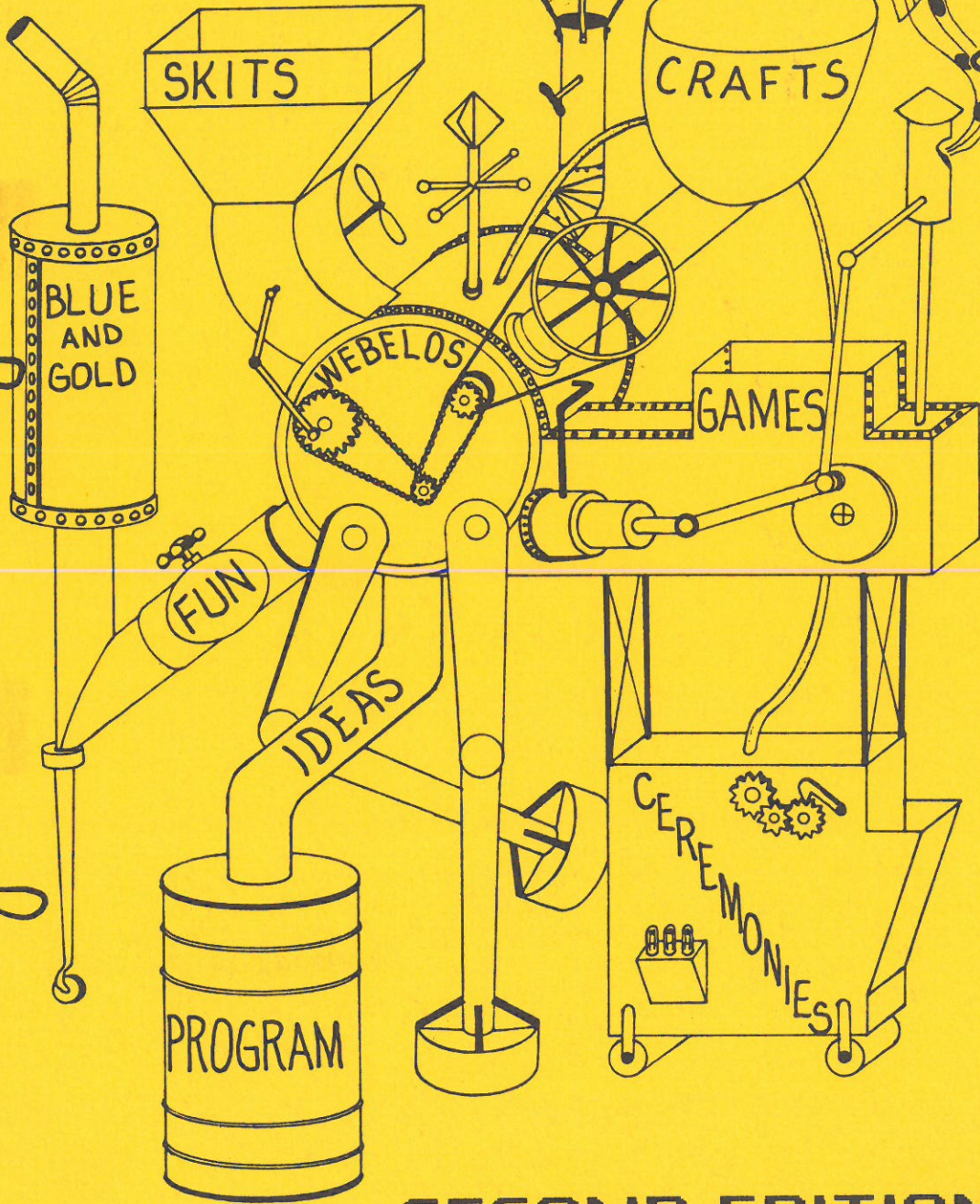


the great whidgit whatchamacallit and things making idea book



SECOND EDITION



What do you get when you cross a whidgit, a whatchamacallit, a thingamajig,
an idea and a few dedicated, but crazy, Cub Scouters?

**THE
GREAT
WHIDGIT
WHATCHAMACALLIT
AND
THINGAMAJIG
IDEA
BOOK**

SECOND EDITION

Editors: Sue Thomas
Betsy Warren

Illustrators: Dave Ferguson
Tom Warren

A special thanks to the Cub Scouters who helped make this book a reality.

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A LEADER'S CREED

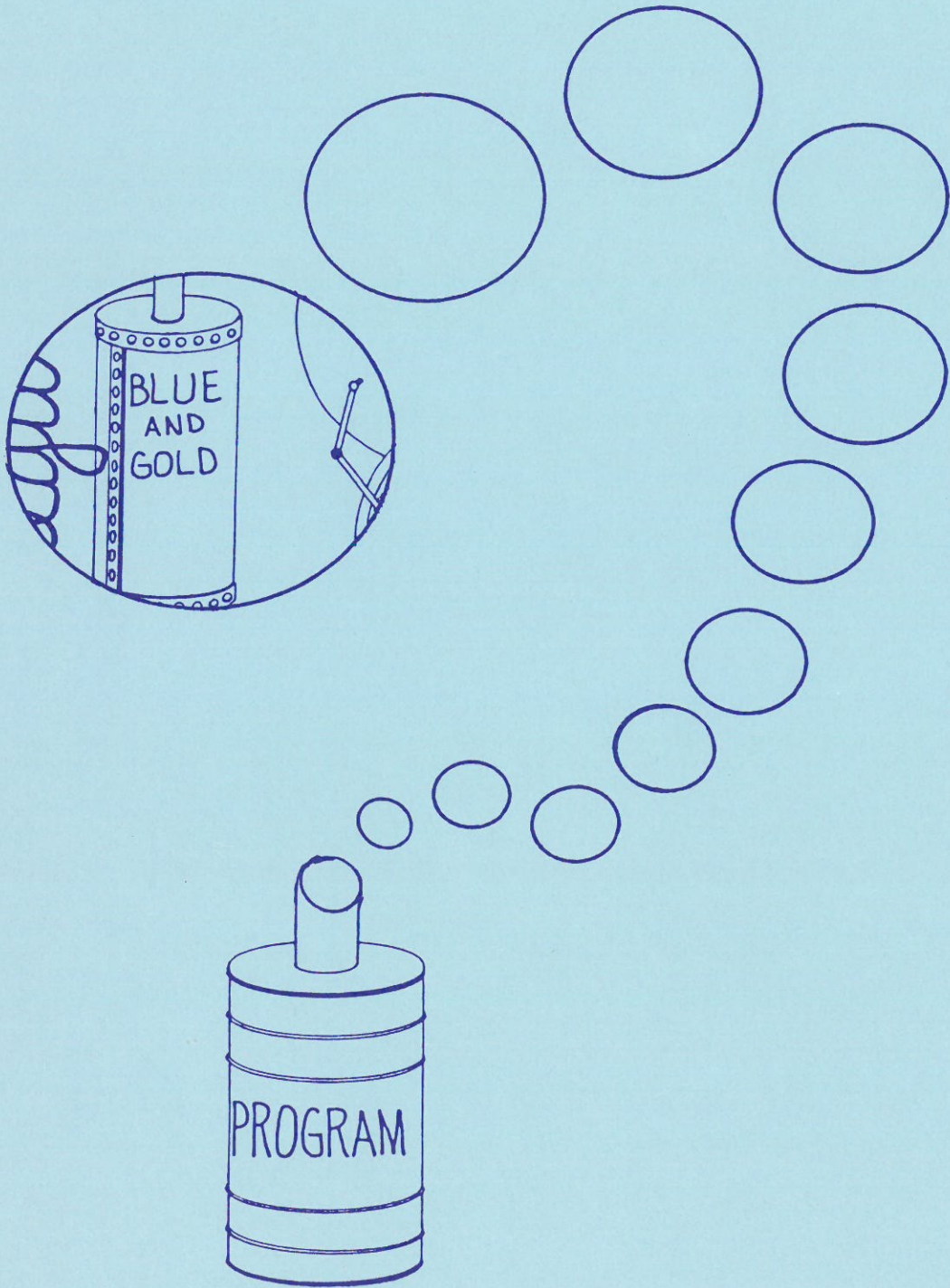
As a leader, I am the example of the policies and principles of the Boy Scouts of America.

I accept this as a serious and important responsibility.

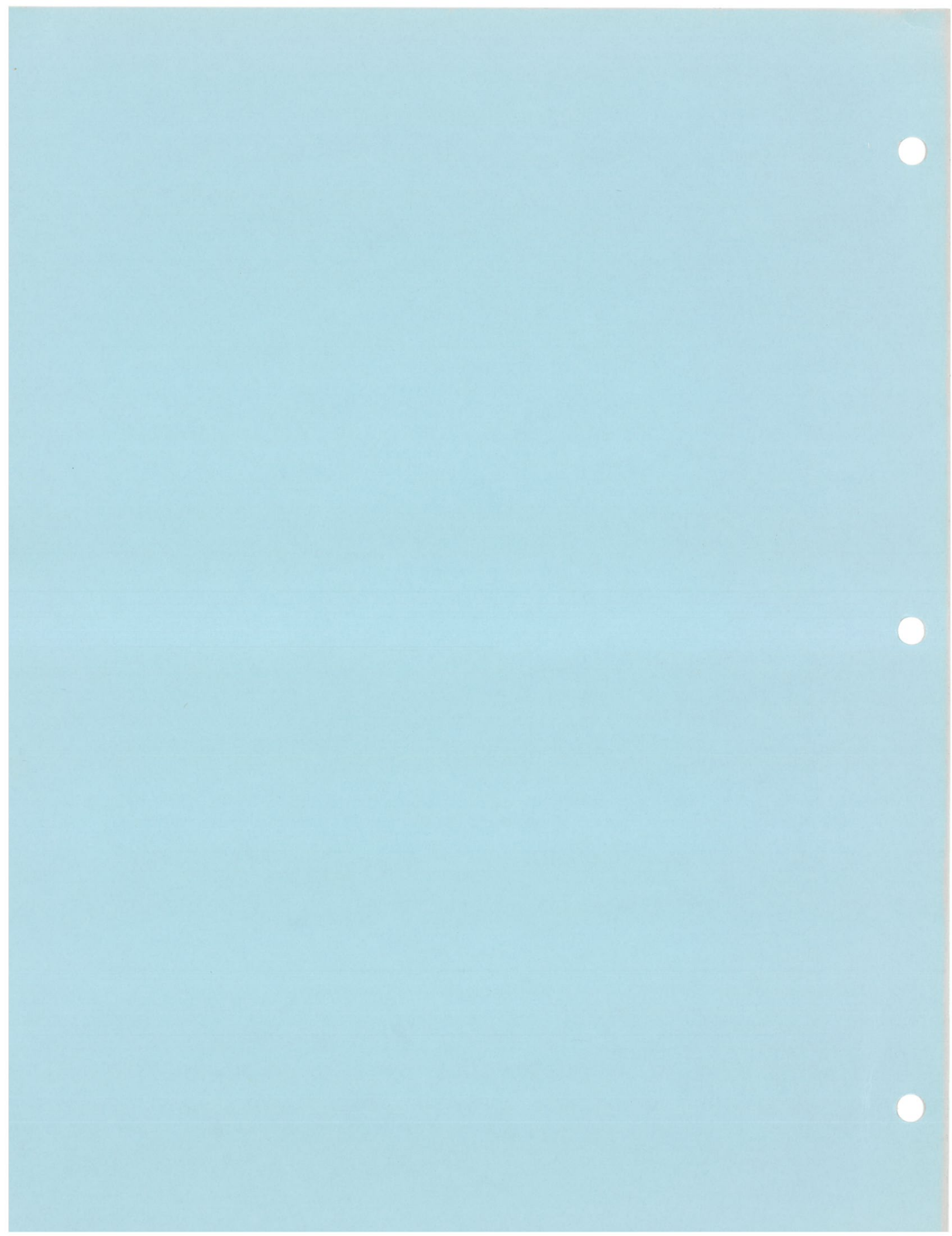
I realize that I have the opportunity to influence the lives of many young people in the Scouting program, by the example I set.

I dedicate my knowledge, my skills, my enthusiasm, and my continuing efforts to this end.





BLUE AND GOLD



BLUE AND GOLD BANQUET

The Pack Blue and Gold Banquet is usually held in the month of February, the birthday month of Scouts. The banquet is not only a meal, but it is also a time for fellowship with all the members of the pack and their families. The program should include the opening, awards ceremonies, skit, song and announcements. It is a very special night which will combine the pack meeting with a night of fun.

The Pack Committee should discuss the banquet during their monthly committee meeting. Plans should be made and committees should be formed. These committees could include: meeting place or physical arrangements; food committee; program committee; special guest committee (they invite the special guests and make sure the head table is prepared); and table decorations committee (usually each den will take care of their own table, but these people could handle the head table and perhaps the room decorations).

Usually each den will prepare their table according to the theme of the month with napkin holders or rings, nut cups, place mats, name tags, place cards and a centerpiece for the middle of the table. Each den should prepare two or three extra place settings to be used at the head table.

Make sure that all dens know their parts for the program. Be sure the program does not lag, keep it moving smoothly and the evening will be enjoyed by all.

DON'T

Don't have any long speeches.

Don't let Cubs or younger children run wild.

Don't invite guests and then involve them in a silly skit.

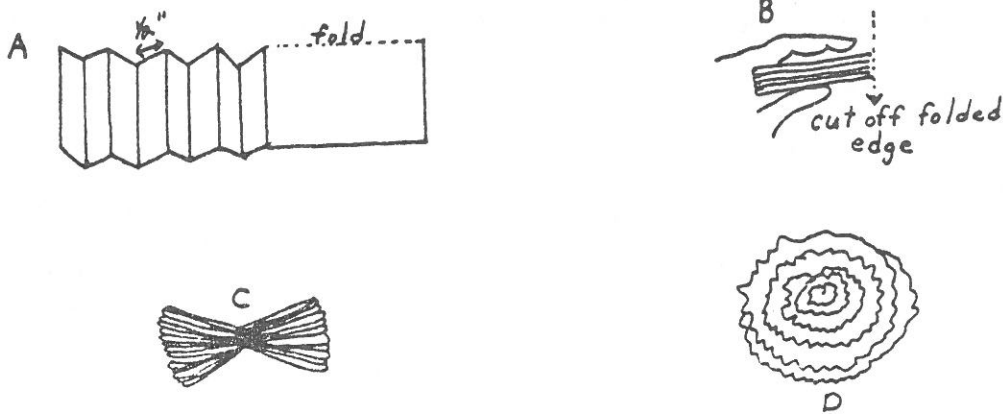
NOW GOOD LUCK AND HAVE A WONDERFUL BIRTHDAY PARTY.

DECORATIONS

When decorating for the Blue and Gold Banquet, any or all of the following decorations may be included. Remember to keep decorations simple and let the Cub Scouts make them.

- Centerpiece(s)
- Placemats
- Nut Cups
- Place Cards
- Corsages and/or Boutonnieres
- Name Tags
- Napkin Rings
- Program Books
- Table Covering
- Invitations

CARNATION



This is very easily made and looks real when finished.

Fold one doubled face tissue in half lengthwise, and accordian-pleat, about $\frac{1}{2}$ inch for each pleat (Fig. 20, A). When pleated, cut off the folded edge (B). Tie the center tightly (C) with picture wire, thread, or narrow ribbon.

There will be four layers of tissues on each side. Very carefully pull these apart, and the carnation is made (D).

For a stem, attach a garden "Twistem" wire to the tie at the center, or use florist's wire, green ribbon or green pipe cleaners curled by winding around a pencil.

For colored carnations use colored face tissue. Pink or white tissues may be very lightly streaked on the outer edges with nail polish to add variety and color. If desired, the edges may be pinked, in step B, but this makes the pulling-apart somewhat more difficult.

VARIATION: Toilet tissue works equally well and also comes in color. Three double sheets, separated, laid one on top of the other and then accordian-pleated and tied, form a flower about the size of a face-tissue flower. For a miniature carnation lay two double sheets together, cut to any size desired, and accordian-pleat in $\frac{1}{4}$ inch folds. Toilet tissues cut in half lengthwise make a pretty miniature.

Nice for moms and Den Leaders at the Blue and Gold Banquet.

BLUE & GOLD SKIT

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'.

A STORY ABOUT THE BEGINNING OF BLUE AND GOLD

The legend is told that Akela, Chief of the tribe known 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 till 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."

STORY OF THE BLUE AND GOLD

(This could be used as a skit or closing ceremony.)

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

Blue and Gold Opening Ceremony

CUBMASTER : Friends, we welcome you to our Cub Scout program tonight. Behind the colored candles are the letters C-U-B-S which spell Cubs. Each letter by itself stand for something special.

1st CUB: (light candle) C stands for courtesy. A Cub Scout is courteous. He is courteous to his elders, his friends, his teachers and especially to his parents. He is courteous in all that he says and does.

2nd. Cub: (light candle) U stands for unity. When a boy joins a pack, he becomes a member of a den, too. He does not work alone but with other boys. He learns to get along with others.

3rd. Cub: (light candle) B stands for bravery. The Cub Scout is courageous enough to stand up for the things that he thinks are right and honest, therefore making the world a better place in which to live.

4th.Cub: (light candle) S stands for service. A boy not only does service to himself while he is a Cub Scout, but he also serves others. He helps spread good will.

CUBMASTER: Each boy should remember God, his maker, in all that he says, does and thinks. This Great White Candle (light candle) in the center stands for God, just as God should stand in the center of our lives.

Will you join me by rising and giving the Cub Scout sign. Repeat the Cub Scout Promise followed by the Pledge to the American Flag.

Think on These Things

Although you have come here tonight seeking the friendship and fun of Cub Scouting, please think on these things until we meet next.

It is easier to bend a boy than mend a man..... Cub Scouts have more need of models than critics..... Someone said " Boys will be Boys", He forgot to add "Boys will be men"You can preach a better sermon with your life that with your lips and finally. Others will follow in your footsteps more easily that they will follow your advice...

BLUE AND GOLD OPENING

CUBMASTER: Tonight we are having a banquet in honor of the birthday of Cub Scouting. The boys in our pack would like to tell you exactly what Cub Scouting is . . .

Cub Scouting is a boy . . . He is somewhere between 7 and 11 years of age. He is just an average boy--- energetic, inquisitive, noisy and eager to explore the world around him.

Cub Scouting is parents . . . Who love this boy and care about him. They want him to grow up to be a well rounded individual who can live and work in an atmosphere of harmony and co-operation.

Cub Scouting is a Den Leader . . . Who opens her home and her heart to this boy and several others just like him so they may learn to do things in a group rather than individually and learn to share with others.

Cub Scouting is a Den Chief . . . A Scout who works into his busy schedule a time for the younger boys so that he may encourage them to stay on the Scouting trail for many years.

Cub Scouting is a Cubmaster . . . Who gives of his spare time, and sometimes more, to provide a program that will bring Cub Scouting to this boy.

Cub Scouting is a Committee . . . made up of interested parents who back up the Cubmaster and who serve willingly to carry out the pack goals.

Cub Scouting is a National Organization . . . a little brother program of the Boy Scouts of America for 7,8,9 and 10 year old boys. Cubs have fun.

Cub Scouting is fun for the boy, . . . his parents and his leaders. A learn-experience with his friends while having good time.

Cub Scouting is fellowship . . . with the boys in your class at school or Church; your neighbor and other people you might never meet except through Cub Scouting.

Cub Scouting is citizenship . . . teaching the young boy respect for God and Country. He learns his moral obligations to himself and his fellow men.

Cub Scouting is a challenge . . . for all who become involved; to live up to your ability - and do your best.

Cub Scouting is achieving . . . by boys and parents as they work together on advancement. As you can see, Cub Scouting is many things - each important and shining forth in its own way.

CUBMASTER: Let us all rise and repeat the Cub Scout Promise.

BLUE AND GOLD OPENING

1st Cub: Tonight the birthday of Cub Scouting
We are here to celebrate.
This great movement's been going,
Fifty eight years to date.

2nd Cub: So let us all now join together
And pledge ourselves anew,
To always strive for the things
Signified by the Gold and Blue.

3rd Cub: May you strive for Truth and Spirituality
In the warm sunlight under the sky above,
As you bring good cheer and happiness,
With steadfast loyalty brought through love.

4th Cub: Please join us in the Pledge of Allegiance :

BLUE AND GOLD CEREMONY

Print in large bold letters on 8" x 10" sheets of white cardboard, the word "Blue" in blue; "And" in black; and "Gold" in red.

B is for Boys - Tigers, Bobcats, Wolves, Bears and Webelos
L is for Leader - the Cubmaster who guides us.
U is for understanding - we learn to help others.
E is for Excellence - we try to Do Our Best.

A is for Anniversary - Cubbing's 58th.
N is for Neighborhood - Where Cub dens meet each week
D is for Den Chiefs - Scouts who help us in many ways.

G is for Goals - for which Cubbing stands
O is for Opportunity - for boys to learn and do
L is for Liberty - in the years to come
D is for Den Leaders who love us and help us.

note : print the verse on the backs of the cards.

WHY I'M A LEADER

I'm not a Cub Scout Leader for the easy hour,
High pay, parents gratitude, power or prestige.

I'm a leader because I want the world for your son and mine--a world
he can share and help shape; A world of love and laughter, where he
can show compassion.

I want him to look at the stars, a sunrise, a sunset, the work and world
of man--and feel its' beauty inside himself.

I want to help him learn to finish everything he starts and do it well
and guide him to know his worth with a deeper understanding of himself.

I want to help shape men who have strength of character and are
sensitive to the needs of others.

I want them to be the best they can be.

I'm giving of myself and my time. I reap rewards far beyond what I give.
I receive for my children and future generations a better world.

I'M A SCOUT LEADER BECAUSE I CARE!

AUDIENCE PARTICIPATION SKIT FOR BLUE AND GOLD BANQUET

HERITAGE LOST

Master of Ceremonies: Our American heritage is filled with heroes. Everyone here has heard of Paul Revere and the story of his heroic ride to warn the people of Lexington and Concord, Massachusetts, about the approach of the British army. His famous ride took place during the Revolutionary War, on April 18, 1775.

Paul was able to make this ride because he was signaled by a sentry, who watched for the British soldiers from the tower of the Old North Church in Boston. Paul and the sentry had worked out a simple set of signals; the sentry would light lanterns - one lantern if the soldiers were approaching by land, and two lanterns if they were arriving by sea. Paul, mounted on his horse, would be watching for the signal, and ready to ride and warn the people. In this way, the people of Lexington and Concord would be ready for the soldiers when they arrived.

Have you ever thought what a hard time Paul and his sentry would have had today? Just think of all the ways those British soldiers could come! Let's rewrite a little American history today, and you folks can help me. You'll see just how confusing it would be!

I want you to take your spoons and tap your glass when I say the following words: Tap the glass once every time I say the word "land"; tap it twice when I say "sea"; three times for "airplane"; four times for "train"; five for "submarine"; and six times for "rocket". (Repeat these instructions slowly to give the audience a chance to get signals straight. As he reads the following revised history, the Master of Ceremonies pauses after each word in capital letters so the audience can do the appropriate tapping.)

Master of Ceremonies: Now, we're ready to take another look at history. In a steeple of the Old North Church in Boston, a lonely sentry looked anxiously over the SEA. Then, his eyes strained as he looked across the LAND, but all was very still. It was very late at night. Next to him was a lantern. From his pocket, the sentry took out a sheet of paper that a Boston citizen had given him. On the paper, it said, "Signal with your lantern when you see the British army approaching. The signals to use are: one if by LAND, two if by SEA, three if by AIRPLANE, four if by TRAIN, five if by SUBMARINE and six if by ROCKET." After reading the note, the sentry began to put the paper back into his pocket, but just then a wind came up and blew the paper out of his hands, out across the LAND and then out to SEA. The sentry reached for it, but he could not get it.

"Oh, well," the sentry thought. "I'm sure I remember it!" Just then, he saw a SUBMARINE surface a short distance from the LAND. He grabbed for his lantern to wave it four times. "Oh, no," he thought, "Four times is for ROCKET, or is it for LAND? No, one is for LAND, so it must be two. No, two's AIRPLANE! It must be three!"

As he started to raise his lantern, he remembered that two was for SEA, not AIRPLANE. "Oh dear, what's SUBMARINE? Let's see, SUBMARINE comes after TRAIN - but what's ROCKET? Oh, now I remember! ROCKET is six and TRAIN is four - so that makes SUBMARINE five!"

While the sentry had been trying to remember his signals, many British SUBMARINES had surfaced, and hundreds of British soldiers were now on LAND.

"Oh my," thought the sentry, "they're not in SUBMARINES any more; they're on LAND!"

"I'll have to signal that!" But then he couldn't remember what the signal for LAND was!

He desperately tried to remember. "Now I figured out what SUBMARINE was because I remembered ROCKET and TRAIN. That leaves, SEA, AIRPLANE and LAND. Oh, now which is which?"

And so the sentry sat there, hopelessly confused. He could not for the life of him unscramble ROCKET, AIRPLANE, LAND, SUBMARINE, SEA and TRAIN. And as he sat, the British army marched onto Lexington and Concord. Since all the people in both towns were sound asleep at the time, they had no trouble capturing them. The only person they met along the way who was awake was a man on the road, sitting on a horse. Who he was, or why he was there, nobody seemed to know.

