shining bright,
The band is playing somewhere, and somewhere hearts are light;
And somewhere men are laughing, and somewhere children shout,
But there is no joy in Mudville--Mighty Casey has struck out.

Ernest Lawrence Thayer

GAMES

Marbles

Provide each player with 4 or 5 marbles of the same color.
Mark an area on the floor approximately 2 feet square. Have each
boy shoot his marbles into the square from 6-8 feet away. The
player with the most marbles in the square wins.

Balloon Bag

Provide each player with a balloon bat. This is made with a ruler
or paint stick attached to a paper plate. Divide the players into
teams. Give each team one balloon (use a different color for each
team). If the balloon touches the floor, that team is out. The
team to keep the balloon afloat is the winner.

Pea Relay

Give each player one drinking straw and one pea. The boys may be
divided into teams or play individually. The boys blow through the
straw onto the pea moving the pea across the floor. They may not
touch the pea. The first team to finish wins.

Plink, Plop, Clunk, Boing

Gather 12 to 15 different items such as an orange, a ping pong ball,
a peanut in its shell, a marble, a beanbag, a piece of sandpaper,
etc. Put all these things on a table. Let all boys look at the
objects for one minute. Then they turn their backs to the table and
remain quiet. Leader takes the objects, one at a time and drops them
from a height of 2 feet to the table. Give each boy a chance to
guess the name of the object dropped by its sound.

Tightrope Walk

Stretch out along the floor a piece of rope 12 to 15 feet long. Let each boy try this. Stand on rope with both feet, toe to heel, and looking through the large end of a pair of field glasses, walk forward and backward along the rope.

DEN OPENINGS

Doing It

Wisdom is KNOWING what to do.
Skill is knowing HOW to do it.
Virtue is DOING it.



Let's repeat the Cub Scout promise.

Scouting

Den Leader: Scouting was started by Lord Baden-Powell of yore. To teach young boys hunting and tracking lore. Our boys learn to have pride in all they do. Whether it be daily activities, crafts or what have you. So wear the blue and gold for truth and spirituality. Also for sunshine, happiness and steadfast loyalty.

Let's repeat the Cub Scout Motto.

DEN CLOSINGS

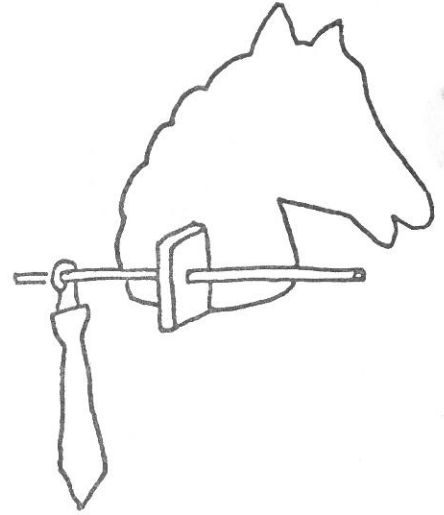
Tall Tales

Den Leader: Tall tales are stories passed from generation to generation. These are usually stories about real people, places and events. These are stories of a struggling America doing its best. The Cub Scout motto is "Do your best." By doing your best, tall tales can be told about you, and perhaps, these stories will be passed down through the years.

Advancing

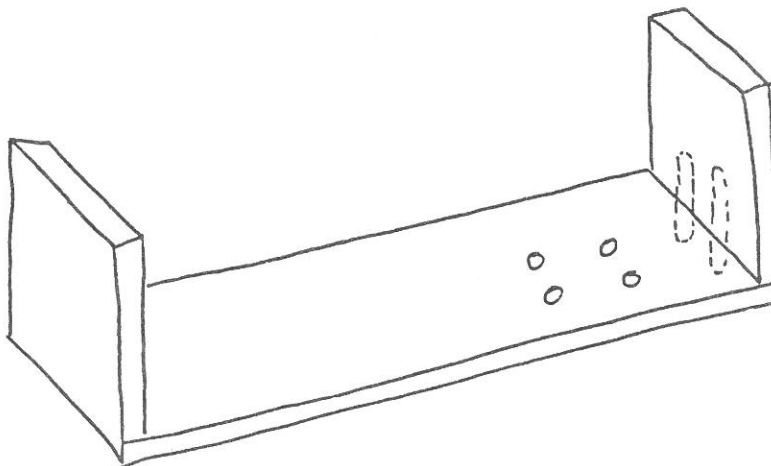
Den Leader: Life never stands still. If you don't advance, you go backwards. In Cub Scouting, you have many opportunities to learn to advance as you do achievements and electives. Do them well so that you are proud of the badges you wear.

CRAFTS

Horse Tie Rack For Clip-on Ties

Cut horse's head from 3/16" or 1/4" plywood or 1/2" pine lumber. Trace designs on thin paper and transfer to wood with carbon paper. Cut a block of wood and drill for 1/4" dowel to fit in snugly. Attach block with screws from the back, glue dowel in place. Decorate with paint and coat with clear shellac or plastic spray.

OR -- Enlarge head design and use on stick horse.

Moveable-end Book Ends

Glue dowels into end but not into base. Drill several sets of holes so end can be moved to the place it is needed. Stain and varnish. Ends can be decorated if desired.

Stencil Stationery

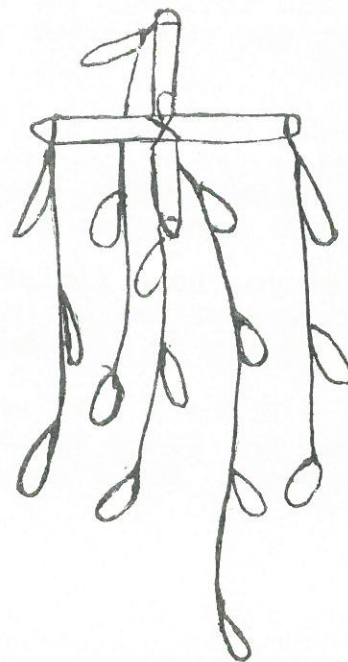
Materials needed: Plain paper
 Plastic margarine lids w/rims cut off
 Markers or colored pencils
 Paper hole punch
 Exacto knife (used with adult supervision)

Use the paper punch and exacto knife to cut designs into the plastic lid. Place the stencil over the paper and color the paper.

Juice Can Wind Chimes

Materials needed: 2 popsicle sticks
 4 - 12" pieces of yarn
 1 - 18" piece of yarn
 16 - juice can caps

Tie popsicle sticks together with 18" piece of yarn and let rest of yarn hang down center. Glue one cap every 2 1/2" on this piece of yarn. Tie one of the 12" pieces of yarn on the four corners of the popsicle sticks. Glue 1 popsicle stick at the top, one in the middle and one on the end of these pieces of yarn. Add a piece of wire for hanger.

Salt Water Taffy

Materials needed: 1 cup sugar
 3 T corn starch
 1/2 cup water
 2/3 cup honey
 Few grains salt

Mix dry ingredients. Add water and honey. Cook to hardball stage (265° - 270°F). Pour into well buttered pan. Cool. Pull until porous. Cut into 1" pieces. Pieces can be wrapped in wax paper to be stored.

Water Scooter

Materials needed: 1/8" thick piece of wood
 Rubber band

Draw pattern onto wood. Cut out the piece with a coping saw. Stretch rubber band across paddle. To operate put paddle wheel between rubber band and twist. Let the water scooter go in a tub of water.



Tooled Foil Mayflower

Use a 12" circle of foil (foil pizza pan or oven liner). To remove any printed indentations, rub over the foil with the back of a spoon.

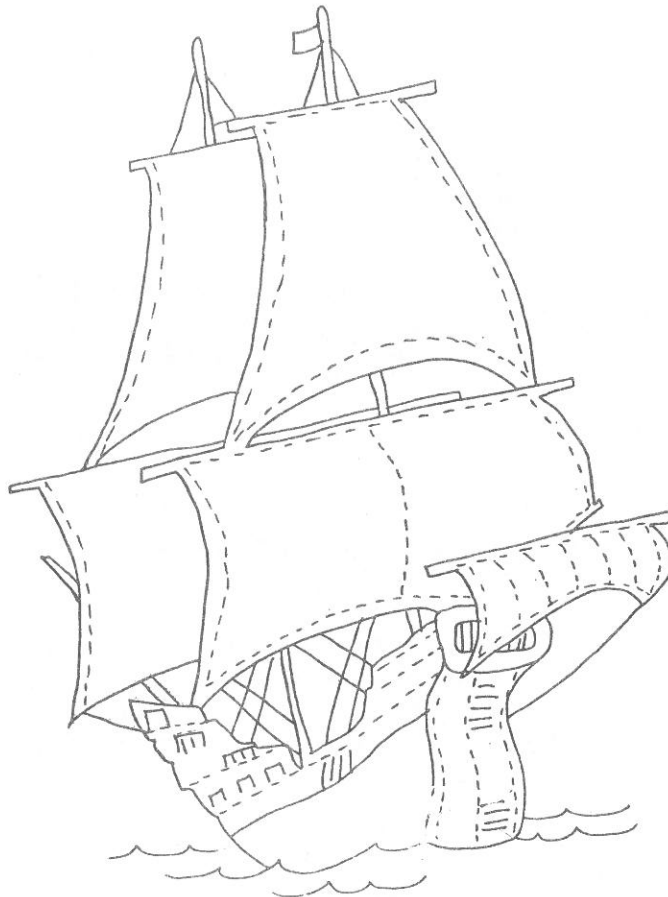
To transfer the pattern to the foil, lay the foil pan on several layers of newspaper. Tape the pattern on top of the foil. With the pointed end of a pencil, trace all the lines on the pattern, this should make an indentation on the foil that can be seen on both sides. Remove the pattern.

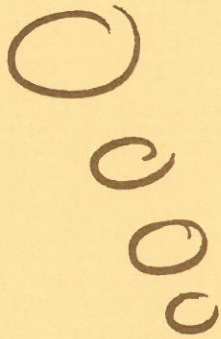
For all tooling, use a pencil with a blunt point (the broader the point and the harder you push, the more depth your tooling will have).

To tool the ship and waves, follow the pattern and use the pencil, tooling from front on all the solid lines and from the back on all the dotted lines. Start your tooling with the small sail on the bow and work your way back.

After you have finished tooling the picture, you may give it an antiqued affect by brushing black paint across the entire surface and wiping it off immediately.

Cut a frame 1 1/2" wide, from an 11" circle of cardboard. Paint frame and place it over the picture, taping the picture frame around the back. Add a hanger.





G. Allen '87

FEBRUARY 1988

FRIENDS OF SCOUTING ENROLLMENT

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1	2	3	4	5	6
7 Scout Sunday 7-13 Anniversary Week	8	9	10	11	12 LINCOLNS BIRTHDAY	13 Scout Sabbath Council Key Leaders Conf.
14 VALENTINE'S DAY	15 WASHINGTON'S BIRTHDAY (OBSERVED)	16	17 ASH WEDNESDAY	18	19	20 Train the Trainers Conf.
21	22	23	24	25	26	27 Council Commissioner Conference
28	29				January 1988 S M T W T F S 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	March 1988 S M T W T F S 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

FEBRUARY 1988

GREAT EVENTS IN SCOUTING

OPENING

The Purpose of Cub Scouting

Personnel: Cubmaster, 7 parents (include 1 den leader and a couple of committee members), 2 Cub Scouts. Use parents of boys already in the pack.

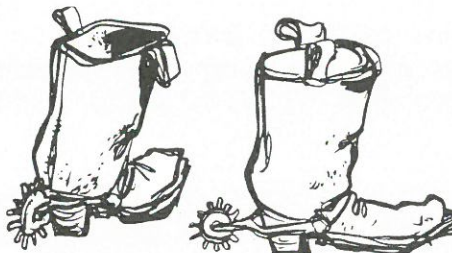
Equipment: 7 large cards with one letter of the word "PURPOSE" on each. (Glue or write the lines to be read on the back of each card). 1 large card with the words "CUB SCOUTING" on it.

Arrangements: Parents stand in a semicircle around 2 Cub Scouts holding the Cub Scouting sign. As parents are introduced, they hold up their card and read their line.

Cubmaster: I have asked some of the parents of boys already in the pack to help with the closing ceremony tonight. We hope you new parents will better understand the purposes of Cub Scouting. (Introduce each adult with the following manner: "This is Jimmy Brown's father, John. This is David Smith's father, Harry, etc.)

After the introduction of the parents, they then read their letter and what it stands for....

- P is to provide fun and exciting things for boys to do.
- U is to foster understanding within the family, an idea not new.
- R is to respond to good sportsmanship and prepare them for the Boy Scout program.
- P is for pride in growing strong in mind and body toward becoming a man.
- O is to open new areas where they can be helpful and do their best.
- S is to strengthen boys abilities to get along with others and be accepted by the rest.
- E is to encourage the development of habits and attitudes of good citizenship each day.



SKITS

Story of Scouting

A pantomime skit with four scenes. Pantomime taken place, then curtain closes and narrator describes scene - allowing time for scenery changes.

Scene 1: Outdoor scene - artificial trees and bushes - artificial campfire in clearing. Several boys in shorts and T-shirts are setting up a tent. A man stands to one side, giving directions. Finally all boys are seated around campfire with man standing facing them. He gestures with hands as he pantomimes telling adventure story. (Curtain closes.)

Narrator: The date was July 29, 1907. The place was Brownsea Island, off England's southern coast. Twenty-one boys and two men had set up a makeshift campsite which was to be their home for the next two history-making weeks. One of the men was Robert Baden-Powell. The boys came from every part of England. They were the first Scouts. Baden-Powell was testing his idea for a new organization for boys. (Curtain opens.)

Scene 2: Street scene in London - lamp posts - road signs. Man is walking down street, he glances at paper in his hand, looks around, obviously lost. He shakes his head, discouraged. A boy appears, pantomimes questioning man, offers to show him the way. They walk away, then boy points to house. Man offers him money, boy shakes his head in refusal. Boy smiles and walks away. (Curtain closes.)

Narrator: The date was two years later. The place was London. The man was William D. Boyce, a Chicago businessman who was lost in the fog. A boy came and offered to take him to his destination. When Boyce offered the boy a tip, he refused explaining that Scouts do not accept money for doing a good turn. Boyce inquired about Scouting and his interest was aroused. He visited with Baden-Powell to find out more about it. (Curtain opens.)

Scene 3: Steamship in background - Boyce is boarding. He carries several bags and suitcases. He has smile on his face. Sign nearby points to America. (Curtain closes.)

Narrator: When Boyce boarded the transatlantic steamer for home, he was afire with enthusiasm about Scouting. He had a suitcase full of ideas. On February 8, 1910, he incorporated the Boy Scouts of America in Washington, D.C. Four years later, the Boy Scouts of America was granted a Federal Charter by Congress. (Curtain opens.)

Scene 4: Small group of boys with woman - if possible, in old fashioned uniform. They are working on a craft project around table. In background is a large map of U.S. with a few locations pinpointed. (Curtain closes.)

Narrator: Cub Scouting in America in 1930, when boys of Cub Scout age and their parents asked for a program of their own. The first

year there were five thousand Cub Scouts registered. (Curtain opens to reveal three boys in today's uniforms saluting American flag.) And now _____ years later, there are more than 2 million Cub Scouts in America. Scouting keeps growing. (Curtain closes.)

The Den Mother's Bouquet

Characters: Six Cubs in summer uniform or Cub Scout T-shirts.

Scene: A nature walk with Den 3.

Props: Cub-fashioned bouquet with strands of ivy.

Cub 1: Gee fellas, I don't think Mrs. Brown's having a very good time.

Cub 2: Well, you didn't help things much, giving her that garter snake!

Cub 3: I was just trying to help her collect stuff for our nature display at the pack meeting.

Cub 4: Yeah...and you heard what she said, "Nothin' ever again that moves by itself."

Cub 3: So...now I know better!

Cub 5: Don't worry about a thing, you guys. I'm gonna fix every-
thing.

Cub 6: Yeah? How?

Cub 5: Well, you know how nutty women are about flowers. So I picked her this neat bunch of flowers... (he holds up bouquet with trailing strands of ivy). See!

Cub 6: On no....(wails). We'll never get to go on another hike!

Cub 5: How come?

Cub 6: Cause.....that's poison ivy!

(All five cubs say "OH NO" in loud, disgusted voices and run off stage, leaving Cub 5 standing with bouquet. He drops it, starts to scratch and also runs off stage.)

Pushbutton Skit

Scene: A TV fan, changing channels willy nilly, gets the following program all mixed up -- A football game, gangster story, Boy Scout program, home economics (recipe) program, and the children's story hour.

Gangster: (Tough) Okay, wise guy, I got you dead to rights, see!
One false move and you're a dead pigeon, see! Try to

take my doll away from me, eh! Why you cheap, chiseling punk, for two cents I'd.....

Recipe: (Calm)...set carefully in 2½ quarts of boiling water. Then when the entire mixture has heated to the boiling point again, slowly stir in the whites of two eggs and....

Story Teller: (Sweetly)...Little Red Riding Hood. Yes, children, today I'm going to tell you the story of the little girl who went through the woods to grandmother's house all by herself. Once upon a time, there was a little girl who lived at the edge of a great forest. One day the little girl said to her tiny gray-haired little mother.....

Boy Scout: (Loud and clear)..How would you like to join the Boy Scouts of America? There's a troop in your neighborhood, you know. Yes, you too can join the ranks of the Boy Scouts of America, the number one organization for boys and young men. And what red-blooded American boy has never said to himself....

Gangster: Now there's a dame I could really go for! Yes, ya mug, I don't care if she was your doll, from here on in, see, and if you don't like it you can.....

Recipe: ...slip your ham into the oven, preheated to 475 degrees Fahrenheit. Bake about 60 minutes, then open the oven door and....

Football: Wow, what a mess. Yes sir, after that last pile-up Smorgorski looks like he's been through a meat grinder and the coach is pulling him out right now. There goes his substitute. Let's see, it's number 79, folks, and that means it's.....

Storyteller: ...the sweet, white-haired old grandmother. But it wasn't her grandmother. It was the wolf dressed in Grandmother's clothing. And Little Red Riding Hood said, "My what big eyes you have, Grandmother." And the wolf, said..

Gangster: ...brother, what a schlemeil you are! Why don't you drop dead and save me the trouble of putting this slug through your lousy yellow hide. Steal my girl, will ya! There's one thing that can save yuh now, pal, only one thing that can save yuh now....

Boy Scout: ...The Boy Scouts of America!.....

Recipe: ..and ladies. I think you'll agree that's really ham! Not a speck of fat on it, and that's the way it should be, lean and juicy and so full of....

Football: ...unnecessary roughness. So, it's a 15 yard penalty for the Aggies way back on their own---oh, oh, there's a big argument with the referee. The Aggies captain is shouting

and waving his arms, and I can just imagine what the referee's saying to the captain...

Story Teller: ...My, what a big mouth you have, grandmother! And at that moment the wolf threw off the grandmother's bed clothing and said, "All the better to eat you with, my dear!" And Little Red Riding Hood cried, "Save me! Save me! Oh, save me! Who will save me?"

Boy Scouts: ...The Boy Scouts of America....

Football: ...and brother, are they confused! Oh, oh, he's gonna pass on this play. He gets it off --- it's a long high wobbling one going far down the field. There it goes, wow! It's heading right for the....

Recipe: ...automatic waffle iron and sandwich toaster. And, of course, if you remove the waffle or sandwich too late, it will be....

Football: ...thrown for a loss. Too bad. That was a good pass, but the big end from Southbend rose up and said, "Nothing doing, boys. It's mine." Yes sir, these Aggies are one terrific team, I'm telling you! For my money, there's only one outfit in the country today that could take the Aggies and that's....

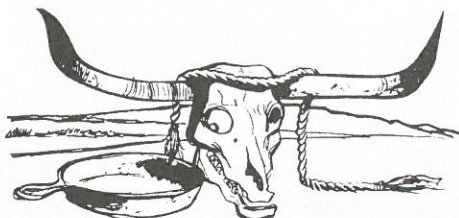
Boy Scout: ...the Boy Scouts of America! Yes, just think, fellows, of the swell times you'll have in camp this summer; lots of hiking and swimming and good eats, and in the evening, gazing into your campfire and logbook with no company but the wind and the stars and....

Story Teller: ...Little Red Riding Hood. Yes, children, Little Red Riding Hood was safe, too. And as for the wolf....

Football: ...I'm afraid he'll never play football again, folks. He was hurt pretty bad on that play, and both sides took time out. We remind you that you're listening to the broadcast through the courtesy of Sharpo, the razor whiskers are afraid of. With Sharpo, the sharpest razor in the world..

Gangster: ...you can cut your own throat, for all I care, ya jerk. Whatsa matter? Ya scared? Whatcha scared of? Whatcha scared of pal? What's a big strong guy like you afraid of?

Boy Scout: ...The Boy Scouts of America.



GAMES

Feather Blowing Contest

Divide into teams. Each team is then given a feather. The first person starts by getting the feather floating and keeping it floating passes it on to the next person and so on. If you drop the feather you must start over. The team that finishes first wins.

Feather Blow

The Cubs line up on both sides of a sheet, held tight and neck high. A fluffy feather is placed in the middle and the Cubs try to blow the feather to touch another Cub. All the Cubs are trying not to let the feather touch them or the ground. When a player is touched by the feather, he is out.

Ping Pong Blow

Equipment: Three ping pong balls, jar rings and board.

Blow ping pong balls into jar rings which are placed on a board over the numbers. Numbers in rings where balls land are scored. Each player blows three balls.

Sealed Envelope Contest

Give each person a sealed envelope with a blank 8½ x 11 sheet of paper folded inside. The Cubs are told they are to write their names on the envelope, then open it and make a design or figure out of the paper by folding and tearing it. Time it for 5 or 10 minutes. Then they are asked to put their figures back in the envelope and hand them in for judging. The prize is given not for the paper design or figure, but to the Cub who opened his sealed envelope in the neatest manner.

Aura

Stand facing your partner at arm's length. Touch palms and close your eyes, while feeling the energy you are creating together. Keeping your eyes closed, drop your hands and both turn around in place three times. Without opening your eyes, try to relocate your energy bodies by touching palms again.

Human Mouse Trap

Depending on the size of the group, you will need about 4 to 6 people in the middle. They form a circle and hold hands. The rest of the players are on the outside in a circle NOT holding hands. One person turns his back and gives the commands, OPEN and SNAP. When he says

OPEN, the circle puts their hands up and the people on the outside run in and out. When he says SNAP, the circle drops their arms to see how many they can catch. All caught join the circle. This continues until all are caught.

Footprints For Youth

Using heavy cardboard or 1/8" masonite, cut out footprints using an adult shoe for a pattern.

Play game as a physical skill (Let's see if you can do it - adult version) or a competitive affair (two or more racing a set distance). Place both footprints down, step on first with one foot, second with the other foot - now without using first foot (pick it up and keep it off ground) lean down and pick up first footprint. After picking up, place it ahead of second footprint and then take a step by stepping on it in new position. Proceed - one footstep at a time. (Sliding footprints is not permitted.) Two footprints needed per person.

Dust Devil Derby

Teams line up single file, relay style. Each boy is given a paper bag. On signal, the first boy blows up his paper bag, twists it tight, then with a broom sweeps his "dust devil" to a box 12 to 15 feet away. When the bag is in the box, he returns and gives the broom to the next boy and so on until all the boys have finished the course. The first team to finish wins.

Circle Race

From 16 to 24 boys can play this game in a gym or outdoors. Divide the group into two or more teams. Boys on each team hold hands and form a circle. Instead of facing in, however, the players face outward, all except one player. He is the driver and can face inside or out. A distance line about 50 feet away is set up and marked. The object of the game is for the teams to race to the distance line without breaking the circle. The driver tries to guide the circle by calling out directions. If the circle breaks, the team must regroup at that place and go on from there. After a team crosses the goal it must go back to the start; first team back wins.

ADVANCEMENT CEREMONY

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

Tonight, we have some boys who are beginning their adventure in Cub

Scouting. (Call names of Bobcat candidates and ask them to come forward with their parents.) Baden-Powell based his idea for Scouting on some principles which he had been taught as a boy...things like trust and loyalty, helpfulness and courtesy, cheerfulness. In Cub Scouting, we have these same principles encompassed in the Cub Scout Promise and the Law of the Pack. Will you repeat with me the Cub Scout Promise? (They do.) Now, I'll ask all the Cub Scouts here tonight to stand, give the Cub sign and repeat with me the Law of the Pack. (They do.) (Cubmaster presents Bobcat badge to parents and congratulates boys and parents.) You boys have now started your Scouting adventure, just like the boys on Brownsea Island.

A Chicago publisher, William Boyce, was lost in a London fog. A boy appeared and offered to take him to his destination. Mr. Boyce offered him a tip, but the boy said, "Scouts do not accept money for doing a good turn." Mr. Boyce was interested in Scouting and was responsible for starting it in America.

We have some boys here tonight who have been doing their daily good turns, and have been working hard on achievements and electives, so that they now have earned Wolf badges and Arrow points. (Call boys and parents forward to receive awards.) Your Wolf achievements and electives are helping you along the Scouting trail.

Scouting had been in America for only a few years when younger boys and their parents asked for a program of their own. That's when Cub Scouting started. The first year there were 5 thousand Cub Scouts, and now there are more than 2 million Cub Scouts. Scouting was really growing.

There are some boys in our pack who are really growing too. They have completed the requirements for Bear badges and Arrow points. (Call boys and parents forward to receive awards.) You are moving along the Scouting trail.

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

Scouting has spread to 104 different countries of the world. Tonight, we're celebrating the _____ birthday of Scouting in America, and the _____ birthday of Cub Scouting. From that small group of 20 boys on Brownsea Island, Scouting has grown to more than 12 million boys and adults around the world. You can be proud to be a member of such a fine, world-wide organization.

A Story About The Beginning Of Blue And Gold

The legend is told that Akela, Chief of the tribe know as Webelos,

had thought that if his tribe were to do battle, how were they to recognize each other in the fever of battle. We need colors, he decided. Colors that will tell other tribes, that for which we stand.

Akela called two of his most trustworthy braves to come to him. He had a mission for them. A mission that they could not fail. So Akela charged them with their duties and sent them out on their quest.

Two moons passed, but the braves returned. Their duties were done. Hurriedly, they sought Akela at the council fire. They would not rest until all was done.

Akela welcomed them home, and asked the first brave if he had done as he was charged. The brave replied, "Yes, Akela, I went to the forest, and asked the mighty Eagle to soar in the heavens, and bring us the blue from the skies". And the brave gave Akela the blue.

Akela then asked the second brave if he also had done his duty. The brave replied, "Yes, Akela. I climbed the high mountains and caught the sun's light as it fell to earth". And the brave gave Akela the golden rays.

Akela turned and poured them into his pot over the council fire. He then said, "The blue I've mixed shall stand for Truth and Loyalty. The gold I've mixed shall stand for Goodwill, Friendship, and Fellowship." He then said, "Let all that see, and all that wear these colors know for what they stand. These are our colors -- Blue and Gold."

What Is A Cub Scout?

Cub Scouts are found everywhere - on top of, underneath, inside of, climbing on, swinging from, running around, or jumping to. Mothers love them, little girls hate them, older sisters and brothers tolerate them, adults ignore them, and Heaven protects them. A Cub Scout is: Truth with dirt on his face, Beauty with a cut on its finger, Wisdom with bubble gum in its hair, the Hope of the future with a frog in his pocket.

The narrator, the "Spirit of Lord Baden-Powell", is a den chief in full uniform wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage one by one.

Narrator: I represent the spirit of Lord Baden-Powell, the founder of Scouting. I am also the spirit of Scouting past and present. Here is our future....the Cub Scouts of America.

(First boy approaches in complete uniform.)

Narrator: The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf book and Kipling's Jungle Book.)

Narrator: Early Cub Scouting ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1939, Indian themes were used.

(Third boy enters with a craft project of wood.)

Narrator: Cub Scouting means fun. We have lots of fun, but most boys like making things...real boy projects...things they can play with or that follow the monthly theme.

(Fourth boy carries a nature collection.)

Narrator: Cub Scouts like to go on hikes and collect things for their nature collections or the den museum. They like the outdoors.

(Fifth boy carries a "buddy burner".)

Narrator: Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy - the smallest Cub Scout - enters holding American flag.)

Narrator: Cub Scouts are proud to be Americans. They are proud of their flag. They are also proud of their pack flag (points to it) because it reminds them they are part of ___ years of Scouting. They belong!

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America".

Great Events in Scouting

When we think of Scouting and the trails that have been blazed from the beginning, one can't help but think of the "Great Events of Scouting" that have occurred along that trail.

We should remember that the biggest event in Scouting is the boy himself and his decision to be a Scout.

Tonight we spotlight a Cub Scout:

He's just 8 years old, made of noise, energy, imagination, curiosity, and hunger. He's the "cute little fellow down the street", that "spoiled imp next door", or "my son"....depending on who you are.

He's something to be kept fed, clothed, healthy, happy, and out of trouble, but he's something else too....
He is tomorrow. He is the future we've been fighting for.

He is part of the world's most important generation.

Our generation must win the peace.

His generation must keep the peace.

His generation will determine whether it was worth doing.

He is one of the most important people in history.

So...anyone who influences his life is a
MIGHTY IMPORTANT PERSON.

(This ceremony is done with the flag of USA and pack carried in by color guard. Lights are turned down and a Cub stands between the flags and spotlighted. Verse is read. Den leader and Cub master come to stand behind him with a hand on each shoulder when last line is read.)

Side Thoughts After Blue and Gold Dinner

Cubmaster: That was a great dinner wasn't it. To cook a dish you have to have a recipe. If you don't, you may have some awful eating.

We have a recipe for Cub Scouting too. Every ingredient is important. If we don't put each ingredient in our Cub Scouting dish, the result will be as bad as a hamburger without the meat.

(Read from card.)

Boys - the more the merrier.

A basketful of games and sports.

Some crafts - we learn how to handle tools and make useful things.

A dollop of seriousness. We learn how to do our duty to God and country.

A cupful of trips and hikes. We explore the world around us.

Two barrels full of good leaders. We can't have Cub Scouting without these volunteers.

And parents - maybe the most important ingredient of all, after you boys. Without the help of your parents, the pack cannot give you the best Cub Scouting.

Mix all these ingredients together and you are sure to have a great time in Cub Scouting.

CLOSINGS

Story of the Blue and Gold

Personnel: Eight Cub Scouts

Equipment: Blue flannel board, cards for flannel board (Truth, Spirituality, Steadfast Loyalty, Warm Sunlight, Good Cheer, Happiness), yellow sun for flannel board.

- Cub 1: Back in the good old days, the waving of school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.
- Cub 2: (Pointing to blue flannel board.) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.
- Cub 3: (Placing "Truth" card in upper left corner of board.) Truth means we must always be honest.
- Cub 4: (Placing "Spirituality" card in upper right corner.) Spirituality means a belief and faith in God.
- Cub 5: (Placing "Steadfast Loyalty" card across bottom.) Steadfast loyalty means being faithful and loyal to God, country, and your fellow man.
- Cub 6: (Placing sun in center of board.) The gold stands for the warm sunlight. (Places "Warm Sunlight" card across top of sun.)
- Cub 7: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (Places "Good Cheer" and "Happiness" cards on each side of sun.)
- Cub 8: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us remember our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

The Value of a Badge

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find it wouldn't bring much money. The real value of the badge is in what it represents...the things you learned to earn it...how to keep healthy, how to be a good citizen, good safety practices, conservation and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill by now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value...one that represents what you can really do and know.

A Boy, His Father, And The Paper

Tonight, I would like to tell you a story about a boy, his father, and the paper. The boy's father is sitting in his easy chair after a hard day's work, with his feet propped up enjoying reading the evening newspaper.

The boy, whom we shall call Johnny, enters the room and asks his father, "Dad, let's work on Cub Scout achievements. Let's do the work in my book so I can get my award." Dad says he is too tired and wants to read his paper.

Then Johnny leaves, but comes back later and asks his dad to play football or soccer with him. But his dad says he is too tired and wants to read his paper. At this point, dad spots a picture of the world on one page of the newspaper. He removes it from the paper and tears it into small pieces, making a puzzle, thinking this puzzle will keep Johnny busy for hours. Johnny takes the paper pieces and goes to his room. Dad is very smug, thinking it will keep Johnny busy. However, in just a few minutes here comes Johnny. Dad is astounded to see Johnny has completed the puzzle. He says, "Johnny, how did you put that puzzle together so quickly?" Johnny says, "Dad, I noticed on the back side of those pieces of puzzle there is a picture of a boy. I found if I put the boy together right the world will also be all right."

And that, my friends, is what we are here for tonight. Good night and good Scouting.

CLOSING

Den Leader: We will try to show you the many sides to the boy we so proudly call our son, but remember these are all one boy.

Cub 1: I'm the one all full of dirt, so very sure that soap and water will hurt.

Cub 2: I'm the one who lives in his dreams, always off in a cloud, at least that's how it seems.

Cub 3: I'm the show-off and athlete; I just can't stand to get beat.

Cub 4: I'm the pouter, sensitive and shy, but I try to make people think I'm a real tough guy.

Cub 5: I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.

Cub 6: I'm the Cub Scout, the one we boys like best. That's 'cause I'm different from all the rest. So everyone, please join us as we say the Promise we try to live by every day.

(Audience and boys say the Cub Scout Promise.)

Den Leader: They're all these boys and even more. There are lots of surprises for you in store. So I love them, protect them, and try to understand. It's a very hard job growing up to be a man.

Closing Thought

You've heard the TV commercial which says, "You're not growing older, you're getting better." That's the way it is with Scouting. It's getting better all the time. Scouting is improved and updated to keep pace with the changing world and our boys. So even though some of you think _____ is pretty old, just remember "Scouting isn't getting older, it is getting better."

Pack Activities

Blue and Gold banquet.

Scout Sunday.

Wear uniform to school at least one day a week.

Do a good turn for the chartered organization.

Raise and lower flag at school with color guard each day of Scout Anniversary week.

Place a Scout display in a store window.

Ask potential Cub Scouts to join.

Inquire about World Friendship Fund.

Present a slide show of pack events.

Build center pieces made around great events.

Den Activities

Make decorations for Blue and Gold banquet.

Practice song skit or whatever den is doing for banquet.

Go to library and read about former Scouts; write a report about what you learned.

Make puppets and present a skit about a "great" Scouting event.

Go to an art gallery for a puppet demonstration.

Den Meetings and Activities

Visit a magic shop.

Attend a play (high school, barn troupe, etc.)

Write and present a skit portraying one of Scouting great events.

Write a puppet skit, make puppets, build stage, present play at Blue and Gold banquet.

Make homemade instruments and play a tune at Blue and Gold banquet.

Have a music teacher explain some simple rules for reading music.

Use this time to portray any talent the boys may have.

CRAFTS

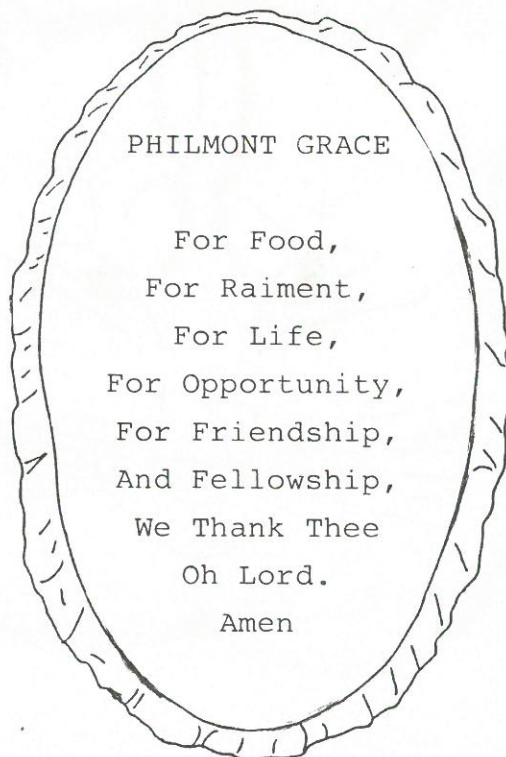
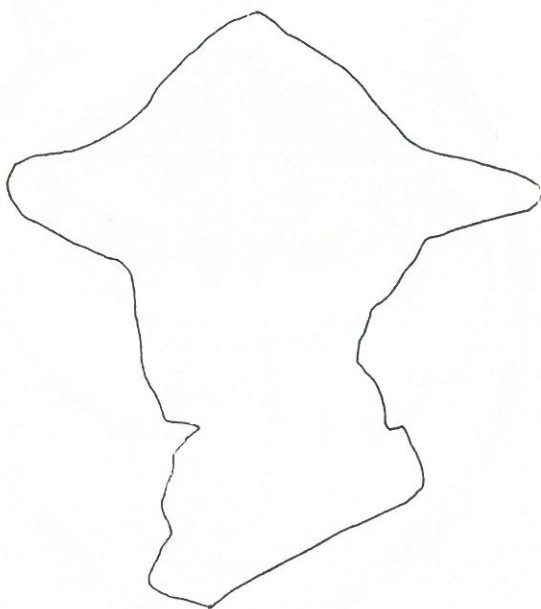
Lord Baden-Powell Neckerchief Slide

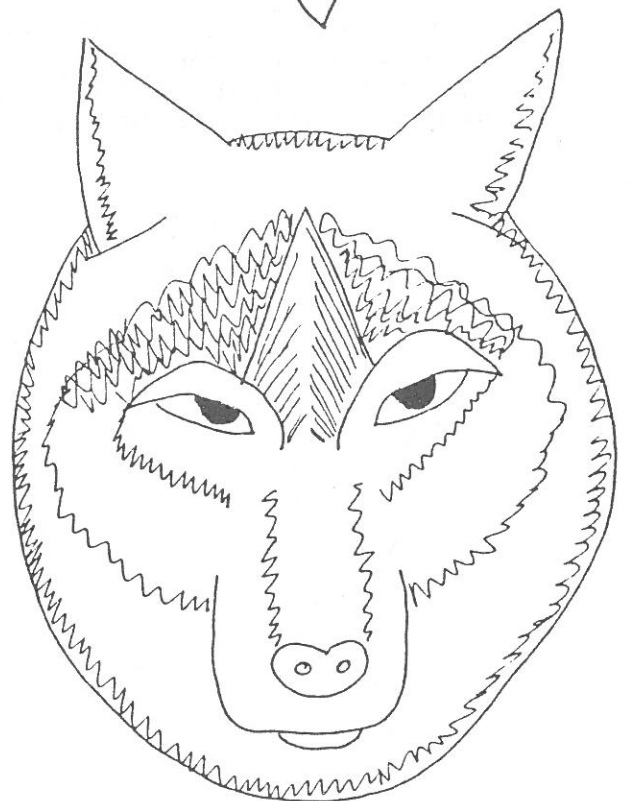
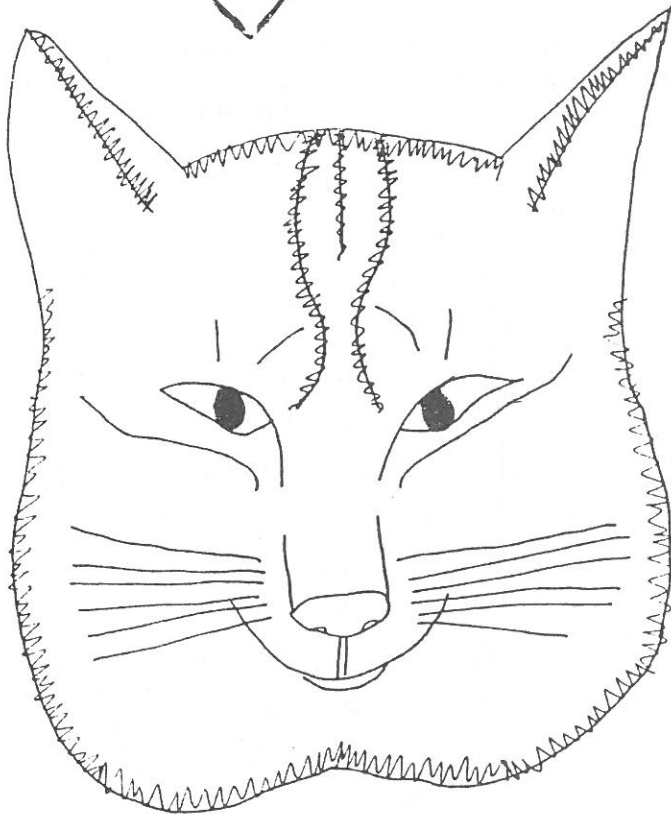
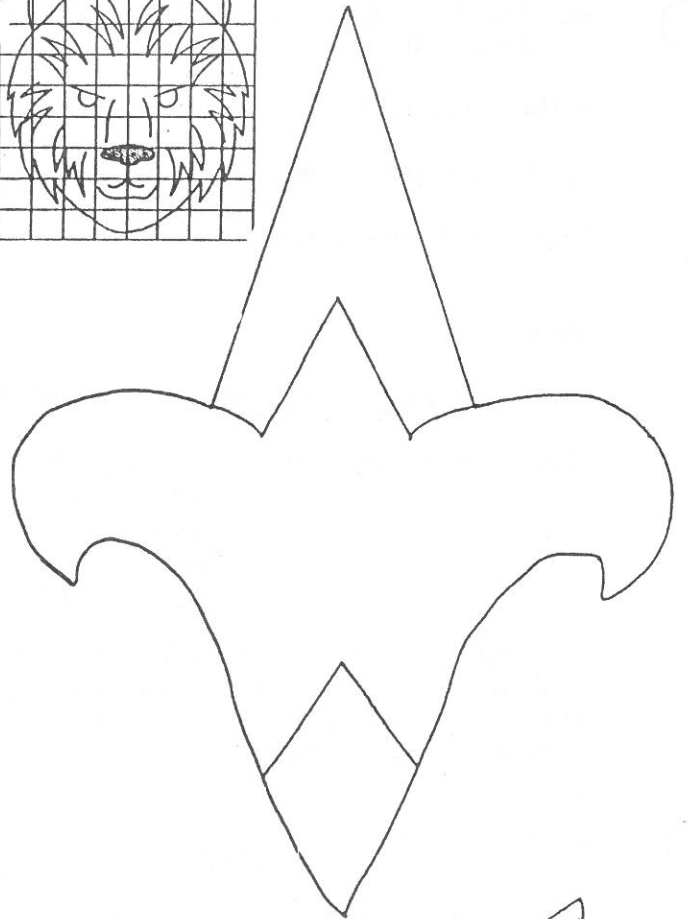
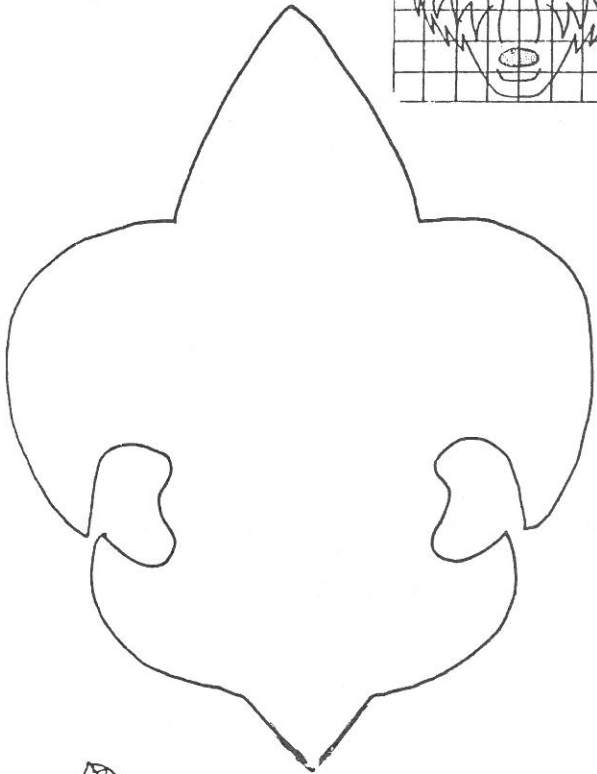
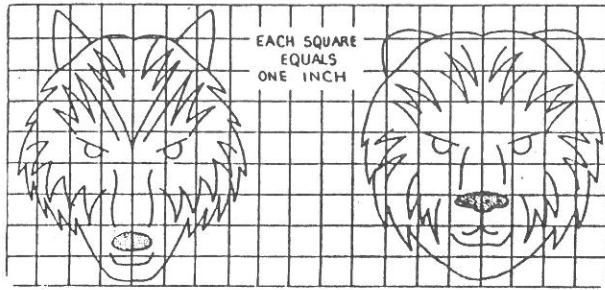
Materials needed: Cardboard
Playdough
Plaster
Paint
Pop top ring

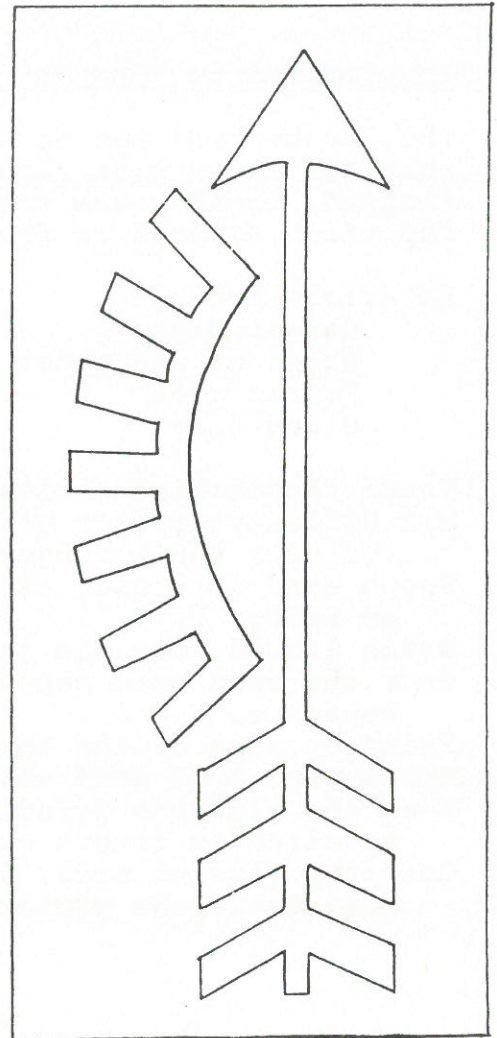
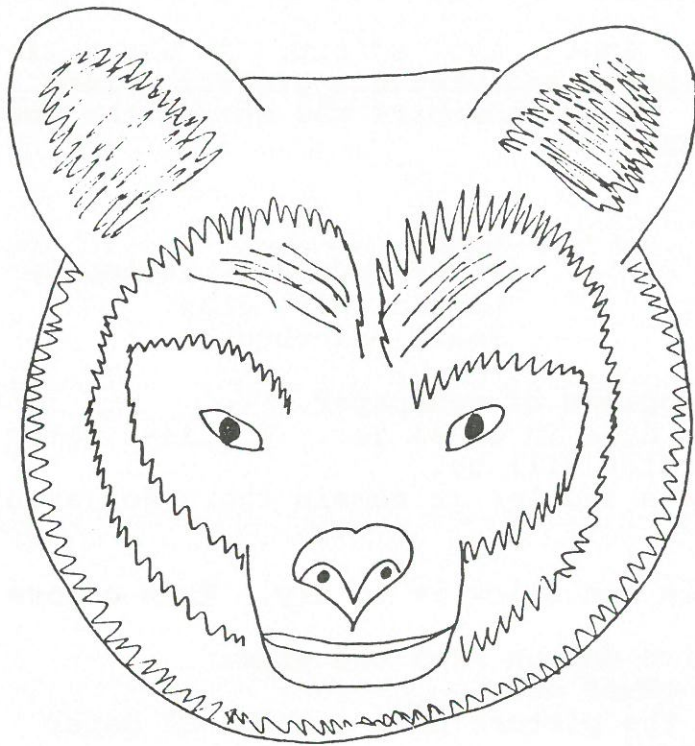
Cut pattern from cardboard. Roll out playdough to 1/2 inch thick and make a negative cast in playdough. Pour plaster into mold. Insert pop top ring in back of cast. Paint. Optional - Can add names and/or dates to hat.

Philmont Grace Plaque

Cut a log on a slant to get about this size of cut, leaving the bark on. Print on the wood the "Philmont Grace", using a pencil; then with a burning hook, burn it in the wood. Cover with several coats of varnish. Attach a hanger.

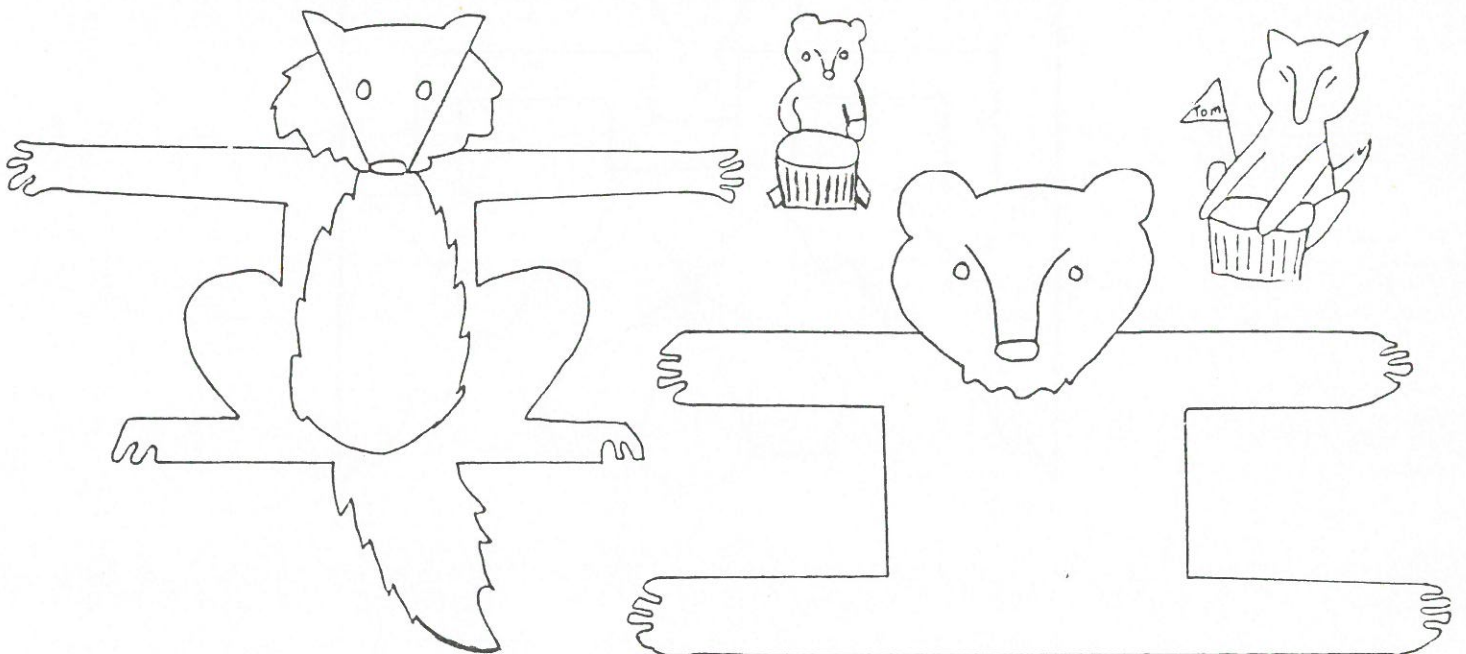






Wolf and Bear Favors or Nut Cups

Glue animals that have been cut from construction paper to small nut cups. Wrap the arms and legs around to front of cup and glue in place. Tip back wolf tail. For pennant, a small piece of paper on a toothpick.



Thunderbird in "Desert" Sands

The thunderbird was an American Indian evil spirit. It was believed that his mouth spat lightning bolts and when his gigantic wings flapped, thunder was created. The thunderbird was one of the most important symbols to the Indians.

Materials needed:

Carbon paper
Sheet of sandpaper
Fabric dyes
Glass jars

Sand
Paper towels or newspaper
Liquid white glue
Small paintbrush

Trace thunderbird outline on a piece of sandpaper.

Mix different colors of fabric dyes in glass jar. The less water you use, the stronger the color will be.

Spoon sand into each of the jars and let it remain there for about an hour.

Drain liquid from the jars.

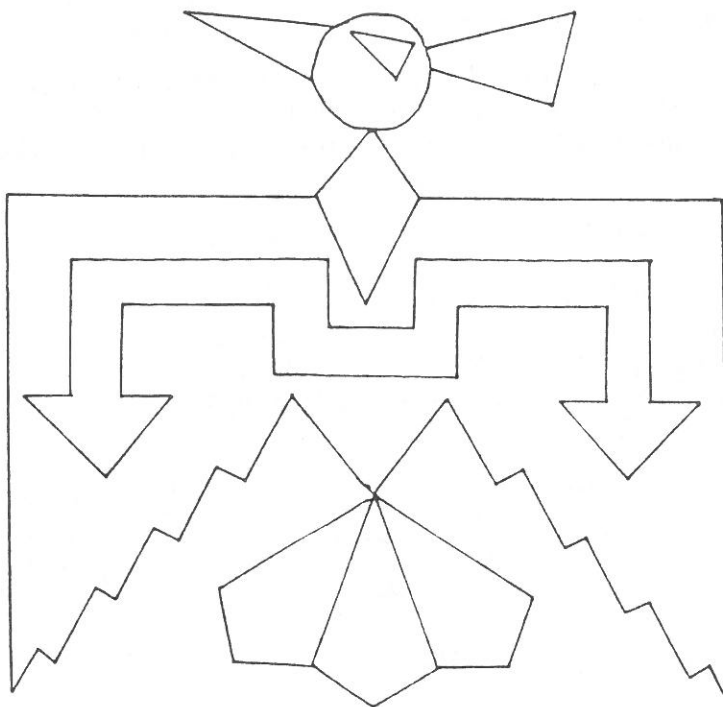
Pour the sand onto paper towels and allow it to dry. Keep colors separate.

Paint an area of the thunderbird design with the glue.

Spoon some dyed sand onto the glued area.

When the glue has dried, tilt the picture onto a sheet of paper toweling to remove excess sand.

Continue glueing area, pouring sand onto them and removing excess sand until the picture is completed.





LIVING IN
2030

MARCH 1988

FRIENDS OF SCOUTING ENROLLMENT

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 Mic-O-Say White Paint Nominations Due	2 2-3 Prvjm - J	3	4	5
6	7	8	9	10	11 OA National Leadership Seminar	12
13	14	15	16	17 ST. PATRICK'S DAY	18	19
20	21	22	23	24	25	26
27 PALM SUNDAY Camp Closed	28	29	30	31 Maundy Thursday	February 1988 S M T W T F S 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29	April 1988 S M T W T F S 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

MARCH 1988

LIVING IN 2030

OPENING CEREMONY

In The Year 2030

Leader: Tonight we are going to embark on a journey into the future. The year is 2030AD and Cub Scouting is still going strong! Picture in your mind the possible changes that may have come about.

Cub #1: We hold our den meetings by computer and video-phone.
(Wolf)

Cub #2: My family took a weekend trip on the new space shuttle.
(Bear) Can I count that as a "camping" trip.

Cub #3: Last month, my family took me to the moon to work on my
(Webelos) geology award!

Cub #1: I've almost got my model of a solar powered car done.
(Wolf) When is the derby?

Cub #2: My den's next field trip is to the rocket port to see the
(Bear) return of the first men to orbit Venus.

Cub #3: To finish my Arrow of Light, I must complete my Citizen of
(Webelos) the Earth award.

Leader: Anything is possible. The sky or should we say, the stars are the limit. So please join us tonight on our adventure into space.

Your future is what you make it.

ADVANCEMENT CEREMONY

Rocket of Cub Scouting

Awards Chairman/Cubmaster:

As the rocket reaches toward the stars in stages, so it is in Cub Scouting. The first stage is Bobcat. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The second stage in your journey is Wolf which carries you through the atmosphere. Would the following boys and their parents please come forward? (Read boys names and present awards.)

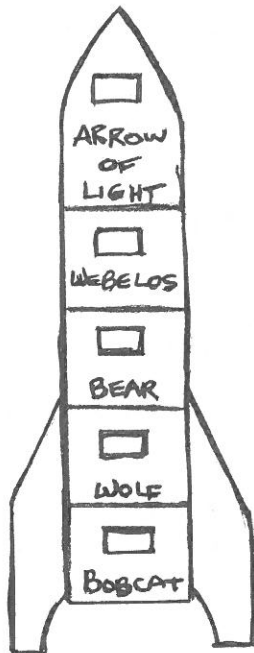
The third stage is Bear. Now you have broken through the atmosphere and are hurtling through space. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fourth stage is Webelos. You are just about ready to enter orbit. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fifth and final stage in your journey through Cub Scouting is the hardest to achieve and has taken a lot of hard work, but you made it. You have now achieved orbit. Would the following boys and their parents please come forward to receive the highest award in Cub Scouts, The Arrow of Light? (Read boys names and present awards.)

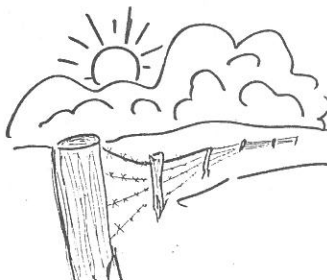
Rocket of Cub Scouting

Have a large cardboard rocket made with four stages and a capsule. Cut small windows in each section. Cover with colored cellophane paper. Attach a flashlight or candle behind each stage to show each rank. Have an aide light each section as the boys are called forward. (Be sure to put candles out as soon as ceremony is over.)



Space Rocket Applause.

Put hands together, interlocked with fore fingers pointing upward. Push hands straight up with explosion noise. When hands are above your head, open hands, waving above your head as you are saying, "Bleep, bleep, bleep."



SONG

Astronaut's Plea

Tune: "My Bonnie Lies Over the Ocean"

I went for a ride in a spaceship,
The moon and the planets to see.
I went for a ride in a spaceship,
Now listen what happened to me.

Chorus: Bring back, bring back
Oh bring back my spaceship to me, to me.
Bring back, bring back
Oh bring back my spaceship to me, to me.

I went for a ride in a spaceship,
The capsule was crowded and I
Developed a cramp in my muscles,
So I decided to walk in the sky.

Repeat chorus.

I went for a walk in my spacesuit.
The ship was controlled from the ground.
And someone in charge down at NASA,
Forgot I was walking around.

Repeat chorus.

SKIT

"Cub Scouting: A Universal Program"

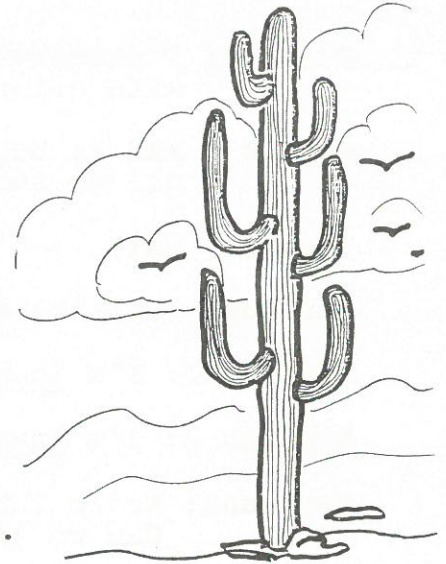
Characters: Den Leader
6 or 8 boys to make up a den
2 boys in Martian suits

Scene: As curtain goes up, we see den leader and boys having a den meeting. (Feel free to use any props to make it look like a real meeting...perhaps a doodle, paperwork, craft, etc.)

Leader: Signs up! Today, we're going to work on the fuel for our spaceship.

Scout 1: Can I mix it this time, (leader's name)?

Leader: Okay, (scout's name), but be more careful this time. You know what happened last week.



Scout 2: I remember, just look at my hands. (Scout holds up hands with colored gloves on.)

Scouts 3 and 4: Hey, look what's landing in the backyard. (Boys all go running to see.)

Leader: Wait, don't get too close. We don't know what or who it is.

Martians (wearing Scout space suits): Greetings, Earth Scouts!

Martian 1: I'm (name).

Martian 2: I'm (name).

Martians: We're Cub Scouts from Mars, pack (number) on a field trip. Can we join your den meeting?

All Cubs together: Can they? Can they? Please!

Leader: Well, I guess so. Why not? Well boys, back to work on the fuel.

Martians: We will help; we have a formula. (All sit down and work on formula.)

Leader: Thank you (Martians names) for helping us. Will you join us in a closing ceremony? (All say Cub Scout promise.)

Martians: Goodbye, come visit us.

Cubs: Goodbye, we will.

Martians leave.

SKIT

Props needed:

Fake campfire

Tent

Moon out of cardboard

Spaceship out of cardboard. (Any shape you like, cover with foil and have a colored light shine on it.)

Dry ice to make fog.

You will need 4-6 boys.

Speaker: As our story begins, we see Cub Scouts sitting around a campfire. As we come in closer, we can hear the boys' conversation.

1st Boy: My dad was a Cub Scout. How about yours?

2nd Boy: Mine too! He said they went on hikes and cooked over the open fire.



3rd Boy: My dad says Cub Scouting has been around for a long time.
I wonder if Scouts will still be around in a hundred years.

4th Boy: Yeah, maybe they will live on the moon.

Speaker: The boys continue talking into the night. Finally, it is time to go to sleep.

(The boys crawl into sleeping bags and pretend to go to sleep.)

Speaker: Meanwhile, as the fog comes rolling in, we see lights off in the distance getting closer and closer. It's a spaceship. Wait, it is landing here. Shhhhh. I wonder what is on the spaceship.

The Cub Scouts wake up yawning and rubbing their eyes. They can't believe what they see. ACT SURPRISED. All of a sudden, 2 Martians appear. (Put 2 boys in space helmets and space suits with a symbol on front "Intergalactic Council of Cub Scouts Pack your number.)

Space Scouts in unison: Greetings from the moon. We are Scouts of the Intergalactic Council Pack your number. We are celebrating 100 years of Scouting.

All 4 Cubs: Wow, this is fantastic!

Speaker: They talked and talked into the night, finding out that Scouting will go on forever, in many strange and wonderful places.

GAMES

Blast Off

This is a version of musical chairs. Cub Scouts sit in chairs. Each boy is given the name of a planet (Venus, Saturn, Mars, Earth, etc.) One boy is picked to be Mission Control.

One boy is picked to be Mission Control. When he stands and says, "Countdown," his chair is removed from game. He walks around the room, calling out the names of various planets. When a Cub Scout hears the name of his planet called, he gets up and walks behind Mission Control. When most of the boys are out of their chairs, Mission Control shouts "Blast off". At this time all Cub Scouts (those sitting and those following Mission Control) must find new seats.

Cub Scout left standing is new Mission Control.

Repeat from "Countdown," until only one boy is left.

CRAFTS

Rocket Tie Slide

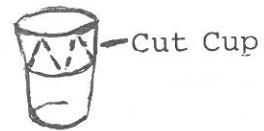
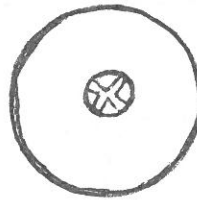
Cut from wood or mold out of plaster.

Paint and attach a pipe cleaner to the back of rocket.

Paper Plate Flying Saucer

Materials needed:

1 styrofoam plate
1 Styrofoam cup
Glue
Scissors



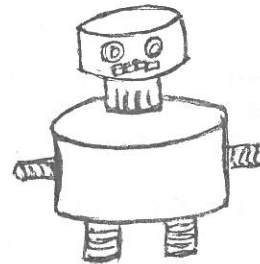
Cut hole in center of plate, no larger than cup.
Push cup through hole...it should fit snugly.
Glue cup to plate.

Boys may put spacemen in cup and fly plate like a frisbee.

Robot

Materials needed:

Clean, empty soup or tuna can.
Spray can cap
Plastic bottle cap
4 - 2 1/2 inch bolts
2 - nuts
2 - washers
Glue
Tin snips
Liquid solder



Use plastic spray can cap for the head.
Use small plastic bottle cap for neck.
Use can for body.

Glue all three together.

For legs and arms, use bolts about 2 1/2" long.

Use liquid solder to attach the legs.

Cut holes in the side of body; insert arms and then glue.

(Adult should use tin snips and soldering tool.)

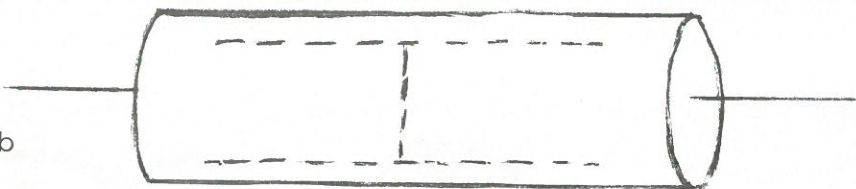
Glue on nuts and washers for the eyes, nose and mouth.

Spray paint if you choose.

Solar Cooking

Materials needed:

Pringles can for each cub
 Clothes hanger
 Hotdogs and/or marshmallows
 Bright, sunny day



Make cuts along dotted lines and fold back to expose the aluminum interior of the Pringles can. Push a clothes hanger thru one end of can; put hot dog or marshmallows on hanger and continue pushing thru other end. Set in sun until meat is done or marshmallows are melted.

FIELD TRIPS

Visit an observatory (UMKC).

Visit a planetarium (KC Museum).

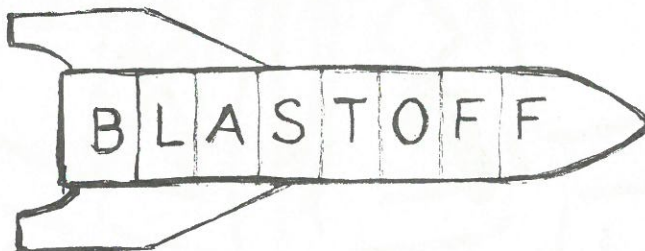
Hold a Space Derby.

Have a Space Science Fair or visit the annual one at your school or district in Kansas City.

CLOSING CEREMONY

8 boys

8 sections of cardboard cut to represent rocket ship.
 Construction paper and glue or paint.



Boys whom without there would be no Scouting.
Leaders who guide the boys through their journey of Scouting.
Akela, the great leader of the pack.
Scouting which is a lot of fun.
Trainning to make us better Scouts.
Outings that increase our awareness.
Families help and caring.
Fun and that is our main objective.

After the cards are all held up forming the shape of a rocket, the boys will all yell "Blastoff" as they walk off stage.



Laugh Provider

(Tune: Battle Hymn of the Republic)

It isn't any trouble just to
S*M*I*L*E

It isn't any trouble just to
S*M*I*L*E

So smile when you're in trouble
It will vanish like a bubble
If you'll only take the trouble
Just to S*M*I*L*E

Verse 2: G*R*I*N, GRIN

Verse 3: L*A*U*G*H

Verse 4: Ha Ha Ha Ha Ha

Crazy

Refrain: Boom, boom, ain't it great to be crazy.
Boom, boom, ain't it great to be crazy.
Silly and foolish all day long,
Boom, boom, ain't it great to be crazy.

Eli, Eli, he sells socks.
A dollar a pair, a nickel a box.
The longer you wear 'em, the shorter they get.
You put 'em in the water and they don't get wet.

Refrain

Pepsi-cola came to town,
Coca-cola shot him down,
Dr. Pepper fixed him up
Now they all drink Seven-up.

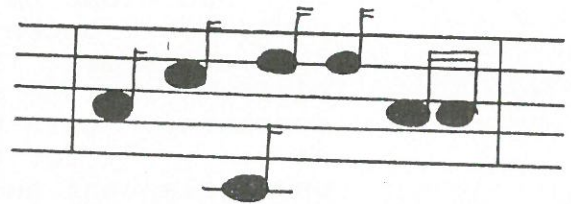
Refrain

Johnny, Johnny went out west,
Where he thought the food was best.
Now they lay him down to rest,
With a concrete meatball on his chest.

Refrain

Horse and the flea and the three blind mice,
Were out in the barnyard, shooting dice.
Horse slipped, fell on the flea,
Oops, said the flea, there's a horse on me.

Refrain

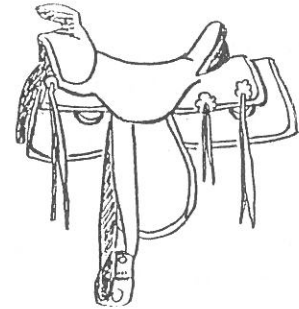


Way down south, where bananas grow,
 A monkey stepped on an elephant's toe.
 The elephant said with a tear in his eyes,
 Why don't you pick on a guy your size?

Refrain

Way up north, where there's ice and snow,
 There lived a penguin and his name was Joe.
 He got so tired of black and white,
 He wore pink slacks to the dance last night.

Refrain



SKITS

How to Wash an Elephant

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to the audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes:

Narrator: One morning, Farmer Friendly went out to the barn to begin his chores. (Pantomime walking.) He threw open the barn door, and to his surprise, he found an elephant in his barn. (Pantomime throwing open door, surprise.) The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn. (Pantomime picking up the elephant's trunk and walking with it over your shoulder. Open and close barn door.) He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water. (Pantomime actions.) Now he was ready to begin. First he scrubbed the right side. (Pantomime scrubbing. Lift up elephant's ear and wash that.) Then he was ready for the stomach. (Lie on floor. Wriggle under elephant and pantomime scrubbing underside.) Next, the right side. (Repeat same actions as for left side.) Then he scrubbed the elephant's face. (Pantomime scrubbing between the eyes and down length of trunk.) Almost done? (Walk to rear of elephant, gingerly lift up tail and quickly scrub there.) There, that's done! (Pantomime throwing out rest of water, putting brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will pantomime what he remembers for the second, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. And by the time the actions are pantomimed for the third

person, it will be distorted and bear little resemblance to the original version.

After all three have tried their luck, narrator explains the story and tells them what they were doing.

The Family Picnic

Skits are not always easy to perform at your outdoor pack meetings so let your audience have a part in putting on the program by doing some audience participation type stunts instead of having the Cubs put on skits. The following can provide a lot of family fun at a family picnic pack campfire program. When leader reads this poem, the audience participates when he says:

MY DAD.....all boys yell "THAT'S HIM".

MY SON.....all dads yell "CHIP OFF THE OLD BLOCK".

FAMILY.....everyone yells "THAT'S US".

The biggest story teller in all the land,
Just has to be MY DAD with his stories so grand.
The best in sports I'm sure you'll agree,
Is MY SON who takes after me,
And when it comes to lots of FAMILY fun.
I'm sure you mean our's for we're on the run.
MY SON and I like to go fishing you see,
But MY DAD catches the biggest fish so says he.
When on a camping trip our FAMILY goes,
Where the best camping places are MY DAD knows!
And when it comes to hiking MY SON is great,
Cause he doesn't even tell that I make it to camp late!
And if you ask MY DAD how to have FAMILY fun,
Don't be surprised if he says, "Just ask MY SON".

Circus Daze

Divide audience into four groups to respond with sounds to the following words:

DEN LEADER.....Give Cub Scout sign while saying "Signs up".

LIONS.....Roar-r-r-r-r

CALLIOPE.....Um-pah-pah, Um-pah-pah

COTTON CANDY.....Yum-Yum

CIRCUS.....All groups make their sounds together.

One day there was a DEN LEADER who was getting weary from working to keep her Cub Scouts quiet. She decided they needed something different to do. She thought for a long time and finally she had the answer!

The CIRCUS was coming to town. Here was a chance for the DEN LEADER to spend a nice quiet, relaxing day at the CIRCUS with her den of Cub Scouts. She knew the boys would enjoy watching the LIONS perform with their trainer and listening to the CALLIOPE music while eating

some COTTON CANDY. She was sure there would be no problem in keeping the boys quiet.

So off they went for a relaxing day at the CIRCUS to get away from the noise of the energetic Cub Scouts in the den who were so full of vim and vigor.

The boys had a wonderful time watching the LIONS in their act and they really enjoyed the COTTON CANDY and the CALLIOPE music. However, the DEN LEADER found that the CIRCUS was not as quiet and relaxing as a den meeting with eight energetic Cub Scouts. The noise of the LIONS roaring and the clamor of the CALLIOPE music made the DEN LEADER feel like she was in a daze. It was then that she really began to appreciate her Cub Scouts. She knew that she would rather listen to their shouts and laughter any day instead of the CIRCUS noises with the LIONS and the CALLIOPE music.

That afternoon, it was a happy and tired group of Cub Scouts who came home from the CIRCUS, full of COTTON CANDY and talk about the fierce LIONS. The catchy tunes of the CALLIOPE music were going through their heads, but the smiles on their faces showed that they had really enjoyed the CIRCUS, and the smile on the DEN LEADER's face showed that she was glad to be home with her group of Cub Scouts. It was a relief to hear the den's noises rather than the CIRCUS noises. So you see, the CIRCUS was just the change she needed.

Important Papers

Any number may participate. The commanding officer asks each junior officer (as he enters and salutes), "Do you have the important paper?" Each replies, "No, sir." and exits. The last junior officer replies, "Yes, sir!" and produces the important papers -- a roll of toilet tissue.

Let's Climb a Mountain

Here is a good stunt for your pack meeting. It may be led by one of the boys or the whole den. If the den does the leading, they do it in unison and the rest of the pack follows.

The leader stands in front of the audience and says, "Want to climb a mountain? Then just say what I say and do what I do -- that's all there is to it. All set? Let's go."

I think I'll climb a mountain. (Audience repeats this and the following phrases.)

Let's pack. (Make motions of putting things in a pack, then throws pack over shoulder. Audience imitates action.)

Out through the door. (Single loud clap to indicate banging of door.)

Down the street. (Slow marching claps with both hands against thighs.)

Awfully big town. (Continue marching.)

Out in the country at last. (Speed up marching.)

Here's a river. (Continue marching.)

And there's a bridge. (Pound fists against chest in march tempo, then continue marching with open hands against thighs.)

Here's a field. (Resume ordinary marching.)

Let's cut across. (Swish palms against each other.)

Oats? (Continue marching.)

Nope. Tall grass. (Continue swishing, then switch back to hands on thighs.)

Here we are at the foot of the mountain. Let's start climbing. (Clap thighs slowly with obvious effort.)

Here's a mountain stream. (Stop clapping.)

No bridge! We'll have to jump! (Fast clapping on thighs, then both arms up in the air and down again to indicate wide jump. Resume clapping. Slow down. Stop. Start again hesitantly. Stop. Again slow start. Stop. Right hand to forehead, look in several directions.)

Lost! (Several slow clapping starts and stops.)

There's a tree. (Fast clapping to indicate running to tree, then arm action to indicate climbing. Right hand to forehead, look in several directions.)

STILL LOST! (Slow climb down. Several hesitant clapping starts and stops.)

There's a cave. (Fast clapping to indicate run to cave.)

This side is cold. (Feel with right hand against imaginary side.)

This side is wet. (Feel with left hand against other side.)

There's a light. (Point with one finger.)

There's another light. (Point with two fingers.)

They're eyes! IT'S A BEAR! (Quick action, reversing previous order. Run, climb up and down tree, swish through field, run over bridge and along streets, wind up with a strong clap for banging of door.)

HOME --- HOORAY!

Wild and Woolly West
(A Mellerdrama)

When Scouting began back in 1910, the boys of that day liked to read about cowboys! Things haven't changed much in 74 years. Only now you don't even have to read! So Den_____ would like to show you our idea of what a cowboy story on television is like! (The reading and action should be dramatically exaggerated. Check prop locations carefully before opening.)

READER: Our purty lil' gal is called Nell and she is riding her favorite painted pony across the prairie one day when suddenly she is stopped by a rustler. He leaps out and grabs her, pulling her off the horse.

(Action - "Rides" paint splashed wooden sawhorse on stage right. Wears "chaps" of newspaper strips that rustle.)

READER: She struggles with him, crying "Unhand me, rascal."
(Action - Pulls off her gloves.)

READER: When he does she cries, "Please don't take my horse. I love him so. Oh sir, I appeal to you."
(Action - She peels a banana.)

READER: He answers, "I've been watching this horse for a long time, and now he's mine. Your appeal is fruitless."
(Action - He eats banana.)

READER: "But my Daddy's the sheriff." "That don't scare me none," he yells and forking the saddle he rides off on the painted pony.

(Action - Sticks a fork into blanket on sawhorse and carries it off stage left. She exits after.)

READER: Meanwhile back at the ranch, daddy, the sheriff, is talking to one of his cowpokes, named Harry. When our lovely little lady, Nell, sweeps into the room, "Daddy, daddy!" she cries. "A nasty ol rustler has taken my beautiful painted pony."

(Action - Enter sheriff and hero Harry pokes picture of cow. Nell "sweeps" in with broom.)

READER: The sheriff tries to calm her but she is beside herself with grief.

(Action - Nell jumps back and forth.)

READER: The hairy hero, I mean, Harry the hero, says, "Boss, I know where that rustler's hiding. I'll get your daughter's horse." He crosses the floor toward the door, but the sheriff says, "Wait man, this guy may be a gunman. You can't go out there alone."

(Action - Harry makes chalk X's on floor.)

READER: "Why not?" says Harry, "I'm the fastest draw in the county."
"O.K. let's see you draw" says the sheriff. Harry draws and the sheriff is impressed.

(Action - Harry draws on large pad with black crayon. All exit.)

READER: Out in the wilds again, the hero stalks the rustler.
(Action - Harry enters crouching over huge celery stalk, carrying pan and small blanket.)

READER: When his back is turned, Harry gets the drop on him and cries, "Don't move, I gotcha covered."

(Action - Harry drops pan. Tosses blanket over him.)

READER: "Don't shoot," says the rustler. "I'll come quiet."

"Give me your 45," says Harry and the rustler does.
(Action - Rustler counts out \$45 play money.)

READER: "Where's the hoss?" says Harry. The rustler stamps his feet in rage and says, "Over there."

(Action - Rustler puts postage stamp on shoes.)

READER: As soon as Harry looks away, the rustler assaults him and a rough and tumble battle starts.

(Action - Rustler pulls saltshaker out and shakes it at hero.)

READER: Just then the sheriff comes in and pins down the rustler.

(Action - Sheriff holds huge horse blanket pin.)

READER: "Your goose is cooked," says our heroine.

(Action - Nell enters with covered roaster.)

READER: "String him up," says Harry.

(Action - Sheriff winds string around rustler.)

READER: And Harry puts his arms around the heroine. "Honey, I love your wavy hair."

(Action - Nell wiggles her hair.)

READER: But she is still crying. "Oh my poor little horse" she wails. "He's so thirsty, please water him." Harry runs to obey her command.

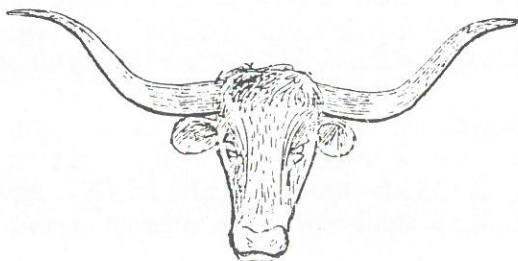
(Action - Harry grabs watering can and douses the sawhorse.)

READER: And then he turns to her and says softly, "Now will you be mine?" Nell nods shyly.

(Action - Nell leaps into his arms literally.)

READER: And the scene fades out as the sheriff says, "Folks this one is on me!"

(Action - Sheriff pours water over his head.)



Fashion Show Frolic

An announcer (adult) reads the fashion show dialogue. Dress is either elegant or outrageously fancy.

Models emerge from backstage - points out items as they are mentioned (raise foot to chair or box as shoe is discussed), leave stage when explanation is finished.

Clothes should be like those described, but fashion is exactly as it is literally called.

Items can be attached via pins, tape or sewn with thread.

Announcer enters with notes and begins:

"Welcome to the First Annual Spring Fashion Show presented by Pack (Den) _____. After viewing this unique program, you'll be up on all the fashions of the season. Whether you're a student, a handyman, or a businessman, you'll see fashion ideas which you can use. And when worn, your friends will be speechless at your style!

Starting off our show is our first model, Tommy, wearing the student classic...a turtleneck sweater (sweater with turtles at the neck). Tommy wears stovepipe pants (either use black paper for stovepipes, or cut small pipes and stick on slacks), and carries a practical briefcase (case in shape of briefs). With his deck shoes (cardboard deck either boat or house on shoes) he's ready to take on anything.

What could be more ideal for that spring lunch than this ensemble modeled by our own Chris. He wears a plum shirt (plums attached) and flowered shorts (flour sacks and flowers on shorts). The ensemble is set off with the alligator belt (several alligators on belt). This belt sure makes this outfit snappy. The T-strap shoes (tea bags attached) are steeped in the style of Miami Beach.

Bill is all set for a spring evening at a friend's house. His shirt has a wing collar (large cardboard wings) and rolled sleeves (rolls on sleeves). His bell bottoms (jingle bells on cuffs) are checkered (checkers attached), a pattern which has the jump on this year's fashion news. Bill carries a brushed denim jacket (various brushes attached) in case the air gets a bit bristly. His tie-on shoes (neckties on shoes) make him set for whatever the evening holds.

For that exciting sport weekend, Claud wears a jumpsuit (enter jumping and continue throughout description). The houndstooth fabric (large cardboard teeth on suit) is sharply highlighted by the 3/4 sleeve (3 quarters on sleeve). You wouldn't change a detail of that sleeve, would you? He wears cowboy boots (cows and boys on boots) which everyone gets a kick out of. (Kick as he jumps.)

Harry models a herringbone suit (fish skeletons on suit) topped with a tank top. (Top is a large cardboard box fitted over chest. It is painted to look like a fish tank with fish, shells, coral, etc.) His ID bracelet (large I.D.) and oxford shoes (one shoe has diploma and

other has mortarboard attached) complete the outfit. Tanks, Harry!

Les is dressed for a dinner party. He wears a popcorn knit sweater (popcorn attached) and waffle-weave slacks (waffles attached). Very tastefully done. He carries his spring sport coat (coils attached). He wears loafers (bread bags attached) to complete his look.

And now for our fashion revue, all our enchanting models return to our stage (re-enter and form line) to once again show you their lovely spring ensembles. Now you see I wasn't exaggerating when I said these styles would leave you speechless! To close our fashion show, we give you a stylish farewell."

MODELS & ANNOUNCER: "We hope you've liked our little show.
We've modeled with a passion.
For PUNishment that's a la mode,
Is never out of fashion!"

(Outfits and individuals can be added to make this as long or short as needed.)

The Absentminded Drivers

This skit can be altered to fit any number of boys. Large cardboard cutouts of boat, plane, rocket, etc. are on stage in full view of audience. Boys are dressed in appropriate costume. As they speak their lines, the audience calls out the correct vehicle.

Narrator: We're slightly absentminded, I've even forgotten my name. Please help us find our vehicles, in our transportation game.

Pilot:
(PLANE) I have a pair of goggles and a helmet on my head. Which one of these belongs to me? (Points to vehicles.) What was that you said?

Cowboy:
(HORSE) My hat's about ten gallons; I've spurs upon my boots. I wear a kerchief 'round my neck; my yells I give in whoops.

Fireman:
(FIRETRUCK) I sometimes wear a helmet, a rubber coat and boots. My vehicle is usually red; my siren has no toots.

Astronaut:
(ROCKET) My orbit is outside the earth, where silence is profound and when my trip is over, I don't touch down on ground.

Sailor:
(BOAT) Over the blue and bounding main, away, away we float. I wonder what I'm steering. Could it be a _____?

Engineer:
(TRAIN) I carry loads and people. My engine is big and black. I go to far off places; I run upon a track.



Indian: My highways are the lakes and streams, over all the
(CANOE) country wide. Sometimes I use a hollowed log; sometimes
an animal hide.

Bus Driver: I carry people to their work and home again at night.
(BUS) I drive to any part of town; I'm yellow and shiny and
bright.

Our Town USA

Narrator:

Tonight we honor a great American -- born on October 27, 1858.
(Boy in baby bonnet says "Ga, ga".)

In 1872, he acquired his first spectacles.
(Boy in cap holds up wire frames with large number 1 attached and
puts them on. All boys from now on will wear these spectacles.)

In 1872, he journeyed to the Nile.
(Boy in pith helmet stands and commands to seated boy, who is naked
to the the waist, to row.)

At the age of 26 he owned a ranch in the Dakotas.
(Boy in cowboy hat waves hat and yells "Wahoo".)