BLUE AND GOLD
(TUNE: JINGLE BELLS)

Blue and Gold, Blue and Gold
Banquet time again!
Scout friends gathered all around,
Ready to pitch in!

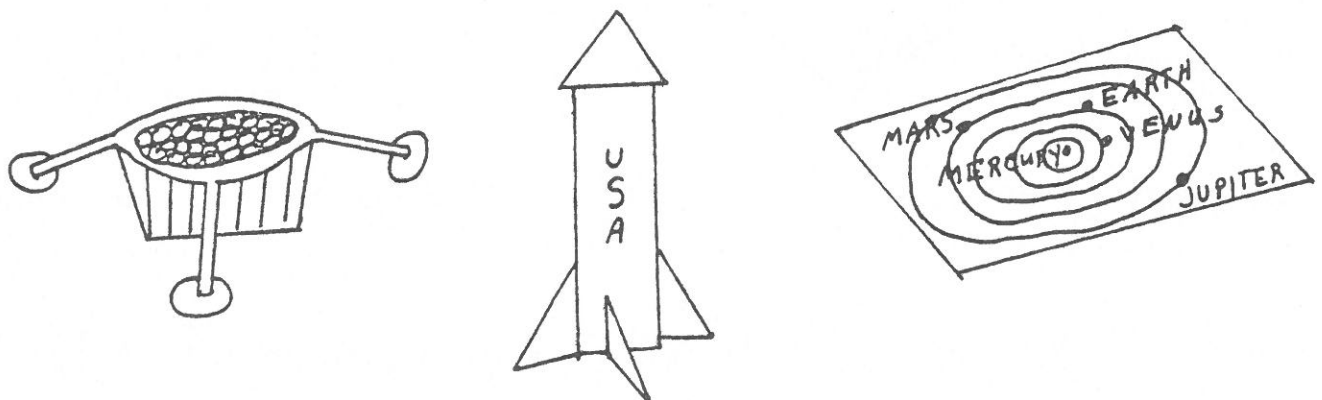
ROCKET THEME

Centerpieces: Rockets - each Cub makes a rocket out of mailing tubes, tin cans taped together or paper towel spools. Cover rocket with aluminum foil or construction paper. Make cone for top of rocket out of construction paper or light cardboard. Fins for rocket are right triangles made in proportion to the size of rocket.

Placemats: Drawings of the solar system on white construction paper.

Nut Cups: Lunar Landers - take a nut cup, any color, and stick 3 toothpicks, spaced evenly, under the rim of the cup. Put a drop of glue on toothpicks to keep in place. The lander feet are large gum drops.

Name Tags and/or Place Cards: Comets, stars, sun or planets cut out of proper color of construction paper.



"THE GREAT OUTDOORS" THEME

Centerpieces: Hiking or Kletter boot planter. Spray several worn-out boots a bright yellow and trim with blue designs. Place an arrangement of dry natural weeds and grasses in opening of boot and you have very attractive centerpieces.

Placemats: Each Cub draws the outline of the states in which he and the rest of the members of his family were born. (One state on each placemat, each person getting their own state.) Cut them out and place the name of the state and town or city where they were born on the map. A star or circle could be used to indicate birthplace.

Nut Cups: Using any color of nut cup, make a flower by cutting a simple scalloped circle 4" in diameter out of bright colors of construction paper. Cut a center hole the size of the top of a paper nut cup under the rim. Place on nut cup and fill with favors.

Name Tags and/or Place Cards: Pine trees, (or any type of tree), leaf shapes or footprints cut out of construction paper.

Napkin Rings: Cut 2" wide lengths of brown construction paper to make a ring. Color so they look like bark.



BLUE AND GOLD THEME

Invitation: Cut a sheet of yellow construction paper in half lengthwise and then fold in half.

Outside: Cub Pack _____

Inside: You are cordially invited to attend the Blue & Gold Banquet of Pack _____

Time:

Date:

Place:

Outside

Designs: You could use any of the following designs: Fleur-de-lis, Cub Scout silhouette, hat silhouette, the den number, the Webelos emblem, or the Wolf, Bobcat or Bear pictures. Use blue construction paper.

Centerpiece: This could be the same design as on the invitation. Use yellow construction paper 9" x 9" glued to cardboard. Add the Cub Scout silhouette centered in blue and trim with $\frac{1}{4}$ " strips of blue construction paper. For variation turn square to resemble a diamond or patch shape. A stand can be made by using a piece of cardboard 2" wide x 9" long. Cover with construction paper, put a slit in each end and fold each end in $2\frac{1}{2}$ " from the end.

Place Cards: Use your same design (fleur-de-lis, Cub Scout, etc.) cut down in size. Make a triangle by folding a piece of construction paper in 4 equal sections, doubling two sections and glueing together. Then glue your design to the doubled section.

Cute place cards can be made by using wooden spoons and index cards. Place decorated spoon to one side of index card, folded in half.

A neckerchief place card (and/or nut cup) can be made by cutting a triangle from yellow construction paper, with base $8\frac{1}{2}$ " across and sides 6" long. Add detail with felttip marker. Roll over $\frac{1}{4}$ " on long edge. Bring two ends together at point where tie slide usually goes and staple here. Bend up points and back so neckerchief will stand up.

Nut Cups/
Favors :

Place your design on a 5" square of contrasting color construction paper and glue nut cup to center. If you put your centerpieces on an angle, you could also put your design on an angle for this.

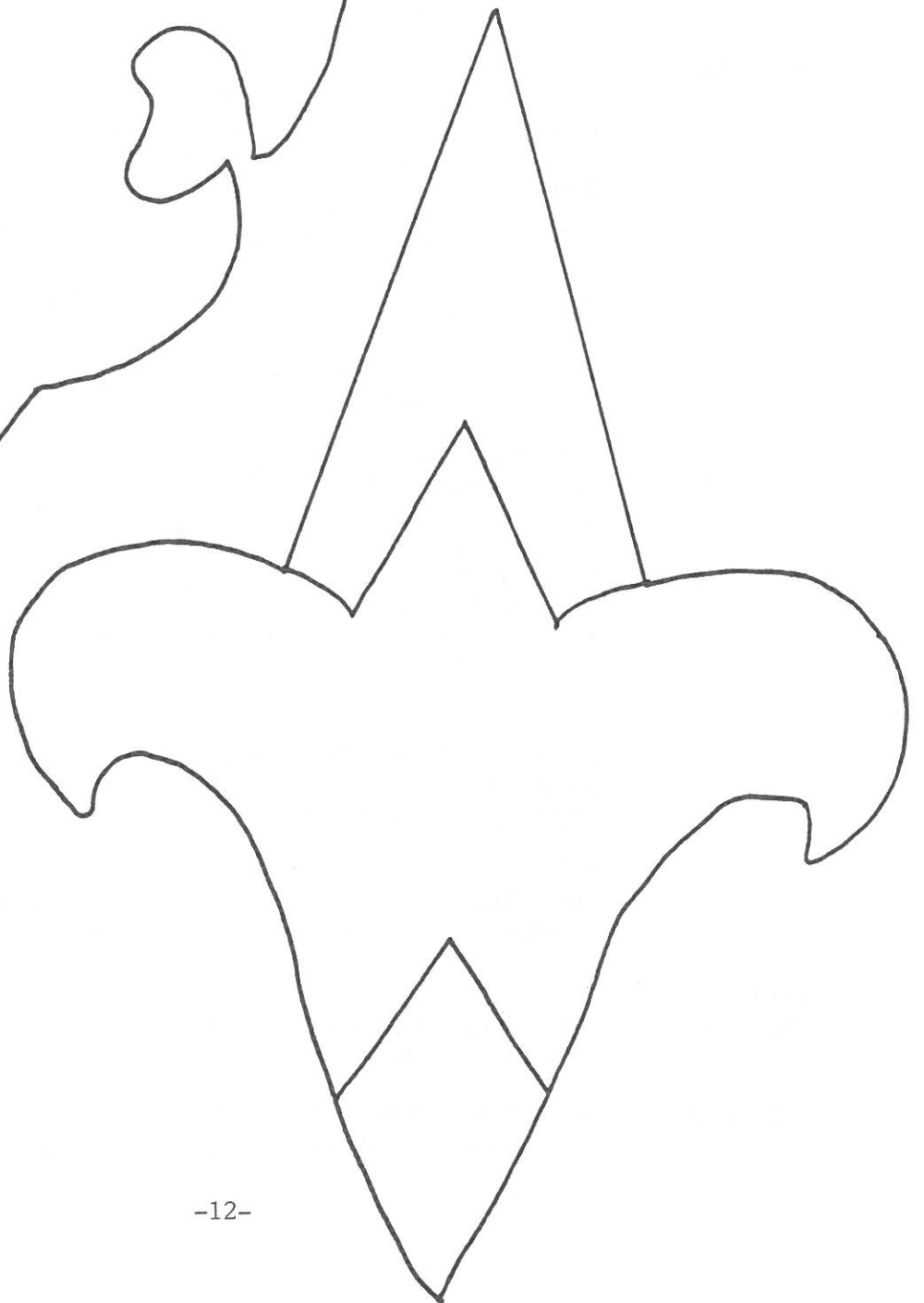
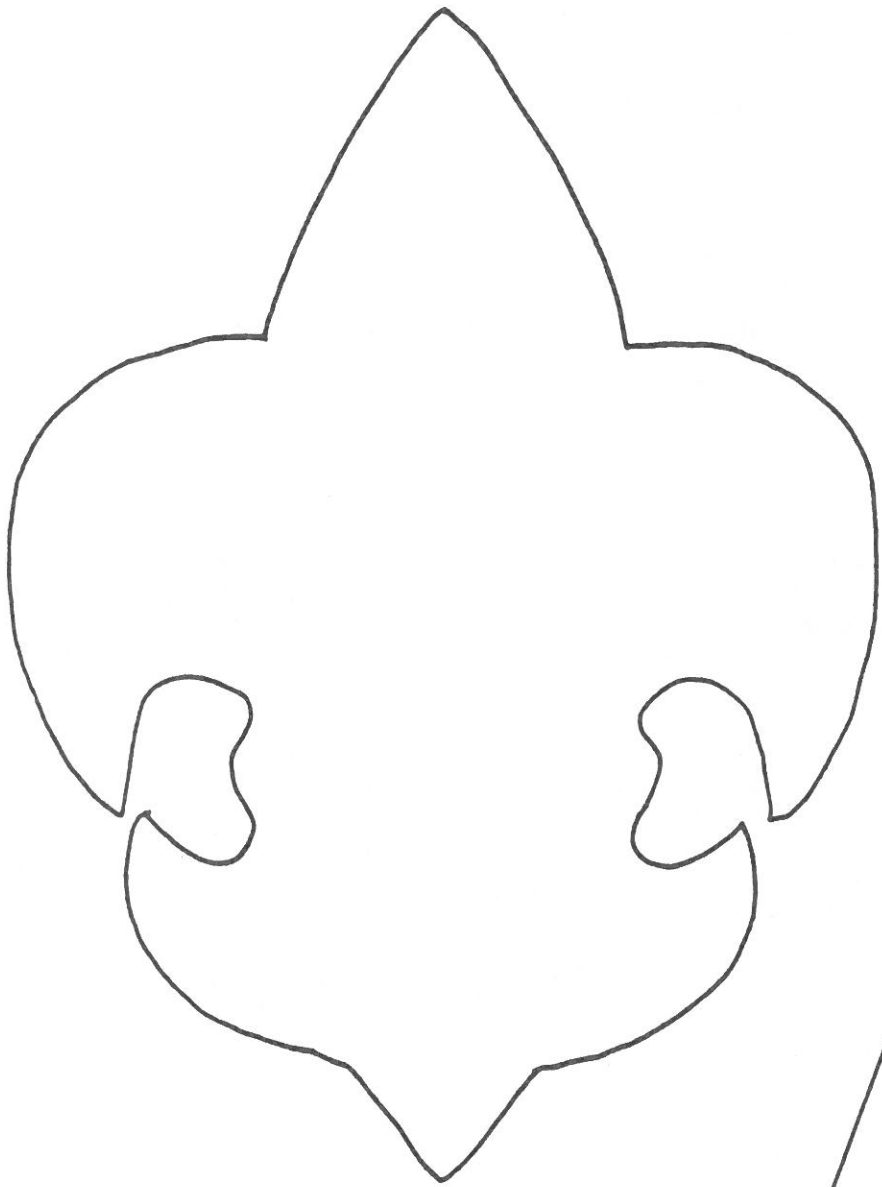
A Cub Scout hat nut cup can be made by cutting a 2" styrofoam ball in half. Glue on cardboard brim and paint blue, except for front panel which is yellow. Scoop out top of ball so a nut cup will sit inside.

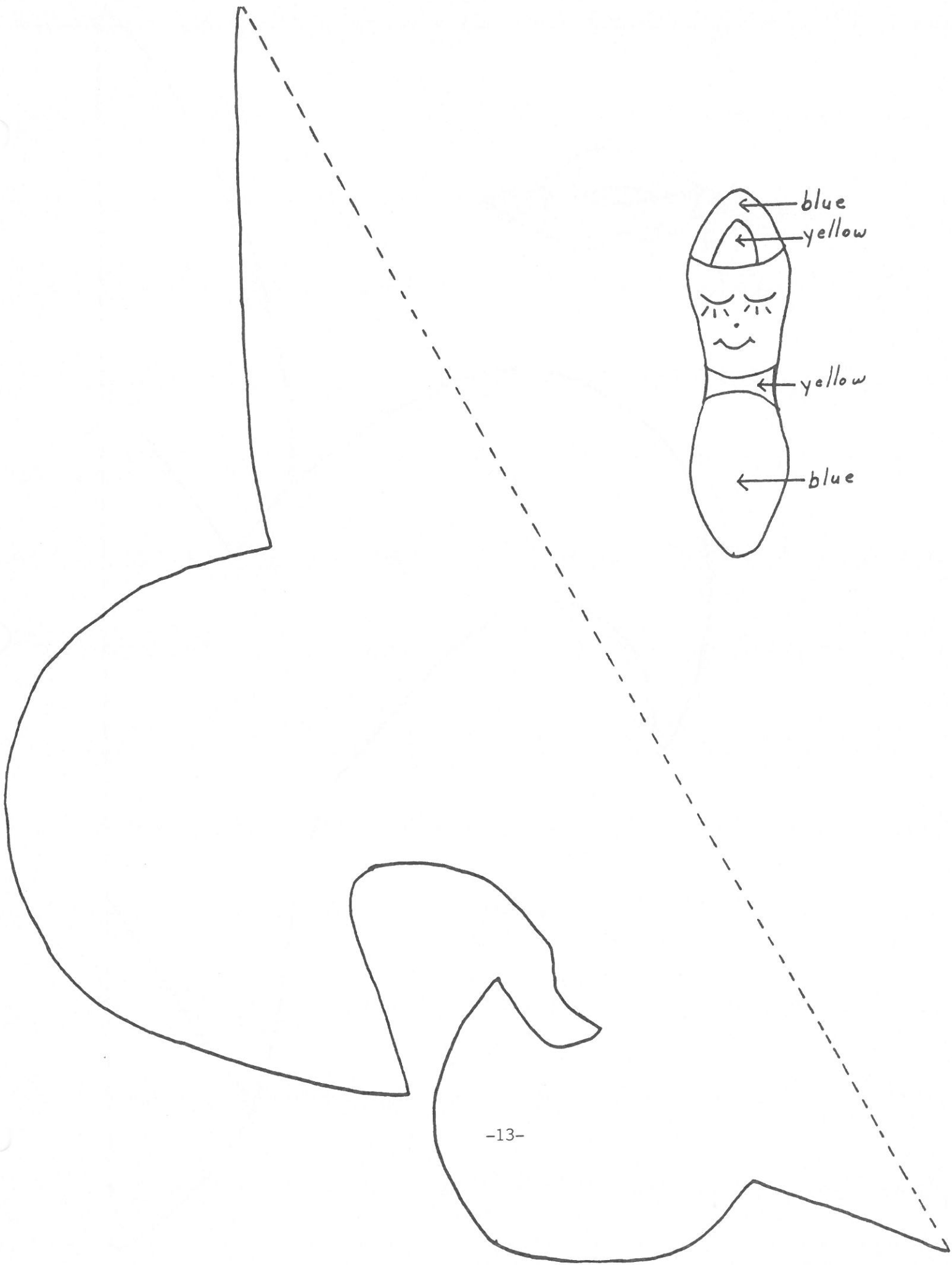
Napkin
Rings :

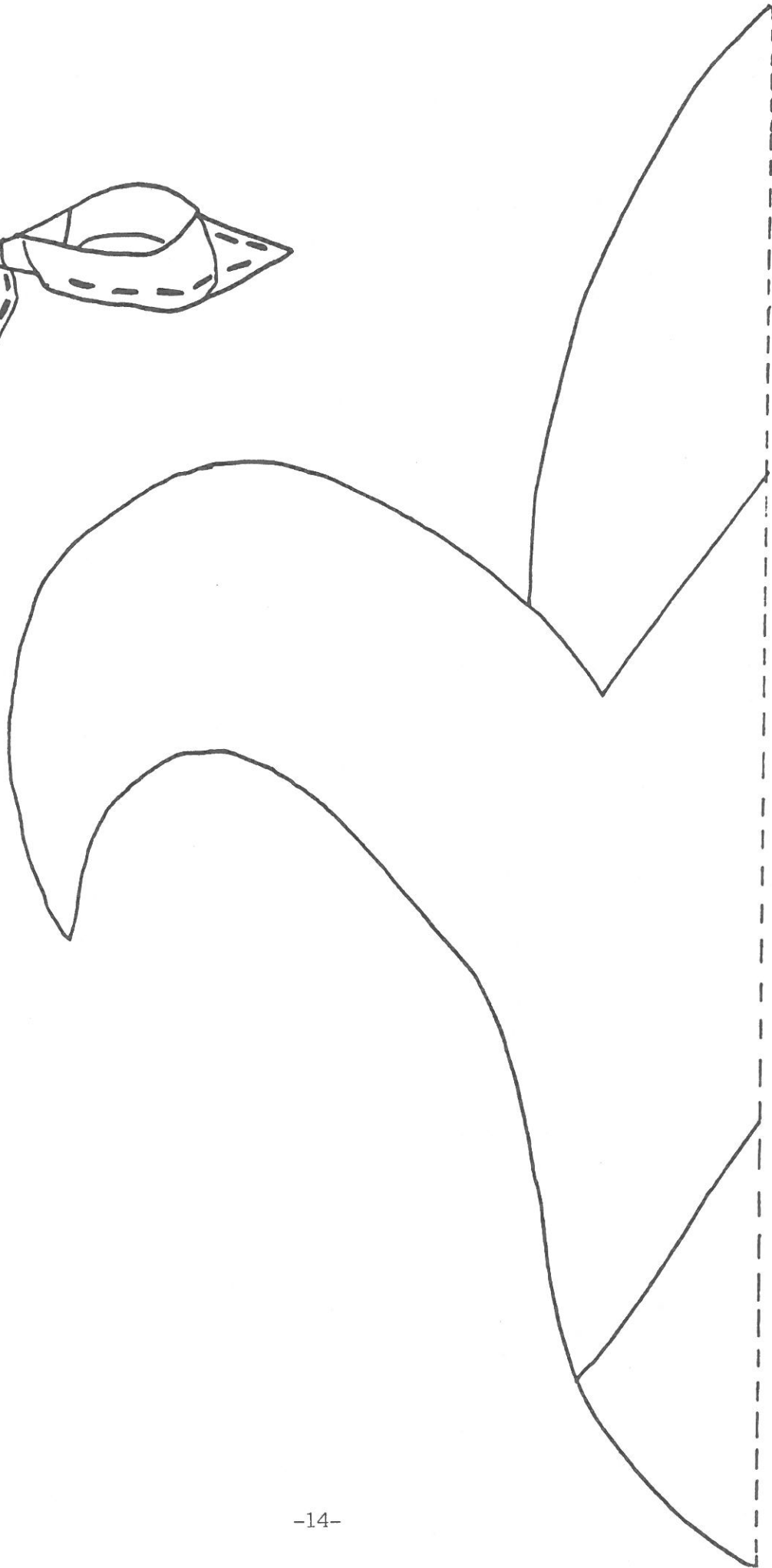
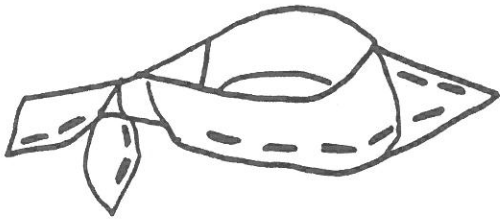
Use empty paper towel tubes and cut in 1" sections. Cover with construction paper and decorate with your design.

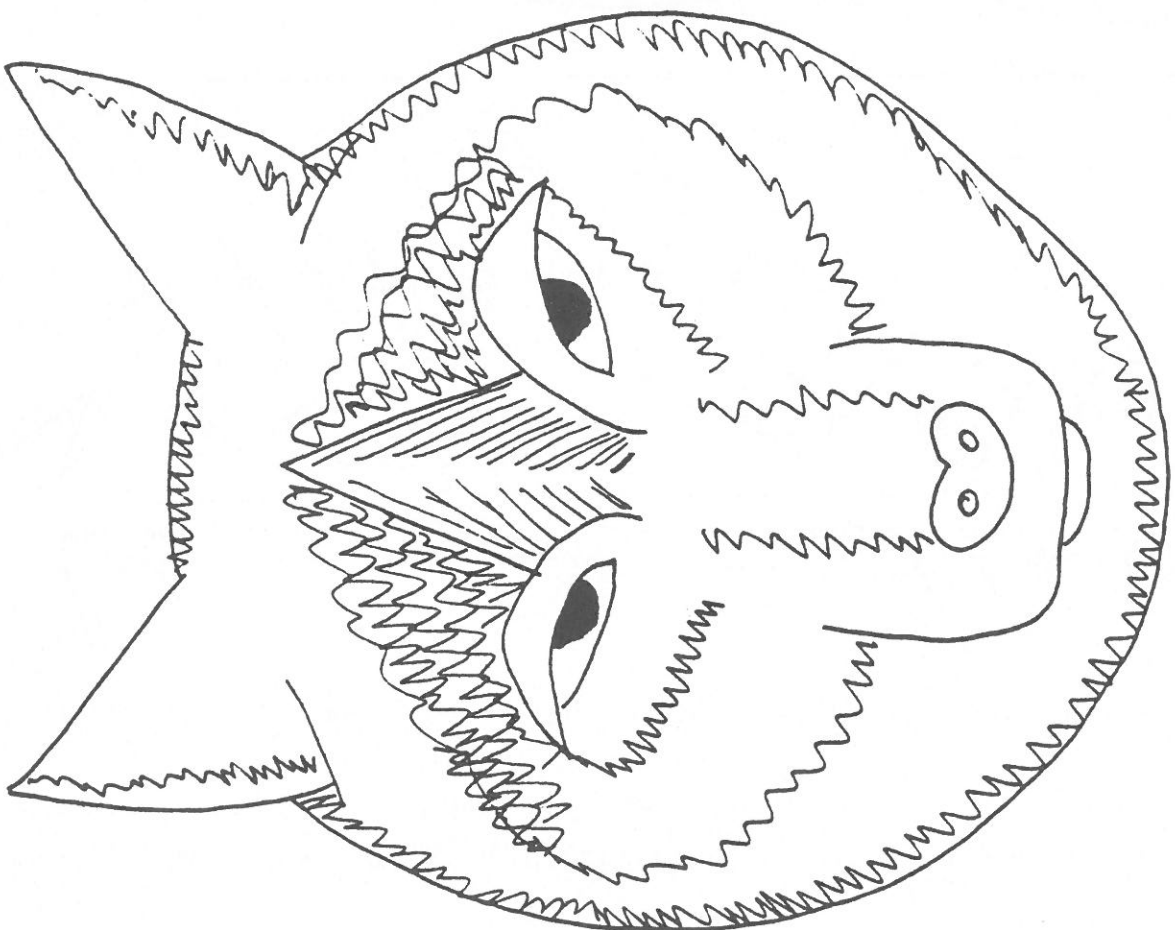
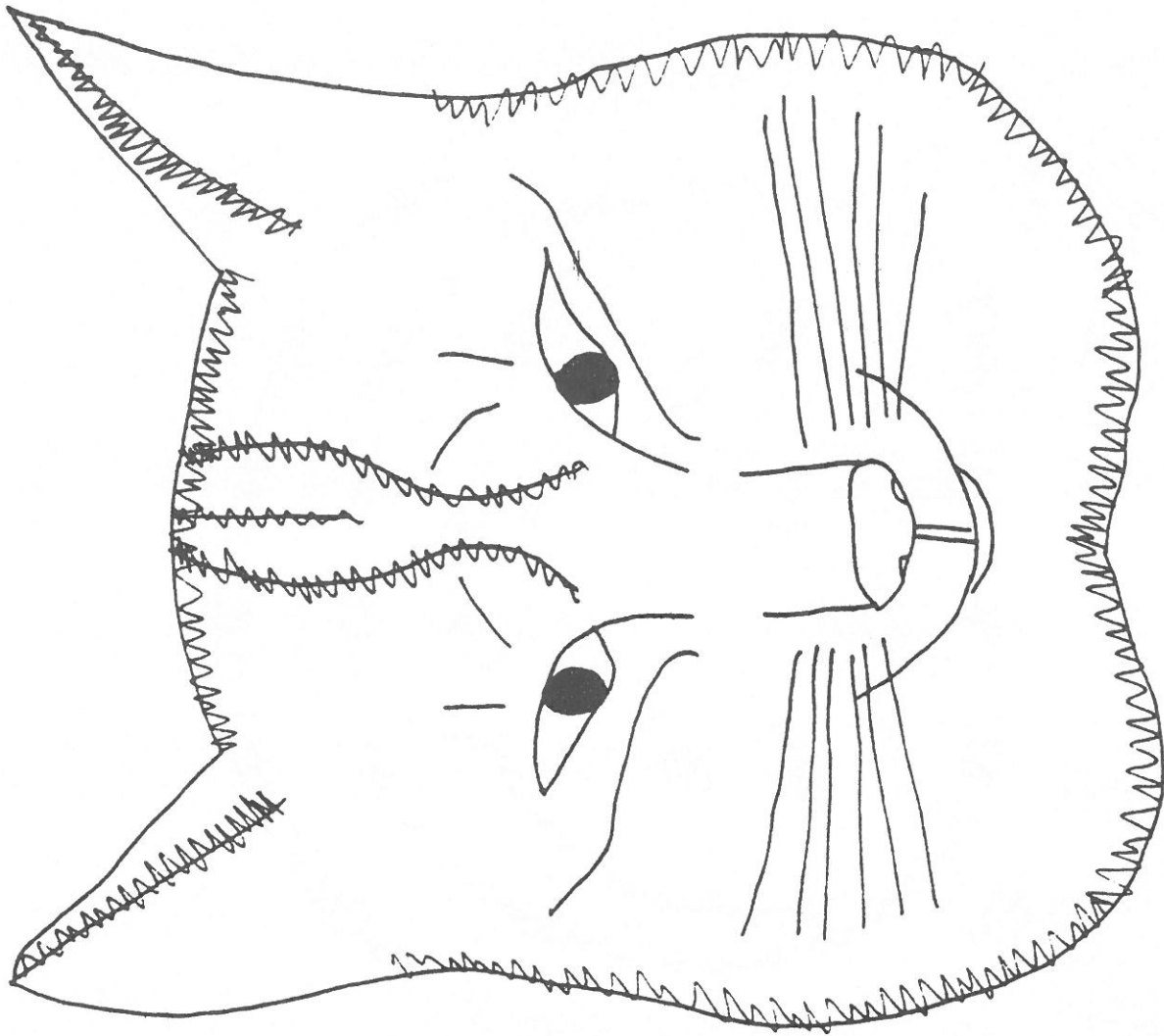
Placemats:

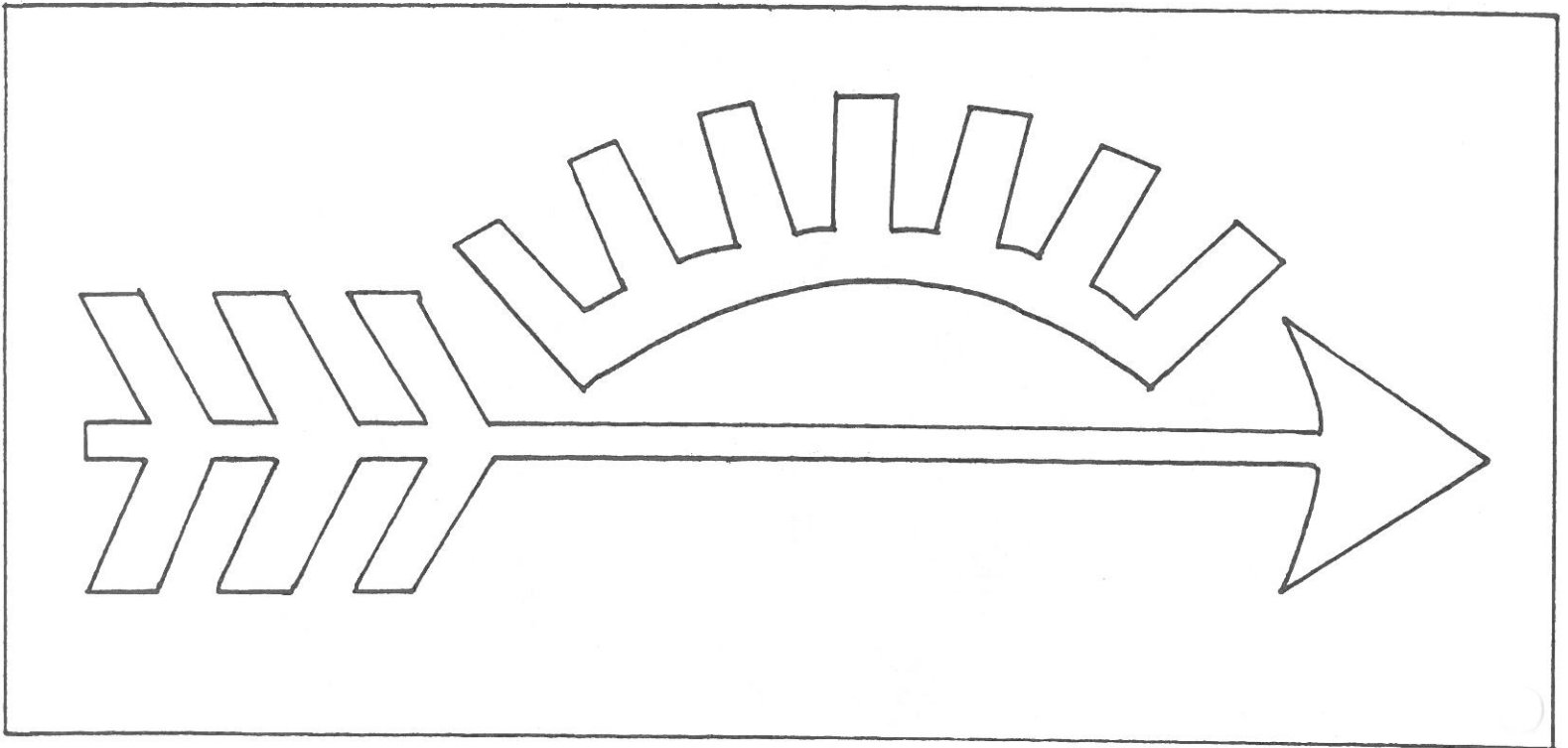
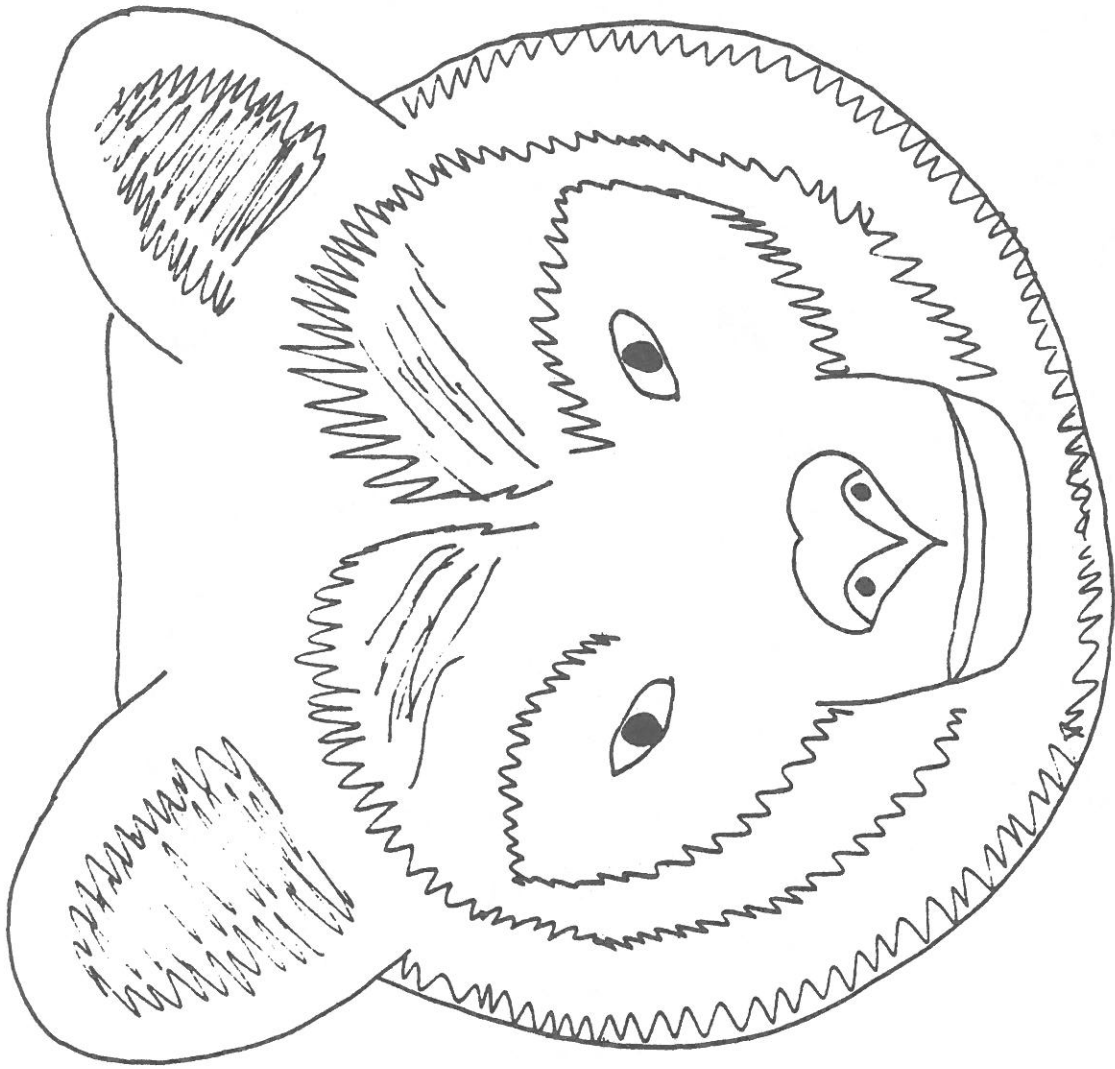
Use full sheets of yellow construction paper and follow your design by putting small designs in the corners or blue lines along edges, etc.

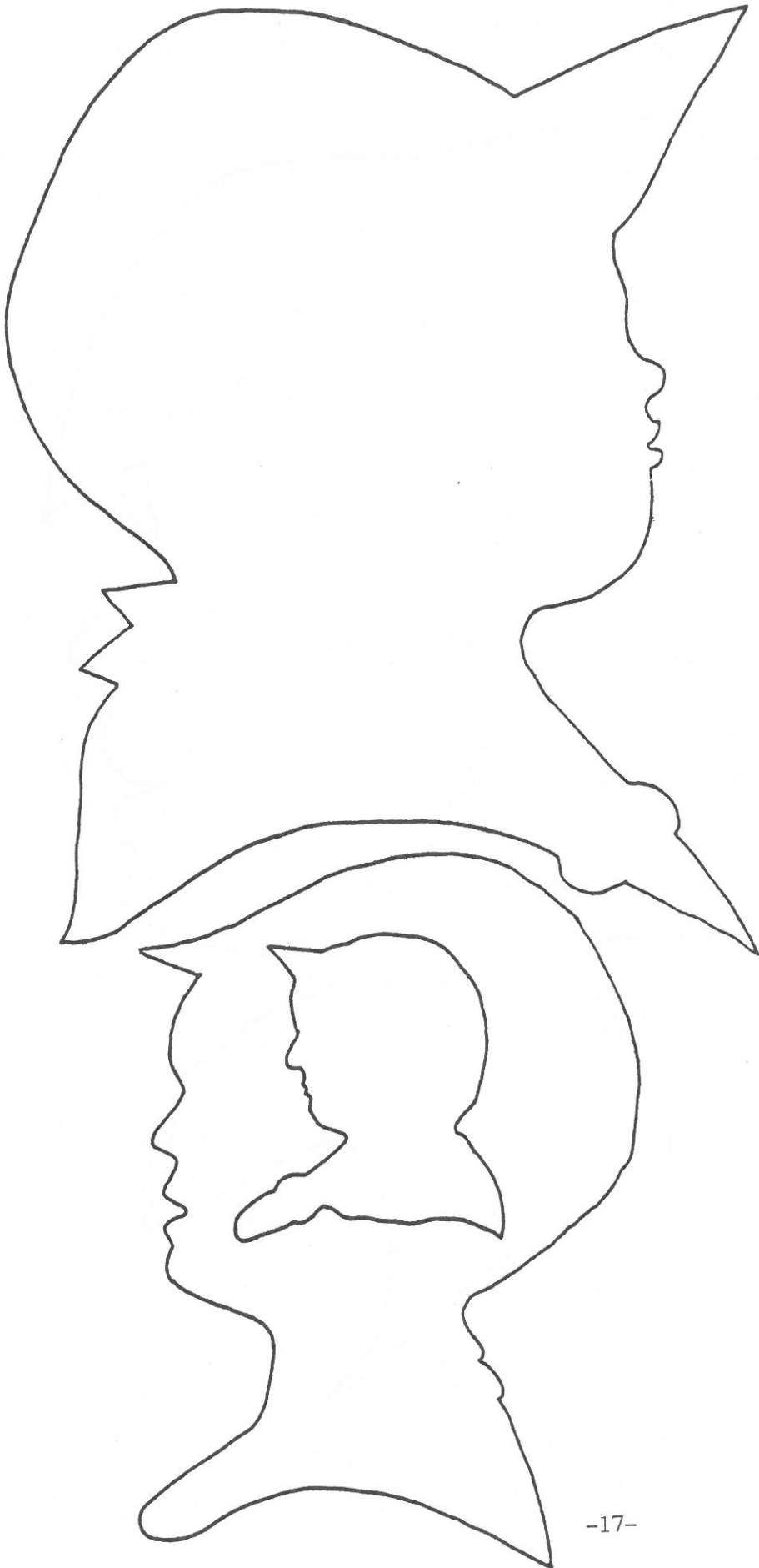


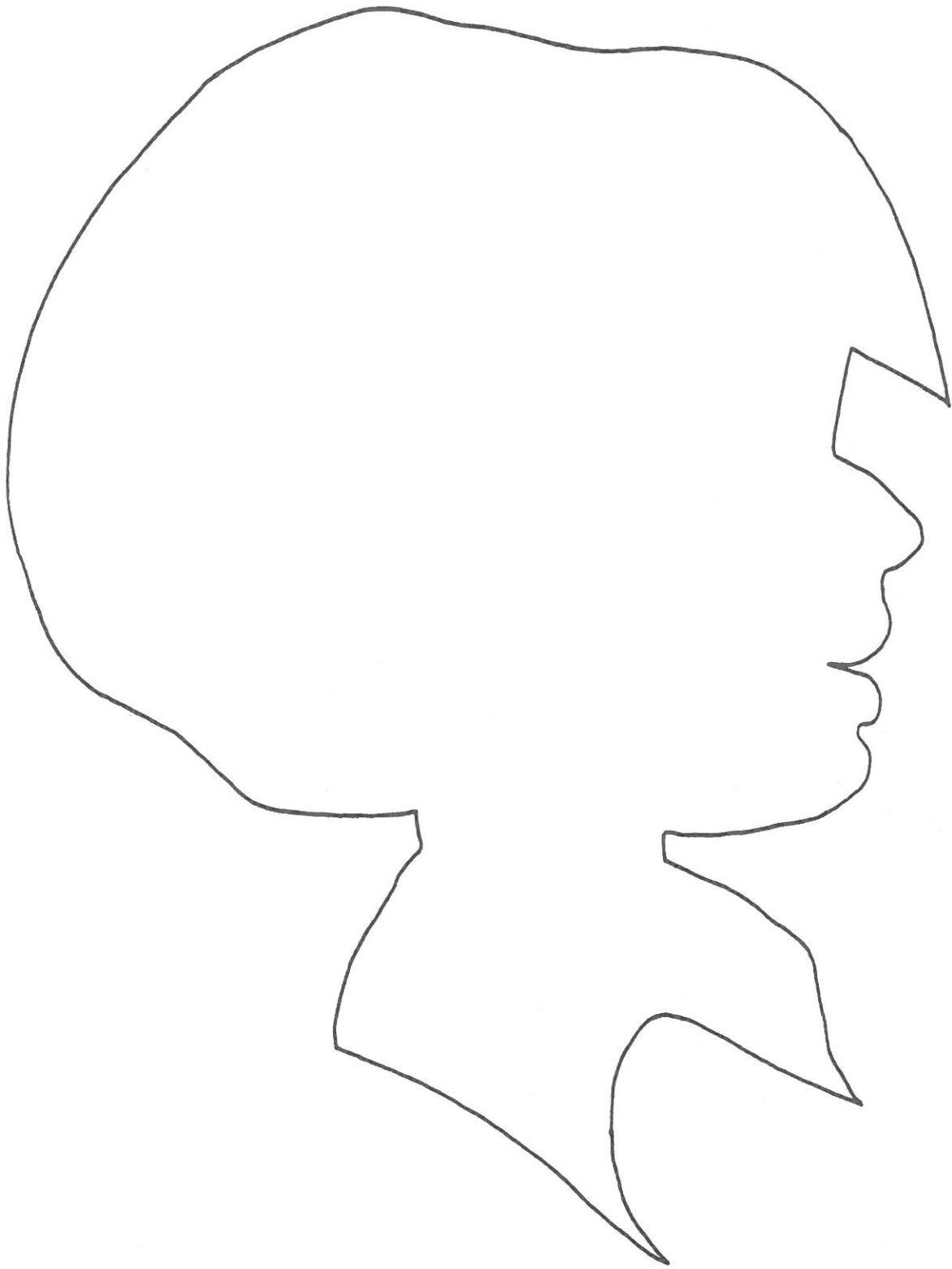


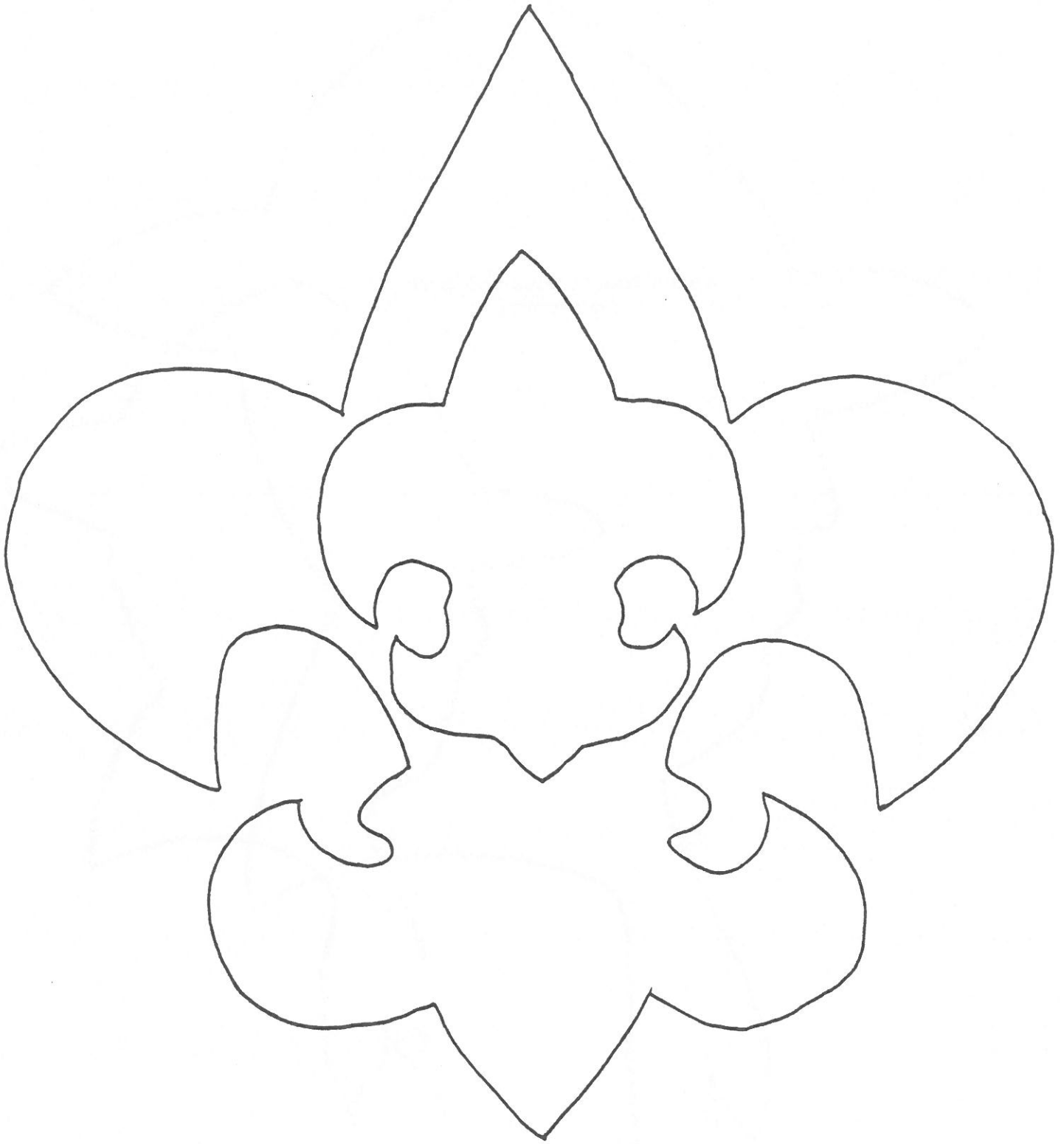














Baden Powell Blue and Gold
Invitation

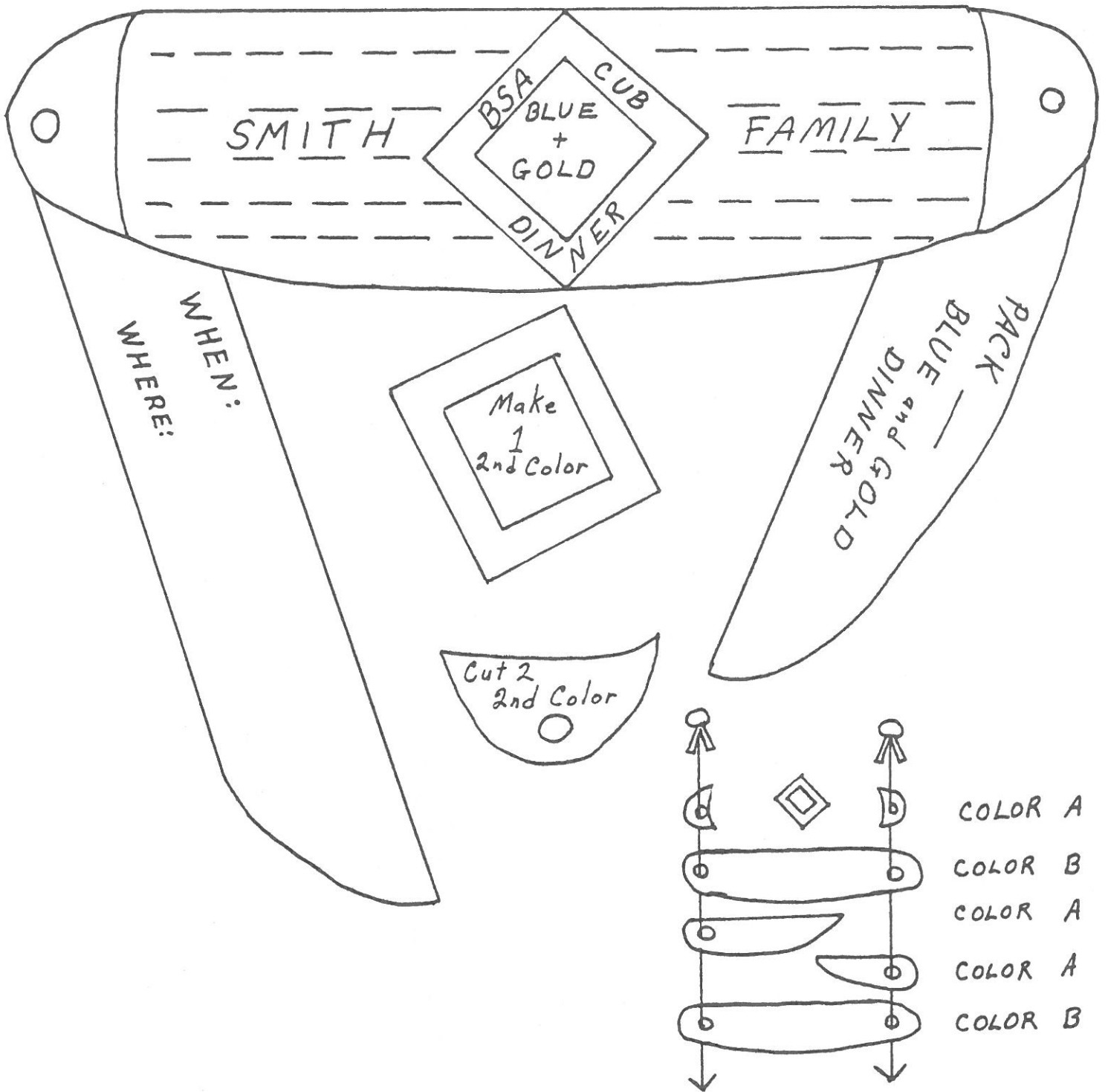


INDIAN HEAD DRESS INVITATION

Cut invitation from construction paper.
Feathers may be glued onto front, also
a headband. Write invitation on the
back side.

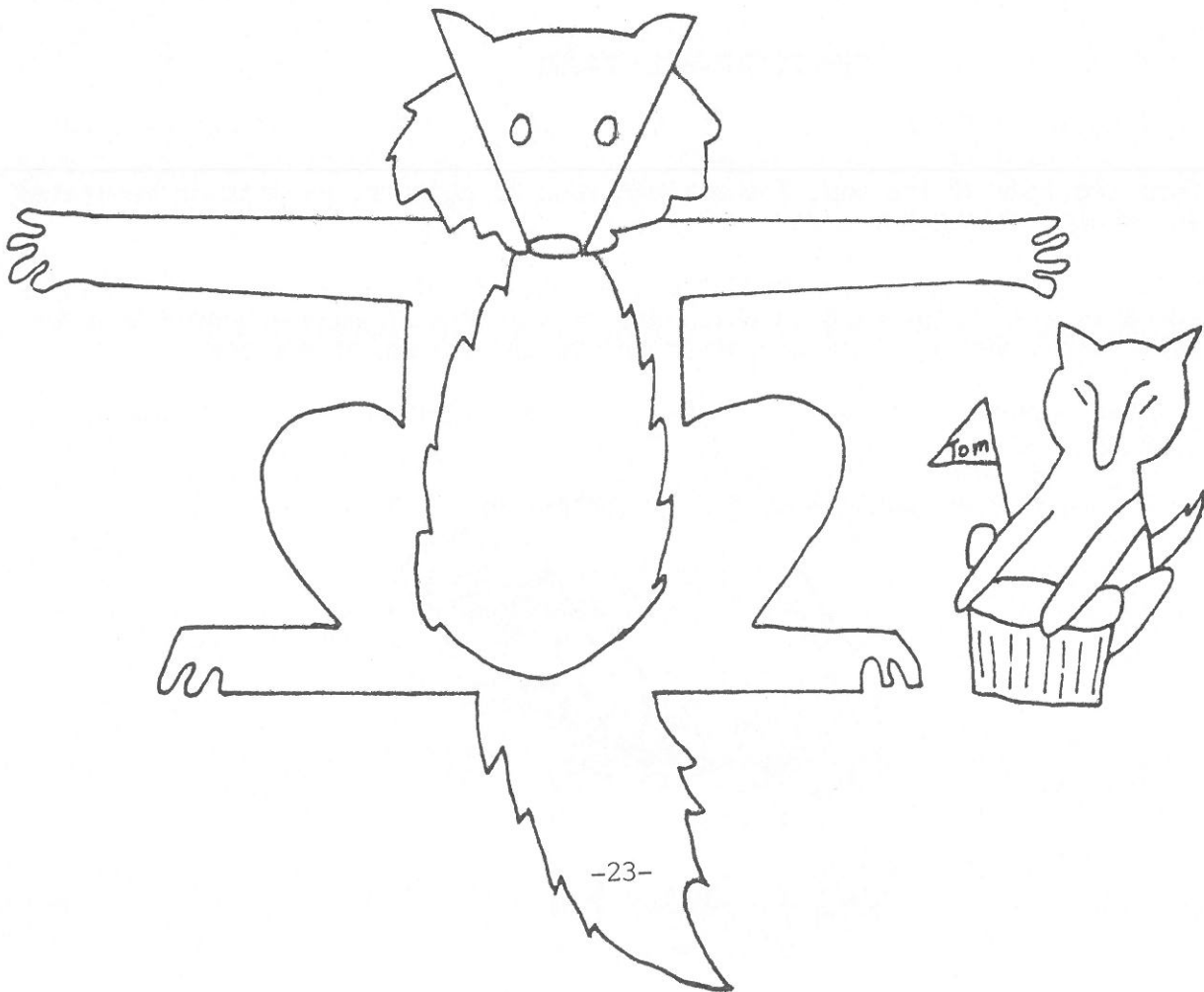
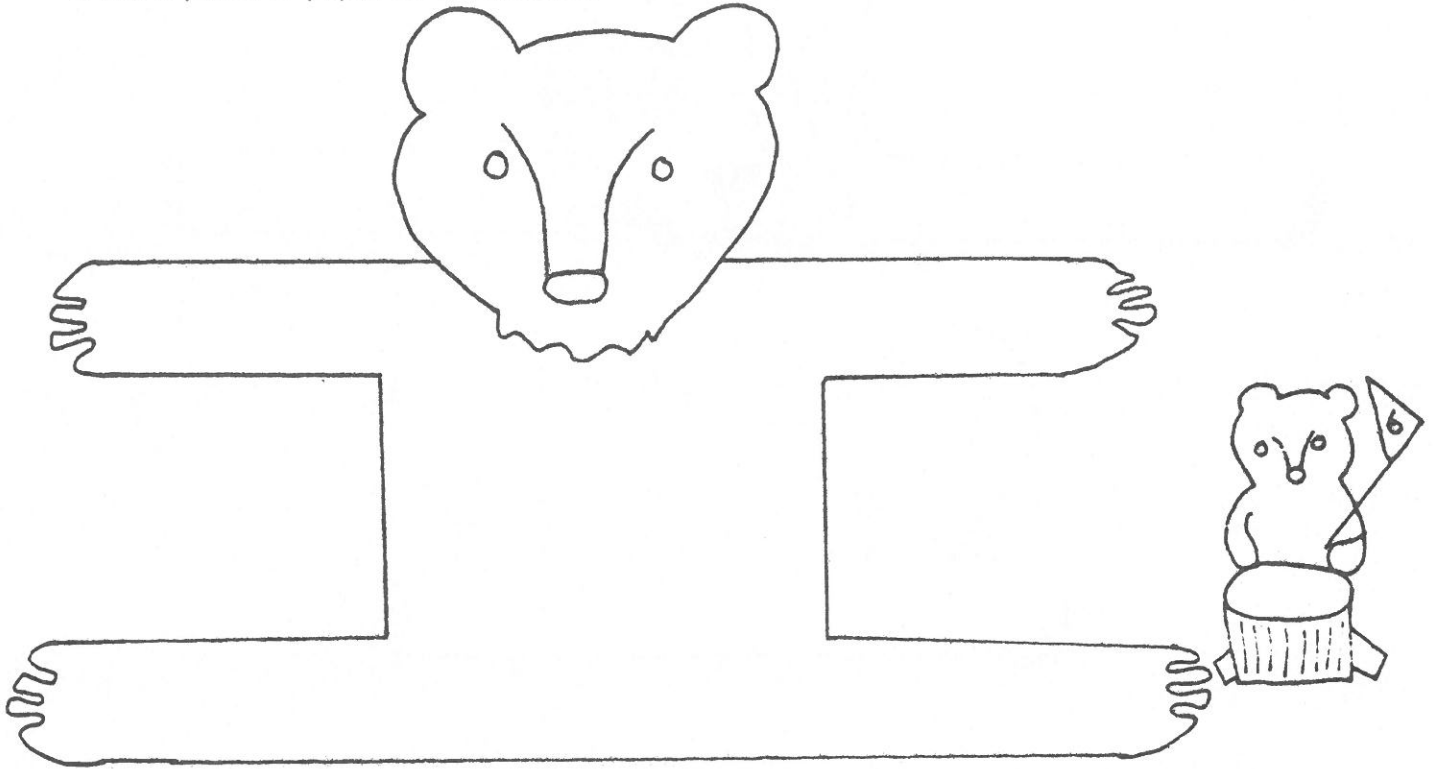
POCKETKNIFE INVITATION

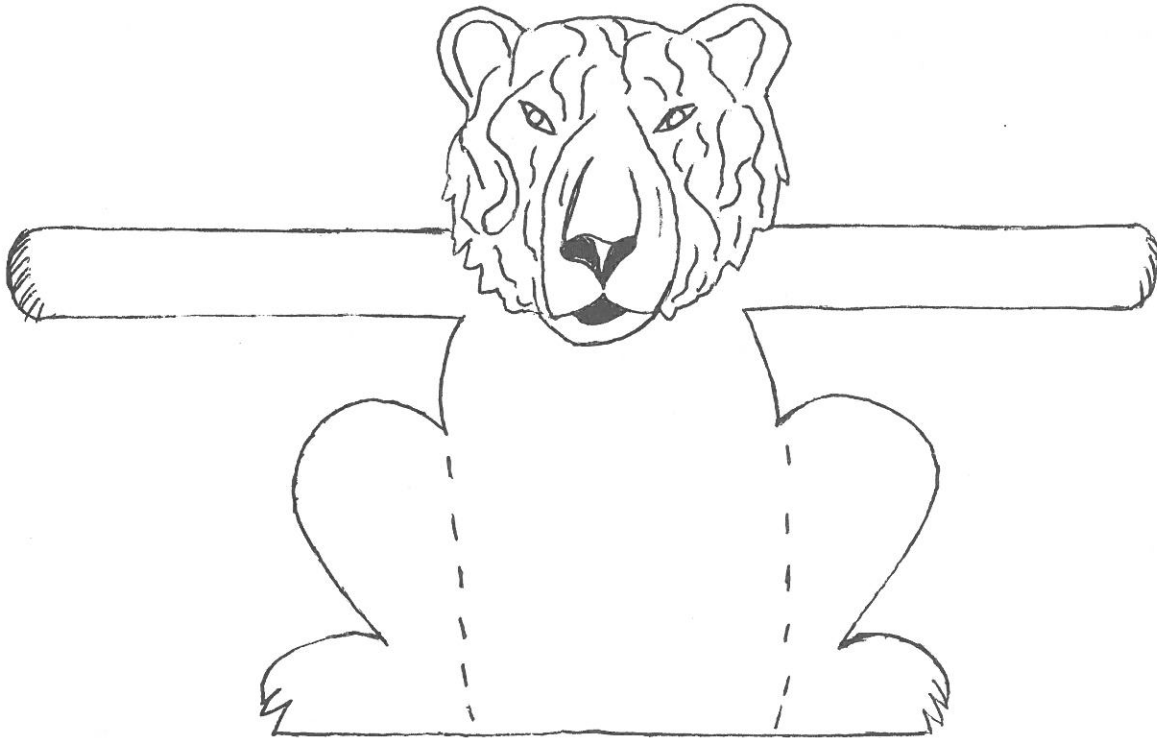
Materials: Yellow and blue construction paper, glue, and 2 brads.



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.





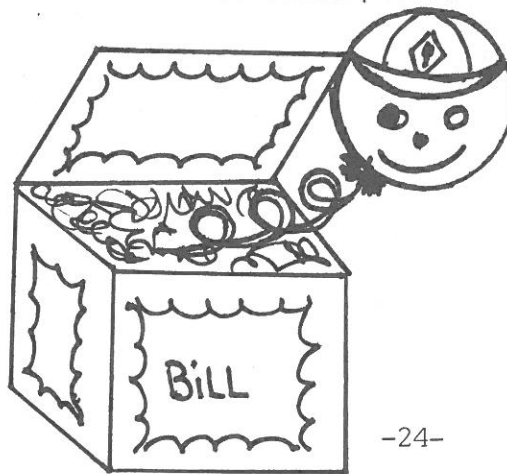
CUB-IN-THE-BOX FAVOR

Cut six squares of the same size (2" will work best) from light weight cardboard. Then tape five squares together to form an open cube. Attach sixth side to form the lid of the box. The box may then be colored, painted or decorated in any manner that Cubs want.

From heavy paper, cut a Cub Scout face and cap. Paint on the features. Glue the head to a 12" pipe cleaner which has been wrapped around a pencil to form a coil, like a spring. Glue the other end to the bottom of the box.

Add tissue paper to the bottom of the box as a filler and then add nuts, mints or candies.

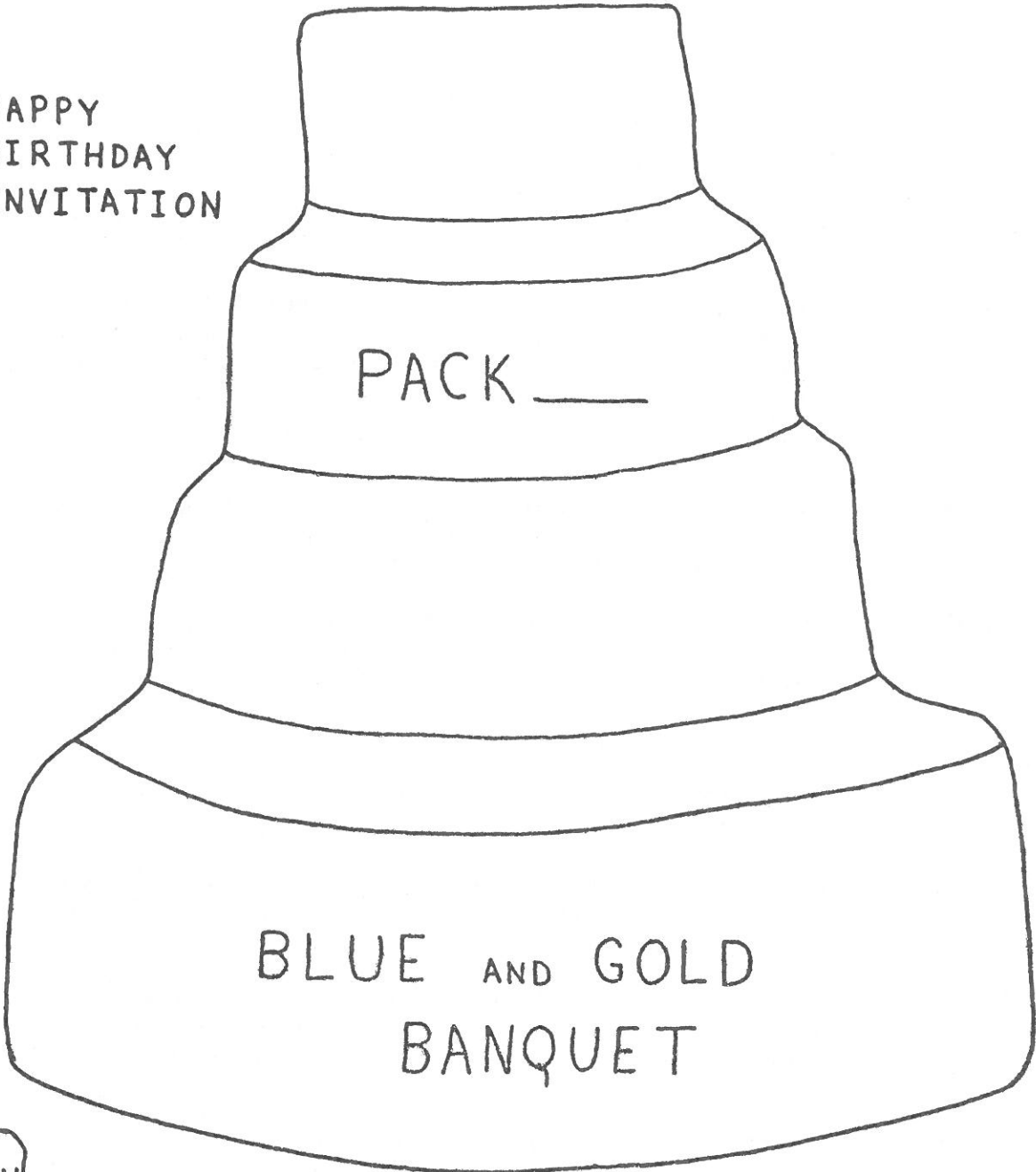
Note: A larger size would make a nice centerpiece.



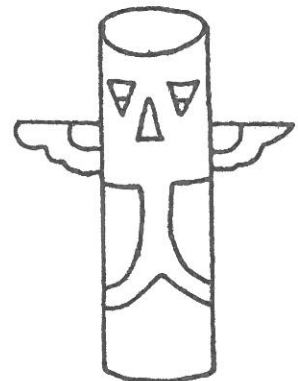
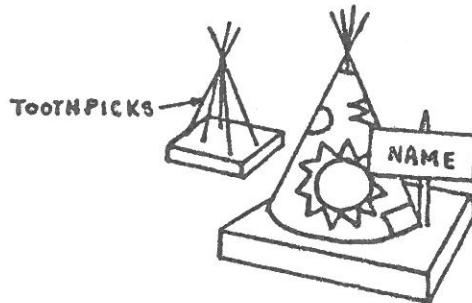
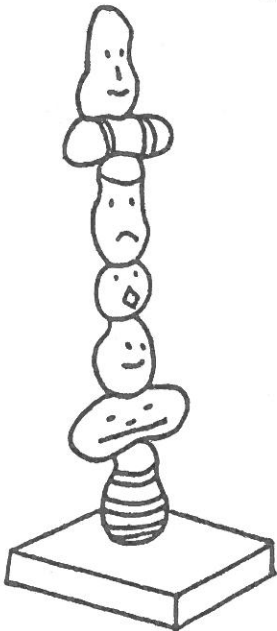
OTHER THEMES

- CIRCUS:** Circus wagon centerpieces; balloons to decorate room and tables; peanuts instead of mints in nut cups; clown hat shape for nut cups and place cards. Play circus music and the Cubmaster could dress up as the ringmaster.
- INDIAN:** War bonnet shaped invitations, name tags, etc.; arrowhead shapes, drum shapes for nut cup, place cards. Headbands with small feather and sit nut cup inside. Tepee centerpieces; brown paper as placemats with Indian designs and fringe edges. Moccasin shape or canoes could also be utilized.
- HAPPY BIRTHDAY:** Cakes for centerpieces and dessert; cake shaped invitations; decorate table with streamers and balloons; use fleur-de-lis to indicate Scouting's birthday on favors and place cards.
- PIONEERS:** Covered wagon or log cabin centerpieces; campfires made with twigs or burnt matches with nut cups placed in center; name tags and place cards in coon-skin cap shape; placemats decorated with bear paw prints.
- JUNGLE BOOK:** Baloo, Shere Khan, Bagheera, Kaa, Akela (see Wolf book) could be used on placemats, invitations, favors, etc. Small trees could be centerpieces or groups of jungle type leaves.
- PIRATES:** Use skull and crossbones for invitations and place cards; treasure chests for centerpieces and nut cups. Placemats could be replicas of old treasure maps.
- PATRIOTIC:** Uncle Sam hat invitations, place cards, centerpieces; use historic or current flags to decorate room or small versions on tables; Lincoln and/or Washington silhouettes would also be appropriate.
- MIGHTY MISSISSIPPI:** Riverboats, rafts, canoes, bridges, cane fishing poles, Tom Sawyer.
- SPACE CREATURES:** Pick your favorite - E.T., R2D2, Godzilla; use futuristic space vessels; the solar system.