In 1896, he was president of the New York City Police Commission.
(Boy in old time police hat shouts "Stop thief".)

In 1897, he was Assistant Secretary of the Navy.
(Boy in sailor hat shouts "Anchors away".)

In 1898, he charged San Juan Hill with his Roughriders.
(Boy in cowboy hat draws saber and yells "Charge".)

1901 saw him become the 26th President of the United States.
(Boy in top hat, tip toes across stage with big stick and says "Bully".)

In 1905, he was awarded the Nobel Peace prize for stopping the Russo-
Japanese War.
(Boy in top hat stands between boy in fur hat and boy with mandarin
hat and pigtail and says "Stop". Both boys have boxing gloves on.)

Also in 1905, he started the construction of the Panama Canal.
(Boy in pith helmet points to ground and says "Dig here".)

He retired from the Presidency in 1905.
(Boy in sleepers removes his top hat, stretches, yawns and says,
"Ho hum".)

He immediately went big game hunting in Africa.
(Boy with pith helmet and gun, points gun and says "Bang".)

He completed his autobiography in 1913.

(Boy carries all props...hats, etc....across the stage with big sign which has ME on it.)

This great American died at Oyster Bay, New York on January 6, 1919. (Boy covered with sheet is lying down; all other boys stand around him and say "Rest in Peace".)

In case you have not guessed who this person was -- his name is Theodore Roosevelt.

This same skit can be adapted to any other President you want. In making up the sayings, call on your boys. They can come up with much better ones than you can ever think of.

Lemonade Stand

Cast: Lemonade seller and 3 customers.

Props: Lemonade stand or table with sign "Lemonade--All You Can Drink For A Dime". Pitcher and glasses on table.

Seller: "Come and get your fresh, ice cold lemonade. All you can drink for a dime."

First Customer: "All I can drink for a dime? Boy, am I thirsty! Here's a dime. I'll take a glass." (Seller hands him a glass--he takes a long drink, then turns to the audience holding his throat.) "This stuff tastes terrible!" (Walks off stage shaking his head.)

Second Customer: "All you can drink for a dime?"

Seller: "Yup."

Second Customer: "I'll have a glass." (Takes a sip.) "Arghhh, this is the worst lemonade I've ever tasted. Did you stir it with your feet?" (He exits.)

Third Customer: "Boy am I thirsty. I'll take a glass of lemonade." (Hands him a dime and drinks it down.) "Hey, that's mighty good! I'll take another glass."

Seller: "That will be another dime."

Third Customer: "But your sign says, 'All You Can Drink For A Dime'."

Seller: "That's right, sonny. That's all you CAN drink for a dime."



A Prize Dessert

Actors: Den chief as narrator.
One boy dressed as judge in top hat and oversized coat.
Four boys dressed as cakes, as described below.

Den chief: Keeping in mind our theme, our skit is titled "A Prize Dessert". We have been working on our favorite desserts.

First, I'd like to introduce our most gracious and esteemed judge, Mr. Tasty! (Judge comes on stage, carrying oversized 1st Prize ribbon. He stands to one side of stage.)

Our first contestant is Sponge Cake. (Boy comes out, doing hand springs. He allows judge to poke him.)

Sponge cake is soft, springy, and holey. He comes in all sizes and colors. You can try to look through him. (Judge does this.) If you poke him, he'll cry. (Sponge cake stands quietly while other contestants enter.)

Our second contestant is the famous Washington Pie! Round and plump, covered with a rich green creamy meringue, topped with red cherries. Be careful when you cut it...because it will flop! (Washington Pie wears green with bunch of red cherries on head. Judge tries to cut it with a big cardboard knife. Pie falls.)

Our third contestant is the Devil's Food Cake....as brown as dirt and wonderfully moist and good. Forget his horns, for what would a contest be without the distinctive touch. (Devil's Food Cake wears brown with horns on head. He pokes at other desserts with a fork.)

And now, Mr. Tasty, would you please select the prize dessert? (The judge walks back and forth a few times and finally pins the first place ribbon on one of the desserts.)

ALL: (Singing to the tune of "Friendship")
Friendship, friendship, just a perfect blendship,
When other contests have been forgot,
Ours will hit the spot.

Whatever Became of the Peace Pipe?

Characters: Chief Hope, Chief Hedges, other den members can be in costume listening or take some of Chief Hope's parts.

Props: Peace pipe.

Chief Hope: How! I am Chief Bob Standing Hope. We are here to give you a little background on Indian Lore. This is Chief Benson Hedges. He stands tall among other men...he's a silly millimeter longer. Chief Benson, will you tell us about the peace pipe and why it is no longer used in the tribe?

Chief Hedges: The peace pipe was used as a sign of peace and friendship among members of our own and other tribes. (Shows peace pipe.) As you can see, it was highly decorated and became a part of a ceremony. Indian Braves would sit in a circle and pass it from one to the other. That's where the problem started.

Chief Hope: What do you mean?

Chief Hedges: If one Brave had a cold and passed the pipe, then the next Brave would catch his cold. Then the pipe would be passed on and so would the viruses. One year we had a very bad epidemic. That's when the witch doctor took action.

Chief Hope: What did he do?

Chief Hedges: He insisted that all peace pipes have this warning on them. Here, read this. (Hands the peace pipe to Chief Hope, pointing to the printing along the stem of the pipe.)

Chief Hope: Warning! The witch doctor has determined that smoking peace pipes is dangerous to your health.

Chief Hedges: Now we have changed our ceremonies. Instead of passing the peace pipe we give everyone bubble gum. (Gives all Braves real or pretend bubble gum and they all exit smiling and chewing.)

Efficiency Expert

Scene: Two efficiency experts are at work. Various people are about. Efficiency experts are nosing into various things around the office. One worker, on the way to the water fountain, comes up to two fellow workers.

Worker: Mike and Dave, look out for the experts. They're here again.

Dave: Thanks, I'll fix them when they come by.

Mike: Always nosing into our business. (Experts come along.)

Exp. 1: (To his companion) Here are a couple of guys that don't seem very busy. Maybe we'd better look into this.

Exp. 2: By all means.

Exp. 1: (To Dave) Young fellow, what do you do here?

Dave: I don't do a thing.

(The experts look at each other knowingly.)

Exp. 2: (To Mike) And young man, what do you do here?

Mike: I don't do a thing, either.

Exp. 1: (Nodding to 2nd) HMMMMMMMMMMMMMMMM! Duplication.

Carbolic Acid

Scene: Two fellows come from opposite sides and meet at the center of the stage. They talk a little while about the weather, their family, etc. One of the fellows says he must be going.

Bill: Well, so long!

Joe: Au revoir.

Bill: Wait a minute! What's this au revoir?

Joe: That's goodbye in French.

Bill: It is, huh? Well, carbolic acid!

Joe: Carbolic acid? Where does that fit in?

Bill: You said au revoir is goodbye in French.

Joe: Sure.

Bill: Well, carbolic acid is goodbye in anybody's language.

The Dog Show

As the curtain opens, Narrator is on stage. The first Cub Scout enters carrying a chair.

Narrator: Say _____ (fill in name), what kind of a dog do you have?
(He repeats this to each Cub Scout.)

Cub 1: I have a setter (Sits down on chair, quickly rises and exits.)

Narrator: Say _____, what kind of a dog do you have?

Cub 2: (Enters and points to the audience with a long stick.)
I have a pointer.

Narrator: How about you _____, what kind of dog do you have?

Cub 3: (Enters carrying a large spring.) I have a springer.

Narrator: _____, what kind of dog do you have?

Cub 4: (Enters carrying a bucket.) I have a water spaniel.

Narrator: Say _____, what kind of dog do you have?

Cub 5: (Enters carrying a large clock.) I have a watch dog.

Narrator: _____, what kind of dog do you have?

Cub 6: (Enters carrying a cardboard box.) I have a boxer.

Narrator: And _____, what kind of dog do you have.

Cub 7: (Enters carrying a mop.) I have a puppy. (He then starts to mop up an area where the puppy had an "accident".)

Kettle For Sale

Scene: Roadside with large sign, "Kettle For Sale", displayed so the audience can see it. The tourists drive up, in an automobile made by chairs being placed like car seats.

Tourist 1: Here's a place where we can buy a kettle. How do we find out?

Tourist 2: Here comes the rancher now. (To rancher) Say, I saw your sign. What kind of kettle do you have for sale?

Rancher: Ain't got no kettle!

Tourist 1: Oh, it's cattle you have for sale?

Rancher: Nope. It's a buffalo. Just couldn't spell it.

Backyard Fun

Materials: Six Band-aids

Scene: Six people enter stage with band-aids on their faces or arms. Each grabs a magazine and begins to read.

Person 1: Is it time yet?

Person 2: Is it time yet?

Person 3: Is it time yet?

Person 4: Is it time yet?

Person 5: Is it time yet?

Person 6: Nope. Not yet.

Person 5: Not yet.

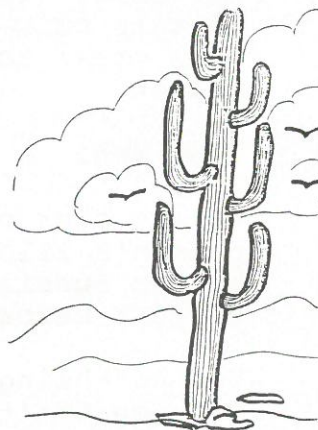
Person 4: Not yet.

Person 3: Not yet.

Person 2: Not yet.

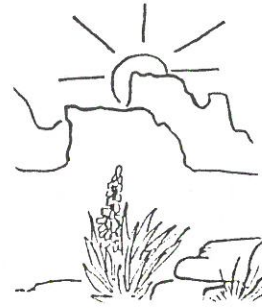
Person 1: Shucks!

(They go on reading.)



Person 1: Is it time yet?
 Person 2: Is it time yet?
 Person 3: Is it time yet?
 Person 4: Is it time yet?
 Person 5: Is it time yet?
 Person 6: Yep!

Person 5: Yep.
 Person 5: Yep.
 Person 4: Yep.
 Person 3: Yep.
 Person 2: Yep.
 Person 1: Great!



They put down their magazines, stand up, turn to left, start singing:

I am stuck on bandaid brand,
 Cuz bandaid's stuck on me!

Everyone repeats first line.
 First person repeats last line.

Guardians of Space

Characters: Dr. Crew and ten helpers.

One: Attention Earthlings!
 Attention Earthlings!
 Please listen carefully.
 We have an important announcement for you.
 I repeat! Please listen carefully!
 The future of your planet depends on whether or not you heed the following warning:

Dr. Crew: Ahem! I am Dr. Crew.

All: Dr. Who?

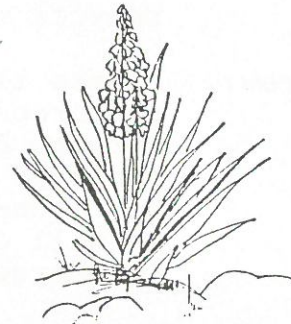
Dr. Crew: Dr. Crew. (Mottley Crew, that is.) I am the time warden of this universe. I have come with my crew (my Mottley Crew crew) to warn you of the impending doom of your planet.

All: Yeh! Yeh!

Two: We are sick of your sending trash out into space. My cousin's friend's husband's mother-in-law almost got hit by the Russian rocket the other day. Luckily it burned up just before it got to her flying saucer.

Three: You Earthlings are always sending things out into space, but you don't even care what happens to them after you are finished.

- Four: When I go for a walk on the moon, I need an umbrella to keep the space trash from falling on my head.
- Five: Yeh, and Mercury is almost ruined as a vacation spa. There are too many spy rockets and telescopes studying it.
- Six: But the worst is what you are doing to your own planet.
- Seven: The smoke clogs out the sun.
- Eight: It's hard to see the stars.
- Nine: Nuclear Missiles.
- Ten: Factory wastes.
- One: Exhaust from cars.
- Two: Acid rain.
- Three: Dirty water.
- Four: Poison lakes.
- Five: Foul odors.
- Six: Chemicals.
- Dr. Crew: Please listen to us Earthlings, we have come to warn you that your abuse of this planet and the space around it is a shocking disgrace to your neighbors who are trying to keep a neat and orderly Solar System.



Song: Papers Here, Papers There
(Tune: The Caissons Go Rolling Along)

Papers here, papers there,
Trash and garbage everywhere
Careless Earthlings are messing us space.

They don't know, they don't care,
If it's right or if it's fair.
Throwing junk out all over the place.

So to one and all
We plead, Get on the ball
Clean up in summer, spring, and fall.
And where ere you go
Let conservation show
Keep the Earth clean and pretty we warn.
Pick that junk up!
Keep the Earth clean and pretty we warn.

- Six: And quit being mean to your plants and wasting trees. Plants help hold your soil in place and prevent erosion

and flooding. They help purify the air. They make the the earth more beautiful and keep moisture in the soil. Without plants the soil would soon be all gone.

Seven: Take a look at the moon. The Earth would look just like that in a short time without plants.

Eight: Plants always try to make things better.

Nine: When was the last time you saw a tree throwing trash around or starting a fight?

Ten: When did you ever see a plant waste anything? They recycle everything.

Dr. Crew: Please listen Earthlings! Stop wasting your precious resources and making this beautiful planet into a garbage dump. We warn you. If you keep showing us you can't or won't take care of the Earth properly, we will be forced to remove you from control of this planet. We will give the controls back to the beings who were in charge at first -- the plants.

Song: We Are the Folks Who Hunt the Bugs
(Tune: Yankee Doodle)

All: We are the folks who hunt the bugs
Who litter up our space
With papers, bottles, old tin cans
And wrappers every place.

We want to keep our playground clean
Without a lot of fuss
So start today and do your share
No litter bugs for us.

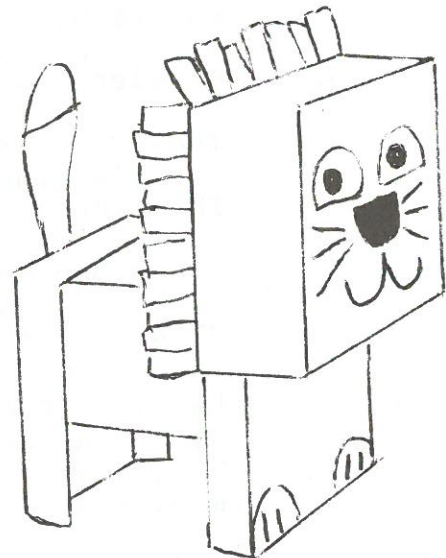
Shoe-box Lion

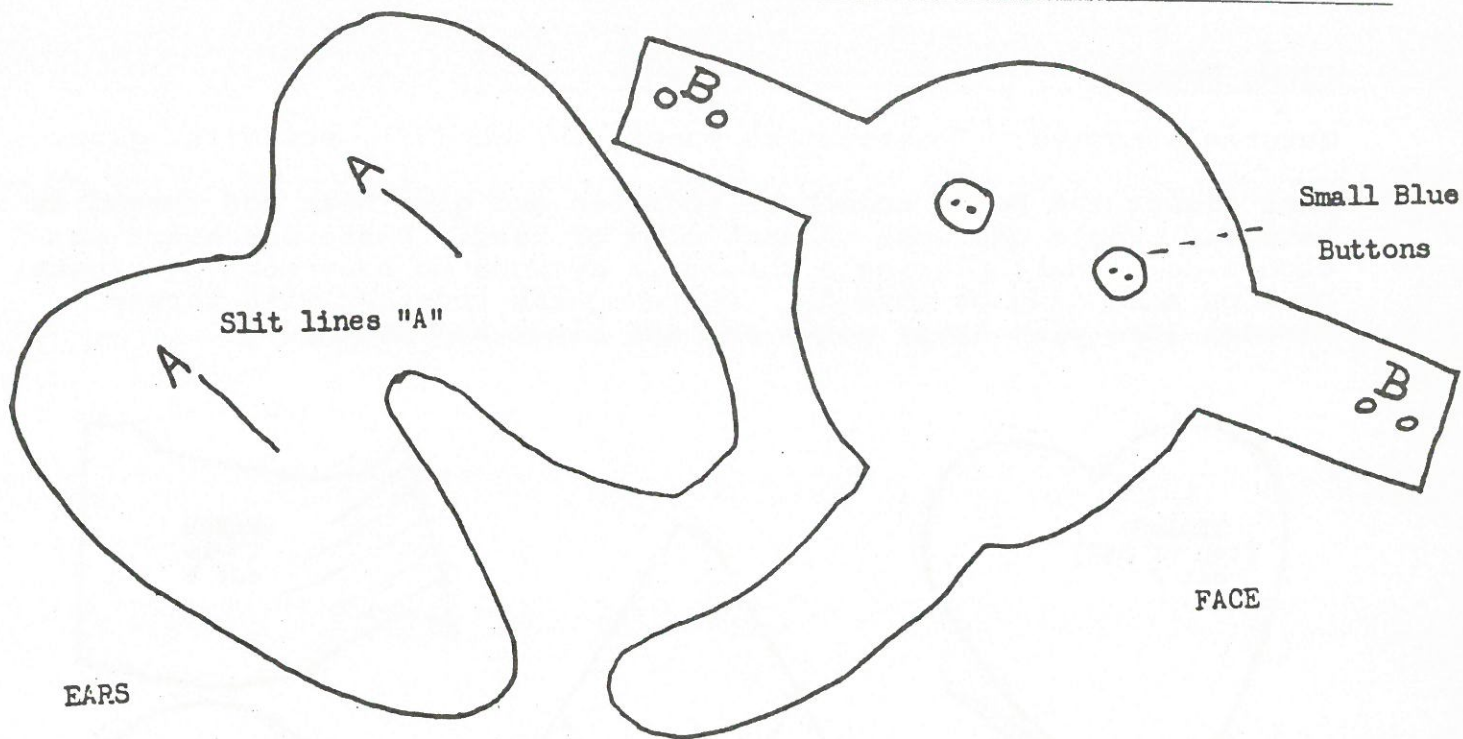
To make this ferocious lion you need a shoe box (complete with lid), paints, glue, and a piece of light-weight cardboard.

Cut a shoe box and its lid in half. Glue one of the lid halves to each end of one of the shoe-box halves to form the lion's body and legs.

Cut slits all around the three sides of the other shoe-box half and bend them out for the lion's mane. Glue this box half to one end of the lion's body-legs section. From lightweight cardboard, cut a tail shape and glue it to the lion's body.

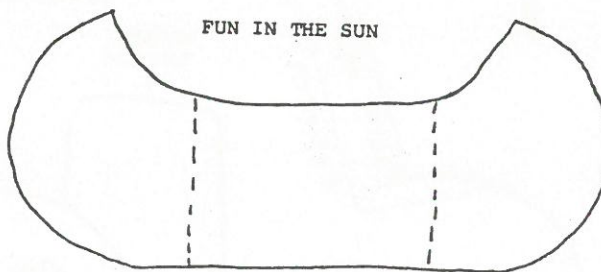
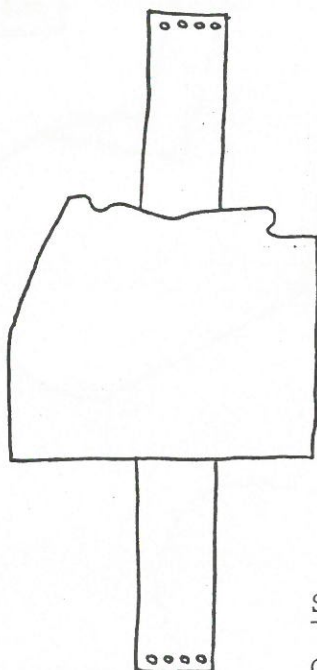
Paint the entire lion and add features with paint or felt marker.





Elephant Slide

This may be cut out of leather or naugahide. Tan or gray would be best with small blue buttons sewn on for eyes. Strips "B" go through slots "A" where strips "B" overlap and a small piece of copper wire put through the "B" holes then twisted and flattened. (You could also staple them together.)



Canoe Slide

Cut two pieces like the pattern and glue ends leaving the center part unglued to make opening for neckerchief.

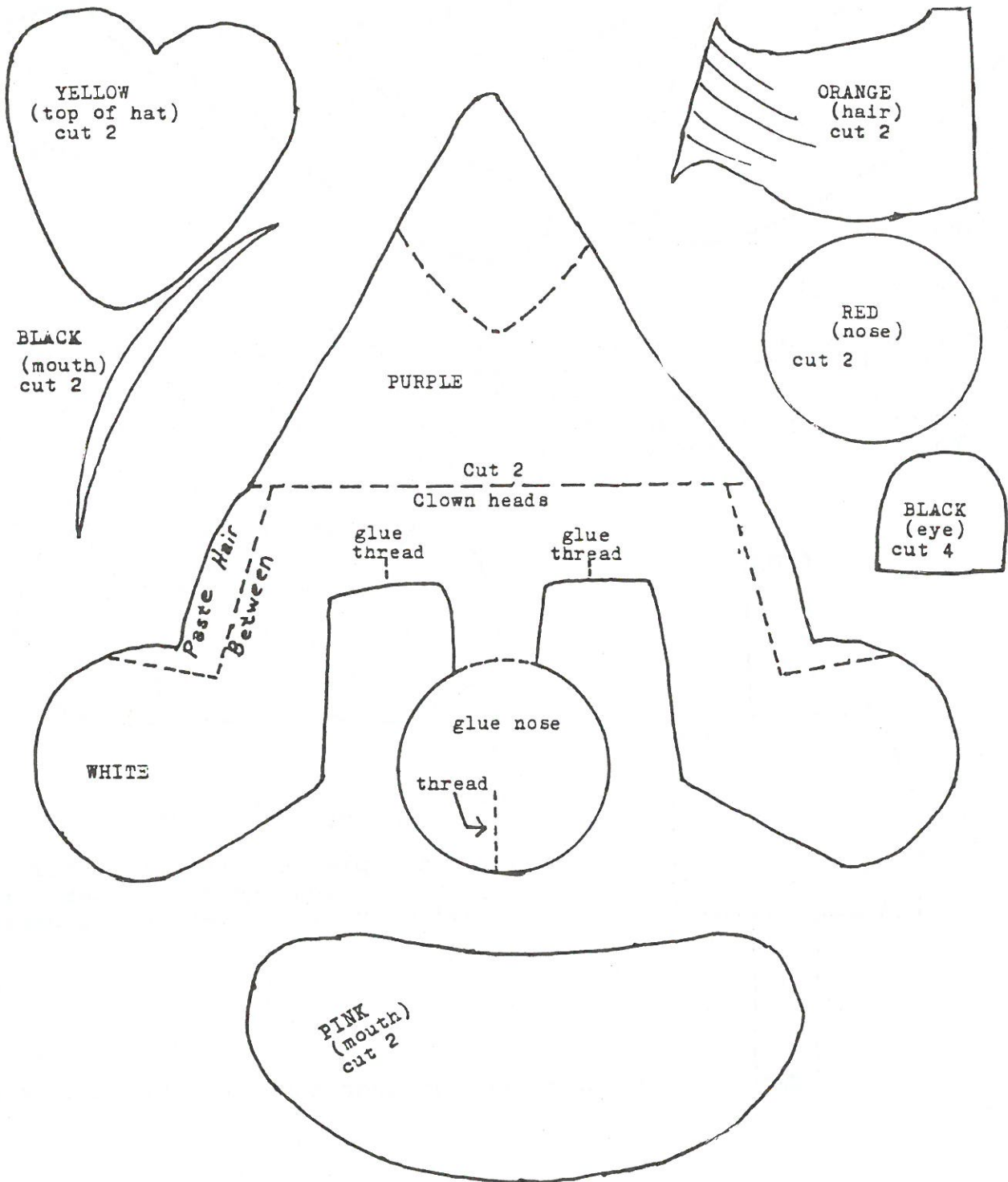
State Slide

Cut one piece and bend tabs together and lace.

Clown Mobile

Materials needed: Construction paper, thread (3"), scissors, glue.

When gluing the heads together, position and glue hair and thread in between. Paste one nose on each side of head. Paste one heart on each side of hat, placing a thread in between to hang mobile. Paste eyes on each side of threads. Paste mouths together with thread between (one pink happy mouth and one black sad mouth).



CUB SCOUT BIRD WATCHERS



G. Allen '87

L. Allen

R. Allen

APRIL 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
March S M T W T F S 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	May S M T W T F S 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31				1 GOOD FRIDAY 1-3 Camps Closed	2 PASSOVER
3 EASTER SUNDAY	4	5	6	7	8	9 Rappelling/Climbing Workshop-Battle - Battle & Naish Work Days Wood Badge Sess. I
10 9-10 Wood Badge Session 1	11	12	13	14	15	16 Cope - Explorer Officers Sharing Native American Ways Workshop
17	18	19	20	21	22 22-24 Wood Badge Session 2 RIDS Retreat	23 Cope-Eagle Scout NESA
24	25	26	27	28 Council Recognition Banquet (Silver Beaver Presentations)	29	30

APRIL 1988

CUB SCOUT BIRD WATCHERS

PREOPENINGS

Bird Hunt

Pin a slip of paper with the name of a common bird on participant's back. By asking yes and no questions, have each participant try to figure out what kind of bird he is.

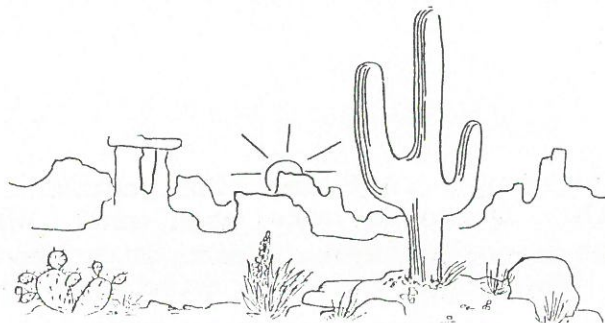
Hidden Birds

Find these hidden words in the puzzle:

- | | | | | |
|---------|----------|---------|------------|------------|
| Bluejay | Buzzard | Canary | Chicken | Dodo |
| Dove | Duck | Eagle | Emu | Falcon |
| Goose | Hawk | Ostrich | Owl | Parrot |
| Penguin | Pheasant | Pigeon | Quail | Roadrunner |
| Snipe | Sparrow | Swan | Woodpecker | |

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

Bird Watchers

The boys are dressed in camouflage outfits carrying toilet paper roll binoculars. They crawl or crouch on stage. All are whispering about locating the birds. After several minutes of looking toward the sky, have one announce that "The birds are here. We can start now."

Egg Hatching

Use papier-mache to make eggs and cut them in half, or use the plastic eggs that you can purchase. Have all the boys enter carrying the eggs....their prized possessions....very carefully. When all have entered, have them very carefully open their eggs which contain notes declaring this meeting open.

ADVANCEMENT

Trail to Eagle

Cubmaster: The eagle is a majestic bird. Congress adopted it as our National bird. As a symbol of America, the eagle stands for the courage, honesty, generosity, industriousness, determination, and inner strength that characterizes Americans. The purposes of Scouting are character development, personal fitness, and citizenship training. The Eagle Rank is the highest award with which Scouting can honor its young men. I'd like to introduce Eagle Scout _____ from Troop _____, who will help with our Cub Scout advancements this evening. (Present awards - keeping boys up front.) These boys are on their Scouting trail to Eagle. They are learning all the things that will help them grow into fine young men, ready to uphold the ideals that the eagle represents. Congratulations Scouts.

The Naturalist

The Cubmaster, dressed as a bird watcher or naturalist, is on the search for anything suspicious and discovers a nest with eggs in it. He declares, "What a find!" and looks to see what is hatching. In the next are different colored eggs for each advancement with the awards inside of the eggs. As the Cubmaster opens the eggs he exclaims "A new Bobcat has been hatched and the new Bobcat is _____." Have the boy and his parents come forward to receive the award. Repeat for each boy receiving an award.

CLOSING

Horizons

We often speak of horizons...not one, but plural, horizons. Did it ever occur to you that there is more than one? When you have worked and planned to reach your horizon, there is a new one just as far away as the first. When that horizon is within your grasp, wonder

of wonders, still another is waiting. Few men ever reach all their horizons. Some never reach the first and still others never start. Look at what they miss. All they ever see is the small area around them. This is not the Cubbing way. Cub Scouts must reach a series of horizons on their climb to the Arrow of Light. Small horizons, but they lead to farther horizons of Scouting and Manhood. Good night Scouts - keep reaching.

What is a Bird?

Is it a creature that flies? Most of them do, but so do bats, as well as butterflies and many other insects.

Is it a creature that builds a nest? Again, most of them do, but so do mice, squirrels, and rabbits.

Is it a creature that lays eggs? Yes, but so do many reptiles such as turtles and some snakes.

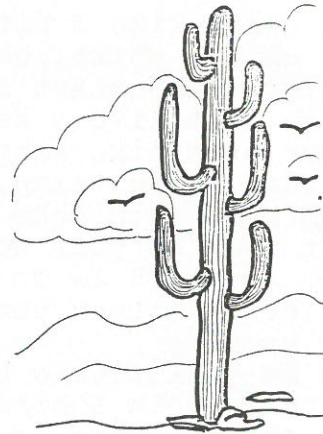
Then what is a sure test for a bird? Its feathers! Birds are the only creatures on this planet that wear this outside covering.

So you see Cubs, everything is not always what it seems. Learn to investigate and explore what God has given us to enjoy.

Thank you and good night, Scouts.

PACK ACTIVITY SUGGESTIONS

Kite Flying Contest.
Bicycle Rodeo.
Picnic.
Bird Whistling Contest.
Paper Airplane Contest.
Taxidermist Visit.
Nature Park Visit.
Ornithologist Visit.



DEN ACTIVITY SUGGESTIONS

Visit the park.
Have a neighborhood trash clean up.
Hang bird houses.
Take a sound hike.
Take a color hike.
Take an odor hike.
Visit an airport.
Hang material for bird nests.
Identify birds in the neighborhood, park, and/or shopping area.

SONGS

Junior Birdman

Tune: On Brave Old Army Team

Up in the air junior birdman

(Form goggles for face with thumbs and forefingers of both hands, hold extended fingers up.)

Up in the air, upside down

(To form upside-down goggles, rotate hands toward face until extended fingers touch lower jaw.)

Up in the air junior birdman (form goggles)

Keep your noses off the ground.

And when you hear from the announcer

That the wings are made of tin,

Then you'll know the junior birdman (form goggles)

Will send his box tops in.

It takes four box tops (extend four fingers).

Three-bottle caps (extend three fingers).

Two-oo-paper wrappers (extend two fingers).

And one-thin dime (extend one finger)!

Just Chirp, Chirp Like a Bird

Tune: Just Whistle While You Work

(Start off by having audience stand up.)

Just chirp, chirp like a bird.

Chirp, chirp, chirp, chirp, chirp, chirp.

Put on that grin and start right in

To chirp just like a bird.

Now flap your arms like wings.

Flap, flap, flap, flap, flap, flap

Just do your best then take a rest

And sit down on your nest. (Audience sits.)

When there's too much to do

Don't let it bother you.

Forget your trouble

Try to be just like a birdie in a tree.

And chirp, chirp like a bird

Chirp, chirp, chirp, chirp, chirp, chirp.

Come on, get smart, tune up and start

To chirp just like a bird.

Chirp, chirp!



SKITS

Fly Away

Props: A cardboard or sheet bird's nest with several boys sitting in nest.

1st: I'm hungry. I wonder where mom is?

2nd: She's been gone a long time.

3rd: Maybe she's found some worms to bring us.

4th: No, she'll bring sunflower seeds. I like them better.

5th: I'm just so hungry.

6th Boy enters and says: Come on children, it's time to leave the nest and fly with me.

All little birds: No, it's too hard! We'll fall!

6th Boy: You'll do fine. Come and I'll take you to a feast of worms and sunflower seeds.

All little birds start leaving nest commenting on how much they'll eat.

(For closing, have 6th Boy say: Bye, see you next month.)

South For Winter

One boy sits in front of the audience. A group of boys fly in asking, "Is it time?", and "Is it over yet?". The boys fly all around. After a little while the boy who is sitting, stands and waves to the others. He says, "Summer is over, winter is on its way and it's now time to fly south." He leads them from the room.

(For closing - Cubmaster adds: "A time comes every year for many of our birds to fly south. There is a time for everything and it is time to bring the meeting to a close. Goodnight.")

The Eagle

(Have each boy carry in a picture of the eagle.)

1. Eagles eat mostly fish, but also eat small animals, reptiles, and small birds.
2. There are more than 40 species of known eagles in the world.
3. Some species of eagle soar up to 8,000 feet or more.

4. The largest of the bald eagles has a wing span of 8 feet.
5. An eagle may fly off with a small chicken, but never a lamb or child. An eagle can carry only 5 to 6 pounds while flying.
6. Eagles feed during the daytime hours.
7. Eagles are said to be mated for life.
8. Eagles are patient and attentive parents.
9. Eagles make huge nests. They sometimes weigh as much as a ton.
10. In the United States, the bald eagle is protected by Federal law.
11. The eagle has been chosen the highest rank in Boy Scouting.

The Feather

After each of the boys says his line, have him turn around.
The sixth boy comes in carrying a large cardboard feather.

1st Boy: You've written lots of letters with me. What am I?

2nd Boy: I'm used to help keep your house clean. What am I?

3rd Boy: I'm used to help arrows fly straight and true. What am I?

4th Boy: Your eyes adore me, I come in all colors, shapes, and sizes. What am I?

5th Boy: Your head lays on me. I'm so soft and comfortable. What am I?

6th Boy: I am a feather.

Spring is Here

Setting: Any backyard.

Narrator: The trees are starting to get green.

Action: Enter 2-3 boys with leaves on arms and heads.

Narrator: A gentle breeze is blowing.

Action: Trees sway.

Narrator: The flowers are blooming. They have such a nice scent.

Action: 2-3 boys sit up front holding paper tulips.

Narrator: The birds are flying around.

Action: 2-3 boys enter identified as birds.

Narrator: Spring is here.
Action: In comes a boy barking like a dog.

Narrator: The dogs are even out.
Action: Dog disturbs the birds. The birds leave.
Dog tramples the flowers. The flowers leave.
Dog sniffs at the trees. The trees leave.
Lone dog remains barking in the yard.

Narrator: Oh!! Yes, spring is definitely here.

TRICK

Spin the Egg

Give all the boys a raw egg and ask them to try and spin their egg. You use a hardboiled egg, so your egg will spin. Then, explain the difference to them. The hard boiled egg is solid and does not move inside the egg. Their egg is spinning inside the shell, similar to water spinning inside a glass of water.

GAMES

Feather on a Stick

Have each boy run 20 feet with a feather balanced on a yard stick. If the feather falls off, the boy returns to "start" and tries again. First boy to the finish line wins.

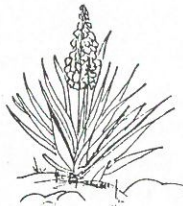
One Legged Rooster Fight

Each boy stands on one foot, holding the other up behind him with corresponding hand. The boys try to upset one another by shoving with their shoulders, elbows, or by jumping. The boy left standing is the winner.

Variation: Mark off a circle with milk cartons, rope, or markers. If a boy steps outside of the circle, he's out. Last boy standing in the circle wins.

Sparrow Battle Royal

Establish a 6 to 10 foot circle on the ground. Each Cub Scout gets in the circle and grasps his ankles with his hands. On signal, the sparrows try to upset or force each other out of the ring. The last sparrow in the ring and still on his feet is the winner.



Feather Blow

Give each Cub Scout a feather. On your signal, have them place the feather on the floor and blow (without the use of hands) the feather 12-15 feet across the floor. The first boy to blow his feather over the finish line wins.

This may be done as a relay.

Birds Fly

(Played similar to Simon says.)

A leader says "Birds fly," and flaps his arms. The leader may name any kinds of birds, flying insects, or even airplanes or clouds. If the thing he names is a flying creature, the other players also must make flapping motions with their arms. Anytime he names something that is NOT a flying creature, he flaps his arms anyway and tries to trick the other players into doing the same. The game continues as long as more than one person has not been fooled.

CRAFTS

Bird Nest Building Rack

Materials needed:

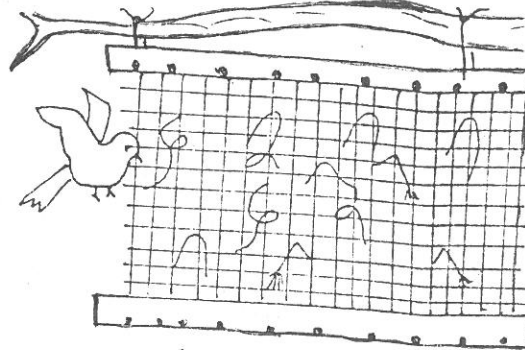
2 wooden slats - same size

Orange mesh fruit bag

Nails

Nesting materials (yarn, thread, paper strips, straw, dry grass, etc.)

Hammer and saw



Flatten out the mesh fruit bag and tack top to one wooden slat and the bottom to the other. Put all kinds of nesting materials through the mesh holes. Add two loops for hanging. Place the rack outdoors where you can watch the birds when they come shopping for nesting materials.

Toad-Stool Bird Feeder

Materials needed:

Paper cup

Ice cream stick

Paper plate

Pipe cleaner



Cut a round hole in one side of the paper cup. Insert an ice cream stick perch about 1" below the hole. Make the ice cream stick extend a bit through the opposite side of the cup to make it firm. The paper plate is the roof. Poke two small holes in the middle and push the pipe cleaner up from the underneath side through both holes.

Twist the ends to form a hanger. Poke small holes along the edges of the plate and the top of the cup. Connect the two pieces with pieces of pipe cleaner. Decorate as desired.

Lunch Time

Materials needed:

6" piece of 1" dowel rod
2 aluminum pie tins
1 nail
1 screw eye

Nail one pie tin to the dowel rod for the bottom. The upper pie tin is fastened with the screw eye to the dowel. Small holes may be punched in the rim of the upper pan and strings inserted for hanging suet. Decorate as desired.

Pine Cone Owl

Materials needed:

1 large pine cone
Scrap felt pieces or construction paper

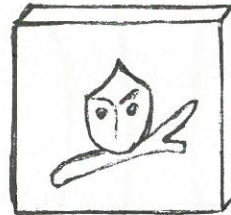


Use a large pine cone for the body of the owl. Glue on yellow and black felt for the eyes and beak. Add feet with 4 toes.

Tiny Owl Plaque

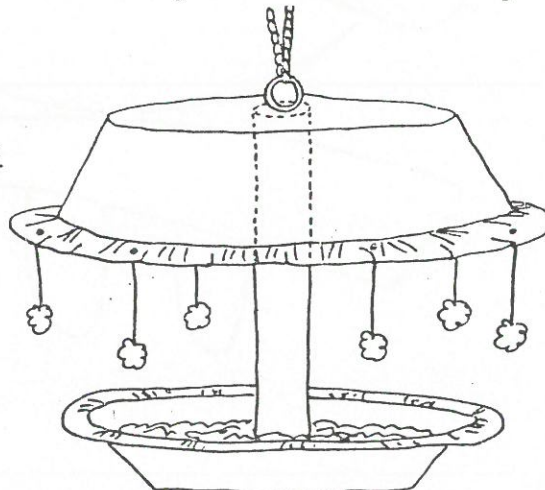
Materials needed:

1 large petal from pine cone
2 moveable eyes
Twig
Wood base
Pull-tab from soda pop can
Nail



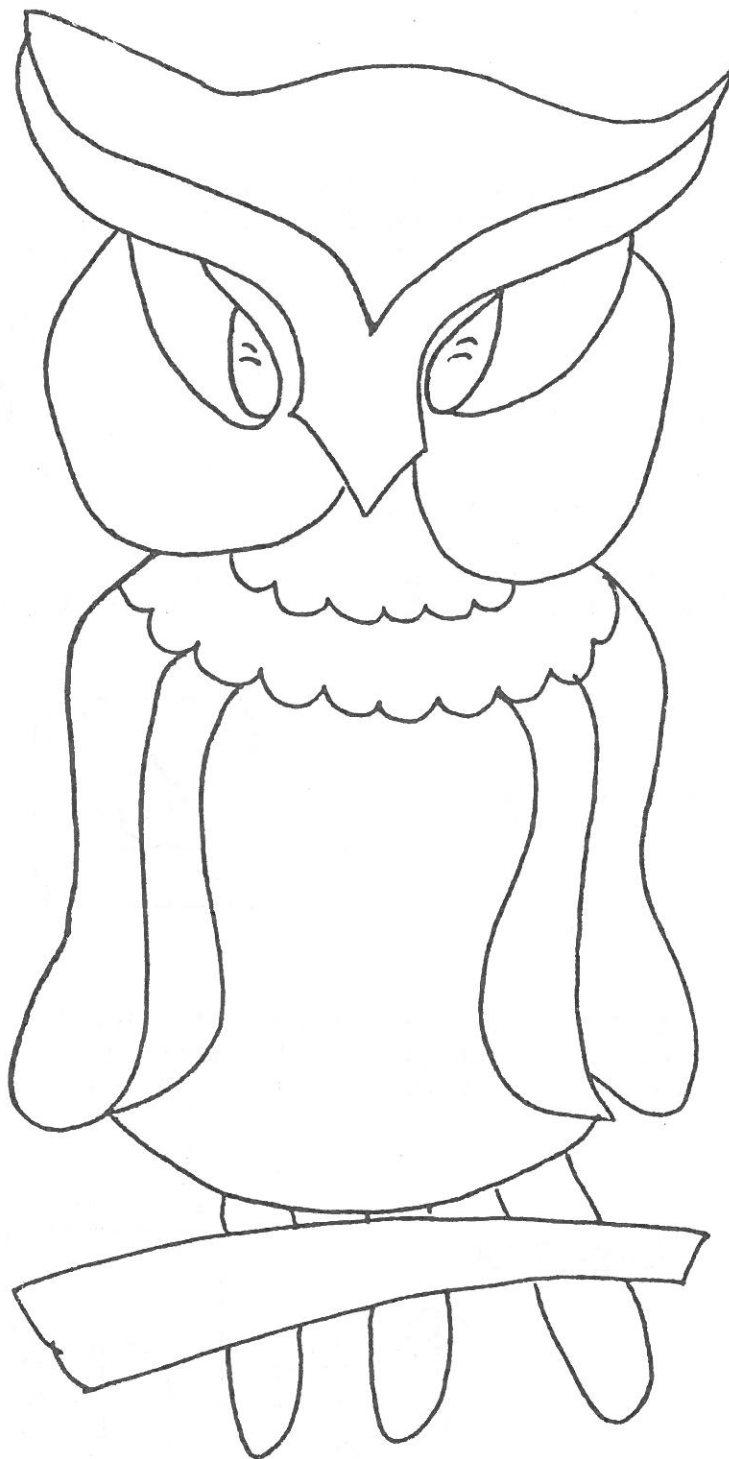
The wide portion of petal is the top of owl's head. Glue moveable eyes on petal. Decorate wood base with paint or cloth as desired. Nail pull-tab on back of base for hanger. Glue on twig for branch and add owl.

Lunch Time



Mosaic Owl

Using school glue, glue rice dyed in colors or beans to fill in owl outlines. Rice can be colored with food coloring by placing rice and food coloring in small container and shaking. Then spread rice out on paper and allow to dry.



Hook the Duck

Materials needed:

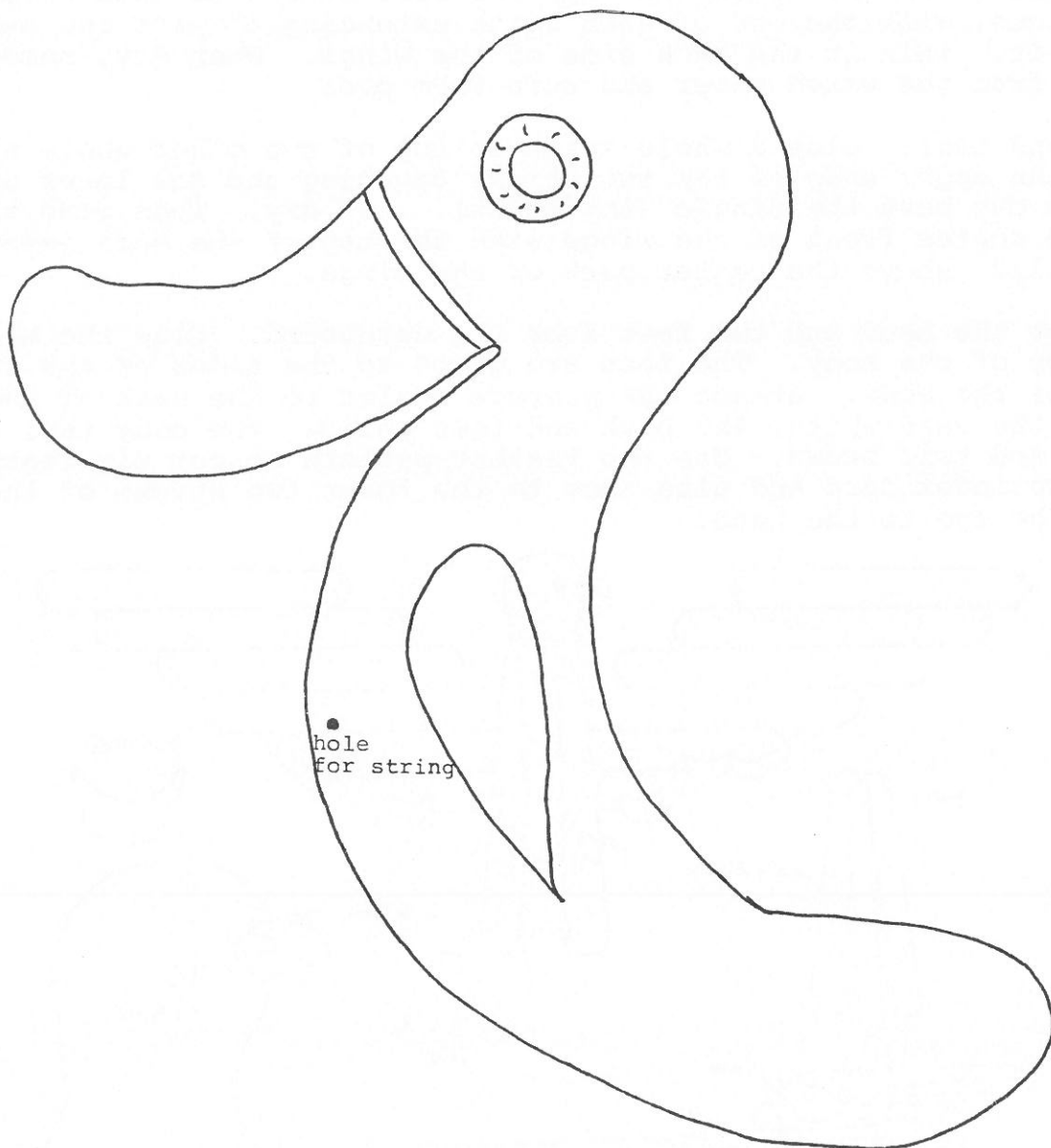
1/4" plywood or masonite

Paint

10" - 12" string

1" section of cardboard roll or large ring

Cut plywood shape out and paint. Tie string to duck's body and tie other string end to cardboard roll or large ring. Hold duck by the tail and swing string gently. Try to loop ring over duck's bill.



Eagle Plaque

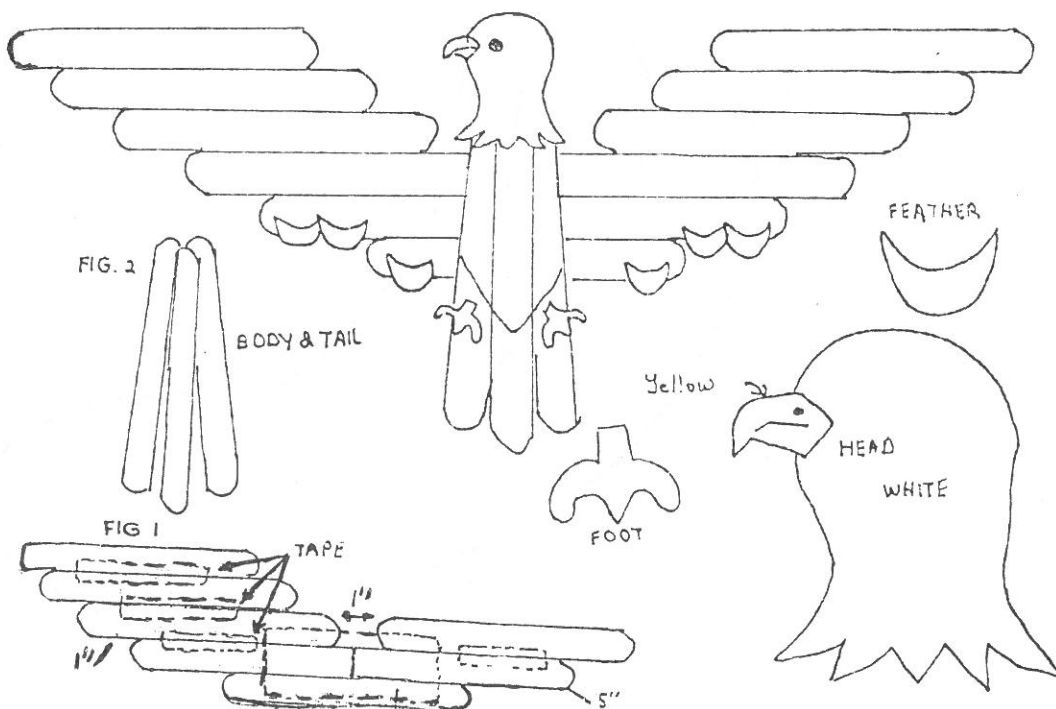
Materials needed:

14 jumbo craft sticks
 One gummed picture eyelet
 One 10mm paste-on eye
 Light-weight cardboard
 One index card
 White, yellow, tan and brown paint

Wings: Working on waxed paper, glue two 5" sticks to a whole stick, edge to edge as shown. Glue and tape the edges of two more sticks to the edges of the 5" sticks, leaving about 1" space between them and the center. Glue a 2" x 4" piece of cardboard on top of these 5 sticks as shown. Glue and tape two more sticks to each side of the wings, with the end of each stick extending 1" past the stick below it. This is the back side of the wings. When dry, remove the wings from the waxed paper and turn them over.

Body and tail: Glue a whole stick on top of two other whole sticks with the upper ends of the two sticks touching and the lower ends spread out past the single (top stick). Let dry. Then glue the body to the center front of the wings with the top of the body extending about 1/2" above the center part of the wings.

Cut out the head and two feet from the cardboard. Glue the head to the top of the body. The feet are glued to the sides of the lower part of the body. Attach the picture eyelet to the back of the wings. Paint the head white, the beak and feet yellow, the body tan, and the wings and tail brown. Use the feather pattern to cut six feathers from an index card and glue them to the lower two sticks of the wings. Glue the eye to the head.

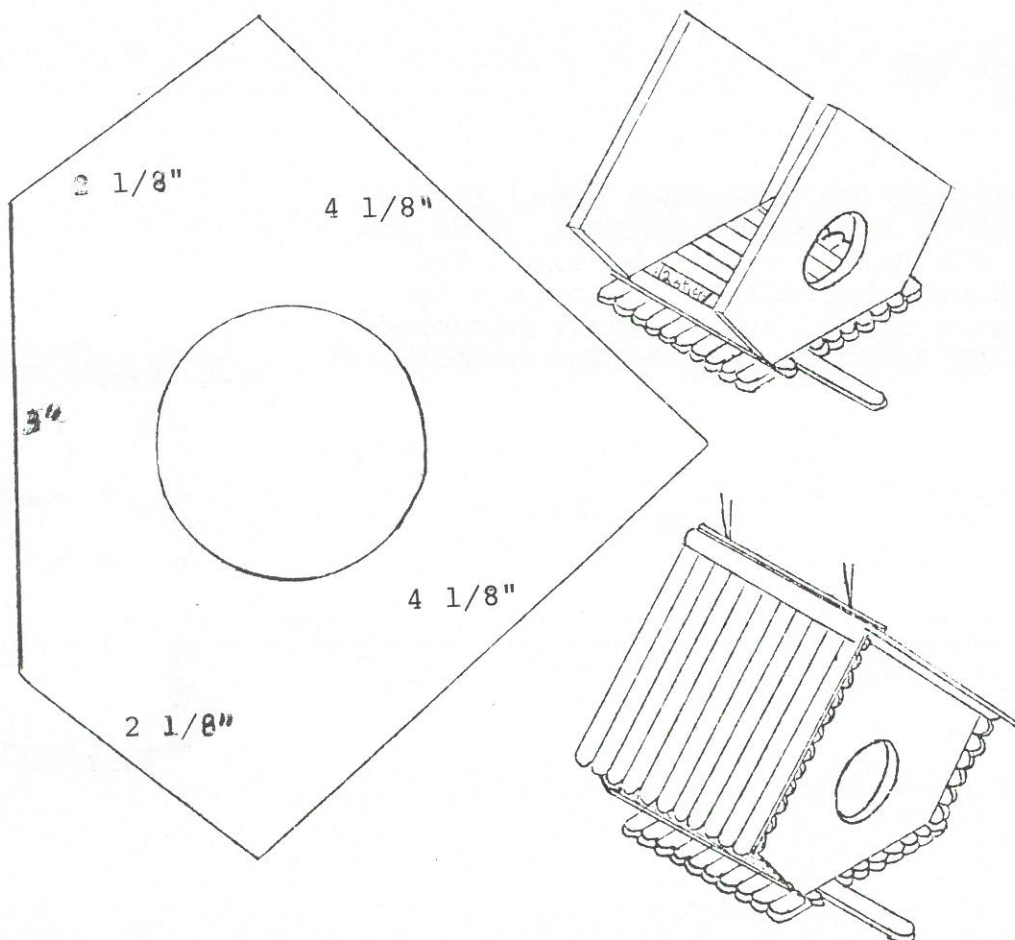


Craft Stick Bird House

Materials needed:

81 craft sticks
Wood - 1/4" x 6" x 12"
Wire
Glue
Spray paint (blue, white)

Use the pattern to cut the front and the back of the house. Cut a hole in one end where shown. This will be the front of the house. Lay ten sticks in a row and glue eight and one half sticks across them as shown. Glue on the ends of the house. Glue sticks from front to back all the way around the house leaving a slight gap at the peak of the roof. Paint this assembly white. Paint 26 sticks blue, allow to dry, and glue across the sticks that form the roof. Cut the remaining stick to length so that it will fit into the house lengthwise. Notch this stick in two places, secure wire at notches, and place this stick inside the house. Thread the wire through the open gap at the peak of the roof. This is to hang the house. Glue the last two blue sticks lengthwise (front to back) over the gap at the point of the roof.

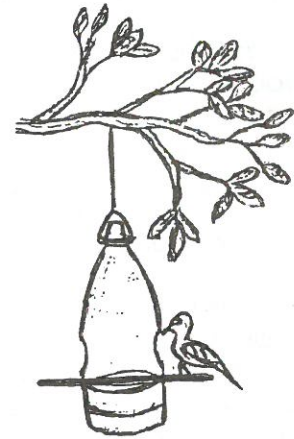


Bird Feeder

Materials needed:

1/4" dowel about 10" long or small twig
1 two liter plastic bottle with cap
Nylon string or wire
Scissors
Hole punch

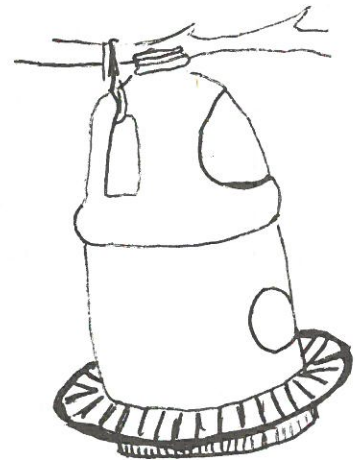
Cut large holes on opposite sides of bottle. Directly below the holes, punch one hole on each side. Insert dowel rod or twig in holes. Attach string or wire to the neck of the bottle. Hang feeder filled with feed where you can watch your bird visitors.

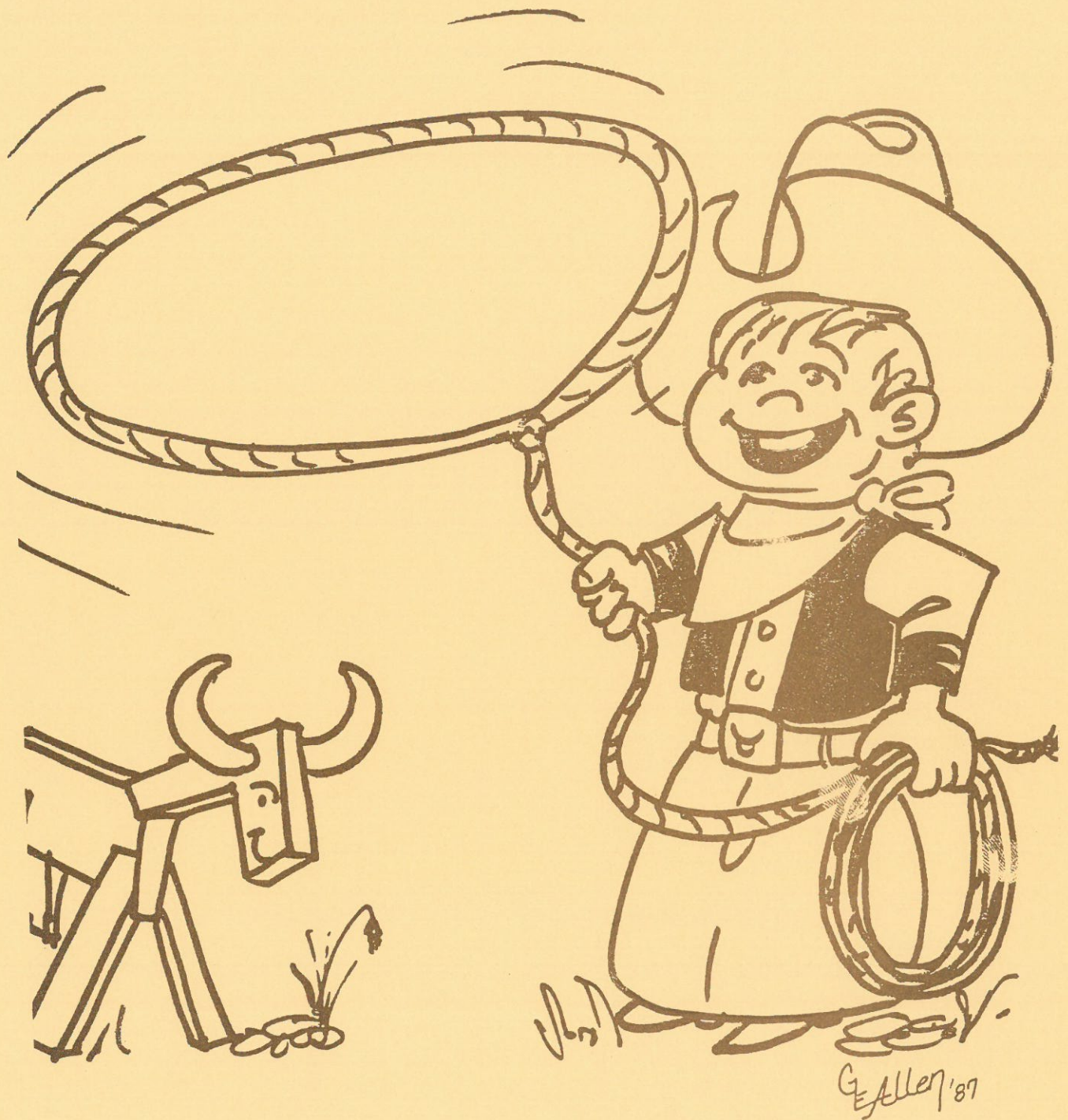
Easy Bird Feeder

Materials needed:

1 large plastic bleach bottle, thoroughly cleaned.
Scissors
Glue
Aluminum pie tin
Strong cord
Birdseed

Cut two holes across from each other in the biggest part of the bleach bottle. Glue the pie tin to the bottom of the bottle. Tie the cord around the neck of the bottle to make a hanging loop. Put a little birdseed in the bottom and hang from a tree branch.





OUTDOOR ADVENTURE

MAY 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7 Tiger Cub Day at K.C. Zoo
8 MOTHERS DAY	9	10	11 Roundtable Commissioners Certification Workshop	12 Feast of Ascension - RC	13 13-14 OA Ordeal Inductions 13-15 Wood Badge Session 2	14 Naish Work Day Canoing School Battle Cope - Boy Scout
15	16	17	18	19	20	21 ARMED FORCES DAY Battle Work Day 21-23 Shabouth-J
22	23 VICTORIA DAY (CANADA)	24	25	26	27	28 Cope-Staff Development Nat'l Camp School Cope/Cub/Scout Long Term Camping
29	30 MEMORIAL DAY Office Closed	31			April S M T W T F S 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	June S M T W T F S 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

MAY 1988

OUTDOOR ADVENTURE

DEN ACTIVITIES

Have an outdoor flag ceremony. Practice folding and unfolding the America flag.

Invite someone to demonstrate knot tying. Possibly, a rappeling master who could demonstrate how to tie a Swiss seat.

Have a family cookout, ending with a special campfire ceremony.

As a service project, have the boys clean up a local park or playground that needs volunteer work. This could also be a family outing.

Have an outdoor scavenger hunt. A possible treasure hunt list might be:

- A blade of grass
- A dandelion
- A smooth stone
- A forked stick
- A dead fly
- A colorful rock
- A pinecone
- 3 pebbles
- A bird's feather
- An oak leaf

Practice setting up a tent in a backyard.

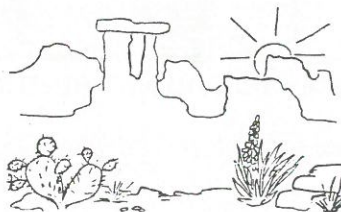
Play outdoor bingo. Do not disturb anything. Just mark off as items are spotted.

Create an outdoor obstacle course. Have contests and reward the den with cold lemonade.

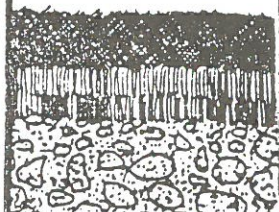
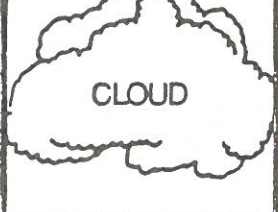
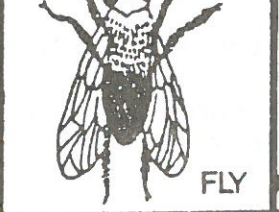

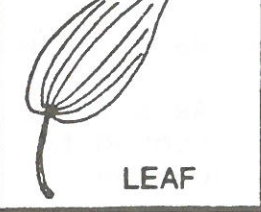






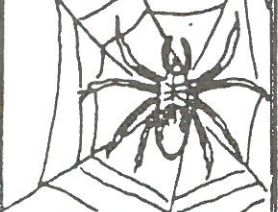


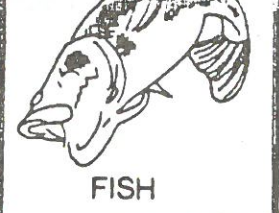
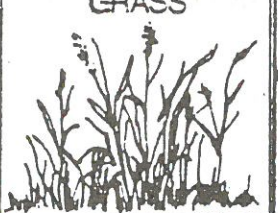
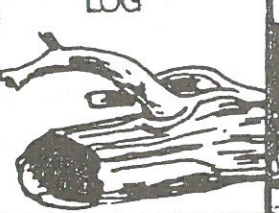
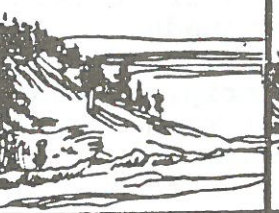
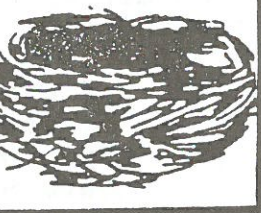

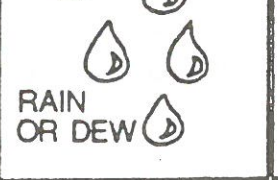



For a field trip, tour an outdoor site such as:

- Missouri Town
- Fort Osage
- Cave Springs
- Burr Oak Woods
- A local horse stable
- Old Shawnee Town
- Swope Park Nature Center

Have an indoor campfire at a den meeting, using flashlights or electric lantern for a "fire".



B I N G O

<p>SOIL</p> 	<p>CLOUD</p> 	<p>FLY</p> 	<p>BIRD SINGING</p> 	<p>LEAF</p> 
<p>PRAIRIE</p> 	<p>WIND</p> 	<p>TREE</p> 	<p>SEEDS</p> 	<p>AN ANIMAL MOVING</p> 
<p>AN ANIMAL EATING</p> 	<p>SPIDER</p> 	<p>free</p>	<p>BUTTERFLY</p> 	<p>FLOWER</p> 
<p>FISH</p> 	<p>GRASS</p> 	<p>HOLLOW LOG</p> 	<p>HILL</p> 	<p>NEST</p> 
<p>LAKE, STREAM OR RIVER</p> 	<p>RAIN OR DEW</p> 	<p>MUSHROOM</p> 	<p>SHADOW</p> 	<p>PINE CONE</p> 

CHECK OFF WHAT YOU SEE. YOU DO NOT NEED TO PICK ANYTHING.

PACK ACTIVITIES

Invite someone from the Department of Conservation to give a presentation.

Have a family campout.

Have a bike rodeo.

Invite someone from the U.S. Navy to give a semaphore flag demonstration.

Have a family cookout and campfire.

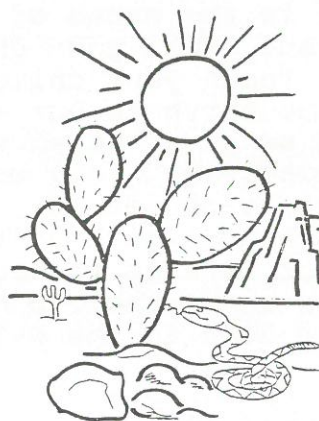
Take tour of Fort Osage and end with a cookout and campfire.

Tour Burr Oak Woods or Cave Spring.

Have a water safety or boat safety demonstration. This could be at a shelter house on Longview Lake with Boy Scouts doing the demonstration.

The Conservation Pledge

I give my pledge
As an American
To save and faithfully
To defend from waste
The natural resources
Of my country -- its
Soil and mineral --
Its forests -- waters
And wildlife.



Ceremonies

Any meeting place or occasion allows us the opportunity to share in a ceremony. The outdoors offer a variety of themes and ideas to have a ceremony.

You must first decide on the type of ceremony, i.e., opening, closing, award, recognition, or campfire; then build on that. Each ceremony should have a definitive beginning, middle, and ending. It is fun to allow the boys to plan their own ceremony. First, choose a theme such as nature, campfire, star gazing, thanksgiving, etc. Once the theme is chosen begin your plans.

An opening for your ceremony might be a song, a poem, the Cub Scout Law, a special thought, or an introduction of a person or a place. The content might include a den skit, a time of quiet meditation, a story, poem or other presentation the boys wish to share. Your ending can be similar to the opening. Songs make nice endings to ceremonies, especially around campfires.

Theme: The Natural World

Take the den to a special site by walking "as Indians do". Each boy should put his footprints in the footprints of the person in front, quietly, without making a sound.

Be seated on the ground, as you would in a theater, facing a beautiful scene. Sit quietly, watching what is going on all around by having a "viewing party". Look, listen, and feel the beauty of God's world around you. It is not necessary to do anything.

Chief Seattle

While seated in this spot, let's share some facts about a native American, Chief Seattle. He also liked to find a spot to sit and enjoy earth's beauty. He lived close to nature and understood a lot about the earth.

Chief Seattle lived in the 1850's. Even 130 years ago, he observed the earth being tampered with by man. He felt so strongly that he gave this warning, "You must teach your children that the ground beneath their feet is the ashes of our grandfathers. So that they will respect the land, tell your children the earth is rich with the lives of our kin. Teach your children what we have taught our children -- that the earth is our mother. Whatever befalls the earth, befalls the sons of the earth. If men spit upon the ground, they spit upon themselves. This we know, the earth does not belong to man; man belongs to the earth. This we know, all things are connected like the blood which unites one family. All things are connected. Whatever befalls the earth, befalls the sons of the earth. Man did not weave the web of life; he is merely a strand in it. Whatever he does to the web, he does to himself."

Campfire Lighting Ceremony

Enter Webelos leader with lighted candle or torch. Others are gathered around an unlit fire.

Webelos: Who are you?

Leader: I am the spirit of Scouting.

Webelos: Why do you come?

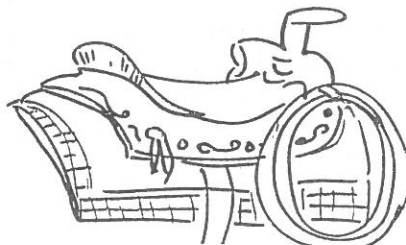
Leader: To give light to those who need it.

Webelos: Will you give light to us?

Leader: If you are prepared to serve God and country, to help people, and to live by the Cub Scout Promise and Law.

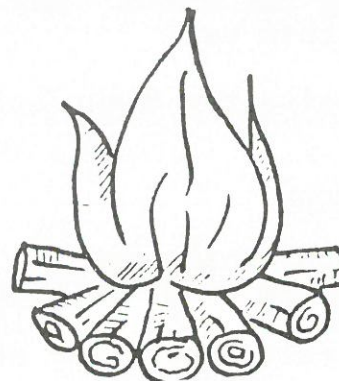
Webelos: We will do our best.

Leader: Then take your light from my light. (Kneel to light the fire.)



Sacrament of Fire

Kneel always when you light a fire.
 Kneel reverently, and thankful be
 For God's unfailing charity
 And in the ascending flame inspire
 A little prayer that shall upbear
 The incense of your thankfulness
 For this sweet grace
 Of warmth and light!
 For here again is sacrifice
 For your delight.

Tree Planting Ceremony

Have group assemble in a circle around location.

- Den Leader: Good friends, den _____ would leave with _____, a token that each year will say that those who trod these paths today, have left a growing memory here to bring new loveliness each year.
- Cub 1: And so I dig the sod to plant this tree, that it may grow and say to others who may pass this way, "Behold a living glory here, beauty's gift of yesteryear."
 (Digs sod.)
- Cub 2: Prayer - Teach me, Father, how to be kind and patient as a tree. Joyfully the crickets croon under shady oak at noon. Beetle on his mission bent, tarries in that cooling tent. Let me also, cheer a spot, hidden field or garden place, where passing souls can rest on their way and be their best.
- Cub 3: Trees have their enemies on every side - storms, drought, insects, disease, and old age. But, most of all, man - with his careless fire and destructive axe.
- Cub 4: Trees must have air to breathe, food to eat, water to drink, and sunlight to keep them well. The oldest living things on earth are trees.
- Cub 5: The tree we are planting here today is _____.
 (Tell interesting facts about this tree....plant tree.)
- Cub 6: Each of us carry a packet of soil from our own home garden or plot we love. We will all step up and add our soil to the soil around this tree, making a silent wish for the good health and long future of this tree.
 (Step to tree, one at a time, and drop in soil.)
- Den Leader: May this tree grow tall and beautiful. May the sunshine and rain be kind to it and Cub Scouts guard and cherish it. May it in turn, furnish cool shade for passers-by

and shelter for birds. May this place be more pleasant for everyone who comes this way.

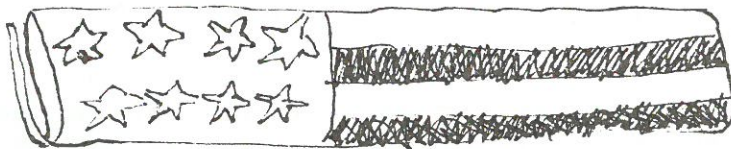
(Sing "America the Beautiful".)

Flag Ceremony

Flag ceremonies are used as a part of den or pack meetings. They can be used as openings or closings. The American Legion has helpful information on flag etiquette. Local VFW groups will often visit meetings, talk about flag etiquette and present a flag to your den or pack.

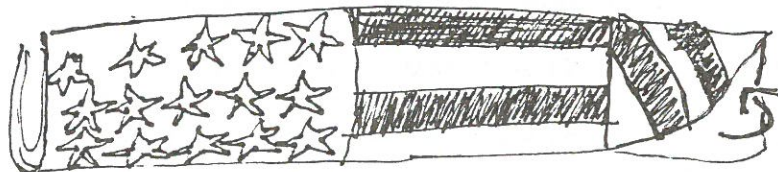
Folding the Flag

Flag is held by the guard with the blue field nearest flagstaff. It is folded lengthwise in half and then lengthwise in half again with the blue field always on the outside. The guards at stripe end of the flag begin folding it in a triangle toward the blue. They continue to fold until they reach the next pair of guards. (See illustration.)



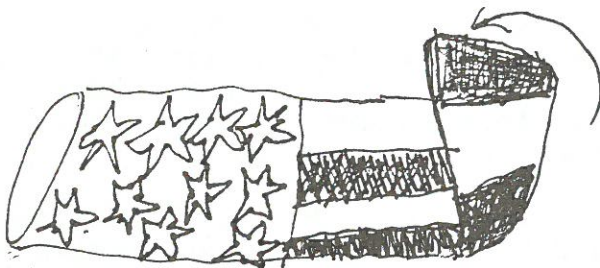
Step 1

Step 2

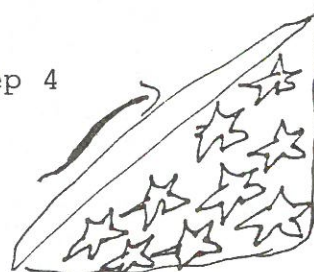


Step 3

Binding turned under here.



Step 4



CEREMONY PLANNER



Purpose _____

Theme _____

When _____

Where _____

Guests _____

	ACTIVITIES	PROPS	WHO'S RESPONSIBLE
Before Ceremony			
Opening			
Middle			
Closing			

Evaluate _____

Den Activities

Take a mystery hike. Only the leader knows the destination before arrival.

Ask someone to give a knife safety course to the boys. Then use the skill to whittle a whistle, toy, hot dog stick, or other object.

Invite a rappel master to share with the boys about safety and procedures. Plan a father-son rappel....end it with a picnic or cookout.

Plan and conduct a father-son overnight. Be sure to follow safety guidelines. Be sure boys take part in planning and preparation for the campout.

Practice useful knots. Demonstrate how to form the knot and know when it should be used.

Make a knot board.

Take a night hike. Try to identify as many constellations and stars as possible.

Participate in a bike rodeo.

Practice firebuilding, then use this skill on cookout or campout.

Invite someone from the Department of Conservation to a den meeting to find out what could be done as a service project in your area.

Log Cabin Cinnamon Toast

This could be a den snack following a trip to Fort Osage, Missouri Town, or other site where log cabin structures exist.

Toast two slices of bread and spread one side of each piece of toast with butter. Sprinkle the buttered side of the toast with a cinnamon and sugar mixture (1 part cinnamon, 4 parts sugar). Cut each piece of toast in half and in half again, making four strips from each piece of toast. Stack the strips in the shape of a log cabin and eat while warm.

Gold Rush

Just spray gold paint on several small stones, about the size of sugar cubes. Hide them around in the grass and on the ground. Divide the den in half. Give each a drawstring cloth bag (a lunch sack will do). Set a time limit and see who can find the most gold. You may want to wear cowboy hats to get into the spirit.

Hoop Toss

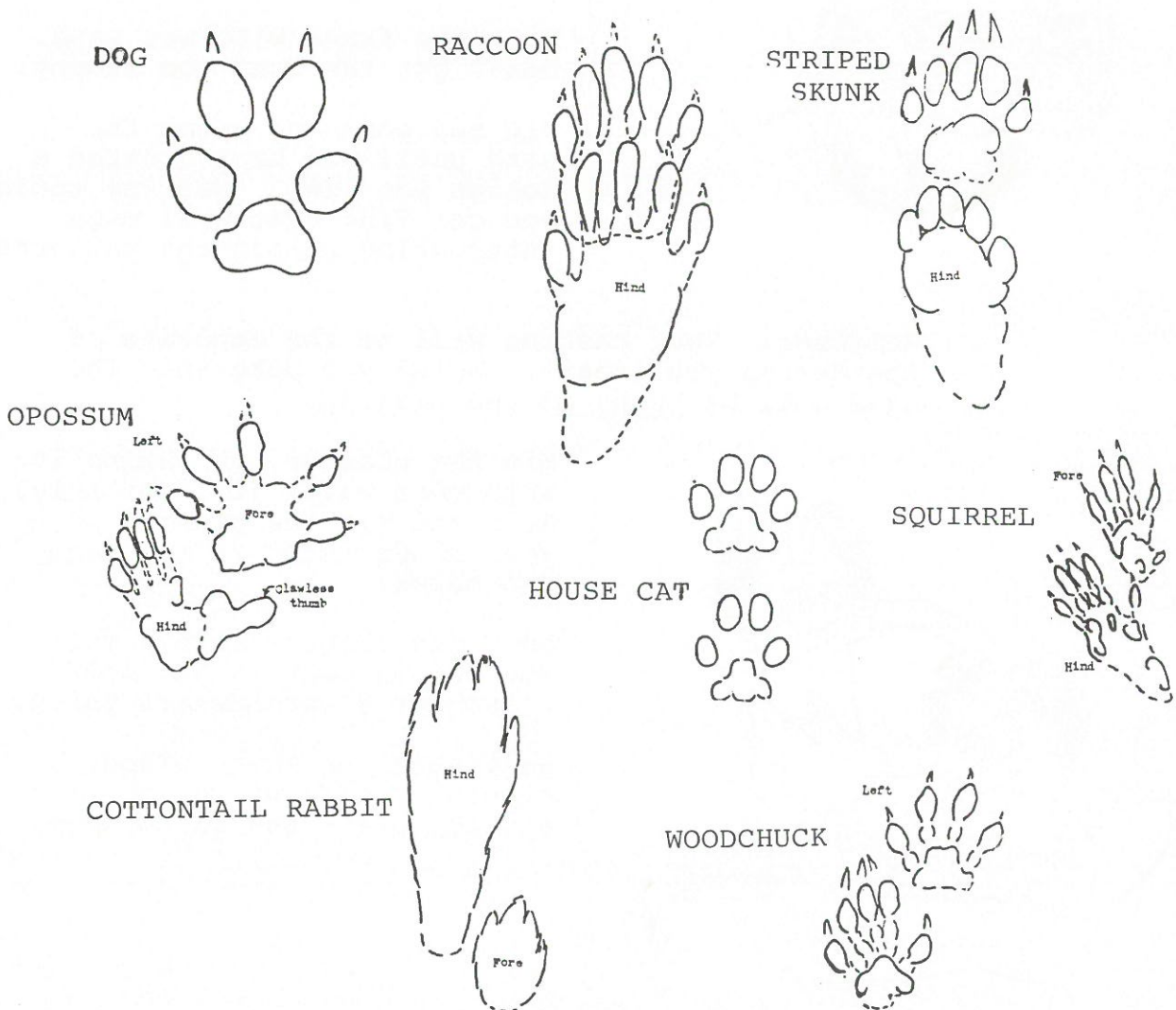
Use stakes (broomsticks will do or croquet stakes) placed in the ground. Have boys practice "lassoing" the "fenceposts" by tossing wooden embroidery hoop rings or cardboard rings around the stake.

Log Cabin on a Pop Bottle

Give each cub 10 flat toothpicks. Each boy alternately places a toothpick across the top of a pop bottle until the stack falls. If a player knocks off a toothpick, he must pick it up. Try to be the first to use up all the toothpicks.

Observation Walk

Take your den on a hike or walk, trying to find small animal tracks and then identify them. You may want to make plaster casts of the tracks you find.



Sand Casting

What to Use:

Sand
 Plaster and water
 Container for water
 Container for mixing plaster
 Frame for the plaster casting
 (flat box, styrofoam meat tray, or tin foil pie tins)
 Tools for digging and molding
 (knife, spoon, cups, cans)
 Decorations
 (shells, bottle caps, wood)
 Newspapers
 Foil



What to Do:

Put newspaper or foil under your frame.

Fill the frame with wet sand. Don't get the sand too sloppy.

Dig and poke and scoop the sand until you have created a design you like. Use any tools you can find that will make interesting shapes and patterns.

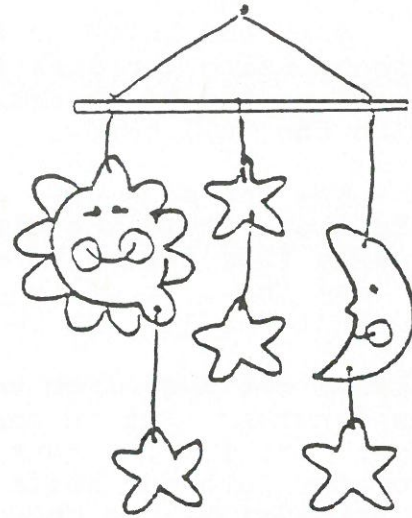
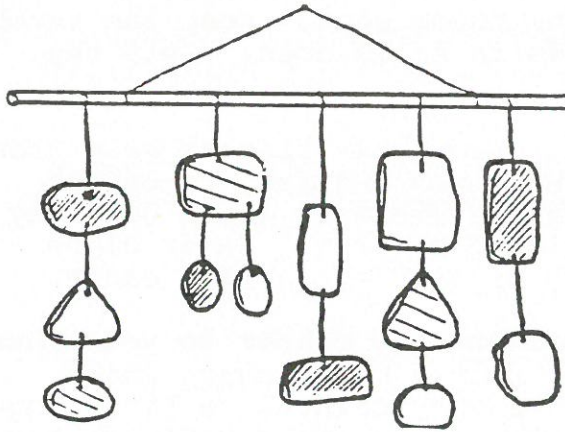
Remember: Your casting will be the opposite of the design you create. Holes you poke into the sand will be bumps on the plaster.



Mix the plaster by pouring it into warm water (if available). Stir and mix the plaster with your hands until it is creamy and thick.

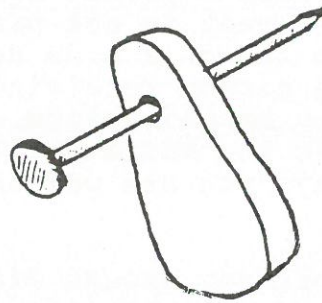
Pour the plaster into a mold. You should pour it at least 1 inch or 2 centimeters thick.

Wait about an hour. Then carefully pick up the casting and shake off the loose sand.

Ceramic Wind Chimes

What to Use:

Clay
 Rolling pin
 Waxed Paper
 Knitting needle
 Tempera paints
 Brushes
 Shellac
 Newspapers
 Twine or leather strips



What to Do:

Roll thick clay slabs on waxed paper.

Cut shapes from the slabs (any kinds of shapes you like).

Make a hole through each slab with a knitting needle.

When the shapes are dry, paint and shellac them.

Connect the shapes by stringing twine or leather through each one.
 Tie a knot beneath each piece.

Hang the wind chimes outdoors in a place that "catches" the wind.
 (For example: from a tree, on a porch, from the garage.)

Outline For Knife Safety

Opening - Grip the knife in the right (left) hand with fingers. Open the knife by using the left thumb in the thumb slot. Keep the thumb and fingers on the blade until the blade is fully open. Grip the knife with the full hand.

Closing - Use the same grip as opening. Keep your fingers away from the knife slot. Fold the blade with the thumb and fingers on the blade, away from the sharp edge. When the blade is about half way closed, use the flat of the hand to finish closing. Never close a knife against the leg, as loose clothes or the leg can get caught.

Use - Always cut away from yourself, with nobody closer to you than two arms lengths. Cut in one direction only. Use a sharp knife, the proper size for the task at hand. Be very careful to keep fingers away from the path the knife will follow. Never use a knife to pry or as a screwdriver, to chop, or as a hammer. Knives should always be stored closed, in a sheath or case, or in a drawer that everyone knows has knives so that care can be used when getting a knife from that drawer.

Passing - Always pass a pocket knife closed. Pass a sheath knife in its sheath, but if that is not practical, the knife should be held by the blade with the dull side next to the hand. As it is passed handle first, the person receiving the knife should say "thank you" when and only when he has a firm grip on the handle. The "passer" should not release the knife until "thank you" has been heard, and then he should say "you are welcome" to indicate that he is releasing the knife.

Cleaning - Wipe off any excess dirt, dust, water, etc. The hinge should be oiled and a light film of oil wiped on the blade. One drop of oil on the hinge is usually enough; however, if the hinge has gotten very dirty, it may be necessary to use more oil which should be worked in and then wiped off. Avoid using a pocket knife on foods such as onion and potatoes as the acids in some foods will stain the blade permanently. If it is necessary to use your pocket knife for cooking, it should be cleaned immediately after use, not after you eat or the next day. Wash it with soapy water, rinse and dry from the back of the blade. Later, be sure to add a light film of oil to the blade. Never put a knife away wet; dry it thoroughly and oil as soon as possible.

Sharpening - Tools needed: Sharpening steel
Stones (caborundum, hard Arkansas, soft Arkansas, washita)
Ceramic sticks
Oil and soft absorbent cloth

Apply a few drops of oil to the stone (oil is not used on the steel or ceramic sticks). The oil helps to float the metal particles away. Three or four drops of oil should be enough. Use cutting strokes while holding the knife at a 25 or 30 degree angle. After two or three strokes on one side, turn the knife over and work the other

side. Start with the most coarse stone and keep changing until you are using the hardest (smoothest) stone. Ceramic sticks are an excellent way to finish the job. Check the sharpness by lightly pulling your thumb across the blade (never along the blade or by shaving the arm). To use a steel sharpening tool, treat it as if you were whittling on a stick - first one side of the blade and then the other.

REMEMBER - A knife is a tool, never a toy.
Never cut on a living tree, except for purpose of pruning.
Never carve your initials, etc. anywhere (except for a craft project). Trees, picnic tables, and wooden signs are not there to be defaced.

Outdoor Ceremony

AMERICA IS A BEAUTIFUL WORD

What do you see when you look at the word America? What mental picture do the seven letters create in you mind?

The Capital "A" suggests our magnificent snow-covered mountain peaks, and the wigwams of the original Americans.

The "M" symbolizes the broad shoulders of our pioneers: shoulders-to-the-wheel pushing our frontiers westward; broad shoulders swinging axes, building a Nation.

The "E" might be the lariats of the cowboys riding the plains: lariats of Kit Carson or Buffalo Bill.

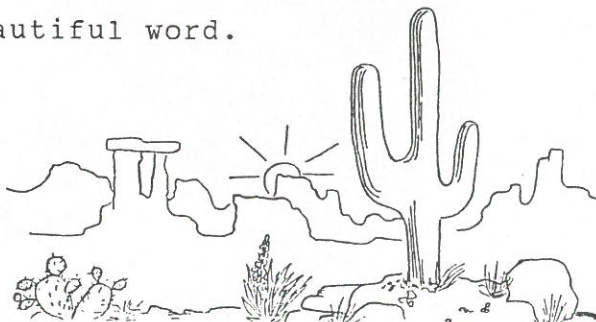
The "R" is a man with outstretched arms in friendship and cooperation toward all who love freedom, justice and peace.

The "I" represents the individual American with his right to life, liberty and the pursuit of happiness.

The "C" is a bent bow from which an arrow has just sped toward the stars of mankind's highest ideals.

The final "A" is a man on his knees in prayer, symbolizing a Nation, which recognizes its Creator and gives thanks for HIS blessings.

Yes, America is a beautiful word.



ILLUMINATED COUNCIL FIRE

When outdoor conditions make it impossible to take the Pack Meeting outdoors for a campfire, use an illuminated council fire.

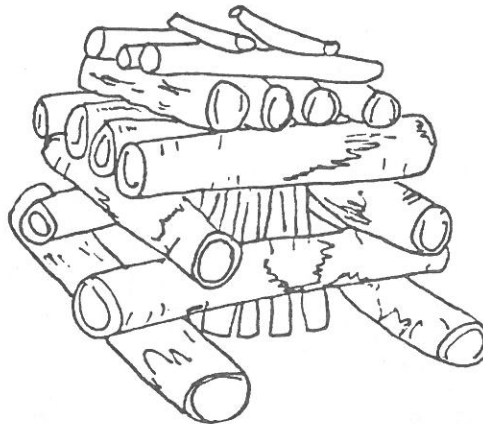
Cub Scout ceremonies can be more dramatic when centered around an illuminated council fire in a darkened room. The effect can be very realistic. Your den might want to under-take this job.

Materials needed: Birch logs
A few wood dowels
8" diameter cardboard carton (3 gallon ice cream carton)
3/4" X 7 3/4" diameter wood disk
A surface outlet
10" length of lamp cord and plug
2 1/2" and 3" finishing nails
2" X 16" shingle pieces
Aluminum foil

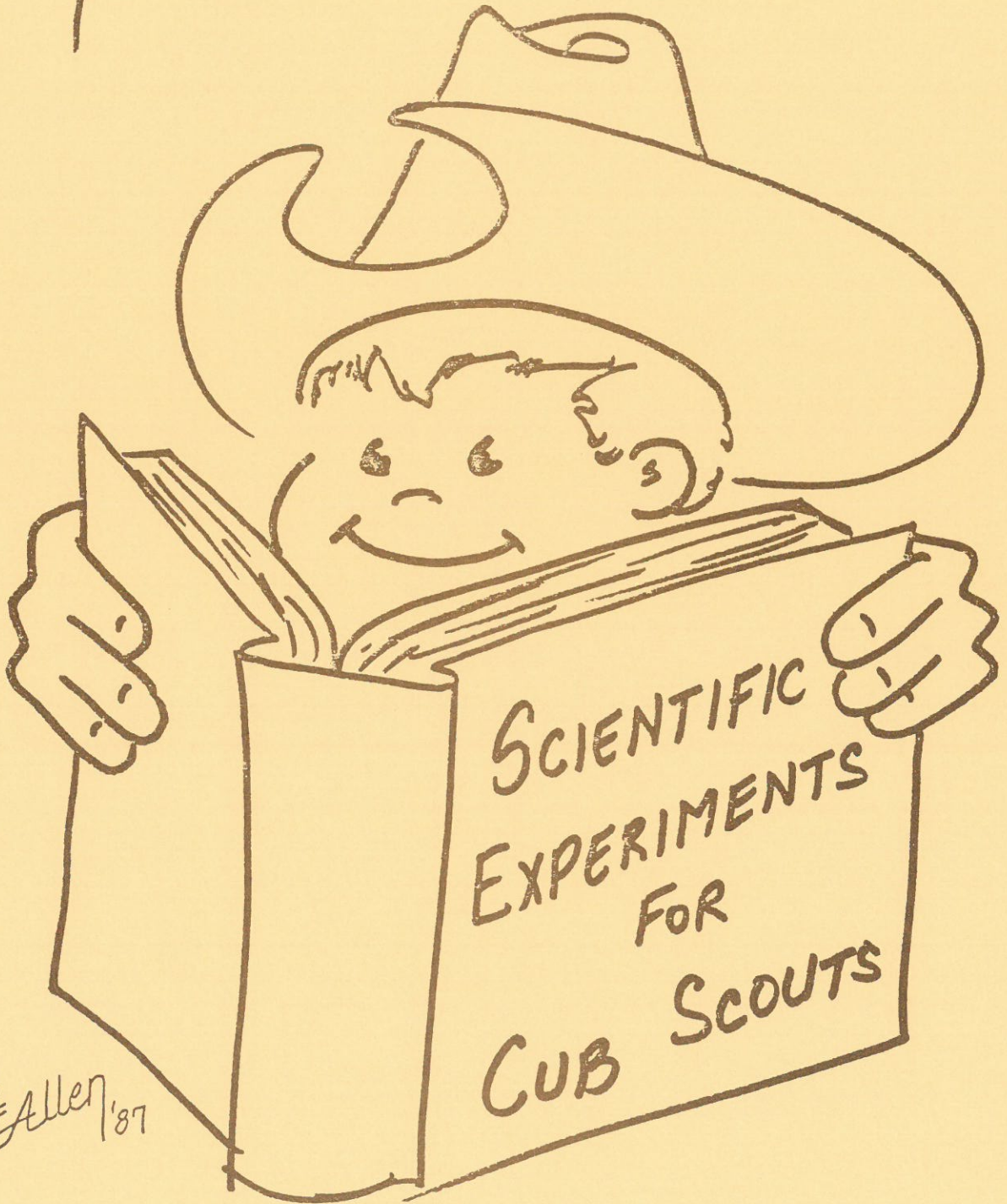
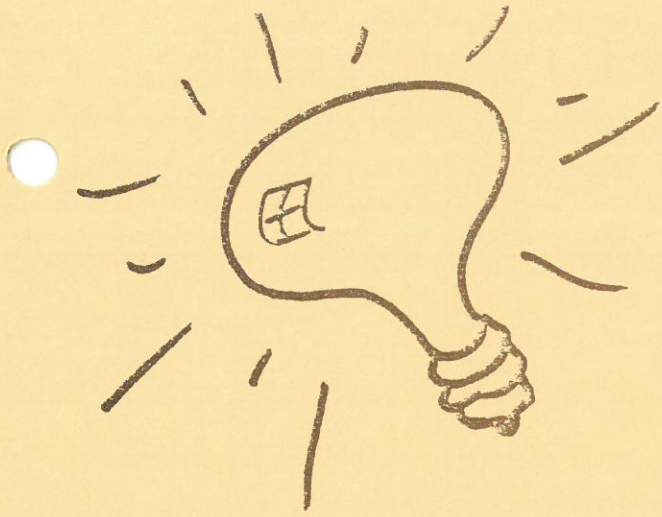
Log lengths and diameters are not critical, but the pile should taper in thickness and length. Build the fire so the logs can be dismantled for storage. The bottom four layers are doweled together. The top three layers are nailed together with finishing nails. The shingles used for the tinder effect are not fastened in place permanently but placed tepee fashion around the container.

Assemble and wire the lamp base. Insert it in the cardboard container which has been covered with aluminum foil. Build the log pile, doweled the joints. To locate dowel centers, drive a small brad in the lower log, then press the upper log over the brad to mark the center in it, then bore holes.

Use a 60 to 100 watt red or orange bulb for illumination. A white bulb can be painted red or orange. The light will filter through the slots in the shingles. Add a few short lengths of 1/4" wide red and white crinkled ribbon to top of the pile to create a flame-leaping effect.



Genius Night



G. Allen '87

JUNE 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
May S M T W T F S 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	July S M T W T F S 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31		1	2	3	4 4-6 OA Spring Conclave
5	6 6-10 Naish Staff Week	7	8	9	10	11
12 Naish Scout Camp Session 1 Begins 12-18 Bartle Staff Week	13	14 FLAG DAY Flag Day Ceremonies	15	16	17	18 Mic-O-Say Tribal Feast 18-19 Naish Family Camp
19 FATHERS DAY Naish Scout Camp Session 2 Begins	20 Bartle Scout Camp Session 1 Begins	21	22	23	24	25 25-26 Naish - Family Camp
26 Naish Scout Camp Session 3 Begins	27	28	29	30		

JUNE 1988

GENIUS NIGHT

PREOPENING ACTIVITIES

Find a Name

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

Find and circle the last name of these famous inventors:

Sir Isaac NewtonMichaelangeloLeonardo Da VinciAlbert EinsteinEli WhitneyGeorge Washington CarverThomas EdisonAristotleJohannes GutenbergLouis BrailleJoseph ListerGuglielmo MarconiMarie CurieWilliam & Orville WrightJohn Logie BairdAlexander FlemingRobert Watson WattWillem KolffWerner Von BraunRoger BaconAlfred NobelGalileoJames WattRobert FultonEmile LevassorGeorge Eastman

Only Two Letters

Using only two (2) letters spell the following:

Chilly	(IC)
Too Much	(XS)
Rot	(DK)
Not Hard	(EZ)
Vacant	(MT)
Jealous	(NV)
Indian Tent	(TP)
Surpass	(XL)

Word Find

Use the word "CUBMASTER" and spell as many words as you can. You may want to set a time limit suitable to your pack.



OPENING CEREMONY

Bright Ideas

A single light bulb is illuminated in the front of the darkened room.

The Cubmaster speaks: This light bulb is pretty commonplace to people these days. But it is a fitting symbol for our theme "Bright Ideas" because of what it represents. Its inventor, Thomas Edison, was recognized as a genius - one of the greatest inventors of all time. Even more important, he represented what you can accomplish if you remember to live up to that part of the Cub Scout Promise which says "do your best". Even if you don't invent a better light bulb, always do your best.

The light bulb is turned off. House lights are turned up. Cub Scout den or Webelos den color guard posts colors and leads Pledge of Allegiance.

Welcoming Ceremony for New Cubs

As speakers, you might use den leaders who work at that rank level or other committee members.

1st Speaker: (Call forward and introduce new Bobcat Cubs.) These boys are Bobcats. They have taken the first step in Scouting by learning the eight basics all Cubs share.

2nd Speaker: (Call forward and introduce new Wolf Cubs.) These boys are Wolves. They have completed the first rank in Cub Scouting.

3rd Speaker: (Call forward and introduce new Bear Cubs.) These boys have completed the second rank in cubbing, the Bear rank. They are looking forward to progressing into the Webelos program.

4th Speaker: (Call forward and introduce new Webelos and Arrow of Light Cubs.) These boys will only be with us a short while. They have completed most of the Cub Trail. They are almost ready to join Boy Scout Troop _____.

Cubmaster: Will all the boys of Pack _____ please come forward and stand around these boys? (Pause while they do so.) As you can see, as a Cub Scout you will always be in a circle of friends. We are proud to welcome you to Pack _____.

Closing Thought

The den leader or den chief can read the following as a closing for den meeting, asking the Cub Scouts to fill in the proper words (underlined) when there is a pause in the narration. They will need to listen carefully and if they are good at rhyming, they'll be able to fill in the proper words.

Everyone has bright ideas
And we all can pass the test,
If only we remember
To always DO OUR BEST.

Doing our best means that
From a task you do not run,
Stick with a task - see it through,
Until the job is DONE.

If we use our bright ideas,
Geniuses we can be,
If we always DO OUR BEST
Then we'll succeed, you see.



PACK ACTIVITY

Genius Kit

A genius kit is a way to have the boys explore their imagination and be creative with odds and ends. This exercise helps them see things from a different viewpoint and expand their limitations. The idea of a genius kit is for everyone to start with the same pieces and use glue and/or scissors and their own imagination to create something useful or just an image of something. Whatever the boy sees in his odds and ends will emerge as his entry.

Kits may be distributed at the May pack meeting or a June den meeting. Or the kit can be created before or during the June pack meeting. Each kit needs to have the same items in it and should include a copy of the rules. A judge should be recruited to guarantee a fair competition. An art teacher or commercial artist would be a good choice for the judge.

Participation ribbons and/or trophies should be decided on. Boys like competition and participation ribbons make everyone feel like a winner. The competition may be separated into age group or by den.

Genius Kit Rules (Example):

Parents may help their boy with the project. All items in the kit should be used. Add only glue and scissors to this kit. Use nothing else but imagination. Please bring the kit to the pack meeting.

Theme: Cubs and Cowboys

Date:

Time:

Place:

Suggested contents of the genius kit: grocery bags, twine or string, hangers, newspaper, foam egg cartons, 2 liter bottle, paper clips, straws, foam cups, buttons, yarn, fabric, packing popcorn, cardboard, balloons, popsicle stick, toothpicks, pop bottle caps, rubber bands.

PARTICIPATION STORY

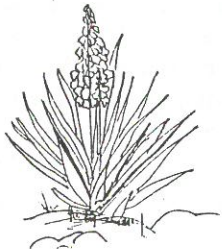
Builder's Dilemma

As the reader tells the story, have one or more dens say one of the following parts whenever the key word (underlined) appears in the story:

CUBMASTER - "Sit down and listen."
 FATHERS --- "Needs more nails."
 MOTHERS --- "Be careful or you'll get hurt."
 WEBELOS --- "Make it higher."
 CUB SCOUTS- "Bigger, bigger."
 RUMBLE ---- All say "Rumble, rumble, rumble."

Reader:

One month the CUBMASTER decided it would be a good idea for the pack to build a storage building for all of the Scouts' equipment. The next Saturday, all of the CUB SCOUTS, WEBELOS, and their families met to work on the building.



The FATHERS were sawing lumber. The CUB SCOUTS and MOTHERS were mixing paint. The CUBMASTER was shouting instructions. WEBELOS were nailing boards. CUB SCOUTS were painting. The MOTHERS wanted scrollwork. The FATHERS wanted windows. The CUBMASTER installed a sliding door. The WEBELOS put in an attic. The CUB SCOUTS installed a fireplace. The building kept getting larger. The CUB SCOUTS added more paint. The WEBELOS put a second layer of shingles on the roof. The MOTHERS planted flowers around the edge. The FATHERS laid carpet.

Just then the CUBMASTER called everyone over to rest, cook dinner, and survey their work. The CUB SCOUTS were covered with paint. The WEBELOS all had splinters in their hands. The MOTHERS and FATHERS were exhausted. The CUBMASTER had just begun his dedication speech when he sneezed. They all heard a RUMBLE and the building began to crumble until there was nothing but a big pile of rubble.

The moral of this story is: Without a plan, all you have is trash!

APPLAUSE STUNTS

Brain Power: With right index finger tip to the side of forehead, raise your eyebrows and say "AHHHHHHHHHHHHHHHHH!"

The Thinker: While frowning, stroke your chin with your right hand and say "HMMMMMMMMMMMMMMMM!"

SONGS

Genius Night

(Tune: Frere Jacques/Brother John)

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



How to Get Ideas

(Tune: Row, Row, Row Your Boat)

Use, use, use your brain,
Put your mind in gear.
Bright ideas aren't a strain,
You have some, never fear.

Do, do, do your best,
Do a good deed now.
It will make you happy and
Cub Scouting shows you how.

Think, think, think so hard
Service you can give.
Help some other people and
Your life's more fun to live.

I've Been Working on a Problem

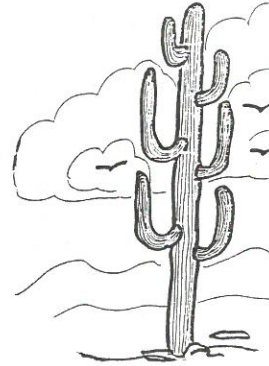
(Tune: I've Been Working on the Railroad)

I've been working on a problem
 all the live-long day.
 I've been working on a problem
 just to pass the time away.
 I can feel the wheels a-turnin'
 right inside my head.
 Now I've got a bright idea
 I'll use my brain instead.

Bright Idea, Are You Any Good?

(Tune: Twinkle, Twinkle, Little Star)

Bright idea, are you any good?
 Have I planned the best I could?
 If I follow through okay,
 Will you help the world someday?
 Bright idea, are you any good?
 Have I planned the best I could?



PACK GAME

Busting Buns Relay

Materials needed:

Balloons

String or yarn cut about 12 inches long

Inflate the balloons, tie a string on end, then attach the string to a belt loop on the back of half of the Cubs.

Pair one Cub with a balloon with a Cub that doesn't have a balloon. Cubs stand back to back with elbows linked. Boys run side-ways to the other end of the room where the boys bump together until the balloon breaks. Then the boys run back to the line and sit, and the next pair goes.

Each den competes against another den running a relay. The first den that has all boys seated wins the game.



Quiz

1. When a horse lies down, which end of him gets up first? (Front)
2. Which end of a dog gets up first? (Either)
3. Does a cow trot? (No)
4. With which hand does the Statue of Liberty hold her torch?(Right)
5. What does she hold in her other hand? (Book)
6. Did Abe Lincoln part his hair in the middle? (No)
7. Which is larger, a dime or a penny? (Penny)
8. How many keys are there on an ordinary piano? (88)
9. On which side does a policeman wear his badge: (Left)
10. Whose picture is printed on a \$1 bill? (George Washington)
11. When we chew, does the upper jaw move? (No)
12. How many stars in the Big Dipper? (7)
13. How many legs does a spider have? (8)
14. Does a hen have teeth? (No)

Intelligence Test

This test is to see if you can follow directions. Just concentrate, but remember that you have only two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "Name" in sentence No. 2
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "X" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an "X" in the lower left-hand corner of this paper.
9. Draw a triangle around the "X" you just put down.
10. On the reverse side of this paper, multiply 70 by 61.
11. If you think you have followed directions up to this point, call out "I have".
12. Now that you have finished reading carefully, do only No. 1 and No. 2.
13. You have finished. How did you do?

DEN GAME

Kitty Hawk Revisited

Materials needed:

Typing paper
Paper clips
Laundry basket

Each boy makes three paper airplanes, weighting the end with the paper clip. At varying distances, the boys take turns flying their planes toward the basket. The boy with the most direct hit wins.

BRAIN TEASERS

Cats and Rats

If three cats can catch three rats in three minutes, how many cats could catch one hundred rats in one hundred minutes. (The same three cats.)

Strange Animal

What animal is it that walks first on four legs, later on two, and in old age on three? (Man. An infant crawls, a young person walks on two legs, an old person uses a cane.)

Water Uphill

Can water ever run uphill? (Yes, into a sponge.)

Higgs Pig Farm

Farmer Higgs owns 3 pink pigs, 4 brown pigs, and 2 black pigs. How many of Higgs' pigs can say that they are the same color as another pig on Higgs' pig farm? (None. Pigs can't talk.)

DEN SKIT

Kismif

A group of Cub Scouts enter stage.

One is carrying a box covered in foil, the second has a big stack of papers, the third carries a large paint brush.

1st Cub Scout: What did you do at your den meeting?

2nd Cub Scout: Well, we came up with a way to balance the National debt. We're mailing it today. (Cub holds up large stack of papers.)

3rd Cub Scout: (Holds up silver box.) We made these solar collectors to create electricity to power our lights at home.

2nd Cub Scout: Hey, what did you do?

1st Cub Scout: We painted bird houses. She let us get dirty and everything.

3rd Cub Scout: Why is it you always get to do all the neat stuff?

1st Cub Scout: Our den leader keeps talking about "KISMIF," keep it simple---make it fun.

2nd Cub Scout: Do you think your den leader would let us paint?

1st Cub Scout: Sure, she's swell. (All Scouts run off stage.)

CRAFTS

Play With Clay

Give each boy a piece of clay. Then have each boy draw a slip of paper from a hat, listing an item or animal to make.

After the boy makes the item or animal listed, have the other boys take turns guessing what was made.

Toothpick Treasures

Materials needed:

Flat toothpicks (one box to every 2-3 boys)

Glue

Construction paper

Give the boys a theme, then watch a 3-D picture emerge. By providing a theme, young minds will go to work faster. Animals, log cabins, and robots are great made of toothpicks.

Slithering Tie Slides

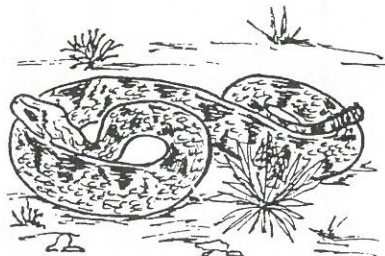
Materials needed:

Slow drying clay

Rhinestones for eyes

Spray paint in several colors

Roll clay in a long rope. Make the snake's head out of a ball, and attach it to the rope. Coil the snake around the index finger. The clay takes several days to dry. At your next den meeting, the boys can spray paint their snakes. Scouts usually paint heavily and the running colors create interesting effects. (Paint outside if at all possible, then while the paint is drying you can play a game with the boys.) Glue on the eyes and you have an interesting tie slide.



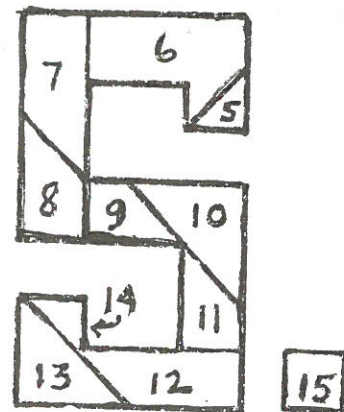
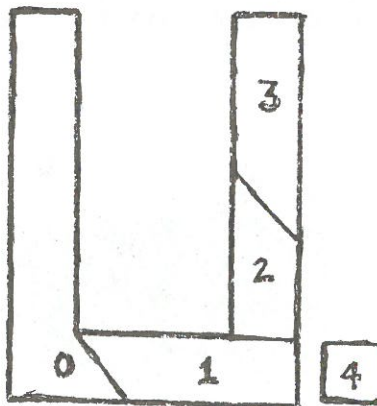
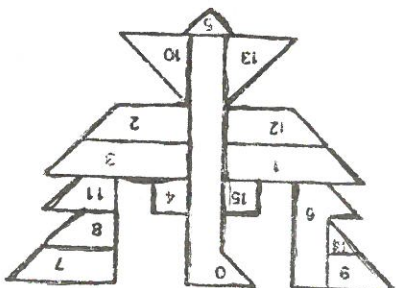
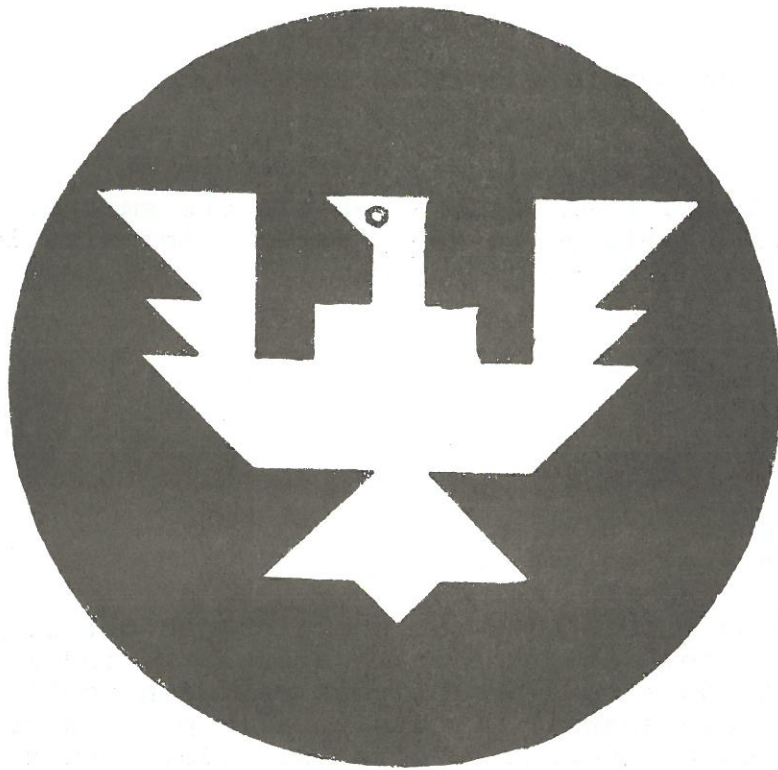
Eagle Jigsaw Puzzle

Below is the emblem of the United States, the eagle, and the letters "U.S."

The letters are divided into 16 parts numbered from 0 to 15.

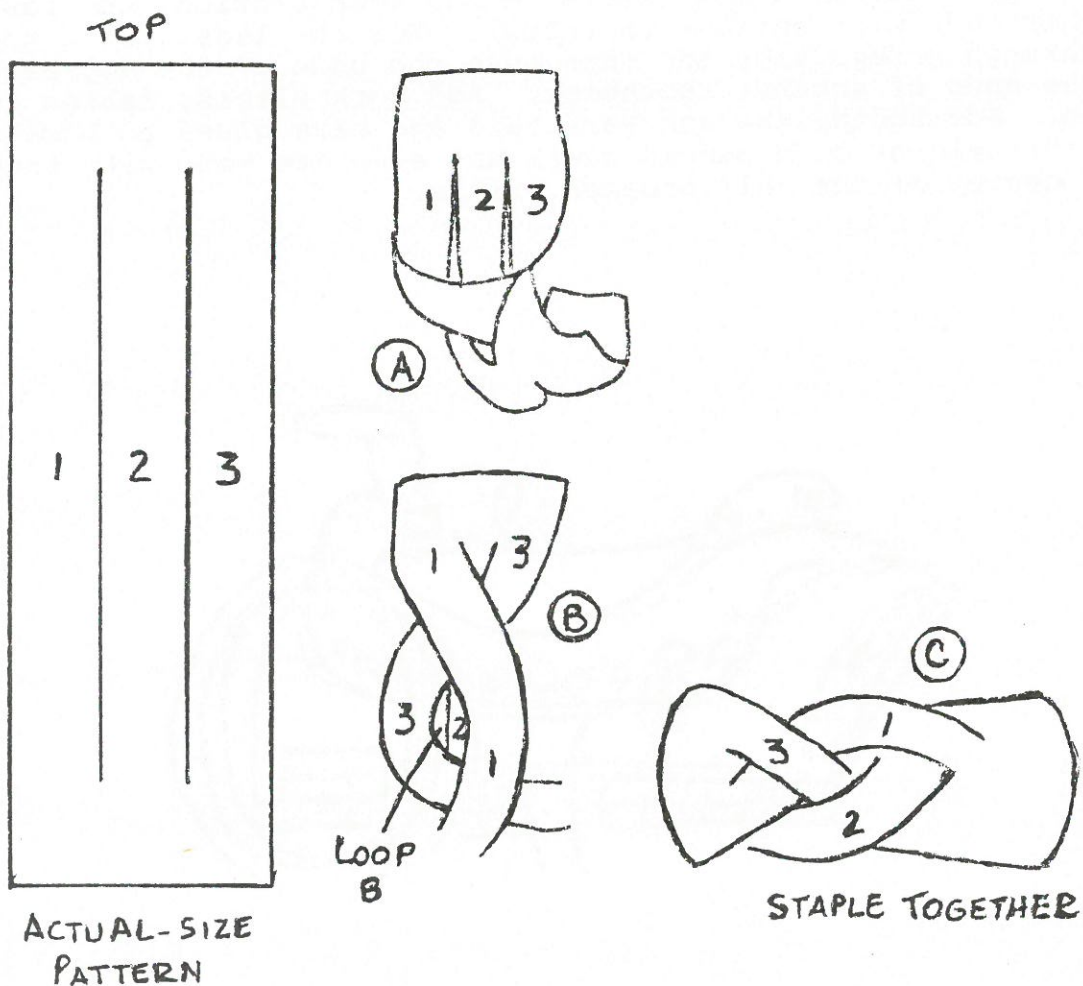
Paste the letters "U.S." on a piece of cardboard, then cut them along the dividing lines to get the 16 pieces for the jigsaw puzzle.

The trick is to place the 16 pieces on the eagle picture below in such a way that the eagle's silhouette is completely covered. Solution below.



A Bright Idea of a Neckerchief Slide

1. Cut cloth-backed vinyl, using pattern.
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 (A) through loop (B) and rework with fingers into braided strip which looks like figure (C).
5. Staple top and bottom together to form a "woggle" type neckerchief slide.



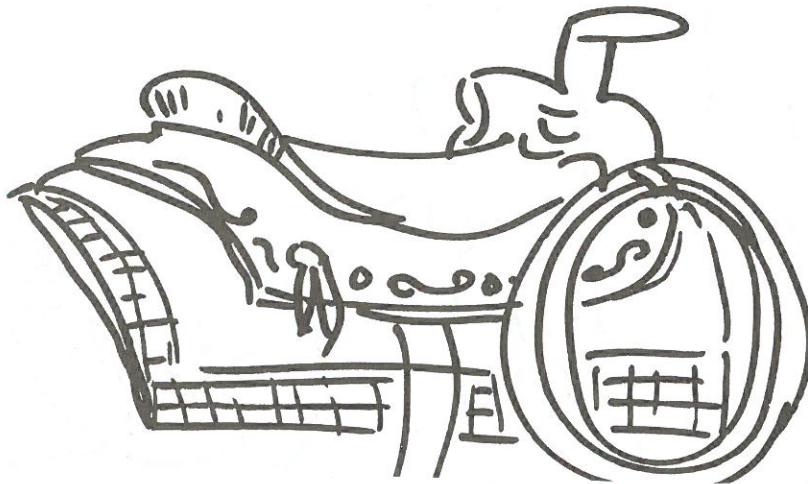
Annie Mule

Materials needed:

8 wooden tongue depressors
Toothpicks
Small corks
A few kernels of popcorn
Bits of colored paper and yarn
2 thumbtacks
2 notebook reinforcement rings

Drill small holes in the ends of the tongue depressors for the toothpicks. Be careful not to split the depressors. Cut 8 slices of cork to attach on the ends of the toothpicks to keep the depressors from slipping off.

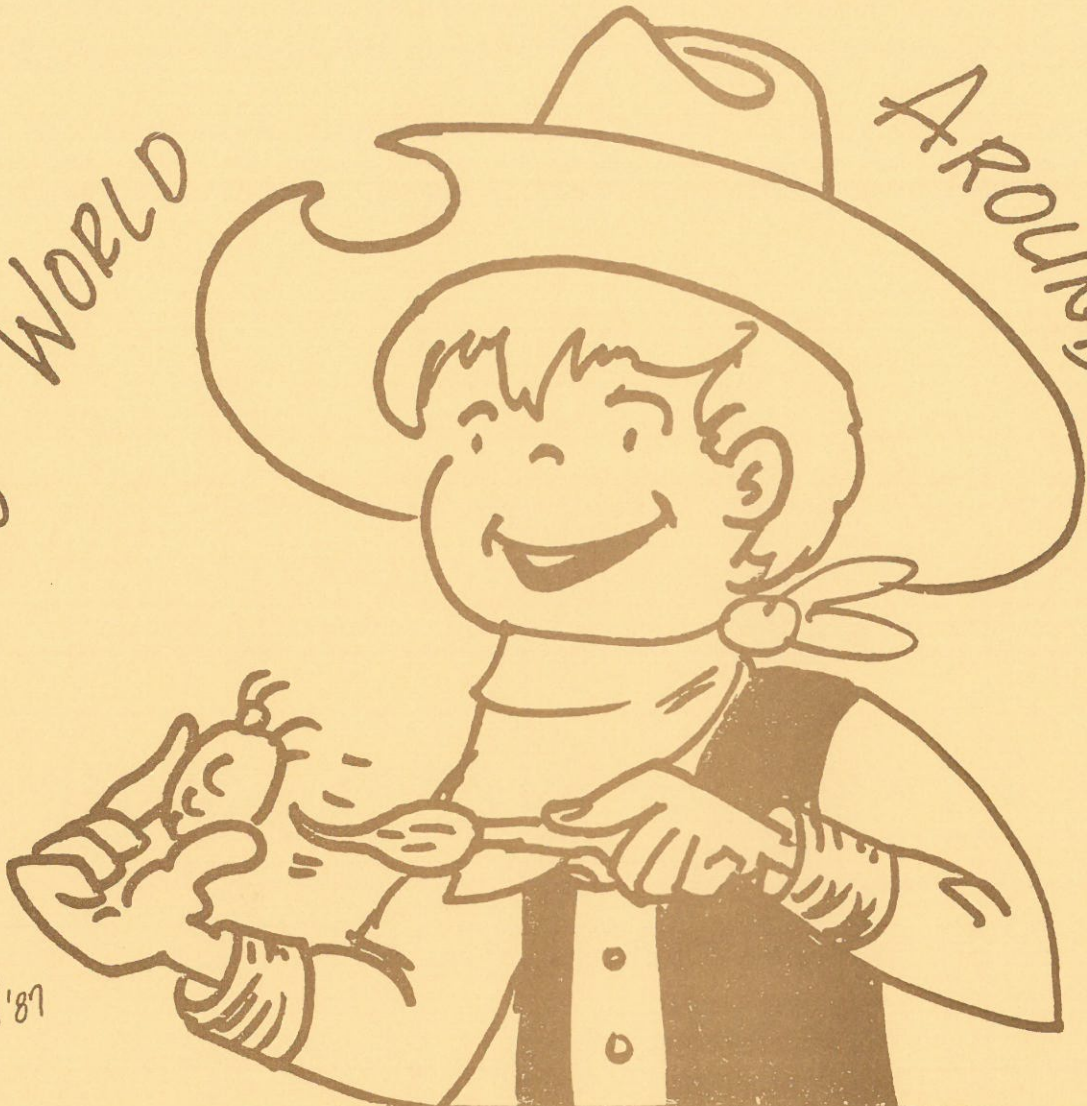
For the head and neck, push a toothpick through one end of a cork and attach the ends of 2 depressors to the ends of another toothpick. For the body, attach 2 depressors on the neck section, and fasten the other ends with another toothpick. For the legs, put a toothpick through a depressor and then push the ends of the depressor onto the ends of another toothpick. Add cork slices, fasten to body section. Add toothpicks and yarn tail and ears glued to back of head. Kernels of corn become teeth and eyes are made with thumbtacks in the center of the reinforcement rings.



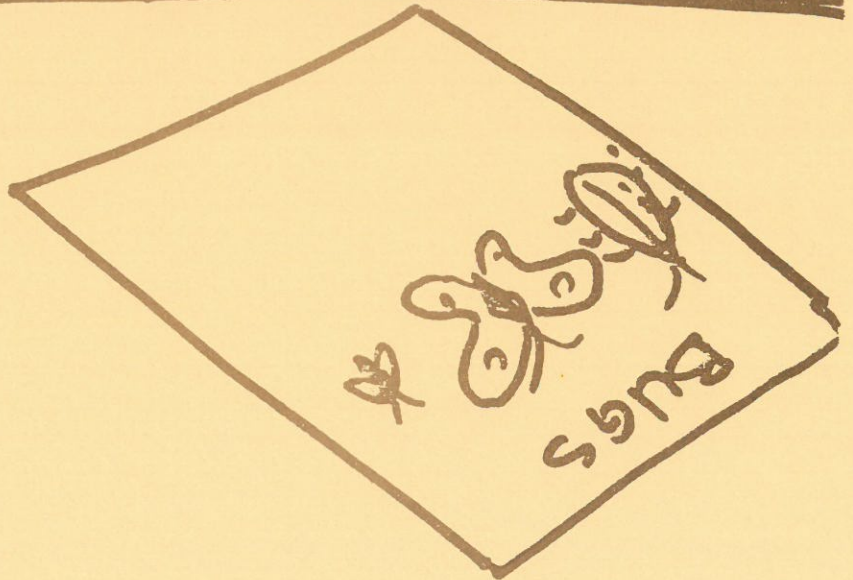
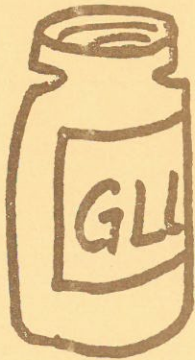
The World

AROUND

Us



GeAllen '87



JULY 1988

SUNDAY		MONDAY		TUESDAY		WEDNESDAY		THURSDAY		FRIDAY		SATURDAY	
June S M T W T F S 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	1988 S S 4 4	August S M T W T F S 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	'1988 S S 6 6							1 CANADA DAY (CANADA) Bartle Scout Camp Session 2 Begins	2		
3 10-12 Webelos Camp Session 1	4 INDEPENDENCE DAY Office Closed	5 5-9 National Explorer Conf.	6	7 14-16 Webelos Camp Session 2	8	9							
10 17-19 Webelos Camp Session 3	11	12 Bartle Scout Camp Session 3 Begins	13	14 21-23 Webelos Camp Session 4	15	16							
17 24-26 Webelos Camp Session 5 31 31-6 Bartle - Aquatics Camp 31-2 Cub Scout Bear Camp Session 1	18	19	20 20-25 Naish Indian Heritage Camp (Medicine Lodge)	21 28-30 Webelos Camp Session 6	22	23 Bartle Scout Camp Session 4 Begins							
24	25	26	27	28	29	30							

JULY 1988

OUR WORLD AROUND US

PREOPENING ACTIVITY

As people enter hand out cards to each one. On each card should be a name or picture of something in nature. Each picture or name should have a mate on another card. People should then roam around the room trying to find their mate. This is a very good activity for getting people to meet and talk to each other or to organize groups of 2-4-6, etc. for activities to follow.

Examples: Acorn - Oak Tree (other nut trees)
Male - Female Cardinal (other birds)
Apple - Apple Tree (other fruit trees)
Fish - Pond (bird-tree, fox-meadow, etc.)

OPENINGS

The Family Tree

Den Leader: Each one of us is one of nature's miracles -- a natural resource. Together we make up families, whether large or small. This poem is one person's thoughts about "The Family Tree."

Cub 1: There's one thing in God's nature world
That means a lot to me.
It symbolizes much of life
It is a lovely tree.

Cub 2: With roots so deep in God's rich earth
It's not disturbed by weather,
Like families with Faith in God
Who live in peace together.

Cub 3: Its trunk, the body strong and firm,
Like parents everywhere,
To guide, control, direct, sustain
The offspring which they bear.

Cub 4: The branches, which like children spread,
In every known direction,
Until the fruitage of their growth
Has reached its full perfection.

Cub 5: And so a tree appears to me
The gem of God's creation
As it portrays our families
Which constitute a nation.

Props that could be used may be cardboard cut-outs of trees.

Spirit of Nature

Each Cub Scout should have a candle to light from a central candle. Each lights his candle and reads the following statements.

Cub 1: We have been observing and studying Nature's treasures.

Cub 2: We will help to maintain Nature's balance.

Cub 3: We will help and learn from Nature's animals.

Cub 4: We will help maintain Nature's resources.

Cub 5: We will protect them from harm.

Cub 6: We will follow the law of nature.

Cub 7: 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,
Be conservation minded.

NATURE ADVANCEMENT CEREMONY

Equipment needed:

A three foot high tree limb with several branches, set as if it were a tree, in a can of plaster of paris. (A Cubmaster or assistant Cubmaster with his arms extended out works great too!)

Green paper leaves (one with awards on it and one to put on the tree for each boy).

Cubmaster:

This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting.

It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancement from rank to rank. So do his parents who help him.

Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents.

(Call forward boys and their parents, who are receiving Wolf badges and arrow points. Give them awards and have them put one leaf for each award on the tree. Then award the Bear badges and arrow points, putting their leaves on the tree. Have the Webelos leader call the boys and parents for activity badges, Webelos badges, and Arrow of Light which have been put on leaves.

After all awards are presented and leaves added to the tree, the Cubmaster resumes speaking.)

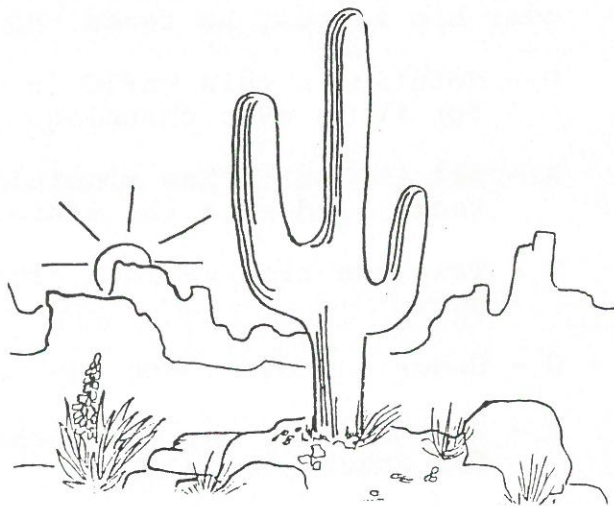
Each of you has helped nurture this tree. Just as trees endure for many years, so the values gained from working on achievements, electives, and badges will last you a lifetime. May you always stand strong and tall like a tree...and be a beautiful resource for our land.

CLOSINGS

Nature Is

For this ceremony you will need cards with the following statements printed on them. Following the reading of the statement the Cub Scout may want to give a fuller explanation of its meaning. Example: "Nature is History" can be followed with the showing of a stone with a fossil in it, or pictures cut from magazines.

- Cub 1: Nature is Beauty
- Cub 2: Nature is Useful
- Cub 3: Nature is Mystery
- Cub 4: Nature is Magic
- Cub 5: Nature is a Teacher
- Cub 6: Nature is History
- Cub 7: Nature is Fun
- Cub 8: Nature is Life
- Cub 9: Nature is the Future



Outdoor Code

Staging: Four Scouts distribute copies of The Outdoor Code to audience or hold a large poster with underlined words on it. Each boy reads one line.

As an American, I will do my best to...
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
Be conservation minded.

Beauty of America

Have five Cub Scouts hold posters or pictures of different places or scenery in America. On the back of each poster write the Cub speaking parts. Each boy will step forward as he reads his part.

Cub 1: This is my country. I will use my eyes to see the beauty of this land.

Cub 2: I will use my ears to hear its sounds.

Cub 3: I will use my mind to think what I can do to make it more beautiful.

Cub 4: I will use my hands to serve it and care for it.

Cub 5: And with my heart, I will honor it.

Nature

Each Cub has a sign with one letter of NATURE on it. As he turns over his letter, he reads the following:

N - Nothing in this world is more interesting to study than Nature for it is ever changing.

A - All the earth has something to study, birds, trees, flowers, rocks, and even the stars.

T - Take the time to look around you and be amazed at what you will see.

U - Under and over, you may be surprised where nature hides.

R - Remember though, to conserve what you find so it will be there for others to enjoy.

E - Each one of us should look for the beauty of our world.

CUBMASTER'S MINUTE

1. The world around us has many treasures to behold. Open your eyes and ears to everything and help keep that beauty for others.
2. Repeat The Outdoor Code after me.

DEN AND PACK ACTIVITIES

1. Take a hike.
2. Perform a tree planting ceremony; take pictures; keep a record or scrap book of growth.

3. Visit a nature center.
4. Make plaster casts of leaves or tracks.
5. Make a display of bark or leaves from different trees.
6. Visit the zoo. Each boy may pick an animal and find out some of its habits.
7. Visit a bee farm.
8. Have an outdoor campfire - incorporate it with astronomy.
9. Have a nature scavenger hunt.
10. Earn the World Conservation Award. (Applications from Council Office.)
11. Go on a Volksmarch.
12. Earn the SOAR Award. (Applications from Council Office.)

SONGS

(From the Cub Scout Song Book)

Be Kind to Your Web-Footed Friends
 The Animal Fair
 Old MacDonalld Had a Farm
 Cub Scouting Marching Song
 I'm Happy When I'm Hiking
 The Happy Wanderer
 America, the Beautiful
 This Land is Your Land
 Tell Me Why

Boy Naturalist

(Tune: Blue Tailed Fly)



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.

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.

(Chorus)

But what if 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.

(Chorus)

SKITS, STUNTS, AND AUDIENCE PARTICIPATION

The Cubmaster's Magic Compass

Narrator: Pack _____ has been lined up to take their annual hike for months and everyone is ready, we think.

Cubmaster or Den Chief: Today we are going to hike to Rocky Rivers. Everyone line up with a buddy.

(Boys line up and they march in circle or square. Each carries a paper sack and a salt lick is near by.)

Cub 1: Hope we don't get lost. I only have 3 sandwiches.

Cubmaster: Don't worry, I have my magic compass.

Cub 2: Hope we can find some clean water because I'll get thirsty.

Cubmaster: Don't worry, I have my magic compass.

Cub 3: Sure hope there are plenty of places to rest, because I get real tired.

Cubmaster: Don't worry, I have my magic compass.

Cub 4: Hope we don't run into any lions.

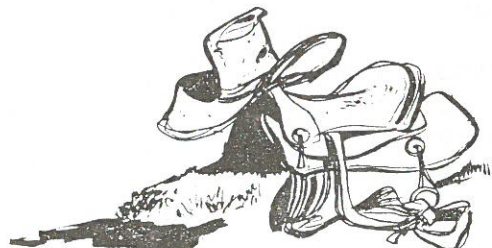
Cubmaster: Don't worry, I have my magic compass.

Cub 5: Hope we get to see a deer.

Cubmaster: We will, we will.

Cub 5: I thought we probably would because we just passed that same salt lick four times.

Cubmaster: (Throwing compass to the side.) So much for my magic compass.



The Outing

Cast: A den chief and any number of Cub Scouts in uniform.

Setting: The skit is a story about a nature hike. Narrator reads the story below while boys pantomime actions described.

Narrator: (Den chief talking to Cub Scouts.)

I'll take you on a nature trail...you boys in gold and blue.
You'll know what hiking's all about before this day is through.

Boys sing together: (Tune: Kool Aid song)

Cubbing, Cubbing, it's great.
We love Cubbing, can't wait.

Narrator:

Whose magnifying glass is this? You should have held it higher.
You see, the rays come from the sun and set poor Tom on fire.

But never fear, Salt Creek's nearby. First aid is what we're
learning.

But you guys threw the wrong guy in..it's Tommy who is burning.

Boys sing together the same song as before.

Narrator:

Please don't wade out into the stream, you'll drown and I'll not
know.

CRASH! What's that you're trying to say? You think you broke
your arm?

Boys sing together the same song.

Narrator:

I know you're from the city, Rick. I'm not the one who gripes,
But black cats from these woods out here just don't come with
white stripes.

Your foot's caught in a gopher hole...is that the trouble, Gary?
Well, don't go away. I'll be right back...a snake has bitten
Larry.

Boys sing the song together.

Narrator:

Alright Billy, where's the treats? We could use a snack.
What? A hole tore in your paper bag about a half mile back?
OK boys, hit the trail for home. I hate to be a pill,
But this ain't the twist I'm doing...I just sat on an ant hill.

Boys sing the song together.

Narrator:

Now that we're home, what's that you say about this plant I've
got?

I should have left it in the woods because it's poison WHAT??

Boys shout altogether: POISON IVY!

The Spider's Plea

Four Cub Scouts wear spider costumes with eight legs sewn on. Den chief will introduce the skit as the spiders line up across the stage. Each spider steps forward to speak his lines. After the fifth stanza recited together, four other Cub Scouts armed with spray guns run onto stage and chase the spiders off into the audience.

Spider 1: We lowly spiders aren't all bad,
As a matter of fact, it's quite sad.
We wish to tell you now our story,
You be the judge and also the jury.

Spider 2: No neck, no arms, no feelers have we,
But eight legs, a body and eyes to see.
Our American family of ten, you realize,
Is half cobweb, half hunter, and quite good size.

Spider 3: We, the hunters, are runners and jumpers,
Some, being patient, are really good stalkers.
Living among the flowers and grass,
To prey on insects that come to pass.

Spider 4: We, as cobwebs, are very bright,
Catching our prey is sheer delight.
Spinning our own silk in making a web,
Affords us protection, food and a bed.

All spiders: Men and birds give us quite a fright,
Is it because you don't like our sight?
Ridding the world of flies and bugs,
And all you do is exterminate us!!

(Enter Cub Scouts with spray guns and chase spiders.)

The Happy Hikers

Narrator:

We're going on a hike. Just do what I do and listen carefully.

Here we go on a hike through the woods and over the mountains.
(Begin hiking in place.)

Come on along with me.
(Smile; wave to audience; hike in place.)

We're coming to a steep hill.
(Bend over as if climbing.)



Now we're on top. What a lovely view.
(Look around in appreciation.)

Now, we'll have to go down.
(Slip and slide down hill.)

Whee, we're out of breath.
(Hold hands on chest, breathe heavily.)

Now we're passing through a meadow.
(Hike in place.)

What's that I see? It's a rabbit.
(Stop, peer to one side.)

And a meadow lark.
(Look up.)

And a bumble bee!
(Run swiftly in place, waving arms as if fighting off a bee.)

We're happy hikers.
(Hike in place.)

We're happy because of the beautiful mountains we see.
(Shade eyes with hand and smile.)

And because of all that clean fresh air we are breathing.
(Breathe while expanding chest.)

And especially because we got away from that buzzing bumblebee.
(Smile; turn heads slightly to rear; and wave goodbye to the bee.)

Now we're getting tired.
(Slow pace, walk droopily.)

There's what we need!
(Point)

A cool, refreshing drink from the river.
(Smile; pick up hiking pace; kneel down at river; drink.)

Ahhh, how refreshing.
(Scoop water over face.)

Let's be on our way.
(Hike in place.)

Now let's try to jump over the river without getting our feet wet.
(Take big step; get feet wet; shake them off.)

Oh well, don't feel too bad about not making it. It was a wide river. At least we have cool toes.
(Hike in place.)



Look what's up ahead...a fork in the road. Hope we take the right road.

(Still hiking in place.)

No, it's really the left road...oh well. Let's see what happens. (Hike in place; turn to right; then to left.)

Now we're lost. I guess the right road was the right road after all.

(Hike in place.)

Now we're on the right road again. We'd better stop for lunch. (Stop; reach into pocket; bring out imaginary sandwich; munch briefly; take handkerchief from pocket; wipe mouth; replace handkerchief.)

Ummmmmmmm, that feels better. (Resume hiking in place.)

Look, there's a lovely lake. (Point.)

Let's swim across. (Make swimming motions.)

That's better than trying to hike across. (Resume hiking.)

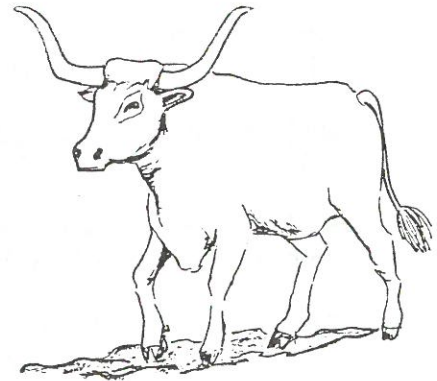
Look at that crooked trail ahead. (Point.)

It's nothing but twists and turns. (Continue hiking, twisting and turning as you go.)

I'm glad that's over....I was getting dizzy. Looks like we have come to the end of the trail. (Stop.)

What do we do now? Hike some more? (Resume hiking in place.)

Are you tired? Do you want to stop? So do I. (Sit down; wipe brow; slump in chair.)



A Lesson for the Big Bugs

Audience participation: BEES - Buzz-Buzz
 ANTS - Hup-2-3-4
 MOSQUITOS - Bite-E-Bite
 FROG - Croak-Croak
 WOODS - All sounds together

(Divide participants into groups for the sounds to be made when they hear their word.)

Narrator: This is the story about Billy and his family and their adventure 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 the outdoors. 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 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 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 paper napkin on the ground and jumped up in disgust. "That does it!" she said. "The ANTS seem to have taken over our lunch.

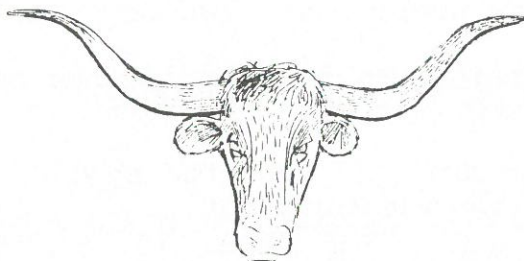
Dad stretched out for a nap and had just about dozed off when he heard sister scream. She had been stung by a BEE. Mom took care of her, so Dad tried again to sleep. But this time the pesky MOSQUITOS would not leave him alone. Finally, he announced they were all going home.

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 MOSQUITOS and the ANTS and the BEES are trying to tell us something." "What's that?" asked Dad. "Well," said Billy, "Just look around us 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 allwe're litterbugs."

So the family started to clean up the mess and afterwards they felt better. They took a nice walk through the WOODS, listening to the sounds. They actually enjoyed the buzzing of the BEES, the croaking 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 bug is a LITTERBUG!!



Magic Mud

One player: Did you ever wonder as you pass
A little stretch of mud and grass
What nature may be hiding there
Within this spot a few feet square?

All: Let's gather round and take a look
And like the pages in a book
We'll study it with open eyes.
Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around imaginary patch of ground or piece of cardboard painted black and green. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. The bee sting gets everyone to his feet and the victim is smeared with some black substance. All line up for final stanza.)

One - Here's a freshly patterned animal track
Where a rabbit hopped across and back.

Two - I see a stream of busy ants
Carrying tidbits as they dance.

Three - Look, a feather blue and gray,
Dropped off a screaming jay.

Four - Sprinkled here are sprouting seeds
From lofty elms and sprawling weeds.

Five - A pebble smothered by action slow,
Formed a million years ago.

Six - In a puddled spot not yet dried out,
A water beetle swims about.

Seven - And here an eager plant is set
An early blooming violet.

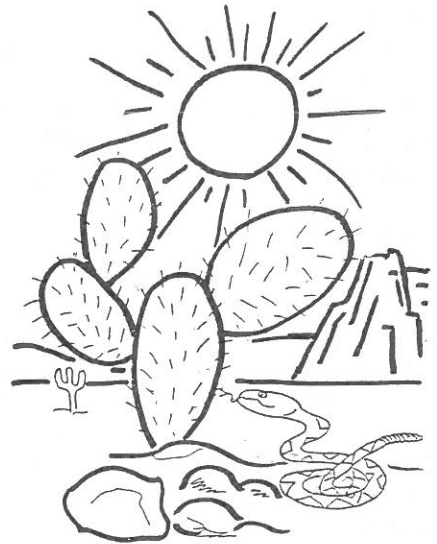
Eight - A wiggly worm comes up to twitch,
No one knows which end is which.

Nine - The mud itself, with food stores vast,
From life that grew in ages past.

Ten - It's not all nature mud reveals,
Here's a candy wrapper and two toy wheels.

Eleven - There's something moving; what's that now?
I'll pick it up....a BEE! Oh Yow!

Twelve - Quick, here's some mud upon the spot
To take away the soreness hot.



All - In mud, there's stone and living things
Healing power for bitter stings.
Through it flows the earth's life blood,
Our soil is really MAGIC MUD.

GAMES

Senses

This game can be played in almost any outdoor setting, although it is easier and more interesting if a stream, lake, river, forest, ocean, or mountain area is used.

Any number from 3 to 20 can play. Each player is supplied with paper and pencil.

Allow 10 minutes for the players to list all the nature sounds, sights, and smells they can experience there in the area. The player with the longest list wins.

Anything in nature goes:

The wind in the trees.

The leaves rustling.

The waves rolling in on the beach.

Water beetles in a stream.

The smell of pine trees.

Etc.

The game can also be played with teams. If there are 20 players, divide the group into four teams. Then each team works together, with one paper and pencil in the hands of the team captain; the game becomes a group effort.

Nature Charades

For this variation of the basic charades game, you will need two pencils, two drawing boards of cardboard or wood and as many sheets of paper as there are players.

Divide the group into two equal teams. The contestants are to be "artists" and the first representative from each team comes to the leader to start. The leader whispers the name of a nature object for the "artists" to draw.

At a signal, these players go to their drawing boards and start to draw while their teammates cluster around them. The first team to guess what nature object the artist is drawing gets one point.

The next player on each team then becomes an artist and goes to the leader for another nature object. Each player on each team should have a turn at being an artist. At the end of a round, the team with the most points wins.

Nature objects can include anything that has enough character to make a clear drawing.

Easy ones are: elephant, pine tree, shark, shell, mountain, beetle, snake, spider, crescent moon, clouds, snowflakes, raindrops, and lightning.

More difficult ones are types of: trees, leaves, flowers, rocks, fish, birds, reptiles, constellations, footprints, etc.

Nature Discovery

Whether you live in the country or city, this is a game you can play where you are. Two or more can play.

The object of the game is for each team to walk about the same distance in the same area, and discover the greatest number of products made from insects, animals or plants. The walk can be on two different streets in town, starting and ending at the same place.

One player on each team has pencil and paper and acts as the recorder or secretary, listing the products the players on his team discover. For example: Truck tires come from the rubber tree - a plant.
Leather shoes come from the hide of an animal.
A silk dress comes from an insect, the silkworm.

Mutually decide how long a time the walk should take.

Observation

A good game to play on a hike. The group walks along in single file, with an adult or one of the players acting as leader.

The leader asks the first player in line (loud enough for all to hear) "What is this?"---pointing to an oak tree. If the player knows, he gives the answer in a loud voice and remains at the head of the line. If he doesn't know the answer, he goes to the end of the line. The leader then asks the same question of the next player in line, and so on, until he gets the right answer. Then he asks another nature question of the player who has answered correctly and has remained at the head.

The questions can broaden out into, "Where does this stream flow to?" The answer might be the Atlantic Ocean. There are no points awarded in this game. The object is simply to stay at the head of the line as long as possible.

Observation can also be played when your group is around a campfire or in a club room. The leader asks questions of each player in turn, but in this case a player receives a point for each correct answer. The leader keeps asking a player nature questions until he misses, then goes to the next player, etc.

Milkweed

You need two teams. Mark off an area 40 feet long and 15 feet wide, with a starting line, a finish line, and boundaries 15 feet apart. Each team has a milkweed seed (or dandelion puff) with its little parachute to carry it along.

The object of the game is to BLOW your seed the whole length of the race course. To avoid blowing the other team's milkweed fluff, each team starts at a different end of the field. At the starting signal, the players begin to blow on the seed as it floats in the air. If it floats over the side boundaries, it is considered a "foul" and the players must start all over again at the starting line. Players cannot use their hands. This is strictly a BLOWING game.

The team that is first to get the milkweed fluff over the finish line is the winning team. When the teams meet in the middle of the field, watch out!

Friend or Enemy

Even one person can play this game alone. Sit down with a pencil and a sheet of paper and think of your own back yard, or someone else's. Then on top of your sheet of paper print "Friend" on the left side and "Enemy" on the right side. Think of the plants and animals and that includes insects, too, that might live in this back yard. Try to decide which are friends and which are enemies.

For example, the dandelion would be considered an enemy because it destroys the lawn. The cabbage in the vegetable patch would be a friend for obvious reasons. But the cabbage butterfly would be an enemy because the larvae feed on the cabbage leaves.

Where would you put the ant, the zinnia, apple tree, aphid, earthworm, ladybug, or the rabbit?

If you're playing with a group, the winner is the one who has the longest list of correct items.

NATURE RIDDLES

- What tree is good for swimming? (Beech)
- What has a bark but doesn't bite? (Tree)
- What tree shouldn't you use in school? (Gum)
- What insect is a member of your family? (Ant)
- What tree is always complaining? (Crab apple)
- What insect could you use if you hurt your foot? (Walking Stick)
- What flower goes to church? (Jack in the Pulpit)
- What vegetable do you find in a jewelry store? (Carrot-karat)
- What tree is carried around in people's hands? (Palm)
- What flower can you have fun with in winter? (Snowball)
- What tree is always well-dressed? (Spruce)
- What tree is always near a fire? (Ash)
- What tree do you sometimes see on coats? (Fir)

HIKING

What better way to find out about the world around us than to take a hike? Take a hike for a purpose: to gather trash, to collect leaves, to identify trees, to observe animals and birds, to look for tracks, etc. Hikes can be taken in your neighborhood, local nature area, or at a nearby lake. Make the hike simple and purposeful, but most of all fun. Discussing rules before you leave, can also help make your hike a success.

Kinds of Hikes

Compass Hike

This hike must be laid out beforehand and the directions placed. For example: go north 25 giant steps and look under rock, go west 15 scissor steps and look in tree, etc.

Penny Hike

Go so far, flip a penny to see what direction to go or what path to follow. For example: heads go left, tails go right.

Marked Trail Hike

Use various things to mark trail ahead of hike. Use colored yarn tied to shrubs, trees, etc. or use torn pieces of old cloth.

Seek and Find Hike

Leader should mark trail beforehand and list items to be hunted. Suggested list for nature hunt:

Acorn	Animal's home
Bird's feather	Bird's nest
Moss	Bone of an animal
Oak leaf	Seeds
Pine cone	Pine needles
Piece of bark	Piece of litter left by human

Evening Hike

Try flashlight signaling. Listen to night sounds. Find north by the stars. Learn to recognize some constellations. Tell stories about them.

Tree Hike

Notice the different kinds of trees, and their flowers and seeds. Point out the differences in bark, leaves, and general shape. This is also a good thing to do on a winter hike.

Color Hike

Choose one or two colors and list all things seen in nature in these colors along the way. Or have each boy take a different color. Or lay out a trail using colors such as yellow daisies, white oaks, silver maples, black locust, or purple asters.



Water Hike

Follow a brook or creek. Look for all sorts of water life such as "skater," "water dogs," tadpoles, fish, frogs, and water plants. Make and sail tiny boats made of paper, wood, or leaves.

Nature Centers and ParksErnie Miller Park

Located on Hwy. 7 between Olathe and Hwy. K-10. This park is strictly for hikers and nature enthusiasts. Several miles of nature trails to explore and a nature center offering varying nature films and talks.

James A. Reed Memorial Wildlife Area

Phone: 524-1656, Greenwood, Mo. Tours are available by a naturalist if you call ahead for an appointment. Conservation of resources such as water and soil are emphasized, also you will see many types of plants and animals.

Lake Jacomo, Fleming Park

Phone 795-8200, 291 & Woods Chapel Rd. 1000 acre lake, 4000 acre park, fishing, nature trails, wildlife exhibit, and the Audubon Society Library which offers tours by appointment.

Lakeside Nature Center

Phone: 444-4656, 5600 E. Gregory in Swope Park. The center offers a wide variety of programs, classes and special attractions in outdoor and nature education.

Martha Lafitte Thompson Nature Sanctuary

Located in east Liberty, Mo. Phone 781-8598 as the sanctuary is open to groups only by reservation. A beautiful wooded area with creeks and nature trails.

Shawnee Mission Park

1250 acres, nature trails, 150 acre lake.

Sunflower Nature Park

Hwy. 285, 4 miles west of DeSoto, Ks. 60 acres, self-guided nature trail (partly handicapped accessible). Phone: 831-3355.

LEARN THE SHADOW STICK TRICK

Boy Scouts have a very wise way of finding directions without a compass. It's good to know this trick when you're outside feeling lost and lonesome. All you need is one sunny day and one straight stick, about a foot long. This is more accurate if you do it around noon; but it is close enough at other times of the day.

Hint: As you read this, the sun floats farther toward the west.

1. Put a straight stick into the ground, so it doesn't cast any shadows. The stick should point straight at the sun.
2. Go rest for an hour at least. If you're lost, don't worry about being lost.
3. Come back when the shadow is about six inches long. The sun will have moved farther west.
4. Which direction does the shadow point?

VOLKSMARCHING

This a good activity to introduce to your Scouts and their families. A Volksmarch is an organized walk designed to appeal to everyone. It is a walk of usually 10-12K. It is not a contest of speed or endurance. The events are excellent recreational activities for the entire family because they are non-competitive sports. Each walk covers a different course. Some may be through an urban or suburban area while others may be in rural and wooded areas. Each type give many opportunities to view the "World Around Us."

Participation in a Volksmarch is free with an optional system of awards being extremely popular. At the event, everyone who participates must have a start card. To obtain this card, you must register at the registration table. You then follow directional signs. These signs and streamers are normally placed on trees, signs or small stakes in the ground. A route is normally circular and returns to the start point after passing one or more control points. At each control point, you must get your start card validated.

Once back at the start area, turn in your start card at the awards table.

If you are interested in Volksmarching groups in your area, contact these individuals. They can give you information on dates for upcoming Volksmarches.

Heart of America Volkssport Club
 Box 4472
 Shawnee Mission, Ks. 66204
 Tom Decker (913) 764-3582

Kansas Jaywalkers
 Box 3136
 Fort Leavenworth, Ks. 66027
 David Sheppard (913) 651-4267

Sunflower Sod Stompers
 Box 2576
 Topeka, Ks. 66601
 Terri Tyler (913) 233-4385



Jocomo Bushedwalkers
903 Main Street
Blue Springs, Mo. 64015
Pam Buck (816) 228-0137

The Show Me Volksmarch Club
Box 5072
Whiteman AFB, Mo. 65305
Goldie Bawden (816) 563-3117

CRAFTS

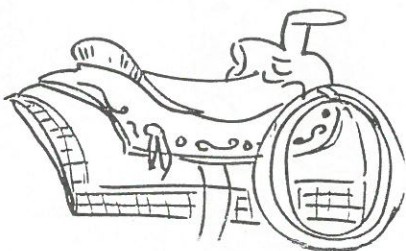
Stained Glass Collage

Use flowers or leaves collected on a hike or picnic.
Press them between waxed paper in a book for a week or longer.

Materials needed:

White drawing paper
Newspaper
Waxed paper
Book-dried flowers or leaves
Crayons
Pencil or crayon sharpener
Glitter
Iron

1. Place a sheet of drawing paper on top of a piece of newspaper.
2. Place a sheet of waxed paper on top of the drawing paper.
Arrange book-dried flowers or leaves on the waxed paper.
3. Remove the protective paper covering from old crayons and sharpen them over the flowers. Let the shavings fall evenly over the flowers or leaves.
4. Scatter glitter over the flowers and shavings.
5. Place a second sheet of waxed paper over the flowers and the decorations.
6. Seal the two sheets together with an iron set at a low temperature. (Should be done by den leader.)
7. Hang the collage in a bright window with tape.



Mosaic in Plaster

Use stones and sticks or any other things collected.

Materials needed:

Bottom of a small gift box or lid to a shoe box

Sheet of aluminum foil

Cord

Coffee can

Plaster of paris or hydrocal

Long stirring stick

Food coloring

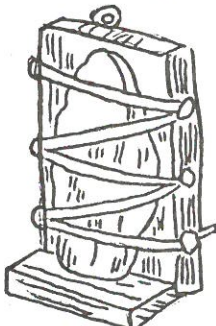
Plastic spoon

Small smooth stones, stick, etc.

Scissors

1. Line the inside of the bottom half of gift box or lid with a sheet of aluminum foil. Be sure to press the foil into the corners.
2. If you plan to hang your mosaic, punch two holes on the underside of the box near the top. Insert a piece of cord and tie the ends loosely inside the box.
3. Fill the coffee can about half-full with plaster of paris.
4. Stirring all the while, add water until the mixture looks like heavy cream. Add a little bit of food coloring if you wish the background of the mosaic to be colored.
5. Pour the plaster into the foil-lined box bottom.
6. Quickly spread and smooth the plaster evenly in the box bottom with the plastic spoon.
7. Push pebbles or whatever halfway into the plaster, creating a design. Work fast because the plaster will dry quickly.
8. The plaster will be completely dry in an hour.
9. If you wish to take the mosaic out of the box, trim away any extra foil with scissors.

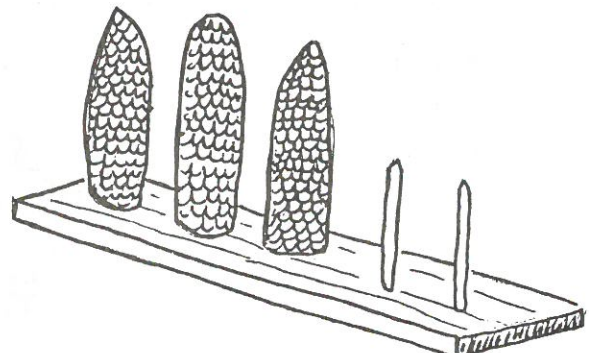
BIRDFEEDERS



SUET BOARD



HANGING SUET LOG



CORN STAKE FEEDER

Berry Ink

Materials needed:

Ripe cherries, blueberries, blackberries or strawberries
Small jars with lids
Spoon
Paper towels
Paper cups
Straight or fountain pen

1. Remove stems and leaves from ripe berries and place them in a small jar.
2. Press the berries to a pulp with the back of a spoon.
3. When the berries are crushed, add a little water. The more water you add, the lighter the color of the finished ink will be.
4. Stir the mixture well.
5. Place a sheet of paper toweling over a paper cup. Push the paper towel down into the cup.
6. Slowly pour the berry mixture through the towel in the cup.
7. Let all of the liquid drain through the towel. Remove the towel and throw it away.
8. Pour the strained ink back into the jar and screw on the lid.
9. Use straight or fountain pen to write with the berry ink.

Web Painting (Printing)

Materials needed:

White drawing paper
Paint in spray can
Spider web

1. Take a walk in the forest and bring white paper and a can of spray paint with you. Find a spider web. Webs are usually found between branches of bushes or between two growing things, such as weeds or garden flowers.
2. Hold the can of spray paint at arm's length away from the web. Spray quickly with a back and forth motion. Be sure that the wind is blowing away from you when you spray paint so you won't breathe in any of it. Cover the web with a thin coating of paint. The paint will look like tiny beads on the fine strands.

3. Quickly place a piece of paper on the web. It is better if you curve the paper first in the center of the web and straighten it out very carefully along the sides.
4. Let the web dry on the paper. Your finished print will contain some of the web.

Rain-Spatter Painting

Just great for a rainy day!

Materials needed:

Poster paints
Paintbrush
White drawing paper
Rain

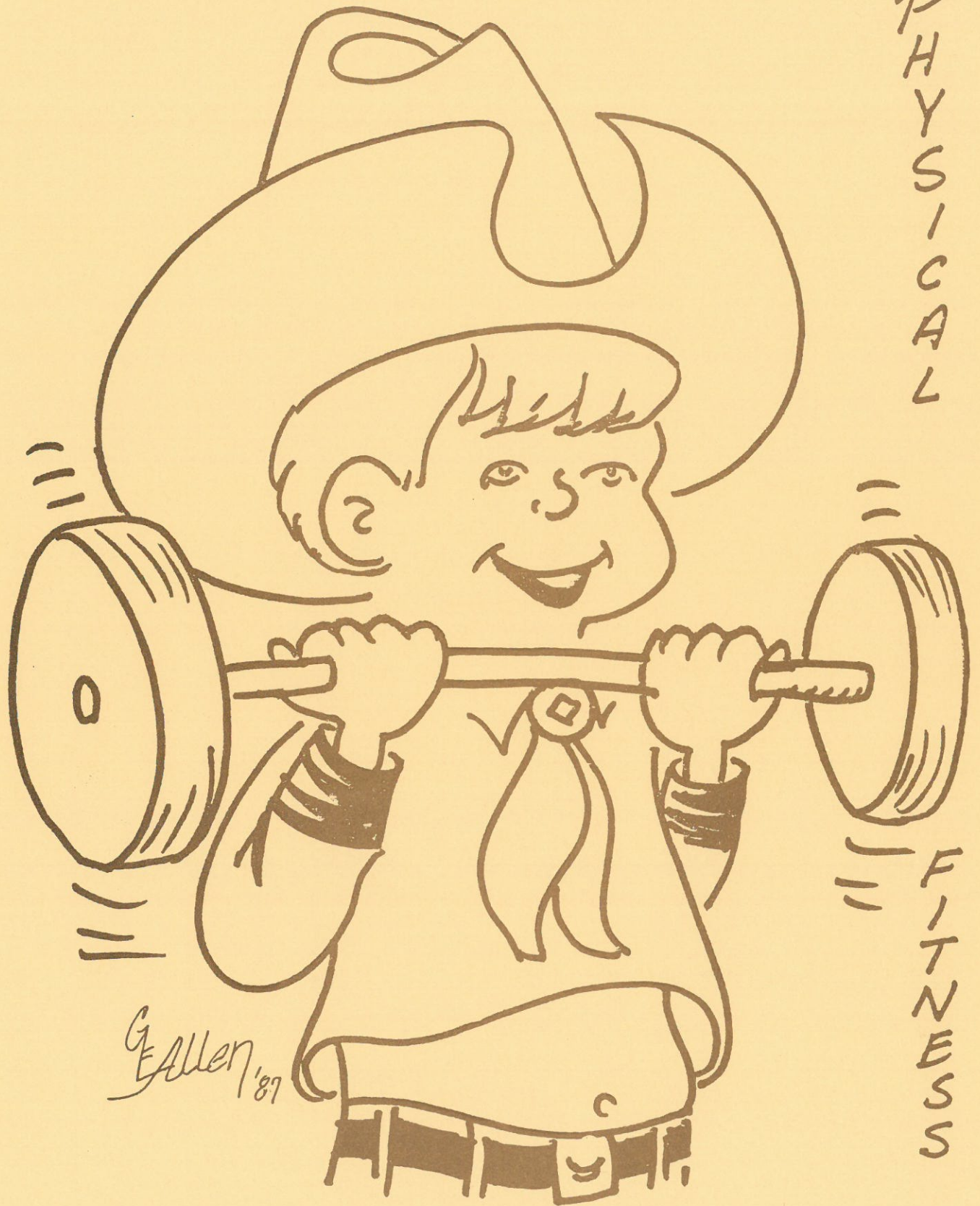
1. Paint different colored shapes on a sheet of white drawing paper.
2. When it rains, put the painting outside for just a moment. You might want to wear a raincoat so your arm won't get wet.
3. Take the painting inside. Hold the paper flat so that the drops on the paint won't run.
4. Place the paper on a flat surface such as a table or the floor.
5. Let the rain dry and see the different patterns it has created.

Photograms

Materials needed:

Blueprint paper
Plywood or cardboard
Piece of glass
Water
Hydrogen peroxide
Leaves, flowers, etc.

Photograms can magically transform objects of nature into pictures. Blueprint paper is easy to use. Work in a shaded area when preparing your design. Lay the paper on a small piece of plywood or heavy cardboard. Arrange leaves, flowers, etc. on it, then cover with a piece of glass to keep the arrangement flat and in place during exposure. Expose to sunlight for about one minute or to artificial light for 5-10 minutes. Wash the print in water, then dip in hydrogen peroxide to stop the developing action. After they are dry, use for book covers, frame as pictures or glue in a scrapbook as a record of tree or plant identification.



PHYSICAL

FITNESS

G. Allen '87

AUGUST 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1	2	3	4	5	6
7 7-9 Cub Scout Bear Camp Session 3	8 8-14 Brownsea Session 1	9	10	11 11-13 Cub Scout Bear Camp Session 4	12	13
14 14-16 Cub Scout Bear Camp Session 5	15 Assumption of Virgin Mary - RC 15-19 OA Nat'l Conference-Calif. 15-21 Brownsea Session 2	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

July 1988
 S M T W T F S
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31

September 1988
 S M T W T F S
 4 5 6 7 8 9 10
 11 12 13 14 15 16 17
 18 19 20 21 22 23 24
 25 26 27 28 29 30

AUGUST 1988

PHYSICAL FITNESS

PREOPENINGS

Boy Scout Bingo

Directions:

Each person is to fill in the squares below with the autographs of the individuals present. The object is to complete the card, either vertically, horizontally, or diagonally first, then yell "BOY SCOUT BINGO" to win!

A Scout in uniform	Someone who wears eyeglasses	A Scout in fourth grade	Someone who plays baseball	Someone who owns a pony
A Scout in a Bear Book	Someone who likes girls	A brand new Scout	Someone who bowls	Someone who is over 50
Someone in a blue jacket	A Scout who has two sisters	Your Nickname	A Scout in third grade	A Scout not in uniform
Someone who is married	Someone with a mustache	A Wolf Cub Scout	Someone who has two brothers	The Cubmaster
A Scout in a Scout cap	Someone born outside of Missouri	Someone who is wearing a skirt	Someone who is wearing red	A Scout who can say the oath

Card Match

Have half of the cards with the names of famous athletes and half of the cards with the sport for which they are noted. Hand out the cards as the people walk in and have them find the person with the card that matches theirs.

Mark Spitz
Babe Ruth
Fran Tarkington
Herb Brooks
Phil Myer
Mark Hamil
Wilt Chamberlain
Eric Hyden

Swimming
Baseball Home Run King
Quarterback---Vikings
Hockey Coach--Olympics
Downhill Skier
Ice Skating
Basketball
Speed Skater

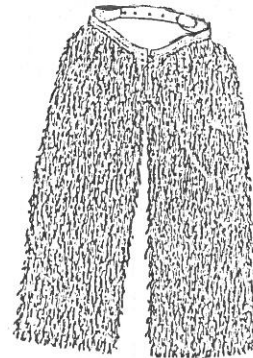
Add other names as needed.

Word Search

Winter Olympics

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

HILLS
FLAGS
LUGE
FIGURE
SPEED
BOBSLED
SKI
DOWNHILL
BIATHLON
SLEDDING
CROSS-COUNTRY
JUMP
DOUBLES
HOCKEY
EVENTS
TARGET
SHOOT
RIFLE
RELAY
RACE
SLALOM
SKATES



OPENING CEREMONIES

Olympic Opening

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

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

Lead the audience in the Pledge of Allegiance.

Fitness Opening

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

- Boy 1: To keep your body strong and healthy
Is more important than being wealthy.
- Boy 2: When you are fit, you feel so good
And try to do the things you should.
- Boy 3: It helps us lend a helping hand
To needy folks around our land.
- Boy 4: Eating the right foods is always wise
And everyone needs some exercise.
- Boy 5: Stand on tiptoes, one, two, three.
Touch your toes, don't bend a knee.
- Boy 6: Run a while, then slow your pace
Practice will help you win the race.
- Boy 7: Scouting builds boys into men
Cub Scouting is where it all begins.

This can be followed by Pledge of Allegiance or Cub Scout Promise and Oath.



Physical Fitness Opening

For this ceremony, have the lines the Cub Scout has to say on the back of an 8x10 poster card with pictures of the activity on the front. These can be made by the boys as a craft.

Cub Scout Leader: Our theme this month is Physical Fitness.

Cub #1: I ride my bike for exercise.

Cub #2: I like swimming in the summer.

Cub #3: I enjoy playing football.

Cub #4: I help my dad mow the lawn and weed the garden.

Cub #5: Fruit is my favorite snack.

Cub #6: Being a Cub Scout helps keep me fit in body and mind.

Cub Scout Leader: As you can see there are many ways to keep physically fit, just as there are many ways to enjoy Cub Scouting. Keeping physically fit is a good way for a Cub Scout to develop into a leader in our country. Let's all stand and give the Cub Scout Promise and the Pledge of Alligence.

BOBCAT AND PARENT INDUCTION

This ceremony not only inducts boys as Bobcats, but inducts their parents as well.

Cubmaster: New Bobcats, tonight you will become Cub Scouts and begin a long and wonderful experience which you will share with thousands of other boys around the world. Please repeat with me the Cub Scout Promise. (They do so.)

Now please repeat the Law of the Pack. (They do so.)

Parents of these new Cub Scouts, will you please give the Cub Scout sign and repeat after me, "As a parent of a Cub Scout, I will do my best to help my son live up to the Cub Scout Promise and to obey the Law of the Pack. I will work with my son on his achievements and projects. I will attend the pack meetings and help as needed to make the pack "go".

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

(Congratulations and handshakes all around.)

This can be varied with props or costumes to fit theme of the month.

ADVANCEMENT CEREMONIESOlympic Winners

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

Cubmaster:

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

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

Cubmaster or Awards Chairman:

It is my pleasure to present you with your winner's symbol.

(Awards could be fastened to gold foil medals hung on a ribbon. The Cubmaster gives the medal to parents, who place it around their son's neck.)

Cubmaster:

The important thing to remember is that anyone who does his best is a winner!

T.V. Advancement - "You Are There"

Setting: A TV camera turned toward the announcer and the Cubmaster.

(You may add to this or change dialogue for another theme.)

Announcer:

Ladies and gentlemen, we are about to witness one of the greatest events in the history of Scouting and YOU ARE THERE!

(He calls forward the boys advancing in rank and their parents. You may do this one rank at a time or all together depending on the number of boys.)

Cubmaster presents badges to the parents who present them to the boys.

Cubmaster:

Cub Scouts raise your right hand and repeat the Cub Scout Promise.

Cubmaster shakes the hand of the Cub Scout using left hand and with right hand, shakes hand of parents, symbolizing an everlasting bond between Cub Scouts, parents, and Cub Scouting. (Cubmaster should state this in his own words.)

Announcer:

You were there, ladies and gentlemen, and what an event!
This is your announcer returning you to our regular program.

Weight Lifter**Cubmaster:**

This month the theme is "Physical Fitness" and our Cubs will advance according to their strength. As men and women must train to be Olympic champions, our Cubs must grow in strength and ability to obtain their rank advancement.

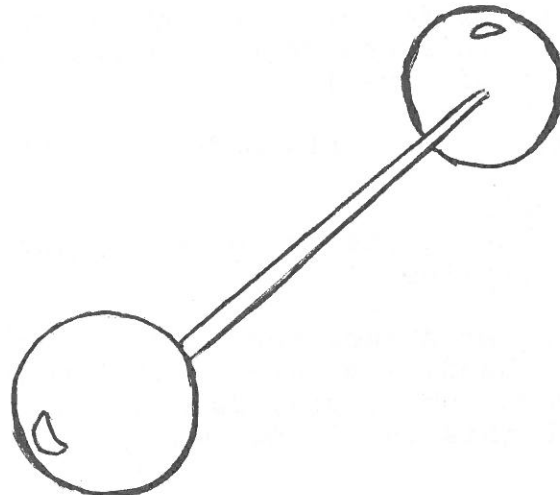
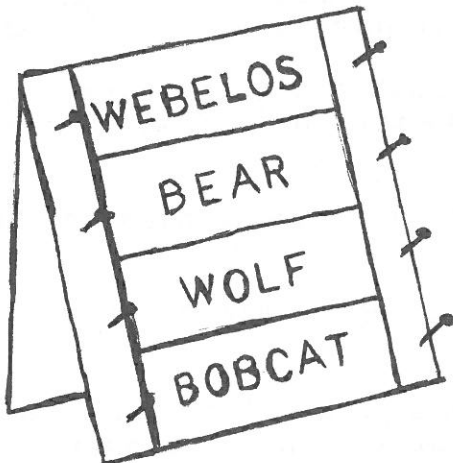
Tonight we have _____, who has achieved the Bobcat rank. We will ask him to lift the heavy weight up to the Bobcat level.