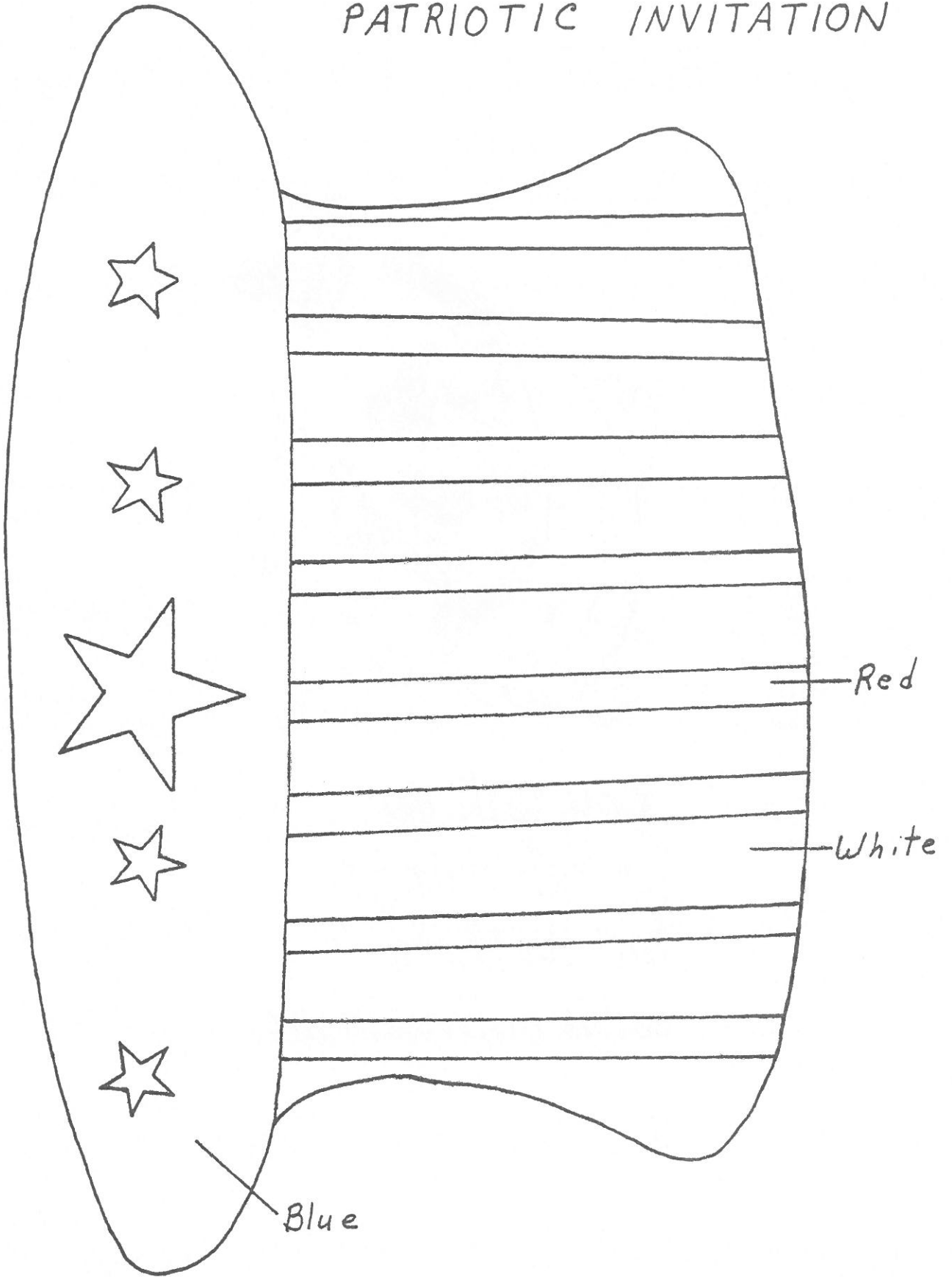
HAPPY
BIRTHDAY
INVITATION



INDIAN FAYORS

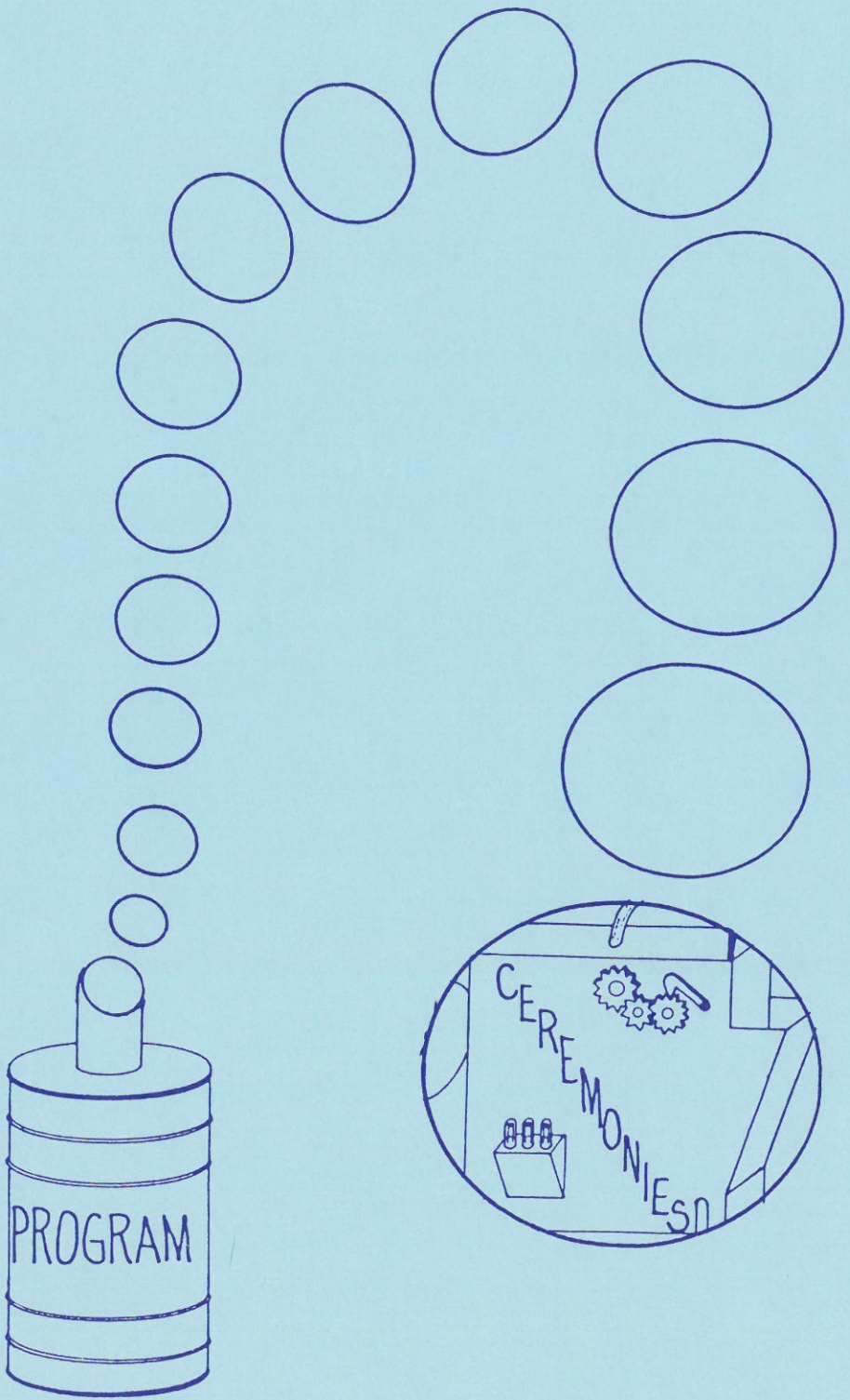


PATRIOTIC INVITATION

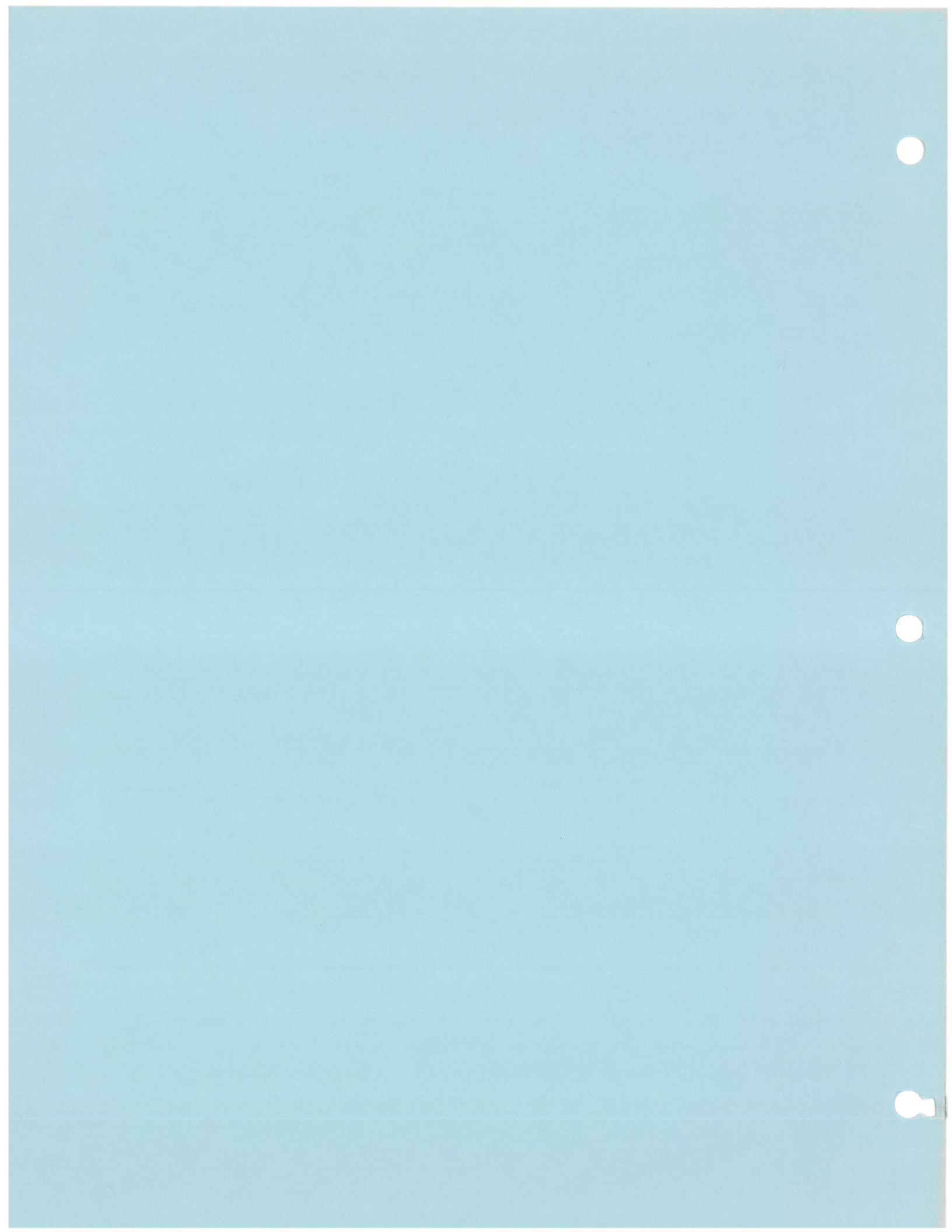




*You will do
foolish things,
but do them
with enthusiasm.*



CURRICULUMS



* Due to the recent changes in the Cub Scout program concerning *
* the age rollback and the two year Webelos program, adjustment *
* to some of the ceremonies may be necessary. *

CEREMONIES

THINGS TO REMEMBER

Ceremonies will:

- Acknowledge formally the work of Cubs and Scouters
- Impress the meaning of Cub Scouting on Cubs and parents
- Stimulate Advancement
- Offer public recognition of parents

Ceremonies should have:

- Action----Adventure----Coordination----Delegation of responsibility
- Dignity----Imagination----Improvisation----Inspiration---Mood
- Participation---Simplicity---Symbolism---Proper staging---Variety

PROPS

An electric light bulb on an extension cord, or even a flashlight covered with some red tissue paper and surrounded with several logs, will give you the effect of a real camp-fire. A paper headband, colored with crayons and two or three feathers attached to the band, tells you that it's an Indian headdress. And also, a blanket wrapped around your body, Indian fashion, will then make you look like a full-fledged Redskin - at least in the eyes of your Cub Scouts. Adults too will then be able to join in the spirit of the ceremony. Improve on your "props" as you go along from month to month. Eventually you'll have quite a collection for most any type of ceremony. Be practical too. Keep these "props" simple, light and small enough for transportation. Use hinges and threaded joints if need be, so that "props" can be either taken apart or folded. Keep them in safe storage space and in good repair. Thinking ahead along these lines will pay big dividends later on.

THE HISTORY OF THE PLEDGE OF ALLEGIANCE

The "Pledge of Allegiance" was composed by writer-minister Francis Bellamy in 1892, during the presidency of Benjamin Harrison. It was written for the first national Columbus Day - to celebrate the 400 th anniversary of the diccovery of America. The pledge was only a small part of the entire program prepared for schools to use.

It was used only that one day. But a first grade teacher, Miss Mary Fackler in Redlands, California, taught her students to say the pledge word for word. She bought a small flag, and the children saluted it each day.

Even then it might have gone no farther, except that children of a Civil War hero, Colonel Henry Lawton, were in Miss Fackler's class. Their father heard about the pledge and gave the class a brand-new, large 44-star United States flag.

Colonel Henry Lawton visited the school to hear the children pledge allegiance to the flag. Others visited to observe, also. The word got around, even to a meeting in Washington, D.C. People everywhere liked the idea. A first grade teacher and her class helped us all to appreciate the pledge of allegiance to the flag of the United States of America.

It was written then as:

"I pledge allegiance to my Flag and the Republic for which it stands; one nation indivisible, with liberty and justice for all".

Later, in 1924, the National Flag Conference of the American Legion substituted the words "the Flag of the United States of America" for "my Flag". In 1942, Congress made the pledge a part of the Flag Code, and in 1954, the words "under God" were added, and the pledge now reads:

"I pledge allegiance to the Flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all".

(The phrase "one Nation under God" should be repeated as one phrase on one breath).

* * * * *

OPENING CEREMONIES

THE PLEDGE OF ALLEGIANCE (From the Red Skelton Hour, January 14, 1969)

I remember this one teacher. To me, he was the greatest teacher, a real sage of my time. He had such wisdom. We were all reciting the Pledge of Allegiance, and he walked over. Mr. Lasswell was his name. He said:

"I've been listening to you boys and girls recite the Pledge of Allegiance all semester and it seems as though it is becoming monotonous to you. If I may, may I recite it and try to explain to you the meaning of each word.

I - me, an individual, a committee of one.

Pledge - dedicate all of my worldly goods to give without self pity.

Allegiance - my love and my devotion.

To the flag - our standard, Old Glory, a symbol of freedom. Wherever she waves, there is respect because your loyalty has given her a dignity that shouts freedom is everybody's job.

Of the United - that means that we have all come together.

States - individual communities that have united into 48 great states. 48 individual communities with pride and dignity and purpose, all divided with imaginary boundaries, yet united to a common purpose, and that's love for country.

Of America

And to the Republic - a state in which sovereign power is invested in representatives chosen by the people to govern. And government is the people and it's from the people to the leaders, not from the leaders to the people.

For which it stands

One nation - meaning, so blessed by God.

Indivisible - incapable of being divided.

With liberty - which is freedom and the right of power to live one's own life without threats or fear or some sort of retaliation.

And justice - the principle or quality of dealing fairly with others.

For all - which means it's as much your country as it is mine."

Since I was a small boy, two states have been added to our country and two words have been added to the Pledge of Allegiance - "under God".

Wouldn't it be a pity if someone said, "That's a prayer" and that would be eliminated from schools, too?

Red Skelton

STANDARD BEARER
OPENING OR CLOSING CEREMONY

This is from a 1914 Flag Day address "makers of the Flag" by Franklin Knight Lane, Secretary of the Interior, in which he imagined that the flag was speaking. The flag should be spotlighted in a darkened room with the narrator offstage.

NARRATOR:

I am not the flag; not at all. I am but its shadow. I am whatever you make me, nothing more. I am your belief in yourself, your dream of what people may become. I live a changing life; a life of moods and passions, of heartbreaks and tired muscles.

Sometimes I am strong with pride, when men do an honest work. Sometimes I droop, for then purpose has gone from me. Sometimes I am loud, garish and full of that ego that blasts judgement. But always, I am that you hope to be, and have courage to try for.

I am song and fear, struggle and panic and ennobling hope. I am the day's work of the weakest man, and the largest dream of the most daring. I am the clutch of an idea, and the reason and purpose of resolution. I am no more than what you believe me to be, and I am all that you believe I can be. I am what you make me, nothing more.

I swing before your eyes as a bright gleam of color, a symbol of yourself. My stars and my stripes are your dream and your labors. They are bright with cheer, brilliant with courage, firm with faith, because you have made them so out of your hearts. For you are the makers of the flag and it is well that you glory in the making.

A LITTLE FELLOW FOLLOWS ME

A careful leader I want to be
A little fellow follows me;
I do not dare to go astray,
For fear he'll go the selfsame way.

I cannot once escape his eyes,
Whate'er he sees me do, he tries
Like me, says he's going to be...
The little chap who follows me.

I must remember as I go,
Through summer's sun and winters snow;
I am building for years to be,
That little chap who follows me.

OPENING CEREMONY

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

OPENING CEREMONY

LEADER: Ladies and gentlemen, before we recite the Pledge of Allegiance to the Flag, I would like to say a few words about our flag. First, what is this flag? We can see that it is made of cloth. It contains 13 stripes, one for each of the original colonies, and 50 stars, one for each of the 50 states. But it is a lot more than that. This flag is our past, our present and our future. It is the pilgrims braving unknown dangers to find religious freedom. It is Washington fighting to establish a nation. It is the Alamo. It is Lincoln fighting to keep the nation united. It is Iwo Jima. It is a hungry child being helped in some far-off land. It is the people and their clergy gathered together to worship God without fear. It is all these things and many more. Please think of these things as we say the Pledge of Allegiance to the Flag of the United State of America.

SPOTLIGHT THE BOY

The name of this ceremony is "Spotlight the Boy". The flag of the United States and a Pack flag are carried to the front by the color guards. They face the audience. The lights are turned down and a Cub Scout stands in between the flags. A spotlight is turned on the setting. A good reader, reads the verse below.

JIMMY

He's just eight years old
He's made of the following ingredients:
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's tomorrow.
He's the future we've been fighting for.
He's part of the world's most important generation.
Our generation must also win the peace.

His generation must KEEP THE PEACE.
His generation will determine whether it was worth doing.
He's one of the most important people in history.
So Anyone who influences his life
Is also a MIGHTY IMPORTANT PERSON!

OPENING CERMONY

Arrangements: American flag posted, after regular presentation of colors. House lights are dimmed, and flag is spotlighted. Narrator reads the following after pledge of allegiance has been recited.

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

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

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

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

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

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

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

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

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

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

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

OPENING CEREMONY

Arrangement: Flags are advanced in usual manner. Audience repeats Pledge of Allegiance. Flags are posted. Patriotic background music is played while Narrator reads the following:

"Not gold, but only men can make
A nation great and strong,
Men who for truth and honor's sake,
Stand fast and suffer long.
Brave men who work while others sleep,
Who dare while others shy.
They build a nation's pillars deep,
And lift them to the sky."
-Ralph Waldo Emerson

THE CUB SCOUT TRAIL

The only prop needed for this opening ceremony is a poster showing a mountain on which there has been drawn a distinct trail. Have the boys in your den draw this prop as one of their projects. As each Cub says his part, he places the proper Cub Scout sticker (available at Scout Service Center) in place along trail. If you are able, make a paper mache mountain and use the cloth badges.

As each Cub comes on stage and says his part, he places the sticker or badge in a specific place along the Cub Scout trail.

- Cub #1: I am a Bobcat - a beginner on the Cub Scout trail. Once I pass my Bobcat requirements, I'll be on my way.
- Cub #2: I am now a Wolf Cub along the Cub Scout trail. I've earned my badge and arrow points and am ready to go another step of the way.
- Cub #3: A Bear Cub Scout I have become. I'm in my second year. Up, up the Cub Scout trail I go - soon to be a Webelos.
- Cub #4: Webelos is the name for me. I spend my time earning Activity Badges; but there's still one more step for me (places Webelos colors higher on the trail).
- Cub #5: I, too, am a Webelos, but I have reached the top. I've earned the Arrow of Light Award (placed badge on the top of the mountain), but I have one more step. By earning my Arrow of Light, I've studied quite a bit about Scouts. Now I can't wait to become one. (He puts on a Boy Scout hat.)

OPENING CEREMONY

Have a spotlight focused on the flag and the rest of the lights out while a voice from backstage reads the following (the flag is speaking):

"Some people call me Old Glory and some call me New Glory since I have the two extra stars for Alaska and Hawaii. Still others call me the Star Spangled Banner, but whatever they call me, I am your Flag, the Flag of the United States of America."

"Something has been bothering me, so I thought I might talk it over with you because it is about all of you and me."

"People used to line up on both sides of the street to watch the parade and naturally I was leading, proudly waving in the breeze. When your grandpa and your dad saw me coming, they immediately removed their hats remember?"

"What happened? I'm still the same Old Flag even though I have a few more stars than I had when they were boys. And a lot more blood has shed since those parades of long ago."

"But now I don't feel as proud as I did then is it a sin to be patriotic anymore?"

"Have you forgotten what I stand for and where I've been ? Anzio, Guadalcanal, Korea, and Vietnam. Take a look at the Memorial Honor Rolls sometime, of those who never came back! When you salute me, you are actually saluting them."

"Well, it won't be long until I'll be coming down your street again so, when you see me, stand straight, place your right hand over your heart and I'll salute you, by waving back and I'll know that you remember all that I stand for!"

And now let us all pledge allegiance to the Flag of the United States of America. HAND SALUTE!

OPENING CEREMONY

Personnel: Narrator and a den of uniformed Cub Scouts.

Equipment: Cards with words printed on them for each Cub Scout, and an upright stand such as a ladder for each sign to be attached to at the appropriate time.

Narrator: We think of Cub Scouting as a ladder of good citizenship. Let us show you what we mean.

1st Cub: Friendship. We make a lot of friends in our school, church, neighborhood, den and pack.

2nd Cub: Teamwork. We learn how important it is to work with others as a member of a team.

3rd Cub: Dependability. We learn to be places when we promise and to do our part.

- 4th Cub: Leadership. We learn to lead games and help with other den and pack activities.
- 5th Cub: Honesty. We learn to tell the truth, to handle money, and to understand what honesty means.
- 6th Cub: Loyalty. We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.
- 7th Cub: Good Will. We like to help our school, church, neighbors and those less fortunate than we. Good Will projects make us feel good.
- 8th Cub: Responsibility. We learn to be responsible for certain jobs, our own belongings, things at home, and for the property of others.
- Narrator: Good Citizenship. Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood and become the leaders for the world of tomorrow.

THE RED, WHITE, AND BLUE

(Opening Ceremony)

Arrangements: Den Chief and 3 Cubs are lined up on stage; each Cub has a square of cloth or construction paper - one red, one white, one blue.

- | | |
|----------------------------------|---|
| 1ST CUB: (holds up red square) | Here's to the red of it,
Precious blood shed
For it,
Making it red. |
| 2ND CUB: (holds up white square) | Here's to the white of it,
Through the day and night,
Man's great dare for it
Keeps it so white. |
| 3RD CUB: (holds up blue square) | Here's to the blue of it,
Constant and true.
Here's to the soul of it -
The Red, white and blue. |

(Den Chief or Denner asks audience to stand and leads Pledge of Allegiance)

OUR FLAG

(Opening Ceremony)

- Arrangement:** As curtain opens, a den of 8 Cub Scouts is lined up across the stage, holding props described below. They repeat the following lines:
- 1ST CUB:** (holds up picture of U.S. flag) The flag of our country means much to all.
- 2ND CUB:** (holds up large paper or cardboard star) With a star for each state whether large or small.
- 3RD CUB:** (holds red and white crepe paper streamers) With thirteen stripes of red and white.
- 4TH CUB:** (holds up map of first thirteen colonies) Representing the thirteen colonies who for freedom did fight.
- 5TH CUB:** (holds up star in one hand and a large piece of blue paper in the other) Put the fifty stars on a field of blue.
- 6TH CUB:** (holds up a white poster which has red crepe paper stripes on it) Adding the red and white striped field, too.
- 7TH CUB:** (holds up small American flag or picture of it) There you have the flag of our dear land,
- 8TH CUB:** To our Old Glory, let's salute with heart and hand.

(One of the boys steps forward and asks audience to rise and join in Pledge of Allegiance.)

HONORING OUR FLAG

(Opening Ceremony)

- Personnel:** 15 Cub Scouts, American Flag bearer, Cubmaster
- Equipment:** American Flag: 7 red crepe paper streamers; 6 white crepe paper streamers; blue crepe paper rectangle; white cardboard five-pointed star.

(Seven Cub Scouts, each carrying a red crepe paper streamer, march in single file onto stage. In turn, each boy displays his streamer. It should reach from above his head to his feet.)

- 7 CUBS:** (in unison) We are the seven red stripes in our flag. For Hardiness and Valor we stand.

(Six Cub Scouts, each carrying a white crepe paper streamer enter and duplicate the actions of the first group. They stand alternately with the boys holding the red stripes.)

6 CUBS: We are the six white stripes in our flag. For Innocence and Purity we stand.

(A Cub enters, carrying the blue crepe paper rectangle, which he holds up as he stands to the right of the boy holding the first red stripe.)

CUB: Now look at me, the field of blue. For Vigilance, Perseverance and Justice true.

(Next a Cub enters carrying the large white star. He holds it against the blue field.)

CUB: I am a five-pointed star shining bright. One for each state. When united, we have might.

(Flag bearer enters carrying American flag. He stands near group which made crepe paper flag.)

CUBMASTER: Behold the emblem of our country . . . the flag of the greatest nation in the world. May it ever wave over free and liberty loving people. May it ever represent the highest ideals of American boyhood and manhood. May its stars and stripes, blessed by Almighty God and glorified by the blood of our patriots, ever support the principles of democracy in America and around the world.

CUB: Please join us in the Pledge of Allieqiance (motions for audience to rise).

FOUR FREEDOMS OPENING

PERSONNEL - 5 Scouts

EQUIPMENT - Large U.S. flag, five candles, script for narrator.

Each of 4 Scouts holds a corner of the flag in one hand and a candle in the other. The flag is tilted so the audience can see it. The narrator (the 5th Scout) stands behind the flag. The narrator uses one candle to light the candles held by the others and then begins reading. (Extinguish room lights.)

NARRATOR:

"What you see here represents the past, the present, and the future. The stripes of Old Glory stand for the 13 original colonies. The stars represent 50 states. The Scouts represent the man of tomorrow. The light and warmth of the four candles remind us of the four great freedoms - Freedom of Speech, Freedom of Worship, Freedom from Want, and Freedom from Fear. Eliminate one of those freedoms and our world would become darker and colder.

At this point, the candles are blown out by the Scouts, one by one. As each is extinguished, the narrator says: "Freedom of Speech . . . Freedom of Worship . . . Freedom from Want . . . Freedom from Fear".

With the room in darkness, the four Scouts quickly shift positions, so that when the lights are turned on, two are holding the flag high and the other two are facing the flag and saluting.

NARRATOR:

"In this world of potential cold and darkness, of rule by a few, stands the United States of America. Here the Four Freedoms exist and are an example of warmth and light to us all. Please stand and say with us The Pledge of Allegiance to the Flag!"

I AM AMERICA'S HERITAGE

(Opening Ceremony)

Setting: Room is darkened. Pack flag and American flag are spotlighted. Patriotic background music is played.

NARRATOR: There it is. It's still flying. It has been a long night and as the dawn appears and the smoke clears, it is fluttering in the breeze.

I am the American Revolution and the valiant patriots who lost their lives that this nation might live.

I am Paul Revere and his midnight ride.

I am Nathan Hale and his stand for freedom.

I am George Washington crossing the Delaware.

I am the Boston Tea Party and Bunker Hill.

I am Kings Mountain and Guilford Courthouse.

I am the Constitution of the United States, the Bill of Rights, and the symbol of religious freedom.

I am the War of 1812 and the Mexican War.

I am the Alamo and the Battle of Bull Run.

I am the Battle of Vicksburg and the blood and torment of the Civil War.

I am the Monroe Doctrine and the Spanish American War.

I am World War I and the Depression of 1929.

I am Pearl Harbor, World War II, the Korean conflict, and Vietnam.

I am the pain and sorrow, the happiness and joy of bygone days.

I have seen poverty and wealth, dread and anticipation, hate and love.

I have seen America through all her history.

I am America's heritage.

(As Narrator finishes, volume of background music is turned up.)

I AM YOUR FLAG

(Opening Ceremony)

Arrangement: Colors are advance in normal manner. Audience is standing, facing the flag. Flag stands alone, while voices over loudspeaker says:

VOICE: I am your flag. I have a special meaning to the Boy Scouts of America because your Scout promise emphasizes duty to God and country, and I am your Country.

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

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

I am opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone and everything to most people. As a matter of fact, I guess that's what I am most . . . people . . . free people . . . you!

DIFFERENT VOICE: Let us all rededicate ourselves to our duty to keep America great and free. The Pledge of Allegiance.

PATRIOTIC OPENING CEREMONY

Equipment: An American flag, star, red cardboard, blue cardboard, white cardboard, model church or picture of one, picture of America, a small globe.

NARRATOR: We watch the flag as it passes by (boy crosses stage with flag waving). A flash of color against the sky.

Its fifty stars are as dazzling white (boy carries star across stage), as those few that shone by the dawn's first light.

The brave, bright Red that will never fade (boy carries red cardboard across stage), by the blood of men's sacrifice was made.

The White, for our nation's purity (boy carries white cardboard across stage), can be kept from stain by you and me.

The Blue, the vastness of God's own sky (boy carries blue cardboard across stage), His promise that freedom will never die.

The mighty cities, the farmlands fair,
The many churches (boy carries model church across stage) for praise and prayer.

The chance to do, and the chance to be,
In a land our forefathers fought to free (boy carries picture of America across stage).

The hope that the world is looking for (boy carries globe),
In our will for peace, but our strength for war.

All those are the flag of our dear land,
(All boys assemble on stage, boy with flag walks across again)
A symbol that we cherish and understand,
And we bare our heads and our hearts beat high,
As our flag, "Old Glory", is passing by.

"SEPTEMBER PACK MEETING"

Opening Ceremony

Arrangement: Six Cub Scouts in uniform. They enter stage one by one, saying their parts. All remain on stage to sing with audience at end.

1ST CUB: Another year is starting
And we'd like to welcome you
And tell you what our purpose is,
And what we hope to do.

2ND CUB: The Cub Scouts is a group of boys
It helps us grow up strong,
It teaches us to do what's right,
And fight against what's wrong.

3RD CUB: It shows us how much we can do,
If we work as a team,
Then we'll have fun and jobs won't be
As hard as they first seem.