For a boy to earn the Wolf rank, he must increase in ability by practice and working with his muscles just like a weight lifter must train and get into condition. Tonight we have _____, who has trained to get his Wolf rank. We will have him lift the weight to the Wolf rank.

Training must continue for a weight lifter. Tonight we have _____, who has continued his training and has increased his ability. Let's have this muscle man come and lift the weight to the Bear level.

The Olympic champion receives his gold medal to show his strength and ability. Tonight Webelos Scout _____, is now asked to come and lift the weight to the Webelos level and, in effect, become one of the champions of Pack _____.

We have seen that Cub Scouts increase in ability much like muscle builders. Let's have a round of applause for all the Cub Scouts who have advanced in rank this night.



CLOSINGS

Cubmaster's Minute

Cub Scouts keep themselves strong and personally fit, both for their own sake, and so they can become useful citizens of our great country. Keeping fit allows us to help the people around us. If our country is to remain strong, its citizens must also be strong in mind, body, and spirit---goals realized in Scouting. Good night, Cub Scouts.

Fitness

- Cub Scout #1: F -- Eat a balanced diet.
- Cub Scout #2: I -- Get plenty of sleep.
- Cub Scout #3: T -- Brush your teeth everyday.
- Cub Scout #4: N -- Keep your body clean.
- Cub Scout #5: E -- Exercise everyday.
- Cub Scout #6: S -- Are you following these five health habits?
- Cub Scout #7: S -- If you do follow them, they will help you be healthy and physically fit.

Letters could be done on 8x10 sheet or cardboard with lines written on the back. As each boy holds up his "letter" he can read his lines.

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

Lord Baden-Powell's Farewell Message

(This letter was found among Baden-Powell's papers after his death January 8, 1941.)

Dear Scouts,

If you have ever seen the play "Peter Pan", you will remember how the pirate chief was always making his dying speech because he was afraid that possibly when the time came for him to die, he might not have time to get it off his chest. It is much the same with me, and so, although I am not at this moment dying, I shall be doing so one of these days and I want to send you a parting word of good-bye.

Remember, it is the last you will ever hear from me, so think it over.

I have had a most happy life and I want each one of you to have as happy a life, too.

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn't come from being rich, nor merely from being successful in your career, nor by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy so that you can be useful and so can enjoy life when you are a man.

Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than you found it and when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best. "Be prepared" in this way to live happy and to die happy -- stick to your Scout Promise always -- even after you have ceased to be a boy -- and God help you do it.

Your friend,
Baden-Powell

Candle Closing

Materials needed: Small candle and match.

Akela:

Let's put out the lights; I want you to think about the darkness. (Pause)

Now, I am going to light this small candle. (Lights candle)

Even this one tiny flame makes the room seem more cheerful. That's just the way it can be with a Cub Scout. You are not very big, but you can light other's lives with happiness if you keep the Cub Scouting spirit always alive. Do your best.

Cub Scouts:

We will do our best.

GROUP PARTICIPATION FOR PACK OR DEN

Borrow a stethoscope. The boys can listen to their own heart beat, a friend's heart beat or a dog's heart beat.

Practice physical fitness exercises.

Field Trips

Visit a physical fitness trail.

Tour a health spa or health club.

Talk with a professional body builder, weight lifter, or aerobics instructor.

Talk with your gym teacher.

Attend a sports clinic for a certain sport and learn what exercises they practice to keep fit.

SONGS

Fitness

(Tune: On Wisconsin)

Hurry Cub Scouts, build your muscles
Get in shape for play.
When we feel our very best,
We'll do our best each day.
Keep on running, keep on jumping,
Trying to improve.
When we've grown a little older,
We'll still be on the move.

Perfect Posture

(Tune: Are You Sleeping)

Perfect posture, perfect posture
Never slack, never slack.
You must grow up handsome.
You must grow up handsome.
Brace that back, brace that back.

Soap and Towel

(Tune: Row, Row, Row Your Boat)

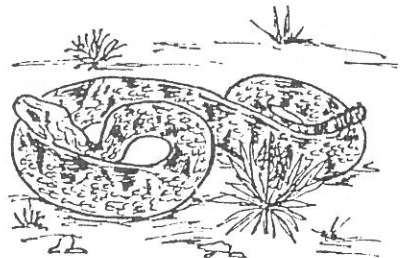
Soap, soap, soap and towel
Towel and water, please.
Busily, busily, busily, busily
Scrub your dirty knees.

A Stretching We Will Go
(Tune: A Hunting We Will Go)

A stretching we will go,
Moving to and fro,
And when we're done,
We've had some fun
And made our muscles grow.

Come on folks, let's stand
And raise up your hands,
Then spread them wide,
Now to your side,
And then you'll feel so grand.

Now, let us stomp our feet,
But please don't take your seat.
Before you're down,
Please turn around,
And all your neighbors greet.



SKITS

Annual Physical

Characters:

Doctor - Wearing white shirt backwards and cardboard headband which has foil circle attached.

Five Cub Scouts - Wearing Cub Scout T-shirts and shorts, and bandages as indicated in script.

Setting: Doctor is sitting at a desk which has a large sign "The Doctor Is In" on it. Placed on the desk are a large medicine bottle, a piece of cardboard with rib cage drawn on it to resemble an X-ray, pencil and index cards. Desk is located near center of stage. 5 chairs are placed near desk.

Cub Scouts enter together, jogging, flexing muscles.

Cub Scout 1: Well, today is the day for our annual physical. As Cub Scouts, we should stay in good physical shape.

Doctor: Come in, come in. Please sit down.

Cub Scout 2: Sorry we're late, doctor.

Doctor: Doesn't your watch tell time?

Cub Scout 2: Oh, no. I have to look at it.

Doctor: (To all Cub Scouts) Now let's check your sense of balance. Lift your left foot. (Cub Scouts do so.) And now, your right foot. (Cub Scouts do so.)

And now, both. (Cub Scouts try.)
HMMMMMMMM! (Doctor rubs chin.)
Now tell me, do you have any special problems?

Cub Scout 3: (Holding up X-ray) I'm worried because I swallowed a roll of film at our last den meeting.

Doctor: Don't worry. I'm sure nothing will develop.
Next?

Cub Scout 4: (Holding up bandaged finger) Tell me, doctor, will I be able to play the piano when my finger heals?

Doctor: (Looking at finger) Of course, of course.

Cub Scout 4: Good! I never played before!

Doctor: (To Cub Scout 5) I see you look a little thinner.

Cub Scout 5: Yes, I've been exercising regularly. This morning I touched the floor without bending my knees.

Doctor: Excellent. How did you do it?

Cub Scout 5: I fell out of bed!

Cub Scout 1: Doctor, what can I do for my black eye?

Doctor: Wow! Who gave you that shiner?

Cub Scout 1: Nobody. I had to fight for it.

Cub Scout 2: Doctor, my leg hurts!

Doctor: (Handing him large bottle) Here, rub this on your leg.
It will relieve the pain.

Cub Scout 2: Will it make my leg smart?

Doctor: (Disgusted) If it does, try rubbing some on your head.
Seems to me there's only one thing wrong with you boys.
(Pretends to write a prescription.) Excess energy. I recommend a balanced diet, daily exercise, fresh air, plenty of rest and at least one den meeting a week followed by a good, rousing pack meeting.

Training for the Olympics

Leader: (Sets the stage.) This is a typical day in the training of our Cub Scout athletes.

Coach: Time to get up.

Cub 1: I'm tired, I didn't go to bed until 10.

Coach: You know the rules about lots of rest. Now eat your breakfast.

Cub 2: (Sits slouched over his food, shoveling it in.)

Coach: Sit up straight and don't gobble your food.

Cub 3: We're going outside. (Scouts walk across the stage and start exercising.)

Coach: O.K. boys, that's enough. Hit the showers.

All Cubs: Do we have to? (They all continue to grumble.)

Coach: It's either that or this... (The boys start to run into the crowd saying "NO, NO!" The coach chases the boys with a bucket. When the boys are in the crowd he throws the bucket of confetti in the crowd.)

STUNTS

It Can't Be Done

Tell your friends that you can jump backwards farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backwards a few inches. When assuming the same position, they find they cannot budge.

Strong Arm

Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.

Stiff Neck

First person enters, looking up. Second person enters, looks at #1 and also looks up in air. Repeat with others. Finally, the last person enters and asks "What are you looking at?" Each person down the line asks the next, until the first person says "I don't know about you...but I have a stiff neck."

Kneel and Stand

Do not attempt this stunt without a mat or cushion to protect the knees. The player stands, toes to a line. With his hands clasped behind his back, he attempts to kneel and then rise from the kneeling position to a standing position without unclasping his hands.

Stomach Hold

The Cub Scouts should lie on their backs with their fingers interlaced behind their heads. Their knees should be bent with their feet placed flat on the floor. Have the Scouts raise their head and arms and shoulders and hold this curled-up position as long as possible. See if the boys can talk while holding this position.

Kick, Hop, and Throw

The player stands with his left toe touching his right heel with a bean bag balanced on the left instep. Simultaneously, he kicks his right foot up and hops on his left foot, kicking it forward and propelling the bean bag forward. If both legs are held straight without bending at the knees during these movements, the player will find the movement easier to do than to describe.

Shoulder Wheels

The player holds his arms straight out from his sides at shoulder level and attempts to circle one arm forward and the other arm backward simultaneously. Reversing directions occasionally adds to the difficulty.

GAMES

Pulse Rate

Take your pulse. Jog for 30 seconds to 1 minute. Stop and take your pulse again. See how much of an increase in your pulse rate there is and discuss who is more fit.

Obstacle Race

Boys always like obstacle races. You can put on these in almost any outdoor setting. You will need a number of obstacles such as: open barrels to crawl through, a small log to run over, trees to touch, or a packing carton to jump over. Add your own ideas, making sure they are safe.

To make up your obstacle course, just place the different small types of obstacles in various spots in the area. Then decide the order in which the course will be run.

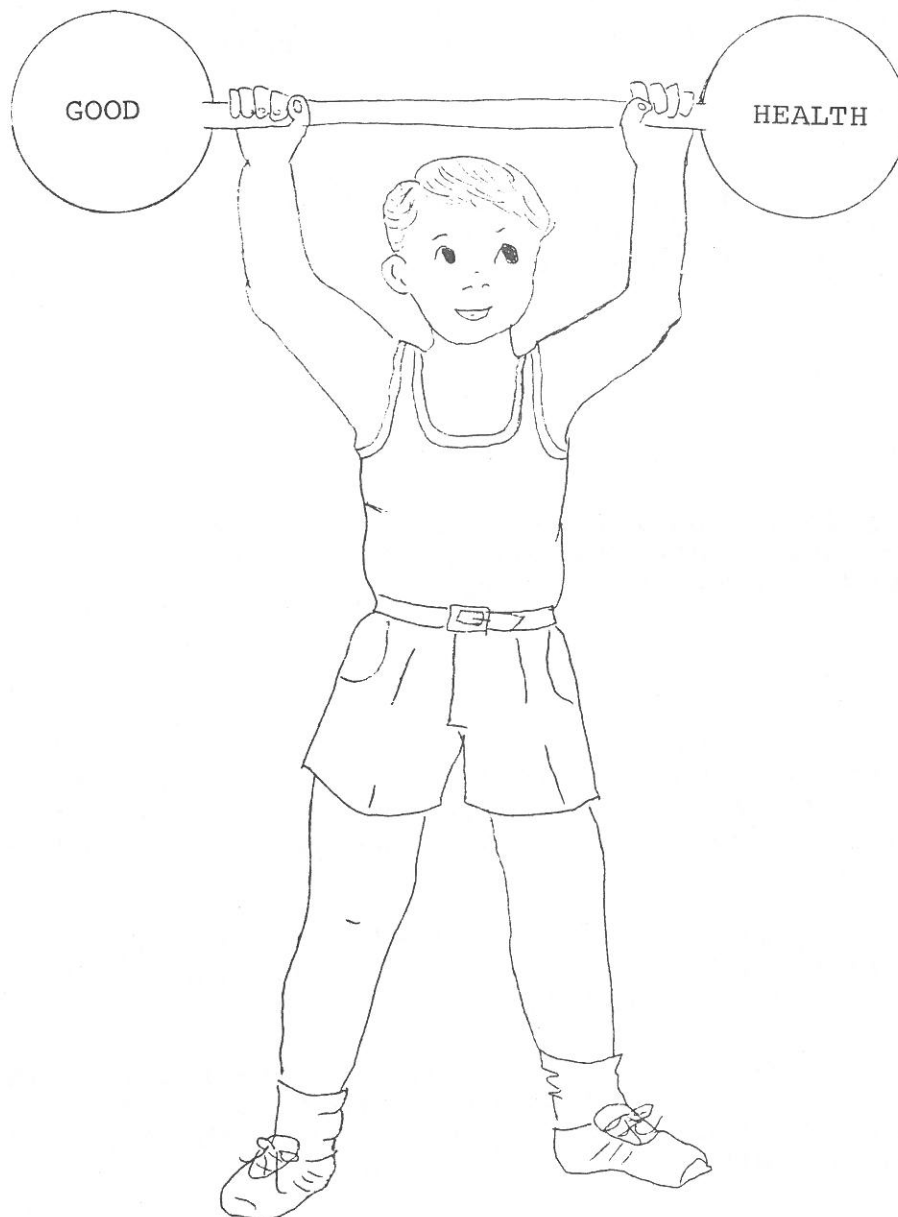
Before the race begins, tell the players the order of the obstacles which they are to run or mark them with number cards. Then each boy in turn runs the race alone. Time him with the second hand of a watch. The boy with the best time wins.

Distance Medley Contest

A medley event consists of three or more activities performed in succession by an individual to achieve an accurate score or record. In large groups, three players can combine their efforts to achieve one record. To save time when a large number of contestants are competing in heats, a new group may be started as soon as the preceding group has completed its first contest.

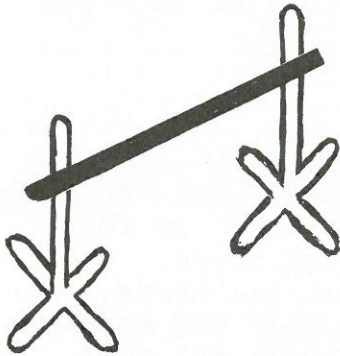
CRAFTS

This could be used as a poster, book cover, exercise chart or use your own ideas.



Gold Medal

Pour a small amount of plaster in the bottom of a 2-3 inch plastic bowl. Add pop top ring or push soda straw through to form hole toward top. Paint medals gold, bronze, or silver and put string through hole or pop top.

Simple Jump Pole

On 2x4 stands, put nails 1" apart.

Use a bamboo pole across nails. (Make sure nails and pole are away from jumper so pole will fall to ground and not trip the jumper if he misses.)

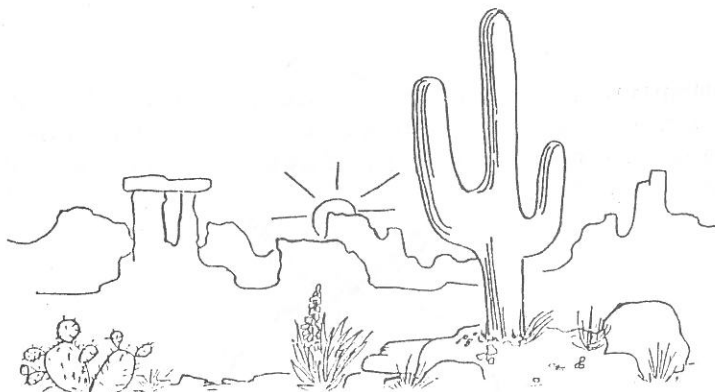
This can be used as an elimination game by moving pole up one notch at a time. Boys are eliminated when they miss.

Homemade Muscle Building Equipment

Bar bells can be made of plaster of paris set in soup or tuna cans, with a short length of pipe in between, for a hand weight. For a full-fledged bar bell, use fruit cans or #10 cans with a long pipe between. Choose can size based on age and size of your boys.

Use empty plastic bottles filled with sand.





Balancing

Have each boy balance a staff on his head. Then kneel. Stand up. Walk forward, backward, to the right and to the left. Then have him balance the staff vertically on one foot and kick it into the air and catch it in one hand.

Tire Obstacle Relay

Place five automobile tires on their sides in a row, all touching. Divide the players into two teams and station the teams in relay formation about 20 feet from each end of the row of tires. On signal, the leadoff players for each team run over the tires, stepping in each one with their left foot. When they get back over the last tire, they turn right and run back and touch the next player on their team. The first team finished is the winner.

Backward Bend

See who can grasp a broomstick at one end with both hands and place his hands in front of his face with the broomstick projecting vertically above his head, and then bend backward far enough to touch the floor with the other end of the broomstick.

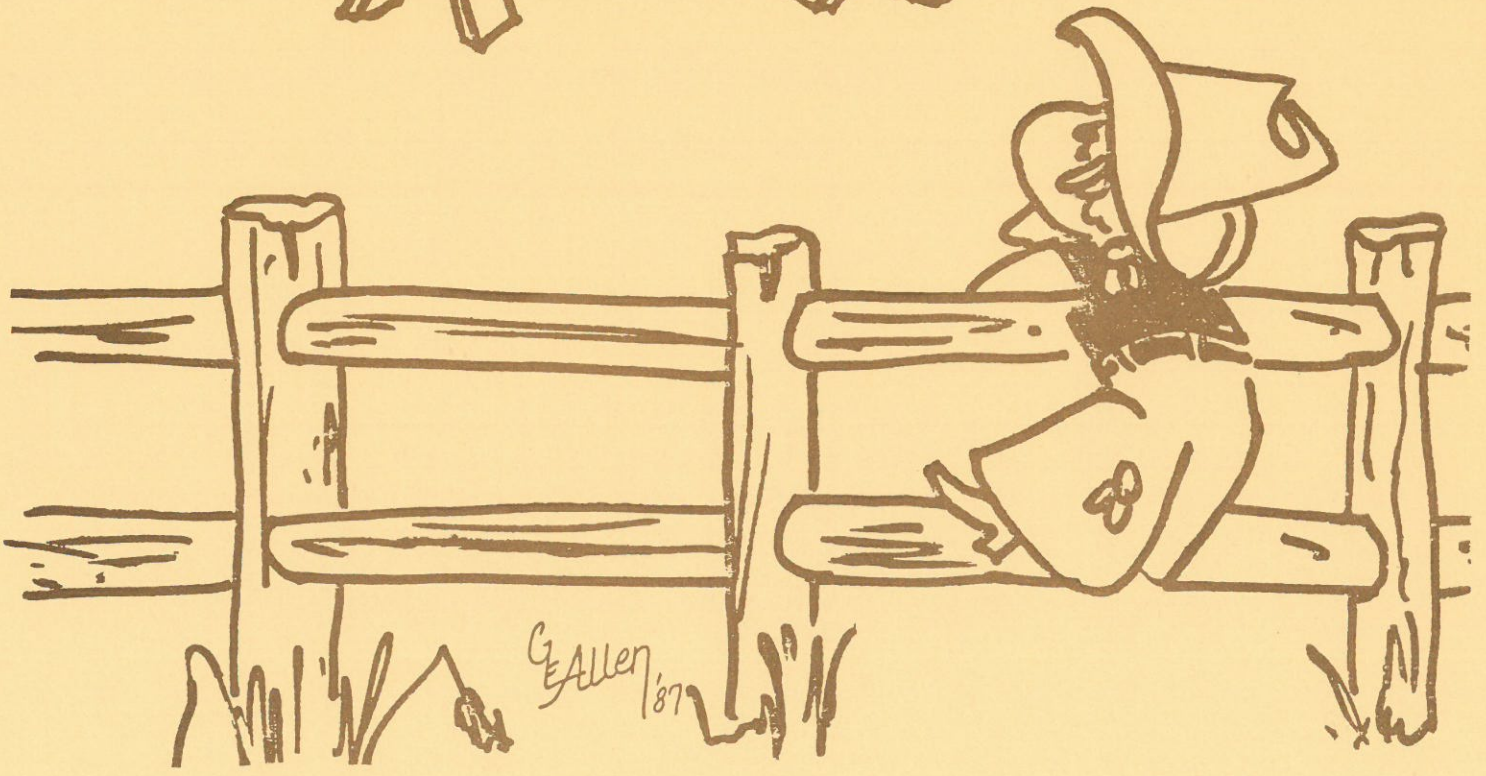
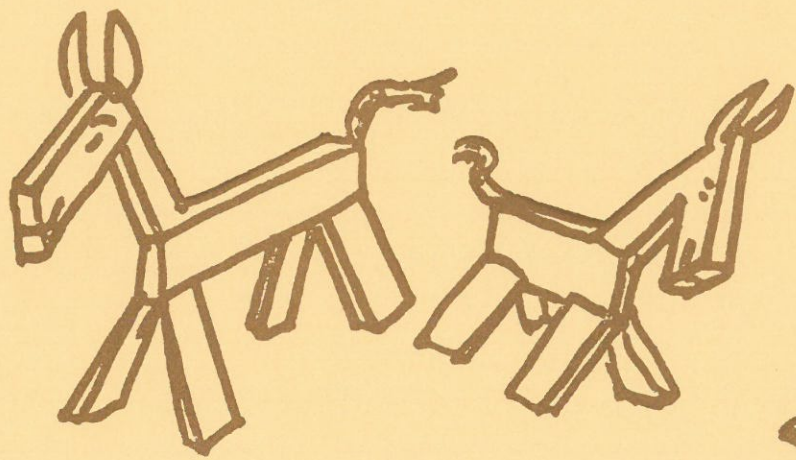
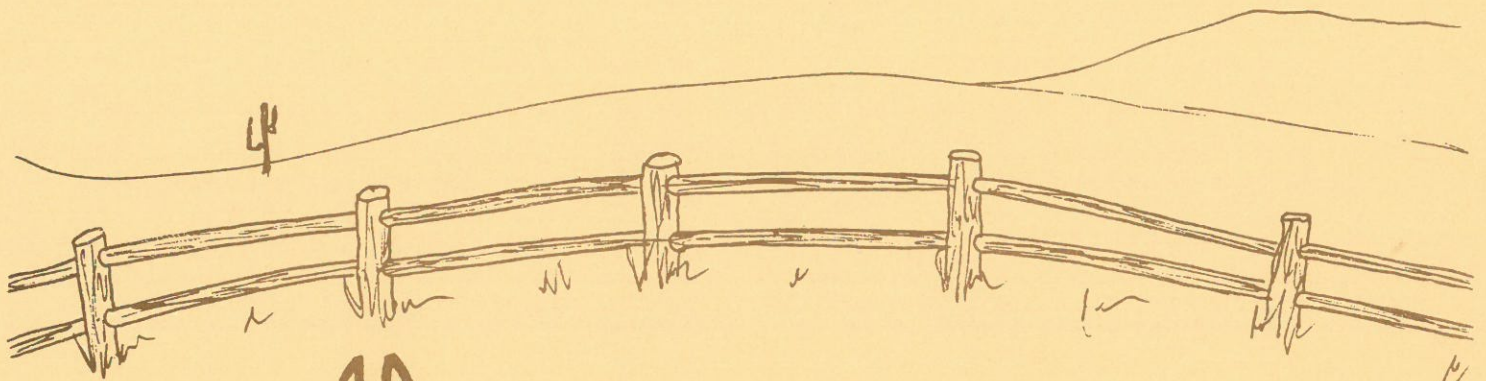
Seal Walk

Have your Cub Scouts hold their weight on their hands and toes, keeping their backs flat. Then move forward by walking with their hands

Frisbee Throw

Set tire on edge or hang from tree. Throw the Frisbee through the tire. Award 5 points for every throw that sails through the hole. OR make hoop out of coat hanger or heavy wire and fasten to peg made from broom handle or a metal peg. Secure in ground and throw Frisbee through.

CUB SCOUT CORRAL



G. Allen '87

SEPTEMBER 1988

CUB SCOUT CORRAL

PREOPENINGS

Roundup

Upon entering the pack meeting place, guests are handed cards bearing a particular cattle brand. (Number of brands issued depends on size of pack.) Each group of brand cards contains one brand card with the extra notation "cowboy". It is the duty of the designated "cowboys" to "round up" the stray cattle in a particular area of the meeting place. Until the cattle are gathered, they are bawling and mooing. The noise stops when the cattle are placed safely within their own corral.

Suiting Up for the Range

On hand at the meeting place: A large cardboard horse and cowboy in longjohns.

As guests enter the meeting place, each receives a piece of clothing or gear to "suit up" the cowboy and his horse for the work on the range. If your pack is particularly large, incorporate a chuck wagon or additional cowhands.

OPENING

The Law of the Range

The cowboy believes in fair play. He always returns stray cattle to its rightful owner.

The Cub Scout follows Akela.

The cowboy's word is his promise; a handshake is his contract.

The Cub Scout helps the pack go.

The cowboy never steals another cowboy's equipment. He never mistreats a borrowed horse.

The pack helps the Cub Scout grow.

The cowboy always shows hospitality to strangers. He shares his meals with those who are without food.

The Cub Scout gives goodwill.



CLOSING

A Cowboy's Blessing

Arrangement: Have the Cubs arrange themselves in a horseshoe around a campfire; lights are low. Each Cub has a candle.
Cub 1 lights his candle from the Spirit Candle.

Cub 1: May you brand your biggest calf crop.
May your range grass never fail.
(Cub 1 passes flame to Cub 2 candle.)

Cub 2: May your waterholes stay open.
May you ride an easy trail.
(Cub 2 passes flame to Cub 3 candle.)

Cub 3: May you never reach for leather,
Nor your saddle horse go lame.
(Cub 3 passes flame to Cub 4 candle.)

Cub 4: May you dab your loop on critters,
With your old unerring aim.
(Cub 4 passes flame to Cub 5 candle.)

Cub 5: May your stack of chips grow taller.
May your shootin' eye stay true.
(Cub 5 passes flame to Cub 6 candle.)

Cub 6: May good luck plum' snow you under,
Is my sincere wish to you.
(All extinguish their candles.)



All bid "Adios, amigos" to the audience and take their seats.

A Cowboy's Philosophy

We, the cowboys of the western plains,
Are bound by our desire to live free.

We must, therefore, show respect for our fellow man:

Respect for his beliefs,

Respect for his belongings,

Respect for his privacy,

Respect for the ground he walks on and the air he breathes.

In so doing, we show respect for ourselves
And secure freedom for all.

All join in singing "Happy Trails to You".

ADVANCEMENT CEREMONY

The Long Drive

Setting: Open range, campfire (house lights dimmed).

Attire: Cowboy style hat, scarf, vest, etc.

Cubmaster (Trail boss):

To the cowboy of the Old West, nothing was more challenging than the long drive. His days were long; his sleep was little; and his food was edible....sometimes. The trail crew consisted of dedicated, noncomplaining, tireless cowboys who worked as a team, each with responsibilities according to his experience.

Tonight we recognize our trail hands for the efforts they have made in improving their skills.

Riding drag for our trail drive are the Bobcats. Their enthusiasm keeps alive our spirit of togetherness. (Have the Bobcats and their parents come forward. Present the awards. Have the parents return to their seats. The new Bobcats are seated around the campfire.)

Our Wolves are in the green horn stage. Each task is a new challenge and is met with wide-eyed eagerness. They are in charge of the remuda and assure future strength for our crew. (Have the Wolves and their parents come forward. Present awards. Have the parents return to their seats. The new Wolves are seated around the campfire.)

In addition, these Wolves have demonstrated a keen desire to succeed by earning arrow points. (Present the awards. Then have the boys return to the campfire.)

Honing skills learned as Wolves, our Bears are the drovers on our crew. They have proven their ability to meet the demands of the drive and to seek out new adventures in the arrow point trail. (Have the parents and Bears come forward. Present awards. Have the parents return to their seats. The new Bears are seated around the campfire.)

Webelos are the point men on our trail drive. Their knowledge and experience set the goals of achievement for the pack and give continuity to our crew. With courage and determination, Webelos Scouts further define and execute their skills by earning activity badges. (Have the parents and Webelos come forward for Webelos activity badges. Present awards. Have the parents return to their seats. The Webelos are seated around the campfire.)

(Ask awards recipients to stand and face audience.)

Ladies and gentlemen, it is roundup time again. The trail can be long and tiring but as long as we work together, we will reach our destination. May I present to you, our trail drive crew....a group I would be proud to ride with on the range.

(Applause.)

SKITS

Old Settlers

Characters: Main cowboy and four or more other cowboys.

Props and Scenery: Campfire and outdoor scenery.

Costumes: Cowboy vests and hats.

Setting: Cowboys are sitting around campfire.

Main Cowboy: Who's the oldest settler in the west?

Cowboy 1: Death Valley Scotty?

Main Cowboy: Nope!

Cowboy 2: Buffalo Bill?

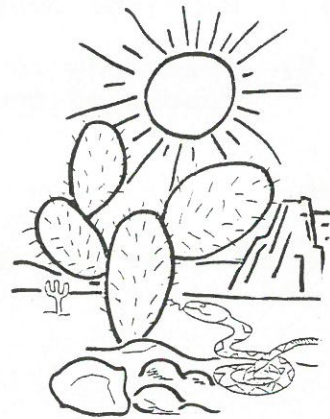
Main Cowboy: Nope!

Cowboy 3: Daniel Boone?

Main Cowboy: Nope!

Cowboy 4: I give up. Who is it?

Main Cowboy: The sun!!

The Virginia Reel

This dance can easily be demonstrated at a pack meeting by the den. Cowboys frequently danced at the ranch without the company of ladies. The cowboys dancing the parts of the ladies wore aprons. The instructions for this dance are in the GAMES section of this chapter. Music may be obtained at a library.

Stone Soup

Setting: Cowboys on the trail coming up to the chuck wagon.
"Cookie" is at campfire stirring a pot.

Characters: "Cookie" and cowboys.

Costumes and props: Cowboy dress, campfire and chuck wagon.

Enter cowboys (having a conversation) on ponies.

Cowboy 1: Boy, is my stomach growling.

Cowboy 2: Wonder what Cookie has planned.

Cowboy 3: Oh, it better not be beans again! My insides can't handle it!

Cowboy 4: Yeah! I even have nightmares about beans.

Cowboy 5: What? Why beans are wonderful! The musical fruit!

Cowboys tie up their horses and sit around the campfire. "Cookie" hands them food he has dipped from a deep pot. All cowboys except #5 drop their dishes and run off holding their mouths.

Cowboy 5: (Sniffs and joyfully states) I just love to sink my teeth into those mushy beans. Yum! (But as he bites down, a surprised look comes over him.)

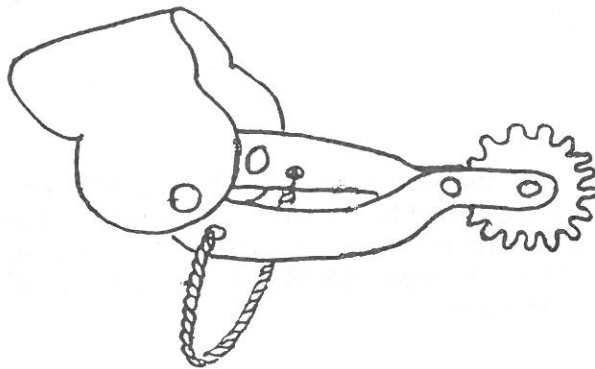
Cookie: Men---no beans tonight, it's Stone Soup.

Cowboy 5: (Pretends to spit our his "teeth" into his dish. He has concealed some dried beans in his hand to use as "teeth".

COSTUMES

"Cowboys is noisy fellers with bow legs and brass stomachs that ride hosses and hate any kind of work they can't do on one".

Spurs



1. Measure boy's foot across arch from ankle to ankle. Cut vinyl or leather strip 1 1/2" wide and ankle to ankle length.
2. Measure from ankle to Achilles tendon. Add 2". Cut 2 milk jug strips 1" wide and length of above measurement.
3. Measure from ankle, under foot and around to other ankle. Cut twine this length plus 3" to allow for adjustment.
4. Cut rowel from cardboard -- 2" circle with ornate edges.
5. Punch holes at designated places. Using brad fasteners, attach

spur strap to heel band and rowel to back of heel band. Place another fastener 1/2" from edge of rowel to make heel band fit snugly around foot.

6. Attach heel chain and adjust.

Vest

Material needed:

Felt, butcher paper, or grocery bag paper.



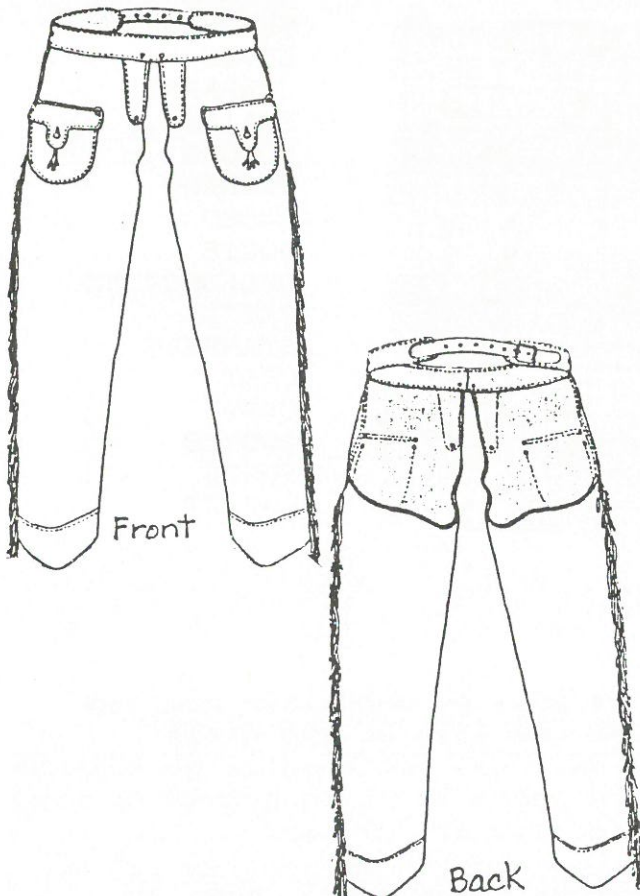
Chaps

Material needed:

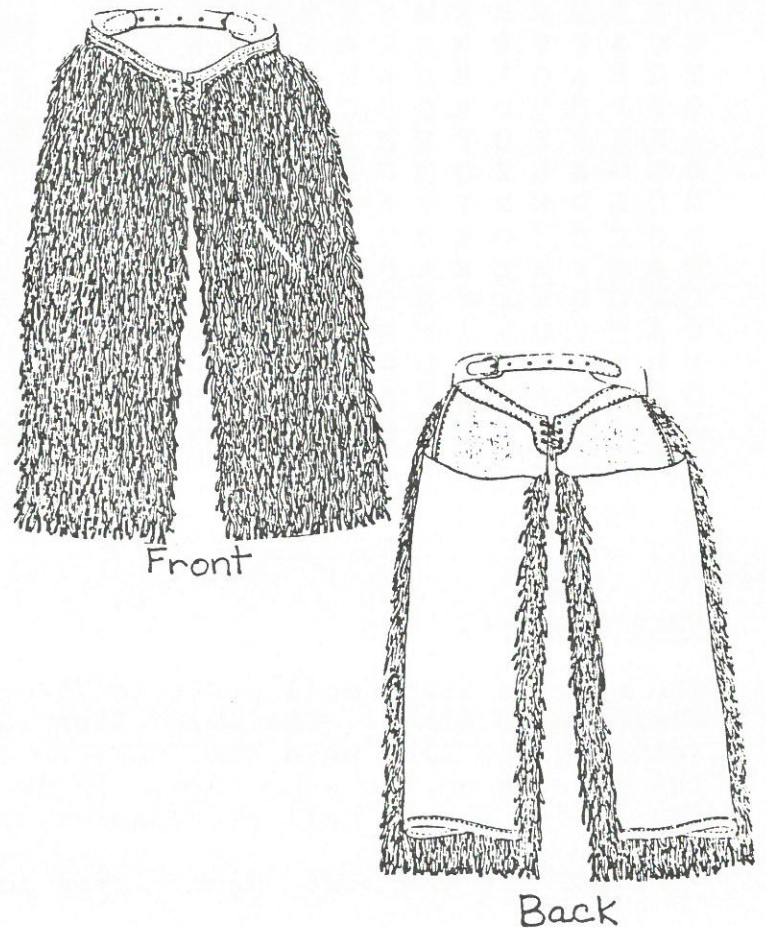
Felt, butcher paper, burlap, muslin, or fleece.

1. Fashion the chaps like jeans with front and back.
2. Make only the front of the chaps and secure with 1" wide elastic.
3. Turn blue jeans into pseudo-chaps by stitching fringe to side seams

Shotguns



Woolies



GAMES

Wagon Train

Mark a circle 50 feet in diameter. Have the Cub Scouts stand at intervals on the circle facing in a clockwise direction. They will pretend to be pioneers racing for their lives from Indians. All are to run when the whistle blows. When one player is passed by another, he is captured and drops out. Sharp, unexpected blasts of a whistle signal an Indian attack and all players must reverse direction. Overly eager players may be caught unless they are really on their toes. Players pass on the outside of the circle and those captured sit in the center of the circle.

Dead-Eye Dick

The object of the game is to knock ping pong balls off the tops of soda pop bottles. The distance from firing line to target depends upon the "weapon" used. Suggested "weapons" are water guns or den made rubber band guns (always use extreme caution with any type of projectile).

Cowboy Word Puzzle

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

ANSWER:

MBLESPAHCETDRPO
 OBAREEWYYEFAOD
 HUZTPRAIRIEKNL
 TCHAOIRNANDWICA
 OKPMUDROSCSENHM
 AAIPLOYREHTDIOD
 DRGELZQQUAORCHA
 GOLDENUTAPIOSC
 POGETOEDCATTLH
 ERWINLEADRSYTEI
 OHGREENHORNKRNT
 CATTUVIWMAHONEY
 NPAPIJUGLARIAT
 OSPURSAVANOEDOR
 RIOUSFRAMLOIRCA
 BULLDOGGINGNYOP

BUCKAROO
 GREENHORN
 LEVIS
 CHAPARRAL
 PRAIRIE
 PONCHO
 STIRRUP
 RODEO
 DOGIE
 BULLDOGGING
 CATTLE
 STAMPEDE
 COLT
 CHAPS
 BRONCO
 SPURS
 LARIAT

Virginia Reel

The players stand well apart in lines or sets of about six couples facing each other. The boys' line is at the left of the girls' (other boys) line when they turn to march. All the couples go through the figures at the same time. While the music is being played or sung the leader should call the figures, which are as follows:

Forward and bow: Each player advances three steps, bows to

partner, and returns to place.

Right-hand swing: Partners advance, join right hands, and turn each other.

Left-hand swing: Partners join left hands and turn.

Both-hands swing: Partners join both hands and turn.

Do-si-do, right: Partners fold arms and walk around, passing on the right and walking backward to place.

Do-si-do, left: Partners fold arms and walk around, passing on the left and walking backward to place.

Allemande right: Partners hook right arms and swing around.

Allemande left: Partners hook left arms and swing around.

Head couples lead your lines away: The (girl) in the first couple turns to the right, the boy to the left, and the other players follow. They march down outside their respective lines, clapping hands in time to the music. When the first couple meet at the foot of the lines, they join hands and form a bridge. As the following couples meet they march under the bridge to their places, the second couple thus becoming the first.

The game is continued until each couple has acted as first couple. (Music for this and other square dances can be found at a library.)

Cowboy Lingo Matchup

- | | | |
|------------------|-----|--|
| 1. Wohaw | ___ | A sheath knife with a blade usually 9" long. |
| 2. Tumbleweed | ___ | A term for dried meat, jerky. |
| 3. Chaparral | ___ | Cemetery where "bad men" were buried with their |
| 4. Flapjack | ___ | boots on. |
| 5. Boot Hill | ___ | Mail service from St. Joseph, Mo. to Sacramento, |
| 6. Rustler | ___ | California |
| 7. Pemmican | ___ | Blue denim overalls. |
| 8. Bandanna | ___ | A dense thicket of thornybush or dwarf trees. |
| 9. Dogie | ___ | A Russian thistle, a large weed which breaks |
| 10. Bowie | ___ | off and blows away. |
| 11. Pony Express | ___ | A type of bread similar to a pancake. |
| 12. Levis | ___ | The cowboy's favorite word for something he |
| 13. Ornerly | ___ | doesn't like. |
| 14. Mustang | ___ | A neckerchief. |
| | ___ | A wild horse. |
| | ___ | A horse or cattle thief. |
| | ___ | Indian word for cow or beef. |
| | ___ | An orphaned calf, young steer. |

Answers: 10, 7, 5, 11, 12, 3, 2, 4, 13, 8, 14, 6, 1, 9.

Lasso the Steer

Cut a steer's head, complete with horns, from cardboard or plywood. Place on a stake to stick in the ground, or lash to the back of a chair so that it sticks up over the back.

Have the boys form a loop in a piece of rope about 25 feet long. Mark a line about 15 feet from the steer's head. Each boy in turn tries to throw the loop over the steer's head from the line. Allow each Cub three turns and score as follows:

Loop thrown over either horn	5 points
Loop thrown over head only	10 points
Loop thrown over head and one horn	15 points
Loop thrown over head and both horns	20 points

'Possum Tag

This tag game should be played on a smooth, grassy surface. When a player who is in danger of being tagged by IT drops to the ground and lies in a curled-up position, he is safe (temporarily) and IT can go after another player.

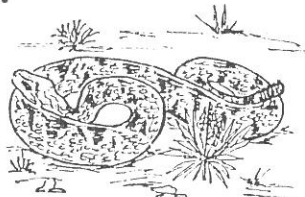
Instead of chasing another player, IT may move back three paces and count slowly to 10. The player on the ground must stand up and run off. IT may chase the 'Possum again as soon as he is on his feet.

Rattlesnake Tag

Arrange Cub Scouts in a circle 20 feet in diameter. Blindfold two players, giving one a rolled newspaper and the other a tin can containing some pebbles. Stand these two players on opposite sides of the circle. When the first player says, "Rattle" the other must shake his tin can and then try to avoid the swatter while remaining inside the circle. The first player continues to command the other to rattle until he succeeds in swatting him squarely. Then the two change places. The one who "kills the rattler" in the shortest time is the winner.

Tails

Divide the Cub Scouts into two teams. All players tuck their neckerchiefs loosely into their belts in back as tails. On the signal, each team rushes toward the other and tries to get their tails. Once a tail is taken, the Cub Scout who loses it is out of the game. The capturer ties the tail around his waist. The team that captures the most tails wins. This is a good stalking game in a place where brush or shrubbery provides cover.



Bronco Tag

Pair off all Cub Scouts except two. The pairs stand 8 to 10 feet apart. In each pair, one stands in front and the other behind clasping his partner around the waist. The Cub Scouts who are not paired off are the Chaser and the Runner. The Runner tries to get in front of one of the pairs so that the front player can grab him around the waist. If the Runner succeeds, the rear player becomes the Runner and tries to join another pair. Meanwhile, the Chaser is trying to tag the Runner.

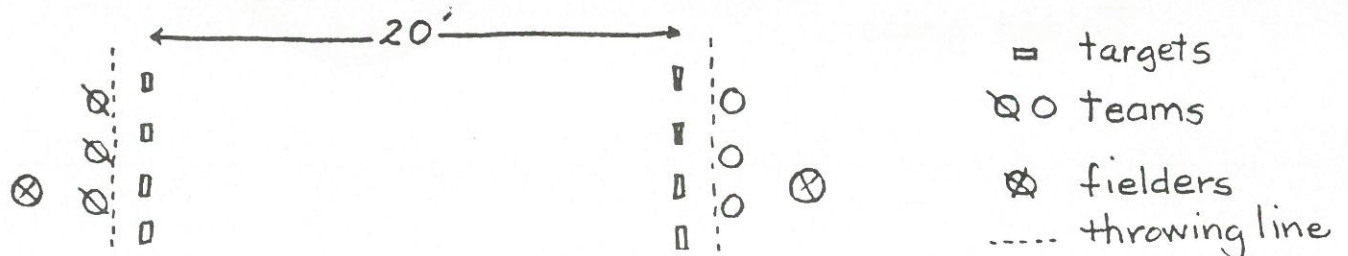
The front player in a pair always tries to help the Runner join on, while the rear player tries to prevent this by swinging his partner out of the way. If the Chaser catches the Runner, they change places.

Sharp Shooters

Equipment: 8 empty individual size cereal boxes filled with dirt or lightweight, soft wood blocks the same size.

2 volleyballs or similar soft rubber balls.

Arrangement: 4 targets are set up 18 inches apart in a straight line on the ground. Directly opposite and 20 feet distance apart, the other four targets are placed as shown in the diagram.



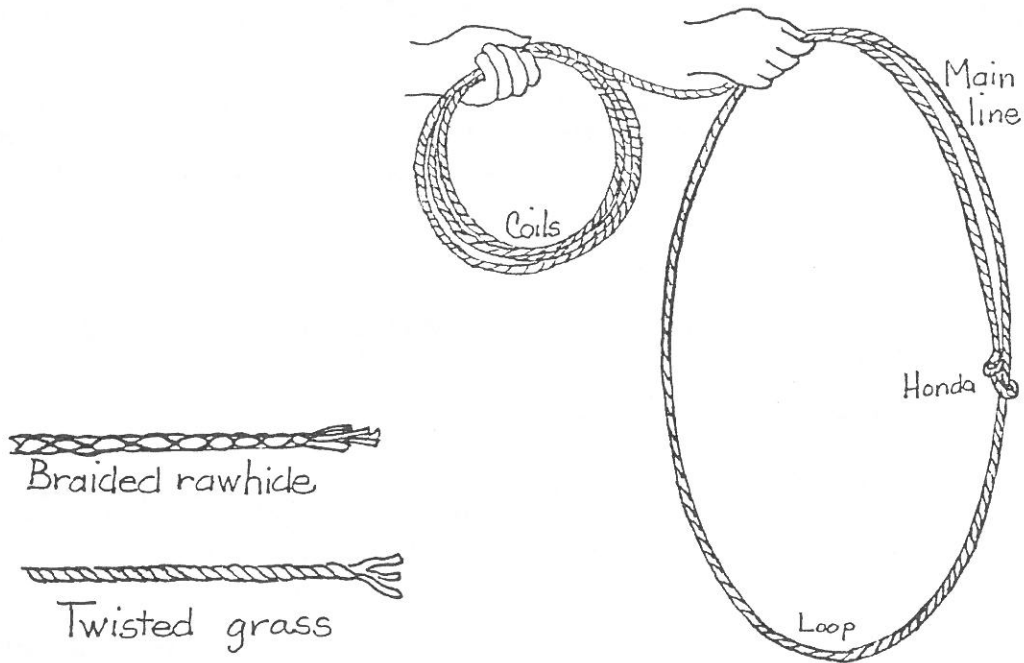
On the word "Throw!" each team starts throwing the ball at their rival's targets. Balls must be thrown with both hands, and the leader decides whether underhand tosses or throws from head level are to be used. A target must be knocked down or completely displaced to score. Players should take turns at throwing the ball. A double hazard adds fun and excitement to this game, for any player hit by a ball thrown by a rival team member is out of the game, which makes dodging as well as throwing an important part of the game. It is well to have a fielder stand behind each team, so that the players do not waste time in retrieving the balls. The team which first succeeds in knocking out all of the opposing team's targets, players, or both....WINS!

CRAFTS

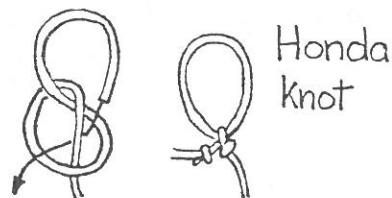
Ropes and Knots

A main tool of the cowboy is his lariat. Whether rawhide or

grass-made, his lariat is always close at hand. Being effective at his job means lots of practice throwing and knotting. A poor effort can literally mean death.

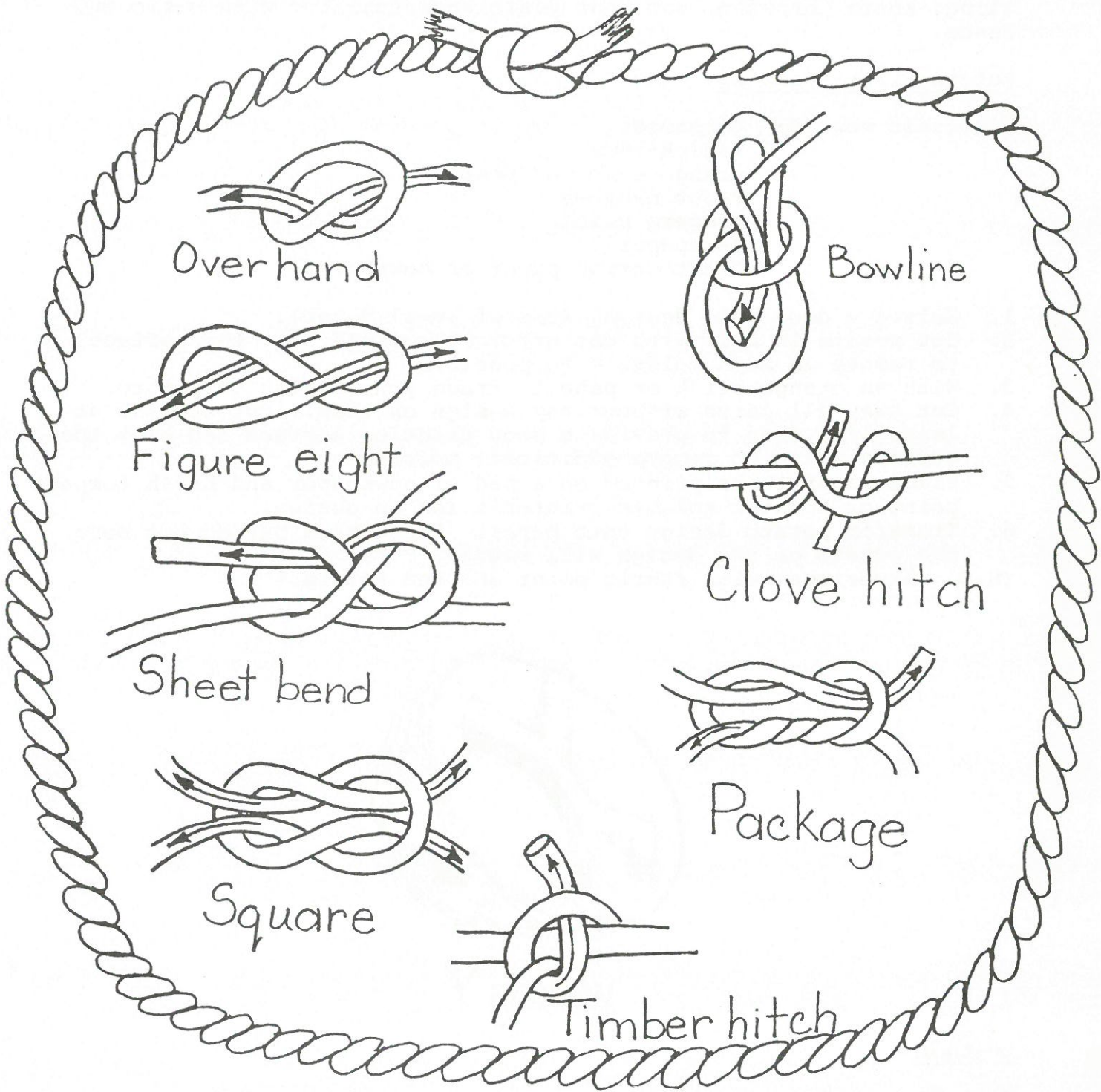


An overhand knot is tied a short distance from the end of the rope and the end is then passed through the knot. Another overhand knot is made in the very end and both honda knot and overhand knot are jammed together. The finished eye should be about two inches long.



Make a knot reference board.

Materials needed: Scrap wood, masonite or heavy cardboard.
Rope (cord, clothesline, even shoelaces).
Stapler or electric glue gun.

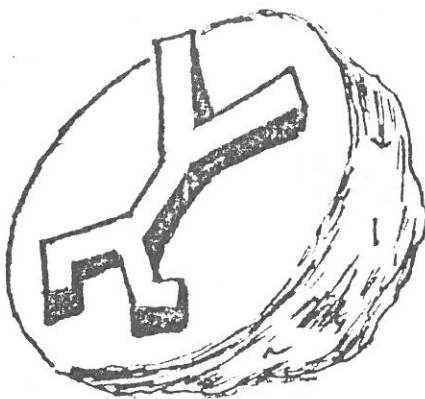


Winter could be a very lonely and boring time for the cowboy. Ranch chores being at a minimum, the cowboy used his time doing things he couldn't while riding the trails, such as: target practice, rope throwing and making, brand identification, equipment repairs, whittling, knife throwing, and just plain entertainment with music and dance.

Potato Print Branding

Materials needed: Potatoes
Tableknives
Orange stick or pencil
Paint brushes
Tempera paint
Newspaper
Construction paper or newsprint

1. Select a good bold design, free of small detail.
 2. Cut potato in half with one straight cut and blot the surface to remove as much moisture as possible.
 3. With an orange stick or pencil, trace your design on potato.
 4. Cut away all parts without any design on them. Cut outline at least 1/4" deep to provide a good printing surface and blot the surface again to remove additional moisture.
 5. Place paper to be printed on a pad of newspaper and brush tempera paint or a water-soluble printer's ink on design.
 6. Transfer potato design onto paper. Press hard but do not move the potato or the design will smudge.
- (N.B. Experiment with fabric paint and tee shirts.)



Walking Y

Leather

Tips for working with leather:

1. Look for stores that give away scraps of leather.
2. Heavy vinyl can sometimes be substituted for leather.
3. Soiled leather can be cleaned with saddle soap.

4. Use a hard surface as a base when tooling leather. Marble is an excellent base since it doesn't absorb moisture. You can also use laminated counter-top scraps. Ask builders for sink cutouts.
5. Dampen all leather completely before working on it. Redampen from back side if it dries out before you are finished. (Do not moisten leather which will have a burned design. Use regular wood-burning set.)
6. Draw your design on paper first and transfer by tracing over moistened leather with a stylus (orange stick).
7. When your design is finished and the leather has dried, apply the final finish. Use wax, saddle soap, or leather dressing.

Tools for beginners:

1. For background-dowels shaped to make dots or nailheads filed into many designs, such as flowers, stars, squares, circles, single lines, double lines.
2. Punch, awl, scribe (can be fashioned from large nails).
3. Wooden mallet.
4. Leather punch/lacing material.
5. ABC's/number embossing set (check with other area packs if yours doesn't own any).

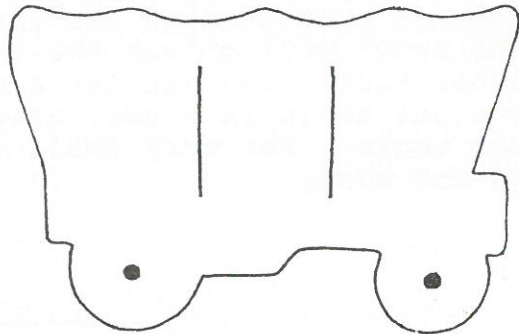
Chuck Wagon Coup/Tie Slide

Pre-cut pattern.

Punch holes in wheels for craft strip lacing.

Let Cubs decorate wagon as they wish.

For tie slide, make slits horizontally and do not punch holes in the wheels.



Coin Purse

Pre-cut pattern.

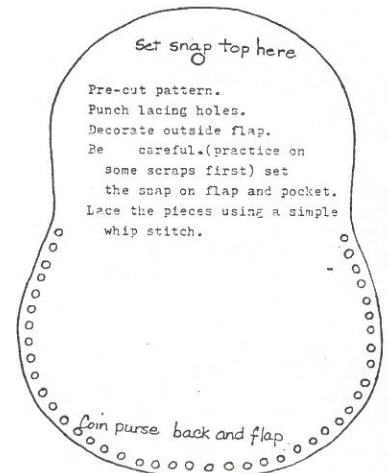
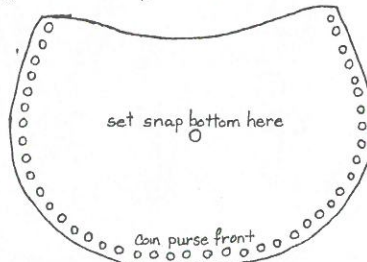
Punch lacing holes.

Decorate outside flap.

Be careful. (Practice on some scraps first.)

Set the snap on flap and pocket.

Lace the pieces using a simple whip stitch.



Tool Board

Materials needed:

Leather straps 4-9oz. latigo or oak-tanned cowhide 1/2" to 1" wide.

A piece of plywood (1/2" or 5/8" thick)

Shoe tacks (the kind that clinch) or carpet tacks long enough to go through both wood and leather.

Tools needed:

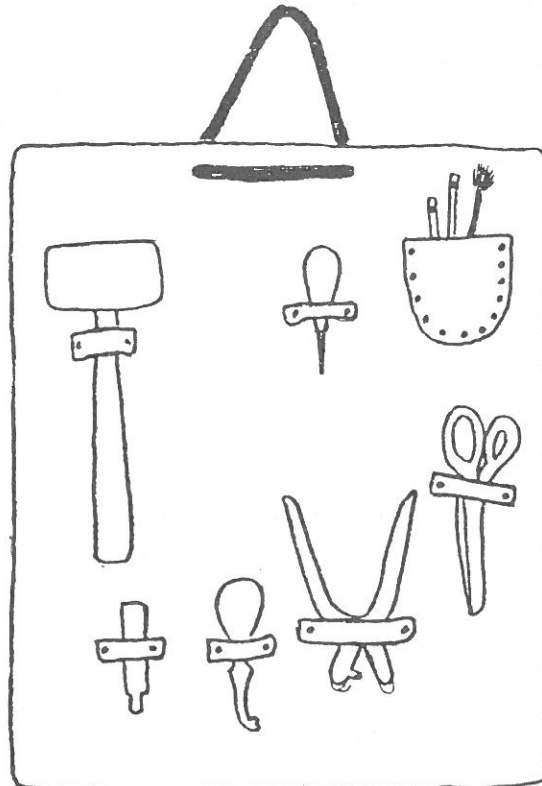
Felt pen

Cutter

Metal hammer

Anvil

1. Gather together the tools you are going to hang on the board. Lay the board flat and arrange the tools the way you want them. Use a felt pen to draw around each tool onto the wood.
2. Put one of the tools in its place and wrap a piece of strap over it, where you want to hang it. Don't forget that if the tool has a tapered shape, the wider part has to be above the strap or the strap won't hold it up. Mark and cut the strap to the correct length. Put the strap over the tool again and mark with pencil where the strap ends come to on the wood. Take away the tool. Set the board on the anvil so that the anvil is right under the place where you will attach the strap. Using a metal hammer, pound a tack through the leather and wood and onto the anvil. The anvil will clinch the tack and make it hold. Repeat for the other tack. You can use a separate strap for each tool or you can put tools in a row, using a longer strap with tacks in between the tools. For very small tools, you might tack a leather pocket to the wood.



Rucksack

Materials needed:

Large plastic bag.

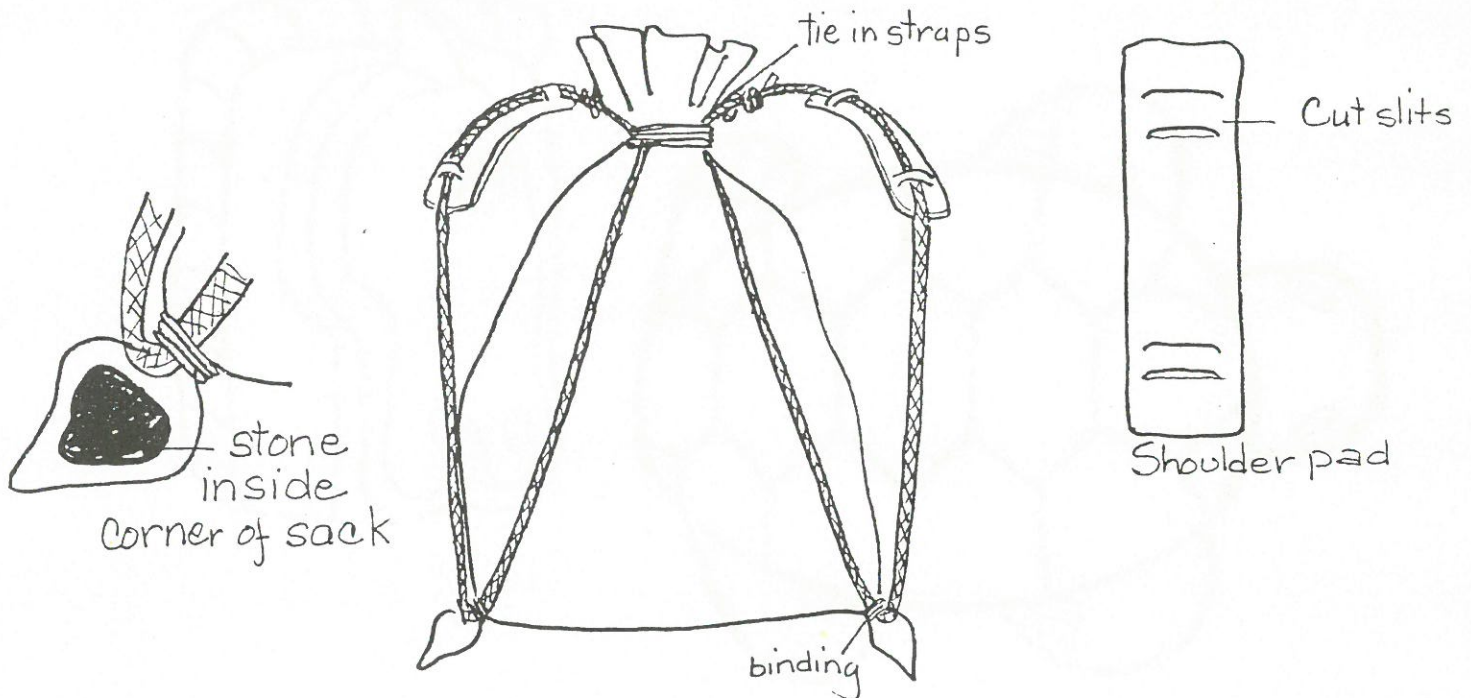
Two small stones.

Rope, string or belts.

Leather 1 1/2" to 2" wide or several layers of felt the same dimensions.

Bind the straps to the bottom corners of the sack, just above the stones. (The stones stop the bindings from slipping.) Fill the rucksack with your sandwiches, sleeping bag or whatever, and tie up the top, tying in straps as you do.

You can make pads out of felt or leather, to prevent the straps from cutting into your shoulders. Thread the straps through the slits in the pads before you bind the straps to the rucksack.



Soap Sculpture

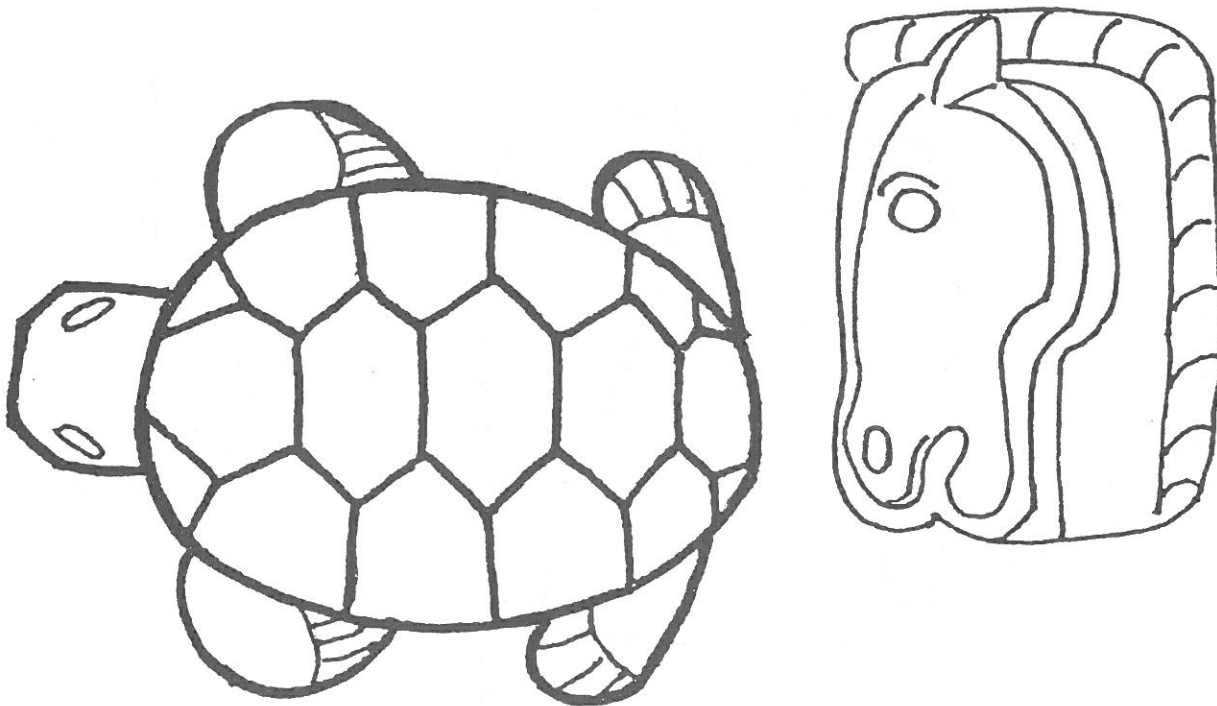
Soap is a material that is easily worked, clean to handle and readily available. It can be carved with just about anything available: a stick, spoon, pocket knife, nail file, orange stick.

It will tend to dry out and crack with time. To prevent or delay this, apply a couple coats of varnish or lacquer.

It is wise to carve over clean paper to collect the chips and shavings that fall. Save these as they can be used to make repairs. Mix the leftovers into a stiff paste with a very little water. Wet the broken area and with the past, build it up large enough to be carved again. The paste can also be used as a glue to affix a large broken piece, or if the break is clean, try using a quick setting glue.

Materials needed:

- Soap bar (Ivory, Pure and Natural, etc.)
- Carving tools (tableknife, nail file, orange stick, etc.)
- Varnish brush for cleaning away shavings.
- Coping saw to cut outlines.
- Clean paper to catch shavings.
- Water.
- Design to trace on your bar of soap.



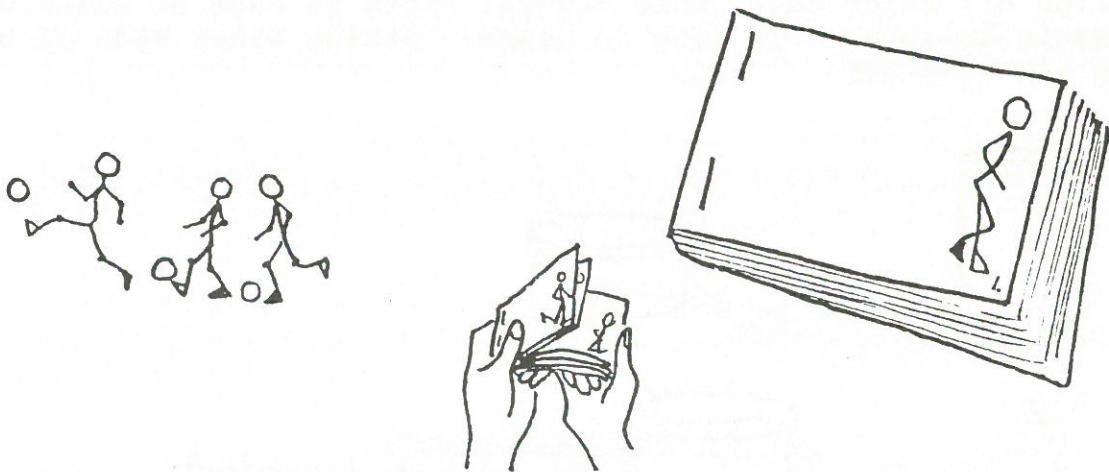
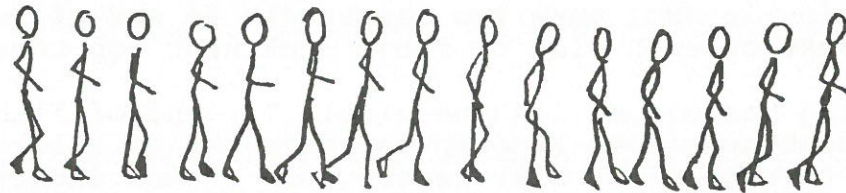
Flickagraph

Make your own cartoons. To make a flickagraph of a man walking along, get 15 pieces of construction paper, all the same size. In the same place on each piece draw a very simple picture of a man. Draw the

man standing still on page one, then draw him starting his first step on page two, and so on. In the drawings below, he takes two steps. Make sure that you draw the movements in the right order.

Arrange the pages in order with page one at the top and 15 at the bottom. Now staple the pages together.

To watch the man move, hold the flickagraph in your left hand and flip the pages with your right hand.



Banjo - A stringed instrument brought from West Africa in 1688.

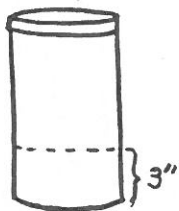
Materials needed:

Round cardboard container with lid
Yardstick or similar piece of wood
Six thumbtacks
Nylon fishing line
Exacto knife or similar tool
Paints
Glue

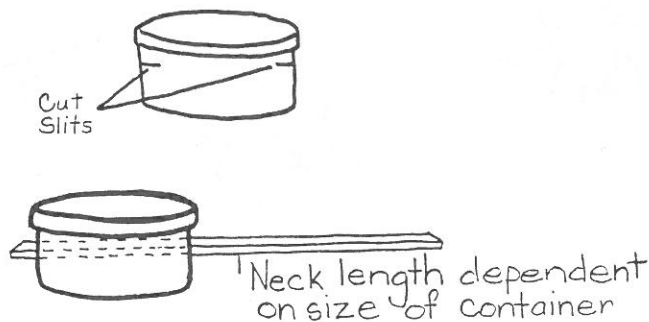
1. Cut the container to stand 3" and replace lid. Make a slit in each side of the container just below lid to fit width of ruler.

2. Remove lid. Put glue around slits. Insert ruler in one slit, and push it through container and out other slit until it extends out of container about 1 inch.
3. With knife, cut an arc in the lid. Bend arc up and cut four slits in the arc.
4. Put glue around inside of lid rim and put lid on container bottom. Let glue dry.
5. Paint banjo container and ruler brown or color desired. Paint top of lid white.
6. When paint is dry, push two thumbtacks in end of ruler. Put two thumbtacks on each side of banjo neck near top edge.
7. To string banjo, use fishing line. Tie end of line to bottom neck thumbtack; take line up and over end of ruler neck, down banjo, through first slit in arc, and around thumbtack in end of ruler, then up banjo through next arc slit, and up and over neck edge, and tie line to the top neck thumbtack. If fishing line slips off ruler edge, make several nicks in edge of ruler with exacto knife to hold line in place. String other side of banjo in the same way.

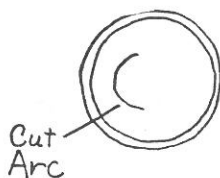
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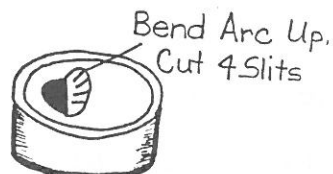
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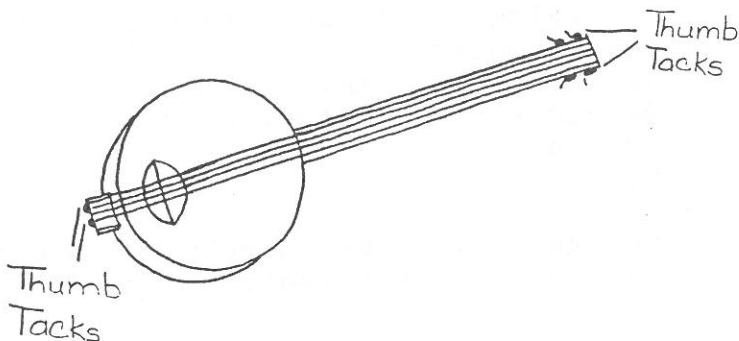
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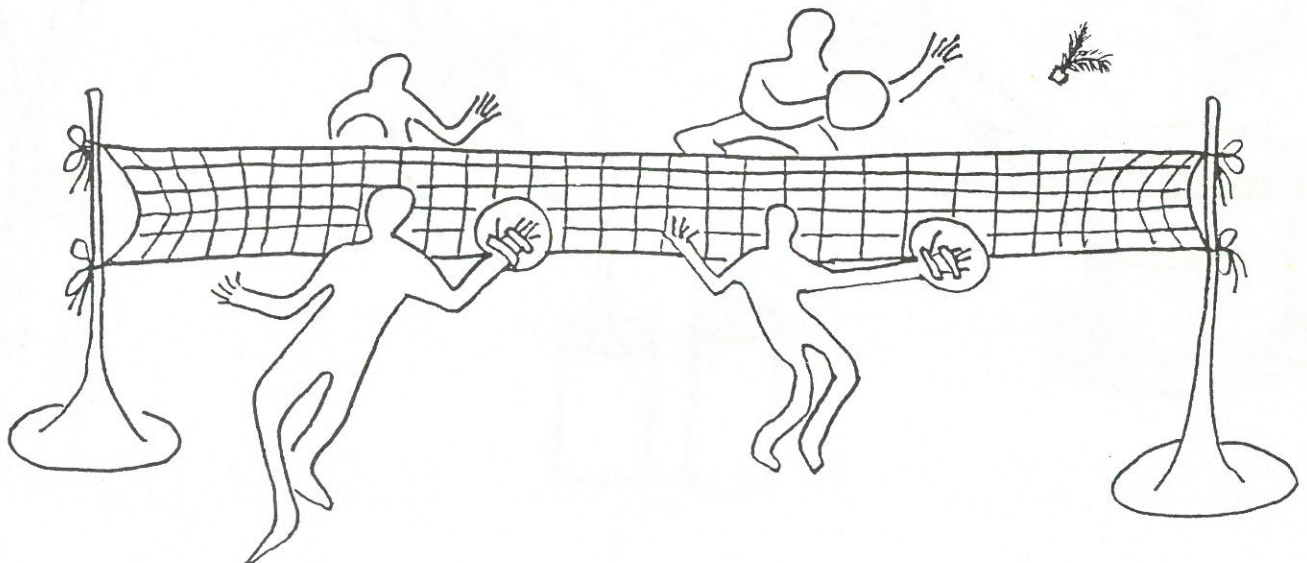
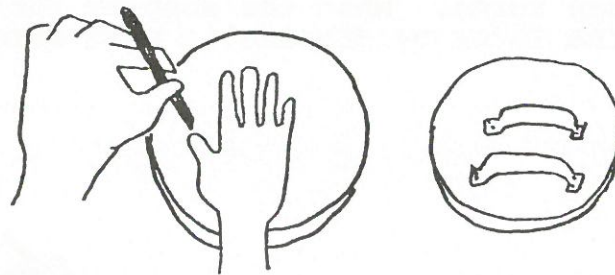


Palm Paddle

Materials needed:

1/4" or 1/2" plywood or similar material
1" elastic
Coping saw
Hammer
Tacks
Sandpaper
Corn cob
Feathers

1. Trace a circle the size of a dinner plate on the board.
2. Cut out the circle with a coping saw and sand the edges smooth.
3. Trace your hand on the wooden circle.
4. Measure enough elastic to hold your hand tight to the paddle and tack it down.
5. Cut the corn cob into lengths of 1 1/2".
6. Make holes in cob for two feathers and push them into the holes.
7. Establish a court and game rules (i.e. volleyball net and badminton rules).

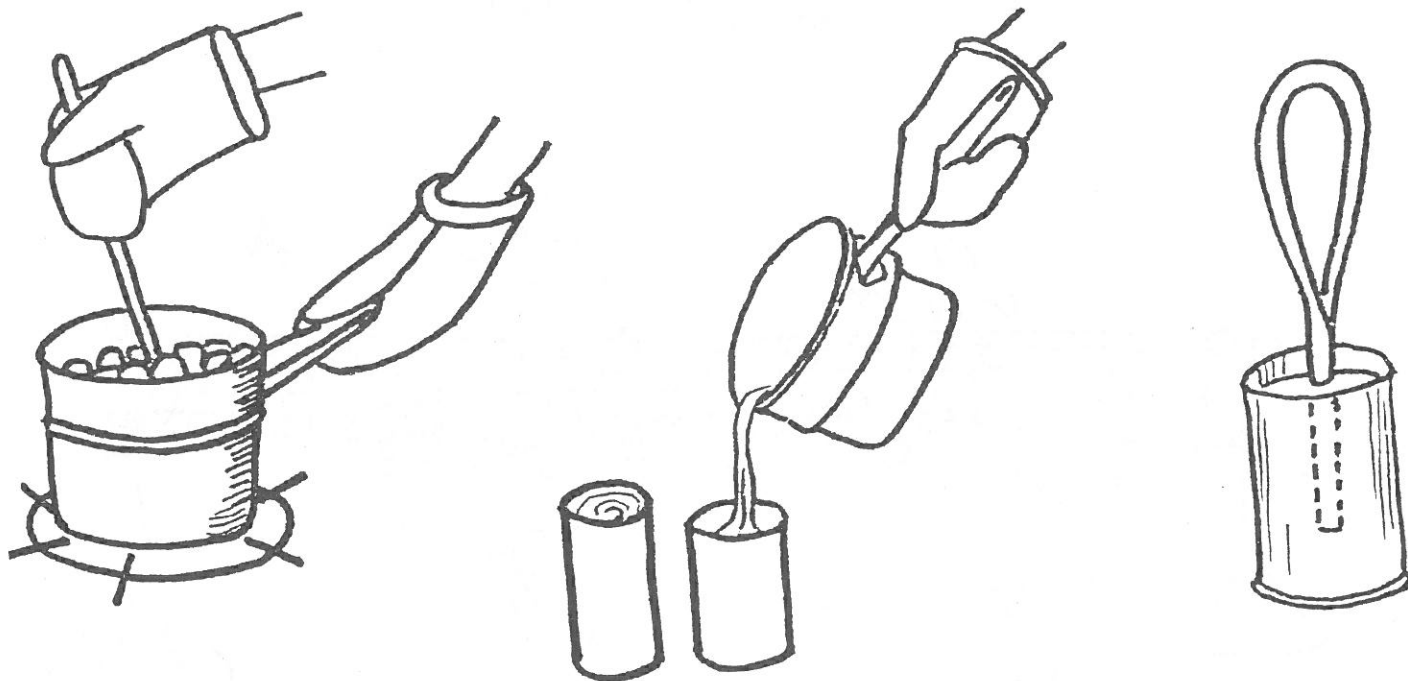


Soap on a Rope

Materials needed:

Scraps of leftover soap or cheap bar soap
Decorative rope or heavy yarn
Double boiler
Tomato paste or 6 oz. juice can
Hot pad mitt
Newspapers
Wooden spoon

1. Put cut up pieces of soap into top part of double boiler.
2. Fill bottom part of double boiler about $\frac{2}{3}$'s full with water. Put top part of pan over the water-filled bottom pan. Turn on the stove to a medium flame and put the double boiler on it.
3. When the water begins to boil, lower flame to the lowest possible point and stir the soap with a wooden spoon until all pieces are melted.
4. Remove the top part of the double boiler from the lower part very carefully. Pour the melted soap into forms.
5. When the soap begins to cool and congeal, fold 24-inch long sections of rope or yarn in half. Insert both ends of the rope or yarn into the soap forms. When the soap is totally hardened, remove it from the forms by dipping in warm water.

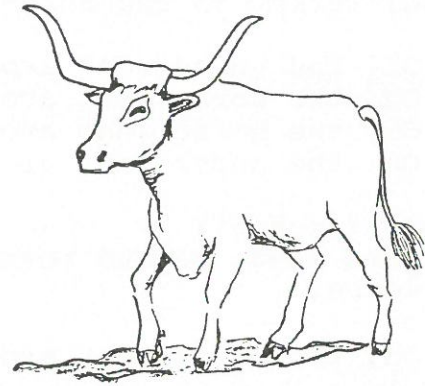


SONGS

Mules

(Tune: Auld Lang Syne)

On mules we find two legs behind,
 And two we find before.
 We stand behind before we find,
 What the two behind be for.
 When we're behind the two behind,
 We find what these be for.
 So stand before the two behind,
 and behind the two before.

Ragtime Cowboy Joe

He always sings ragged music to the cattle,
 As he swings back and forward in the saddle,
 On a horse that is syncopated-gaited,
 And there's such a funny meter to the roar of his repeater.
 How they run when they hear this fellow's gun
 'cause the western folks all know---
 He's a highfalutin, rootin', tootin', son-of-a-gun from Arizona
 Ragtime Cowboy, talk about your cowboy, Ragtime Cowboy Joe.

Hinky Dinky Double D Farm

Oh it's beans, beans, beans
 That make you feel so mean
 On the farm, on the farm.

Oh it's beans, beans, beans
 That make you feel so mean
 On the Hinky Dinky Double D farm.

Chorus: Mine eyes are dim, I cannot see,
 I have not brought my specs with me.

2. ...corn...that makes you feel forlorn...
3. ...meat...that knocks you off your feet...
4. ...pie....that makes you want to cry...
5. ...soup...that makes you want to droop...
6. ...peas...that make you want to sneeze...

(Continue by making up your own verses.)

The Horse That Went Around
(Tune: Turkey in the Straw)

1. Oh, the horse went around with his foot off the ground,
Oh, the horse went around with his foot off the ground,
Oh, the horse went around with his foot off the ground,
Oh, the horse went around with his foot off the ground.

Chorus (spoken):

Same song, second verse, little bit faster and a little bit worse.

2. Oh, the horse went around with his foot off the...

Chorus to be spoken after each verse.

3. Oh, the horse went around with his foot off...

- 4-12. Continue leaving off a word each verse until whole song is sung silently. End song by repeating verse 1.

Goodbye, Old Paint

I'm leaving Cheyenne, I'm off for Montan'.
Goodbye Old Paint, I'm leaving Cheyenne.

Old Paint's a good pony, he paces when he can.
Goodbye Old Paint, I'm leaving Cheyenne.

Go unhitch your horses and give them some hay,
And sit here beside me as long as you stay.

My horses aren't hungry; they won't eat your hay.
My wagon is loaded and rolling away.

My foot's in the stirrup; my bridle's in my hand.
So fare thee well, Polly, my horses won't stand.

Goodbye Old Paint, I'm leaving Cheyenne.
Goodbye Old Paint, I'm off for Montan'.

Randolph the Bowlegged Cowboy
(Tune: Rudolph the Red Nosed Reindeer)

Randolph, the bow-legged cowboy,
had a very shiny gun,
And if you ever saw it,
you would turn around and run.
All of the other cowboys used to
laugh and call him names.
They wouldn't let poor Randolph
join in any poker games.

Then one foggy winter night
the sheriff came to say
Randolph with your gun so bright
won't you guide my posse tonight
Then how the cowboys loved him
and they shouted out with glee
Randolph, the bow-legged cowboy,
you'll go down in history.

Happy Trails to You

Happy trails to you, until we meet again.
Happy trails to you, keep smiling until then.
Happy trails to you, 'til we meet again.

The Old Chisholm Trail

1. Well, come along boys and listen to my tale;
I'll tell you of my troubles on the old Chisholm Trail.

Chorus: Come a ti-yi yippy, yippy yay, yippy yay.
Come a ti-yi yippy, yippy yay.

2. I jumped in the saddle and grabbed hold of the horn,
The best cowpuncher that ever was born.

3. My foot in the stirrup, my seat in the saddle,
The best cowpuncher that ever rode a-straddle.

4. I'm on my horse and I'm going on the run.
The quickest-shooting cowboy that ever pulled a gun.

5. I'm up in the morning before daylight,
Before I sleep the moon shines bright.

6. Oh, it's bacon and beans most every day;
I'd as soon be eating this prairie hay.

7. Farewell to the trail, I wish you no harm;
I'm going to quit herding to go on the farm.

Get Along, Little Dogies

As I was out walking one morning for pleasure,
I saw a cow puncher come riding along;
His hat was thrown back and his spurs were all jingling,
And as he approached he was singing this song:
Whoo pee ti yi yo, get along little dogies.
It's your misfortune and none of my own.
Whoo pee ti yi yo, get along little dogies,
For you know Wyoming will be your new home.

FOOD

Cowboys ate a limited variety of food. Basically their diet included: beef, salted pork and bacon, beans, and sourdough biscuits. He drank scalding hot coffee, very little milk, and enjoyed few fresh fruits. The following are typical cowboy recipes. Invite your cubs to complete their cooking achievements at home and then bring their finished product(s) to the den meeting for a "chow down", or how about a pack picnic "cowboy" style!

Sonofagun Stew

2 lbs. beef	1 set brains
Half calf heart	1 set marrow gut
1 1/2 lbs. calf liver	Salt and pepper
1 set sweetbreads	Louisiana hot sauce

Kill off a young steer. Cut beef, liver and heart into 1-inch cubes; slice the marrow gut into small rings. Place in a Dutch oven or deep casserole. Cover meat with water and simmer for 2 to 3 hours. Add salt, pepper and hot sauce to taste. Take sweetbreads and brains and cut in small pieces, add to stew. Simmer another hour, never boiling.

Variation: Use cubed beef stew meat and refrigerator leftovers combined with canned tomatoes.

Cowboy Beans

2 lbs. pinto beans	4 tblsp sugar
2 lbs. ham hock (or salt pork)	2 green chilies (to taste)
2 onions, chopped	1 can tomato paste

Wash the beans and soak overnight. Drain, place in a Dutch oven and cover with water. Add remaining ingredients and simmer until tender. Add salt to taste and water as needed.

Sourdough Biscuits

1 cup sourdough starter	1 tblsp shortening
1 tsp each: salt, sugar, soda	3 to 4 cups sifted flour

Place flour in a bowl, make a well in the center and add sourdough starter. Stir in salt, soda and sugar, and add shortening. Gradually mix in enough flour to make a stiff dough. Pinch off dough for one biscuit at a time; form a ball and roll it in melted shortening. Crowd the biscuits in a round 8" cake pan and allow to rise in a warm place for 20 to 30 minutes before baking. Bake at 425 degrees F until done.

Sourdough Starter

2 cups lukewarm potato water
 2 cups flour
 1 tblsp. sugar

First make potato water by cutting up 2 medium sized potatoes into cubes and boil in 3 cups of water until tender. Remove the potatoes and measure out 2 cups remaining liquid. Mix the potato water, flour and sugar into a smooth paste. Set in a warm place until starter mixture rises to double its original size.

Red Bean Pie

1 cup cooked, mashed pinto beans	1 cup milk
1 cup sugar	1 tsp. vanilla
3 egg yolks, beaten	1 tsp. nutmeg

Combine ingredients and place in uncooked pie crust. Bake at 350 degrees F for 30 minutes or until set. Make meringue with the left-over egg whites; spread on pie and brown in oven.

Vinegar Pie

1 cup sugar	4 eggs, beaten
2 tblsp. flour	5 tblsp. vinegar
1 cup cold water	2 1/2 tblsp. butter

Combine sugar and flour. Add the rest of the ingredients and place in a saucepan. Cook until thick and pour into a prepared pie crust. Bake in a 375 degree F oven until the crust is brown.

DEN AND PACK OUTINGS

Hayride

Horseback riding

Livestock auction (contact Livestock Exchange)

County Fair

Santa-Cali-Gon Days (Labor Day weekend) Independence, Mo. Square

Tour a point of interest (listed on next page)

Pack Meeting Possibilities

Demonstration by professional Rodeo Cowboy Association
 (Contact Benjamin Stables)

Chuck Wagon Campfire: Have an outdoor awards/picnic featuring cowboy attire and chuck wagon style recipes.

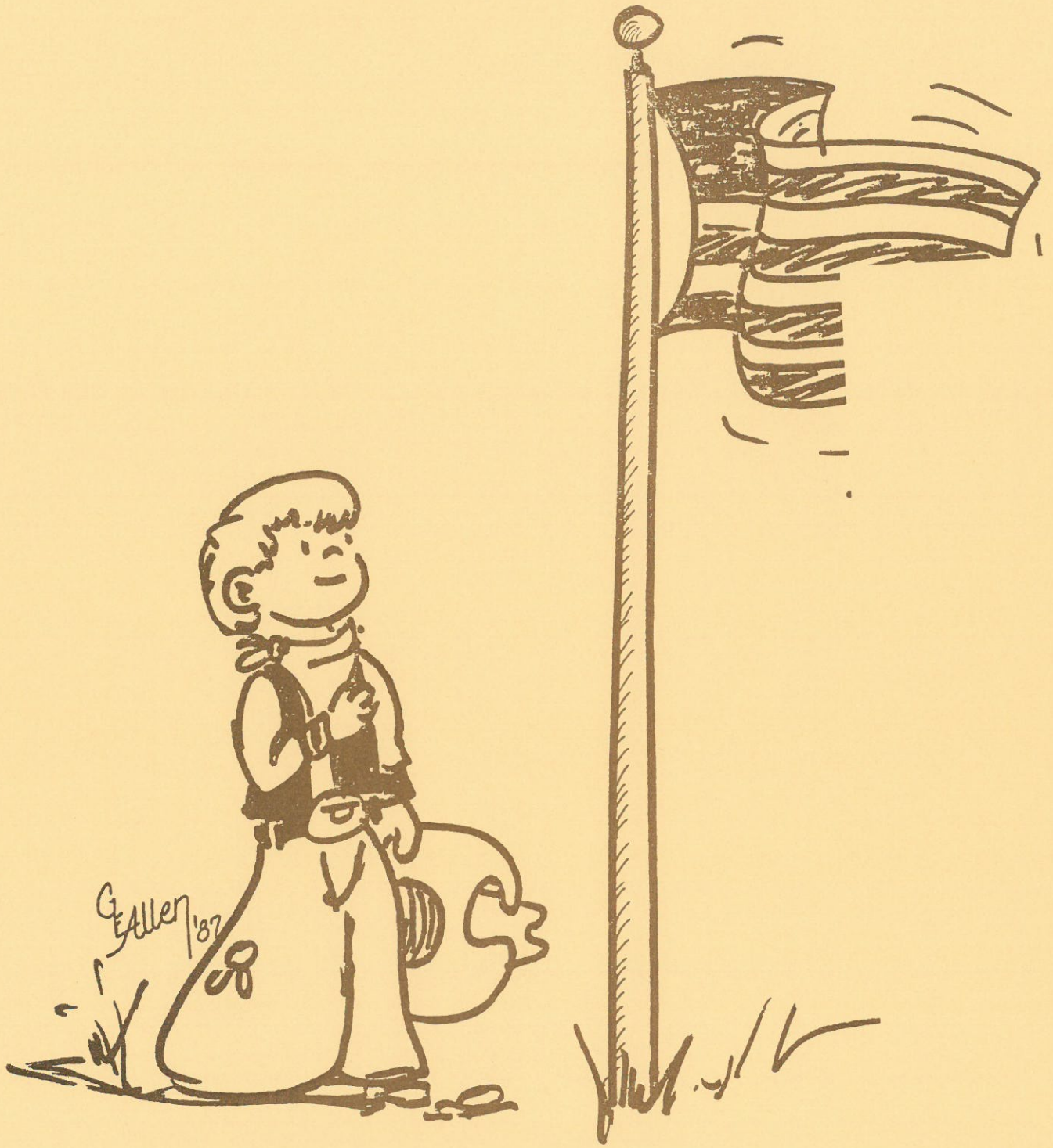
Square Dance Demonstration

Rodeo Days: Conduct a pack rodeo with events demonstrating skills learned during cowboy month. Give awards, too.

Points of Interest Relative to Cowboys or Westward Expansion

Hammon Custom Boot Company, Gardner, Kansas 884-7550
 Olathe Boot Factory, Olathe, Kansas 764-5110
 Stetson Hat Factory, St. Joseph, Missouri (816)483-8889
 Kansas City Stockyards, K.C. Livestock Exchange, KCMO 842-0570
 Ozark Campfire Company (leather), Belton, Missouri 331-7112
 Cattle Ranch Operation -- Contact Cattle Breeders Association
 Benjamin Stables, South Kansas City, Missouri
 Agricultural Hall of Fame, Bonner Springs, Kansas 721-1075
 Kansas City Museum, Kansas City, Missouri 483-8300
 Old Shawnee Town, Shawnee, Kansas 268-8772
 Shawnee Methodist Indian Mission Museum, Fairway, Kansas 262-0867
 Historic Liberty Jail Visitors Center, Liberty, Missouri 781-3188
 Cave Spring Interpretive Center, Raytown, Missouri 358-2283
 Missouri Town 1855, Lake Jacomo, Lee's Summit, Missouri 881-4431
 Watkins Woolen Mill, Lawson, Missouri (816)296-3357
 1859 Jail Museum, Independence, Missouri 252-1892
 Legler Barn Museum, Lenexa, Kansas 492-0038
 Jesse James Farm Home and Claybrook House, Kearney, Mo. (816)635-6065
 Jesse James Bank Museum, Liberty, Missouri 781-4458
 Heritage Village, Kansas City (North), Missouri 444-4363
 Black Archives of Mid-America, Kansas City, Missouri 483-1300
 Johnson County Historical Museum, Shawnee, Kansas 631-6709
 Wyandotte County Museum, Bonner Springs, Kansas 721-1078
 Weston Historical Museum, Weston, Missouri (816)386-2977
 Raytown Historical Museum, Raytown, Missouri 353-5033
 Clay County Historical Museum, Liberty, Missouri 781-2024
 The Truman Farm Home, Grandview, Missouri 761-6505 or 763-9404
 Fort Osage, Sibley, Missouri 881-4431
 Deanna Rose Children's Farmstead, Olathe, Kansas 341-2823





CUB SCOUT
CITIZEN

OCTOBER 1988

CUB SCOUT CITIZEN



OPENINGS

Citizenship Opening

Personnel: Ten Cub Scouts

Equipment: Pack Flag and stand

Arrangement: Pack flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, come on stage, stand near the pack flag and recite one of the statements below. Upon finishing, each Cub Scout salutes the pack flag and steps back. A boy can say more than one line if there are not ten boys.

Cub 1: May I grow in character and ability as I grow in size.

Cub 2: May I be honest with myself and others in what I do and say.

Cub 3: May I learn and practice my religion.

Cub 4: May I always honor my parents, my elders and my leaders.

Cub 5: May I develop high moral principles and the courage to live by them.

Cub 6: May I strive for health in body, mind and spirit.

Cub 7: May I always respect the rights of others.

Cub 8: May I set a good example so that others may enjoy and profit from my company.

Cub 9: May I give honest effort to my work.

Cub 10: May I regard my education as preparation for the future.

Flag Salute

Personnel: Cubmaster, 3 leaders and 1 den mother, 7 Cubs

Equipment: American flag, lights with red, white, and blue colors.

Arrangement: American flag in center of room or on stage. Leaders and Cubs standing at attention behind flag. As each person reads his part, they move a step forward and then take a step back when they have finished reading.

- Cubmaster: This is my flag, the flag of the United States of America, home of liberty, land of opportunity, where men of all races and creeds live in peace and friendship together.
- Leader 1: (Turns red light on flag.) The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country.
- Leader 2: (Turns white light on flag.) The white of my flag is for purity, cleanliness of purpose, thought, word and deed.
- Leader 3: (Turns blue light on flag.) The blue of my flag is for faith and loyalty, like the eternal blue of the star filled heavens.
- Den Mother: The Cub Scout promises to "Do his duty to his country." The United States is different in many ways from other countries. We would like to review for you some of the things which are different, but which make this the greatest country in the world.
- Cub Scout 1: We call it the United States and we're bound together by our Constitution and our language. Yet in many ways we're a group of separate kingdoms.
- Cub Scout 2: We practice more than 250 different religions and observe thousands of different hunting laws, tax laws, and labor laws.
- Cub Scout 3: Our land grows palm trees and pine, redwoods and beach plum, vanishing Key deer and whooping cranes.
- Cub Scout 4: We catch shrimp and sell stocks; live in lean-tos, skyscrapers and stucco bungalows.
- Cub Scout 5: Our people say "you all" and "youse."
- Cub Scout 6: We are a very diverse land, but these are some of the things that make the United States great.
- Cub Scout 7: Will everyone stand and join with us in the Pledge of Allegiance to the Flag of the United States of America.

BOBCAT INDUCTION

- Equipment: Candles for each boy, matches for parents, candle log with multi-colored candle in center, Bobcat badges, safety pins.
- Arrangement: Head table with candle log (unlighted), badges, pins.

Cubmaster:

Cub Scouting is an organization that is very special and unique. It is one in which a lot of parents devote their time and talents to provide a program which will aid and guide their sons' growth. As parents work to strengthen Cub Scouting, so Cub Scouting helps to strengthen families.

(Call forward boys and their parents. They stand behind table, facing boys.)

I call your attention to the multi-colored candle in the center of the candle log. The blue and gold stand for Cub Scouting. Blue, like that of your uniform, stands for truth, love of God, loyalty, and the blue sky. The gold, like that in your neckerchief, stands for sunlight, good cheer, and happiness. In the candle you will also see white, which represents parents and the important part they play in the Cub Scout program.

Parents, would you please light a candle for your sons, as a symbol of the encouragement and support you will be giving him as he moves along the Cub Scouting trail.

(Parents light candles.)

Will you accept the responsibility to participate in den and pack activities, help your son with advancement, and support the pack as much as possible?

(Parents answer: We Will.)

Please give the candles to your sons to hold in their left hands.

Boys, please raise your right hands in the Cub Scout sign and repeat with me the Cub Scout Promise.

(They do.)

And now, with your parents guiding your hands, as they will do to help you in Cub Scouting, I will ask that all of you join your individual flames together and light the center candle as a sign that we are all united as member of pack _____.

(Parents are asked to extinguish individual candles.)

Parents, we will now ask that you pin the Bobcat badge on your sons --upside down--. When he has lived up to the part of the Cub Scout Promise which says "to help other people" by doing a good turn, then you can sew the badge on upright for all to see.



ADVANCEMENT

Program One

Personnel: Cubmaster, Cub Scouts receiving awards, parents.

Cubmaster:

Our country's flag is made up of several things, like the Cub Scout program. Our flag contains the color white. White is a clean, new color. To represent the white in our flag, I'd like to welcome the following new members of the pack.

(Read names of new Bobcats. Have them and their parents come forward and present the badges.)

Red is also found in our flag. Red is a lively, active color. Representing the red, will the following new Wolves come forward?

(Award Wolf badges and arrow points.)

Our flag also has a field of blue. Blue is an older and wiser color. The following new Bears will represent the flag's blue color.

(Award Bear badges and arrow points.)

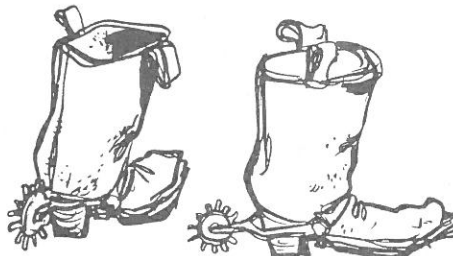
You have to have something to fly the flag from too. A pole or staff that reaches toward the sky. The following boys have earned awards in the Webelos program representative of that upward reach.

(Award activity badges and Webelos awards.)

Of course, you can't forget the stars on our flag. Star also means someone important and successful. The following young men, who have achieved the Arrow of Light are stars in every sense of the word. Tonight they are receiving the only Cub Scout award that they will be able to wear throughout their Scouting career, and that makes them truly stars.

(Award Arrows of Light with appropriate dignity.)

You know, it seems to me we've forgotten something essential here. We have all the parts of the flag and the pole to fly it from, but we're never going to see our flag flying proudly in the breeze without a rope to tie all of this together. The rope that makes this Cub Scout program go is supplied by the parents. Without their help, all of this would be stuck in a drawer somewhere or just a gleam in someone's eyes. Let's all give mom and dad a big hand for all the help that they give us.



Program Two

Personnel: Cubmaster, Cub Scouts receiving awards, parents.

Equipment: Posters of historic flags for each rank.

Cubmaster:

Just as the United States has advanced in the past 200 years, we have some boys here this evening who have advanced. Representing the Cambridge or Grand Union flag are the boys who have earned their Bobcat rank. (Cub Scout enters with appropriate poster.) Will _____ and their parents please come forward to receive their awards?

Representing the Continental flag are the boys who have earned the Wolf rank and arrow points. (Cub Scout enters with appropriate Poster.) Will _____ and their parents please come forward?

Representing the Rhode Island flag are the boys who have earned the Bear rank and arrow points. (Cub Scout enters with appropriate poster.) Will _____ and their parents please come forward?

Representing the Gadsen flag are the boys who have earned their Webelos rank and activity badges. (Cub Scout enters with appropriate poster.) Will _____ and their parents please come forward?

Representing the American flag of today and the young men of tomorrow are the boys who have earned the Arrow of Light award. (Cub Scout enters with appropriate poster.) Will _____ and their parents please come forward?

All of these boys have advanced in rank. Just as our country has grown, they have grown. We wish you well on your trail to becoming the strength of America's future.

CLOSING

Freedom Closing

Personnel: Cubmaster and Cub Scout.

Equipment: Spotlight, blindfold, a gag and rope.

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

Cubmaster: This is an American boy. The American Revolution won his freedom. (Unbind wrists.) The Constitution guarantees him freedom of speech. (Remove gag.)

A free education has given him the ability to see and understand. (Remove blindfold.) Help Cub Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

Cubmasters Minute

Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun, and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree - by doing our best to always be helpful to others by putting them first and ourselves second. Remember the lesson we learn from the tree - to give to others more than we receive.

Words to Live By

Personnel: Eight Cub Scouts.

Equipment: Cards with slogans.

Arrangement: Cub Scouts hold up cards with slogans as they read their lines.

Cub 1: DO YOUR BEST in everything you do on life's way.

Cub 2: ALWAYS BE FRIENDLY to brighten others' day.

Cub 3: GIVE AWAY YOUR SMILES for 'tis rewarding indeed.

Cub 4: BE PREPARED to help others in their daily needs.

Cub 5: BE HONEST AND SINCERE towards others you meet.

Cub 6: BE LOYAL AND TRUE - a most commendable feat.

Cub 7: COUNT YOUR BLESSINGS - be thankful each day for the wonderful opportunities in life that come your way.

Cub 8: Goodnight to each and everyone of you. May these thoughts stay with you your whole life through.

TRIPS

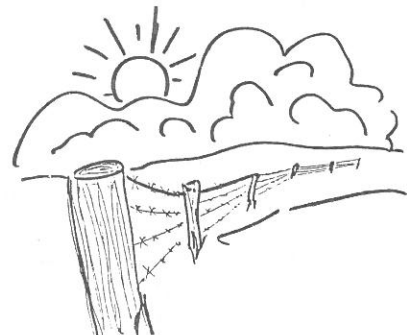
Visit a retirement home or nursing home.

Take a train, bus or boat ride.

Visit City Hall or the Court House.

Take a tour of the police station.

Visit a park - clean up litter.



Visit historical sites in and around the city.

Visit a wildlife refuge.

Take a walk/hike - clean up area.

Visit a hospital - take books or games to children's ward.

SONG

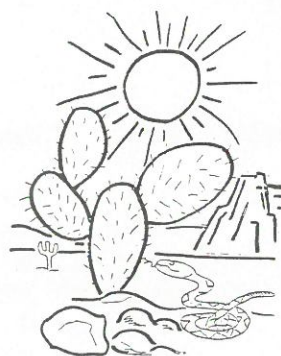
Litterbugs Beware

(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.

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

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



GROUP PARTICIPATION

Sounds of the Prairie

This is an audience participation skit. The narrative can be spoken by one person with the rest of the den as leaders of their respective sounds.

Tom toms - boom, boom, boom, boom, boom, boom, boom, boom

Prairie wind - whoosh, whoosh

Buffalo (feet) - tramp, tramp, tramp, tramp

Indians - war whoops

Coyote - howling like baying at the moon

Narrator:

The Kansas/Missouri prairie has been the scene of much life over the years. The PRAIRIE WIND sweeping across the plains, over the hills and through the valleys has warmed and cooled many creatures such as the BUFFALO, the COYOTES, and of course, the plains INDIANS. The sound of TOM TOMS would also be carried on the PRAIRIE WIND.

Take yourself back now, to the days of yesteryear, and the sounds of the prairie.

First imagine a hilltop very near to right here. There a solitary COYOTE paid homage to the moon and stars. Across the valley on another hill, an INDIAN scout was observing a herd of BUFFALO. He signaled their location to his tribe with his TOM TOM, and hoped that the PRAIRIE WIND would carry his message. The INDIANS came quickly to the hunt and stampeded the BUFFALO. The poor COYOTE had to run for his life. As we leave the faint sounds of the PRAIRIE WIND, we can just hear the celebration of TOM TOMS.

DEN SKIT

Our Flag

Personnel: Three Cubs

Equipment: Red poster board 2x4 feet, three white stripes 3 feet long, three white stripes 4 feet long (all stripes should be 6 inches wide), a piece of blue paper 1x1 foot with 50 stars on it, a poster stand or chair, two red stripes 1 foot in length, 2 white stripes 1 foot long, book or folder, tote bag. (All flags, including Queen Anne or Ensign, are pictured under Citizenship in Webelos Book.)

Arrangement: Skit opens with the Queen Anne flag on a poster stand or chair. A Cub Scout is standing next to it admiring it.

Cub 2: What's this? (Points to the flag.)

Cub 1: The Queen Anne flag, the merchant flag of England.

Cub 2: Don't you think it would look better if we added something to it? (Both look at it.)

Cub 1: Yes.

Cub 2: (Pulls out six white stripes from the bag. Both put the white stripes on the flag.)

Cub 3: (Walks in carrying a large book or folder.) What's this? (Points to the flag.)

Cub 2: The Grand Union flag. It was raised over George Washington's headquarters.

Cub 3: I think it would look better if we added stars instead of so many stripes.

Cub 1&2: That's a good idea!

Cub 3: (Takes out the blue piece of paper with the stars on it and places it over the other blue area to form the U.S. flag of today.) This is our flag that stands for more than I can say.

All Cubs nod agreement and leave the stage!

GAMES

Capture the Flag

Equipment: Two flags (one for each team).

This game requires a large area to be divided into two equal areas (one for each team). Each team hangs a flag in its territory. The flag must be visible from 50 feet away and no defenders can hide within 50 feet of it. At the starting signal, both sides deploy their men - some run into opposing territory and try to discover and capture the flag. Others serve as defenders. If one is tagged and captured (3 quick tags in succession) in opposing territory, he is taken to "prison". He can be rescued only when one of his team members breaks through and tags him. Both get "free passage" home. Game ends when the opposing flag is captured and brought safely back home or when all of one side is captured.

Population

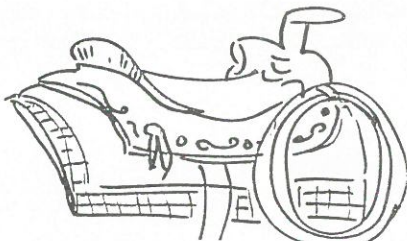
Equipment: One glass jar, jelly beans.

Fill the jar with the jelly beans. Have everyone guess how many jelly beans are in the jar. The winner gets the jelly beans. (President Reagan's favorite.)

PACK GAME

Calisthenic Relay

This relay is the same as an ordinary running relay, except that the player, upon his return to the starting line, must stand in front of his line of players and lead them in an exercise a specified number of times, before the next player in line may start his run. The type of calisthenic exercise is selected by each runner. An exercise may be used by only one player of a team - this means a team uses as many different exercises as there are team members. The team that is first to have all of its players back in starting position is the winner.



DEN CEREMONIES

Flag History

Plan a ceremony on the history of the flag. Each boy can make and color a different paper flag to show how our present flag was formed. Have him present it and give a short explanation of its history.

Roll Call

The den chief calls the roll. As each boy's name is called, he steps forward and gives the den chief the Cub Scout handshake. As a special roll call, have each boy answer with something related to the month's theme. It might be a name of a bird or tree, the name of his favorite book or hobby, or his mother's first name. He might show or explain something he has done or made since the last den meeting.

Outdoor Ceremony

This is good after a hike, fishing trip, park clean-up, nature hunt (anything outdoors of an educational nature) not just play time.

Den Chief: Let's sit quietly for a few moments. Close your eyes and listen to the sounds of nature. Think of what we have to be thankful for.

Let's now repeat "The Outdoor Code." "As an American, I will do my best.....be clean in my outdoor manners, be careful with fire, be considerate in the outdoors, and be conservation minded."

Den Leader: Let's sing "God Bless America."

OPENING CEREMONY

Equipment: American flag.

Den Chief: (Places American flag in stand in front of the den.) Will you please rise and salute the flag? As your den chief it is my duty to help you learn respect for the flag. This beautiful banner of red, white, and blue is the symbol of the greatest country in the world. As we repeat together the Cub Scout Promise, I want you to think of its meaning and realize the special promise you are making to this flag and the country it stands for. Now our promise. (All repeat the Cub Scout Promise.)

CLOSING CEREMONIES

Cub Scouts and leaders form living circle. Den leader or den chief says "Do your best." Boys answer "We'll do our best."

Boys form a circle around a lighted candle. Remind them of cheer and feeling of friendship that even a small flame can spread.

Each boy has a three foot section of rope joined with a square knot to that of the boys on his left and on his right. Boys hold middle rope with left hand and pull back to form a taut circle. Den leader or den chief says "You are part of a group of close friends held together by the square knot -- a symbol of being a good Cub Scout. Let us give the Cub Scout Promise."

CRAFTS

Puppets

Paper bag puppets are varied and easy to make. Create any kind of puppet by using imagination in creating its face and clothes. Draw a face on the side of the bag. Open the bag and stuff newspapers to form the head. Cut holes for the fingers. Tie a string around the neck below the face and paste on yarn for hair. Now make it act.

To make a talking puppet, mark features on the flat bottom of the bag. Top of mouth is on the bottom of the bag and lower part of mouth is on the front of the bag. Lift bottom of bag and complete the mouth. Add hair, ears, or mustache. To operate, place hand in bag with fingers over the edge of the bottom. Open and close hand to make the puppet talk.

Bird Feeder

Materials needed:

One bleach bottle
One 1/4" dowel 12" long

Remove label of bottle. Mark off two arches to be cut out. (Most bottles can be cut with scissors.) Be sure to leave a 1 1/2" space at bottom. Punch a hole under each arch in the 1 1/2" space. Push dowel rod through holes so that it extends out on both sides. Unscrew the lid. Using a piece of string or yarn, lay ends across the threads and screw lid on tightly. Decorate sides with water-proof markers or crayons. Hang the feeder and enjoy watching the neighborhood birds eat.

Memory Boxes

Materials needed:

Four yardsticks
Glue
Paint if desired

Glue three yardsticks together to make a three sided box. Cut the fourth yardstick into shelves and glue them in. Paint or leave with the natural look of a yardstick.

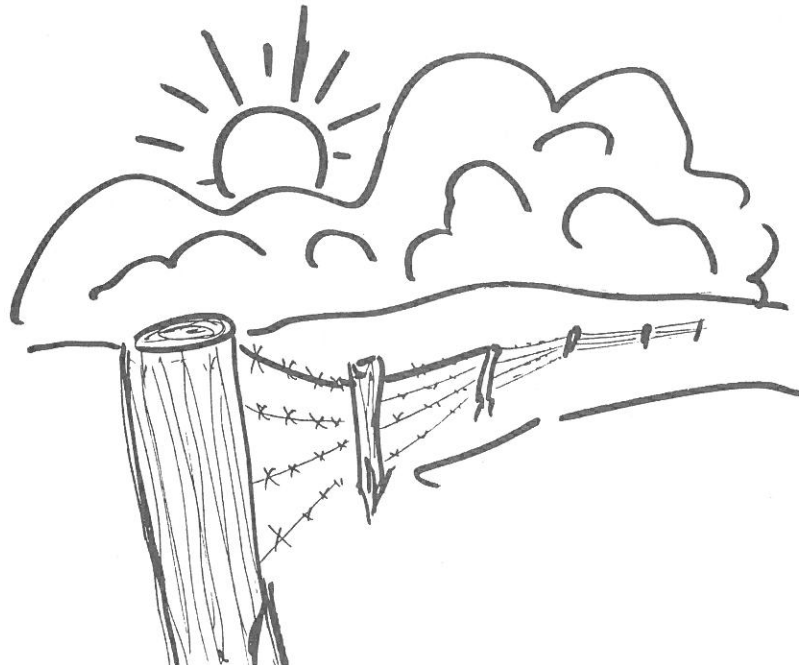
Tin Can Ice Cream

Materials needed:

One pound coffee can with lid
Three pound coffee can with lid
One 3 3/4oz. pkg. instant pudding
Two 6oz. cans evaporated milk
1 to 1 1/2 cups of regular milk
Rock salt
Crushed ice

Place the pudding and evaporated milk into the one pound coffee can and mix well. Pour enough regular milk into coffee can to fill it 3/4 full. Mix very well. Cover tightly and place into 3 pound coffee can. Fill 3 pound can with ice and rock salt, making sure that the 1 pound coffee can is surrounded with ice and salt on all sides. Cover tightly.

Now for fun. Have Cubs 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 large can. Cover and continue until the ice cream is set. Add fruit or chips if desired.



SEE & DO IT
SHOW



NOVEMBER 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4	5
6	7	8 ELECTION DAY	9	10	11 VETERANS DAY	12
13	14	15	16	17	18	19
20	21	22	23	24 THANKSGIVING DAY	25	26
27	28	29	30		October 1988 S M T W T F S 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	December 1988 S M T W T F S 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

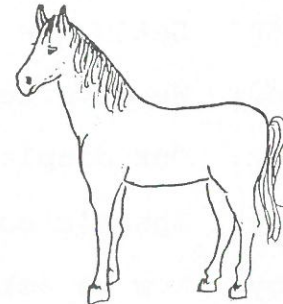
NOVEMBER 1988

SEE AND DO IT SHOW

OPENING CEREMONY

If your den is large, have a boy memorize each line. If small, a boy may have to memorize two lines. They recite them in the following order:

If your life is to be as happy
 As a circus, bright and gay,
There is something you can do,
 As you hurry through each day.
Be happy and cheerful,
 And remember not to frown.
But give freely of your smiles,
 And you can be happy as a clown.
For a smile costs a little,
 But to others means so much.
So if everyone keeps smiling,
 Our lives will have that happy touch.



Turkey Day

Cubmaster:

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

Never in the old country had they known such winter, the wind so cold, the food so scarce, the enemy night so filled with dread. Never had they worked so hard, paying with aching backs for every shelter raised against the cutting wind. Everywhere they went famine and death watched them with pale expectant eyes. By the end of that bitter year, there was hardly one among them who had not lost to the cold earth someone he could not live without. Then these men and women who had nothing, sat down to a hearty feast, filled with gratitude for what they had. We who follow them sometimes wonder why. Did they know some secret of happiness, denied of us, that made them so glad for so little?

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

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

Welcome

Arrangement - Seven Cub Scouts hold large colored cardboard cutouts of balloons which have the letters WELCOME on them. As each boy says his lines, he turns over his balloon to reveal the letter.

1st Boy: Welcome to each and everyone.

2nd Boy: We're going to have lots of fun.

3rd Boy: Let's now officially open our meeting.

4th Boy: We give to you a friendly greeting.

5th Boy: Our displays today you will enjoy.

6th Boy: There's something here for every adult and boy.

7th Boy: Now we ask that you please stand, as we sing a song about our land.

(Lead audience in "America the Beautiful".)

Body Strong and Healthy

Arrangement - Seven boys come on stage, carrying various kinds of exercise equipment. They use the equipment and in turn speak lines.

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

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

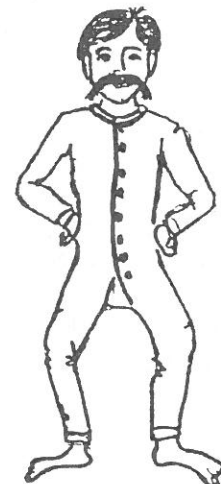
3rd Boy: It helps you lend a helping hand,
To needy folks around our land.

4th Boy: Eating the right kinds of food is always wise
And everyone needs some exercise.

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

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

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



Show Biz Opening

Props: Microphone and television camera (made by Cub Scouts, if possible).

Cubmaster: Tonight TV station (pack no.) is proud to present Cub Scouts on Parade. Show Biz is our theme for tonight and among all the talent and flag waving as sponsors of the truly great show we would like to introduce den _____. (Cubs of den _____ present flags and lead group in Pledge of Allegiance.)

Show Biz Advancement

Cubmaster: Now, on with the show! First on stage tonight we would like you to focus your eyes on one of the greatest acts to come to the stage. It is the Bobcat. As you all know, the Bobcat is the first badge to be earned in Cub Scouting. (Names of boys to receive badges are called.)

This act is followed by yet more great acts which come in the form of the Wolf! (Cubs to receive Wolf are called forward.)

Next to perform on this stage is the Bear! Now don't be scared, their trainers have complete control of them. Will _____ please come forward?

As one of the final performances tonight, we would like to present the following Webelos with their activity badges.

Show Biz Closing

Cubmaster: As we bring our show to a close, I would like to remind our Cub Scouts to always to their best and join me as we repeat the Cub Scout Oath.

Turkey Day Advancement

Setting: A table set with Thanksgiving items and a bag of corn.

Cubmaster: Ladies and gentlemen tonight we are remembering the founding fathers of our country and the native American Indian. The Pilgrims came to this country for religious freedom and when they got here they found new friends - the American Indians. The sharing that was done between these two different peoples was something to behold. We all have shared things in much the same way. Would these boys please come forward with their parents. (Call Wolves.)

Advancement Chairman: You boys have shared with each other the gift of working together in your dens and homes. For this we give you your awards and also a kernel of corn as the Indians gave to the Pilgrims.

Cubmaster: Would these boys please come forward with their parents? (Call Bears.) You boys have worked hard and work was one of the things most respected by the Pilgrims and Indians alike. The Pilgrims even made rules that if a person did not work, they would not eat. For your work we give you your award and also a kernel of corn as the Indians gave to the Pilgrims.

Circus

Cubmaster is dressed as ringmaster.

Cubmaster: Ladies and gentlemen, you are about to see a parade of achievements the like of which you have never seen before!

For our first act tonight, we have trained Bobcats and their trainers (parents). They will perform for us in the center ring. (Bobcats and parents come forward and go through Bobcat requirements with Cubmaster. Badges are presented.)

Notice how these Bobcats have been trained so well by their trainers. Let's have a fine round of applause for this fine act which we have seen performed before our very eyes.

And now, for our second colossal act, we have a trained Wolf act. The Wolves in this act are (read names of boys receiving Wolf badge or arrow points.) Here come those Wolf Cubs and their trainers into the center ring. (As boys and parents come forward, continue circus talk. Award badges.)

(Handle Bear badges and arrow points in the same way.)

And now, ladies and gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights - in fact, to the very top of the Cub Scout parade of achievements. (Call Webelos Scouts and their Webelos den leader forward. Present activity badges with flowery circus language. Examples: These are our skilled Athletes, who have shown their dexterity and strength in physical fitness feats. These are the Aquanauts, whose remarkable agility in the water is unequaled.....)

And now for the stars of our show - the young men who have completed the requirements for the Arrow of Light, the highest award in Cub Scouting. To qualify for this award, they have shown superior knowledge of Cub Scouting, citizenship and emergency first aid. As these stars step into our center ring, let's give them a roaring round of applause. (Read names; boys and parents come forward and awards are presented.)

Now, on with the big show!

If you have new Cub Scouts getting their Bobcat badge, call the parents up with them. Instruct them in the meaning of the Promise, reminding them of their duty to God and Country and helping other people. Then ask them: "Do you promise to grow strong in mind and body so you can live up to the promise?" Each Cub should answer,

"I promise." Shake his hand in a token of the promise. Then turn to the parents of each Cub and ask them, "Do you promise to help your Cub grow strong in mind and body so he can live up to his promise?" Parents reply with, "I promise."....."Do you further promise to help your Cub advance along the way of Cubbing so he can live up to the Law of the Pack?" Parents reply, "I promise." "Cub Scouts, let us all stand and recite the promise we make with our new Cub Scout brothers."

NATURE CEREMONY

Bugs and Things

Make nine placards with the various points printed on them. If it is a Webelos demonstration, one boy could discuss and demonstrate.

Point:	Demonstration:
Nature has Beauty	Show the beauty of the leaf; its shape, vein and symmetry.
Nature is Useful	Have several small sticks of wood. Tell how wood has, many times, saved men's lives by either providing warmth, fire, food, or shelter.
Nature has Mystery	Show the mystery of a bird's nest. Why do different birds build different nests?
Nature has Magic	Bite into an apple, deep enough to secure a seed. Hold up the seed and explain the magic that this small see can grow into.
Nature is a Teacher	Prepare a model of a kite. Explain Ben Franklin's experience when he discovered electricity with his kite and key.
Nature has History	Secure a stone with a fossil in it and talk about how this happens.
Nature is Fun	Show a fishing pole. Tell a "Whopper" of a fish story.
Nature is Life Itself	Very simply and without much flourish, drink a glass of water.
Nature is the Future of Mankind	Prepare two cardboard boxes in advance; one with dirt or blow sand in it, the other with a piece of healthy sod.

CLOSING CEREMONIES

Thanksgiving

Before we give thanks in our closing tonight on Thanksgiving Day, may I take the time to thank a man who has given almost ___ years to Scouting and _____ years to this pack as Cubmaster. _____, as Louis Gensburg once wrote:

Love that is hoarded moulds at last
 Until we know some day,
 The only thing we ever have
 Is what we give away.

We thank you for all your years in serving Scouting and for many years to come.

T - is for TURKEY, stuffing, and cranberries on Thanksgiving Day.
 H - is for HARVEST so bountiful that is placed before us each day.
 A - is for AMPLE, good tidings we bear.
 N - is for giving to the NEEDY in time of despair.
 K - is for a KINDLING of love that grows in our hearts.
 S - is for SHARING a special message, we hope to impart.
 G - is for the gift of GIVING from our parents so dear.
 I - is for INSPIRATION of a holiday meaning we honor each year.
 V - is for VIEWING peace in our nation, as united we stand.
 I - is for INDIANS and Pilgrims giving thanks to our land.
 N - is for NUTURING all things we are thankful for.
 G - is for GIVING you our blessing on November 24.

Thank you and goodnight.

Astronauts

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

Many a Cub Scout 'tis true
 Has dreamed of becoming an astronaut,
 And we must always remember
 These dreams might not be for naught,
 For most of our astronauts
 Were Scouts when they were young.
 The training that Scouting gives
 Has many praises to be sung.
 Just as men in space exploration
 Tackle their jobs with courage and a firm hand,
 We should tackle our earthbound problems
 To make this a better land
 For we can preserve our environment

By increasing our knowledge each day
 And using our courage and imagination
 In the Scouting and astronaut way!



ALL: So let us ever have present
 Those famous words in our mind,
 One small step for man...
 One giant step for mankind.

Each boy lays a pair of large astronaut footprints down in front of himself and he takes a step to stand on them as the curtain closes.

Thank You

Let the Cub Scouts prepare eight large placards, each with a large letter painted on it to match the initial letter of each verse. As each verse is recited by a Cub, the proper letter is displayed so that at the end of the eight verses, the words "Thank You" are visible to all.

- T - stands for teachers, ours bear the test,
 As Pack _____, we promise, "We'll do our best".
- H - is for helpful, which we try to be
 As each helps the other in the highest degree.
- A - for advantages we all enjoy,
 We try to be grateful and wisely employ.
- N - is for nation whose future depends
 On all of us, Pack _____ who want to be friends.
- K - is for knowledge we're going to need.
 We'll work hard to gain it and hope we succeed.
- Y - is for youth all over the land.
 God bless and keep us and steady our hand.
- O - for opportunity around everyone.
 We'll grasp and hold tightly until we have won.
- U - stands for usefulness, we like to serve.
 We do what we can all praise to deserve.

All together:

As together we stand, a "Thank You" we give.
 We mean it sincerely, we'll never outlive
 The lessons we're learning, the character you mold.
 We, Pack _____ say, "Thank You" as our futures unfold.

Everyone in the Act

A den of 8 Cub Scouts line up across stage, dressed in any circus costume desired. (All could be different or all the same such as clowns, etc. EXCEPT the narrator who is dressed as ringmaster.)

Narrator: Ladies and gentlemen, just as in our Cub Scout Circus tonight all the dens got into the act, so in Cub Scouting all the families get into the act. So, with that in mind, for the conclusion of our Cub Scout Circus tonight the fantastic Den _____ would like to leave this important message with you through their own unique performance.

Cub 1: You've seen our circus tonight in fun did not lack.

Cub 2: Because in teamwork we were not slack.

Cub 3: To get a family involved, Cub Scouting has a knack

Cub 4: And each of you as a part of our pack

Cub 5: Can help our program be sharp as a tack

Cub 6: By doing your share and not be caught slack.

Cub 7: So next month, one and all, we'll look for you to come back.

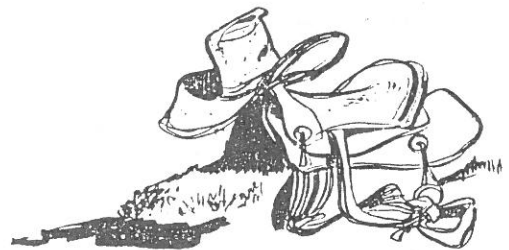
As soon as the last boy says "back", all together the boys turn with their backs to audience and expose signs hung on back which spell out the following message with one word on each boy's back. SEE YOU NEXT MONTH, SAME TIME, SAME PLACE or WE NEED YOU IN THE ACT, ATTEND (PACK MEETING), or any desired message you wish to leave with the audience. Be part of act to guide your son.

SONGS

A Magician's Problem

(Tune: Darling Clementine)

Pull a rabbit from a top hat,
 Make a person float 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 darned thing off.





GAllen '87

WEBELOS

WEBELOS BADGE AND ARROW OF LIGHT

Effective June 1, 1988, the Webelos program takes its first step in the expanded Cub program. Fourth graders will be the first group of boys in the new two-year Webelos program. With the time expansion, five new activity badges will be available and the requirements for the Webelos badge and the Arrow of Light have changed.

During 1988 and 1989, the Webelos program will have both fourth and fifth graders. The fourth graders will be using the new requirements for the Webelos badge and the Arrow of Light. The fifth graders will be using the current requirements for both ranks only if they start on the requirements prior to June 1, 1988. If they start on the Webelos badge or Arrow of Light after June 1, 1988, they must use the new requirements.

Activity Badge Groups

There are five new activity badges the Webelos can earn. There are also new requirements for five of the old activity badges -- Aquanaut, Athlete, Craftsman, Outdoorsman, and Sportsman -- and new requirements for the Webelos badge and the Arrow of Light.

The twenty activity badges are in 5 groups. Each group includes four activity badges that use the same kind of skills. To earn the Arrow of Light, you will need to learn different skills to earn one or more activity badges from each of the different groups. The groups and their activity badges are:

Physical Skills: Aquanaut, Athlete, Fitness*, and Sportsman

Mental Skills: Artist, Scholar, Showman, and Traveler

Community: Citizen**, Communicator, Family Member, and Readyman**

Technology: Craftsman, Engineer, Handyman, and Scientist

Outdoor: Forester, Geologist, Naturalist, and Outdoorsman

* You must earn Fitness for the Webelos badge.

** You must earn Citizen and Readyman for the Arrow of Light.

Current Requirements for the Webelos Badge

1. Earn three activity badges.
2. Active member of the den for 3 months (attendance, dues, den projects)



Approved by:

3. Show that you know and understand the requirements to be a Boy Scout

Approved by: _____

Understand and intend to live by:
The Scout Oath or Promise

The Scout Law

The Scout slogan

Know the following and when to use them:
Scout salute

Scout sign

Scout handclasp

Understand the significance of the Scout badge.
Know its parts and tell what each stands for.

Understand and agree to follow the Outdoor Code.

4. Point out and explain the various parts of the Webelos Scout uniform. Tell how a Boy Scout uniform is different. Tell when and when not to wear the Scout uniform.

5. Plan and lead a flag ceremony in your den.

6. Earn the religious emblem of your faith, if you have not already, or do two of the following:

Attend the church, synagogue, or mosque of your choice, talk with your religious leader about beliefs, and share with your family and Webelos leader what you learned.

Tell how your religious beliefs fit in with the Scout Oath and Scout Law and discuss with your family and Webelos leader what character-building traits your beliefs and the Scout Oath and Scout Law have in common.

With your religious leader, list and do two things that you think will help you draw nearer to God.

- (1) _____
- (2) _____

Pray to God daily as taught by your family, church, synagogue, or other religious brotherhood. Do this for at least one month.

Under the direction of your religious leader, do an act of service for someone else. Talk about that experience with your family and Webelos leader. (Telling them how it made you feel.)

Approved by;

List at least two ways in which you believe you have been a good example and lived in accordance with your religious beliefs.

- (1) _____
- (2) _____

Revised Requirements for the Webelos Badge

1. Have an adult member of your family read and sign the Webelos Parent Guide in your book. _____
2. Be an active member of your Webelos den for 3 months (attendance, dues, den projects). _____
3. Know and explain the meaning of the Webelos badge. _____
4. Point out and explain the parts of the Webelos Scout uniform. Tell when and when not to wear it. _____
5. Earn Fitness and two other activity badges -- one from each of two different activity badge groups. _____
6. Plan and lead a flag ceremony in your den. _____
7. Show that you know and understand the requirements to be a Boy Scout. _____

Understand and intend to live by the:

- Scout Oath or Promise
- Scout Law
- Scout motto
- Scout slogan

Know the following and when to use them:

- Scout salute
- Scout sign
- Scout handclasp

Understand and agree to follow the Outdoor Code.

8. Earn the religious emblem of your faith, if you have not earned it already. _____

OR

Do two of the requirements on page 269 of your Webelos Scout Book (requirement 6). _____

2. Show your knowledge of the requirements to become a Boy Scout by doing all of these:

Approved by:

Repeat from memory the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life.

Give and explain the Scout motto, slogan, sign, salute, and handclasp.

Understand the significance of the Scout badge. Know its parts and tell what each stands for.

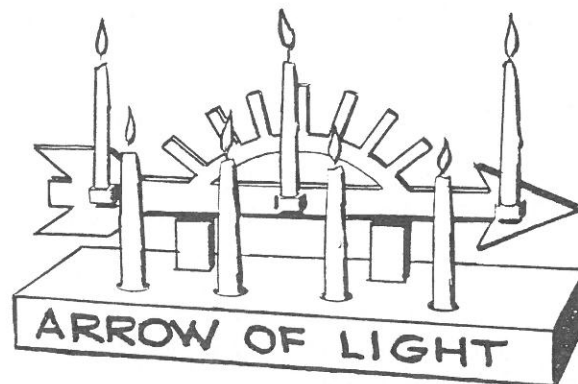
Tell how a Boy Scout uniform is different from a Webelos Scout uniform.

3. Earn five more activity badges for a total of eight. (You already earned three for the Webelos badge.) The total must include: Citizen, Fitness, Readyman, and at least one from the outdoor group, one from the mental skills group, and one from the technology group.

4. With your Webelos den, visit at least one Boy Scout troop meeting and one Boy Scout-oriented outdoor activity.

5. Participate in a Webelos overnight campout or day hike.

6. After you have completed all of the above five requirements, and after a talk with your Webelos leader, arrange to visit, with your parent or guardian, a meeting of a Boy Scout troop you think you might like to join. Talk to the Scoutmaster. Then get an "Application to Become a Scout," fill it out, and have your parent or guardian sign it. Show it to your Webelos leader and talk about your interest in becoming a Boy Scout.



WEBELOS AQUANAUT



Aquanaut Activity Badge Requirement Updates

New and exciting changes are in store for the Webelos. Starting June 1, 1988, the Webelos program becomes a two year program for boys. Five new activity badges will be introduced as early as September, 1987. The new badges are: Communicator, Family Member, Fitness, Handyman, and Readyman. Along with the new activity badges, there are new requirements for Aquanaut, Athlete, Craftsman, Outdoorsman, Sportsman, the Webelos badge, and the Arrow of Light.

Included in the new Webelos Scout Book (printed in the spring of 1987) are the revised requirements for the Webelos badge and the Arrow of Light, along with the current requirements which you will be using until June 1, 1988. A boy who starts work on the Webelos badge or Arrow of Light before June 1, 1988, may earn the badge under the current requirements, even if he doesn't finish all his work before June 1. Only boys who start work on either of these badges after June 1, 1988, will use the new requirements. Be sure your Webelos Scouts understand which set of requirements to use.

Listed in this section are the current requirements and the new revised requirements.

Current Requirements

Swim 100 feet, half of this with the elementary backstroke.

Approved By: _____

And Do Three of the Following:

Do a surface dive and swim underwater for at least two strokes before coming up.

Swim on the surface for 50 feet properly using a mask, fins, and snorkel.

Know the rules of small boat safety. Show that you know how to handle a rowboat.

Explain three of the four basic rescue methods.

Revised Requirements

Jump into water over your head. Level off and swim 100 feet, half of this using the elementary backstroke.

Approved By: _____

Right after swim, stay in the water and float on your back in a resting position with as little motion as possible for one minute.

Safe Swim Defense Plan

Eight guideposts for safety in swimming:

1. Good Physical condition.
2. Qualified supervision.
3. Safe swim area.
4. Lifeguards on duty.
5. Lookout.
6. Grouping swimmers by ability.
7. Buddy plan, pairing two boys in the water.
8. Good discipline.



CRAFTS

Make 3 or 4 buoys out of cardboard. Paint with white and red paint. You will need a rope for each buoy, 25' long.

Teach your Webelos to tie different knots that could be used in rescue.

Make a poster of the DOs and DON'Ts of swimming, water rescue and boating.

Make a chart of swimming and boating accidents in the last five years.

Make a swimming tie slide: Swimmer, boat, or buoy.

GAMES

Out of water: Divide your Webelos into groups of two or three. Draw a line (one side is land and the other is deep water). Draw a circle 5' in diameter and 15' from your land/water line (on the water side). Use your cardboard buoys and rope. Have your Webelos tie the knot they need to learn to the buoy, then throw the buoy to the Webelos in the "water". The buoy must land in the 5' circle for the Webelos in the "water" to reach the buoy. Have each boy rotate and the team that finishes first wins. Treat all Webelos to ice cream.

In the water: Have your Webelos float on water. The one who floats the longest wins. Set a 5 minute time limit if you want. Always explain the rules BEFORE you start any game.

Play the out of water rescue game in water. Play in water 4' deep or under for safety's sake. Let your Webelos experience water rescue by each of the rescue methods listed in your Webelos Book.

Play water volleyball. Play in 3' deep water and use a rope or net.

Play water basketball using a hoop.

Play water tug of war.

Snorkeling: Go to a lake or pond and divide into teams. Let your Webelos make a list of things they saw in the water or on the bottom of the pond. The one who makes the longest list wins. Have a special treat for your Webelos when you are done. Remember - take a lifeguard.

TRIPS

- Go to your swimming pools: High schools, YMCA, clubs or city. Some may offer group instructional classes.
- Go to your local American Cross or YMCA and let your Webelos talk to a swimming instructor or lifeguard about swimming safety.
- Go to a swimming and diving meet in your local area. These range from local team competition, AAU, and Jr. Olympics.
- Go boating or sailing on a lake. This should be a family affair.
- Go to a boating race.
- Have a picnic at a lake. Remember not to swim for 1 hour after eating.
- Visit a boat yard or boating club.
- Visit a boating store in your area. Learn about boats and safety equipment.
- Go to a river in your area for a picnic. Explain the safety rules for swimming in rivers, lakes or ponds.

PACK MEETING

- Have your Webelos do a skit on the Safe Swim Plan or Safe Boating Rules.
- Have your boys show the different swimming strokes.
- Play a rescue game by dens. Webelos are the judges. 5 minute time limit.
- Have your Webelos show and explain rescue breathing.
- Have your Webelos tell about snorkling and show the equipment they used.

Overnight Family Camping and Swimming

Take your Webelos den on a family overnight camping trip at a lake, pond, or in one of your backyards. Use your swimming pool if you have one. This could be one of the best adventures you and your boys can have together. Boys love the out of doors and all the adventure that it offers. Don't miss these special opportunities that Scouting offers your families!



WEBELOS ARTIST

Artist Activity Badge

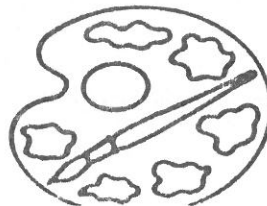
As a den leader, you may be inclined to skip this activity badge because you may believe that you need to have an art background to present it to your boys. NOT TRUE! This is a badge that can be worked on with help from an experienced dad, an artist or an art instructor. Beginner books on basic art will also be helpful to you. Art is in the eye of the beholder and when some of the Webelos get done with their artist project, you will have to keep this in mind. Art covers much ground and there is no set definition of what art is.

Some Den Activities

1. Let the Webelos study a color wheel and practice combining paints, making shades and tints with tempera or watercolor. Ask them to make a profile of a family member and an original picture at home.
2. Attend an art exhibit or visit an art school. Visit an industrial design office or advertising agency. Hallmark Cards is a good resource. They also sponsor an Explorer Post.
3. Design is basic to all art. Have Webelos make two designs each of straight line, curved line, and a composite of both types of lines.
4. Have the boys make drawings during a nature hike or during one of your overnight trips (birds, animals, trees, insects, plants, campsite).
5. Hold an "Art Can Be Fun" night for the Webelos families.
6. Have some modeling clay and material on hand for making simple sculptures that can be finished at home.
7. Purchase an inexpensive set of oils, poster paint, water colors to work with the boys on mixing and blending colors. You may be surprised how much you both will enjoy creating with paints. Inexpensive canvas can be found for letting the boys paint their own pictures.

Webelos Scouts will learn to be more observant in this activity badge area as they learn to distinguish between colors, tints, and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They will develop creativity as they practice design and work on sculpturing, mobiles and constructions.

ASK YOUR WEBELOS SCOUTS HOW MANY OF THEM HAVE LOOKED INTO A MUD PUDDLE AND SEEN MORE THAN JUST MUD.



Sand Painting

Draw a design on a piece of cardboard. Since the American Indians are the foremost exponents of sand painting, an Indian scene or motif could be used, but don't limit the boys. Mark the colors that go in the areas. For sand, beach sand that has to be "washed" with fresh water and a little bleach can be used or any fine sand. Use vegetable dye or food coloring to color the sand. Mix the dye with the sand a little at a time until the sand is the color you want. Cover the area to be painted with "white glue" and then pour the sand by hand over the area. Shake off excess sand and repeat until the entire painting is completed, area by area.

Sand can be combined with other mediums such as paint, crayon, plaster, or other material. This gives the painting interest by using different textures and can provide a three dimensional effect if there is a "flat colored" background and the main subject is sand painted on.

Pictographic Stories

The American Indian had no written language and one early form of recording a message or an event was by means of pictographs. The Plains Indian tribes recorded certain events by painting symbols on animal hides. A good reference book for this technique is INDIAN SIGN LANGUAGE by William Tomkins.



Reading from center outward; Two brothers, Cheyenne Indian buffalo hunters, walked four days, roped two fast horses, then traveled over mountains and through a forest, crossed a river and camped for the night near some hills. They heard buffalo that day, killed some, then traveled back to their camp and hung the meat to dry on the racks.

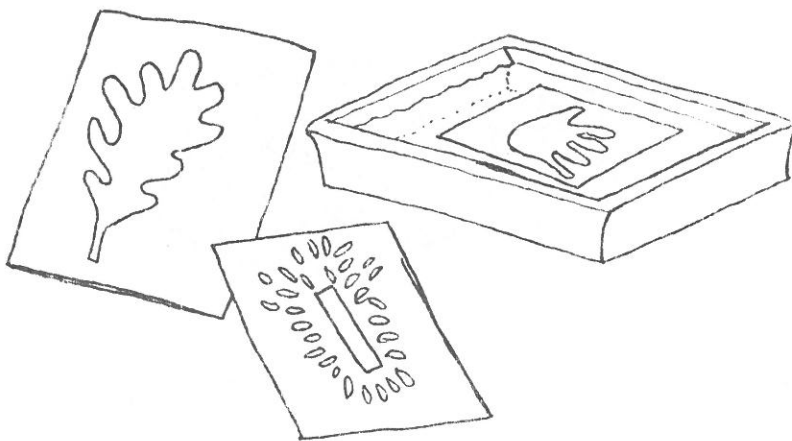
Blueprinting

Blueprint paper has been treated with chemicals so that it is sensitive or reacts when exposed to sunlight. It can be purchased at photographic shops or science supply houses. You can make your own.

Here's the recipe:

Prepare two solutions in an almost dark room. First, mix ten grams of potassium ferricyanide (from a drugstore) with fifty milliliters of water. Then mix nineteen grams of ferric ammonium citrate (from a drugstore) with fifty milliliters of water. Pour equal parts of these solutions into a pan. Let a sheet of paper float in the solution for several seconds. Hang the paper in a dark room to dry. It is now sensitized for blueprinting.

Place an object on the paper and expose it to sunlight for a few moments, depending upon the directness of the sun's rays. In summer it works in about thirty seconds. Exposure to winter sunlight may take five minutes. As soon as the blue around the object on the paper fades, the reaction is sufficient. Quickly immerse the paper in a pan of water. This "sets" the picture. Place the blueprint between sheets of paper towels until it is dry.



Embedding in Plastic

Encasing delicate plants and animals in a bed of plastic preserves them for continued viewing and study. Embedding plastic may be obtained in a hobby/model shop or a science supply house. Directions for embedding are provided. It may be necessary to buy a hardening agent, thinning compound, and mold release, depending upon the complexity of the operation.

Select specimens that can be air dried before embedding, such as insects, flowers, grasses, shell, and starfish. Wet embeddings require techniques using formalin and alcohol of different strengths-- a process you can learn later.

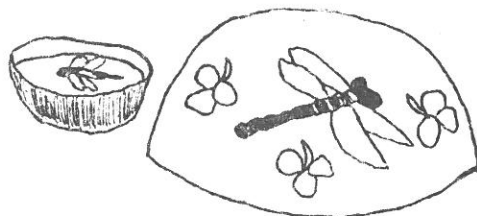
Select a mold with sloped sides, such as a sauce dish or custard cup.

Coat it with mold release. This is like greasing a pan so the cake pops out when turned over. Some plastic requires the addition of a catalyst to harden the plastic. Keep the lid on all containers except when pouring out the quantity needed.

Insects and other lightweight specimens have a tendency to float to the top of the liquid plastic. This requires layering---pouring a small amount, placing the insect on top, and carefully holding it under the plastic for a few minutes with a dissecting pin or needle. It may be necessary to push the plastic around its legs and wings to prevent bubbles from clinging to the body. As soon as the plastic sets up like gel, another layer can be poured in.

Flowers and butterflies have a tendency to lose color. They can be laminated between plastic first or sprayed with several coats of clear plastic spray, which can be obtained in a paint or hardware store.

Work with a small mold and specimen until you learn the technique. Soon you will be able to embed a whole scene of life in a glass pie dish. The curing time depends upon the brand and depth of the cast. It may be completely hard in several days or can be dried in an oven at 45degrees Celsius for five hours. The casting is finished off or polished with wet sandpaper.



Cement Design

This design is a paper weight but any size can be made and used.

Have the Webelos nail together a small box 3" square with a bottom. Pre-cut pieces of plywood or lathing can be used, or the boys can do the cutting which will help on the craftsman badge.

Mix a small amount of mortar so that it is about as thick as soft putty. After oiling the inside of the box, pour the mortar into the box, tapping the box to get rid of the air pockets and smoothing out the top. With a stick, draw a design into the wet mortar with a large nail. Set the box aside and let it dry. When dry, remove from the box.

The Webelos could also use different colored mortar, painting the block to get the design or fill the scratched in design with a different material. Glue could be put into the grooves and then the grooves filled with rug yarn, sand, colored stones, or they could melt a

couple of crayons and pour into the grooves, or a combination of the above could be used.

Clay Sculpture

Modeling clay, natural clay and self-hardening clay can all be used to create sculptures. Modeling clay will stay moist, natural clay will dry out but can be re-moistened, and self-hardening clay will harden permanently.

Before giving them the clay, have your boys select and study a subject that they will enjoy reproducing.

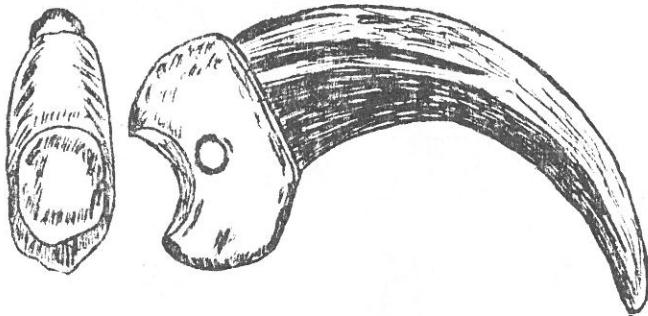
Making Wood Bear Claws

Bear claw necklaces are very highly prized by all Indians lucky enough to acquire one. By following these instructions you can make bear claws of wood that will almost deceive an expert.

This is how they actually look. Use side view for templates.

Grizzly Bear Claw

Painted red.



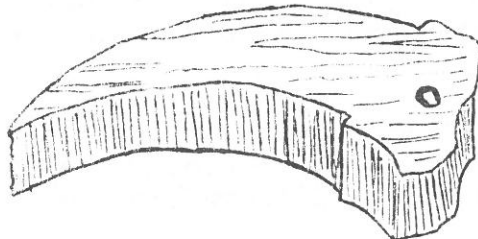
End

These are very accurate drawings from a bear claw that was on an Indian necklace. Take your measurements from them.

Indians trim away the hair from the base of the claw, leaving the bone in the claw. The bone is painted and the claw is scraped and polished.

This is how to whittle them.

Sawed blank ready to whittle.



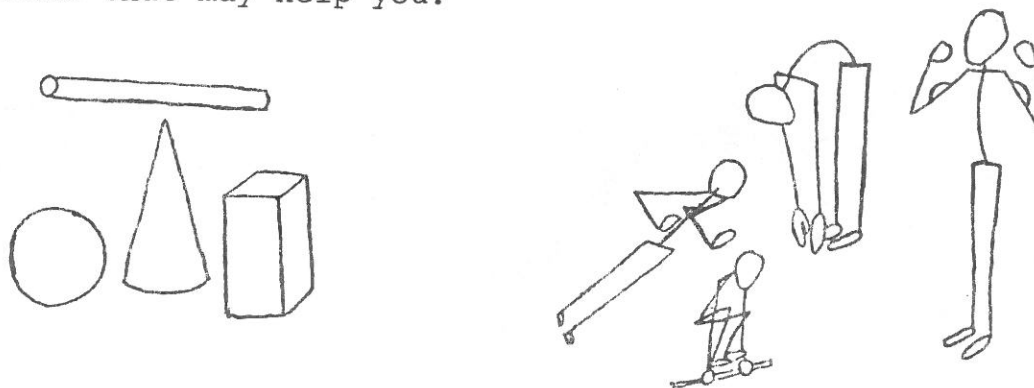
Do not use hard wood as it makes the necklace too heavy.

1. Cut a paper template the size and shape of the claw.
2. Then lay out about 10 or 12 on a 5/8 inch board. Basswood is best but any soft wood will do.
3. Saw out the blanks and drill holes.
4. Whittle to shape with pocketknife, then work smooth with a file and sandpaper.
5. Finish the claw proper with fine sandpaper. The base should look like bone and should not be finished too smoothly.

This is the way to give them a naturalistic finish: First paint the base with red paint, either thin oil paint or acrylic and allow to dry. Then blacken the claw part over a candle flame. Dip it in the hot paraffin from time to time and rub the paraffin well into the wood with your fingers, until the claw is quite dark. Be careful not to blacken the painted part. When it gets to be a dark brown or black overall, let it cool and with fine sandpaper rub down the upper part of the claw to lighten the color. (Black bear claws are shaded on the bottom curve not the top.) Then rub in some more hot paraffin, let cool and polish with a cloth until they shine.

Shortcuts

Art is a personal matter, just between you and your pencil, pen, or brush. Nobody can tell you exactly how they should best be used to do your drawing or painting, but experienced artists have found a few shortcuts that may help you.



Geometrical Figures - Almost any sketch can be reduced to geometrical figures like these. So try starting a sketch with balls, cones, cubes, and cylinders, then fill them out the way you want.

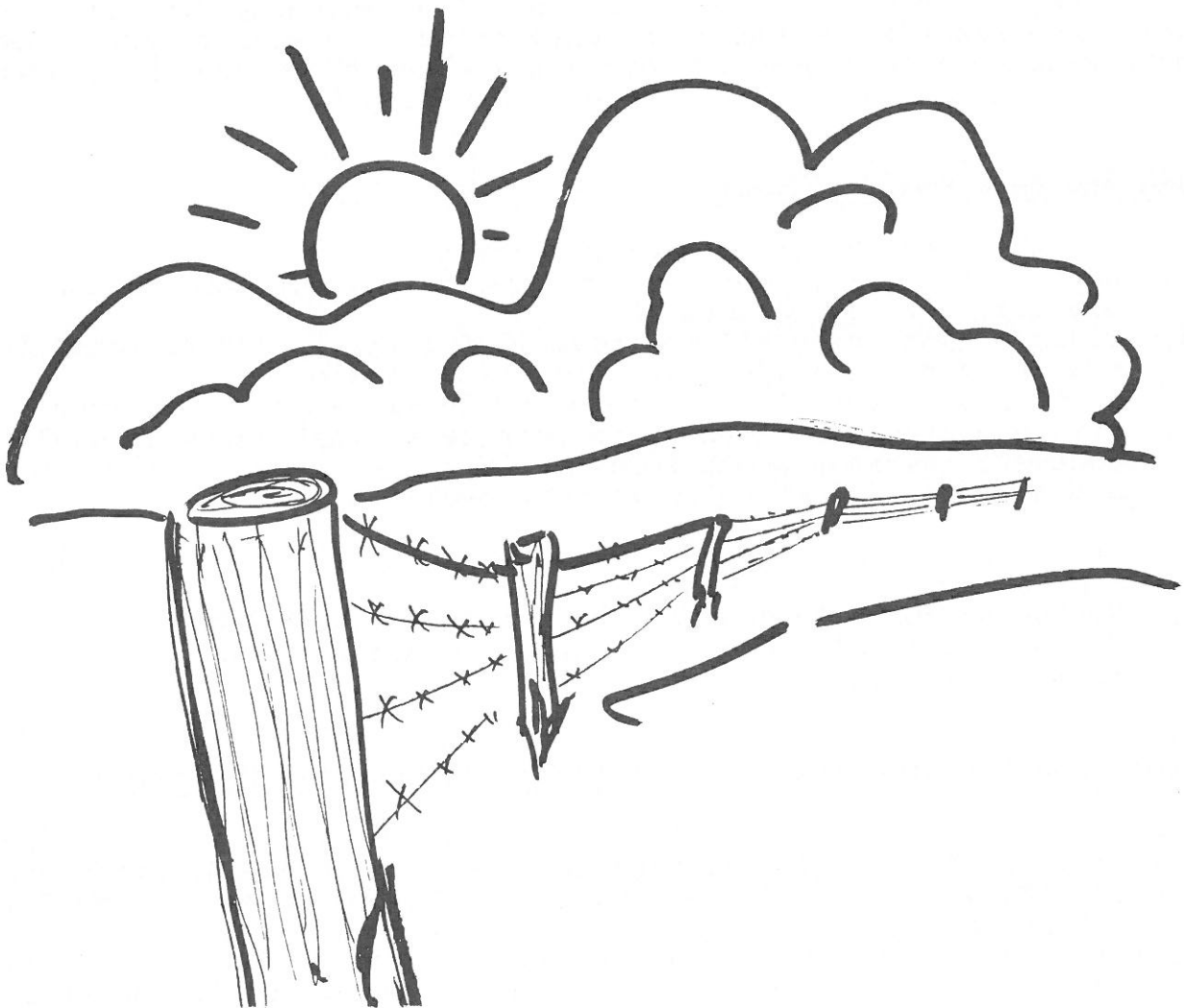
Stick Figures - People or animals in action are hard to draw. Try making stick figures first until the movement seems right, then fill them out to give them body.

Cardboard Frame - Hold this frame in your hand it will help you compose the picture you want. Move it around the landscape until it frames a pleasing view; keep the view "framed" in your mind as you work on it.

Perspective - To give your work depth, make the objects in the foreground bigger than those in the background. A road recedes to a point on the horizon and buildings appear smaller at a distance. Of course,

you may sometimes distort perspective on purpose to get a special effect.

Tracing Paper - This material is useful in transferring a sketch onto the surface you intend to paint on. Ordinary carbon paper can be used if you are careful not to smear it or you can cover the back of the sketch paper with charcoal dust and make the transfer in this way.



WEBELOS ATHLETE

Athlete Activity Badge

The Athlete Activity badge is a good badge to work on first. Most boys are able to do the skills required of them in the Webelos book, but they should all be encouraged to increase those skills over a period of time. At your first meeting it might be a good idea to demonstrate the exercises from their book and any others that might be suitable for boys this age. From then on you might want to start each meeting with a 10-15 minute workout session. Record each boy's results. They should be encouraged to work out between meetings too. At the end of the year, compare each boy's results with his beginning results. There should be a significant improvement. (Use this activity to help them earn the physical fitness skill award. Get dads involved so they can "letter" in the sport.) Boys of this age have very different abilities and should be encouraged to improve their own records and not to compare themselves with others. Some boys will need more help in some areas than others and the leader should be aware and willing to help when needed.

Den and Pack Meeting Ideas

1. Visit a local health spa or gymnasium.
2. Have a physical fitness expert come talk about appropriate exercises for young boys.
3. Visit a local baseball or football facility. Try to schedule your trip to coincide with a practice session.
4. Go to a high school, college or professional sporting event.
5. Invite another Webelos den to compete against yours in dual contests (Webelos Scout Book).
6. Demonstrate dual contests to your pack.
7. Lead your pack in exercises.
8. Record exercise progress for each boy on a chart for the whole year.
9. Set up an obstacle course and time it for each boy.
10. Go to your local indoor pool once a month for practice in swimming skills.

Exercises for Development of Strength and Muscular Endurance

Shoulder - Jump Throughs - Lie in the prone position with the chest touching the floor and feet together. The hands are directly under the shoulders with the fingers forward. On the count of "one," the child thrusts the legs forward through the arms, changing the position of the body from prone to supine. On the count of "two," the child repeats the movement in reverse, returning to the starting position. For maximum benefit the child should keep the body straight throughout the exercise. For those children having difficulty, this exercise can be performed slowly as a "Walk Through".

Arm - Turtle Walkers - In the prone position the child supports the body with the arms extended and feet spread beyond shoulder width.

This is a single command exercise. On the command, the child moves forward, backward, and/or sideways for a specified period of time. Since the body is spread over a large base of support, the movements of both the hand and feet should be small. The wider the hands and feet are spread apart, the greater stress on the muscles. The children should be encouraged to spread the arms and legs further apart each time the exercise is performed. The knee and elbows should remain flexed throughout the movements.

Back - Back Kicks - The child is on the hands and knees in a crawling position. The feet are eight to ten inches apart. This is a four count exercise. On 1, the head and left leg are raised as far as possible. On 2, the head and left leg are returned to the starting position. On 3, the head and right leg are raised as far as possible. On 4, the head and right leg are returned to the starting position. This is an excellent exercise for the muscles of the lower back and neck. It is recommended that there be a short pause at the "up phase" of the exercise.

Abdomen - Crunchers - The child lies in the supine position with legs together and hands clasped behind the head, the legs bent at the knees, forming a 90 degree angle. This is a two count exercise. On 1, the child brings the knees and the elbows together, directly over the midsection. On 2, the child returns to the starting position. To make the exercise more difficult the child can be required to hold the crunch position for a count of five. In order to maintain balance it may be necessary to extend the arms forward.

Hip - Kickers - The child stands erect with feet together and hands placed on the hips. This is a four count exercise. On 1, the child swings the right leg forward in a kicking motion and returns it to the floor. On 2, the right leg is swung backward, then returned to the floor. On 3, the left leg is swung forward and returned to the floor. On 4, the left leg is swung backward and returned to the starting position. The child may be required to hold the leg in the up position for a specified length of time to aid in the development of balance. The arms may be fully extended from the sides to assist the child in holding the balanced position.

Thigh - Stride Jumps - The child stands erect with the feet shoulder width apart. The right leg is forward and the left leg is back in a stride position. The left arm is extended straight in front of the body while the right arm is extended backward. This is a two count exercise. On 1, the child jumps, moving the left foot forward and the right foot backward. At the same time, the arms reverse positions. On 2, the child returns to the starting position. This exercise can be performed to various cadences. The cadence should be slow in the beginning and gradually quicken as the exercise continues.

Knee - Scooters - The child sits with feet together. The knees are flexed and brought to the chest. The arms are folded in front of the chest. This is a two count exercise. On 1, the child extends the legs forward placing the heels on the floor. On 2, the child pulls the bottom forward by applying pressure with the heels.

This exercise can be performed best on a slick surface. For those children having trouble, encourage them to raise the bottom slightly off the floor when pulling with the heels.

Leg - Crazy Eights - The child stands erect with feet together and hands placed on the hips. This is a double eight count exercise. On 1, with the weight on the toes, the heels are rotated outward, forming a pigeon-toed position. This movement is repeated for counts 3, 5, and 7. On 2, the weight is placed on the heels as the toes are moved outward in a spread eagle position. This movement is repeated for counts 4, 6, and 8. After count 8, the sequence is repeated in reverse, bringing the legs back together. The arms may be extended from the sides to aid the child in maintaining balance.

Exercises for the Development of Flexibility

The basic purpose of flexibility exercises is to develop a full range of motion at the joints. With young children, dynamic exercises should be done slowly with no bobbing, jerking movements.

Neck - Head Twisters/Rotators - The child stands erect with feet shoulder width apart and hands place on hips. This is a four count exercise. On 1, the child bends forward at the neck to form a 90 degree angle, then returns to the starting position. On 2, the child bends the head laterally to the right as far as possible and returns to the starting position. On 3, the child bends the head backward as far as possible, again returning to the starting position. On 4, the child bends the head laterally to the left as far as possible and returns to the starting position. The movements should be gradual and not jerky. This exercise should be performed both clockwise and counter-clockwise to prevent dizziness.

Shoulder - Limb Looseners/Chicken Wings - The child stands erect with feet shoulder width apart; hands are placed together in front of the chest with elbows pointing outward. This is a four count exercise. On 1, the elbows are extended backward as the shoulder blades are brought together. On 2, the hands are brought forward again, crossing in front of the chest. On 3, the arms are fully extended from the sides. On 4, the child returns the arms to the starting position. This exercise is particularly suited as a warm-up preceding throwing activities. The movements should be done to a slow cadence.

Back - Knee Raisers - The child lies in the supine position. The legs are together with the arms fully extended at the sides. This is a six count exercise. On 1, the child brings the right leg up to the chest as far as possible. On 2, the leg is returned to the starting position. On 3, the left leg is brought up to the chest, again as far as possible. On 4, the leg is returned to the starting position. On 5, both legs are brought up to the chest. On 6, the legs are returned to the starting position. The extended leg should remain flat on the floor. For those children having difficulty bringing the leg to the chest, the arms can be used. If the child raises the head and tucks the chin, this exercise will also develop strength in the abdomen.

Abdomen - Side Stretchers - The child stands erect with feet shoulder width apart and arms fully extended at the sides. This is a four count exercise. On 1, the child bends laterally to the left while extending the right arm over the head. On 2, the child returns to the starting position. On 3, the child bends laterally to the right while extending the left arm over the head. On 4, the child returns to the starting position. Both feet should remain on the floor throughout the sequence. The exercise can be modified by requiring the child to hold positions one and three for a specified number of seconds.

Thigh - Inch Worms - The child lies in the prone position with the chest touching the floor and feet together. The hands are directly under the shoulders with the fingers forward. This is a sixteen count exercise. With hands stationary, the child takes eight small steps forward, toward the hands. Starting with count 9 and keeping the feet stationary, the child walks the hands forward eight counts returning to the starting position. The child should be encouraged to keep the legs straight throughout the sequence.

HOMEMADE EXERCISE EQUIPMENT

Making and demonstrating the use of some of these items is a good den meeting activity.

Newspaper Gym

Take a large double sheet of newspaper and hold it by one edge. Using only the fingers of the hand that is holding the paper and without allowing the paper to touch any other part of your body, work it up into your palm with your fingers and hand until it is a ball. For a double workout, try it with a sheet in each hand. Have the boys note how hard this makes their fingers work and how their forearms ripple while they try to get the newspaper into a ball.

Take two double sections of newspaper and fold them in halves until you have a flat section with one edge that is a foot wide. Roll that piece up to form a baton. Try to pull the baton apart as you hold it in front of your chest. Then try to pull it apart as you hold it behind your back. Then, see if you can break it by twisting it, clockwise with the right hand and counter-clockwise with the left hand. See if you can jump over the baton without letting it go. Then try jumping back through it.

Rope Gym

The rope is a gym that is extremely portable and can be used for all kinds of fitness activities. Use it at den meeting for one of the toughest sports--tug of war. Pit half of the den against the other half. Put the middle of the rope over a center line. The winning team is the one who pulls the last man of the other team over this line.

For individual exercise, tie the rope to a tree or pole and pass the end over your shoulder. Pull as hard as possible to give leg, stomach, and back muscles some tough exercise.

Play tractor-pull--a dual contest. Loop a rope around the back of the neck and under the armpits of two players who are on all fours facing in opposite directions. They then try to drag each other across a dividing line.

Jumping rope develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

For rope climbing, tie a rope that is at least 1" in diameter securely to a sturdy tree limb about 15 feet off the ground. At first, climb it any way possible using calf and thigh pressure. Later, learn to go up hand over hand from a sitting start. Besides being a skill that will help in future emergency rescue or survival situations, this builds arms, grip, shoulder, and upper torso muscles.

Knot a stout rope at the middle of a broomstick or large dowel rod and fasten the other end securely to a bucket of sand on the floor. Use both hands to rotate the handle so the rope winds up, raising the bucket.

Inner Tube Muscle Builder

Discarded inner tubes make great exercise equipment. Cut an inner tube in half and loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides and stretch the tube forward as far as you can. Do this 8 or 10 times.

If you have two bike inner tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with the tubes resting at just about your heels. Try this for six times with each leg to start.

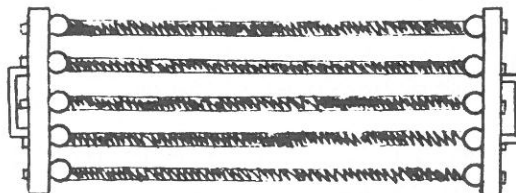
Barbell

Use a three foot dowel rod or broomstick with 3/4" pipe caps on each end. Imbed these pipe caps in 46 oz. cans filled with cement. Allow cement to dry overnight. Use for standing press or prone press.



Spring Register

This is made with five No. 7 screen door springs which are 16½" long. Connect them with eyebolts to two wooden frames about 8" long. Put large screen door handles on the outside of the frames for grips. Grip the handles and pull apart in front of the chest and behind the back for arm, shoulder, and back development exercises.

Cardboard Boxes

Lay two rows of large and shallow cardboard boxes about a pace apart on a carpeted floor or on the ground. Start out walking through them with each step in a box. Gradually increase speed until you can run through the course and not miss any boxes. This course can also be set up outside using old tires laid on the ground.

Athlete Activity Badge Requirement Updates

New and exciting changes are in store for the Webelos. Starting June 1, 1988, the Webelos program becomes a two year program for boys. Five new activity badges will be introduced as early as September, 1987. The new badges are: Communicator, Family Member, Fitness, Handyman, and Readyman. Along with the new activity badges, there are new requirements for Aquanaut, Athlete, Craftsman, Outdoorsman, Sportsman, the Webelos badge, and the Arrow of Light.

Included in the new Webelos Scout Book (printed in the spring of 1987) are the revised requirements for the Webelos badge and the Arrow of Light, along with the current requirements which you will be using until June 1, 1988. A boy who starts work on the Webelos badge or Arrow of Light before June 1, 1988, may earn the badge under the current requirements, even if he doesn't finish all his work before June 1. Only boys who start work on either of these badges after June 1, 1988, will use the new requirements. Be sure your Webelos Scouts understand which set of requirements to use.

Listed in this section are the current requirements and the new revised requirements.

Current Requirements

DO FOUR:

Lie on your back. Hook your feet under something heavy to hold them down. Do 30 sit-ups.

Do two pullups on a bar or eight pushups from the ground or floor.

Do a standing long jump of at least five feet.

Do a 50-yard dash in 8.6 seconds or less.

Jump into water over your head. Level off and swim 50 feet. Turn over on your back and rest in a floating position for 15 seconds. Then swim back to the starting point. Have a grown-up who swims well watching.

Do a 600-yard run (walk) in 2 minutes 45 seconds or less.

Approved By:

Revised Requirements

DO THESE:

Explain what it means to be physically healthy.

While a Webelos Scout, earn the Cub Scout sports pin for Physical Fitness.

AND DO FIVE OF THESE:

Lie on your back. Hook your feet onto something heavy or have another person hold your feet to the floor. Do 30 bent-knee sit-ups.

Do two pullups on a bar.

Do eight pushups from the ground or floor.

Do a standing long jump of at least 5 feet.

Do a vertical jump and reach of at least 9 inches.

Do a 50-yard dash in 8.2 seconds or less.

Do a 600-yard run (walk) in 2 minutes 45 seconds or less.

Approved By:



WEBELOS CITIZEN

Citizen Activity Badge

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 one of the requirements for the Arrow of Light award.

The Webelos leader must plan carefully so the boys get a feeling for the real meaning of citizenship without spending a lot of time in study. Working on this badge can be exciting, fun, and informative, or it can be just more reports to write.

Good citizenship is emphasized throughout Scouting. Being a good citizen means helping other people, knowing the history of our country, appreciating the contributions and sacrifices of others who have made our country better, knowing our public officials, understanding how our government works, obeying the laws, and doing things that will benefit the community.

Just how much importance does the Scout program attach to citizenship?

One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship".

One of the three aims of Scouting is "Citizenship - used broadly, this means the boys' relationship to others."

The one required activity badge for the Arrow of Light Award is the citizen badge.

To become a Tenderfoot Scout, the boy must earn the Citizenship Skill Award, which now has many of the same requirements as the citizen activity badge.

To become an Eagle Scout, the boy must earn a total of 21 merit badges. Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World are three of the 11 required merit badges.

For a boy on the road to Eagle Scout, the citizen activity badge is the most important step in his Webelos year. For a boy on the road to adulthood, citizenship is his most important skill.

Citizenship Pledge

"As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting teams."

The following is a partial list of some of the qualities of a citizen and some of his rights and duties:

Your Rights as a Citizen

The right to equal protection under the law and equal justice in court.

The right to be free from arbitrary arrest or search.

The right to equal education and economic opportunity.

The right to own property.

The right to free speech, press, and assembly.

The right of religious freedom.

The right to have a lawyer and a speedy court trial if accused of a crime.

Your Duties as a Citizen

Obey the laws.

Respect the rights of others.

Keep informed on issues of national and local government.

To vote in elections.

To serve and defend your country.

To assist the agencies of law enforcement.

To practice and teach good citizenship in your home.

Some Qualities of a Good Citizen

Obeys the laws wherever he is.

Respects the rights of others.

Is fair and honest.

Tries to make community a better place to live.