4TH CUB: We'll go on hikes and field trips,
To learn of nature's wonders;
So we'll respect her when we're grown,
And not make any blunders.

5TH CUB: And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
In helping one another.

6TH CUB: We'll learn to be good citizens
And, hopefully, we'll see
That laws are made for all the men,
So each man can be free.

ALL: To do this, the Cub Scouts need
Good leaders - that is true,
That means we need the help of all
Of you - and You - and YOU!

And now to start our year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star Spangled Banner".

(Audience rises. All sing.)

SEPTEMBER PACK MEETING

Opening Ceremony

"Cub Scouting is"

Since emphasis is being put on presenting Cub Scouting to new families this month, use the following opening.

Seven Cubs line up across stage holding up posters as indicated. Each says his line pausing a moment after the CUB SCOUTING IS

FIRST CUB: (Holds up poster of Bobcat Badge)

Cub Scouting is

THAT NEW BOBCAT WHO THE CUB SCOUT PROMISE MAKES.

SECOND CUB: (Holds up poster of Wolf Badge)

Cub Scouting is

THAT WOLF CUB SCOUT WHO HIS FIRST ACHIEVEMENT
UNDERTAKES.

THIRD CUB: (Holds up poster for Bear Badge)

Cub Scouting is

THAT OLDER BEAR CUB WHO CAN TACKLE MUCH MORE.

FOURTH CUB: (Holds up poster with Webelos emblem on it)

Cub Scouting is

THAT WEBELOS SCOUT WHO'S RUNNING UP A FINE ACTIVITY
BADGE SCORE.

FIFTH CUB: (Holds up poster with word FUN on it)

Cub Scouting is

ALL THAT PLUS MUCH MORE TOO, GIVING US THE REASON
FOR WHAT WE'RE HERE TO DO.

SIXTH CUB: (Holds up poster with picture of a Cub Scout)

Cub Scouting is

THAT BOY CLAD IN GOLD AND BLUE MAKING THIS MEETING
IMPORTANT TO ME AND TO YOU.

SEVENTH CUB: (Holds up some type of patriotic poster)

Cub Scouting is

BEING A GOOD CITIZEN YOU SEE, SO WON'T YOU NOW
PLEDGE ALLEGIANCE TO OUR FLAG WITH ME.

(This Cub leads audience in the Pledge of Allegiance.)

OPENING CEREMONY - GENIUS THEME

Personnel: 8 boys, 6 holding cards with letters spelling G E N I U S.

DEN CHIEF: This month the theme is "Genius"
Of which there are quite a few
Here are some we've learned about
And what they've done for you.

1st CUB: (G) Gutenberg invented moveable type for printing presses so that people
could have books to read.

2nd CUB: (E) Edison gave us the light bulb, the phonograph, storage batteries and
many other things that we regard as necessary.

3rd CUB: (N) Newton's studies of gravity and light started many another genius on
his way.

4th CUB: (I) Irving's stories have enchanted young and old for years.

5th CUB: (U) Urey's discoveries in chemistry and nuclear power will be used for
generations to come.

6th CUB: (S) Scouting's founder, Lord Baden Powell, developed a plan for using the
genius of every boy.

OPENING CEREMONY - INDIAN THEME

- Equipment: Campfire, Spotlight
- Personnel: Adult male leader dressed as an Indian, 4 Cub Scouts (Bobcat, Wolf, Bear and Webelos) and Narrator
- Setting: Indian squatting behind campfire facing the audience. Spotlight on Indian.

Narrator: Akela was the chief of the Webelos, an imaginary Indian tribe. Tall, stalwart, straight as an arrow, swift as an antelope, and brave as a lion. He was fierce to an enemy but kind to a brother. Many trophies hung in his tepee. His father was the son of the Sun. His totem was the Arrow of Light.

Akela was deep in thought. Tonight many young braves will come before their elders to be taken into the tribe and begin their advancement. Akela was remembering his first ceremony (Bobcat enters and stands about 3' on the far right of Akela facing audience) when he was just learning the requirements to be taken into the pack. Remembering how he demonstrated he knew the law of the pack, motto, sign and the promise. Akela was now remembering his experiences as he grew older (Wolf Cub enters and stands on Akela's right between the Bobcat and Akela facing audience) and as he worked on the many different activities to earn his first advancement to Wolf.

Akela's thoughts were now in his 9th year (Bear Cub enters and stands on Akela's left facing audience) when he was completing the requirement for his Bear award.

When Akela became 10 (Webelos enters and stands on left of Bear facing audience) he began to take short trips into the forest among the great trees, streams and animals. He learned about them and from them but before he could become a scouting brave on his own, he first had to look a warrior in the eye and learn the language of the stout heart which feared nothing and which never gave up. Then and only then did Akela's father admit him into the lower ranks of the young braves.

Akela: (standing) "A tribe can be no greater than it's boys. Our future is unknown but if we are strong and brave and help our boys to be the same, our tribe will be strong. If our boys are fair and help other people, they will take our places and our tribe will continue to be great."

Narrator: Just as it is with the young of the Indian tribe, it is the same with our youth of today. (Akela now turns to face the American Flag, spot light goes on the American Flag.) Will everyone please join me in the Pledge of Allegiance to our Flag.

OPENING CEREMONY - INDIAN THEME

Grand Entrance SNAKE DANCE - - After strutting in, Indians sit in semi-circle, facing audience.

A Den Chief acting as the Indian Chief sits with three Cub Scout Indian braves around an artificial council fire. He holds up both hands until all are quiet. Then he speaks loudly and clearly.

INDIAN CHIEF: Oh Great Father in the sky, listen to thy people. (Each Indian raises both hands and gives his prayer in turn. Lines can be pasted to back of shields Cubs have made for Indian costumes.)

FIRST BRAVE: We thank Thee, Great Creator, for the light of the sun each new day.

SECOND BRAVE: We thank Thee for the beauty of this world and the plants and animals we enjoy.

THIRD BRAVE: We thank Thee for the night and the rest it brings.

INDIAN CHIEF: Oh Great Father of all Cub Scouts, bless us and be with us today.

MEDICINE MAN: (Jumps up, shakes rattles, and as Tom-Toms beat shouts) Rise up all you braves. Rise up, our white brothers (all stand). We lower our tribal totems to honor the great flag of our white brothers.

SECOND DEN CHIEF: (presents flag to Indian Chief) This is the most beautiful flag in the world. It stands for freedom, liberty, and happiness. Take it, honor it, respect it, and love it always, as it is yours and mine. (He leads all in the Pledge of Allegiance.)

CAMPFIRE OPENING

PERSONNEL: 4 Cubs facing the points of the compass with tinder and lighted candles. Tinder is placed on the fire as each says his part. At the end, the 4 Cubs together light the campfire from their candles.

NORTH: I bring to this fire, tinder from the north and remind all of a Cub Scout's first duty: Duty to God—to be reverent towards God, to respect the beliefs of others and to live according to the teachings of his religion.

SOUTH: I bring to this fire tinder from the south and remind all of a Cub Scout's second duty: Duty to Country—to be a good citizen, living by laws and customs of our nation and to work together to solve our country's problems.

EAST: I bring to this fire tinder from the east and remind all of a Cub Scout's third duty: Duty to Self—to keep one's self physically strong, mentally awake and morally straight.

WEST: I bring to this fire tinder from the west and remind all of a Cub Scout's fourth duty: Scouting Spirit and how it will show in the way we act and the things we do—and living every day by the Cub Scout Promise and Law of the Pack.

ALL: We will together now light our campfire with our individual gifts.

OPENING CEREMONY

SETTING: Seven boys, carrying various types of exercise equipment, speak the following lines.

- 1st Cub: To keep your body strong and healthy,
Is more important than being wealthy.
- 2nd Cub: When you are fit, you feel so good,
And try to do the things you should.
- 3rd Cub: It helps us lend a helping hand
To needy folks around the land.
- 4th Cub: Eating the right foods is always wise,
And everyone needs some exercise.
- 5th Cub: Stand on tiptoes, one, two, three.
Touch you toes, don't bend a knee.
- 6th Cub: Run a while, then slow your pace;
Practice will help you win the race.
- 7th Cub: Scouting builds boys into men,
Cub Scouting is where it all begins.

TIGER CUB INDUCTION

It is time for an event we all look forward to.

Would (names) please bring his parents forward.

(First names) has been a Tiger Cub for the last year. Tonight out his application and we are going to welcome him (them) as our newest member of den---- (dens). (Names), you are presently wearing the emblem that identifies you as a Tiger Cub. (Handing the Cub Scout shirt to his Parents) this shirt is part of the uniform that you will wear now that you are a member of a den and working toward your Bobcat badge. (The boy puts the shirt on, Cubmaster places the neckerchief and slide on, and finally the hat.)

(Names), we as members and leaders of Pack _____, would like to present you with your Wolf book. This is where you will find the Bobcat Trail. Also, we would like for you to have this pocket coin. On the front side of the coin, you will see the emblem of Cub Scouting and the Cub Scout Motto, DO YOUR BEST. On the other side, is the Cub Scout Promise. Both of these are things you will need to know to earn your Bobcat. (Cubmaster demonstrates the Cub Scout sign) This is the Cub Scout Sign, it resembles the ears of a wolf which means that a Cub Scout is ready to listen to Akela. I would like for you to make this sign and read the Cub Scout Promise from the back of the coin, putting your name in the blank space at the beginning. (The boy reads the Cub Scout Promise)

Members of Pack _____, it is my pleasure to introduce to you at this time, (names), Cub Scout. Why don't we give him a Round of Applause. Now that you are a Cub Scout, we would like to award you with this pin to show anyone who sees it that you were a Tiger Cub for the last year.

(If some of the new boys parents have volunteered as part of the pack leadership, make sure to include them.)

(Names), (Boys name) parents have also asked to help out as a part of our pack leadership. Let me say, and I think I can speak for the entire pack, that we are very glad to have you with us. At this time, I think we should have a special cheer to welcome this family.

TIGER CUB GRADUATION

PERSONNEL: Tiger Cub Coordinator, Cubmaster, Tiger Cubs and their parents

MATERIALS: Wooden bridge, neckerchief and slide for each Tiger Cub, Bobcat badge for each Tiger Cub.

ARRANGEMENT: (Boys are in their Cub Scout uniform) Tiger Cub Coordinator stands on one side of the bridge with neckerchiefs and slides and Cubmaster stands on other side of bridge with Bobcat badges.

TIGER CUB

COORDINATOR: (Ask Tiger cubs and their parents to come forward with the boys standing by him and their parents standing by the Cubmaster.)

All of you Tiger Cubs have worked very hard this past year on your Tiger Cub requirements. I'm so very proud of all of you. Your hardest and most time consuming project was to learn your Bobcat requirements for Cub Scouting so that you might graduate tonight. Now I am going to present each of you with your official Cub Scout neckerchief and slide. You all have earned these and I'm sure that after crossing the bridge to become a Cub Scout you will all work hard to earn even more awards in Cub Scouting. (Call each boy forward and make presentations-then have each boy cross the bridge to Cubmaster and parents.

CUBMASTER: Congratulations on your achievements. I will present your parents with your Bobcat badge at this time and ask them to pin it on upside down. It will be turned right side up after you have done a good deed and then it will be sewn on. (Make presentations)

After all Tiger Cubs have received their badges-have the pack give them a cheer, such a "round of applause" or "a big hand".

ADVANCEMENT CEREMONIES

BOBCAT INDUCTION CEREMONY

PERSONNEL: Akela (Cubmaster; Asst. Cubmaster (ACM); Bobcat candidates and parents

EQUIPMENT: Webelos candle board with Arrow and seven candles on an arc, and one white candle in front as Spirit of Cub Scouting; Bobcat badges

(Bobcat candidates are out of the room with Assistant Cubmaster. He leads them into the room which is lighted only by the Spirit of Cub Scouting candle and lines them up in front of Akela)

AKELA: Who comes there?

ACM: Boys in search of the joys of Scouting.

AKELA: Whom do you seek?

ACM: Akela, the great spirit of Cub Scouting.

AKELA: Are these boys wise in the ways of the Bobcat?

ACM: They are, Akela.

AKELA: Show me.

(Candidates repeat Cub Scout Promise and Law of the Pack.)

AKELA: Cub Scouts, you have passed the test necessary for your entrance into the great game of Cub Scouting. You have repeated the promise and the Law of the Pack. You have assumed responsibility that is not light; and have agreed to do your best, to help other people and to obey the Law of the Pack. These tasks are not always easy, but they are ones from which you will get much pleasure and satisfaction.

The totem before you represents the flight of time (the arrow) and the rising sun (the semi-circle). The seven candles across the top represent the spirit of Cub Scouting. These seven candles also have another meaning. The first candle means "I promise to do my best" (lights candle); the second means "to help other people" (lights candle each time one is named); the third means "to obey the Law of the Pack; the fourth means "the Cub Scout follows Akela"; "the pack helps the Cub Scout grow"; and the last "the Cub Scout gives good will".

Notice the brightness of things about it. The totem now represents a boy who is living the Cub Scout Promise and obeying the Law of the Pack. When a Cub Scout does not obey the Promise and Law of the Pack, it is very noticeable, just as this darkness (snuffs out candle).

We welcome you to Pack _____. May your Cub Scouting light brighten the way for your mother and dad, who will now come forward and present you with your Bobcat badges. (They do.)

AKELA INDUCTION CEREMONY

Need three (3) adults, Akela, Assistant Cubmaster, and a Cubmaster. The Assistant Cubmaster takes the new boys out of the room. All lights are turned off. The Cubmaster lights the candles. When the last candle is lit, all the boys leave the room in a HOWL. Then Akela speaks:

AKELA: I am the Akela the Great Spirit of Scouting. Why does the Pack grow restless?

CUBMASTER: They are restless, Akela, for there are strangers in our midst.

AKELA: But whom do they seek?

CUBMASTER: They seek Akela, the Great Spirit of Scouting to become a Cub Scout.

AKELA: Then if they seek to be our brothers, they are not strangers. Are they wise in the ways of the Bobcat?

CUBMASTER: They are Akela.

AKELA: Then bring them before Akela, that he may know who they are.

At this time the Assistant Cubmaster brings all new Cubs before Akela. They all say the Cub Scout promise together with the Cubmaster. He then awards each of them with a Bobcat pin or patch. He shakes each of their hands with the Cub Scout handshake.

AKELA BOBCAT INDUCTION

PROPS: Letters for Akela, candle holders for 6 candles. 7th candle or matches, as desired, Indian headbands, 8 Cubs and Cubmaster, fire for stage.

1ST CUB: I light the light for A. Always do your best.

2ND CUB: I light the light for K. Kindness I use to do my duty.

3RD CUB: I light the light for E. Events - the many events in my duty to God and my Country.

4TH CUB: I light the light for L. Love - we use to be square.

5TH CUB: I light the light for A. Always obey the Law of the Pack.

(Cubs are now seated around fire.)

6TH CUB: (lights candle on or near fire.)
I light this light for Akela, the mighty leader of our Pack.

(Cubs hold up both hands in Cub Scout sign and call, "Akela". Bow their heads until Cubmaster answers off stage, "Akela".)

ENTER

CUBMASTER: Who calls forth Akela?

CUBS: We the Cubs of Pack _____. We wish to hold Council.

CUBMASTER: I stand ready to listen. Speak out.

7TH CUB: We have found _____ boys who we want to become Cubs in our Pack.

CUBMASTER: Let us look in the faces of these boys.

8TH CUB: (Brings in Cubs to be inducted.)

CUBMASTER: You wish to join our Pack?

NEW CUBS: Yes.

CUBMASTER: Then you must repeat after us the law of the Pack.
(Together the law of the Pack is repeated.)

CUBMASTER: You may join our Council fire. (Faces audience.)

CUBMASTER: Will the parents of these boys please come forth and take their oath also.

A CUB SCOUT-PARENT PROMISE CEREMONY

Ask the new Bobcat candidates to line up, their parents standing behind them. Bobcats give the Cub Scout sign and recite the Promise and Law of the Pack. (The Cubmaster asks the Cubs to speak loudly and says both with the boys.) When boys complete the induction, the Cubmaster asks the parents to give the Cub Scout sign and repeat the following one line at a time as the Cubmaster speaks:

"As parent of a Cub Scout,
I will do my best
To help my boy
Live up to the Cub Scout Promise
And obey the Law of the Pack.
I will work with by boy
On his achievements and projects.
I will attend the pack meetings
And help as needed
To make the pack go."

The Cubmaster then gives each boy the Cub Scout handshake and gives the Bobcat pins to parents. The parents pin the badge on their son's left pocket.

FAMILY INDUCTION CEREMONY

Challenge your new Cub Scout parents when their son is inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used following the regular Bobcat induction.

Personnel: Cubmaster, four pack committeemen, committee chairman, and parents of the new Bobcat.

Equipment: Candleholder and 4 candles.

Arrangements: Pack leaders stand at one side of candleboard; parents on the other side.

CUBMASTER: (To parents) I welcome you and your son to Cub Scout Pack _____. The success of Cub Scouting depends upon the boy's family relationships. To all the new parents in our pack, we offer a challenge. As members of our pack committee light candles, hear the challenge.

1ST

COMMITTEEMAN: (Lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Boy Scouting.

2ND

COMMITTEEMAN: (Lights candle) Learn to live together better as Cub Scouts in a den, as families, as neighborhoods, and as a nation.

3RD

COMMITTEEMAN: (Lights candle) Become better parents by practicing the Cub Scouting principles of affection, participating, recognition and security, moving with your son into Scouting upon his graduation from Cub Scouting.

4TH

COMMITTEEMAN: (Lights candle) Extend and strengthen the influence of the institution on boys, parents and the community.

CHAIRMAN: We welcome you and your family into Pack _____. There is a place for you, Mr. & Mrs. _____ on the Pack Committee or as Den Leaders. Good luck and good Scouting with your son.

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.

QUICK AND SIMPLE AWARDS CEREMONIES

- I. Will the following boys and their parents please come forward. (Name boys.) Congratulations! You have reached another high point on the Cub Scout Trail, and you are ready for more fun through further achievements. Do your share with the other Cub Scouts in your dens. Help at home. Be attentive in your studies. Love God always. Live up to your Cub Scout Promise and Law of the Pack.

- II. These boys have shown the drive, determination, and skills required to advance along the Cub Scout trail. Each of their awards represents achievements that they and their parents can be very proud of (call up boys and parents).

Congratulations on your successes! You have reached goals which you may carry into your Scouting career as a Boy Scout, Eagle Scout and Explorer. These awards also will be remembered as you grow into adulthood. Now I ask your parents to present your awards. (Give parents awards for presentation and CM announce award.) Now you may go and further your Scouting experience by earning further recognition as the best Scouts and pack in the _____ District, of the Boy Scouts of America.

- III. Will the Denners in each den please announce the names of the boys in their dens who are prepared to receive awards. (Call roll of dens, with Denner reading names of boys to receive awards.) Will the award deserving boys please come forward.

Cub Scouts, we are happy to see that you have taken another step forward along the Cub Scout trail. You have completed your achievements and you have proven yourselves worthy of membership in our pack. These Cubs have done a splendid job for our pack. They have climbed the Cub Scout ladder well. This would not have been possible if it had not been for the interest and help of their parents and den leaders. Keep up the good work and do your best.

ADVANCEMENT CEREMONY

Props: Artificial campfire; Akela costume; tom-tom

Setting: Fire is glowing. Akela stands behind fire, and is flanked by Awards Chairman and Assistant Cubmaster who beats tom-tom.

AKELA: Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council. (Cubs come forward and are seated.)

Our medicine man (Awards Chairman) is here, so it is time for the council to begin. (Tom-tom beats.)

Mighty Medicine Man, you have signalled us that some of the braves in this tribe have traveled along the trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are these braves?

AWARDS

CHAIRMAN: (Reads names of boys to receive awards.)

AKELA: Mighty Warrior, how far along this trail did these braves travel?

AWARDS

CHAIRMAN: (Name of boy) has passed the twelve achievement tests to Wolf Valley and also did a fine job of hunting for he earned a gold arrow. (Name)

after crossing Bear Ridge, hunted well to earn a gold and a silver arrow. (Name) and (Name) are working their way up Webelos Peak and have earned activity badges in _____ and _____.
(Adapt the above to fit awards to be presented.)

AKELA: This is indeed a fine job of Scouting. Will these braves come forward and stand before the council fire so we can see these good hunters.

AWARDS

CHAIRMAN: (To boys.) Can you truthfully say you have followed the Cub Scout Promise and have tried to Do Your Best?

CUBS: Yes.

AKELA: Will each of you tell us of one of your accomplishments along the trail?
(Each boy tells of one achievement or elective.)

AKELA: I am satisfied you have Done Your Best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes sound cooperation in your tepees among your families. Without their help, hunting along the Trail of the Golden Arrow of Light would have been very difficult. Mighty Medicine Man, have you brought suitable awards for these fine hunters?

AWARDS

CHAIRMAN: I have. (He presents awards.) (Boys return to seats.)

THE STORY OF THE CUB SCOUT COLORS AN ADVANCEMENT CEREMONY

Personnel: Akela, two Indian braves, a narrator.

Equipment and arrangement: Tripod with pot suspended over fire; small container such as a coffee can that will fit inside the large pot and hold a Cub Scout neckerchief and awards, dry ice to pack around the small container. Dry ice will vaporize and cause a smoking effect and it looks as if the pot were boiling. The smoke increases when water is added. You will need two clear bottles. Fill one with diluted yellow food coloring to color the water gold; in the other, use blue food coloring to tint the water a sky blue. Have an Indian headdress for Akela.

Narrator (speaking to audience, seated in a circle with Akela standing behind the smoking ceremonial fire): Many, many moons ago, the great chief Akela called a council to see what could be done to make the Webelos tribe the best of all the tribes. After many hours, Akela called his two most trusted braves to the council fire.

(He continues as two braves come in and stand on each side of Akela.) He told the first Indian brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun (first brave leaves). He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky (second brave leaves).

(Then both braves return immediately with one carrying a bottle of blue water and the other yellow water that were located outside of the room. They come in and kneel, one on each side of the fire and hold up the bottles for everyone to see.)

(Akela orders first brave:) Pour some of the beauty of the sun into our council mixing pot. (The brave with the yellow water pours some of it into the large pot containing the dry ice, being careful not to pour the water into the small container. The water causes the dry ice to smoke more and seems as if the pot is boiling faster. Akela signals the second brave.) Pour some of the beauty of the sky into the council mixing pot. (The rapid boiling starts again. Then raising his hand, Akela speaks:) From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer. (Then Akela stirs the pot, reaches in and pulls a Cub Scout Neckerschief from the pot. He holds the neckerchief open so everyone can see and speaks:) and that is why the Cub Scouts use the colors blue and gold. Now let us meet the Cub scout and his parents that helped us keep the blue and gold of Cub Scouting alive and growing this month. (Akela stirs the pot again and takes out the boys' award. The boy and his parents are called forward to receive the award.)

WEBELOS INDUCTION

CUBMASTER: Tonight, I'm sorry to say our pack is losing a Bear, but we're gaining a Webelos. (Call boy and parents forward.)

When a Cub Scout becomes 10 years old, it's time for him to take the next step in Cub Scouting, joining a Webelos Den.

WEBELOS
LEADER:

The Webelos program is a transition period from Cub Scouting to Boy Scouting. As a Webelos, you'll learn some of the basic Boy Scouting skills and take part in more outdoor activities including a couple of father and son overnight camping trips. The Webelos program consists of 15 exciting activity badges and you will be able to obtain Cub Scouting's highest award, the Arrow of Light.

WEBELOS DEN INDUCTION CEREMONY

PERSONNEL: Cubmaster, Webelos Leader, Den Leader, parents, boys.

EQUIPMENT: Webelos neckerchiefs and books (optional), Webelos slides.

CUBMASTER: Will the following boys come forward with their parents and den leader?
(Reads names of boys moving into the Webelos den.)

These boys are 10 years old and are eligible to advance into the Webelos den. Do you boys know what the word "Webelos" means?

BOYS: We'll be loyal Scouts.

WEBELOS
LEADER:

Webelos is a very important part of Cub Scouting. It is your time for adventure in the out-of-doors. It is your chance to go out with other boys and your dads on overnight campouts, and to fix your own meals. It is your chance for adventure in developing skills by working on 15 different activity badge areas. This is a step towards Scouting where adventure is always near at hand.

CUBMASTER: We know that your den leader and parents are very proud of you and what you have accomplished over the last two years. We want to thank them for all that they have done for you to help you earn your badges and arrow points.

It is through Cub Scouting, parents, that you have an opportunity to form a closer relationship with your son. Will you continue to help your son earn his Webelos Activity Badges, just as you did his achievements and electives?

PARENTS: We will.

CUBMASTER: Mother, will you please remove your son's Cub Scout neckerchief and, Dad, replace it with this Webelos neckerchief. This signifies the help that you, as parents, and Mr. (name of Webelos leader) will give your son by working together in the Webelos den. Mr. (name of Webelos leader) will you please place the Webelos slide on (name of boy). (Also present Webelos book at this time.)

Now, I'll ask that all Cub Scouts repeat with me the meaning of the word Webelos.

ALL: We'll be loyal Scouts.