Learns as much as possible about leaders of nation, state, and community.

Practices rules of health and safety.

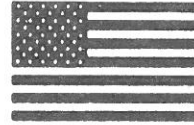
Is honest and dependable.



Is patriotic and loyal.

Practices thrift.

Respects authority.



Other areas of study that can tie in with this activity badge will be flag etiquette, history of our country, history of our flag, and scholar activity badge. You also can discuss ideas such as "all men are created equal," or freedom of speech - can we really say anything we want?

Mr. Webelos Leader, you are helping guide boys during a very important time in their Scouting career. Instead of bemoaning and complaining about the immaturity of youth, you are helping boys to become more mature. You like to see boys involved in situations that will help in their training. The following are some ideas that will help you in guiding the boys on their way to being good citizens:

Decide on a good turn for the school, church or community. Discuss why it is good to help the community. Carry out the plan.

Make logbooks for the boys working on their badge.

Plan a special good turn for the pack meeting such as ushering, setting up all the chairs or cleaning up afterwards.

Discuss how the den can carry out a campaign against litter and most important...why..then carry it out. This can be making posters for display, making litter bags, cleaning up a picnic area, collecting items for recycling.

Discuss the various organizations in the community that help people. How are they financed? Do they need volunteers? How can the boys help?

Visit a polling place.

Visit a naturalization ceremony.

Remind people to fly the flag. Discuss why we should fly and respect the flag.

Visit a court. Ask the judge to speak on being a good citizen. Learn about court procedure.

Discuss the rights and duties of a citizen.

Talk about why we have laws and what laws the boys obey almost every day.

Take the boys on a tour of the council service center and arrange for them to talk to some of the executives.

Visit the police department and/or the local jail.

Learn more about your community. Your local historical society can help with this.

The Webelos demonstration is an active part of the Webelos den program and can be used on everyone of the activity badges. What follows are some ideas that can be used as demos at the monthly pack meeting.

Make a chart that shows the responsibilities of a citizen and discuss this with the parents and younger Cub Scouts.

Make and hand out small posters showing how to raise and lower the flag and give a demonstration on folding the flag.

Make and hand out voting posters and tell everyone why it is important to vote.

When doing a community service project, take slides or photographs and give a presentation and lecture about community service.

Make and hand out litter bags. Tell why litter hurts all of us.

In closing, I would remind you that citizenship is the duty of all, from the youngest child to the oldest adult, each in his own capacity. Poor citizenship by anyone hurts all of us. The better citizens we can make of our boys today, the better citizens they will be tomorrow. Hopefully, that will reduce crime and delinquency. Mr. Webelos Leader, I wish you good luck in working with your boys and good citizenship. I leave you with a leader's minute:

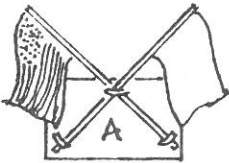
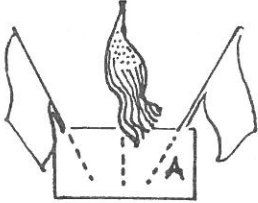
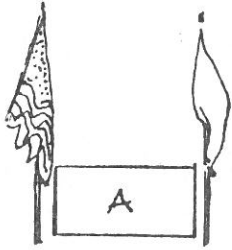
"A smile costs nothing--but creates much. It happens in a flash--but the memory sometimes lasts forever. It cannot be bought, begged, borrowed, or stolen, but is something that is of no earthly good to anyone unless it is given away. So if in your hurry and rush---you meet someone who is too weary to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

Flag Courtesy

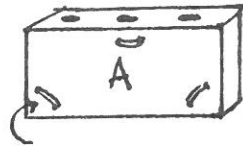
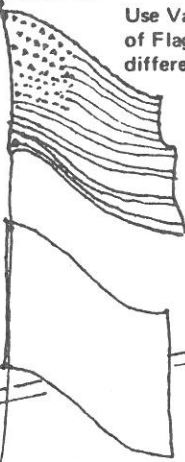
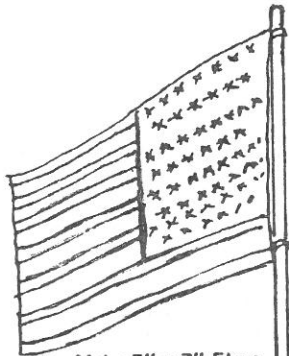
Build and use this flag demonstration board as a simple aid to teaching and testing flag courtesy. Place demonstration board on a table in front of the Webelos den or at a pack meeting. The Cub Scout or den demonstrating how to properly display the flag shifts and inserts the dowel staffs of miniature flags into the correct holes drilled into the board. A Webelos Cub Scout does this to prove he knows the requirement. His den can use it as a Webelos den skit to show the entire pack what they are learning.

The flag references in the Boy Scout Handbook, No. 3227, make a good reference guide. Once your Webelos den has built this demonstration board, you will find it a handy addition to the teaching materials in your Webelos equipment chest.

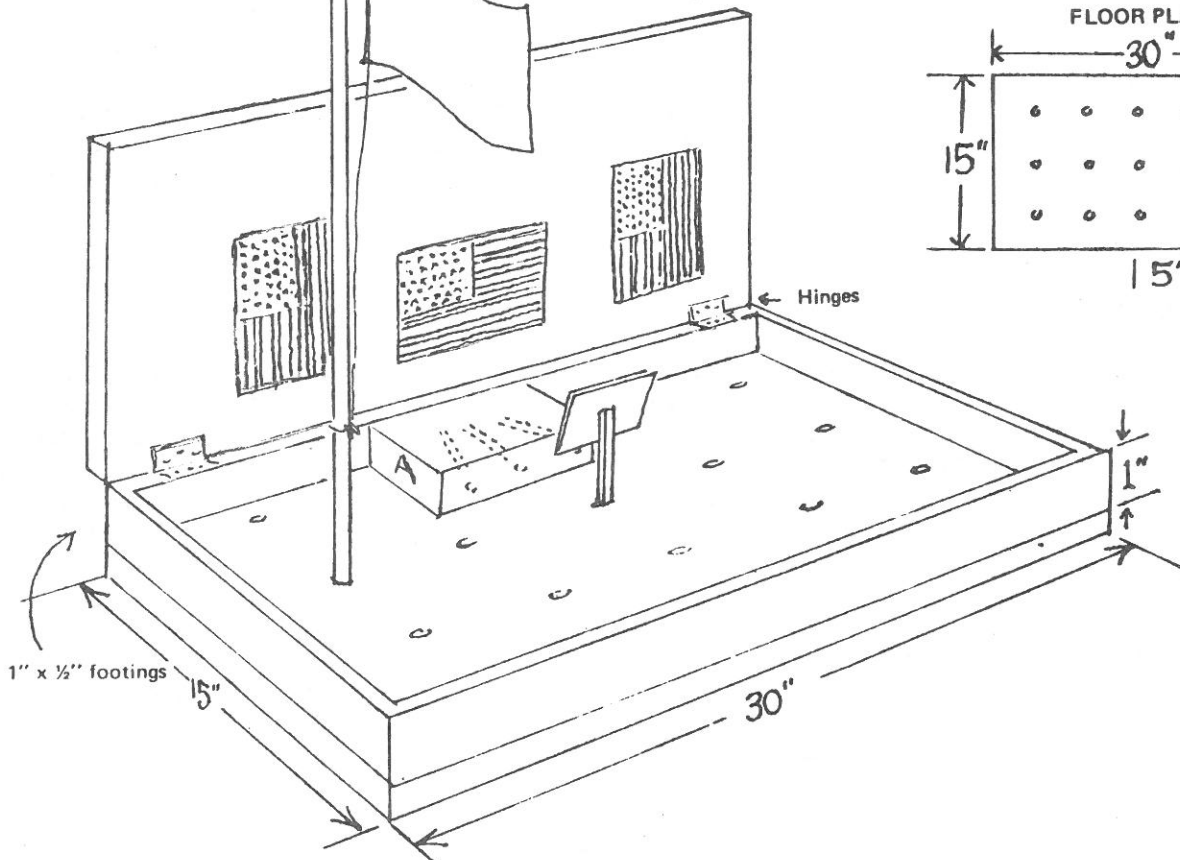
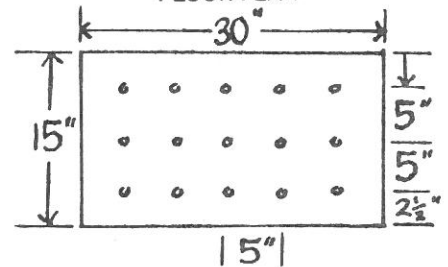
FLAG COURTESY



28" Flagpole
Screw eye
Make 5" x 7" Flags
of Cloth or Paper
Use Various Types
of Flags to show
different situations



FLOOR PLAN



WEBELOS COMMUNICATOR

Communicator Activity Badge

Communication is the art of giving and receiving information. People communicate with the spoken word and with the written word. Words are not the only way in which we transmit messages to one another.

Simple forms of communication start with a smile, a laugh, a gesture, and a handshake. Our faces express how we feel such as happy, sad, sleepy, and even puzzled.

Communication became more complex with the invention of the telegraph, telephone, radio, television, computer, and satellite hookups.

As human beings, each of us needs to learn how to communicate our messages and get along with others. The communicator activity badge is designed to give the boys a chance to see how to express their feelings to others. The boys have the opportunity to learn different ways in which to express themselves including communications with people who are deaf, mute, or blind. Each person communicates in his own way.

Den or Pack Activities

Visit TV, radio or newspaper and have someone talk about jobs in these industries.

Pretend to be blind, deaf or mute for a period of time.

Go through a handicap awareness trail.

Visit a facility where a number of computers are used and have someone talk about their different uses.

Visit places where computers are made or repaired.

Play charades.

Learn and use Morse code.

Learn and use signal flags.

Find someone with a CB radio and let the boys sign on -- talk and sign off.

Talk with a HAM radio operator and listen to him talk to others over the radio.

Visit a newspaper or library microfilm facility.

Find someone with a movie or video camera and have the boys do a newscast or weathercast. Play it back and let the boys watch themselves on TV.

Visit the telephone company.

Have someone explain how deaf people communicate over the phone.

Have someone explain how deaf people use sign language to communicate.

Visit a facility that has the machine for the hearing impaired people to view TV.

Communicator Badge Requirements

Approved By:

Do Four Of These:

Play the Body Language Game with your den. _____

Tell your den about something you have done and answer their questions about it. _____

Invent and use a sign language or picture writing to tell someone a story. _____

With your den, use a signal code to send a message of a few words. _____

Tell how to use a telephone or Citizens Band radio properly. _____

Invent your own den secret code and send one of your den members a secret message. _____

With one of your den members, tell a story two different ways. Let the rest of the den try to find out which version is true by asking questions. _____

And Do Two Of These:

With your den, visit a library and talk to a librarian. Learn how books are indexed to make them easy to find. _____

Visit the newsroom of a newspaper or radio or television station and find out how they receive information. _____

Invite a blind, deaf, or mute person to visit your den. Ask him about special problems he has in communicating. See how well you can communicate with him. _____

Use a personal computer or terminal to access a computer data base. Talk about what you discovered. _____

Find out about jobs in communications. Tell your den what you learned. _____



WEBELOS CRAFTSMAN

Craftsman Activity Badge

The Cub Scouts coming in to your Webelos den have probably been working on crafts for two years, so it is time to present some more advanced projects and give them a challenge. The activity badge requires woodworking and one other material that you and each boy agree upon (leather, tin, plastic, glass, etc.). Some boys will want one option and some another, so you will need to be familiar with all. You don't have to be a master craftsman. Almost anyone who can pick up a hand tool can do the projects. But if you are convinced that you have ten thumbs, then seek help from some of the parents, or your Boy Scout troop. Sometimes craft stores have classes on the boys' level for a nominal fee.

This next paragraph I am going to borrow out of POW WOW books of previous years. When working with the boys on their projects, you must have P,P,P!

Patience - Some boys require a high degree of patience. Stick with it and be rewarded. Enlist the help of the assistant den leader, den chief, and fathers. Do not do it all alone.

Preparation - Have all tools laid out before the den meeting starts. Build a sample of the item and make note of the steps that are required. Be prepared to help boys individually in these areas. Show them the sample to give them an idea of what the finished product will be like.

Perserverance - Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings or enlist the help of others. Do not use a project which the boys cannot complete within a reasonable length of time. Watch for signs of discouragement and help the boys who seem to be having trouble.

Encourage every boy to put forth his very best effort. Praise only what deserves praise. Give encouragement in other areas. Do not encourage competition. This activity badge can be quite a problem for some boys. Remember "DO YOUR BEST" is the only judging criteria for you and the boys.

At this point, we should discuss safety. By necessity, some tools will be sharp. Make sure those tools are sharp. Do not allow boys to use dull tools. Explain to them why tools are sharp and review the safety procedures. Do not allow any horse play or scuffling. Ensure the craft area is well organized and always clean up the area. Any professional shopworker will tell you that poor housekeeping will lead to a poor safety record. When working on metal projects, it is a good idea for the boys to wear gloves as the edges can be very sharp. Use tools only under adult supervision and allow only one boy with an adult at a time around power equipment.

Den Activity Ideas

Visit a furniture factory, lumber yard, saw mill, or cabinetmaker.

Visit a tannery or leather goods manufacturer. Tandy Leather is always willing to help Cub Scouts.

Invite an expert to give a demonstration on the proper care and use of tools.

Have someone give a demonstration of leathercraft and explain how to use leather tools.

Have someone give a demonstration of metal work, using tin snips and vise.

Discuss finishing methods for wood projects:

The importance of sanding, filling holes and scratches.

Various types of finishes such as shellac, stain, lacquer, varnish and enamel.

Have a nail-driving contest. Give each boy a scrap of wood, nails and a hammer.

Let them practice driving nails straight.

Have a bird house building activity.

Make a den knot board.

Build the bridges you will study in engineering.

Tie in with scholar and discuss how education will help in doing crafts and working on the job.

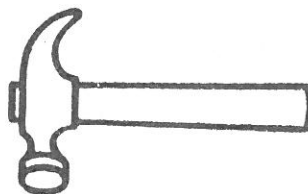
If the pack doesn't have a pine wood derby track, build one.

NOTE: The How To Book is full of craft ideas.

Pack Demonstration Ideas

Have a display of hand tools. Explain their uses and safety.

Have a display of craft projects. Tell how they were built.



SKIT

Dad's Workbench

Characters: 4 boys to represent tools (saw, hammer, file, screwdriver). Have them carry large placards in shape of their respective tools.

4 boys to act as narrator, dad, mother, Cub Scout.

Narrator: As our scene opens, we find dad looking for his hammer.

Dad: Has anyone seen my hammer?

Mother: No, dear, did you look on your bench?

Dad: It's not there. No one ever puts anything back where it belongs.

Hammer: No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me.

Dad: Now where in the world is my saw?

Mother: Look on your bench. It should be there.

Dad: It isn't here. No one puts my tools back.

Saw: Here we go again. I'm lost because he didn't clean me and put me back again after I was used on the garage roof to spread the tar because I was bigger than the putty knife.

Dad: Good grief! Now where is my file?

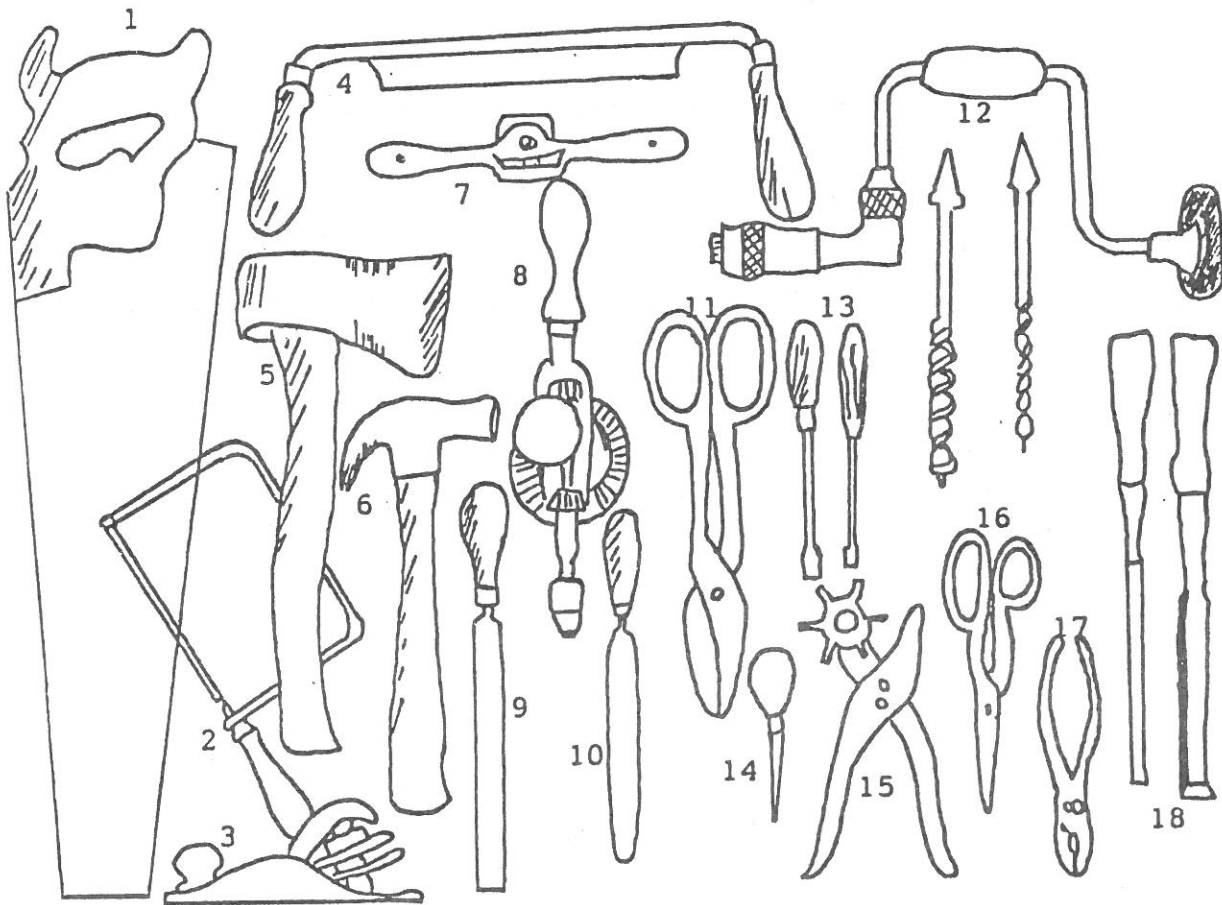
File: He has forgotten that he left me out in the yard when he sharpened the lawn mower blade last fall. He'll be sure to find me when I get caught in the lawn mower the next time he mows the grass.

Dad: I can't find my screwdriver now, and I just had it a little while ago. Did you borrow it, son?

Cub: Yes, Dad, but I gave it back to you.

Screwdriver: Here I am, right in his big pocket where he put me. Why can't people remember to put tools back where they belong.



BASIC TOOLS

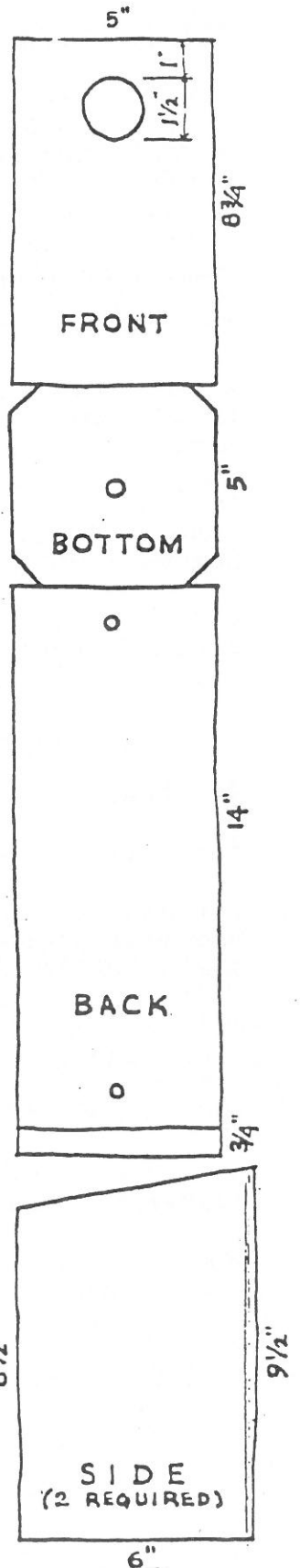
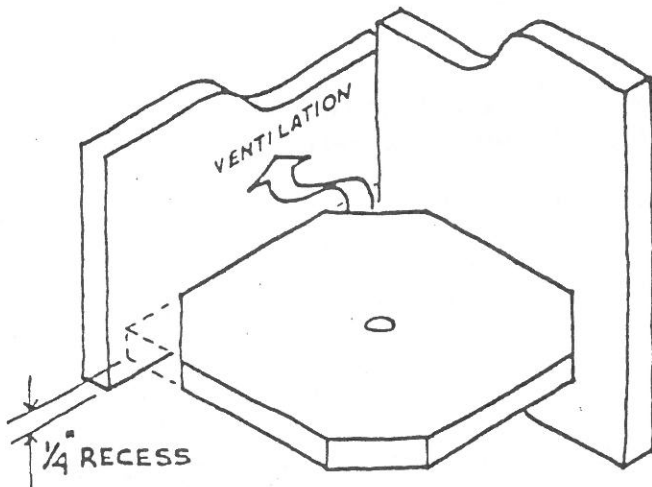
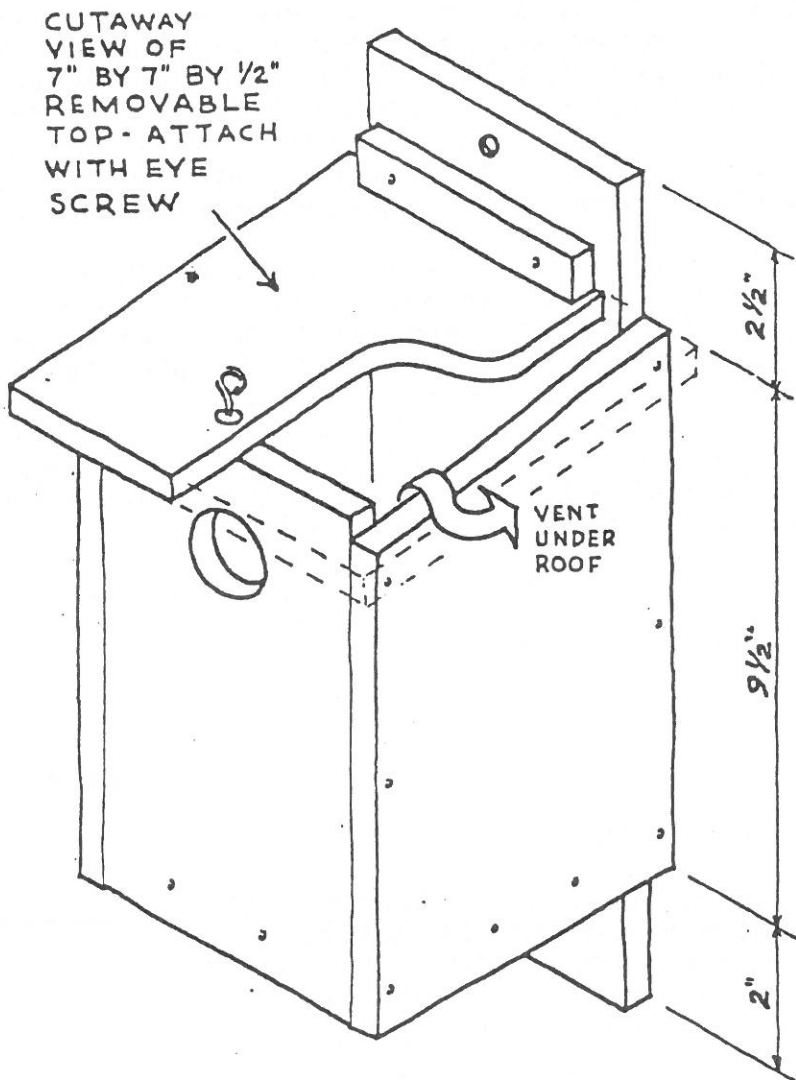
Pictured above are some of the basic tools Webelos Scouts may use when working with wood, leather or tin. See how many they can name.

- | | |
|----------------|-------------------------|
| 1. Saw | 10. Half-round File |
| 2. Coping Saw | 11. Tin Snips |
| 3. Plane | 12. Brace and Bits |
| 4. Drawknife | 13. Screwdrivers |
| 5. Hand Ax | 14. Awl |
| 6. Claw Hammer | 15. Leather Punch |
| 7. Spokeshave | 16. Shears |
| 8. Hand Drill | 17. Pliers (Slip-joint) |
| 9. File | 18. Chisels |

Name the Tool

Cut different silhouettes of tools from construction paper and glue them on lightweight cardboard. Use these as flashcards to help the boys learn the names of the tools. As they grow proficient, have them name the tool and tell what it is used for.

DUNCAN BLUEBIRD NEST BOX



CUTAWAY SHOWING BOTTOM
SIZES NOTED ARE FOR 1/2" THICK MARINE PLYWOOD

Craftsman Activity Badge Requirement Updates

New and exciting changes are in store for the Webelos. Starting June 1, 1988, the Webelos program becomes a two year program for boys. Five new activity badges will be introduced as early as September, 1987. The new badges are: Communicator, Family Member, Fitness, Handyman, and Readyman. Along with the new activity badges, there are new requirements for Aquanaut, Athlete, Craftsman, Outdoorsman, Sportsman, the Webelos badge, and the Arrow of Light.

Included in the new Webelos Scout Book (printed in the spring of 1987) are the revised requirements for the Webelos badge and the Arrow of Light, along with the current requirements which you will be using until June 1, 1988. A boy who starts work on the Webelos badge or Arrow of Light before June 1, 1988, may earn the badge under the current requirements, even if he doesn't finish all his work before June 1. Only boys who start work on either of these badges after June 1, 1988, will use the new requirements. Be sure your Webelos Scouts understand which set of requirements to use.

Listed in this section are the current requirements and the new revised requirements.

Current Requirements

Do These:

Approved By:

Using hand tools, make two wooden toys.

Cut out four different things that will require the use of a jigsaw or coping saw such as: bookrack, shelf, bulletin board, weather vane, tie rack, letterholder, note pad holder, toolbox, towel rack, recipe holder, lampstand. Put them together and paint or stain them.

And Do One of These:

Make four useful things in leather. Design these yourself. Include cutting, tooling, and lacing.

Make four useful things of tin. Cut, join, and rivet metal in making these.

Revised Requirements

Do These:

Using hand tools, make two objects to use in the home.

Cut out four different things from wood such as the items listed below. Use a coping saw or jigsaw for at least two of these projects. Put them together with glue, nails, or screws and paint or stain them.

Suggested items to make: Book rack, napkin holder, shelf, animal cutouts, bulletin board, garden tool rack, weather vane, lid holder, tie rack, mailbox, letter holder, birdhouse, note pad holder, desk name plate, toolbox, letter/bill/pencil holder, towel rack, bread box, recipe holder, key rack, lamp stand, measuring cup rack, kitchen knife rack, kitchen utensil rack.

Approved By:

Or do any similar projects that you and your Webelos den leader agree upon.

Explain how to safely handle the tools that will be used for this activity badge.

And Do One Of These:

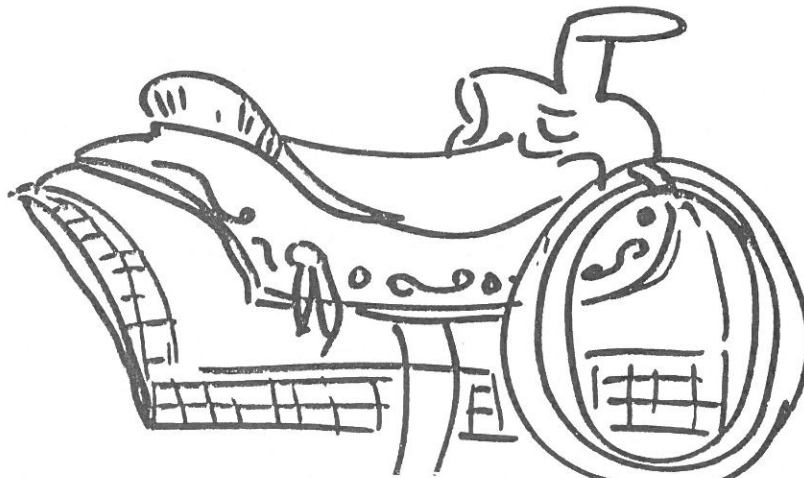
Make four useful things of leather. Design these yourself. Include cutting, tooling, and lacing.

Make four useful things of plastic. Include cutting, gluing, and finishing.

Make a display stand or frame or box for a photo, model, or an award you or someone else has received. Use wood or other suitable material.

Make four items of clay to be fired (baked), decorated, and glazed.

Make four useful items of some other material that you and your Webelos den leader agree upon, such as metal, glass, paper, rubber, or rope. These should be challenging items and must involve several operations.





WEBELOS ENGINEER

Almost every Webelos Scout, not to mention fathers and leaders, can find an interesting area of engineering. Engineering is one of the most exacting of the professions and the Webelos activity badge gives insight into some types of engineering.

All an engineer does is apply the basic laws of physics and chemistry to solve the problems of construction, industry and other areas. In doing this, he uses essentially a combination of one or more of the six (6) types of machines which have been known for thousands of years. These are the lever, the wheel and axle, the pulley, the wedge, the inclined plane, and the screw.

With careful planning, a den meeting can change a boy's whole concept of the myriad of man-made objects from one of boredom or apathetic acceptance to one of excitement and wonder at the engineering skill required.

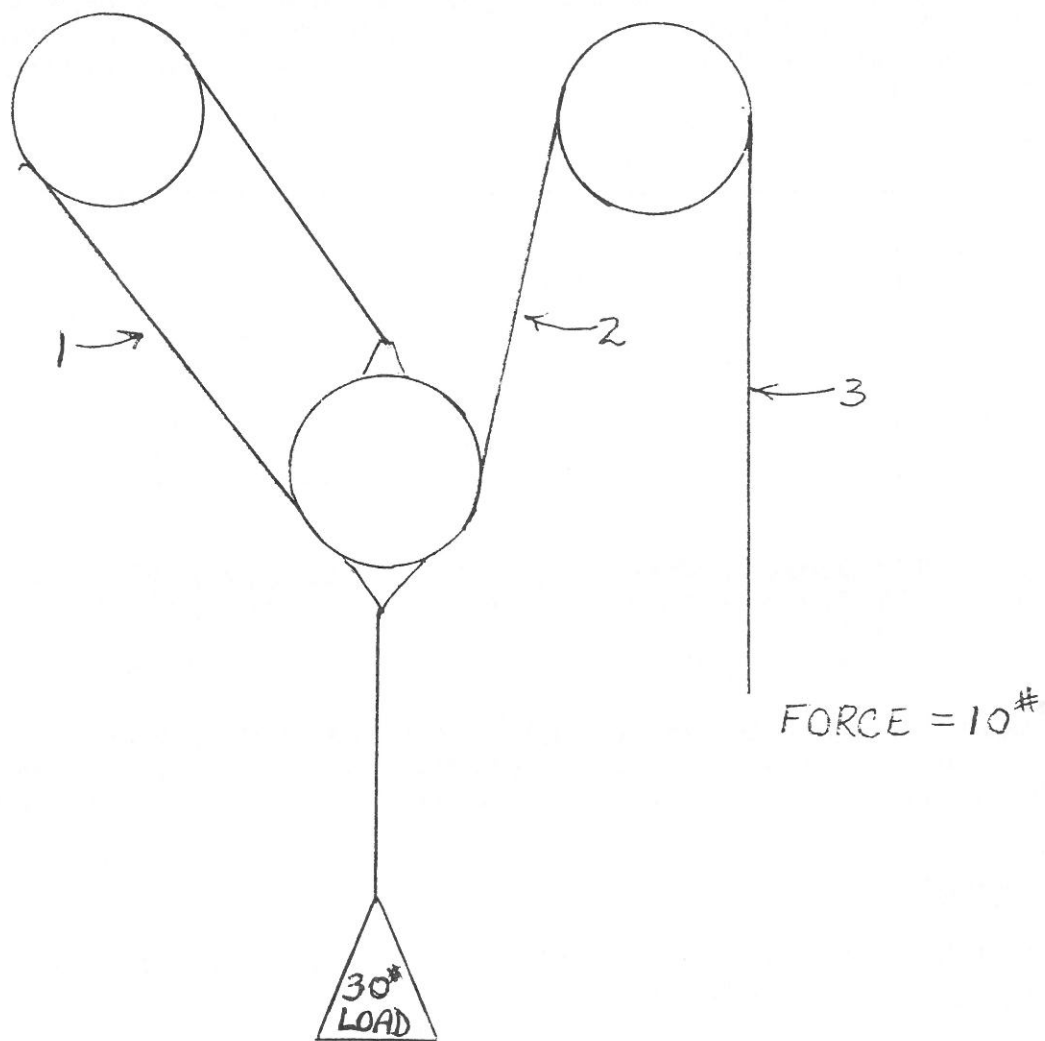
There are many kinds of engineers: civil engineers, mechanical engineers, chemical engineers, electrical engineers, aerospace engineers, and more. Discuss with your Webelos the many kinds of jobs and activities that are performed by engineers.

Suggestions for Den Activities

1. Contact a contractor building a house and arrange for a tour of the house that is being built (guided by the contractor or job foreman who can explain how the plans and blueprints are interpreted by them to build the house).
2. Visit the water treatment plant for your city and have the person explain the application of engineering to this facility.
3. Discuss property lines. Have an expert show how property lines are determined and measured.
4. Survey an area near the den meeting site. (See more detail on following pages.)
5. Make catapults and have demonstrations and game competitions at the den meeting. (See plans and assembly information on following pages.)
6. Demonstrate bridge stresses with stiff poster paper and Matchbox cars. (See Webelos Scout Book.)
7. Demonstrate the mechanical advantage of the use of block and tackle, having the Webelos first lift an object that weighs about four (4) or five (5) pounds with a rope and then have the Webelos lift the same object after rigging a block and tackle. Consult the Webelos Scout Book for the different types and riggings of block and tackle.

Block and Tackle

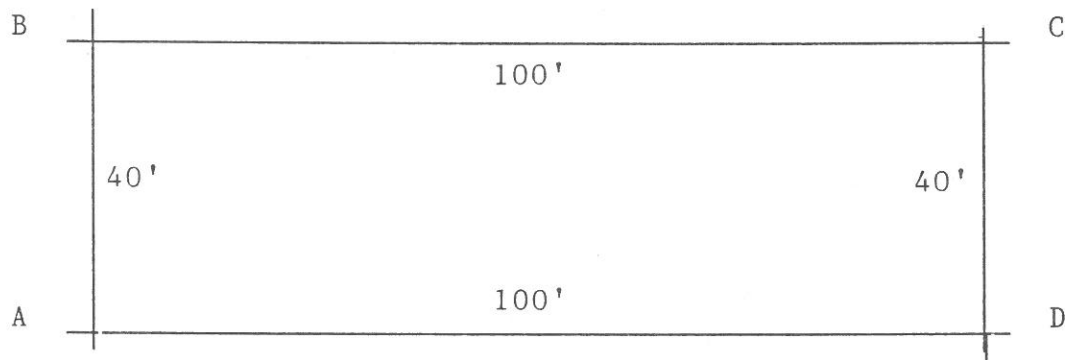
The block and tackle is a mechanical device that is used to increase lifting or moving advantage or for changing directions. The total amount of work using block and tackle is never more than the work applied to the bitter (loose end) end. The force applied at the load end is multiplied by the number of moving ropes but the distance that the load is moved is always divided by the number of moving ropes.



Surveying Land

All land surveys tie into a "Bench Mark". The bench mark is a bronze disc about two (2) inches in diameter with the location and elevation of the spot. The City Engineer for your city will be able to tell you where the bench marks are located within your city or area. You can survey an area near your den site even without knowing where the bench mark is located. Start by using a fixed point such as a nail pushed through a rag and then pushed into the ground.

To do this demonstration, you will need a compass, a 2x4 approximately three (3) feet long, and a 50 or 100 foot tape. Start at one corner of the area to be surveyed. Take a reading of your compass setting on top of the 2x4 and measure the distance to the next point. Do this around your area that you have chosen to survey, making sure that you mark down the compass reading and linear distance between each point.



360 degrees North	40'	Points A to B
90 degrees East	100'	Points B to C
180 degrees South	40'	Points C to D
270 degrees West	100'	Points D to A

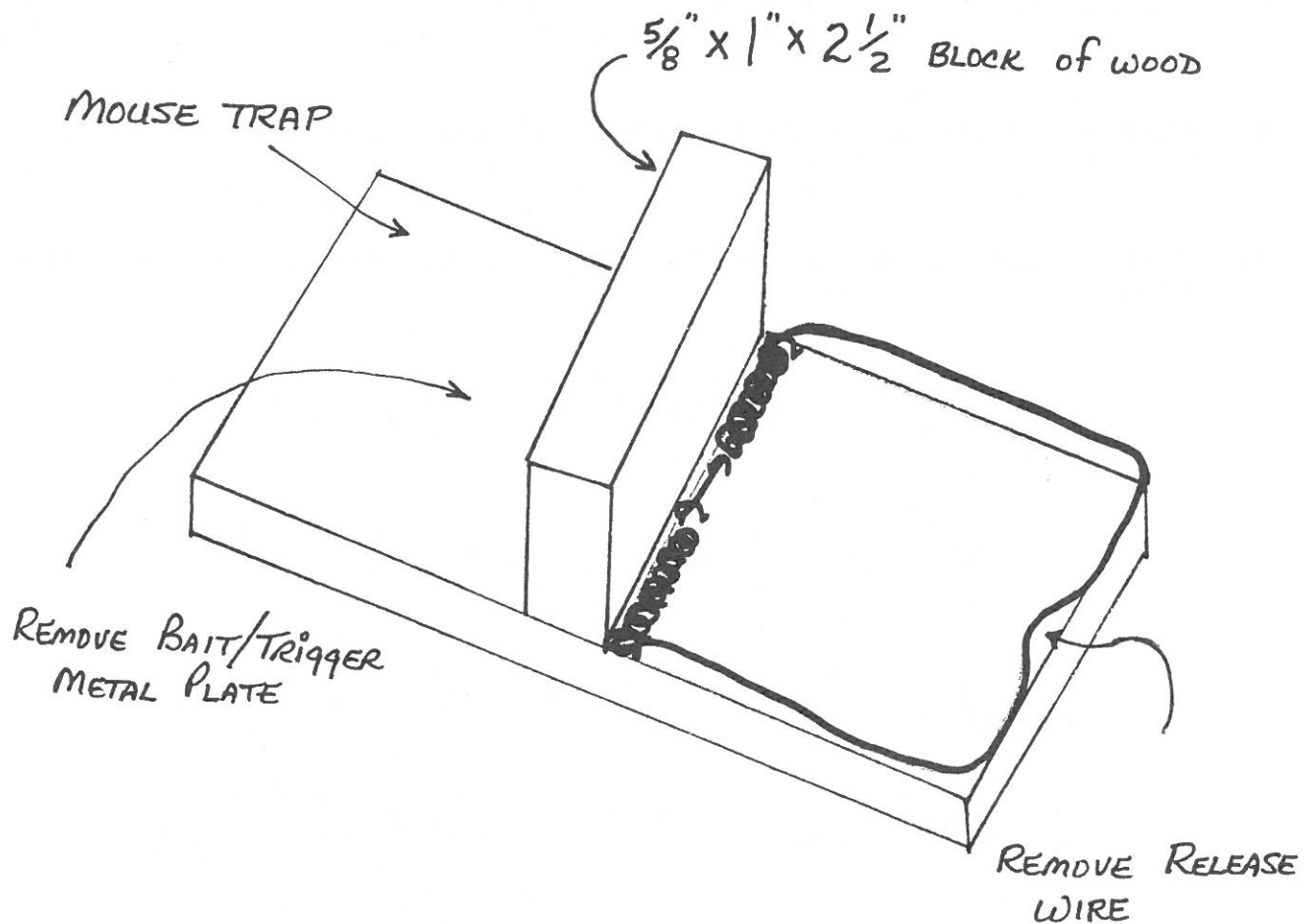
If possible, try to get a surveyor's transit to show the Webelos. This transit works much the same way as the above demonstration but also gives degree readings in elevation as well as the horizontal.

Electricity

Review the "BETTERS" electrical safety rules in the Webelos Scout Book with all the Webelos.

Catapult

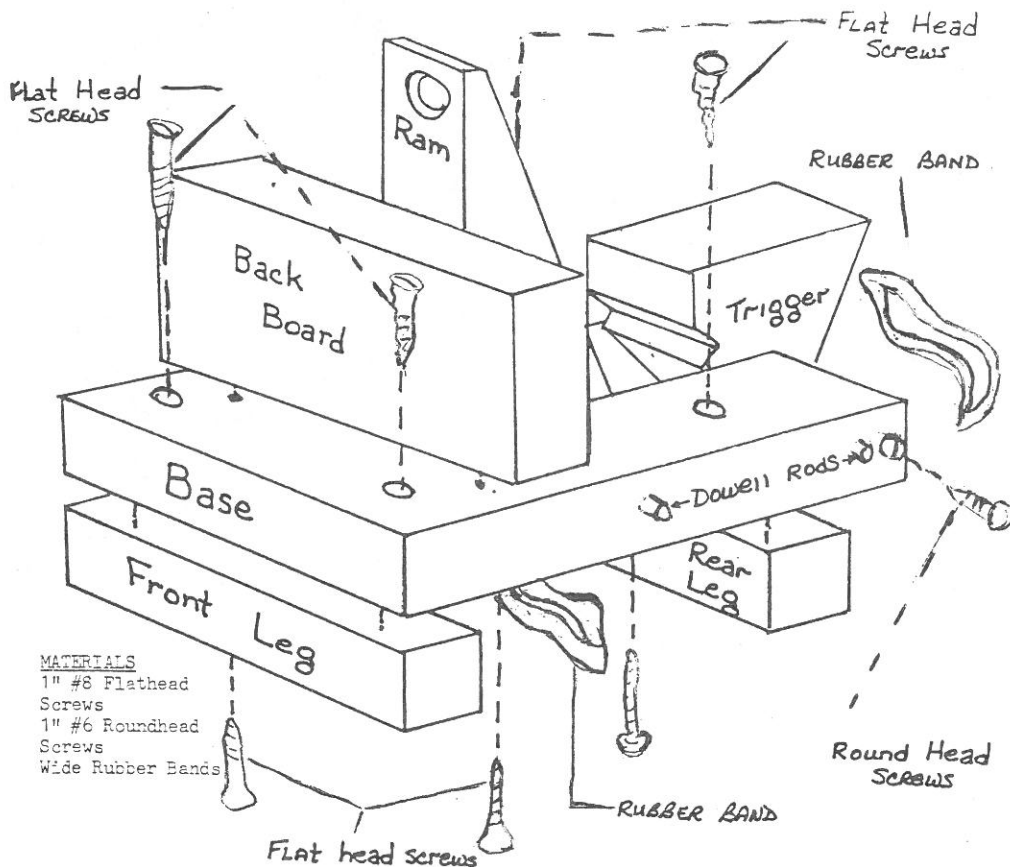
Webelos Scouts dearly love to propel objects. A simple catapult can be made by nailing a block of wood to a small mouse trap and having the Webelos propel an object with the force of the trap spring. There are many other types and kinds of catapults. The plans for a simple catapult are on the following pages. Experience has taught this leader that the Webelos are given these in kit form and are instructed to complete the catapult at home before the next Webelos den meeting. Then at the den meeting each Webelos is given a piece of "sugarless" chewing gum and told to save the wrapper. Later during the den meeting the boys have a "catapult propelling" competition and see whose catapult can throw the gum wrapper the farthest.



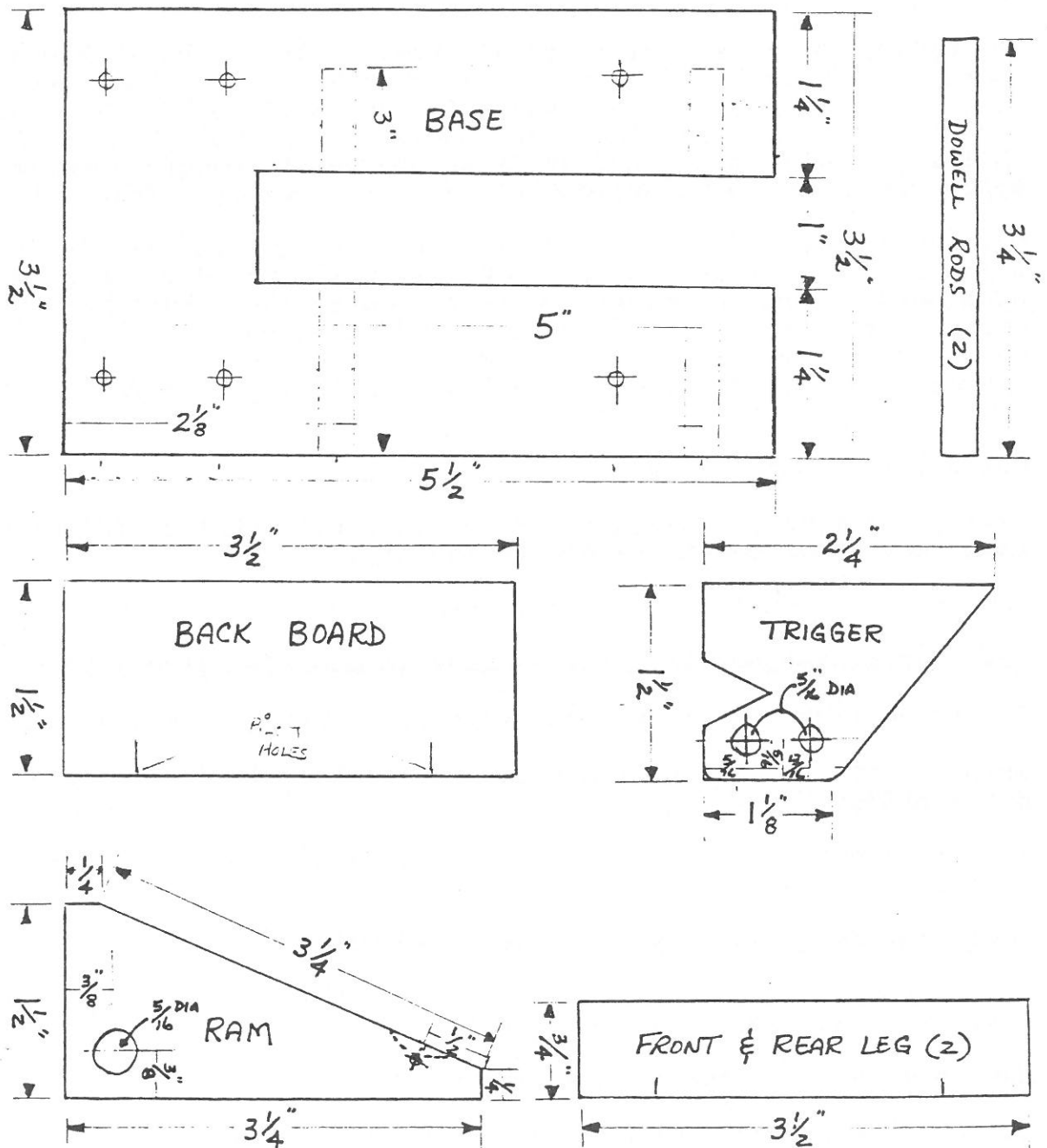
Catapult with Rubber Bands

Materials needed: 6 - 1" #8 flathead screws
 4 - 1" #6 roundhead screws
 2 - wide rubber bands

1. Attach front and rear legs to underside of base through the pre-drilled holes with four (4) of the 1" #8 flathead screws.
2. Attach back board to upperside of base through the pre-drilled holes with two (2) of the 1" #8 flathead screws.
3. Install the ram and the trigger into the base using the two (2) dowel rods.
4. Install two (2) 1" #6 roundhead screws to the rear of the base. One (1) on each side.
5. Install two (2) 1" #6 roundhead screws to the underside of the base in the pre-drilled holes leaving about 1/4" sticking out of the base.
6. Attach the rubber bands to the 1" #6 roundhead screws. Feed one (1) rubber band through the rear hole of the trigger so it will spring back into position after releasing the ram.
7. Place object to be catapulted on ram after cocking ram in trigger then release trigger.



Made from 1x4 solid wood....DO NOT USE PLYWOOD.



WEBELOS FAMILY MEMBER

Family Member Activity Badge

One definition of a family is "all the people living in the same house". Families have many and varied faces. Some families are the traditional mother, father, and children, while others are one parent families. Still other families consist of grandparents raising grandchildren. Even if a guardian is in charge of rearing a child, we hope that love and understanding is part of every family structure.

The family member activity badge helps each boy understand his family and his part in that family. This badge is geared to open each boy's awareness of how the family works and what makes the family work well. Chores, laundry, grocery shopping, and house cleaning are all elements included in the family unit. Remember to stress that each boy is important to his own family and that his family is important to them.

Den and Pack Activities

Invite a fireman, policeman, or security personnel to den or pack to talk about home safety -- how to and why.

Invite home economics teacher or dietician to talk to den.

Tour waste disposal facility -- have an employee give a talk.

Invite an energy conservation engineer to give a talk on energy.

Make a list of fun activities of little cost and do them over several den meetings.

Invite someone from professional housecleaning or maid service to give talk.

Tour fast food restaurant or small restaurant.

Have someone from OSHA or plant safety committee give talk after touring a manufacturing facility.

Have family relations teacher visit and talk.

Switch chores with another family member for a month.

Keep a personal budget for a month.

Tour energy conservation home (underground or energy efficient).



Family Member Badge Requirements

Do All Of These:

Approved By:

Tell what is meant by family, duty to family, and family meeting.*

Make a chart showing the jobs you and other family members have at home. Talk with your family about other jobs you may take on for the next 2 months.*

Inspect your home and grounds, and make a list of hazards or lack of security that you find. Correct one problem that you found and tell what you did.*

Make a list of some things for which your family spends money. Tell how you can help your family save money.*

Explain why garbage and trash must be disposed of properly.*

And Do Two Of These:

Develop a family energy-saving plan. Tell the things you did to carry it out.*

Tell what your family does for fun. Make a list of fun things your family might do for little cost. Do one of them with a member of your family.*

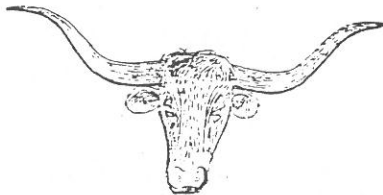
Learn how to clean your home properly. Help do it for one month.

Show that you know how to look after your clothes. Help with at least two family washes.

Help plan the meals for your family for at least one week. Help buy the food. Prepare at least three meals for your family.

Take part in at least four family meetings show Cub Scout spirit by doing your best to play your part in the decisions that are made.

*Requirements marked with an asterisk are also requirements for the Boy Scout Family Living skill award. By completing all of requirements 1 through 5 and requirement 6 or 7, you will complete all but one of the requirements for the Family Living skill award. You'll complete that missing requirement when you earn Readyman activity badge.



WEBELOS FITNESS

Fitness Activity Badge

When we hear the word "fitness" it gives us the image of a healthy body. For each one of us to keep our bodies in good shape, we have to overcome a lot of temptations. The athlete activity badge stresses health through physical activity. The fitness activity badge is designed to inform the boys against the harmful temptations in life. This badge warns us to guard against the effects of tobacco, drugs, alcohol and help our bodies with proper diet and exercise.

This badge is an excellent way to encourage our boys to say "NO" to drugs and alcohol. The boys are never too young to be educated to the daily temptations that could confront them in their everyday lives. Fitness is for all of us.

Den Activities

Have registered nurse talk about harmful effects of tobacco and drugs.

Contact local anti-smoking group and have someone come and speak and/or show film.

Contact local anti-drug group and have someone come and give a talk and/or show films.

Watch TV documentary on drugs or smoking.

Have school dietician come and give talk on balanced diet.

Contact alcohol abuse organization and have them come and give talk.

Visit fitness center or have someone visit den and give a talk on exercise and take group through aerobic routine.

Establish an exercise routine and chart it for a period of time.

Requirements

Do Four Of These:

Approved By:

Tell an adult member of your family five bad effects smoking or chewing tobacco would have on your body.

Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly.

Tell an adult member of your family what a balanced diet is and whether your diet is balanced.

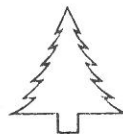
Approved By:

Tell an adult member of your family four reasons you should not use alcohol and how it could affect you.

Choose six exercises that will keep different parts of your body fit. Perform the exercises regularly for 30 days.



WEBELOS FORESTER



Forester Activity Badge

Forestry in Missouri and Kansas? The answer is a resounding, YES! Just think of the Missouri Ozarks. This area has some of the finest hardwood forests in the United States. These forests are composed of oak, hickory, and ash, the best woods for making strong sturdy furniture and fine quality trim for home and commercial use.

In Kansas there are no real forests per se, but trees are used to aid in the control of erosion. What is erosion? Erosion is the loss of topsoil by wind and water. The trees stop the wind and their roots keep the soil from loosening by water. Farmers and conservationists plant several different types of trees in a group to form wind-breaks which control wind erosion.

What activities in the local area can we as leaders do to aid the Webelos Scout in completing the requirements for this activity badge? For requirements one and two, how about a field trip to one of our local parks or wildlife areas? A listing by area is as follows:

- North - Smithville Lake, Smithville, Mo.
 Watkin's Mill State Park, Lawson, Mo.
 Lewis and Clark State Park, 45 Hwy. near Bean Lake, Mo.
 River Front Park, Kansas City, Mo.
- East - Watkin's Mill State Park, Lawson, Mo.
 Camp Powell, Lone Jack, Mo.
 James A. Reed Wildlife Refuge, Jackson County, Mo.
 Swope Park, Kansas City, Mo.
 Lake Jacomo, Colburn Rd., Jackson County, Mo.
- South - Lake Jacomo, Colburn Rd., Jackson County, Mo.
 H. Roe Bartle Scout Reservation, Iconium, Mo.
 Heritage Park, 16240 Pflumm Rd., Johnson County, Ks.
- West - Antioch Park, Shawnee Mission, Ks.
 Shawnee Mission Park, Shawnee, Ks.
 Ernie Miller Park, 7 Hwy., Olathe, Ks.
 Naish Boy Scout Camp, Bonner Springs, Ks.

For more places, contact a Scoutmaster in your neighborhood. He will know some good places and he may invite you to bring your den along on one of his troop's campouts.

Pack and Den Activities

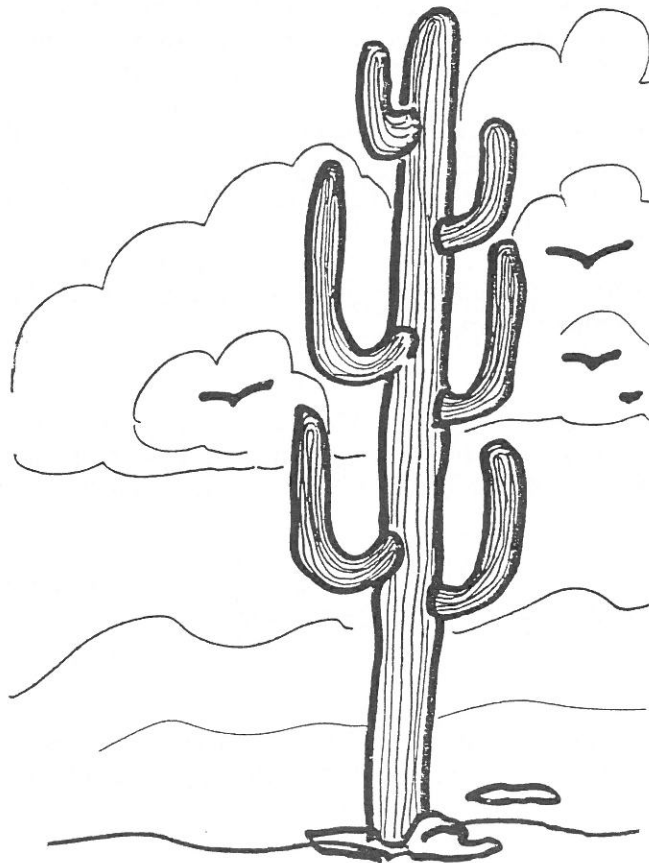
For a tree planting project, contact your local conservation office. In Missouri, contact the Missouri Conservation Dept. 8618 E. 63rd St., Kansas City, Mo.; the phone number is (816) 356-2280. In Kansas, contact your local county extension agent.

Visit the state conservation office.

Visit a state or national forest; use this opportunity for a father and son overnight.

Take a tour of a construction site.

Take a hike collecting leaves and identifying trees.



WEBELOS GEOLOGIST



"A geologist is a person who studies the history of the earth and its life, especially as history is shown in rocks."

Our knowledge of past geological ages is gained from records written in rock. The formidable mountain ranges of antiquity did not vanish into nothingness. After they had been ground down and washed down, their pulverized fragments helped build layer upon layer of sediment in the sea. The quantities of eroded debris are so vast that their total thickness, adding up all separate layers from different periods, exceeds sixty miles.

Under ideal circumstances, a cross-section through all sedimentary layers ever deposited should yield a complete history of the earth. The record would go back to the day the first grain of sand was washed down into the first sea.

Many scientists believe that the complete record exists. A likely place to look for it would be the region where the continental shelves and the ocean basin begin. For countless millions of years sediments must have been swept over the edge into abysmal depths and lain there undisturbed almost since the beginning of time on earth.

Although the deep sea has been probed with modern coring instruments, no instrument in use today can haul up a sediment column hundreds or thousands of feet long. Perhaps future delving will provide the long-awaited information. But the record beyond the shelves has so far been quite inaccessible.

Later records are abundant. They were brought up to the surface by mountain-building forces - the upheavals of geological revolutions (mountain-building ages) and uprisings. These mountains were not born in the deep sea but on continents and continental shelves.

They are often made up either of igneous rocks from below, formed before there were oceans and sediments, or of sediments - the ground-up materials of more ancient mountain ranges. It is natural that their bodies should reveal much of what happened before they were born.

Geologists do not always have to drill holes into a mountain to study the sequence of events. Like the folds of a bed sheet with which they are often compared, the folds of mountains have a tendency to flop over on their sides. Layers that once were stacked flat on top of one another are rearranged so that they slant upward or are even lines up on edge - a series of stony ribbons, each of which was molded during another age. Dozens of those ribbons next to each other form a graphic picture of the geological events during periods lasting 10, 20 or 50 million years.

Interestingly enough, all records, regardless of their age reveal almost identical developments. Immediately after a geological revolution, when the mountains are young and high, rainwater tears large pieces from their flanks. After the mountains are leveled, rivers carry chiefly mud and silt. There is, in the record of sedimentary rocks, an almost monotonous repetition of coarse material followed by finely ground materials.

In studying rocks, the first thing you will discover is that there are a lot of different types. The following terms may help to sort things out.

Igneous Rocks - Formed by the solidification of molten rock-matter, as found by the rocks formed from the cooling of lava poured out from a volcano. These rocks vary greatly in texture and composition. Some of these rocks are: granite, feldspar, quartz, obsidian, pumice. Some of the differences in these rocks will be determined by the molten temperature they reached before they became solid again.

Sedimentary Rocks - Are formed principally in two ways. Some are formed by the accumulation of fragments derived from older rocks. The second principal class is made of material formerly dissolved in the sea (and to a lesser extent in lakes), from which it has separated either in the form of the shells of organisms or as chemical precipitates. By far the most abundant sedimentary rocks are: shale, sandstone, limestone, and conglomerate. One thing about rocks is that no matter how deep they are found today, they were formed on the surface of the land (although it may have been under water).

Metamorphic Rocks - Were formed from pre-existing rocks by developing new characters as the result of pressure, heat, or other geologic agents acting on them within the earth's crust. Some of the more common are: slate, marble, and quartzite.

This book is not the place to give a lecture on geology, nor do the boys need to go that deep into the subject. Let them oh and ah and collect the different pretty colors and get a basic idea of what a rock is and where it came from. If you want more details on the subject, the public library has several good books.

How the Earth Shakes - Earthquakes

Earthquakes seem very strange and terrifying, but scientists have found they are really quite simple. They are really just old Mother Earth shaking herself in a weak spot in order to become more comfortable there. The planet Earth is not as firm and steady as we once believed. It is changing all the time...very, very slowly. Some mountains are rising higher. They are like great wrinkles, in Earth's outer crust, which grow deeper as Earth grows older. Other very old mountains are wearing down. So the crust of Earth is growing thinner in some places and thicker in others.

Way down inside Earth, the rocky crust is bending, but it can't bend very far without breaking, just like glass. Even a slight shift will cause it to crack. The break will happen in the weakest place, usually where it has broken before. That is what causes an earthquake. Then there are little shakes, until the crust is all adjusted, and Earth is comfortable once more.

Most of these shakes are very little. they are hardly noticed at all, but sometimes a big shift is necessary and parts of roads or buildings may fall in a hole. Even a mountain may be upset, and a river may change its course.

The Earth doesn't start to shake on the outside. It begins inside, five or ten or perhaps even a hundred miles below the Earth's surface. What we feel up here is just a little trembling that reaches up to us. Some parts of Earth are very unsteady and they have lots of earthquakes. Some parts are very firm and strong and rarely shake at all.

An earthquake sends messages in all directions. These messages can be received on seismographs. Seismographs are located all around the world, so that scientists can tell just where the earthquake started, how deep it was, and how strong.

When you toss a pebble into a quiet pool, it starts ripples in all directions. That's what happens inside the Earth when there is a break. A whole series of ripples is started. The first ripple travels very fast, the second ripple a little slower, and so on. With a big earthquake, these ripples travel all around the world and are recorded by the seismograph.

The seismographs are very accurate. The scientist who is studying the charts must be careful to study the record through a magnifying glass because some of the ripples are very small.

Earthquakes happen frequently, but fortunately they are usually in places where little damage is done. Some earthquakes are so small you never hear about them.

In April 1906 in San Francisco, in one and a half minutes, an earthquake destroyed 28,000 buildings and set fires which could not be put out because water mains were broken. It killed 450 persons and left 2,500,000 homeless.

In August 1959 at Yellowstone, an earthquake moved 80 million tons of earth and rock into Madison Canyon, and formed a lake five miles long and 130 feet deep. This earthquake lasted about 23 minutes and left 9 persons dead and 19 missing.

Make a Volcano

Materials needed:

12" square board

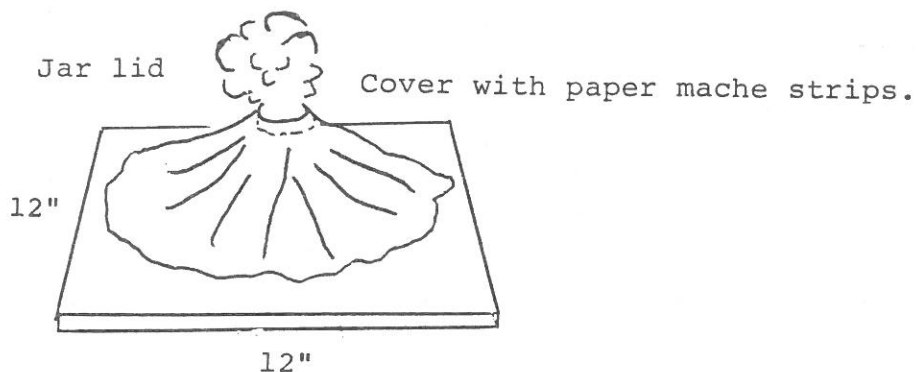
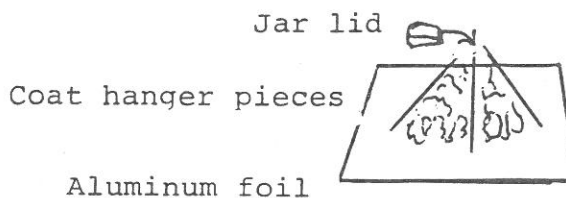
Aluminum foil

Coat hanger (cut in half)

Ammonium dichromate (obtain from chemical house or druggist)

Newspaper, paper towel, wallpaper paste

1-piece jar lid



Make a Volcano

1. Stick ends of wire in holes in board diagonally. Fill under wires with aluminum foil wadded to give a base for paper mache.
2. Cover with several layers of newspaper strips and glue jar lid on peak. Put on a final layer of paper mache, using paper towel strips. Allow to dry.
3. Paint with tempera or enamel.
4. To make volcano erupt, place about 1 tsp. ammonium dichromate in jar lid. Light with a match and watch the action.
5. This is safe indoors and is very impressive when the room is darkened.

Note: Use chicken wire for the base of the volcano, and lower the jar lid into the crater. Use it with a red electric light bulb and drop a small piece of dry ice into the crater. Only smoke will be seen.

Note: Operate volcano only under adult supervision.

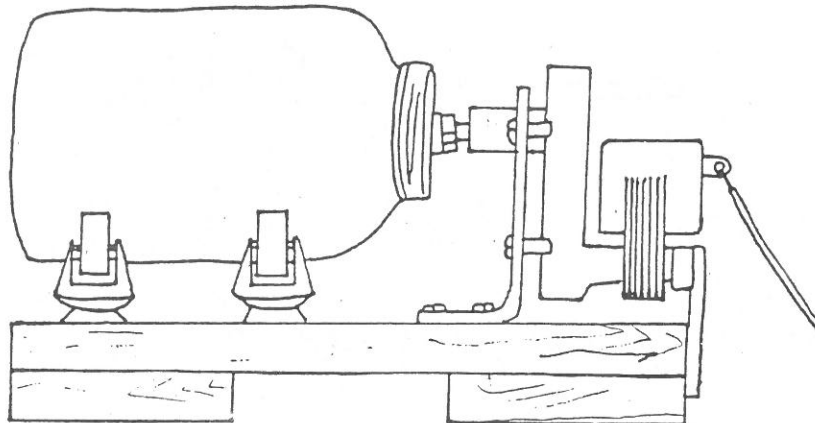
Make a Rock Tumbler

This is another good den project -- a simple rock tumbler the Webelos can build themselves for under \$5.00. It will grind and polish the agates and semi-precious stones that you picked up on your rock collecting trip.

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor. A rock tumbler must turn at a very low speed. A good motor to use is a gear-drive 22.8 rpm, 110 volt AC motor.

Mount the motor with metal brackets on a piece of scrap lumber. Attach the motor shaft to the jar lid and then mount the casters, placing them where the jar rests and where it will turn easily on them. Cover or tape the electrical connections on the motor to prevent shocks.

The grinding and polishing gets done as the rocks cascade over one another in the slowly turning jar. You can purchase polishing powders from local rock and hobby shops. A load of rocks is tumbled for a long time---maybe two or three weeks.



Den Ideas

Go on a rock hunt.
Visit a rock collector.
Visit a museum of natural history.
Have the boys start rock collections.
Make a volcano.
Learn to identify rocks and minerals.
Make a rock tumbler.
Ask a rock hound to visit a den meeting.

Pack Demonstrations

Demonstrate your volcano.

Have the boys display their rock collections.

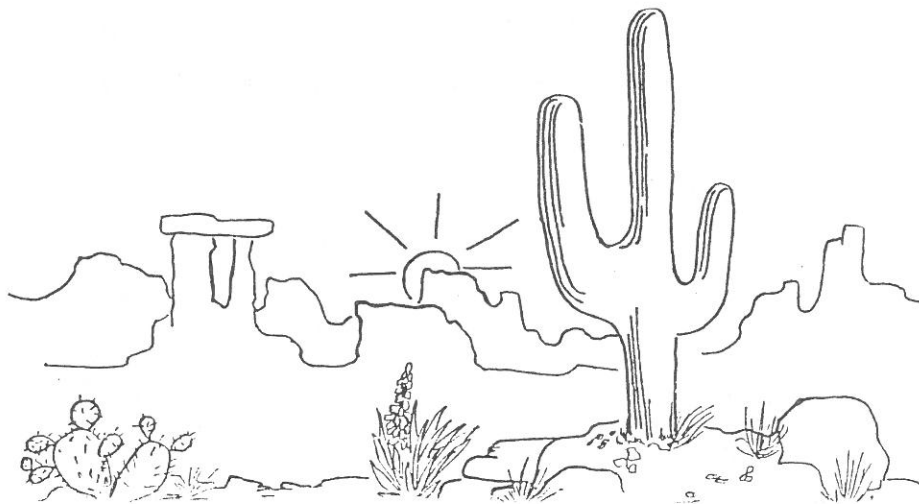
Make poster size drawings of volcanos, geysers, and earthquakes;
explain at pack meetings.

Physical Geology deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been, changed. This includes:

- * Mineralogy - study of minerals.
- * Petrology - study of rocks.
- * Structural geology - study of arrangement of rocks on earth.
- * Geomorphology - study or origin of surface features.
- * Economic geology - study of earth's economic products and their commercial and industrial uses.

Historical Geology is the study of the origin and evolution of earth and its inhabitants. It includes:

- * Stratigraphy - origin, composition, proper sequence, and correlation of rock strata.
- * Paleontology - study of ancient organisms, fossils.



WEBELOS NATURALIST

Everyone is a naturalist to some extent. A naturalist studies plants and animals in their natural setting. If you have ever watched a spider spin a web, then you are a naturalist. A Webelos Scout can earn the Naturalist Activity Badge simply by getting his curiosity whetted. Boys are naturally curious so half of your job is already done. So with this book and the Webelos Scout Book, you are well on your way. If you need a little more help, go to the public library or your state conservation office. Happy bug hunting!

Den Ideas

Make bug jars.

Make an ant farm. (See Webelos Den Activities #3853.)

Invite a conservationist to visit a den meeting and talk about some phase of nature.

Make aquariums or terrariums.

Take a birdwatching hike. Identify birds and make notes about location, species, habits.

Make bird feeders.

Learn to identify poisonous plants and reptiles.

Make a leaf collection and leaf prints.

Take a trip to the zoo and keep a log of what you see.

Collect tadpoles and watch them grow.

Make bird migration charts.

Make a list of all plants in a given area.

Make a net and go insect hunting.

Take a nature hike. Look for wildlife homes and tracks.

Observe fish life at night. Put a flashlight in a plastic bag and seal it. Attach a string and place in a stream or lake. Watch the fish that are attracted to it.

Pack Demonstrations

Exhibit insect cages, terrariums, nature books, casts of animal tracks, boys' logbooks, leaf collections, and prints.

Demonstrate mounting insects for collections and making plaster casts.

Give oral reports on poisonous plants and reptiles.

Migration of Birds

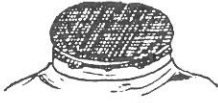
Using your Webelos book as a guide, draw the four most heavily used flyways for bird migration in North America.



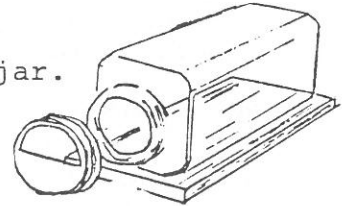
Insect Zoo Lab

This simple laboratory will allow you to: study the activities of ants; see the miracle of metamorphosis; get acquainted with the web makers; or observe burrowers at work.

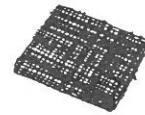
Materials needed: Square-type, 2 quart glass jar with metal screw lid.



Fine metal or cloth screen.
Board slightly larger than side of jar.
Epoxy.
Wire.



Cut a semi-circle in the jar lid for ventilation.
Use a wire to hold the screen tightly in place over the jar lid.
Glue the jar to the board with epoxy.

Preparing the Lab

FOR ANTS: Put a layer of pebbles on the bottom, then sand, then ordinary soil. Plant some moss and insert a twig. A ketchup bottle cap makes a good dish for water.

FOR CATERPILLARS: Prepare the bottom the same way as for ants. Include the same kind of leaves as those you found the caterpillar eating when you captured it. Leaves must be fresh and plentiful.

FOR SPIDERS: Prepare the bottom the same as before, but use less soil. Give a spider a larger twig for spinning his web.

FOR EARTHWORMS: Same preparation as before but soil must be rich and slightly damp.

When not observing ants or worms, keep the jar covered with dark paper or cloth.

What Insects Eat

ANTS: Honey or sugar in water.

SPIDERS: Live flies or other small insects, live inch worms.

EARTHWORMS: Corn meal, leaf mold, grass cuttings.

CRICKETS: Bits of bread soaked in water, lettuce, peanut butter.

PRAYING MANTIS: Flies or other small insects, small pieces of raw meat on a toothpick.

GRASSHOPPERS AND WALKING STICKS: Put grass sod in bottom of cage and water grass from time to time. Be sure to include a dish of water.

MEAL WORMS: Oatmeal or bran meal with small pieces of potato or apple.

LIZARDS: Most all insects and water.

Bug Jug

Materials needed:

2 tuna or cat food cans.

1 pop bottle cap.

Casting plaster.

1 piece screen wire 8" x 10 1/2".

3 round-head paper fasteners.

Stick or branch.

To assemble:

Set one tuna can (open side up) on work table.

Mix enough plaster to fill can to within 1/4" from top.

Roll screen wire into tube 8" high and as big around as the inside of the can.

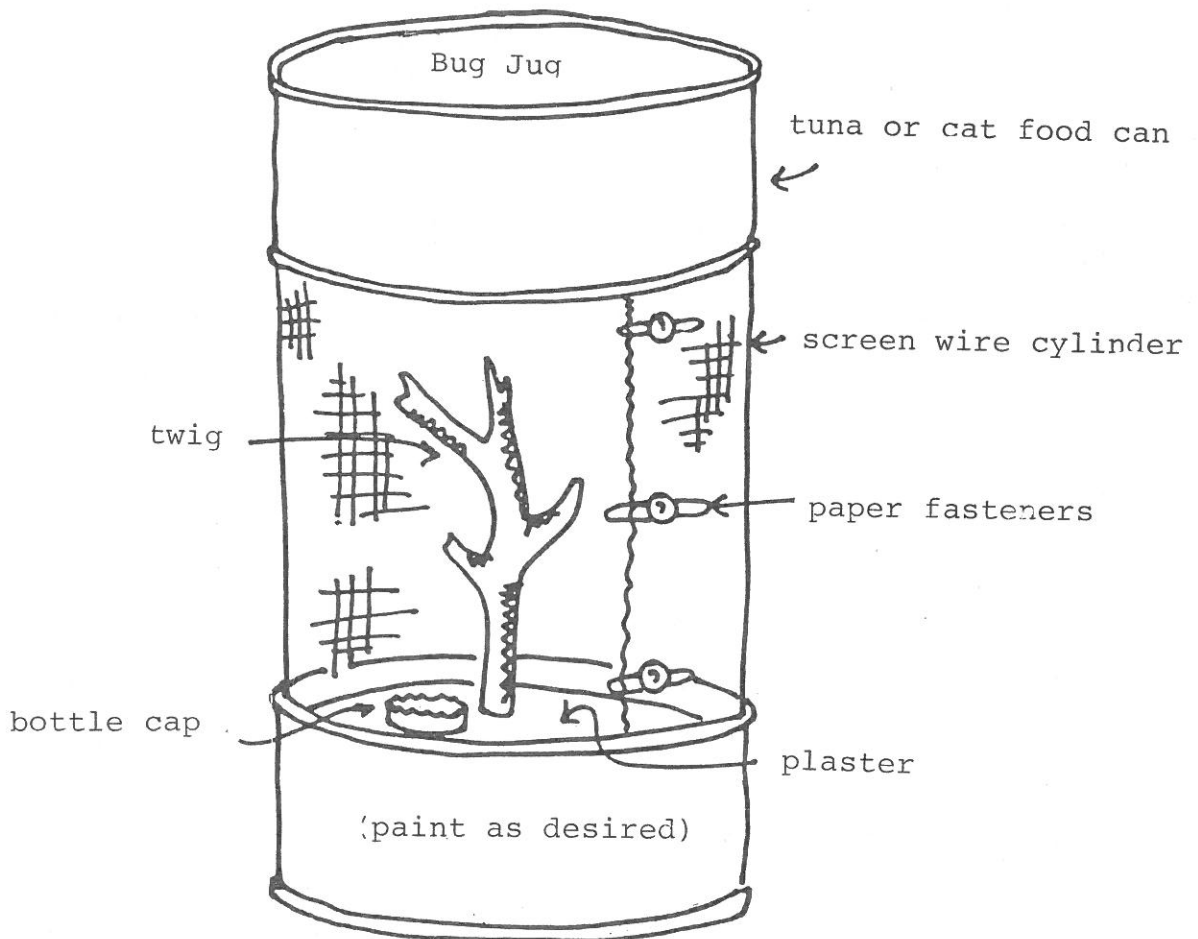
Set screen down into wet plaster in can.

Push small branch into wet plaster in center.

Push bottle cap (open side up) into plaster to make a "watering hole" for bugs.

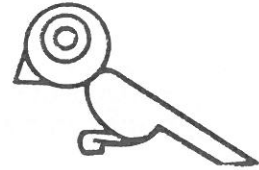
Use paper fasteners to secure the screen wire shut.

The other can serves as the lid for the jug.



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 hours 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 (if no blanket is handy, just lay down on the ground and roll to smother the 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 |



WEBELOS OUTDOORSMAN

Outdoorsman Activity Badge

Any outdoor activity will appeal to boys, particularly if they can burn off energy at the time. Boys love to explore, run, see new areas, come face to face with new ideas and have their minds stretched.

The outdoorsman badge provides several splendid opportunities for the whole family to get outdoors together. It can also be used to get the boys ready for Webelos camp. In starting this activity badge, I would suggest a review of all related possibilities. Outdoorsman covers family camping, backyard camping, hiking, parks, picnics, auto trips, field trips, and about any other activity your imagination will come up with as long as it is under no roof. Some of the related activity badges that come to mind are: aquanaut, athlete, forester, geologist, naturalist, sportsman, and traveler.

The Webelos program is guiding towards Scouting so here is an interpretation of the Scout Law to teach them a good outdoor ethic:

Trustworthy--by the leaders.

Loyal-----to fellow Webelos.

Friendly-----to companions and people whose facilities are used.

Kind-----to other boys and wildlife of the area.

Obedient-----to the leaders (there are certain things a boy just cannot do).

Courteous-----to everyone involved.

Cheerful-----a complainer dampens everyone's spirits.

Thrifty-----as first time camping need not be a big budget event.

Brave-----when it is spooky and the creatures appear.

Clean-----to maintain good health and a tidy campsite.

Reverent-----any outing should have a moment for everyone to thank the Creator for the blessings He has bestowed.

The big activity for the Webelos den is the campout. It is traditional to have a father and son campout. However, in today's family Dad isn't always there. So get a grandfather, uncle, neighbor or some other adult male to fill in. Many times Mom does not want to be left out, so have another campout later and make it a family affair. In either case the following ideas and planning will apply.

An unfortunate experience can drive a boy away from Scouting. However, a good meal, a warm dry bed and a couple of tall tales at the campfire will always leave a good and lasting impression.

The same will apply to you as a Webelos leader, since a successful outdoorsman cannot only survive in the outdoors but he can do so in comfort and with confidence and enjoyment. Remember comfort is the same as for the boy and confidence is knowing you can provide all of this not only with skill but also perhaps with a degree of flair.

Prepare the Adults

Some of you may have never camped out, but don't let that throw you. Scouting has a large selection of books to help you. You should start by attending Webelos leader training weekend. If you feel you need further practice, visit your local Boy Scout troop. They will be glad to have you and offer many tips. In fact, if you plan ahead and camp with the troop several times before your Webelos trip, you will have the flair I just spoke of.

Plan Ahead

If you don't, you are going to blow it.

When

Can all of the boys and their dads make it that weekend?

Is it a holiday?

Does it conflict with school?

Does it conflict with your local Scout troop?

If you invite two or three of the Scouts and their dads along, it will be good recruitment for your boys and provide good backup for you.

Where

Always personally check out your campsite.

If you go to a public camping area, try to get off by yourselves for more of a feeling of being alone. Don't end up in the middle of K.O.A. if you can help it.

Make sure you have access by car.

Check on water and sanitation facilities. If there are none, you must provide.

Make reservations for public land or get permission to camp on private property. If you go to a council camp, you can file through the council office. Wherever you go, file a "local tour permit" with the council office at least two weeks prior to going.

Who

All of your Webelos and their dads or adult partners.

All boys will be registered with the Boy Scouts and be in a Webelos den.

Two or three Boy Scouts and their dads if you choose to invite them.

How

Meet with all of the dads three weeks ahead of time.

Make sure everyone knows where and when to meet. Where and when you are going to return. Give everyone a map.

Double check on available transportation.

Plan your menu.

Take an equipment inventory.

Hand out schedules of events for the weekend.

Go over the rules: The Cub Scout Promise and the Law of the Pack will be the rules to govern conduct.

No alcoholic beverages at any Scouting function.

No smoking in the tents.

No food, drink, or aerosol sprays around tents.
No liquid fuels or fire starters.

Why

To have fun.

There is absolutely no other reason for going.

What

Oh, come on now!



Prepare the Boys

Review the outdoor code. Good Scouts always leave the camping area better than they found it. Discuss fire safety. Learn the rules for outdoor cooking. Many campsites no longer allow woodfire; some do not allow charcoal. Teach a few of the basic knots. Cover basic first aid and discuss why it is necessary. Let me note at this point, before you go camping make sure you know where the nearest doctor's office, hospital, or aid station is located. If you have any medical problem that you can't handle with a bandaid and a hug, transport to a medical facility. Two weeks before the campout, send a letter home with the boys telling the parents what is going on and include an equipment check list. Three days later call the parents and make sure it got there. Remember, a lot of den activities and Webelos advancement can be covered as preparation for the campout.

Den Equipment List

First aid kit (big enough to cover general first aid).
Coolers and ice.
Water containers and water.
Food and seasonings.
Cooking utensils (long spoons, meat fork, spatulas, pot holders).
Dutch oven and/or other cooking pots (review your menu and make sure you have all the right pots and utensils for each meal).
Aluminum foil.
Paper towels.
Dishwashing soap and scrubbers.
Cooking grate.
Water drip bucket and bar soap in a sock for washing hands.
Dining fly.
Wood, charcoal, or portable gas grill and fuel.
Lanterns
Buckets or dishpans for washing dishes.
Matches in waterproof container and fire starters.
Rope.
Toilet paper.
Trash bags.
Tents (practice setting them up at home ahead of time).
Hammer for ten pegs.

Personal Equipment List for Boys and Dads

Sleep bag or bed roll.
Flashlight with extra batteries.

Poncho or rain gear.
Comfortable footwear (boots recommended).
Coat and hat.
Warm clothes--at least one complete change.
Basically, you should dress for the weather, but remember spring and fall can be cool and there may be some dampness after dark.
Extra socks--an absolute must even on a hike.
Soap, washcloth and towel.
Toothbrush and paste.
Toilet paper.
Water bottle or canteen.
Eating utensils (plate, cup, knife, fork and spoon).
Webelos bring Webelos book.
All Scouts, Cubs and Scouters in uniform; this is a Scouting function.
Other items depending on the game plan: sack lunch for Saturday, suntan lotion, camera, fishing tackle, sports equipment, and if preplanned...a portion of the group food, tents, or other equipment.

These last items should be worked out at the planning meeting three weeks before you go.

Equipment Ideas

Handwasher - Poke a small hole in the side of a one gallon milk jug near the bottom and plug with a golf tee or whittled stick. Tie string from the golf tee to the handle of the jug so it won't get lost. Tie the jug from a tree limb so it will hang about table top height. Loosen the tee to drip water.

Soaper - Put a bar of soap in an old sock and tie the sock near the drip bucket. Nylon knee hose work best.

Towels - Run a stick or dowel through a roll of paper towels, tie a string to each end, and hang near the drip bucket.

Firestarters - Fill each section of an egg carton with sawdust or dryer lint. Use a piece of string for a wick and fill with melted paraffin. Make sure wick is soaked with paraffin also. (Note: It can take quite a bit of paraffin.) Each "egg" is a firestarter.

OR tie a half dozen matches together with string and dip in melted paraffin. To use, strike the matches and lay in the tinder of your fire.

OR cut several thicknesses of newspaper in 4" strips. Roll together and tie with string and dip in melted paraffin. Lay this in the fire and light with a match.

OR cut old candle stubs into 1½" to 2" sections. Wrap with waxed paper to make a "kiss". Place under tinder and light either end of paper.

Recipes

Walking Salad - Spread the inside of one cabbage or lettuce leaf with peanut butter. Lay several carrot sticks and some dried fruit on leaf and roll it up. Serves one.

Bugs on a Log - Fill celery stick with peanut butter, add a line of raisins or nuts on top. Serve 2 or 3 logs per person.

Hamburger Skillet Dinner - Serves 6.

1½ lb. hamburger	½ t. salt
1 envelope 1 oz. onion gravy mix	1½C. mashed potato flakes
¼C. cold milk	1 - 1lb can peas & carrots, drained
1¼C. cold water	2-3T. butter or margarine

In a medium size skillet, combine hamburger and contents of gravy mix envelope. Pat the meat along bottom and sides of the skillet, to make like crust. Cook over low heat until meat is done. Drain off excess fat. Meanwhile, make mashed potatoes by combining water, milk, and salt. Add potatoe flakes and stir with a fork. When meat is done, spoon peas and carrots into the center of the meat crust. Spread prepared mashed potatoes over the top. Dot with butter. Cover and return to heat vegetables and potatoes until they are hot, about 15-20 minutes.

Quick Tamale Pie - Serves 6.

1 pkg. 8 oz. corn muffin mix	1 can 16 oz. sloppy joe sauce
1 can 16 oz. chili con carne with beans	
1/2-3/4 C. water	1/2 t. chili powder

Mix the corn muffin mix according to package directions. Place the chili and sloppy joe mix in a dutch oven. Stir the chili and sauce to blend, add water and chili powder. Top the chili with the muffin mix, spooning it into the center of the casserole and pushing it gently toward the outside edge. It should not touch the sides of the dutch oven. Place the dutch oven with lid over hot coals, and bake for 20 minutes. Cut into pie wedges to serve.

Seasoned Vegetables - Serves 6.

1 T. oil	1/4 C. onion flakes
3 C. drained vegetables (green beans, carrots, peas, corn, etc.)	1 t. tabasco sauce
	1/4 C. pepper flakes
3 t. celery salt	1 t. salt

Heat oil in skillet, add vegetables and seasonings, stir well. Cover and steam 5-10 minutes, stirring occasionally. Serve immediately.

Succotash and Potatoes - Serves 4-6

1-10 oz. pkg. frozen lima beans cooked to directions or	2 T. margarine
1-16 oz. can lima beans	Salt and pepper to taste
1-16 oz. can whole kernel corn	1-16 oz. can potatoes, sliced or chopped

Combine all ingredients. Spread on 4-6 heavy duty foil squares that have been lightly greased and seal. Bury in coals or lay on top of grill over fire and cook until very well heated through.

Bread on a Stick

Use 1/4 C. milk to each C. biscuit mix. Make biscuit mix. Pinch off a ball of dough a little larger than a golf ball. Roll the dough in your hands until it is 8-10 inches long and 1/2 inch in diameter. Pinch one end of the dough around one end of a green stick, and spiral it around the stick, pinching it together at the end of the spiral. Slowly bake over hot coals, turning the stick until the twist is evenly browned.

Garbage - Serves 8-10.

This is an old standby for Boy Scouts for breakfast.

1 lb. bacon	1 lb. sausage
1 pkg. frozen hash browns	1 doz. eggs
diced onion and green peppers (if desired)	

In dutch oven or cast iron skillet, start browning bacon, then add the sausage. When these are about half-cooked, add the potatoes and onions and green peppers. Stir often. When the potatoes are just about done, add the eggs and stir until the eggs are cooked. Salt and pepper to taste.

S'Mores

2 graham crackers for each sandwich

large marshmallows

Thin chocolate bars

Roast marshmallows, while very hot, put on a graham cracker. Top with a square of chocolate bar. Use second cracker to help get marshmallows off stick and top "sandwich". Eat!

Banana Boats - One per person

Peel back one strip of banana. Cut a wedge from banana. Alternate chocolate chips and miniature marshmallows in trench. Replace strip of skin. Wrap in foil. Place in hot coals for several minutes but do not over cook!

Sample Schedule for Campout

Saturday:

Arrive at campsite.

Erect tents; prepare bedding; check cooking area and fuel supply.

Raise U.S. flag while all salute. Repeat Pledge of Allegiance.

Nature hike with a purpose (badge instruction).

Fishing.

Father-son buddy teams prepare own lunch.

Lunch.

Clean-up and dishwashing.

Fathers and sons work on badge requirements or take tour.

Swimming or boating (use Safe Swim Defense Plan).

Free time.

Father-son buddy teams prepare own dinner.

Dinner.

Clean-up and dishwashing.

Games.

Lower U.S. flag while all salute.

Campfire program.

Lights out and camp quiet.



Sunday:

Reveille.

Air bedding and clean up.

Raise U.S. flag while all salute. Repeat Pledge of Allegiance.

Non-demoninational worship service.

Breakfast.

Clean-up and dishwashing.

Strike camp. Leave campsite better than you found it.

Den Ideas

Attend Webelos Woods.
Hold a father-son camp out.
Hold a pack family campout. The Webelos den does the cooking.
Hold a backyard campout and practice setting up different kinds of tents.
Study harmful insects and snakes.
Visit a nature center and have the ranger discuss poisonous snakes.
Make your own tent.
Make a den first aid kit.
Learn how to make bedding roll.
Make fire starters.

Webelos Pack Demos

Set up a tent and discuss various kind of tents.
Build several kinds of fires and explain when each is used...
but don't light them unless you are outside.
Build a knot board and show younger boys how to tie knots.
Demonstrate how to make a buddy burner and a reflector oven.

Conclusion

We have spent most of this section on the campout, but remember there are other requirements also. Some of them say the Webelos must help with camping or cooking. This doesn't mean that he does all the work but get him involved in all phases of the activity. Camping can be a most enjoyable activity as well as being the biggest part of Scouting. I wish you the best of luck and much fun in your future camping endeavors. Incidentally, the tarp on page 155 of the Webelos Scout Book is reminiscent of the same tarp on page 341 of the Handbook for Boys, 5th edition, 1956 (my old Scout Handbook). I made that type of tarp and had a heck of a lot of fun with it. Wish you the same.

Outdoorsman Activity Badge Requirement Updates

New and exciting changes are in store for the Webelos. Starting June 1, 1988, the Webelos program becomes a two year program for boys. Five new activity badges will be introduced as early as September, 1987. The new badges are: Communicator, Family Member, Fitness, Handyman, and Readyman. Along with the new activity badges, there are new requirements for Aquanaut, Athlete, Craftsman, Outdoorsman, Sportsman, the Webelos badge, and the Arrow of Light.

Included in the new Webelos Scout Book (printed in the spring of 1987) are the revised requirements for the Webelos badge and the Arrow of Light, along with the current requirements which you will be using until June 1, 1988. A boy who starts work on the Webelos badge or Arrow of Light before June 1, 1988, may earn the badge under the current requirements, even if he doesn't finish all his work before June 1. Only boys who start work on either of these badges after June 1, 1988, will use the new requirements. Be sure your Webelos Scouts understand which set of requirements to use.

Listed in this section are the current requirements and the new revised requirements.

WEBELOS READYMANReadyman Activity Badge

Readyman is one of the new activity badges being introduced into the Webelos two year program. This activity badge stresses to the boy the importance of knowing how to deal with life's problems and emergencies.

By giving the boys step-by-step instructions, they will be better able to handle many of the situations requiring a level head and first aid know-how. Keep in mind that the instruction of first aid needs to be directed at the nine and ten year old age group.

While instructing this badge, keep in mind that not all problems and emergencies are medical in nature. Teach the boys how to deal with some of the home related problems that could occur. This activity badge will reinforce the handyman activity badge and may even overlap. This only proves to strengthen the boys' ability to react correctly in any situation.

Den and Pack Activities

Have paramedic visit.

Visit ambulance service.

Visit fire station.

Take a first aid or CPR class or have Red Cross instructor give talk.

Have a water safety instructor go over the safe swim defense plan and then go swimming.

Demonstrate using coolers, picnic jugs, buckets, and blue jeans as floatation devices for swimming. Let the boys try using them.

Stage mock disaster involving injuries and have the boys treat the injuries.

Have first aid relay games.

Have Officer Friendly talk on bicycle safety and have your bicycles inspected and registered. Also consider a bike rodeo and obstacle course.

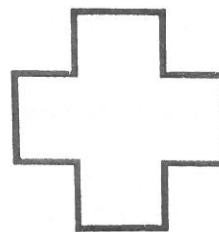
Execute an emergency home fire drill from your prepared plan.

Construct a first aid kit for your home or car.

Give a talk to younger Cub Scouts (not Webelos) on 6 rules of safety to remember while riding in a car.

Have boys make lists of phone numbers for the family doctor, police, fire department, utilities, housing, poison control center and post these emergency numbers by the phones in the house.

Have the fire department do a safety inspection of your home.



Readyman Activity Badge Requirements

Do These:

Approved By:

Explain what first aid is. Tell what you should do in case of an accident.

Explain how you can get help quickly for these problems: *

- Medical
- Police
- Fire
- Utilities (electricity, gas, etc.)
- Housing
- Family problem

Post a list of these directions in your home.

Show what to do for "hurry cases" of:

- Serious bleeding
- Stopped breathing (show rescue breathing)*
- Internal poisoning
- Heart attack

Show how to treat shock.

Show first aid for the following:

- Cuts and scratches
- Burns and scalds
- Choking

Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group.

Explain the reasons for the buddy system.*

And Do Two Of These:

Explain six rules of safety you should follow when driving a bicycle.

Plan a home fire escape plan for your family.

Explain how to use each item in a first aid kit for a home or car.

Explain where accidents are most likely to happen inside and around your home.

Explain six rules of safety you should remember when riding in a car.

Attend a first aid demonstration at a Boy Scout troop meeting, a Red Cross center, or other place.

* Requirements marked with an asterisk are also requirements for Boy Scout skill awards. Requirement 2 is part of the Family Living skill award. Requirement 3 (rescue breathing) and requirement 6 (safe swim) are both part of the Swimming skill award.

WEBELOS SCHOLAR



Scholar Activity Badge

The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a ten year old. You may be a teacher or a school administrator, but it will help to expose your boys to other school people outside the classroom on an informal basis. Arrange to have someone meet with your Webelos den the first week to set the stage for your month's scholar activity program. You will need to find out who works at the school and how the educational "chain-of-command" works in your community. The secretary at the boys' school can usually be very helpful. The school district office and parent-teacher organization can also be good contacts to prepare for this activity badge.

Most of the work on this badge can be done by the boy in school, but don't let this deter you from planning interesting den meetings. The scholar activity badge should be an easy one for boys to earn if they are doing acceptable work in school. More than half of the requirements concern attendance, behavior, grades and service in school and his teacher can sign the book to verify completion of the requirements.

You influence a boy's pattern of thinking about education by your attitude toward the scholar activity program. Your explanation of the importance of education can guide them in establishing a solid foundation and thirst for knowledge.

The following suggestions and ideas will help you increase the value and effectiveness of the scholar activity badge program.

Den Leader Considerations

A boy feels about school according to how he thinks adults feel about it. He is watching your guidance. Activities outside the classroom strengthen and extend the learning that goes on at school. The Webelos program is enhancing his education, and you, as his den leader, are an integral factor in the growing-up process.

By keeping physically fit, the boy is more likely to get the most out of his education. Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his problems and listen when he does. Pat him on the back when he does well. Help each boy lead a balanced life. Studies should be counterbalanced with recreational and social activities.

Help him make wise use of his time. Horace Mann wrote -- "Lost, yesterday, somewhere between sunrise and sunset, two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever." Help your Webelos Scout see school and the scholar badge as important parts of their learning experience.

Encourage your boys to find out all they can about the schools in their community - the good things and the problems. Discuss these points in den meetings as they work on the requirements for the scholar activity badge.

Den Activities

This list of activities is certainly not exclusive and may give you some ideas for expanding it.

Invite an administrator or teacher to speak to the den about careers.

Attend a school board meeting.

Visit the school district offices.

Play a Newspaper Search game looking for articles about education.

Visit a high school, college or technical school.

Ask a librarian to explain the Dewey Decimal System - visit the public library - have the boys complete applications for a library card.

Service Projects

A Webelos den can perform a service project that gives them "hands on" experience in doing something related to their education.

Perform a flag ceremony for a parent-teacher meeting.

Form a safety patrol for their school if one does not exist, or make one day of the week Cub Scout day on patrol.

Organize a messenger service for the principal.

Assist the librarian.

Form a stage crew for an assembly program.

Provide a flag raising team one day each week.

Plant a tree or shrub at school.

Collect used books for underprivileged or handicapped youth.

Demonstrations

Den meetings can be used to prepare a demonstration for the pack meeting or for a Scout show.

Charts of the school system, administration or government.



School board election posters.

Display of old school books the parents may have.

Map showing educational institutions in your community, i.e. special services schools for handicapped, schools for developing specific skills, technical schools, colleges, etc.

History of Education

When prehistoric man learned to communicate with words he was able to pass his limited knowledge on to his children. Each generation has added new ideas gained from its experience. As contact between individuals, tribes, and nations increased, so did the exchange of knowledge, but this word-of-mouth education was slow and limited.

It wasn't until writing was invented - about 5,000 years ago that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes or astronomers. About this same time, the system of apprenticeship was established. Boys from poorer families were bound by agreements to work for a master without pay. In return, he taught them a trade or an industrial craft. The master also had to feed, clothe, and house his apprentices. This system of apprenticeship was still in effect in colonial America.

When Greece became the cultural center of the western world (around 400 B.C.) education took a new turn. No longer was education a religious rite or a mystery. All citizens could attend school if they wanted to. Only slaves were excluded. The schools prepared boys for citizenship and educated them in literature, philosophy, and similar fields. The teachings of ancient Greek wise men like Plato, Socrates, and Aristotle still influence modern academic studies.

During the Middle Ages (500-1500 A.D.) education was controlled by the church. Although people spoke in various languages, books were written only in Latin. At that time students came only from wealthy families.

The Renaissance (1300) brought a great rebirth of culture to Europe. The Greek ideals of liberal education were revived. After the Reformation (1500's), church-financed public schools were started, using the common national languages in reading and writing. Education was made available to all but the very poorest. The education system in early America was of four types:

- (1) Apprenticeship training. Poor children and orphans were bound out as apprentices to learn a trade.
- (2) Elementary schools. Many were supported by churches and similar groups. Town schools were at first private - later supported by town taxes.

- (3) Secondary and higher institutions. The emphasis was on Latin to prepare boys for college.
- (4) Prevocation schools. These academies taught technical subjects.

Nine universities had been established in America by 1751. Harvard was the first. All except the University of Pennsylvania were founded by religious groups. The Northwest Ordinances of 1785 and 1787 had an impact on education in the United States that is still felt. Congress provided that in the Northwest Territories (and all later territories) every township would reserve one section of land to support public education. The ordinances guaranteed the rights of all to freedom of worship, freedom of speech, the right to a jury trial, protection from cruel and unusual punishment, and the right of a public education.

The first Normal schools for teacher training were started in 1839. Massachusetts passed the first compulsory public school attendance law. The first public high school was in Boston.

Scholar

Bring your latest report card to show that you have a good record of attendance, behavior and grades at school.

What school activities or service have you done?

What is the name of your teacher and principal?

Ask either of them what they think is the most valuable part of an education. What did they say?

Ask your teacher or principal about other careers in education. What are some of the jobs they told you about?

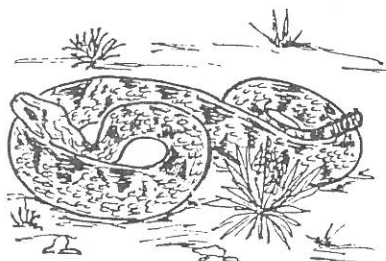
Help someone with school work. What did you do?

What is the name of your school?

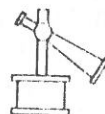
What school district is your school a part of?

Who is the superintendant of schools for the district?

Name one school board member.



WEBELOS SCIENTIST



Scientist Activity Badge

Science, the systematic and unbiased study of the world, including everything that can be seen or detected in nature, man, and society, and the knowledge that grows out of such study. The word science comes from the Latin "scientia" meaning knowledge.

Science is based on the assumption that there is some order in the world -- that is, that some events appear to happen as a consequence of other events. Scientists try to understand, explain, and predict the way in which everything in the world behaves or acts.

Bernoulli, the name of a Swiss family of scientists and mathematicians. Daniel Bernoulli (1700-1782), the son of Johann, held positions at Basel as professor of anatomy, botany, and natural philosophy. He was called the father of mathematical physics because of his theory of gases and fluids, advanced in Hydrodynamica (1738). Bernoulli's Principle, explaining the relation of pressure to fluids in motion, has applications in aviation and hydraulics.

Den Activities

Talk about the various branches of science and how they differ.

Invite a weather expert to talk or visit a weather station.

Visit a school science laboratory where a teacher can show some equipment and do a simple experiment.

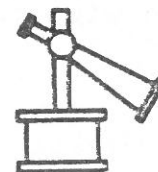
Plan a scientific experiment to be demonstrated at a pack meeting.

Make some optical illusions.

Visit an airport and ask an expert to explain flight principles.

The Preliminary Work of a Science Project

1. Logbook.
2. Project plan.
3. Problem statement.
4. What you are going to do.
5. Materials needed.
6. Time schedule.



Sample Plan

Problem statement: Which way will a hamster go....to food or freedom?

What I am going to do: First I am going to build a simple T maze with chicken wire over the top so I can see inside.

Then, I am going to put a hamster in the maze with food at one end of the crossbar and an open door to freedom at the other end (making sure that the "open door" leads to another enclosure so the hamster doesn't escape).

I will also try other experiments, such as: which way will it go with both sides of the crossbar closed, or which way will it go with both ends open.

Materials list: One or two hamsters
 Aquarium
 Half-inch square chicken wire
 Wood shavings
 Hamster food

Time schedule: Feb. 1-7...Get materials.
 Feb. 7-14...Build maze.
 Feb. 14-21...Do experiments.
 Feb. 21-Mar. 2...Write report.

Various Branches of Science

General Science
 Chemistry
 Environmental Science
 Weather
 Space Exploration

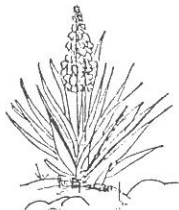
Animal Science
 Plant Science
 Veterinary Science
 Computer Science
 Astronomy

Projects

Jet Plane

Construct a jet plane model out of a block of styrofoam or balsa wood. Cut out two wings. Finishing nails can be pushed halfway into the inside edges of the wings and the protruding end into the body of the fuselage. Tape a carbon dioxide cylinder (purchased at a hobby store or science supply house) to the bottom of the plane. Be sure the mouth or front end of the cylinder is pointed toward the tail section. Fasten metal rings or screw eyes to the plane and thread through wire. Anchor the wire from one end of a room to the other. You are now ready to blast off. Using a sharp nail or ice pick, puncture the soft metal in the mouth of the cylinder.

Sir Isaac Newton's third law of motion says that for every action there is an equal and opposite reaction. In which direction is the gas escaping in relation to the direction of the travel of your jet plane?



Lift Pump

Materials needed:

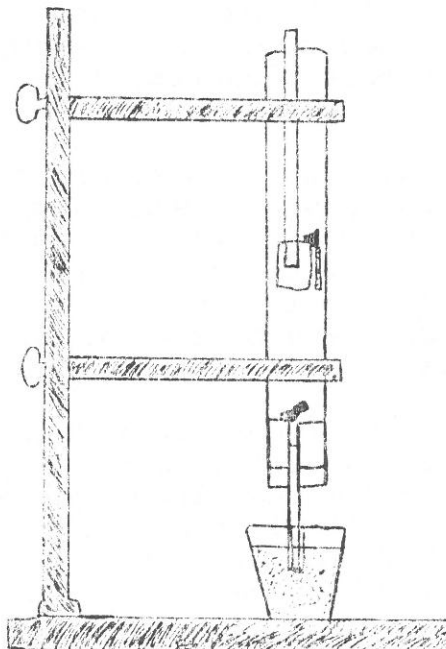
- Clear plastic or glass cylinder one inch diameter by one foot long.
- Pencil
- Short glass tube
- 1 - one hole stopper
- 1 - two hole stopper
- Two small squares of rubber
- Pan of water

A lift pump is a type of suction pump used to bring water up out of wells. It can be found on farms and in picnic areas of forest preserves.

Build a wooden support or use a ring stand to hold the cylinder in a vertical position. Fit the short glass tube into the one-holed stopper. Tack a flap of rubber over the top of the hole in the stopper. This arrangement is called the foot valve and should fit snugly in the bottom of the plastic cylinder.

Push a pencil into one hole of the other stopper. Tack a rubber flap over the second hole. This stopper should fit loosely into the top of the plastic cylinder so that when you hold the pencil it will move up and down. It serves as the piston valve.

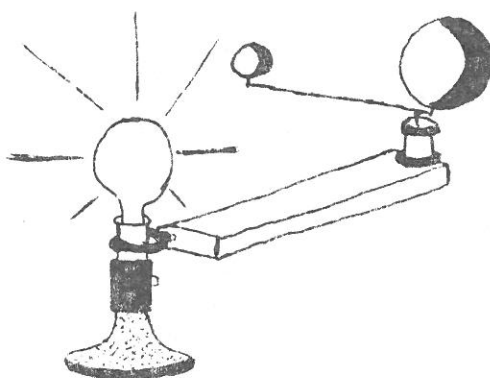
Place a pan of water under the pump so that the glass tube in the foot valve extends down into it. Prime the pump by pouring in a little water in the top of the plastic cylinder. Move the piston up and down. When do the valves or rubber flaps open and close? What happens to the air in the cylinder on the downstroke? What happens when you pull the piston back up?



Periscope

Cut four strips of balsa wood measuring 3 inches by 1 foot. These will form the sides of the tube. Cut two more pieces measuring 3 by 3 inches for the ends. Cut out a two-inch square near the end of two side strips. Tape pocket mirrors at a 45 degree angle to the two sides with holes. Tape the remaining sides and the top and bottom pieces to form a completely closed box.

The periscope is now ready for use. Hold the tube upright and look through the bottom opening. Since light travels in straight lines the mirrors will reflect objects down to your eyes.



Planetarium

A planetarium is a machine that projects the night sky on a dome-shaped ceiling. It can portray the positions of the stars, planets, and moons in relation to each other and the sun during the different seasons of the year. A simple planetarium can be made to illustrate a few concepts about astronomy.

Use a large rubber ball and a small ball one fourth its size to represent the earth and the moon. Insert a wire hanger through the center of both balls. Construct a wooden arm on a table lamp by following the adjoining illustration. A large eye screw will permit the arm to revolve around the light which represents the sun. A spool nailed to the opposite end of the arm will hold the wires attached to the two balls.

When using the planetarium to demonstrate concepts, the axis of the earth should always be tilted to the north as you revolve it around the sun. Use a compass to set the direction correctly. Observe the area on the earth directly illuminated by the light at each quarter turn. Can you figure out which season of the year it is? In what positions will the moon be when there are lunar and solar eclipses?

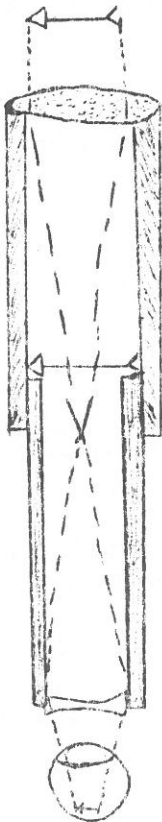
Telescope

A refracting telescope is an astronomer's tool used to magnify distant objects. It is based on the principle that light waves are bent or refracted when they pass through different materials.

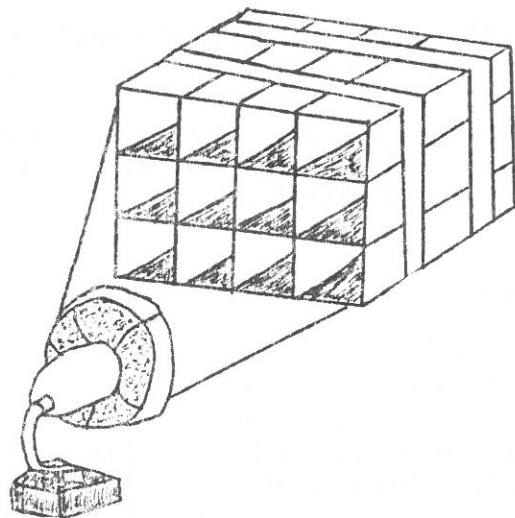
Locate two cardboard tubes, one slightly smaller in diameter. From a science supply house purchase two convex lenses which have the same or slightly smaller diameters. A suggested focal length for the eyepiece lens is one inch and for the objective lens ten inches. Using lenses of these focal lengths will give you a magnification of ten times.

Tape the eyepiece in one end of the smaller tube. Tape the objective lens in one end of the larger tube. Place the small tube inside the larger one. As you look through the eyepiece point the homemade telescope at an object in the night sky. Move the smaller tube in and out until the object is clear. Can you see the moon, Venus, and stars better with this instrument than with the naked eye?

This telescope can be used in the den room or backyard to magnify things. What happens to the image? Substitute a concave lens for the convex eyepiece. Is your world right side up now?



TELESCOPE



Wind Tunnel

Wind Tunnel

A wind tunnel is used by scientists to test model airplanes designed like actual planes. It provides them with information about how a certain plane would respond in flight.

Take a dozen one-quart cardboard milk cartons and cut off both ends on each. Glue all twelve together as shown in the illustration. An electric fan set in front of the wind tunnel will produce the air currents. Model airplanes of balsa wood, heavy cardboard, or plastic can be tested. Hold a plane on the end of a string behind the wind tunnel. Refer to the diagram for position. Does the wind current create a lift? Adjust the elevators on the tail assembly so the airplane will climb. What is the position of the elevators in a nose dive?

Crystals

Some crystals are easy to make. For example, beautiful blue crystals of copper sulphate - combined with water - can be made by preparing a concentrated solution of copper sulphate and allowing it to evaporate. Make the solution by stirring copper sulphate into a half cup of hot water until no more will dissolve (you can get copper sulphate at the chemist). Pour the solution into a shallow dish and leave it for a few days.

As the solution evaporates, blue crystals of copper sulphate will be left behind.

Similarly, dissolve a quarter of a cup of Epsom salts in an equal amount of boiling water. Splash the solution on a tile, and crystals will soon appear.

Electric Cell

Two rods of different metals placed in an acid solution form an electric cell. You can make a simple battery with some strips of brass or copper and zinc and a dozen potatoes. Cut the zinc strips out of the cases of old flashlight batteries. Buy strips of brass or copper wire, and copper wire for connecting them. Prepare twelve strips of each metal. If you use copper wire instead of brass strips, wind it around sticks. Into each of the twelve potatoes, cut two slits about 1/2 inch apart. Stick the strips of two metals into each potato. Connect them with wire from the brass strip in one potato to the zinc in the next. To complete the circuit, connect a flashlight bulb in place of the thirteenth potato. It will light up, proving that you have made electricity. Each of the potatoes contains acid in its juices. The chemical reaction that takes place between the two different metal strips and the acid makes electricity.

WEBELOS SHOWMANShowman Activity Badge

The showman activity opens a door to a new and exciting world for your Webelos. What youngster doesn't like to show off his talents? Especially, if that youngster is a Webelos Scout! Showman offers three areas that your Scout can choose from or he can choose all three in completing the requirements. Music, drama, and puppets are the choices that your Scout can have to choose from that will allow him to "show off" his talents.

Music

How can a Scout have fun with music? Well, if he plays an instrument at school, let him bring that instrument to a den or pack meeting to play for the group. If you have several Webelos that play instruments let them form a band. What if you don't have the luxury of store bought instruments? Improvise! Make your instruments from cardboard boxes, oatmeal boxes, rubberbands, tissue paper rollers, aluminum foil, rolled up pieces of tin, or just about anything; then let your boys have some fun.

While making instruments, your Scout can learn about music. The Scouts can pretend that they are rock and roll singers. This is a fun thing to do. Let your kids dress up as Elvis Presley, Van Halen, Kiss, Prince, Beatles, Chubby Checker or any singer they so choose. Have the boys perform to recorded music at your pack meeting.

Drama

Putting on a play will let the boys' talents shine like stars. The boys can write, direct, produce and even act in their own play. This play can be a small skit or an elaborate play with props and scenery.

Here is an example of a simple skit:

John - Why do you have on one red sock and one green sock?

Jack - I don't know.

Bill - That's funny. He has another pair at home just like it.

Puppets

Puppetry can offer a lot of fun for your boys. Puppets can be made from just about anything. Stage settings can be simple or elaborate. For the shy boy, puppetry can be a means of expressing his talents while drawing attention to the puppet and away from himself. This not only comforts the shy boys but affords them a chance to grow.



Walk Along Puppet Theater Finger Puppets

Puppet Theater

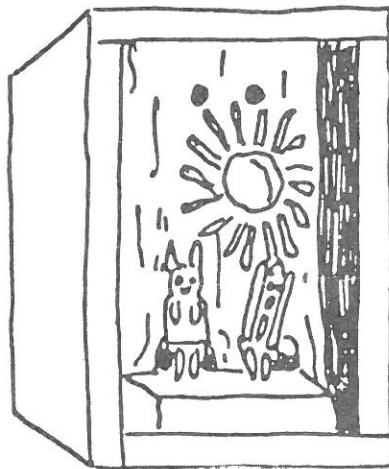
Materials needed: Cardboard Box (about 18" square)
 A one pound plastic margarine tub
 Cardboard
 Paper fastener
 Shoe box
 An old sheet, pillow case or other fabric
 Glue

Remove all the flaps from the top and bottom of the box. Frame the stage by cutting 1" wide cardboard strips and taping around the edges of the front of the box. Set the box on its side with the framed section facing forward.

Cut a U shape from the bottom of the box as show. This will allow the box to fit around the boys stomach, so the stage will be straight and level as he walks. Poke a small hole on the top of the box just above the U shape. Make a small hole in the bottom of a margarine tub. Attach the inverted tub to the inside of the box with a paper fastener. With this cap on one's head, he will have an easier time managing the box while he gives a show.

For a stage, glue an inverted shoe box to a larger box. Finish with the stage frame.

For a background curtain, cut an old sheet or pillow case to fit inside the box behind the stage. Crayons or felt markers can be used to draw background scenery on the sheet, or it can be left plain. Make eye holes to see through the fabric. Glue the edge of the sheet to the top of the box just behind the shoe box. The sheet should land right behind the shoe box but in front of the tub cap so that the boys face will be hidden from the audience.

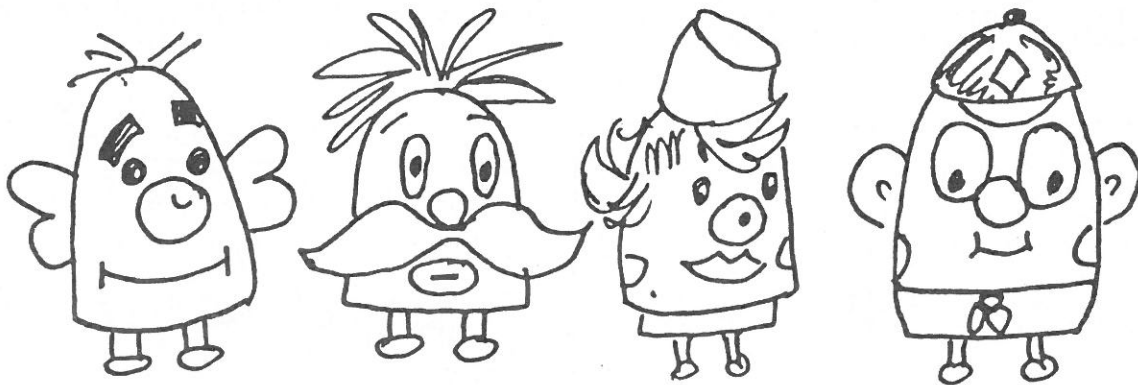


People Puppets From Paper Bags

Use large paper bags as the base for these people puppets. Build up facial features and props with papier-mache. Paint and decorate as desired.

Make leg and arm bands out of colored foil. Complete the costume with fringed leg bands of cloth or colored paper. You are only limited by your imagination.

Now it is "Show time"!



Puppets

On heavy paper draw any sort of person, creature or animal. Don't draw legs on the puppets, but allow an extra $1\frac{1}{2}$ " at the bottom of your drawing and cut out. Cut two holes for fingers in the $1\frac{1}{2}$ " allowance. Fold this $1\frac{1}{2}$ " back and put fingers through the holes as pictured. The fingers become the legs of puppets.

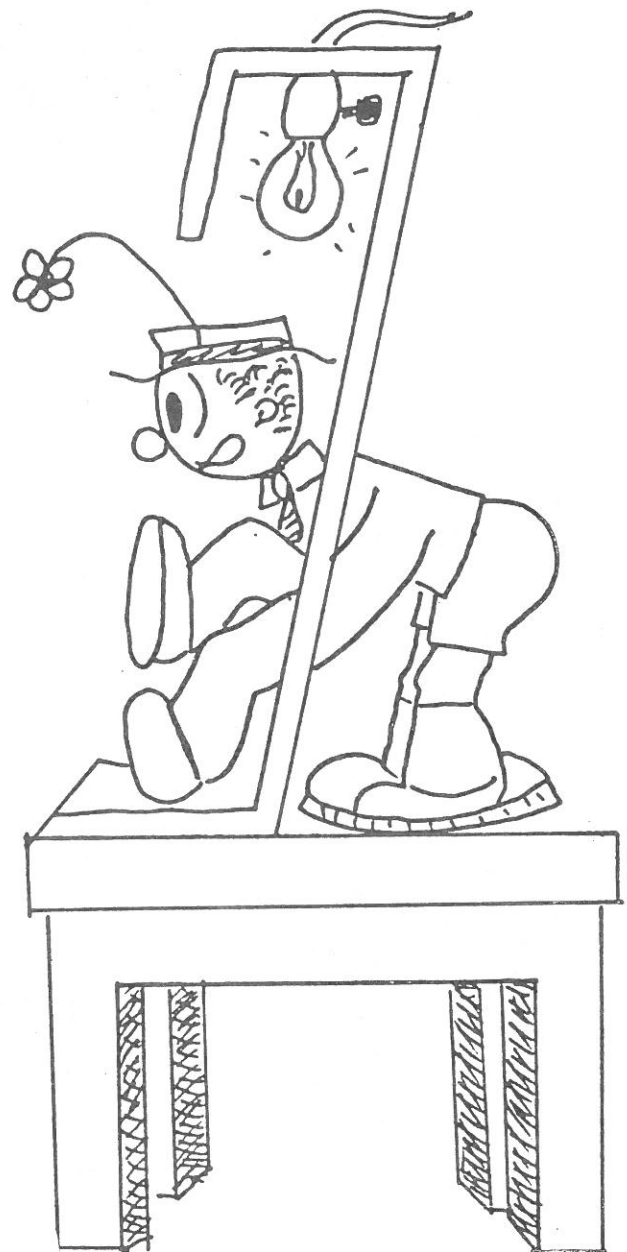
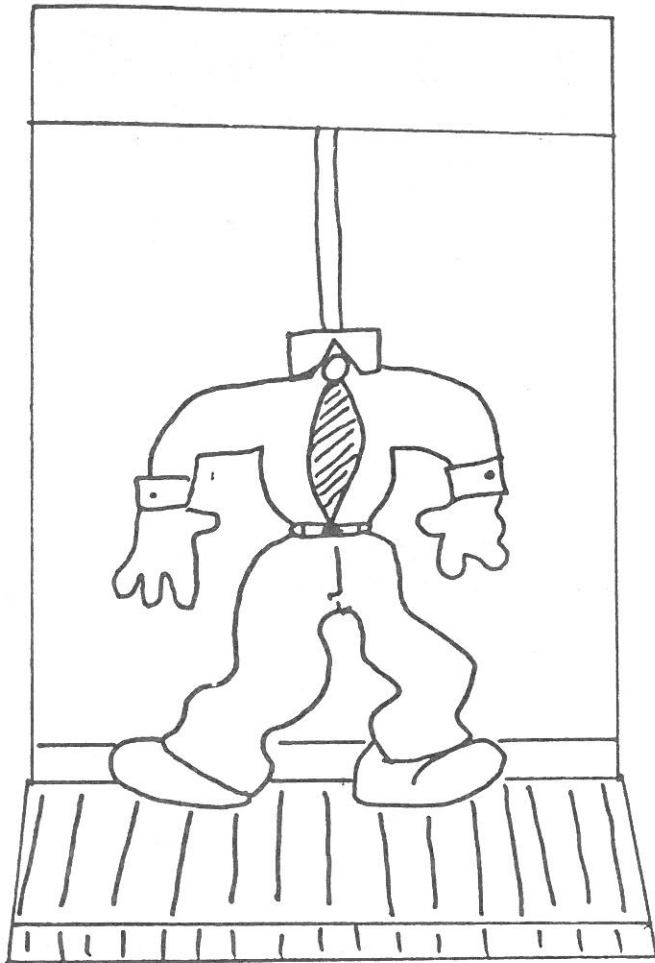
For the show, the puppets are slipped in front of the curtain.



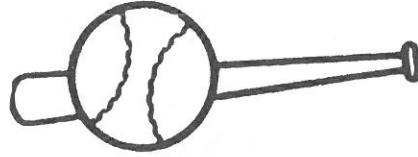
A Song and Dance Man

Put your boys into the act by using this clever device for a live puppet. If you make two or more, you can have a chorus.

Make a 3 x 5 frame out of 1 x 2 pine or other light wood. Cover frame with a plain colored cloth. Sew or paint a shirt on background and fasten a pair of pants onto frame at puppets waist. Cut a slit to insert boy's head and make two more slits for his arms to be inserted into the pants legs. Stuff a pair of work gloves and sew them to shirt cuffs on background. To operate have boy put his head through the slit above the shirt, put an appropriate hat on his head, then tie shoes securely to his hands. He can improvise dance steps to fit the tune as he goes. Some very funny routines can be worked up with this puppet frame.



WEBELOS SPORTSMAN

Sportsman Activity BadgeDen Meeting Pre-Openers

Unscramble the following group and individual sports.

labltkesba	(basketball)
wlgiobn	(bowling)
llbbaase	(baseball)
hisngfi	(fishing)
ckyhoe	(hockey)
lfgo	(golf)
ngikis	(skiing)
btela nesnti	(table tennis)

Have the Webelos figure out a football play or a basketball play and diagram it. See the local high school or little league coaches for help.

Give Webelos a list of famous sports figures and have them name the sport involved.

Den Activities

Attend a high school, college or professional sports event with dads.

Invite a sports figure, coach, or referee to teach signals and talk about teamwork, sportsmanship and fair play.

Have a father-son bowling night.

Have Webelos practice casting with fishing rods. Follow up with a father-son fishing outing.

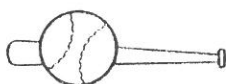
Play ping-pong, badminton, or volleyball.

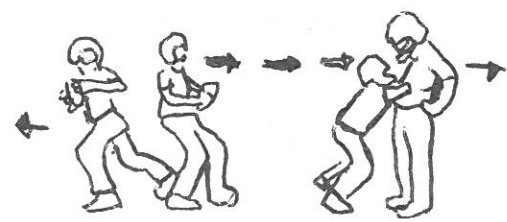
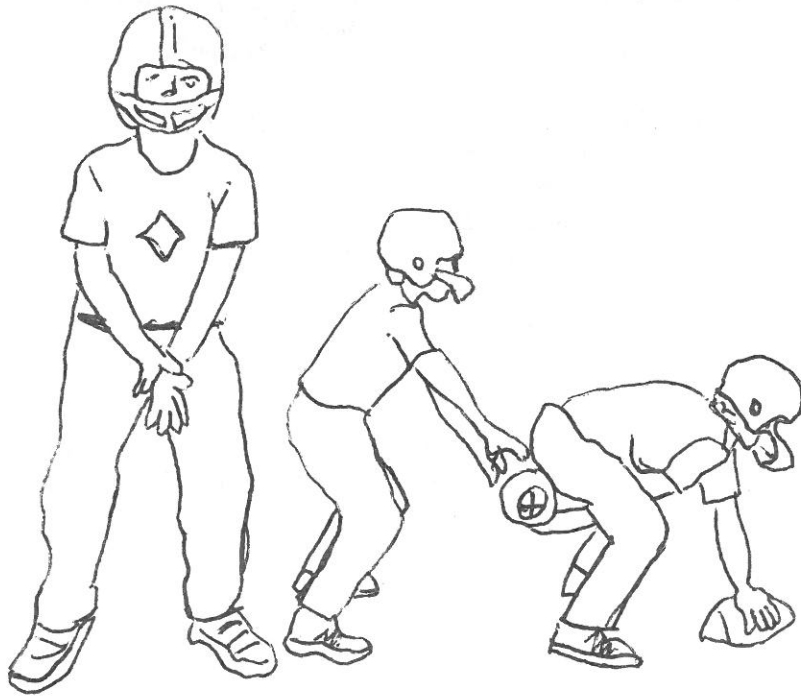
Take the Snap - Throw the Pass

Try this basic drill at your den meetings. Even if you are not the passer on your team, get used to handling the football. Teach your hands, legs, eyes, and arms to work together.

For your target hang an old automobile tire about six feet above the ground. Take the snap from your center, move back three or four short steps, and fire away.

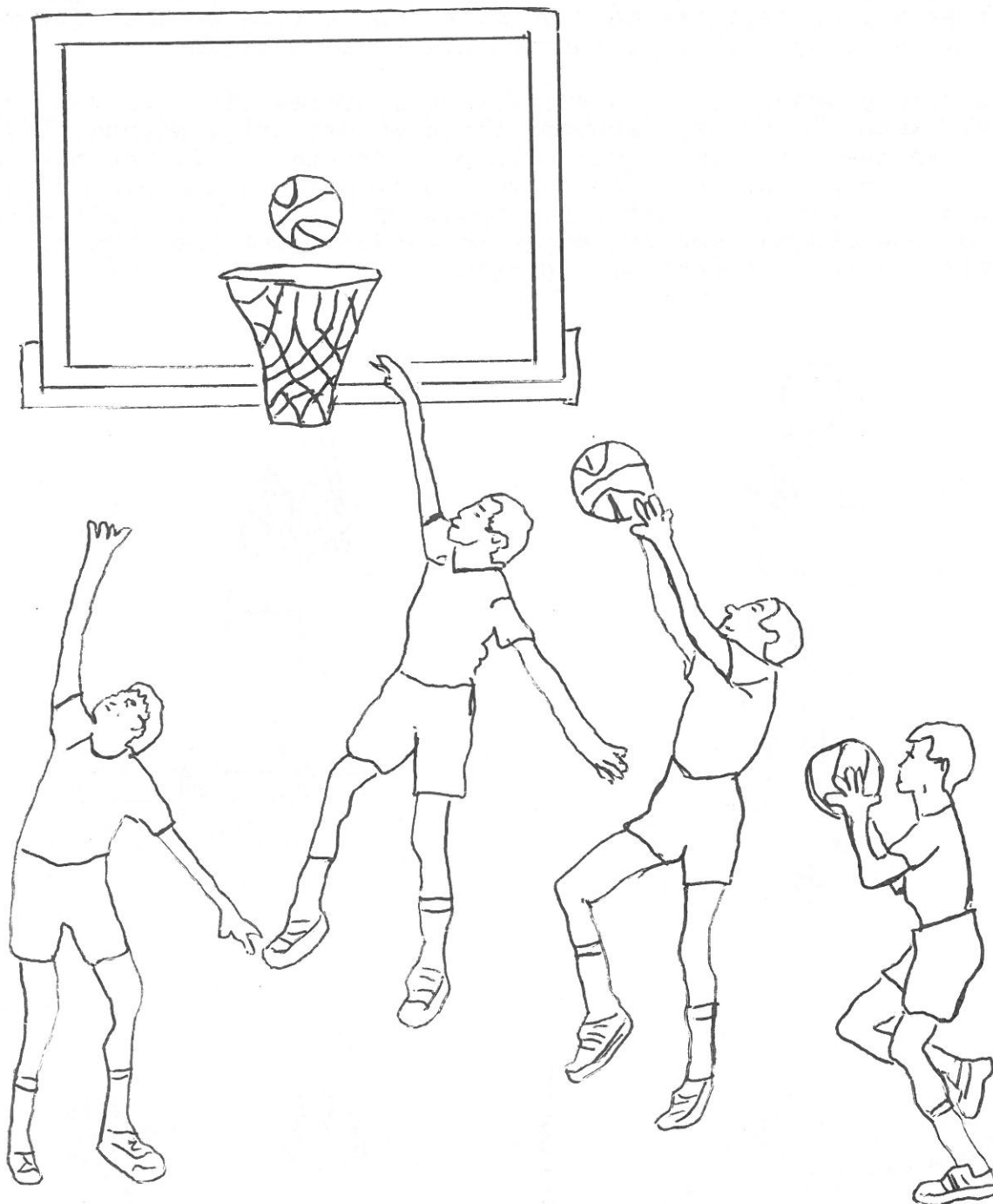
Take it slow at first to get the feel of the action. Your tire target should be about 10 yards away when you throw the pass.





The Lay-Up Shot

The lay-up shots are the ones that win the game. The reason is simple. They go in for a score 80-90% of the time.

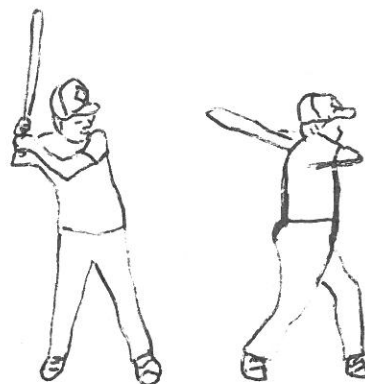
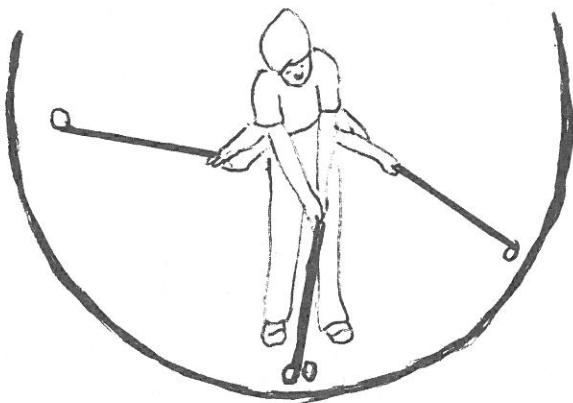
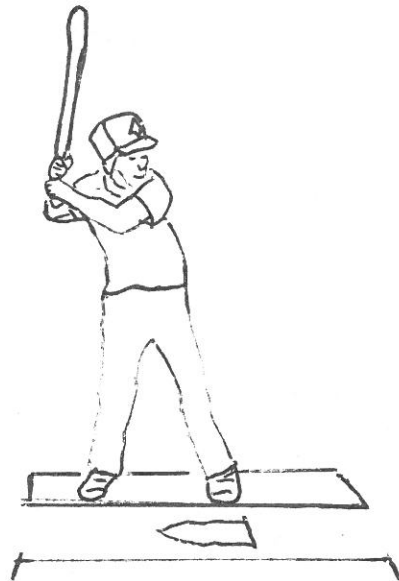


The lay-up starts with a powerful leap from the floor but a soft finish as the fingertips lay the ball gently up against the backboard. If you shoot from the side, lay the ball against the backboard and 18" above the hoop. Avoid putting any spin on the ball. From the front, try to drop the ball through the basket without hitting the backboard. Practice the shot until the motion becomes automatic. When you see an opening, you'll always have this game-winner ready.

How To Hit A Ball

Hitting a ball with a stick is the basis of two of our most popular sports, golf and baseball. As these sports have grown, some athletes have become so expert that their skills seem almost like magic. Sometimes a poor beginner gets so much good advice on the best way to become an expert that he forgets how to be a beginner.

If you find yourself tied in knots when it comes time for you to hit the ball with the stick, remember three words: grip, stance, and swing. Whether you aim a golf club or a baseball bat, you must know those three basic points. Where you go from there depends mostly on how much you practice. After you begin to hit the ball well with the stick of your choice, you can begin to wonder about the experts. By that time it may not seem so important.



Included in the new Webelos Scout Book (printed in the spring of 1987) are the revised requirements for the Webelos badge and the Arrow of Light, along with the current requirements which you will be using until June 1, 1988. A boy who starts work on the Webelos badge or Arrow of Light before June 1, 1988, may earn the badge under the current requirements, even if he doesn't finish all his work before June 1. Only boys who start work on either of these badges after June 1, 1988, will use the new requirements. Be sure your Webelos Scouts understand which set of requirements to use.

Listed in this section are the current requirements and the new revised requirements.

Current Requirements

Do These:

Approved By:

Show the signals used by referees in football, basketball, or baseball.

Pick and do the requirements for TWO INDIVIDUAL and TWO TEAM sports.

You Must:

Be familiar with the skills or techniques.

Know the rules, the courtesies, and how to score.

Know the equipment used and how to care for it.

Know the safety rules.

Demonstrate or take part to a reasonable degree.

You may use any recognized individual or team sport to earn this badge. Listed below are a few examples:

Team Sports: Baseball, softball, basketball, volleyball, soccer.

Individual Sports: Skiing, bowling, swimming, tennis, golf, ice skating, roller skating, boating, badminton, table tennis, fishing, marbles, archery, shuffleboard.

Revised Requirements

Do These:

Approved By:

Show the signals used by officials in one of the following sports: football, basketball, baseball, soccer, or hockey.

Explain what good sportsmanship means.

Games

Hold-Em Ball

Players stand in a semi-circle facing the Webelos who is "It" at a distance of about 10 yards. "It" throws the ball to any of the players. If the player misses, he goes to the "low" end of the line. The ball is thrown back and forth until "It" misses. He then goes to the "low" end of the line and the player on the "high" end becomes "It".

Foul Score

The leader gives the signal for a foul in any of the three sports: baseball, basketball, or football. Then he calls on a boy to name the violation and the sport. If he gets both right, he scores two points. If he gets only one correct, he scores one point and any other boy is allowed to try to name the correct answer and score a point.

Officials Test

One boy is selected to be the "umpire" or "referee". The other boys then run a play with a foul or violation. The official must then call the foul, give the proper signal, and explain the penalty.

Rec-Room Balloon Volley Ball

Use a stripe or rope as a net and have the boys sit or kneel. Play as in volley ball with rules adapted to fit the size and shape of the room.

Pack Meetings

Have the Webelos talk or act out a skit emphasizing sportsmanship and fair play.

Let the den select, demonstrate, and discuss umpire or referee signals.

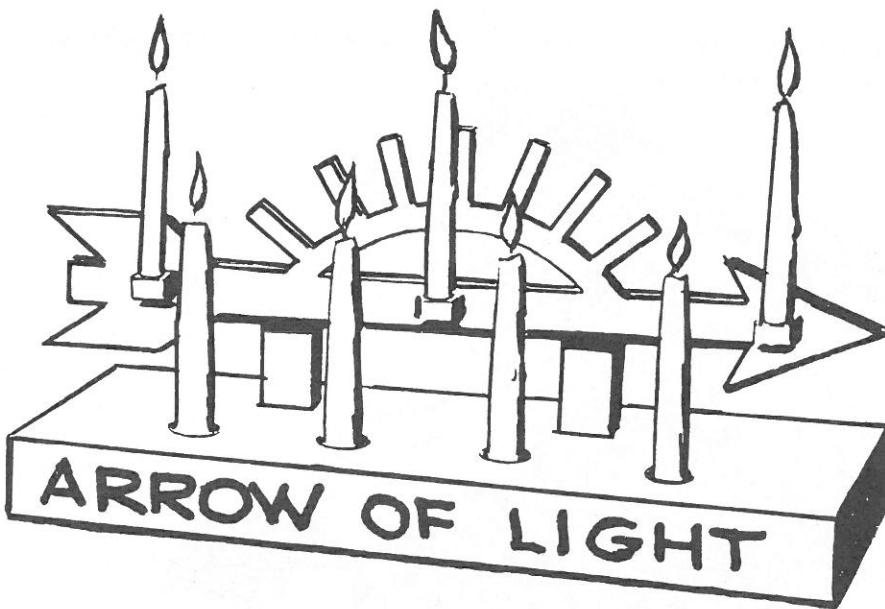
Sportsman Activity Badge Requirement Updates

New and exciting changes are in store for the Webelos. Starting June 1, 1988, the Webelos program becomes a two year program for boys. Five new activity badges will be introduced as early as September, 1987. The new badges are: Communicator, Family Member, Fitness, Handyman, and Readyman. Along with the new activity badges, there are new requirements for Aquanaut, Athlete, Craftsman, Outdoorsman, Sportsman, the Webelos badge, and the Arrow of Light.

Approved By:

While a Webelos Scout, earn two of the Cub Scout Sports Participation Awards for individual sports: archery, badminton, bicycling, bowling, golf, marbles, physical fitness, skating, skiing, swimming, table tennis, tennis.

While a Webelos Scout, earn two of the Cub Scout Sports Participation Awards for team sports: baseball, basketball, soccer, softball, ultimate, volleyball.



WEBELOS TRAVELER

Traveler Activity Badge

Travel from one place to another used to take days, weeks, months, even years.....depending on distance, mode of transportation, and terrain. NOW great distances can be traveled in a matter of hours. Today's society is a mobile one. Travel can be for many reasons: business, relocation, family visit, or just for fun. In the future, the youth of today will be more mobile than ever. Greater distances will take even less time. As a Webelos Scout does requirements of traveler activity badge, he will become aware of the advanced planning needed for a trip. Items such as time tables, costs, and maps will be familiar to the Webelos Scout.

Den Activities

Visit airport, bus station, train station.

Visit travel agent.

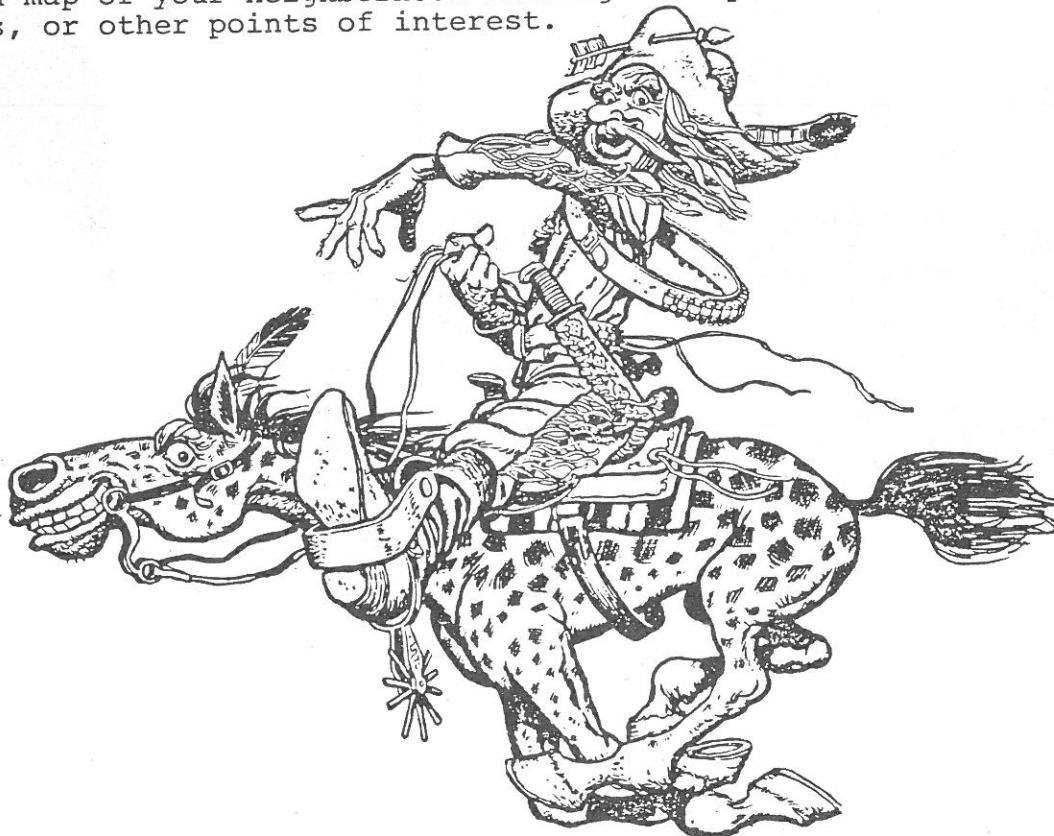
Visit automobile plant.

Plan family vacation using different means of transportation: car, bus, train, plane.

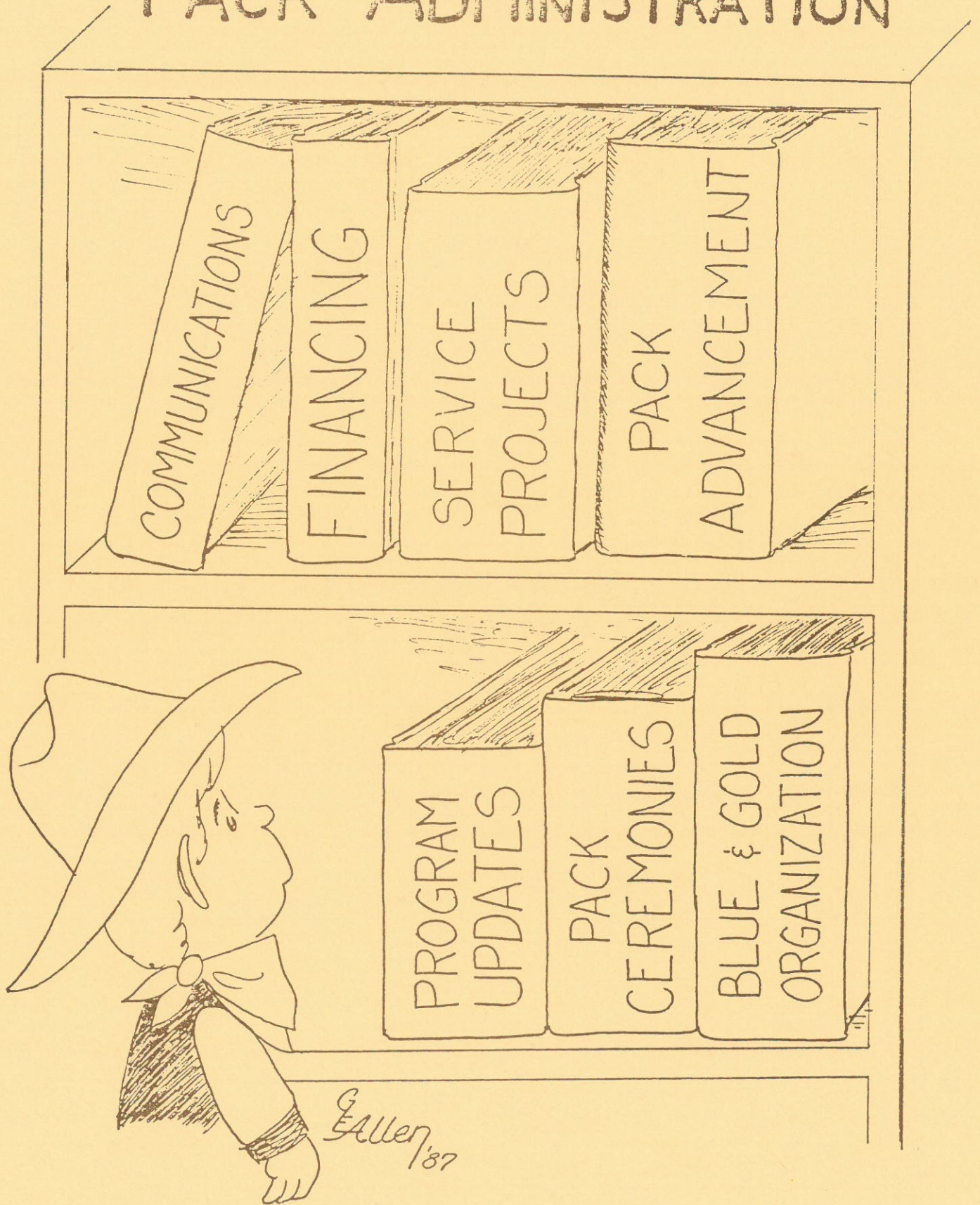
Make family first aid kits for the car.

Locate points of interest i.e., national or state parks on map.

Make a map of your neighborhood showing main points such as churches, stores, or other points of interest.



PACK ADMINISTRATION



PACK ACTIVITIES

Webster's New World Dictionary of the English Language - College Edition describes activity as the quality of being active; action; motion; doing; use of energy. Another aspect of the word means normal power of mind or body, energetic action; liveliness; alertness. A third description of activity is any specific action or pursuit.

The same dictionary described pack as a number of similar or related person or things - any united group.

To be active is to do things, all kinds of things. Pack activities imply that the whole pack is working together to do things that further Cub Scouting's purposes. Pack activities must be carefully planned. The entire adult pack leadership must never forget the purposes of Cub Scouting when making those plans --- citizenship training, character development, and personal fitness.

A good share of these activities happen as a natural course with the games, songs, skits, trips, etc. that relate to the monthly themes. Fun and exciting things to do follow naturally.

In addition to the usual den and pack meetings, there are other types of activities which Cub Scouts enjoy. With good program planning there will be a wide variety of well-rounded activities which will keep the boys growing strong in mind and body and having fun at the same time.

Variety is important. Ceremonies, games, crafts, activity badge projects, skits, stunts, tricks and puzzles, songs, stories, etc. quickly become boring if the same ones keep showing up every meeting. This is also true of the so called "special activities".

Some "special activities" come around on an annual or almost annual basis. The blue and gold banquet is one of the annual ones. By strategic use of different theme subjects every year, variety is natural for the decoration, ceremonies and skits that are part of the program.

Service programs are another type of activity that should occur often. Variety can be achieved by the choice of projects. The first can be for the sponsoring organization, the second for the community, a third can be a conservation project for the community, county, or state. Possibilities for service projects are almost endless.

Field trips themselves provide variety to the usual den or pack meeting. The number of options available in our council can provide more kinds of field trips and tours than your pack can possibly do. If in doubt about what would be interesting to children that age, ask any grade school teacher or principal. If your pack is lucky enough to have an activities committee member who is willing to be the contact person and keep records of successful field trips for use in the future, it is much easier to make arrangements for field trips and tours. The summer especially lends itself to this form of activity.

Pack money-earning projects help the pack purchase special pack equipment, support special activities, do extra crafts that might not ordinarily be in the pack budget. Remember that such projects are conducted by the pack -- not by the den.

The Pinewood derby, Space derby, Raingutter Regatta are special family projects that include a tournament that either is an extra activity or takes the place of a pack meeting for that month.

With a little imagination, many activities can be included in the pack program. Fishing derby, kite derby, hikes, day camp, picnics, swimming, skating, bowling, hayrides, Halloween or Christmas parties, scavenger or treasure hunts, bike rodeos, sports tournaments, etc. are only a few of the possible pack activities available to you.

SPECIAL ACTIVITIES

Blue and Gold Banquet

During February, Scouting's anniversary month, packs all across the country hold blue and gold banquets -- birthday dinners for Cub Scouting. In nearly all packs, the banquet is a highlight of the program year. It brings families together for a meal and an evening of fun and inspiration.

Some packs make the dinner a potluck affair with each family bringing a covered dish. Other packs buy food, have it prepared by a parents' committee and prorate the cost amongst those attending. Still other packs use a caterer or cafeteria. Regardless of the method of feeding it is the Cub Scouting that happens during the preparation period and the banquet itself that is important. The banquet is usually the February pack meeting and is an event the boys look forward to with excitement.

For details in planning the blue and gold banquet, see pages 81 thru 83 in the Cub Scout Leader Book.

Anniversary Week

Cub Scout packs observe Anniversary Week in February with one or more special activities in addition to the traditional blue and gold banquet. Some examples are:

1. Live demonstrations of Cub Scout and Webelos Scout games, crafts, skits, fitness, skills, etc. This is sometimes done at a shopping center or other location where the public is present.
2. A store window display of Cub Scouting.
3. A service project for the chartered organization, school, church or synagogue.
4. Boys wear uniforms to school during this special week.

5. Pack attends church or synagogue together in uniform, on Scout Sunday or Sabbath. This is most effective in advertising the presence of the pack and Scouting when most of the members attend the same church or if your pack is sponsored by a religious organization and the whole pack can attend this one special day whether or not their family belongs to that organization.

Space Derby

Competing with the pinewood derby in popularity as a family-son project, is the space derby. It is similar to the pinewood derby except the models are miniature rockets, propeller-driven, and powered by rubber bands along a suspended heavy monofilament line.

Space derby kits are available from your local Scouting distributor, along with space derby ribbons, medals, and trophies.

For ideas in organization for this and other special activities see the new Cub Scout How To Book.

Raingutter Regatta

The raingutter regatta is a boat race using boats made by boys with help from their families. The boats are propelled by the boys' own windpower as they blow into the sails. The boats travel along a standard water-filled raingutter which is supported at each end by a sawhorse. This is another family activity which many packs enjoy.

Regatta kits are available from your local Scouting distributor, along with regatta ribbons, medals, and trophies.

Ideas for this activity can also be found in the Cub Scout How To Book.

Scouting is Outing

Outing is an important part of the word Scouting. The outdoor program runs like a thread through the various parts of Scouting.

Cub Scouts are introduced to the outdoors through activities and advancement requirements. They learn proper methods and safety procedures for hikes, cookouts, conservation projects. They enjoy backyard and family camping.

Webelos Scouts take another step in outdoor adventure by participating with an adult in overnight campouts. They develop some basic camping and outdoor skills which helps prepare them for the troop experience.

In Boy Scouting, the skills of long-term camping are developed and polished. A boy uses the basics he learned as a Webelos Scout and adds to them more complex skills, self-reliance, and greater responsibilities.

Varsity Scouts, Explorers, and older Boy Scouts have opportunities for high adventure, backpacking, canoe trips, etc. with more excitement and greater challenges. They use and expand on the skills learned in Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Age Groups

Pack activities must by definition provide fun and action for all members of your pack---from Tiger Cubs through Wolf, Bear, and Webelos Scouts.

When planning a pack activity make sure that any requirements for advancement covered by that activity be brought to the attention of their leaders.

Rainy-Days

It is smart for pack and den leaders to have a backup plan in case of bad weather. These are some suggestions of things the dens and packs might do on a stormy day:

Have an indoor olympics with a kit of odds and ends that is kept just for that purpose.

Make homemade games.

Have materials and equipment for each den to make a den doodle.

Learn basic first aid.

Take a rain hike.

Make games or gifts for shut-ins.

Make neckerchief slides.

Have a songfest.

Have a turtle race.

Enjoy the Seasons

Cub Scouting in the outdoors happens all year long, as you can see from these examples:

Winter is a fine time for bird-watching. Follow and identify bird tracks; look for nests; set out bird feeders. When the opportunity arises, it is time to play in the snow; build snowmen, forts; go ice-skating, sledding, or sleigh riding;

shovel sidewalks for elderly and/or handicapped.

Spring is a time to look for new buds on trees and enjoy an array of blooming flowers and shrubs. It's time to watch for returning birds, and search for the first signs of life in the dead leaves on a woodland floor, marsh, or pond. It is one of the best times for bird-watching, when the birds in full spring plumage are migrating to their nesting grounds. It is also a good time to clean out flower beds and gardens; to plant vegetable gardens; to plant seeds and spring bulbs; or to visit a greenhouse. It is a good time to hold anti-litter campaigns, kite derbies, bicycle safety programs, to go on hikes and fishing trips, to have marble contests, and build a tree house.

Summer is a busy time outdoors. Everywhere there is color and life. Now is the time for insects. Observe a caterpillar; watch an ant colony; study life under a rock or log; spy on a spider; lie on your stomach with a magnifying glass and be a giant in a miniature jungle. Be a nature snooper: go slowly, watch, listen, touch, smell. It also brings an endless variety of outdoor activities such as swimming parties, picnics, ice cream socials, fishing derbies, physical fitness competitions, treasure hunts, obstacle courses, and Cub Scout day camp.

Fall is a time of preparation for the cold to come. The countryside is ablaze with color. Birds are flying south, the air is crisper, and sunsets are more spectacular. Look for nuts and berries. This is a good time for leaf collections and planting bulbs. It is cooler and now is the time for activities such as attending football games, hayrides, wiener roasts. Have a top-spinning contest, a Halloween party, go to a fair, go on an apple-picking hike, or rake leaves.

The outdoors is an ideal environment to develop resourcefulness, ingenuity, self-reliance, team spirit, and an awareness of God's beautiful world. The study of nature in its natural surroundings is an ideal way to encourage an appreciation of beauty, a capacity for simple pleasures, and a consideration for all living things.

With an increased awareness of pollution danger and of need for better environmental education, we should help the boys have a deeper understanding and appreciation of nature, so they will know how to do their best to protect and conserve our natural heritage.

Outdoor Ceremonies

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

The outdoors is a good place to hold the Webelos Scout the Bridge graduation ceremony.

Remember these things when planning outdoor ceremonies:

Weather - It is difficult to keep candles lit in winds or light rain. Have a backup plan with some type of protection.

Acoustics - The wind sometimes carries voices in the wrong direction. Lapping waves near a lake may drown out voices. A noisy crowd at a picnic ground may make it difficult to hear. Make sure the speaker can be heard.

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

Length - Make ceremonies short, especially if the audience is standing.

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

Campfires - They can be an exciting and inspirational part of the Cub Scout outdoor program. There is no better way to end an evening pack outdoor activity than with a well-planned campfire.

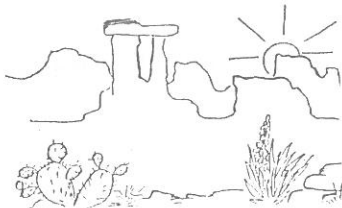
Select a scenic spot with good drainage, so ground will be dry for seating. Provide protection from the wind and insects. Check out the wood supply---you may need to bring wood with you. Check out fire safety rules and regulations. Check with local authorities for any necessary permission. Can the fire be built and extinguished safely? Listen for outside noises that may be distracting. It is much better to have waves lapping against the shore or wind blowing through the trees than highway or airplane sounds.

Successful campfires have four important ingredients:

1. Songs -- fun, action, patriotic, inspirational.
2. Stunts and ceremonies -- firelighting; opening to set tone of whole program; advancement; stunts or skits; closing, quiet or inspirational.
3. Stories.
4. Showmanship -- Dress up the setting, encourage enthusiasm, get everyone involved. There should be lots of pep. As the embers die down to coals, provide quiet and inspiration at the closing.

Remember that Scouts leave no trace when they are gone, particularly fire scars and litter. Enlist the help of den chiefs in laying, lighting, and putting out campfires.

Use Campfire Program Planner, No. 3696, as a guide for planning.



Hikes

A hike is a journey on foot, usually with a purpose, a route, and a destination. Cub Scout dens will enjoy short hikes and Webelos den will have several opportunities for hikes related to activity badge requirement. A pack hike can include the whole family.

Dress is important. Proper clothing depends on the season. In winter, clothing should provide warmth; in summer, clothing should provide protection from the sun. Suitable footwear is important.

Use the buddy system when hiking and have a leader at the front and end of the line.

Check out the hiking opportunities in your area. Nature areas, historical areas, the neighborhood, and others can lend themselves to the theme for the month. Take advantage of information sources such as the conservation service, county park systems, and libraries. Nature areas may have rangers that will show films and direct tours that increase the knowledge and fun for all involved.

Summer Program

A well-run pack operates year-round, so a well-run pack should have an organized summer program. A summer program encourages the continuity that the boys paid for from one school year to the next and it keeps the boys and parents interested in the Cub Scout program. It also gives the boys year-round opportunities to work on their rank and advancements. The leaders maintain their interest and there are fewer dropouts by either boys or leaders.

An outdoor program helps satisfy a boy's need for adventure. Field trips are not only adventuresome and fun, but usually are educational. The outdoor program is designed for either den or pack activities.

More generally, outdoor activities could include picnics, fishing trips, and other family fun. To implement family fun, you need VOLUNTEERS!! Find a willing parent who has an interest in a specific outdoor event (remember the Parent Talent Survey) and have him or her head a committee for that one event. One can organize one's own staff of helpers from the pack committee or parents. One should plan necessary transportation, food and beverage, safety requirements, obtain parent consents, tour permits (when needed), and satisfy applicable insurance requirements as well as plan for any emergency. It is important to have an alternative plan. Remember, rain showers can develop rapidly in this part of the country. As in all Scout activities, uniforms should be required.

Cub Scout Outdoor Program Policy

Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the Cub Scout and his family an introduction

to the out-of-doors and an appreciation of nature and its conservation.

Backyard camping is encouraged as explained in the "Cub Scout Leader's Book" and the "Cub Scout Activities" book.

Family camping is an excellent Cub Scout activity. Overnight or extended camping is good when it is done as a family experience. It is not authorized for 8 or 9 year old Cub Scouts except as part of family camping.

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

Den and pack field trips are certainly part of the program. Under proper leadership, they are encouraged.

Cub Scout day camps are part of the camping program of the Boy Scouts of America, so long as the program content is Cub Scout oriented.

National Summertime Pack Award

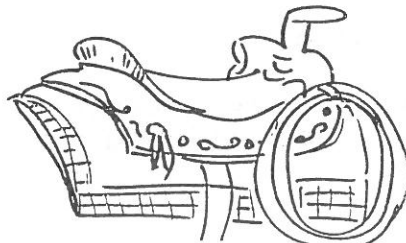
This award recognizes packs which conduct a year-round program. It may be earned by packs which conduct three summer pack activities (one each month during June, July, and August). The pack award is an attractive, full-color certificate and colorful ribbon for the pack flag.

Dens averaging at least 50 percent of their members at the three summertime pack activities receive a den participation ribbon.

Individual boys in packs earning the award, who participate in all three pack events, are eligible to receive the National Summertime Award pin which is worn on the right pocket flap of the uniform.

The Cubmaster or pack secretary should keep a record of all summer pack activities in the Pack Record Book or on the chart provided in the National Summertime Pack Award Guide (available at the Scout service center).

Submit your pack's application for the award to the Scout service center as soon as the August pack activity is completed so that recognition can be made at an early fall pack meeting.



Cub Scout World Conservation Award

Cub Scouts and Webelos Scouts who have participated in either a den or pack conservation project and have completed certain requirements can earn the World Conservation Award. This is an international award which also can be earned by Boy Scouts and Explorers who complete different requirements. The colorful temporary patch is worn centered on the right shirt pocket of the uniform.

Application forms are available at your council office.

Cub Scout Sports

Fun and fitness are combined in the Cub Scout sports program which provides the opportunity for every Cub Scout to learn the basic skills of a sport and experience sports competition while learning good sportsmanship and personal fitness habits.

The program provides sports activities for dens, packs, and boys that can be used at any time of the year. It provides a Cub Scout the opportunity to become better acquainted with team and individual sports and to become more proficient in the sports he already knows. Physical fitness is also emphasized and incorporates the latest advances in fitness activities.

Throughout the sports and physical fitness program, the boy is urged to "do his best" and is encouraged to involve an adult teammate whenever possible. The program includes opportunities for the young athlete to compete in his den and pack and have fun doing it.

Complete details on using the sports program are contained in the Cub Scout Sports Leader Guide, No. 2152. Individual sports booklets, designed in cooperation with the national sports associations for boy use, give instructions in the basic skills of the sport.

Parent Permission Forms

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

The form should include:

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

Tour Permits

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

The "Local Tour Permit" (No. 4426) is used for trips of less than 500 miles outside the council area. Most in-council tours and field trips do not require a tour permit. Whenever in doubt, contact the council office at 321-5151 and ask for "Camping or Cub Activities".

A Local Tour Permit application must be filed with the council office at least two weeks in advance of a pack trip. Tour permits are issued to packs traveling with adequate leadership under the following conditions:

There will be no camping on the trip.

Cub Scout trips are normally one day excursions. On occasion, one night stopovers are permitted, though not encouraged. On such occasions, participants will stay in private homes, hotels, or motels.

If travel is by motor vehicle, drivers must have proper licenses, adequate insurance, be 21 years of age or older, and be approved by the pack committee.

Cub Scout packs are encouraged to visit military installations for one day trips only. Use of overnight facilities at military bases is not permitted for Cub Scouts.

Trucks are approved only for transporting equipment -- no passengers, except in cab.

Unit Money-Earning Projects

Units may conduct money-earning projects only when the project has been approved by the local council and is consistent with Scouting's policies. Forms are available at the council office.

Article X, section 4, clause 7, paragraph (a) of the Rules and Regulations of the Boy Scouts of America reads: "The official uniforms are intended primarily for use in connection with the activities of the Scouting movement, but their use may be authorized by local Scouting officials under conditions and for purposes not inconsistent with the principles of Scouting and the Scouting program."

Sometimes a pack may wish to purchase special pack equipment which is not included in the pack budget, or purchase a gift for the chartered organization. Sometimes an activity may cost more than is budgeted and extra money needs to be raised to support it. Funds for these items can be raised by pack money-earning projects. It is important to remember that such projects are conducted by the pack, not the den.

Many packs earn extra funds by selling tickets for council or district supported programs. Some packs sell commercial items to raise special funds. Boys gain satisfaction in knowing they have helped earn the funds to buy a specific item.

For additional ideas in planning a money earning project see page 84 in the Cub Scout Leader Book.

Program Planning

At first glance, this subject may seem to be part of pack management rather than pack activities; however, if your pack leadership does not have a viable planning schedule, there will be no pack activities.

We hope you never find yourself in the predicament where you arrive for the meeting or special activity and find that the plan has fallen through....or worse yet, wasn't planned at all.

There is no big secret to successful program planning. It involves good leadership and exciting program activities. It means setting goals and making an activities outline at the Annual Program Planning Conference. It means assigning events to a specific person for follow up and detail planning. It means having that person report problems and progress to the monthly pack leader's meeting. It means communicating with the den leaders so they and their Cub Scouts are prepared when the time arrives for that activity. It means communicating with the families so they can participate.

Therefore, it seems that program planning can be thought of as a long-term pack activity that is very important to all the pack leaders directly. Indirectly, it is very important to the Cub Scouts too. They are the bottom line. If your pack does not have a planned high quality program that is fun for the Cub Scouts and their families it won't be long before they will be looking for somewhere else to spend their time.

Charter Renewal

Here is another subject that is more directly related to pack management than to pack activities, but it occurs every year.

The renewal fees must be planned into the budget. The families and leaders must all be contacted to find out if they wish to stay with the pack. Last year's Tiger Cubs must officially be brought into the pack. Records must be looked over to determine the rank of each Cub Scout. Is each family getting a copy of Boys' Life Magazine? How many pack leaders must we replace? When, during the next program year, will which of our Webelos Scouts be graduating into what troop?

All of this must be planned into the program for the coming year. So, in a sense, this is also a pack activity.

Quality Unit

Each year a Quality Unit form comes with the Charter Renewal kit. As you look over the requirements and goals for the coming and past year, you will see that what your pack does has a direct bearing on the quality of your unit. Even though the Annual Planning Conference probably does not occur the same time as your recharter month, it is a good idea to review those goals and requirements when you are doing the program planning.

Are your pack activities giving the Cub Scouts all the opportunities to participate and advance that they deserve? Are your Cub Scout families staying with the program or looking elsewhere for their family activities?

It is a good idea to keep the goals and requirements of the Quality Unit in mind when planning your pack activities.

Cub Scout National Youth Representative

Each year one Cub Scout who best meets the requirements is selected by the National Activities Committee to be the B.S.A.'s National Cub Scout Youth Representative. He joins a Boy Scout, an Explorer, and the national chief of the Order of the Arrow as a member of the Report to the Nation delegation. He travels to Washington, D.C., during Scouting's anniversary celebration in February, to participate in and assist with presenting to the U.S. government and other national leaders a highlight report of the B.S.A.'s performance for the previous year.

Although everyone realizes that all Cub Scouts are special and selecting one must be very difficult, it must be remembered that only one boy is needed to represent all Cub Scouts in the nation in the report to the President. This makes the selection process necessary. Nominating forms are available at the Heart of America service center.

Using Themes For Pack Activities

The secret of good planning for Cub Scout den and pack activities is the wise use of monthly themes. A theme is simply an idea or emphasis around which you and the other pack leaders plan things for the Cub Scout dens to do from one pack meeting to the next. The opening, closing, ceremonies, stunts, skits, songs, decorations, and atmosphere of the pack meetings is planned around that central theme.

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

Remember that the Webelos dens work on activity badge areas. Often themes and activity badges are compatible, but not always.

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

The themes will be good if, in planning them, you keep in mind these things: They must appeal to the boys; they must offer variety so that each boy can do things he likes; they should instill the deeper values of Cub Scouting.

The theme is the framework on which the pack meeting is built. The activities of the individual dens break it down into one or more activities or projects for the weekly den meetings. There should be plenty of room for the den leader to maneuver within the theme idea. Agree with other leaders on the theme for each month and then work on the details for your den's part in the pack program.

DECEMBER 1987

Happy Holiday

Pack Christmas party.

Decorate a tree with den made ornaments. Donate this tree to the sponsoring organization, a nursing home or other favorite charity.

Invite children from a children's home to a pack party.

Have each boy give a toy (in good condition), wrapped and labeled for boy or girl and show approximate age of person that would enjoy it. These can be distributed by churches, fire stations, etc.

Shovel snow or do some other service for sponsoring organization.

Adopt a family or senior citizen for the month, helping them with odd jobs, Christmas dinner, etc.

Get names of needy families from social service, welfare, churches, Salvation Army, etc.

Make tray favors for hospital, nursing home, children's day center, veterans' hospital, etc.

Have a fund-raising project to collect money for World Friendship Fund to help Scouting in other countries.

Make bird feeders for shut-ins and help them maintain them.

Readyman

Visit an emergency room.

Visit an electric company. Ask about demonstrations and information on emergency procedures used when the power is out.

Visit fire station.

Have Webelos demonstrate what they have learned at pack meeting.

Attend first aid demonstration at a Boy Scout troop meeting, Red Cross center, fire station, or other place.

JANUARY 1988

American Folklore

Put on skits about early American pioneers (Daniel Boone, Davy Crockett, etc.).

Have a display of pioneer crafts (butter churn, basket weaving, coffee can lanterns, etc.).

Have an old fashioned taffy pull.

Visit Missouri town or the Early American section of the Nelson Art Gallery or other museums.

Have the boys make butter in a churn for their parents and serve it on crackers at a pack meeting.

Have a game and song night at the pack meeting, using songs and games that early American pioneer children would play.

Scientist

Take tours of the various science departments of a nearby college.

Simple demonstrations of the principles shown in the Webelos Scout book can be more impressive than an hour of talking.

Visit an airport and ask an expert to explain flight principles.

Visit a meteorologist at a TV station and have him demonstrate how weather is predicted.

Display chart showing the steps of scientific method. This consists of five steps. (1) State a problem about some observed phenomenon. (2) Formulate a hypothesis to explain observations. (3) Use hypothesis to experiment and observe phenomenon. (4) Interpret the data observed. (5) Draw conclusions from experiments and observations.

Visit a railroad depot, bus terminal, airline terminal.

Use public transportation on a field trip or tour.

Display a chart showing the Webelos den idea of a trip to the moon. Include flight schedules and fares, packing list, traveling clothes, tour schedules, etc.

Display a chart showing what an astronaut would need if he crashed on the moon and had to walk to a moon base for help.

Locate local or nearby historic sites and visit them.

Visit local county, state, or national parks.

Make a chart or display of safe driving tips for families:

Allow enough time so you won't feel rushed.

On long trips allow time for frequent stops.

Have the car checked (tires, brakes, lights, turn signals, wipers) to insure proper functioning.

Use seat belts, they save lives.

Be alert to hazards; adjust driving speed accordingly.

Use courtesy abundantly everywhere (intersections, passing, night/headlights).

Follow the rules of the road (signs, signals, and road markings) for a safe enjoyable trip.

Have a first aid kit for the family car.