WEBELOS DEN INDUCTION

ARRANGEMENT: Boys to be inducted into Webelos den are called forward with their parents. Cubmaster stands with them. Webelos leader and boys in Webelos den stand to one side. Six Webelos Scouts have speaking parts.

CUBMASTER: It is my pleasure to announce that (names of boys) have now reached age 10 and have completed their work in Den _____. They are now eligible to join the Webelos den. Webelos Scouts wear a special neckerchief, so I will remove your Cub Scout neckerchiefs. (He does so and hands them to parents.)

Our Webelos Scouts are learning to become Scouts and they would like to tell you about it:

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

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

- 3RD WEBELOS: A friendly, helpful Scout is one who's courteous and kind;
And then, of course, obedience is always on your mind.
- 4TH WEBELOS: A good Scout is a cheerful one and one you're glad to meet;
You must be thrifty and be brave and always clean and neat.
- 5TH WEBELOS: A Webelos is a ten-year old boy; a boy like me and you;
Who learns to be a Boy Scout. It's not hard to do.
- 6TH WEBELOS: There's one last step that we must learn, to be reverent as we can;
All these things a Boy Scout does to be a better man.

WEBELOS
LEADER:

While we're learning about Boy Scouts, our Webelos den has lots of fun working on activity badges, going on hikes and camping. We would like to welcome you into our den. We know you will have fun and learn many things. (Boys to be inducted move to take their places beside Webelos Scouts. Webelos leader places the Webelos neckerchief around their necks and presents them with Webelos handbook.)

WEBELOS AWARD CEREMONY

WEBELOS
LEADER:

Tonight, I have the honor of presenting the Webelos Badge to one of our Webelos Scouts. Would (boy's name) and his parents please come forward.

To receive this award, a boy has to have:

Earned three activity badges
Been active in the Webelos den for at least three months
Understand and intend to live by the Scout Oath, Motto, & Slogan
Know the Scout salute, sign and handclasp
Know the parts of the Scout badge and uniform
Understand and support the outdoor code
Plan and lead a flag ceremony in his den.

As you can see, (boy's name) had to work very hard to earn this award; so it gives me great pleasure in presenting this award to your parents to present to you. (Give award to parents who, in turn, present to boy.)

Congratulations, (boy's name) on your good work and I'm looking forward to the day when I can present you with your Arrow of Light.

AWARD FOR EARNING ALL 15 WEBELOS ACTIVITY BADGES

This evening we're proud to announce that our pack is beginning a new award. As you know, in the Webelos program, the boys work on 15 different activity skills.

During the year, they will as a den work on 8 to 9 of these. (Even though they're working in the den, not all the boys finish all the requirements.)

Another activity badge is earned at Webelos Camp. That leaves about 5 badges which a boy must work on by himself. His den leader provides guidance, but the boy doesn't have the support of the den.

In the nearly _____ years that our pack has been in existence, something like boys have gone through the Webelos program.

Of that number, only _____ have earned all 15 Webelos activity badges.

To give you an idea of the extent of their accomplishment, here are the activity areas and a sample of the requirements:

- Aquanaut - a minimum of 4 requirements, among them, swim 100 feet, 1/2 with backstroke
- Artist - a minimum of 5 requirements, among them, draw or paint original picture, frame it
- Athlete - 4 requirements, among them run 600 yards in 2 minutes, 45 seconds or less
- Citizen - 8 requirements, including write a 50-word essay on a U.S. president or other great American man or woman
- Craftsman - 7 requirements, including make 4 different useful wooden objects, such as a bookshelf or a tool box
- Engineer - 5 requirements, including build a working catapult and demonstrate
- Forester - 5 requirements, including identify 6 forest trees on a hike
- Geologist - 5 requirements, including collect 5 geological specimens
- Naturalist - 4 requirements, including be able to identify the poisonous plants and reptiles in our area
- Outdoorsman - 5 requirements, or attend week-long Webelos camp
- Scholar - 6 requirements, including take an active part in a school service activity
- Scientist - 9 requirements, including explain how crystals are formed and make some
- Showman - 4 requirements, including write and put on a puppet play, or play 4 tunes on a musical instrument or memorize and give a monologue

- Sportsman - 21 requirements, including knowing skills, rules, equipment, safety, courtesies of 2 team and 2 individual sports and take part in them
- Traveler - 5 requirements, including use timetables to plan a trip and figure out cost per mile by bus, railroad and plane.

Boys, would you step forward.

The pack is honored to recognize your outstanding achievement as a Webelos Scout by presenting you with this display shield on which you can mount patches and your activity badges.

Congratulations.

ARROW OF LIGHT

PERSONNEL: Webelos den leader, Webelos Scouts receiving their award and their parents.

EQUIPMENT: Candle board with four candles, Arrow of Light awards and miniature Arrow of Light awards.

ARRANGEMENT: All stand by ceremony board.

WEBELOS

LEADER: Tonight we are recognizing one of our Webelos who has earned the Arrow of Light award, the highest in Cub Scouting. Let's go back and review the Cub Scout trail over which this boy has traveled. Will (name) and his parents please come forward.

We all know that the Cub Scout advancement plan follows the life of Akela, an Indian brave of the Webelos tribe. As we follow the Cub Scout trail, we follow in the footsteps of Akela and, like Akela, learn many things so that someday we too may become brave Scouts. The first thing Akela had to learn was the law of his tribe as in Cub Scouting to become a Bobcat, our boys must learn the Law of the Pack. Please light the candle representing Bobcat.

When Akela was of Bobcat age he was taken on short trips into the forest by his father to become acquainted with the animals. From the wolf he learned the language of the ground, the tracks and ways to food. Much the same as Akela, our Cubs worked and learned to receive the Wolf badge. Please light the candle representing Wolf.

Later Akela learned from the big kindly bear the secret names of trees and from other friends the call of birds and the language of the air. Just as Akela learned new things that required a little more skill, so too do our Cubs earn their Bear badge. Please light the candle representing the rank of Bear.

From his father, Arrow of Light, Akela learned the speech and calls of the Webelos tribe and he was admitted into the lower ranks of the young braves, a Webelos Scout. Please light the candle representing Webelos.

Now as we look back down our Cub Scout trail we see how bright the pathway is. You light the pathway through Cub Scouting by doing your best, and giving goodwill. I am happy to present your parents with the Arrow of Light award to give to you because without their help you could not have advanced thus far on the Cub Scout trail. To you, I present the miniature Arrow of Light pins to give to your parents to signify their help to you.

Congratulations, (name), may you soon know the adventure of a Boy Scout.

ARROW OF LIGHT

CUBMASTER: Would the Den Chief please escort the following Webelos Scouts and their parents forward _____.

WEBELOS
LEADER:

These Webelos Scouts have earned the Cub Scouts highest rank, the Arrow of Light. The only award earned in Cub Scouts that he may wear on his Boy Scout uniform. The Arrow of Light award has a special meaning. Across the top of the badge is the Indian sign for the sun. There are seven rays, one for each day of the week. They remind the Webelos Scout to do his best every day. Below the sign of the sun is the arrow, which in doing your best will lead you into Scouting.

Here is your Arrow of Light badge which is worn at the top of your left pocket flap. This miniature of your Arrow of Light you will pin on your Mother.

I congratulate you Webelos Scout _____.

ARROW OF LIGHT

Tonight I have the honor of presenting the Arrow of Light to one of our Webelos Scouts. Would (name) and his parents please come forward. To receive this award, a Webelos Scout must have passed the following requirements: been active in the Webelos den for 6 months, have earned the Webelos badge, know the Scout Promise and the Scout Law, give and know the meaning of the Scout Motto, slogan, sign, salute and handshake, know the hurry cases in first aid, have earned a total of seven activity badges, have visited a troop meeting with his den, attended a Scout outdoor activity, participated in a father-son overnight or day hike and attended another troop meeting but this time with his parents.

Will you now light the awards board in the order of which you have progressed along the Cub Scout trail. From Bobcat to Webelos. Now we come to the highest award, the Arrow of Light, which you, with the help of your parents, have obtained. So it gives me great pleasure in giving this award to your parents to present to you.

Because your parents have helped you along the Cub Scouts trail, here are the miniature Arrow of Light pins for you to present to them.

I salute you, (name), as a Webelos Scout. You will soon know the adventure of a Boy Scout.

ARROW OF LIGHT

Tonight we are honoring one of our Webelos Scouts who has completed the requirements for Cub Scouting's highest award - the Arrow of Light. Would (name) and his parents please come forward.

Webelos means "We'll be loyal Scouts". Loyalty is one of the important things a Cub Scout stands for. He is loyal to his God, his country and his home.

You were guided in your progress through Cub Scouting's ranks by the Arrow of Light, which is the Webelos emblem. Let this Arrow of Light continue to guide your way as you move onward and upward along the Scout trail. (Give parents the award to present to their son. Give the Webelos the miniature pins to present to his parents. Congratulate him.)

ARROW OF LIGHT CEREMONY

EQUIPMENT: Webelos Standard, badge, certificate, pin, candles, holders, matches, extinguisher.

DEN CHIEF: Let us make the Living Circle. (Explain. All boys, Leader and parents make circle around Standard.)

The Living Circle reminds us of the fine friendships we make in Cub Scouting and that we and all other Cub Scouts are linked as members of the tribe of the Webelos.

LEADER: What is the inner meaning of Webelos?

A/L CAND.: (Light 3 candles.) We'll be Loyal Scouts -- to our country (blue), our home (red), and to God (white).

LEADER: As we look down our Cub Scout trail -- the trail to Good Citizenship, we see how bright the pathway is. Bright because you Cub Scouts have helped make it so. You light the pathway through Cub Scouting by doing your best, being true, and giving goodwill.

You have achieved ranks of Bobcat, Wolf, and Bear. As you proceed along the Scout trail in Webelos, the Arrow of Light points the way to even greater achievement and maturity in the Scouting program.

(name), you have come as a candidate for the Arrow of Light. What is the Scout sign and what does it mean? (Response: Duty to God and country, duty to others, and duty to myself, and the tie that binds all Scouts together.)

Yes, in order to earn the Arrow of Light you have had to show that you know what it means to do your duty to God and country, your duty to others, and your duty to yourself.

Would you please present this pin to your mother for her help.

This badge you may wear on your uniform, centered on the flap of your left shirt pocket. Later, as a Boy Scout, you may wear it on your Scout uniform, too.

Congratulations! (Scout handshake)

DEN CHIEF: Congratulations! (Scout handshake)

(Extinguish candles - in order; blue, red, white.)

The flames have been extinguished and the smoke rises; but that which these flames symbolized remains with us always headed by our LOVE for GOD.

WHAT IS HE ?

He comes in many sizes, shapes, and colors.

His first purpose in life seems to be to outgrow his clothes,

He likes dirt, rocks, snakes, trees, noise, campfires, swimming, and being outdoors.

He doesn't care much for rainy weather, washing dishes, taking baths, or girls.

Who is he?

He's a Boy.....HE IS A CUB SCOUT!!!

We cannot form him, his parents have done that. But we will make our mark on this block of clay. We will make our mark on him. And as it hardens and as he grows older, the clay may change its form and he may change his shape, but the mark we make on it---the mark on him will never, never be erased.

ARROW

GRADUATION INTO BOY SCOUTS

Select an arrow at least 23 inches long.

Paint according to illustration and boys awards during his tenure in the pack.

This symbolic arrow and its presentation may be incorporated in the ceremony in a number of ways. The "Twin Archers" ceremony in the "Staging Den and Pack Ceremonies" book is the most fitting.

Following in an outline of an Arrow of Light and graduation ceremony .

Webelos Leader: Talks to parent and Pack. Tells them something about each boy and thanks them.

Akela: Introduces the medicine man.

Medicine Man: Asks Webelos Scouts and parents to come forward.

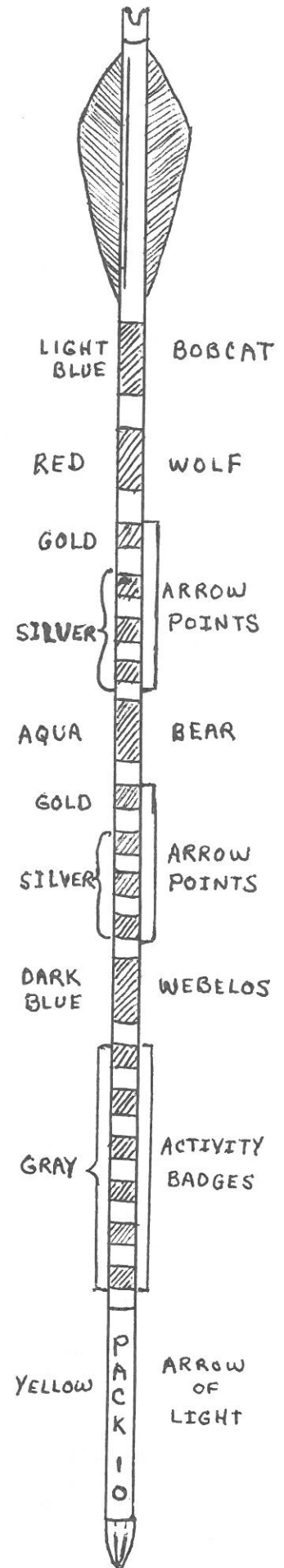
Akela: Calls the archer forward to shoot each boy's arrow into a target as his name is announced.
(Arrows could be placed in a target beforehand, if an archer is not available.)

Medicine Man: Retrieves arrows (if arrows are shot) and stand near Akela.

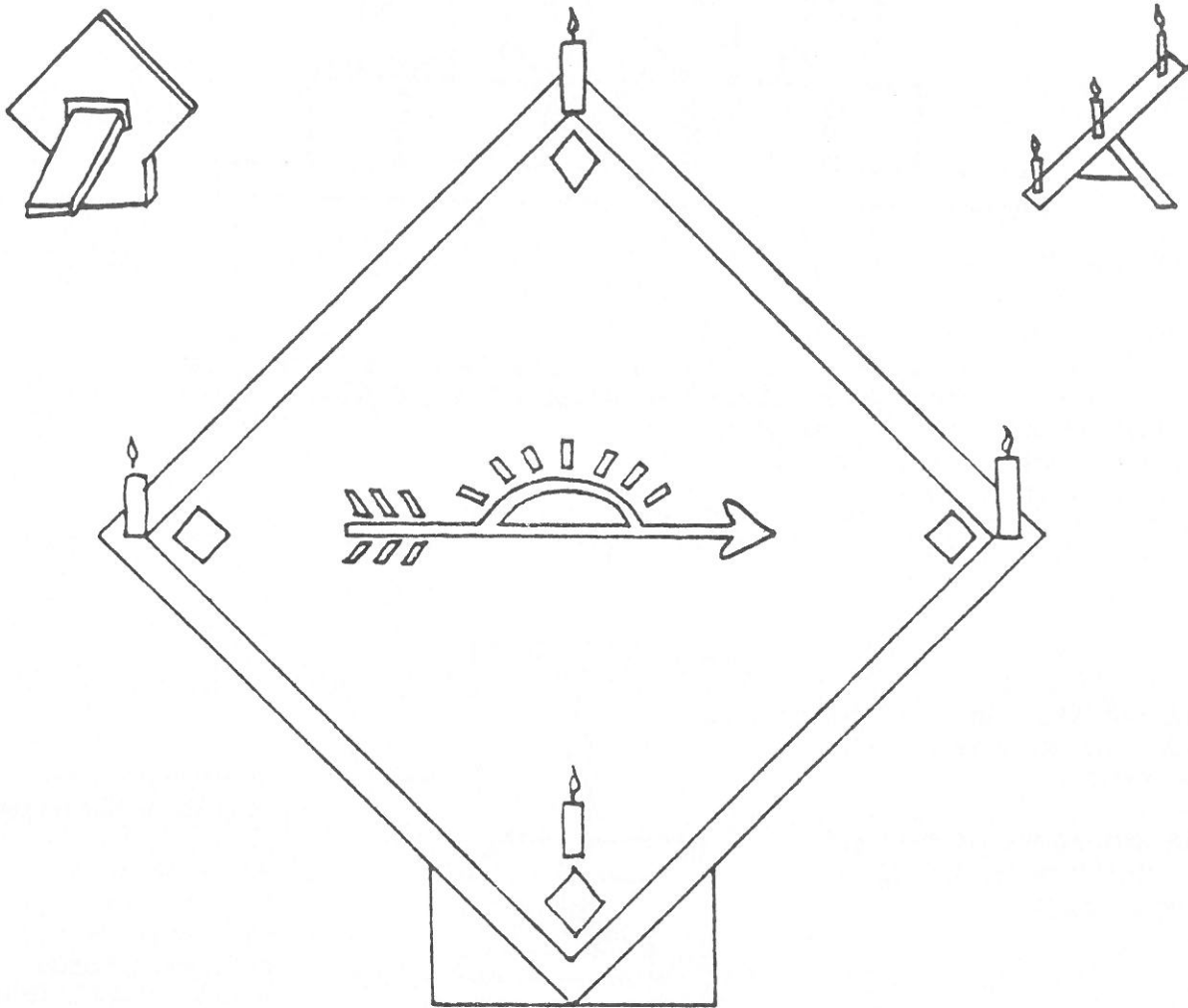
Akela: Presents arrows, Arrow of Light awards and certificates to boys and parents.

Den Chief: Leads Webelos and parents across bridge (or to Scoutmaster).

Scoutmaster: Welcomes his new Scouts. The various troop policies will dictate what the Scoutmaster presents or says to the Scouts.



ALL RANKS CEREMONIAL BOARD



Dimensions: 14 inches x 14 inches x 1 inch

Color of board: Enameled blue, Golden yellow border $\frac{1}{2}$ inch. Entire board varnished to protect from candle drip.

Color of Webeles Insignia: Same as the embroidered badge - golden yellow.

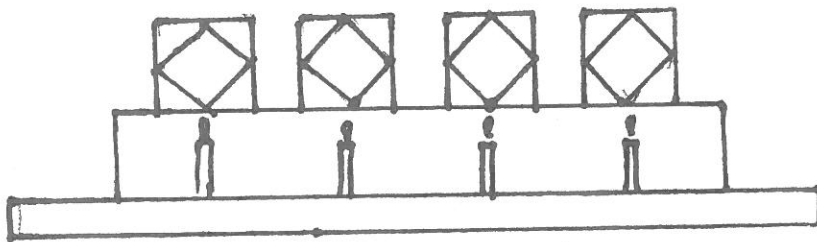
Wolf, Bear, Bobcat, Webeles Insignia: Glue the actual embroidered badge to the board in the places indicated.

Candle holes: Drill holes at 45 degree angle. Size to fit base of candles.

Hinged stand: Use a 10 inch long board about 6 inches wide and 1 inch thick.

Attach to the back of the board with a hinge that will open to 90 degrees - or use a cord to hold the stand open to a 90 degree angle.

RANK BOARD



Dimensions: Base - 26" x 5" x 1"
 Riser- 2" x 4", on edge, centered on base
 Insignia Blocks - 4" x 2" x 1" (4)

Stain or paint, as desired.
 Attach insignia ranks to blocks.
 four candles needed.

CEREMONY TOTEM

Cut out the ranks in the cartons
 and glue cartons together
 as shown.

Cut out backs of cartons
 so they may be opened to
 insert lights.

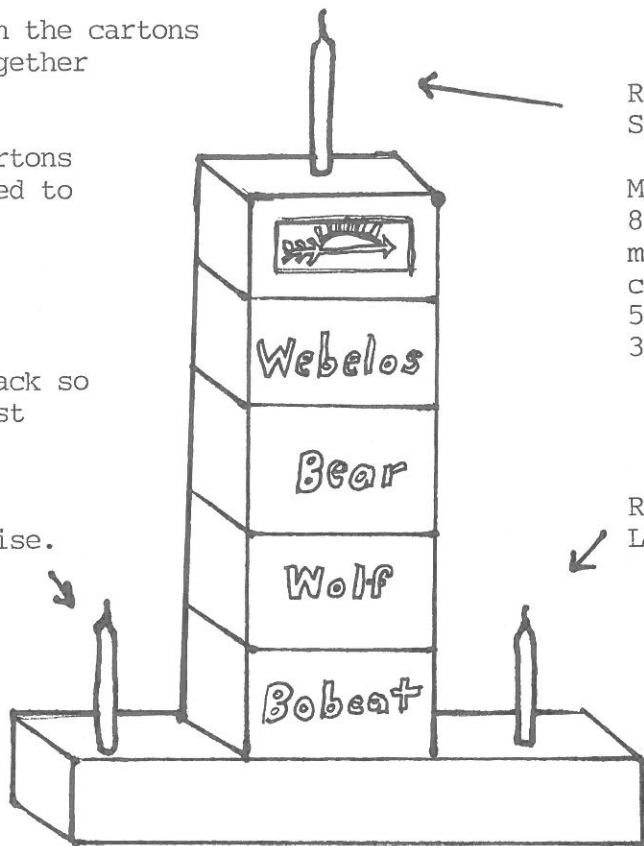
Paint totem flat black so
 it will remain almost
 invisible.

Represents the
 Cub Scout Promise.

Represents the
 Spirit of Scouting

Materials:
 8 ½ gal. or 1 gal.
 milk cartons (or
 cardboard boxes)
 5 small flashlights
 3 candles

Represents the
 Law of the Pack.



CLOSING CEREMONIES

OPENING OR CLOSING CEREMONY

- Arrangements: 8 Cubs and Den Chief line up facing audience; Cubs carry cards spelling out the words, CUB SCOUT.
- 1ST CUB: C is for Comradeship; we learn to get along.
- 2ND CUB: U is for Unity; together we are strong.
- 3RD CUB: B is for Boy; wild and woolly - but nice.
- 4TH CUB: S is for Socials; you needn't ask us twice.
- 5TH CUB: C is for Courtesy; of which we all know.
- 6TH CUB: O is for Outings; we're rarin' to go.
- 7TH CUB: U is for Universal; Scouts are known in every land.
- 8TH CUB: T is for Teamwork; we'll lend you a hand.
- DEN CHIEF: Please stand and join us in the Cub Scout Promise.

THE AMERICAN CREED

(This could be used as an opening or a closing)

The American Creed was written by William Tyler Page and was adopted by an Act of Congress, April 6, 1918.

I believe in the United States of America, as a government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign nation of many sovereign states; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes.

I, therefore, believe it is my duty to my country to love it, to support its Constitution, to obey its laws, to respect its flag, and to defend it against all enemies.

A STORY

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's 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.

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. And 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.

Putting all of these letters together you have Purpose which is what Cub Scouting is, as we guide them down life's way.

Cubmaster: We all should remember that Cub Scouting is a program to give to boys and that all of these things that make up the word PURPOSE can only be achieved with the help of the parents. They will need your support and understanding.

CLOSING CEREMONY - GENIUS THEME

- 1ST CUB: Everyone cannot be brilliant, everyone cannot be smart, I may not be a genius, but I can build a neat go-cart.
- 2ND CUB: I can dam a stream with boulders, I can climb trees to the top,
I can run for blocks and never stop.
- 3RD CUB: I can't solve a chemical equation or lecture on Newton's law,
But I can make a peanut butter sandwich that will really make you drool.
- 4TH CUB: I don't know much about flowers, but the smell of them is a joy,
I don't think I'm a failure. I'm a genius at being a boy.

CLOSING THOUGHT - PATRIOTIC

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?

CLOSING CEREMONY

CITIZENSHIP PLEDGE:

DEN CHIEF: All Cub Scouts please stand and repeat the following pledge with me.

CUB SCOUTS: 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 members of the Scouting team.

PACK CLOSING

I asked myself a question today: "What does it mean to be an American?" There were several answers and they were all good. Being an American means I have a multitude of freedoms:

Freedom to think and to say what I think - - - -

Freedom to Worship - - - -

Freedom to move about - - - -

Freedom to try, and freedom to fail - - - -

Freedom to stand up straight and look the World in the eye - - - -

These freedoms were not of my doing. They were here long before I was born. My forefathers, and yours, fought to win them. I have four guarantees they will remain: THE DECLARATION OF INDEPENDENCE, THE CONSTITUTION, MY FELLOW AMERICANS AND MYSELF. No man could ask for more.

CLOSING CAMPFIRE CEREMONY

The light of day has left us. Our campfire burns low. A good day of Scouting done, we can sit back and consider our rewards. The whole of nature surrounds us: towering trees, running water, green grass, hills and valleys, the animals of the forest and field, the stars, and especially good friends. Our fire still warms us against the chill night air. The fire focuses our attention, embers glowing, giving a soft light to silhouettes moving slowly around the camp. We treasure these friendly hours of team work, as we become a close knit Scouting family. While the fire becomes only ashes, only a memory, our friendship, and our Scouting traditions go on forever.

INDIAN CLOSING CEREMONY

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

CLOSING THOUGHT

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

CUB SCOUT INDIAN PRAYER CLOSING CEREMONY

Morning Star, wake us, filled with joy,
To new days of growing to man from boy.
Sun, with your power, give us light
That we can tell wrong and do what's right.
South wind, we ask, in your gentle way
Blow us the willingness to obey.
North wind, we ask, live up to thy name,
Send us the strength to always be game.
East wind, we ask, with your breath so snappy,
Fill us with knowledge of how to be happy.
West wind, we ask, blow all that is fair,
To us, that we may always be square.
Moon, that fill the night with red light,
Guard us well while we sleep in the night.
Akela, please guide us in every way;
We'll follow your trail in work or play.