Have a shoe-bag game kit. (Games and activities for everybody in the family. Hangs over the front seat into the back seat and is made of a piece of cloth with pockets to contain surprises such as paper and crayons, games, etc. Rule: Players must put away the contents of one pocket before opening the next.)

Fitness

Visit a health center that can demonstrate effects of tobacco, drugs and alcohol.

Visit diet center that can demonstrate how diet affects your health.

Visit a physical therapist who can demonstrate why correct exercise is important to your health and well-being.

APRIL 1988

Bird Watchers

Visit a nature area.

Display posters about the birds found in your area.

Ask the conservation service for information about what birds in your area eat, nest, live, spend the winter, etc.

Take a bird-watching hike around your neighborhood. Have a contest with the boys about who sees the most birds and/or who identifies them.

Build bird houses and feeders and put them in the correct places to help the birds in your area.

Have a kite-flying derby.

Do a conservation "good turn" by helping the Conservation Service, a nature area, a Corp of Engineers project with planting items that will help the birds that live in and visit that area or even your neighborhood.

Visit the Swope Park Nature Center. They have a lot of information on birds that live and visit the Kansas City area. Sometimes they even have birds and animals that are being rehabilitated.

Naturalist

Set up a bird-feeding project. By building bird feeders, you may also fulfill a requirement for craftsman.

Find out which birds eat what and where. If you begin feeding birds, you should plan to continue doing so until that bird is no longer in your area. If they make their home near your bird feeder, they may need to depend on that food to survive.

Catch and study live insects (Insect Zoo).

Demonstrate how to recognize poisonous plants and what to do if you get poison ivy.

Display the nature collections at pack meeting. By the end of the month, an active Webelos den should have a fairly impressive display for the pack meeting. It should include insect zoos, aquariums, and terrariums, perhaps a nature book or two, charts of birds migratory patterns and drawings of poisonous reptiles and plants found in your area. All the exhibits should be plainly labeled. Live displays should be secure enough to prevent escapes.

Visit a museum of natural history.

Invite or visit a conservation demonstration area/agent.

Visit a fish hatchery, game farm, or zoo.

FEBRUARY 1988

Great Events of Scouting

Talk to alumni from your pack or people who would know about your pack for a demonstration on pack history.

Have each den pick a story about Scouting history to demonstrate or perform a skit about a pack meeting.

Make centerpieces and other decorations designed around special events or historical activities in Scouting.

Present a slide show of pack events during the past year. The boys really enjoy seeing themselves and parents, too. In doing this, make sure to include as many of the boys as possible in the slides and include all the leaders and families as much as possible.

Have the den leaders or parents do a skit for the boys. The boys entertain us all year, why not entertain them for a change?

If the pack invites guests, be sure to include past Cubmasters and den leaders, or a boy that started out in the pack and continued on in Scouting to earn the rank of Eagle. What better time to show appreciation to all the adult members of the committee and the den leaders.

Put together a display about the famous men who were in Scouting.

Ask a collector of Scout memorabilia to visit the pack meeting.

Showman

Attend a professional show or concert.

Attend a Little Theater production.

Visit a music or drama school.

Attend a high school play.

Visit a costume shop.

Perform a den written one-act play or plan a musical program for the pack meeting.

Write and produce your own movie and show it to the pack.

Write a puppet play for pack meeting and make puppets to go with it.

Ask a theater professional to discuss and demonstrate sound effects.

Ask a theater professional to discuss and demonstrate stage makeup.

Do a show for a children's home, hospital or senior citizens center as a good turn.

Visit a recording studio.

Display items for making sound effects and let audience try some of them.

MARCH 1988

Living In A.D. 2030

Arrange for distribution of space derby kits by end of January or beginning of February. This gives your Cub Scouts plenty of time to build and decorate their space ships. Make arrangements in plenty of time to borrow or build the space derby track.

Invite a science teacher to brief the pack on new inventions and other advances that will affect the way we will be living in the future.

Have the dens come up with skits and stunts built around their view of America's future in space.

Visit a model solar home or "cave" home.

See a computer at work. Ask an expert to demonstrate it and give examples of how computers have improved our lives now and will continue to change our lives in the future.

Visit the planetarium at Kansas City Museum.

Look through a telescope at the stars and planets.

Traveler

The Webelos den can put on a demonstration showing how to properly pack a suitcase.

Create a skit that will demonstrate methods of travel available in the year A.D. 2030.

Exhibit travel posters, timetables and literature on places the Webelos Scouts have been or would like to go.

Invite an exchange student to tell about his country---what its schools are like, the sports played there, and what their Scouting program is like.

Visit a travel agency or automobile club office.

MAY 1988

Outdoor Adventure

- Have a fishing derby.
- Have a pack picnic with lots of games.
- Have a sport-a-thon including: horseshoe throw, badminton, volleyball, croquet, and table tennis.
- Have a "mystery hike" and serve cold watermelon at destination.
- Make ice cream for dessert.
- Have a home-made kite flying contest.
- Have a water balloon toss.
- Plant something to show at the pack's Cub Scout Fair or County Fair in the fall.
- Grow and use bean sprouts and alfalfa sprouts.
- Visit a greenhouse.
- Plant a flower to give to mom on Mothers' Day.
- Plant a den or family garden. Display things that grow in it at pack meetings throughout the summer.
- Clean up a park or vacant lot.
- Visit a nature area. Ask the rangers or conservation agents about the plants and animals that live there, in the community, and state.
- Make plaster casts of animals' footprints to display at pack meeting.
- Make a miniature golf course using marbles and pencils.
- Show results of a nature study of a square foot of ground with a magnifying glass.
- Hike ideas --- leaf hike, penny hike, color hike.
- Have a pack family campout at a nearby state park.

Outdoorsman

- Have Webelos den work with den chiefs to demonstrate the tying of the required knots, include the practical uses of those knots.

Display a reasonably well-equipped first aid kit. Show a list of the materials in it and what they are used for.

Have a backyard cookout to practice with outdoorsman cooking equipment.

Demonstrate the uses for foil and how to properly dispose of it when you are through.

Demonstrate what your den did to get ready for the outdoorsman campout.

Demonstrate how to make an envelope bed.

Demonstrate what to do if you get lost in the woods. (This can be a skit.)

Visit the local Boy Scout camp.

While working on the outdoorsman badge, you should remember the other outdoor badges such as: naturalist, geologist, forester, and traveler. If the opportunity should arise to fill any of the requirements, don't forget to mark them down where they won't be forgotten when these badges are being worked on.

Demonstrate fire safety rules.

Display and demonstrate uses of sheets of polyethylene plastic. Campers like equipment that packs small and is light weight and has multiple uses like a big sheet of plastic. It is sold in many hardware and garden supply stores. Maybe mom and dad have used plastic sheets in the home or garden. Plastic sheets come in different thicknesses. For most things 2 mil may be strong enough, but 4 mil or 6 mil is better for rough use. It can be reinforced with fiberglass strapping tape when being used as a substitute poncho, rainfly, two-man tarp tent, etc. Small squares or rounds can be carried in a pocket and folded quickly into drinking cups. Larger squares can be used to make water basins or even an emergency bathtub.

Display cooking utensils for out-of-doors with ingenuity.

JUNE 1988

Genius Night

Distribute the Genius Kits at the May pack meeting along with the rules and guidelines. This theme takes its name from genius kits which the boys and parents use to assembly any contraption or artistic display that the boys can think of using assorted scrap materials in the kit. The kit is simply a collection of odds and ends. The kits must have identical materials for each Cub Scout.

Each den, or Cub Scout if pack is small, can research modern day inventors and their inventions. The den can give a report about the inventor at the pack meeting.

Judging the genius creations can be the final item of the evening. Make sure every entry is recognized. Suggested categories are: most ingenious, best workmanship, most unusual, most useful, most original, best invention, most uncommon, most creative, and most scientific. Think of some fun categories: most like the Cubmaster, funniest, silliest, happiest, most colorful, etc. Keep in mind that the more categories, the more boys you are able to recognize. If nothing else, make sure everyone gets a participation ribbon.

Promote parent participation by selecting a kit committee to decide on articles to be included in the genius kit and to secure, bag, and arrange for distribution to the boys.

If possible it would be best to have impartial judges from outside the pack.

Engineer

Have a display of engineering projects made by Webelos dens.

Have Webelos den demonstrate how their projects work.

Have Webelos den do a stunt based on engineering principles such as the paper bridge trick. Place a flat piece of note paper on two glasses. Ask someone from audience to place another glass on paper bridge without breaking it down. Trick is to pleat the paper lengthwise so it will bear the weight of the third glass. Have Webelos Scout explain why the pleats do it.

Visit the project engineer at a construction site.

Visit an electrical generating or transmitting plant.

Visit an industrial plant, surveyor's office, or city planning office.

Display a chart showing different types of engineers with a brief description of what their duties consist of.

Make catapults and demonstrate them at pack meeting, shooting candy into the audience to show distance and accuracy.

JULY 1988

The World Around Us

Have a nature hike or scavenger hunt.

Have a block party which is a good way to meet your neighbors.

Organize a clean-up day.

Plant trees or flowers for your school or sponsor.

Have a family swimming party.

Have a family cookout with the pack meeting around a campfire.

Forester

Adopt a tree.

Display leaf or wood sample collections.

Display a cross section of a tree trunk. Label the annual rings with dates, number of years, wet years, dry years, etc.

Invite someone who works in the forestry profession to talk to the pack about local trees, what they are used for, and conservation needs for the trees in your community.

Take a tree identification hike.

Have each member of the den tell about one tree common in your area---what it looks like, how big it gets, and what its wood or fruit can be used for. Let him show examples of the bark, seeds, leaves, and fruit.

Visit a tree farm and ask the forester or landowner to explain his objectives and methods.

Do a conservation good turn by working with one of the groups to plant trees or shrubs that are useful to the wildlife in your community. Check with the conservation service or forest service to see if they can help you out with expert advice and free seedlings.

Remember to impress on the Cub Scouts that trees aren't just for shade or fun to climb. They provide food and cover for wildlife; they prevent erosion; they are used to beautify homes and cities.

Aquanaut

When planning a pack swimming activity make sure the Webelos den includes activities that covers requirements for aquanaut.

Have the Webelos den demonstrate what they have learned about swimming correctly and safely. This can include "drownproofing", safe swim defense, rescue methods, rescue breathing.

Have Webelos den conduct a "home swim safety" survey among pack families.

Attend a diving exhibition.

Visit a municipal swimming pool to see how they keep it clean and safe.

Discipline -- be strict but fair. Play no favorites. All scouts and parents must understand the need for obedience to the instructions of swim leaders. Insist on: safe swim area, lifeguards on duty, lookouts for each ability group (non-swimmers, beginners, and swimmers, and make sure each group stays in its area), buddy plan, rest times.

AUGUST 1988

Physical Fitness

Send in the application for the Summertime Pack Activity Award as soon as you finish this month's program.

Invite a professional of any sport to come and show the points of a sport (soccer, baseball, tennis, scuba diving, archery, golf, horseback riding, swimming).

Learn to play horseshoes, volleyball, croquet, badminton, etc. Have a round robin to explain and play each.

Cub Scout competition can include a three-legged race, a wheelbarrow race, tug of war, watermelon eating contest, kangaroo race, gorilla race, softball throw, physical fitness testing.

Separate Cub Scouts into age groups and design the physical fitness contest similar to the Olympics with the same type of opening, closing and recognitions. Every boy who enters should receive at least a certificate since the emphasis of the Olympics is in participating, competing, not just winning.

Borrow a stethoscope. The boys can listen to their own heartbeat, a friend's heartbeat, or their dog's heartbeat.

Make a chart of the nutritional value of favorite foods, include food groups.

Have a pack bowling party.

Attend a professional sports event as a pack.

Go roller skating. See if the rink will help get the Cub Scouts started right with some simple instructions.

Have boys do "commercials" about smoking, high blood pressure, eating right, exercising properly, drugs and alcohol.

Athlete

Display den physical fitness score card at pack meeting.

Demonstrate dual contests.

Attend or hold a track meet.

Visit a gym or health spa where the training equipment can be demonstrated or tried out.

Demonstrate homemade physical fitness equipment. A barbell can be made with a 3 foot dowel or broomstick with 3/4 inch pipe on each end, embedded in 46 oz. cans filled with cement. A bicycle inner tube is good for stretching exercises to build legs, arms, back, and chest muscles. Make a chinning bar by suspending a pipe from an exposed beam in the basement or garage with rope. Make sure there is head clearance. Plastic bleach bottles (1/2 gallon to 1 gallon size filled with sand) make good barbells used to develop arm and shoulder muscles.

Sportsman

Use the archery booklet from the Cub Scout sports program to learn simple archery.

Have a casting contest to improve accuracy, distance, etc. before the pack fishing derby.

Have a bowling night.

Demonstrate the official signals for football, basketball, and baseball.

Demonstrate proper care of a piece of sports equipment. Each Webelos Scout pick a different item.

Invite an expert sportsman or athlete to demonstrate proper form for his sport, show equipment, and explain fine points of the rules. Any well-known athlete, from the high school level up, could be invited.

Attend a sports event.

The leaders' example will set the tone for good sportsmanship. Put emphasis on the fun of the game, not on winning. Make up the teams so the strength is about even. Encourage the better players to help and to show support for the less skillful players. Show the Webelos sports are fun whether they win or lost. It is the fun of just playing.



SEPTEMBER 1988

Cub Scout Corral

Pack meeting this month will have emphasis on induction of new boys and leaders. Plan an impressive induction ceremony related to the theme. This is your only chance to make a good first impression.

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

Have a pack uniform inspection of the older Cub Scouts.

Show a film strip on Cub Scout advancement or have one of the Cub Scout dens put on a skit that shows what advancement means.

Remember this is your night to show off Cub Scouting at its best and what it has to offer both the new boy and his family.

Present Summertime Activities Awards to pack, den, and individual participants.

Participate in School Night for Scouting.

Make a fake campfire to use for ceremonies.

Communicator

Prepare a skit for pack meeting that shows the correct way to use a telephone.

Visit a library and talk to the librarian about how they find the books (indexing) and why books are an important way to communicate.

Visit a newsroom of a newspaper, radio or television station to find out how they get and use their information.

Demonstrate at the pack meeting about the special problems of communicating with blind, deaf or mute people.

OCTOBER 1988

Cub Scout Citizen

Participate in flag raising ceremonies at school.

Participate in a Good Turn service project.

Plan your program so that you are helping your Cub Scout understand what citizenship means. If your leaders look at this as a boring chore, so will the Cub Scouts.

Demonstrate the rights, duties, and qualities of a good citizen.

Display as much information as possible on the President, Vice President, Governor, and Mayor.

Visit a court of law.

Visit a naturalization ceremony.

Visit a police department.

Visit a historical museum.

Visit a city council meeting.

Observe the voting process.

Tour a municipal building.

Invite a new citizen to speak about what becoming an American citizen means to him.

Visit an organization or two in the community that helps others.

Hold a pack Halloween party.

Distribute Goodwill bags for clothing, toys, or food for Good Turn projects in November or December.

Fitness

Visit a health center that can demonstrate effects of tobacco, drugs and alcohol.

Visit a health or diet center that can demonstrate how diet affects your health.

Visit a physical therapist who can demonstrate why correct exercise is important to your health and well-being.

NOVEMBER 1988

See And Do It Show

Make and set out bird feeders.

Adopt a needy family during the Thanksgiving holidays.

Hold a mock election.

Have a family hayride.

Put on a pilgrim play or skits at the pack meeting.

Have a talent contest and include parents.

Craftsman

Visit a furniture manufacturer or cabinet maker.

Visit a lumber yard and/or sawmill.

Visit a tannery or leather goods manufacturer.

Invite an expert to give a demonstration of proper care and use of tools.

Invite an expert to give demonstration of leathercraft and explain how to use and care for leather tools.

Display items den members made at pack meeting.

Include such activities as a nail driving contest in games for the pack meeting.

Citizen

Demonstrate rights and privileges (skits, stunts, etc.).

Give service to the community with some sort of Good Turn (service project).

Visit State Capitol, county seat, city hall, or local congressman.

Attend naturalization ceremony.

Attend night traffic court.

The den might distribute health literature, clean up vacant lots that harbor disease carriers, or some other project that the board of health suggests.

Aid the chartered organization or a local school by helping with a ground cleanup project, simple painting jobs, serve as ushers, form a safety patrol, take charge of raising flags in schoolyards.

A conservation Good Turn can help the whole community.

Put sand on icy sidewalks, remove snow from around fire hydrants, shovel snow from sidewalks of senior citizens.

Collect clothing and foodstuffs for distribution, collect and repair toys for needy children, collect books and magazines for hospitals.

Encourage Cub Scout families to display the American flag.

3 SECONDS TO SAFETY



Set A Good Example - Buckle Up

A small boy was asked, "What do you want to be when you grow up?" Without hesitation he replied, "Just like my dad." How fortunate for that dad. The little boy was so proud of him that he wanted to follow his example. That's what real leadership is all about.

In Cub Scouting, leadership is working with boys and their families, improving the life of the community by enriching the lives of the families who live in it. Successful leaders are people of character and honesty; people with the ability to guide and influence boys.

Boys watch what you do. So watch what you do.

As leaders, we have a responsibility to work with parents to achieve the developments and attitudes of good citizenship in our boys. While setting a good example, we can see that Cub Scouts will do as we do far more quickly than they will do as we say.

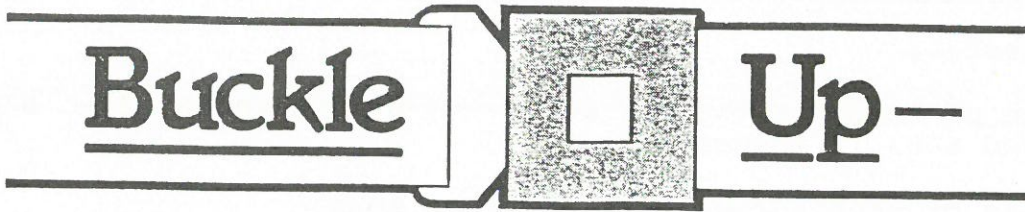
One very important way of setting a good example is by introducing our Cub Scouts to the "Three Seconds to Safety Program." Three seconds is all the time needed to buckle a seat belt. Yet millions of people fail to take those few seconds to slip on the belt that may save their lives.

Over their lifetime, your Cub Scouts face more than a fifty-fifty chance that they will be injured in an accident. Their use of seat belts will reduce significantly their chance of serious injury or death. Even now they are in danger everytime they ride in a car unsecured, especially during the comparatively short trips close to home (to and from den and pack meeting and field trips). Three out of four crashes happen while driving around town within 25 miles from home, and more than 80 percent of all accidents occur at speeds less than 40 mph.

You, as leaders, can improve the odds by teaching our Cubs about the importance of wearing seat belts. Teach the boys by setting a good example.

For more information write: National Highway Traffic Safety Administration Region VII, P.O. Box 19515, 63rd and Rockhill Road., Kansas City, Mo. 64141...Phone 816-926-7887.

I AGREE TO.....



It's a Healthy Habit

Signature

Date

Co-signed by a friend

BUCKLE-UP PLEDGE

This great American "Habit Plan" will help you learn to make, break, or keep a habit. Taking part in this process will help you develop one of the easiest, yet one of the most important, healthy habits - using seat belts while riding in a motor vehicle.

In this plan you ask pack families and Cub Scouts to sign the "buckle-up pledge" cards. It's a healthy habit to form. Have the signers attach the pledge card to their sun visor. It takes 21 days to form a new habit. You will be amazed at what you accomplish in just 21 days.

MY SEAT BELT RECORD

Day Week Belt
 Day Record

1		
2		
3		
4		
5		
6		
7		

Day Week Belt
 Day Record

8		
9		
10		
11		
12		
13		
14		

Day Week Belt
 Day Record

15		
16		
17		
18		
19		
20		
21		

Use one of these symbols for every trip:
 O=Trip without seat belt
 @=Trip with seat belt
 ⊕=Trip with seat belt and I asked other passengers to buckle up.

Example: MONDAY @@@@
 This shows seat belt use for six trips on the practice exercise from "Record-Keeping" section inside.

Humpty Dumpty Demonstration

Materials needed:

A piece of wood for the car board--- $\frac{3}{8}$ inch thick, 3 to 6 inches wide and 6 to 12 inches long.

10 nails or wood screws 2 to 3 inches long.

1 styrofoam coffee cup.

4 empty thread spools (wood or plastic).

A bar of soap.

A piece of heavy paper.

A tissue or a paper towel.

Some wide rubber bands or narrow masking tape.

2 thumbtacks.

A pencil.

Wax paper.

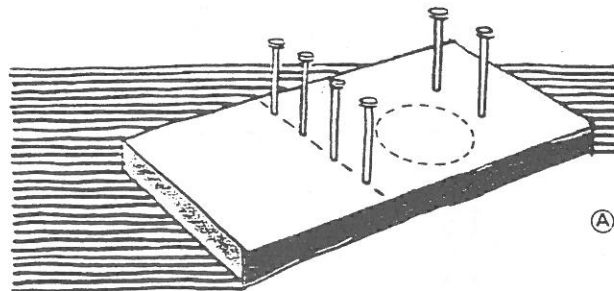
A board for a ramp --- $\frac{1}{4}$ to 1 inch thick, twice as wide as the car board and 30 to 60 inches long.

Two or three raw eggs.

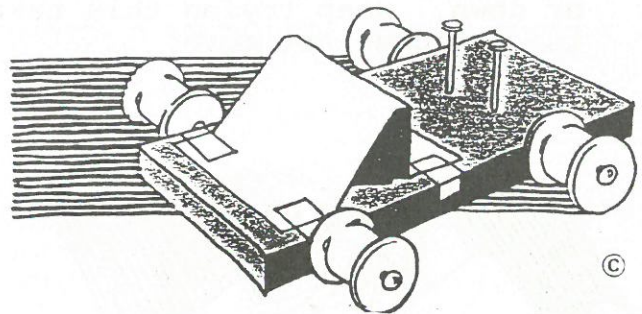
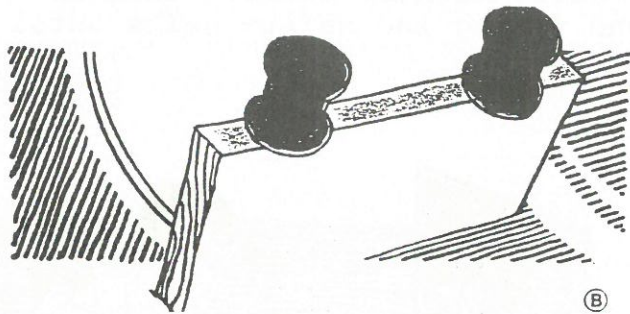
Hammer, scissors, screwdriver (if you are using wood screws).

Do this to make the car:

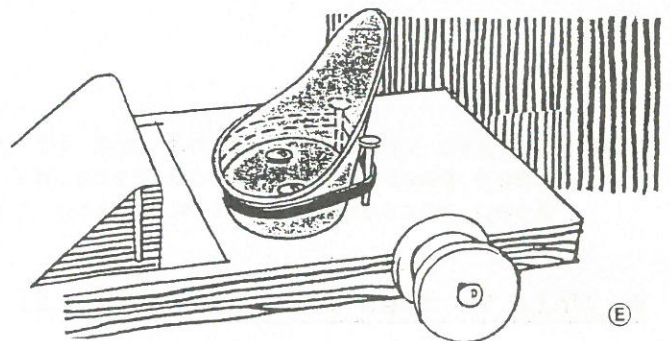
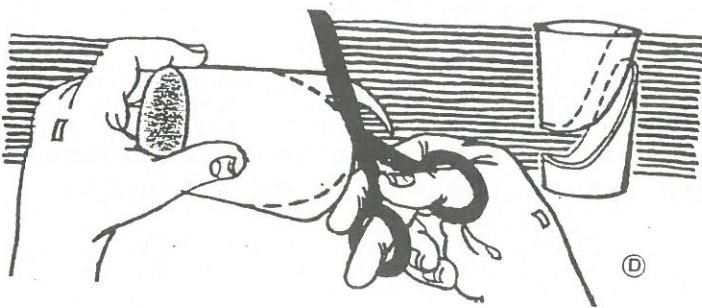
1. Look at picture A. Pound 4 nails into the car board in a row like picture A. This makes the dashboard of the car. Make sure that at least $\frac{1}{2}$ inch of each nail is sticking out of the board.



2. Look at picture A again. The circle shows where the coffee cup will go. Pound 2 nails into the car board behind where the cup will go. Make sure the cup will fit against the 2 nails.
3. The 4 spools will make the wheels. Rub both ends of the 4 spools with the bar of soap. This will help the car roll smoothly. Slide the 4 spools over 4 nails. Look at picture B. Pound the 4 nails with the spools on them into the edges of the wood at the ends. Do not pound the nails too tightly against the spools or the car will not roll.

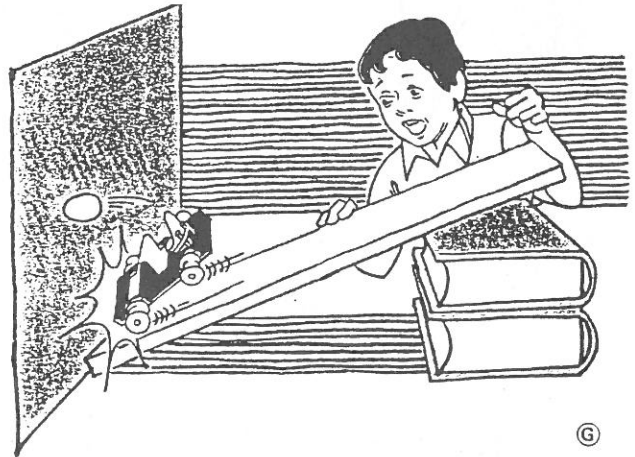


4. Look at picture C. The piece of paper will make the dashboard and hood of the car. You may need to cut the paper to make it fit. Tape the paper over the nails so your car looks like picture C.
5. The coffee cup will make the seat. Look at picture D. Draw a seat on the coffee cup so it looks like picture D. Cut it out with scissors.



6. Look at picture E. Put the seat against the 2 nails in your car board. Put the thumbtacks through the bottom of the seat into the wood. Put a rubber band around the seat and the 2 nails.
7. Test to see if your car rolls straight and smoothly. You can help the car roll smoothly by bending the nails with the spools on them a little bit.
8. Put some tissue or a paper towel inside the seat at the bottom. This makes a pad for your passenger.

9. The eggs will be your passengers. Look at picture F. Put one of the eggs in the seat of your car. Now you are ready to make safety belts for your passenger. Use wide rubber bands or narrow masking tape to make the safety belts. Put the rubber bands or the masking tape around the egg and the seat so they look like picture F. The rubber bands or masking tape should fit tightly around the egg. They should not be too high or too low.
10. Test the safety belts to see if they fit. Hit the front of your car with the palm of your hand. Watch to see if the egg moves. If the egg moves, make the safety belts tighter or move them up or down. Keep trying this test and fixing the safety belts until the egg does not move.



Now you are ready to find out if safety belts:

Keep passengers from hitting the inside of the car in an accident.

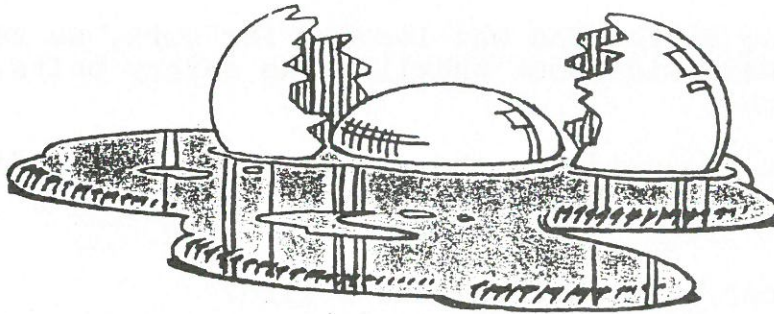
Keep passengers from being thrown out of the car in an accident.

Do This To Test The Safety Belts:

1. Look at picture G. Put one end of the ramp board up on books or a chair seat. Put the other end on the floor near a wall. Your ramp should look like picture G. Put wax paper on the floor around the end of the ramp near the wall.
2. Make sure the egg is in the car seat. Make sure the safety belts are in place around the egg. Now put your car at the top of the ramp. You are going to see what happens when a passenger is wearing safety belts in an accident. When you are ready, let go of the car. Do not push the car. Let the car roll down the ramp.

What happened? Did the egg hit the inside of the car? Was the egg thrown out of the car?

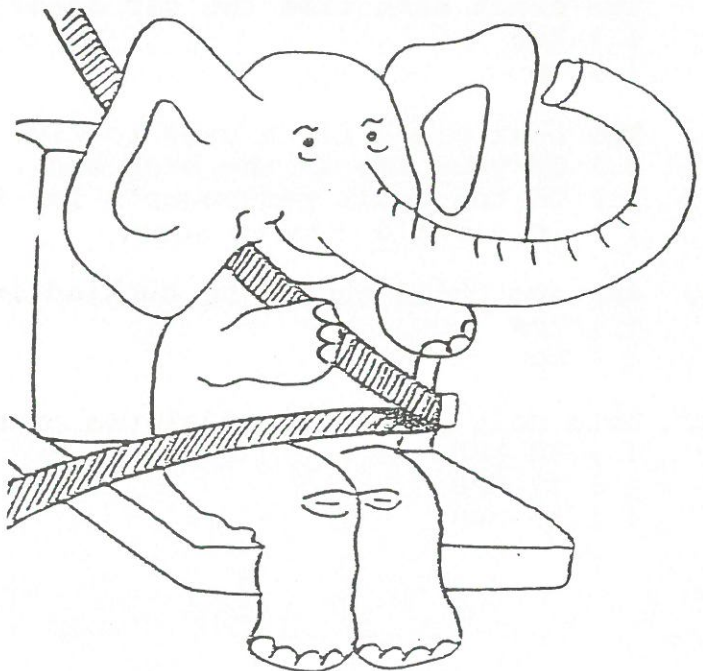
3. Now take the safety belts off the egg in your car. You are going to see what happens when a passenger is NOT wearing safety belts in an accident. Make sure the egg is in the car seat. Put your car at the top of the ramp. When you are ready, let go of the car. Do not push the car. Let the car roll down the ramp. What happened this time?



4. Now go back and do step 2 again. What have you found out about safety belts?

The preceding was taken from the Safety Belts "Activity Book", a guide for teachers of grades K-6. U.S. Dept. of Transportation, National Highway Traffic Safety Administration, Washington D.C., 20590.

HI! I'M EXAMPLE ELEPHANT



Example Elephant

I'd like to tell you a true story.

Once upon a time in 1983, a young boy got into the car with his dad. His dad seldom buckled his safety belt.

The young boy said, "Dad, let's buckle up like they do on TV."

Dad said, "Okay, son, if you think we should." Then they went out to eat and saw a movie.

The next morning as the dad was leaving for work, he remembered what "Example Son" had said about buckling the safety belts. He buckled up to go to work!

His car was hit broadside on the way to work. The officers say he is alive today because he was buckled up!

Did "Example Son" help save his dad's life?

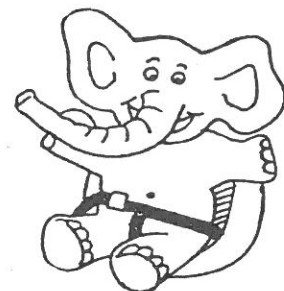
Yes

No

The correct answer is yes.

Now, answer the questions and see how many correct answers you can get.

1. How can you help an adult drive safer?
 By yelling "watch out" a lot.
 By throwing paper airplanes and entertaining yourself and younger brothers or sisters.
 By buckling your safety belt and doing "quiet" things.
2. If the car crashes into a wall going 30 MPH, you will stop at the exact same time the car does?
 Yes
 No
3. The best place for a baby to ride is:
 On your lap in the back seat.
 On the adult passenger's lap in the front seat.
 In a child safety seat.
4. Any age child should be buckled into a safety belt?
 Yes
 No
5. When does one crash equal two crashes?
 30 MPH
 40 MPH
 55 MPH



6. How can you be like "Example Elephant"?
- () By yelling "go faster".
 - () By attaching a truck to your face.
 - () By buckling up and being "Example _____".

Answers:

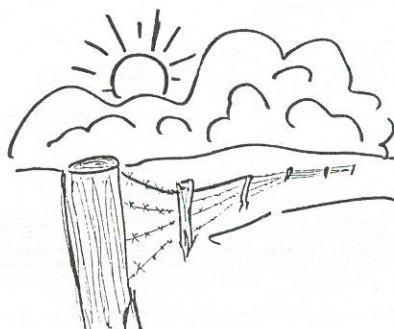
1. You help every driver drive safer if you are buckled up and playing quietly. You also will not fly around the car if there is a crash.
2. No. You keep moving at 30 MPH until you hit something.
3. A baby weighing only 10 pounds has the force of 300 pounds if the car crashes at 30 MPH. You can't hold 300 pounds and neither can an adult. The baby should be in a child safety seat.
4. In Kansas and Missouri, children under four are required to ride buckled into a properly installed child safety seat that meets federal safety standards. In Missouri, if the child is in the rear seat, the car's safety belt may be substituted when no child safety seat is available. However, all children are much safer in child safety seats and should continue to use them until they are too big to fit comfortably. Booster seats are now available for children up to 60 pounds. (1987).
5. Every crash is really two crashes. All answers are correct. When a car traveling 30 or 40 or 55 MPH crashes, the passengers in the car continue to move at the speed the car was traveling until THEY crash against something such as: windshield, dashboard, back of the front seat or their safety belt or child restraint. If they are thrown out they also crash at the speed the car was traveling, only they crash into the pavement or a wall or another car. Buckling up keeps them inside the car where it is safer.

You are 50 to 70 percent less likely to be injured or killed in a crash when you are wearing a safety belt or are properly buckled into a child safety seat. Three out of four accidents happen within 25 miles of home, so ALWAYS BUCKLE UP.

Be "Example _____".

Say, "I've found my seat belt, have you found yours?"

By Kansas State University Cooperative Extension Service through the Kansas Dept. of Transportation, Office of Traffic Safety.



HUMPTY DUMPTY PINEWOOD DERBY SAFETY BELT "EGG EXPERIMENT"

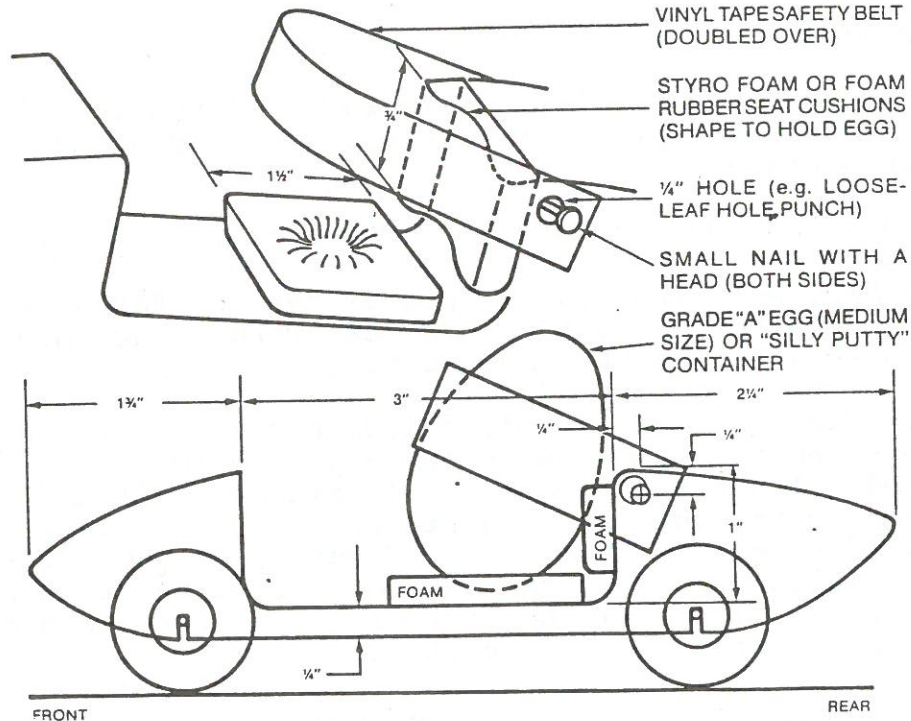
PLANS FOR A MODIFIED PINEWOOD DERBY GRAND PRIX CAR

SCALE: FULL SIZE



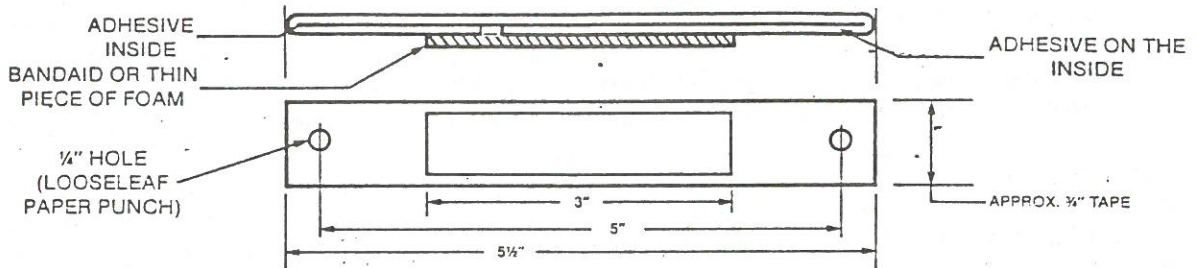
PACK/DEN LEADER INSTRUCTIONS

This simple Cub Scout Pack or Den demonstration using a modified Pinewood Derby Grand Prix Car can show in concept how safety belts work. The focus of attention is a raw egg which rides down a one meter incline in the Pinewood Car, crashing into a wall at the bottom. Without the vinyl tape safety belt, the egg flies into the air. (A plastic egg such as a "Silly Putty" container can be substituted for repeat performances.) This demonstrates "inertia," "momentum" and how in an automobile crash or sudden stop we keep moving forward into the windshield. When the egg flies up and forward it also demonstrates the concept of "ejection" (a person being thrown out of an open door or window), which can happen if safety belts are neglected. Now, repeat the experiment with the egg restrained using the vinyl tape safety belt. The young men in your Pack or Den can see that the safety belt (vinyl tape) protects the fragile egg from damage just as safety belts in our family's car are designed to protect us. If you are satisfied with this experiment, take it to your next Pinewood Derby Pack Meeting and demonstrate the effectiveness and utility of safety belts for the other Dens in your Pack.

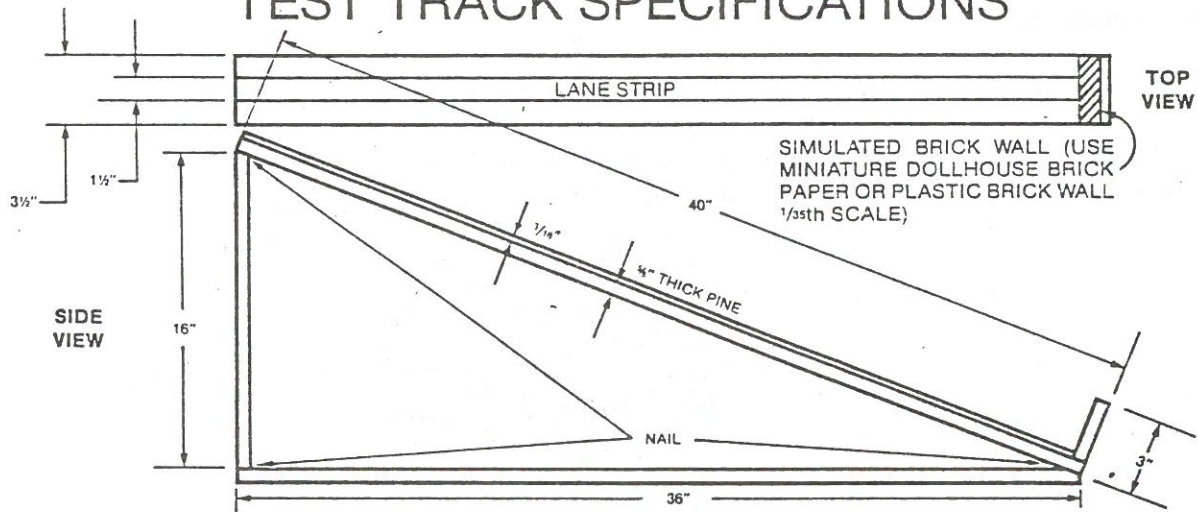


SAFETY BELT SPECIFICATIONS

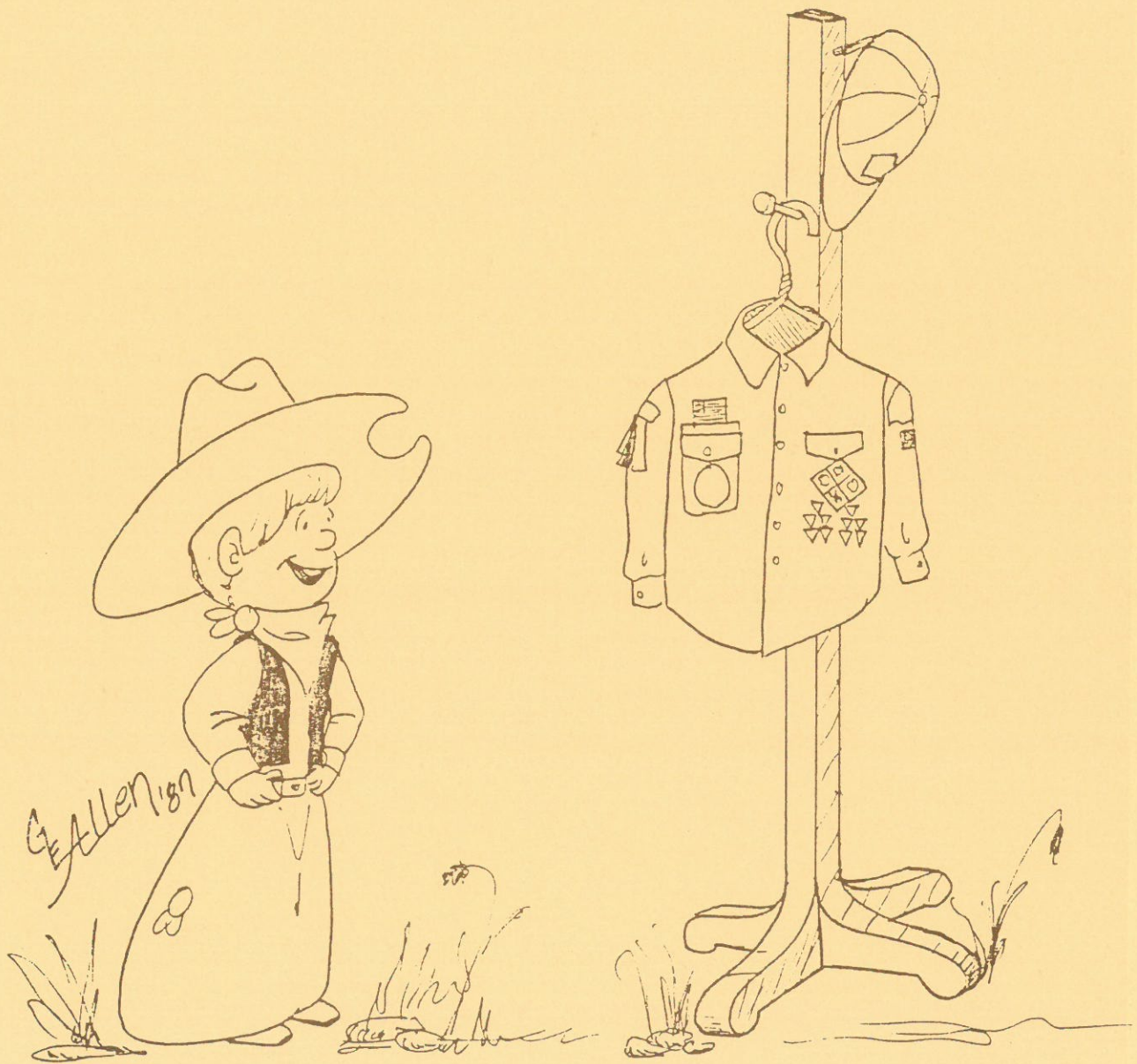
(VINYL TAPE DOUBLED OVER WITH 1/8" THICK FOAM PAD OR "BANDAID")



TEST TRACK SPECIFICATIONS



UNIFORMING AND RECOGNITION



UNIFORMING AND RECOGNITION

Proper Uniforming Marks You As A Leader.

The very first time a youngster tiptoes into your meeting room full of wonder and excitement -- what does he see? Strange faces, unfamiliar objects, a whole new and mystifying environment. As he looks around for something reassuring, his eyes light on you, the leader. The boy tries a small smile.

There is no mistaking who you are because your trim uniform marks you as the leader. It's the symbol of leadership -- recognized as easily by an eight year old as by his elders. But the value of your leader's uniform doesn't end in mere symbolism. You'll find it is a practical outfit made to meet the unpredictable challenges of Cub Scouting. Really sharp looking too, it is the happy blending of smart design and top-grade tailoring. Yet your uniform's greatest value goes beyond the many good things it does for you.

Experience shows that Cub Scouts follow the example of their adult leaders. In units where unit leaders (Cubmaster, pack committee, den leaders of 8-9-10 year olds) are properly uniformed, boys tend to wear their uniforms and be conscious of their appearance. There is no doubt that the leader sets the pace --- and that is as it should be.

Think for a moment of the impact your uniform makes on the boys in your unit. What a proud example! What a simple and convincing way to persuade each boy to purchase and wear his own uniform. It is the velvet road to a well-uniformed and happy Cub Scout unit.

Proper uniforming certainly marks you as a leader. It also leaves its mark on those you lead!

Wear That Uniform

A uniform is like a smile
 When wearing it you are right in style.
 Don't put it up for special times
 For saving it is a crime.
 A funny smile is sure no shame
 And neither is a patch or a stain.
 So wear that smile and uniform
 For that is how a Cub Scout is formed.

I Wear A Scout Uniform

Because I am proud to be publicly identified with a movement like the Boy Scouts of America.

Because a true leader is example, not precept, and I want to be that kind of leader.

Because the uniform levels us all. We are no longer rich or poor---we become Scouts and Scouters. A Scout is "a brother to every other Scout."

Because the uniform reminds me that I am pledged to the same high ideals as those of the boys.

Because the uniform is a comfortable and practical costume for camping and all other Scouting activities. When I get into my good old uniform, I feel like a regular Scout.

In Its Subtle Way, The Uniform Does Many Things!

For the boy:

Reminds him to live and act in accordance with the Cub Scout Promise and the Law of the Pack.

Is the only proper place to wear his badges, the symbols of Cub Scout achievements.

Draws attention of others, thus encouraging neat, correct appearance and good behavior.

Helps him get more out of the Cub Scout program and encourages graduating into Scouting.

For the leader:

Encourages you to undertake a wider program because your boys have better Cub Scouting spirit.

Captures parental interest in your job as a leader.

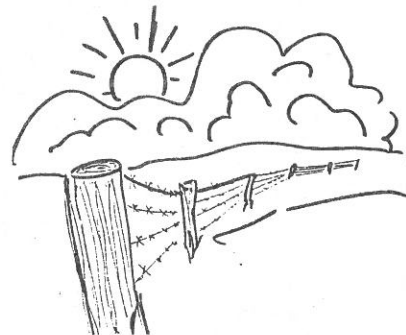
Develops institutional pride and helps you operate a better program.

Causes the boys to take more pride in their work and respect your leadership.

For the unit:

Helps your unit attract boys; many join so they may wear the uniform.

Puts everyone on the same level.



Poem By Gerald N. Galbraith II

This Is Your Life Young Man

The people who've lent you a hand
 To help you achieve
 And help you receive
 This Arrow of Light young man.

The trail is long
 The mountain steep
 But slowly, slowly
 Onward you creep.

Then you meet a friend
 On top of a rock.
 He says, "Hey can I come?"
 And onward you walk.

Then you spot another
 Sitting on a log.
 "Hey can I join you?"
 And onward you jog.

"Hey where are you going?"
 "This looks like fun."
 "Come on I'll show you"
 And onward you run.

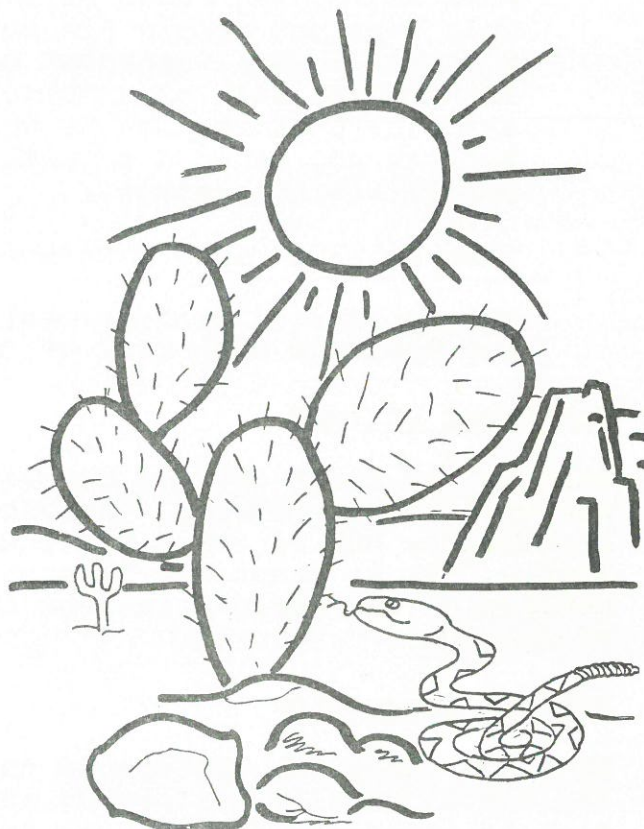
"What's the big hurry?"
 "Where is this place?"
 Straight to the top
 Faster you race.

Well now you've arrived
 Look at the view.
 All of your friends
 Right here with you.

CLOSING THOUGHT

The Value of a Badge

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find it wouldn't bring much money. The real value of the badge is in what it represents---the things you learned to earn it---how to keep healthy, how to be a good citizen, good safety practices, conservation and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect you have forgotten the skill by now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value---one that represents what you can really do and know.



UNIFORM AND INSIGNIA

Uniform Policy

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

When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating, in uniform, in local council-approved money-earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout Show tickets, but may not be worn to sell candy or light bulbs as a pack money-raising project.)

When engaging in a distinctly political endeavor.

When appearing professionally in any entertainment medium without specific authority of the executive board.

Cub Scout Uniform

What is the first thing a boy wants when he becomes a Cub Scout? The uniform, of course. The distinctive blue and gold uniform is undoubtedly one of the major incentives for young boys to become Cub Scouts. It is graphic evidence that they belong, that they are members of the world's largest boys' organization -- the Boy Scouts of America.

Uniform Inspection

Dens and packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. A pack uniform inspection is necessary for charter renewal and to earn the Quality Unit Award. The unit commissioner will be glad to assist with the inspection. The following materials are available at the Scout service center:

- 70-012 Lady Scouter Uniform Inspection Sheet
- 70-045 Cub Scout Uniform Inspection in Den and Pack (Information)
- 70-275 Cub Scout/Webelos Scout Uniform Inspection Sheet
- 70-277 Scouter Uniform Inspection Sheet
- 70-567 Uniform Inspection Unit Award (Certificate)
- 70-568 Uniform Inspection Award Pocket Certificate

Square Knots

Embroidered knots, representing medals with pendants and certificate awards earned, are worn on the left pocket in rows of three with the distinguishing color (not white) to the wearer's right. There is no order of precedence for square knots. (Medals are worn for ceremonial occasions only, such as blue and gold banquet, district and council dinners, troop courts of honor, etc.)

Men who earned the Arrow of Light Award or the Eagle Award as a youth are entitled to wear the appropriate square knot.

Insignia For Red Jacket

The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont Bull Emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their Leadership Corps Patch centered on the right pocket. The Philmont or other High Adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket. Members of the National Eagle Scout Association Order of the Arrow, and Philmont attendees, may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

Red Patch Vest

The red patch vest is now considered part of the uniform for Cub Scouts, adult leaders and Boy Scouts with two restrictions:

The vests are not to be worn at uniform inspections or on formal occasions.

No badges of rank are to be put on the red patch vest.

How to Uniform a Pack

Since the uniform helps achieve the purposes of Cub Scouting, leaders will want to make sure all of the boys and adult leaders in the pack are completely and correctly uniformed. Leaders' attitudes toward uniforming are important since they influence the attitudes of the boys. When leaders are in uniform, the boys will know uniforms are important and necessary. When leaders wear badges and insignia incorrectly, the boys get the impression that proper uniforming isn't required.

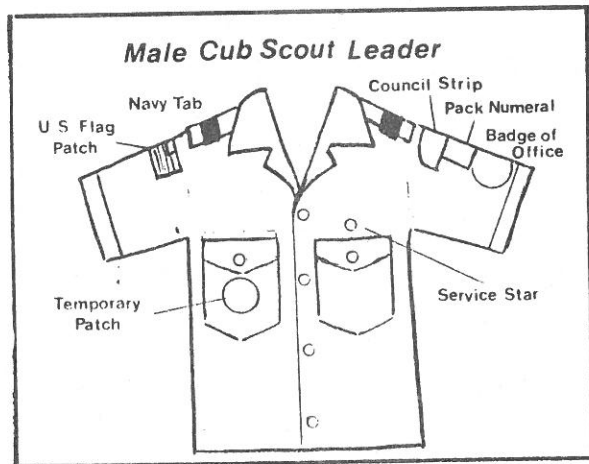
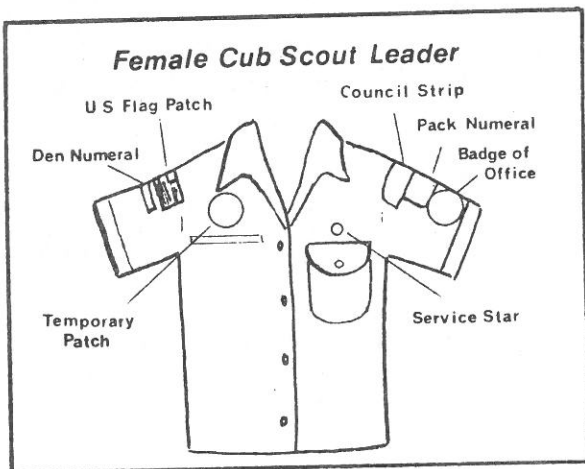
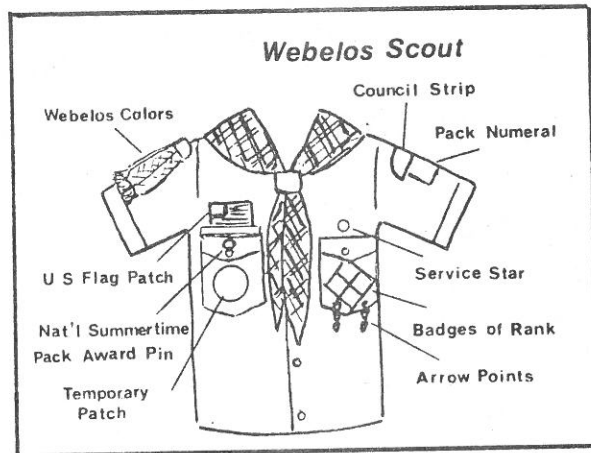
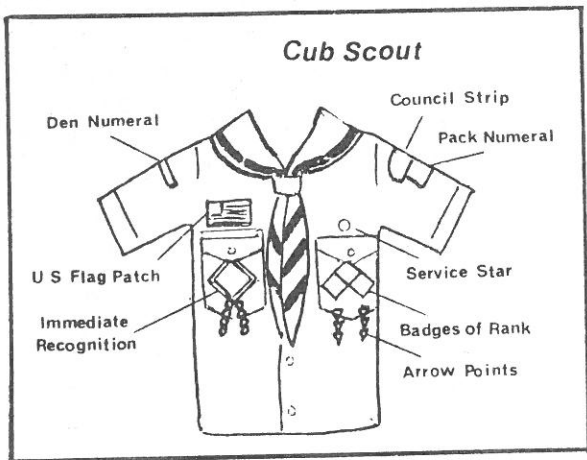
When a boy joins the pack, be sure to impress on his family the importance of the uniform, both to the boy and the pack. Suggest that the boy begin his Cub Scout experience by helping to earn part of the cost of his uniform.

Once the pack committee has set a goal of 100% boy and adult leader uniforming, there are many ways it can be accomplished. Here are some suggestions:

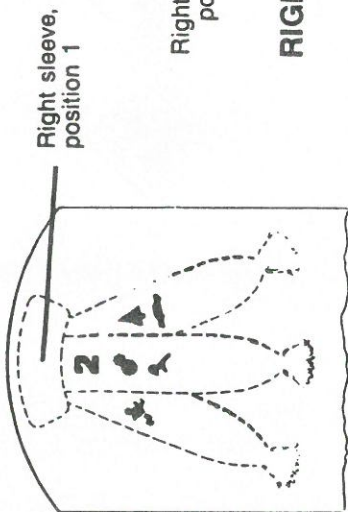
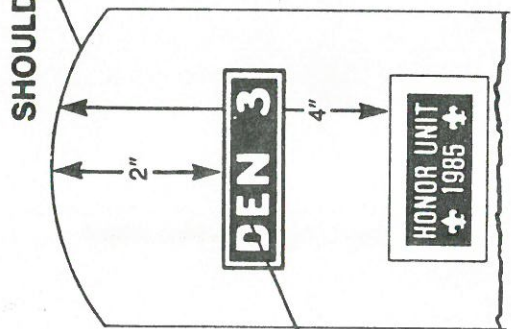
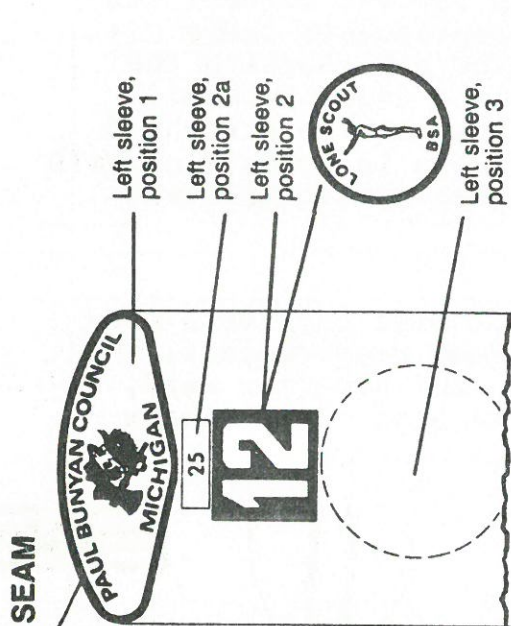
Establish a pack uniform exchange. Boys graduating from Cub Scouting donate their "experienced" uniforms to the pack. They are distributed as needed. Emphasize the fact that the "used" uniforms are "experienced" uniforms --- this adds some appeal from the boys' point of view.

Make arrangements with such agencies as Goodwill Industries, the Salvation Army, or other sources to get Cub Scout and leader uniforms which may be donated to them. Some packs aid these agencies in collecting used clothing and furniture in return for the uniforms.

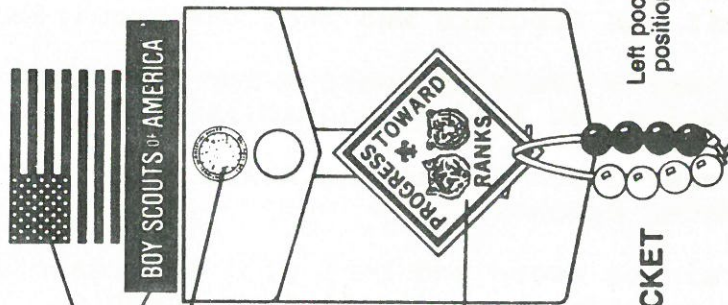
Encourage families and friends to give uniforms as gifts for Christmas and on birthdays. Some packs encourage proper uniforming by giving a new Cub Scout his pack and den numerals. These are bought regularly with funds from the pack treasury.



CUB SCOUT INSIGNIA

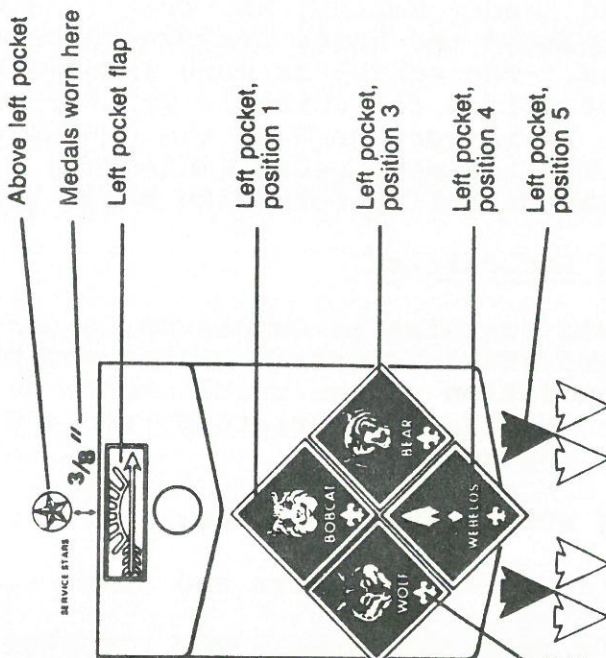
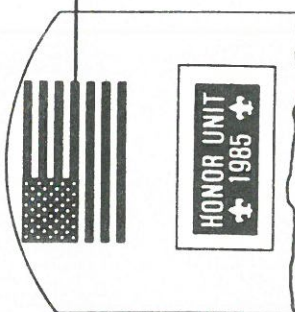


LEFT SLEEVE



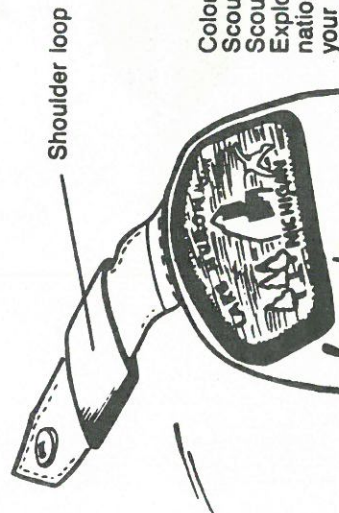
WEBELOS COLORS

WEBELOS SCOUT RIGHT SLEEVE



LEFT POCKET

RIGHT POCKET



Colored shoulder loops identify the area of Scouting: blue, Cub Scouting; red, Boy Scouting; blaze, Varsity Scouting; green, Exploring; silver, council and district; gold, national and regional. The color designates your paid registered position.

Only five medals may be worn at a time, pinned in a single row immediately above the seam of the left pocket.

LEADERSHIP RECOGNITION



Trained Leader Emblem

A Trained Leader Emblem, No. 280, is available for all leaders who have completed the basic training program appropriate to their positions. The emblem is worn immediately below and touching the emblem of office for which it was earned. In the case of commissioners, it is worn between the emblem of office and the Arrowhead Honor. The trained leader emblem may only be worn in connection with the emblem of office for which basic training has been completed.

Training Recognitions

When basic training is completed, a unit leader will receive a progress card stating certain tenure and performance requirements. After completion of the requirements listed on the progress card, it is signed by the appropriate person and submitted to the training chairman for approval.

Training awards available are:

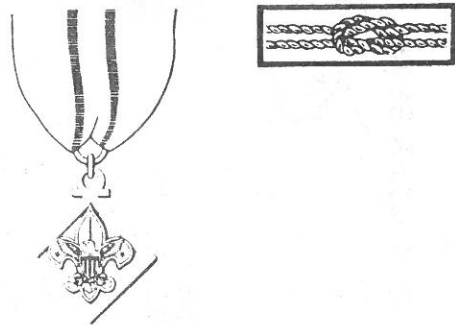
Scouter's Key - Cubmasters and Commissioners

Scouter's Training Award - For all assistant Cubmasters, pack committee members and non-unit Cub Scouters who meet the requirements.

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

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

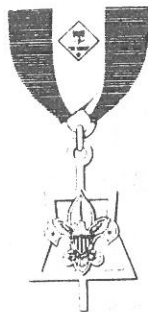
The training award and knot will be presented to the unit leader at a district roundtable. The training knot is to be worn centered over the left pocket.



Den Leader's Training Award.



Scouter's Training Award.



Scouter's Key.



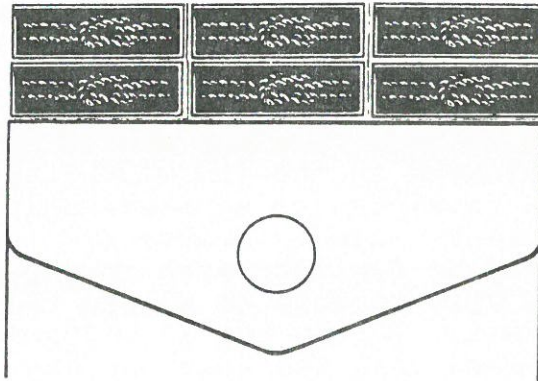
Den Leader Coach's Training Award.

Insignia

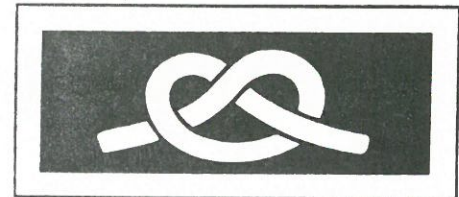
Square Knots - Embroidered knots, representing awards earned or given, are worn on the field uniform, centered above the left pocket, in rows of three, with the distinguishing color (not white) right. There is no order of precedence for knots.

The training award medals are worn for ceremonial occasions only, such as blue and gold banquets, district or council dinners, etc.

District insignia - Districts are operational arms of the local council. Members are not identified as members of a district, but of the local council and the Boy Scouts of America. For this reason, district insignia is not authorized for wear on the uniform. Where it is desirable to use district identification, district flags, banners, or neckerchiefs may be authorized by the local council.



Silver World Award



Award of Merit

CUB SCOUT SPORTS PROGRAM - RECOGNITION

Sports Patch

The Cub Scout sports patch, available for purchase through your council service center, is used to identify boys participating in the sports program. The sports patch may be used by an individual boy who is participating in a sport in the sports program in his unit, or in his community, or as a lone Scout.

The sports patch may be worn as a temporary patch on the uniform (right pocket of the official uniform shirt; refer to the Insignia Control Guide, No. 3064). It may also be worn on a patch vest, warmup jacket, athletic cap or other appropriate non-uniform apparel.

Recognition Items

There are three recognition items which the boy may receive in the sports program. They are the sports belt loop, the sports pin, and the sports letter.

Sports Belt Loop

The first of the three recognition items is the belt loop, which is worn on the uniform belt by Cub Scouts and on the blue belt by Webelos Scouts. The belt loop will not fit on the optional belt worn by Webelos Scouts.

To receive the belt loop, the boy should have some knowledge of the sport as presented in the individual sports booklets and should show some knowledge of sportsmanship, the history of the sport, the equipment, rules, safety, and techniques. As a leader, you should be familiar with the sport being used in your unit so that you will be able to ensure that each boy has a proper introduction. If the boy is participating away from your unit, please be sure that the adult working with him is knowledgeable of what is expected of the boy.

There is emphasis on the three concepts which must be kept in mind when deciding when a boy should receive his belt loop and they are: introduction to the sport, taking part in the physical activity, and on doing his best.

Sports Pin

All of the literature published to date on the sports program talks about the "Physical Fitness Pin". Whenever you read, see or hear that phrase, be sure to think "Sports Pin" and you'll more easily understand the sports program.

One of the concepts of the sports program is that it is not an advancement program and that there are minimum requirements. There are requirements for the sports pin, which is received as the result of prolonged physical involvement in the sport. The sports pin is received for earning 60 points. One point is

earned for every 30 minutes physical involvement; a maximum of 5 points may be earned in any one day and all 60 points should be earned within 90 days. This is a change from guidelines in the printed materials.

While the sports pin is not worn on the uniform shirt like the summer-time pack award, there is no reason that it can't be worn on the sports patch discussed earlier. Ideally, it would be worn on the sports letter.

Sports Letter

When the boy has received any one belt loop and any one sports pin and has an adult teammate who receives any one sports pin, the boy should receive his sports letter, which may be worn on his patch vest or on an appropriate item of non-uniform apparel.

Adult Teammate

The adult teammate is any adult, preferably a parent, who earns a sports pin. The requirements for the adult are the same as for the boy --- earn 60 points at a rate of one point for every 30 minutes of physical involvement; a maximum of 5 points in one day and all 60 points earned within a 90 day period. This is a change from the guidelines in the printed materials. All materials published after January 1, 1987 will carry these new guidelines. Remember, you heard it first in Old Baldy, at your Pow Wow.

Sportsmanship

Sportsmanship - treating others fairly and honestly - is a basic need of society. As a leader, you should be able to speak to the boys and teach them sportsmanship. There is a short text in the front of each of the individual sports booklets and in the Leaders' Guide. Please become familiar with the subject, and of course, the best way to teach is by example!

Two-For-One?

The most often asked question about the Cub Scout sports program is this: "When a boy receives the sports pin, should he automatically receive the belt loop?" The answer is NO. The reason is that the two recognition items are for different purposes. The belt loop is for an introduction to the sport and for learning about it---history, rules, equipment, and of course about sportsmanship with a reasonable amount of physical involvement. The sports pin, on the other hand, is received for prolonged physical involvement. Two different purposes and they have two different recognition items.

I hope that this brief introduction to the Cub Scout sports program will stimulate you to learn more about. "Try it, you'll like it!!"

The Art of Saying Thanks

Say "thank you" and mean it. Take the time to say it properly. Say it with warmth, a smile, and meaning. Make it a "thank you" that will be remembered. Some ways to say thank you might be:

Notes - For drivers who have helped transport Cub Scouts, drop them a line (by mail) and let them know they are appreciated. A single piece of paper, an envelope, a stamp, and a real heart-felt message can, not only make the person feel good, but will usually assure some help the next time.

Gag Awards - Fun thank you items can mean more than any others. Make these out of a variety of scrap material around the house:

Helping Hand - For someone who is always around right when he is needed, he should earn the "helping hand" award. Cut a hand from wood or take an inexpensive pair of plastic gloves and attach each to a dowel rod. If the plastic gloves are used, two can be made for the price of one.

Wet Sponge - This is a good award for the new den leader. The idea being that he can soak up all the ideas and energies of the many people with whom he comes in contact.

Go-Getter Award - This is an inflated balloon full of hot air for "go power for the go-getter". This could be an award for a den chief from the troop that has helped a lot with the pack.

Good Egg Award - The "good egg" award should go to someone who always helps or is especially good about helping on certain projects. Use a piece of white felt and cut a yolk from yellow felt. If you happen to have a couple that fit this award, make it a double yolk award.

Old Fossil Award - This should go to the person who has been active in the Scouting program the longest. This could be an old rock or arrowhead.

On the Ball Award - Is there a den leader or other person who always seems to have everything together? Take a board and glue half a ball to it. Glue a small doll to the top of that to show others that this person is "on the ball".

Bounce Award - A sheet of "Bounce" clothes softener for the den leaders, will give them bounce and soften their hearts.

Big Heart Award - Is there someone in the pack who never fails to help someone else when there are problems? Give him a special award by gluing a felt heart on a piece of wood and printing a special message on it.

Certificates - These can be used when several people have helped with an activity. These can be framed or mounted. They can be printed or hand drawn.

Pins - For that special person who has gone out of his way to help.

Acknowledgement - Announce to the pack that a certain person has done something special for a round of applause.

Phone Call - Take time to call someone up and say, "Thanks for the good job you did. The pack really appreciates your efforts."

Remember -- If a person gets a little recognition for a job well done, he is more apt to help again the next time he is asked. Everyone likes a pat on the back once in a while. Praise is necessary for a healthy concept of oneself.

Certificate of Participation



THIS CERTIFICATE HAS BEEN AWARDED TO

FOR COOPERATIVE PARTICIPATION

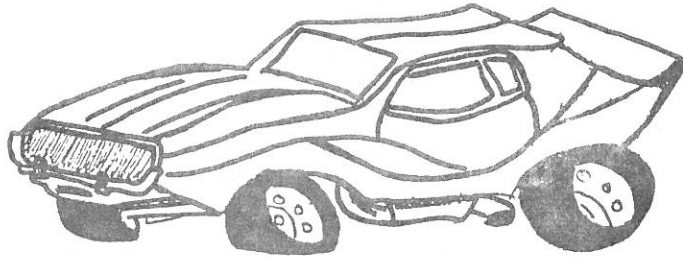
FOR THE YEAR OF 19

IN

PINEWOOD DERBY

Title

CUB SCOUT _____



DID HIS BEST

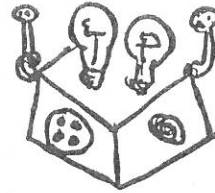
IN THE 198 PINWOOD DERBY OF PACK _____

CUBMASTER

DATE



#Certified GENIUS



Cub's Name • _____

Date • _____

Cubmaster • _____

PACK: _____



TIGER CLUBS

TIGER CUBS

Tiger Cubs is a one year program for first grade boys and an adult member. The program is easy and simple. The adult member should be someone who cares about the boy and is willing to help him through the year. This person could be a parent, aunt, uncle, grandparent or even an older brother and sister. The boy and adult partner join together as a team with four to eight other teams making up a Tiger Cub group.

The boys have many opportunities to search out new activities, discover new things, and share them with one another in the program. Those three words, "Search, discover, share" are the Tiger Cub motto.

Tiger Cubs is family oriented, as are all Scouting organizations. The main difference is all activities are worked on by the boy and his adult partner. This will build a closer relationship between them. Many of the activities can be done with the entire family or with the Tiger Cub group. The program offers opportunities to share ideas, values, and dreams with the boys. In addition, it builds self-esteem and self-confidence in the Tiger Cub.

Goals

The goals of Tiger Cubs are:

Having fun together, in doing this, the boy learns with his adult partner.

Getting to know one another, not just the immediate family but also the Tiger Cub families.

Growing together, in doing so, the family is strengthened.

Getting along together, this may be the first time for the boy to meet with a group outside his school.

Discovering together, the boy will find many new and interesting things about his world.

With all of these goals, the first goal should be stressed. That goal is FUN - fun for the boy, fun for his partner and fun that the two can have together.

ORGANIZATION

Tiger Cub groups are organized at the option of the chartered organization and the Cub Scout pack. Tiger Cubs are affiliated with the pack but meet separately. A member of the pack acts as the organizer.

Tiger Cub Organizer

The Tiger Cub organizer is the key person in the pack relationship with the Tiger Cub group. He becomes a member of the pack committee. He helps organize the Tiger Cub group or groups and assists in

planning the first gathering using Big Idea One from the activity packet.

He maintains a monthly contact with each of the host teams in the Tiger Cub group. The organizer coordinates Tiger Cub participation in at least two Cub pack activities that will show them the fun in Cub Scouting.

He makes arrangements for the graduation of the Tiger Cubs into the Cub pack meeting in May. The Tiger Cub organizer participates in district or council training. Along with training, the organizer conducts an orientation session with Tiger Cub teams with "Welcome to Tiger Cubs" flip chart No. 3925 and Tiger Cubs B.S.A. Organizer Manual No. 3923A. He distributes activity packets and collects registration fees.

Another important job of the Tiger Cub organizer is to collect re-registration of the Tiger Cub and adult partner when the Cub pack charter is renewed.

Program

The Tiger Cub program operates with the concept of shared leadership. Each boy/adult team assumes at least one monthly theme and host for the month by planning the meeting program and location (most meetings involve an activity or a field trip). Leadership sharing is important part of the program and helps form a pool of adults with some leadership experience for future involvement in Cub Scouting. To help the Tiger Cub follow an easy program, there is a family activity packet which should be available for the boy and adult partner at the time of registration.

Included in the packet:

Tiger Cub family activity booklet, which outlines the yearly program and suggests workable monthly themes. These are only suggestions and are called Big Ideas.

A sheet of activity stickers used for immediate recognition at home for the boy when he does something with his adult partner. This is the only recognition the boys will receive. There are no ranks in Tiger Cubs.

Wall poster activity chart for the boy to show off his stickers.

Two iron-on emblems (one for the boy, one for the adult) to use on any T-shirt as desired since no uniform is required.

Tiger Cub application form to be filled out and taken to the council service center, also a temporary membership card to be filled out and given to boy/adult team.

After a pleasant experience in the Tiger Cub program the adult partner will be eager to become involved in the Cub Scout program, perhaps as a den leader or a committee member. The boys already know

by experience what meetings are all about. They are learning how to get along with others. The boy and his partner have already seen that Scouting is a family oriented organization. They know their obligations do not stop at Tiger Cubs and will follow through with the rest of their Scouting experience.

Graduation

Tiger Cubs graduate into the pack at the May pack meeting. There is a graduation ceremony in the Tiger Cub Organizer Manual or you may develop your own ceremony.

Ceremony

Materials: Candle for each boy (with a good guard to protect his hands from the hot wax).

Matches for parents.

Candle log with a blue candle, yellow candle, and white candle.

Setting: Head table with candle log with the three candles.
Light only the blue and yellow candles.

Cubmaster:

Cub Scouting is an organization that is very special and unique. It is one in which a lot of parents devote their time and talents to provide a program which will aid and guide their sons' growth. As parents work to strengthen Cub Scouting, so Cub Scouting helps to strengthen families.

(Call forward boys and their parents. They stand behind the table, facing the audience.)

I call your attention to the three candles in the candle log. The blue and gold stand for Cub Scouting. Blue, like that of your uniform, stands for truth, love of God, loyalty, and the blue sky. The gold like that in your neckerchief, stands for sunlight, good cheer, and happiness. The white candle represents parents and the important part they play in the Cub Scouting program.

Parents, would you please light the candle your son is holding as a symbol of the encouragement and support you will be giving him as he moves along the Cub Scouting trail. (They do.)

Will you accept the responsibility to participate in den and pack activities, help your son with advancement, and support the pack as much as possible? (Parents answer: "We will.")

Please give the candle to your son to hold in his left hand. Boys, please raise your right hand in the Cub Scout sign and repeat with me the Cub Scout Promise.

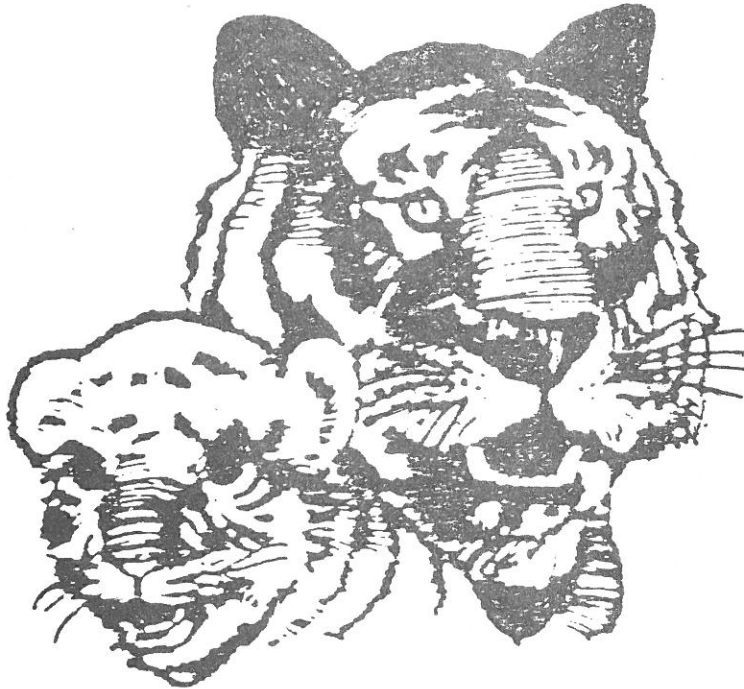
And now with your parents guiding your hands, as they will do to help you in Cub Scouting, I will ask that all of you join your individual flames together and light the center (white) candle as a sign that we are all united as members of pack (number).

(Parents are asked to extinguish individual candles.)

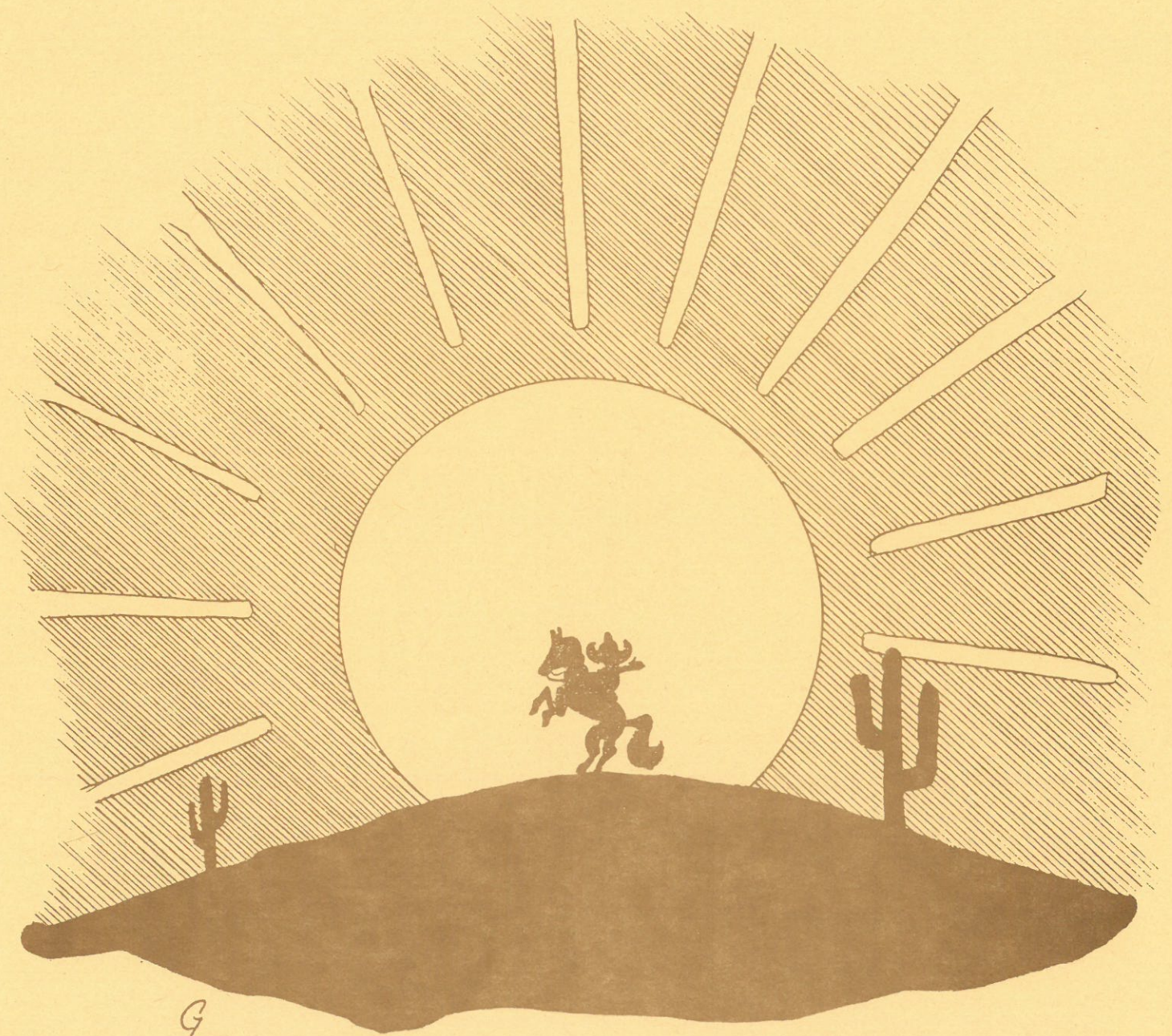
(If boys have completed requirements for Bobcat...continue ceremony, if not....congratulate and welcome to the pack!)

Parents, we will now ask that you pin the Bobcat badge on your son's uniform upside down. When he has lived up to the part of the Cub Scout Promise which says "to help other people" by doing a good turn, then you can sew the badge on upright for all to see.

Congratulations and welcome to our pack.



CREDITS



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Judy Yeager	Atmosphere Staff

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