THE VALUE OF A BADGE

(closing thought)

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.

THIS DOOR

As we close this time together, let's look at this door: (have an actual door, a picture of a door, with a spot light on the door).

NARRATOR

This door-- can let people in--it can keep people out--this door

This door--could be church, a school, a home or it could be a dirty cellar, an abandoned building or a reformatory--this door

This door--could be opened to more boys in existing packs or it could be slammed in their faces--this door

This door--could carry a welcome sign or be quarantined, full house, keep out--this door

This door--can be open into the warm light of a training session or it can be kept locked and dark--this door

This door--for a boy could open to a great wide wonderful world. It could open to a jail--this door

Watch the boys--7, 8, 9, 10 years of age as they come up to this door

The happy, the carefree, the troubled, the crippled, the lame, the blind, the deaf, the dumb, the black, the white, the red, the yellow.....

Every single boy

This door opens to only one of every three

Two boys are turned away.

Away from the door that opens to adventure, to wholesome fun, to an understanding of God, an appreciation of and love for their country....

Doors

Must be opened for boys

Boys will seldom go up and knock on the door.

They do hang around outside and wait to be invited in.

What boys do and what boys think cannot be left to chance.

Open that door to just one more.

Open that door to just one more.

Open that door to just one more.

CLOSING THOUGHT

One of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout motto. As a member of Pack _____, I hope you will put forth your best effort for the good of your Den and for yourself.

CLOSING CEREMONY

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.

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

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

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

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

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

6TH CUB: 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 CEREMONY

PERSONNEL: 7 Cub Scouts

EQUIPMENT: Sayings written on cards so Cubs can read their part and the "special" closing signs. (read on!!)

1st Cub: You've seen our meeting tonight in fun did not lack.

2nd Cub: Because in teamwork we were not slack.

3rd Cub: To get a family involved, Cub Scouting has a knack.

4th Cub: And each of you as a part of our Pack,

5th Cub: Can help our program be sharp as a tack.

6th Cub: By doing your share and not be caught slack,

7th Cub: So next month, one and all, we'll look for you to come back.

As soon as last boy has finished, all together the boys turn with their backs to the audience and expose signs hung on their back which spell out the following message. "SEE YOU NEXT MONTH, SAME TIME, SAME PLACE" or "WE NEED YOU IN THE ACT, ATTEND PACK MEETINGS" or any desired message you wish to leave with the audience.

THOUGHTS TO PONDER

MY MOM

Bah! Women! They're weak an' skinny
They can't jump a barrel or even shinny
A ten-foot pole or climb a tree
I used to think - but golly gee
You should see the lady that all Cubs know -
Well, gosh she's super swell.
She goes on hikes and climbs fences.
And knows stuff by feel and smell.
When we go to her house, we have the best of fun
At makin' things and doin' stuff
Why, she's the very one
Who sends cards when one of us gets the measles
And has parties now and then;
Seems funny how she can make such gooey cakes
And still do things like men.
Sometimes, I feel 'shamed of myself
For wreckin' her house so much
But she just says "Forget it,"
"Twill be fixed by the old broom's touch"
This lady that I'm talkin' about
Is MY MOM, but listen, brother,
If all you guys had moms like mine,
There'd be a "gob" of swell Den Mothers!

TAKE TIME

Take Time TO THINK
It is the source of power.

Take Time TO PLAY
It is the secret of perpetual youth.

Take Time TO READ
It is the fountain of wisdom.

Take Time TO PRAY
It is the greatest power on earth.

Take Time TO LOVE and TO BE LOVED
It is a God-given privilege.

Take Time TO BE FRIENDLY
It is the road to happiness.

Take Time TO LAUGH
It is the music of the soul.

Take Time TO GIVE

It is too short a day to be selfish.

Take Time TO WORK

It is the price of success.

THE SCOUTER

He hasn't much in worldly goods,
Yet he's richer than you know,
For he's chosen to be a Scouter,
And his spirits are aglow.
He's just a Scouter, nothing more,
But he molds the lives of boys,
He teaches them how to do their best,
And he shares their many joys.
They work on badges, go on hikes,
Share campfires in the night,
They practice skills and follow laws,
And learn to do things right.
He watches them grow from boys to men,
And it makes it all worthwhile,
When they turn to him and say, "Gee, Thanks,"
And their faces wear a golden smile.

A DEN OF SIX

Six pair of eyes - brown, gray and blue;
Six tousled heads of varied hue,
Six appetites so sharp and keen,
Six growing boys, short, tall and lean.
Six voices making walls resound,
Six little bodies hopping around,
Six busy nimble pairs of hands,
Six eager minds respect commands.
Six citizens of a future date,
Six guarantees we're going straight.
Put together - what have we then?
A priceless venture - you have a den!

A CUB MOTHER'S PRAYER

He's just a little laddie, God,
This blue-eyed Cub o'mine,
Take Thou his hand along the way,
Help him "To help others" and "To obey".

Bless all these busy Cubs, dear God!
Grant they true Cubs may be -
For if they follow all Cub rules,
They won't stray far from Thee.
Bless all, dear God, who guide them,
Crown each effort, noble true -
Sustain the good Cub mothers,
They need Thy blessings, too!

THE LITTLE CHAP WHO FOLLOWS ME

A careful man I want to be.
A little fellow follows me.
I do not dare to go astray
For fear he'll go the self-same way.
I cannot once escape his eyes.
What e'er he sees me do he tries.
Like me he says he's going to be
That little chap who follows me.
I must remember as I go
Through summer suns and winter snows,
I am building for the years to be
That little chap who follows me.

LEADERS' SOLILOQUY

That no household task was left undone
In my home, I will not say.
Dust feathers are under the bed,
But I was building tomorrow today.
I went with my boys on a nature hike
In a woodland beside a stream.
We saw spring stretch and yawn an grow,
Awakening from winter's dream.
We talked together and laughed together,
We saw the robin's return.
We cooked together and ate together
And watched the campfire burn.
Yes, a household chore was left undone
In my house just over the way;
But I've been busy, as busy can be,
Building tomorrow today.

A DEN LEADER'S DISCOVERY

I was sure they wouldn't ask me;
I knew I couldn't serve.
I didn't know the books or boys;
I didn't have the nerve.

Then my 9 year old said "Mama,
Won't you take my den this year?
They can't find anybody else,
Though they've looked far and near"
I took my training and waited
For those unknown Cubs to come.
I shook and worried and fretted;
And hoped to protect my home.
They seemed to delight
In breaking every rule.
Then somehow or another each boy
Made a home within my heart.
The Promise and the Living Circle
Is a memory apart.
I found they weren't small devils
Overflowing in my cup.
It's just that an 8 year old needs horns
To hold his HALO up.

A FRIEND

A friend is:
A push when you've stopped,
A word when you're lonely,
A guide when you're searching,
A smile when you're sad,
A song when you're glad.

REMEMBER

What I hear I forget
What I see I remember
What I do I understand

Great minds discuss ideas
Average minds discuss events
Small minds discuss people.

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.

RECIPE FOR DEN LEADERS

Take one container, any size,
(Den Leaders come in every size and shape)

Into the container put:

Lot of love
Plenty of energy
Large helpings of patience
King size sense of humor
Two extra hands and a Den Leader's uniform

Season well with training sessions, Pow Wows, Roundtables,
Pack leaders meetings, and Cub Scout Program helps.

Add one Den Chief and a dash of nonsense.

No need to mix. The den will keep it stirred up.

Garnish with hammer, nails, bandages, glue,
scissors, and plastic bottles.

Serves eight boys well.

Note: Will last indefinitely if glazed occasionally with kind words and "Thank you's"
from Parents, Cubs and Cubmaster.

A CUB SCOUT'S THANKSGIVING

O, Heavenly Father, we ask for your blessing
For loved ones and friends that are near.
We ask you for food and for love and for life
And the spirit of Scouting that's here.
We thank you for leaders who care about boys,
Who give us their time - - that's better than toys.
We thank you for dads who help us learn right,
For moms who sew on badges at night.
For all this, thank you, dear Lord, up above,
For being in Scouting is something we love.

THE INDISPENSABLE MAN

Sometimes when you are feeling important
Sometimes when your ego's in bloom
Sometimes when you take it for granted
You're the best qualified man in the room.

Sometimes when you feel that your going
Would leave an unfillable hole
Just follow this simple instruction
And see how it humbles your soul.

Take a bucket and fill it with water
Put your hand in it to the wrist
Pull it out and the hole that remains
Is the measure of how you will be missed.

You may splash all you please when you enter
You may stir up the water galore
But stop, and you will find in a minute
That it looks just the same as before.

The moral in this is quite simple
Do just the best that you can
Be proud of yourself, but remember
There's no indispensable man.

THE VALUE OF A SMILE

It costs nothing, but creates much
By enriching those who receive, without
Impoverishing those who give.
It happens in a flash, but the memory
lasts sometimes forever.
None are so rich that they can get along
without it and none are so poor but
are richer for its benefits.
It creates happiness in the home, fosters goodwill
in a business and is the countersign of friends.
It means rest to the weary, daylight to the
discouraged, sunshine to the sad and nature's
best cure for trouble.
Yet it cannot be bought, begged, borrowed, or stolen
for it is something that is no earthly good to
anybody till it is given away.
And if it ever happens that one of your friends be too
tired to give you a smile, may I ask you to
leave one of yours.
For nobody needs a smile so much as those
who have none left to give.

THE DIFFERENCE IN A BOY

When you read about delinquents in the paper everyday
And the "generation hopeless" - or as the oldsters say -
You look about and wonder and you think you ought to shout;
Doesn't anybody notice the difference in a Scout?

When you hear about a youngster who doesn't have the stuff
To make the right decisions when the going gets too rough;
When his friends are not the right kind and trouble hangs about,
Doesn't anybody notice all the difference in a Scout?

When you learn about our heroes in space and government,
And you read in Scouting magazines of time in Scouting spent
When you hear of their accomplishments there isn't any doubt -
We can all be mighty thankful for that difference in a Scout.

CUB SCOUT PRAYER

O, Lord that I will do my best
I come to Thee in prayer.
Help me to help others every day
And teach me to be square.
To honor Mother and Father
And to obey the Cub Scout Law, too.
This I ask that I may be
A loyal Cub Scout true. Amen

CUB PARENT'S PRAYER

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

THE SCOUTER'S DILEMMA

I love my children, I'm telling you
And I know there's a lot of work to do
In Scouts and Brownies and PTA
But frankly, I just can't get away.

At the end of a day, I'm tired you know.
Just want to go out and see a show
Or watch TV or play some bridge
Just so darned tired to mess with kids.

And speaking of kids, you know that crime
Is on the increase all the time?
They ought to do something maybe at school
To teach the kids to respect the rules.

Or perhaps the church should do more good
and teach them to act the way they should.
I can't understand why they get that way
Something's wrong somewhere I venture to say.

I send my kids to Scouts and such
But it really doesn't help too much!
They don't appreciate good things at all.
I used to be a Scout when I was small.

They need more volunteers you say
Must be plenty around - must be some way
To interest parents in worthwhile work
That's something no one has a right to shirk.

Well, I hope they find someone, I'm telling you
My kids need a leader to look up to,
They need someone to direct their play,
It's really a shame I can't get away.

Anonymous

WHO'S WHO

Who tracks my rugs full of mud, crud and snow,
Then gives me a "Hi There" that makes my heart glow?

Who flops on my couch and kicks at my chairs,
But when baby's asleep, tiptoes - - - sh-h-h down the stairs?

Who wears his uniform wrong in ways hard to believe,
But when saluting the flag wears his heart on his sleeve?

Who snitches the last cookie and eats the last crumb,
And then asks me brightly, "Oh, did you really want some?"

Who tells me old riddles I've heard since a child,
Then rolls on the rug like a clown that's gone wild?

Who makes toys for the orphans and gifts for his mom,
And never gets that desired tom-tom?

Who divots my lawn, but loves to plant trees,
Makes great flowers from Kleenex, but doesn't use them to sneeze?

Who whines and complains that we never do nuttin',
But has arrow points down to his very last button?

Who knows every rule, and when we goof how it frets him,
But who is the guy that always forgets 'em?

Who has creases and starch and his hair slicked to the roots,
But walks into pack meeting in red cowboy boots?

Who jaws are a-flapping when I'm instructing a bit,
But freezes on cue when our den has a skit?

Who pops up with answers as wise as Aristotle,
And would go to the moon in a jazzed-up bleach bottle?

Who would build a new world without plans, without tools,
Using a tin can, chicken pie plates, and empty spools?

Who can scrounge up the plywood, copper wire, gold paint,
When everyone I ask says, "No Ma'm, there just ain't"?

Who will dissect a frog, or lasso a moose,
But runs home to Mom when that first tooth is loose?

Who's a pain in the neck, but a real thoughtful guy,
A mean little runt, but a growing up guy?

A bubble-gum popper, a soldier so tall,
A pusher and shover, a helper on call?

A noisy little monkey, but so hushed when he pledges:
Says he's too busy for others, but when asked, never hedges?

A herd of wild horses, who are growing me old?
Of course, it's my cub scouts, who wear blue and gold.

You don't hear of men, 8, 9 and 10
But I'll have you know - they're all in my den.

A BOY'S EYES

I'd like to be a Cub Scout
 (His eyes were deepest blue)
I'd like to learn, and play, and build,
 Like bob and Andy do.

I know how to use a hammer,
 I can drive a nail if I try.
I'm seven years old, I'm big and strong
 And hardly ever cry.

I gave him the application
 And parent participation sheet.
(His eyes were filled with sunshine
 As he left on dancing feet.)

Next day, my friend was back again.
 A dejected little lad.
I guess I'll skip the Cub Scouts.
 (His eyes were dark and sad.)

My Mom is awful busy,
 She has lots of friends, you see,
She'd never have time for a den,
 She hardly has for me.

And Dad is always working
 He's hardly ever there.
To give him any more to do
 Just wouldn't be quite fair.

He handed back the papers
 With the dignity of seven years,
And smiling bravely left me
 (His eyes were filled with tears.)

Do you see your own boy's eyes
 As other people may?
How he looks when you're too busy
 Or "just haven't time today?"

A boy is such a special gift
 Why won't you realize,
It only takes a little time,
 To put sunshine in his eyes.

THINGS TO TEACH BOYS

A sense of appreciation. To be grateful, not just for the material things in life, but for life itself.

Plain old-fashioned curiosity. The more curious a boy is, the more eager he will be to learn.

The glue of persistence. If you can slowly build in a boy the feeling that he can cope with any problem, within reason, then he'll be willing to stick to it longer without getting discouraged.

Live and let live. You don't have to teach a boy tolerance. It's already there. Just try not to teach him intolerance.

Love of country. A person can be strongly patriotic and still want to see the world more united than it is today.

A sense of humor. The Bible says: "a merry heart doeth good like a medicine". Everyone needs a dose.

Respect. Help a boy recognize that there are values outside himself that are just as important as his own ambitions, hopes and desires.

Reverence. Teach him respect for and obedience to our Creator.

If parents and leaders can get these concepts across to a boy before his personality sets like cement, then we will have done the job we were put here to do.

A PIECE OF CLAY

I took a piece of plastic clay, and idly fashioned it one day,
And as my fingers pressed it still, it moved and yielded to my will.

I came again when days were passed, the bit of clay was hard at last.
The form I gave it still it bore, but I could change it nevermore.

I took a piece of living clay and gently formed it day by day,
And molded it with power and art: a young child's soft and yielding heart.

I came again when years were gone. It was a man I looked upon
He still the early impress wore, and I could change him nevermore.

MEMO FROM A CUB

I am small and I feel small a lot.

Help me feel "big" by respecting me as a person.

I remember promises.

I feel let down when you break them.

I get confused when you are inconsistent.

Sometimes I need to learn things the hard way.

Don't "protect" me too much.

I have real fears. They are not silly.

You can reassure me if you try to understand.

I love to experiment. It helps me to mature.

So please allow me some freedom to "do my thing".

Remember I grow up quickly.

I know it is hard to keep up with me. Please keep trying.

I come in assorted sizes, weights, and colors.

Please don't expect me to act the same as someone else.

Don't take too much notice of my small ailments.

Sometimes they get me the attention I need.

I thrive on lots of understanding love, but I don't have to tell you that.

You are my Den Leader.....that says it all.

INDIVIDUALS

Each boy is an individual with his own talents and interests. Some boys may have no trouble assembling handicrafts, others may seem all thumbs. When a boy is having a hard time, resist the urge to say, "See, this is easy". Easy for you may be impossible for him, and if you say it's easy and he still can't do it, his confidence will be destroyed. Tell him "I know it's hard but maybe I can help". Then, even if he still does a poor job, he's proud of doing a job that even his den leader said was hard to do.

IT COULDN'T BE DONE

Somebody said that it couldn't be done,
But he with a chuckle replied
That maybe it couldn't, but he would be one
Who wouldn't say so till he'd tried.
So he buckled right in with the trace of a grin
On his face; if he worried, he hid it.
He started to sing as he tackled the thing
That couldn't be done, and he did it.

Somebody scoffed: "Oh, you'll never do that;
At least, no on ever has done it."
But he took off his coat and he took off his hat,
And the first thing he knew he'd begun it.
With the lift of his chin and a bit of a grin,
Without any doubting or "Quiddit",
He started to sing as he tackled the thing
That couldn't be done.....and he did it!

There are thousands to tell you it cannot be done.
There are thousands to prophesy failure;
There are thousands to point out to you, one by one,
The dangers that wait to assail you.
But just buckle in with a bit of a grin,
Just take off your coat and go to it;
Just start to sing as you tackle the thing
That cannot be done and you'll do it.

By Edgar A. Guest

WHICH BONE ARE YOU?

- The Wish Bone: Members who always wish someone else would do the job.
- The Jaw Bone: Members who talk a lot and do nothing but criticize.
- The Knucklebone: Members who are forever knocking the efforts of others.
- The Back Bone: Those old faithful members who are never too busy to undertake a job and complete it, and are ready to serve their families, organization and community.

I'VE SAID YES ONCE TOO OFTEN

Oh, God, I've done it again.
I've said "yes" once too often
and now I'm stuck with this extra job.

How will I manage to accomplish
everything? All these committees,
all these meetings, all these phone
calls?

Right now I don't see where there'll
be enough time in the day (or night).
I don't see where my strength is
coming from.

Only You will help me. You will give me
strength. You will give me the
intelligence to manage.
You, who created time, will even
give me that.

Now let me quietly thank You for
this challenge. If I'm a fool
to take on so much--all right, You,
who make me so, will not leave me
stranded. You will fortify; You
will supply my needs.

Bless the people with whom I'll be
involved. Bless the job I've
undertaken, and I know it will prove
worthy of the efforts I bring to it.

By Marjorie Holmes

Thoughts to ponder ...

When you are lonely, I wish you love.
When you're down, I wish you joy.
When you're troubled, I wish you peace.
When things are complicated, I wish you simple beauty.
When things are chaotic, I wish you inner silence.
When things seem empty, I wish you hope.

ALL I EVER REALLY NEEDED TO KNOW I LEARNED IN KINDERGARTEN

Most of what I really need to know about how to live, and what to do, and how to be, I learned in kindergarten. Wisdom was not at the top of the graduate school mountain but there in the sandbox at nursery school.

These are the things I learned: Share everything. Play fair. Don't hit people. Put things back where you found them. Clean up your own mess. Don't take things that aren't yours. Say you're sorry when you hurt somebody. Wash your hands before you eat. Flush. Warm cookies and cold mild are good for you. Live a balanced life. Learn some and think some and draw and paint and sing and dance and play and work every day some.

Take a nap every afternoon. When you go out into the world, watch for traffic, hold hands and stick together. Be aware of wonder. Remember the little seed in the plastic cup. The roots go down and the plant goes up and nobody really knows why or how, but we are all like that.

Goldfish and hamsters and white mice and even the little seed in the plastic cup—they all die. So do we.

And then remember the book about Dick and Jane and the first word you learned, the biggest word of all: LOOK. Everything you need to know is in there somewhere. The Golden Rule and love and basic sanitation. Ecology and politics and sane living.

Think of what a better world it would be if we all—the whole world— had cookies and milk about 3 o'clock every afternoon and then lay down with our blankets for a nap. Or if we had a basic policy in our nation and other nations to always put things back where we found them and cleaned up our own messes. And it is still true, no matter how old you are, when you go out into the world, it is best to hold hands and stick together.

By Robert Fulghum

Important Words

Six very important words:

I admit I made a mistake.

Five very important words;

You did a good job.

Four very important words:

What is your opinion?

Three very important words:

If you please.

Two very important words:

Thank you.

One very important word:

We.

The least important word : I

When you walk through the woods, I want you to see
The floating gold of a bumble bee,
Rivers of sunlight, pools of shade,
Toadstools sleeping in a mossy jade,
A cobweb net with a catch of dew,
Treetop cones against the azure blue,
Dancing flowers, bright green flies,
Birds to put rain bows in your eyes.

When you walk through the woods, I want you to hear
A million sounds in your little ear,
The scratch and rattle of wind tossed trees,
A rush, as a timid chipmunk flees,
The cry of a hawk from the distant sky,
The purr of leaves when a breeze rolls by,
Brooks that mumble , stones that ring,
And birds to teach your hear to sing.

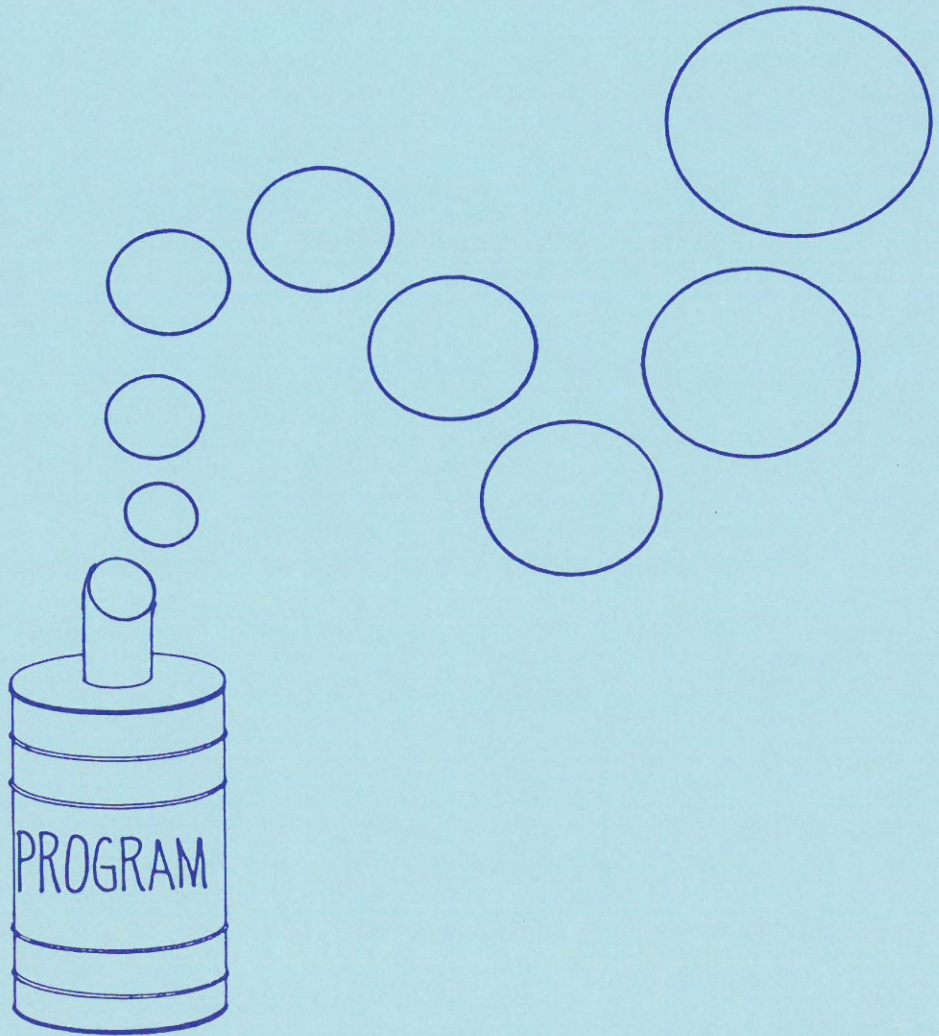
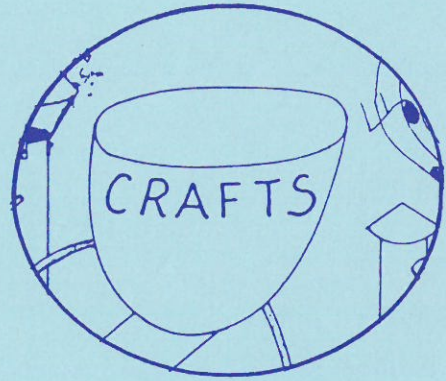
When you walk through the woods, I want you to feel
That no mere man could make this real,
Could paint the throb of a butterfly's wing,
Could teach a woodthruch how to sing,
Could give the wonders of earth and sky,
There's something greater than you and I.
When you walk through the woods and the birches nod,
Son, meet a friend of mine named God.

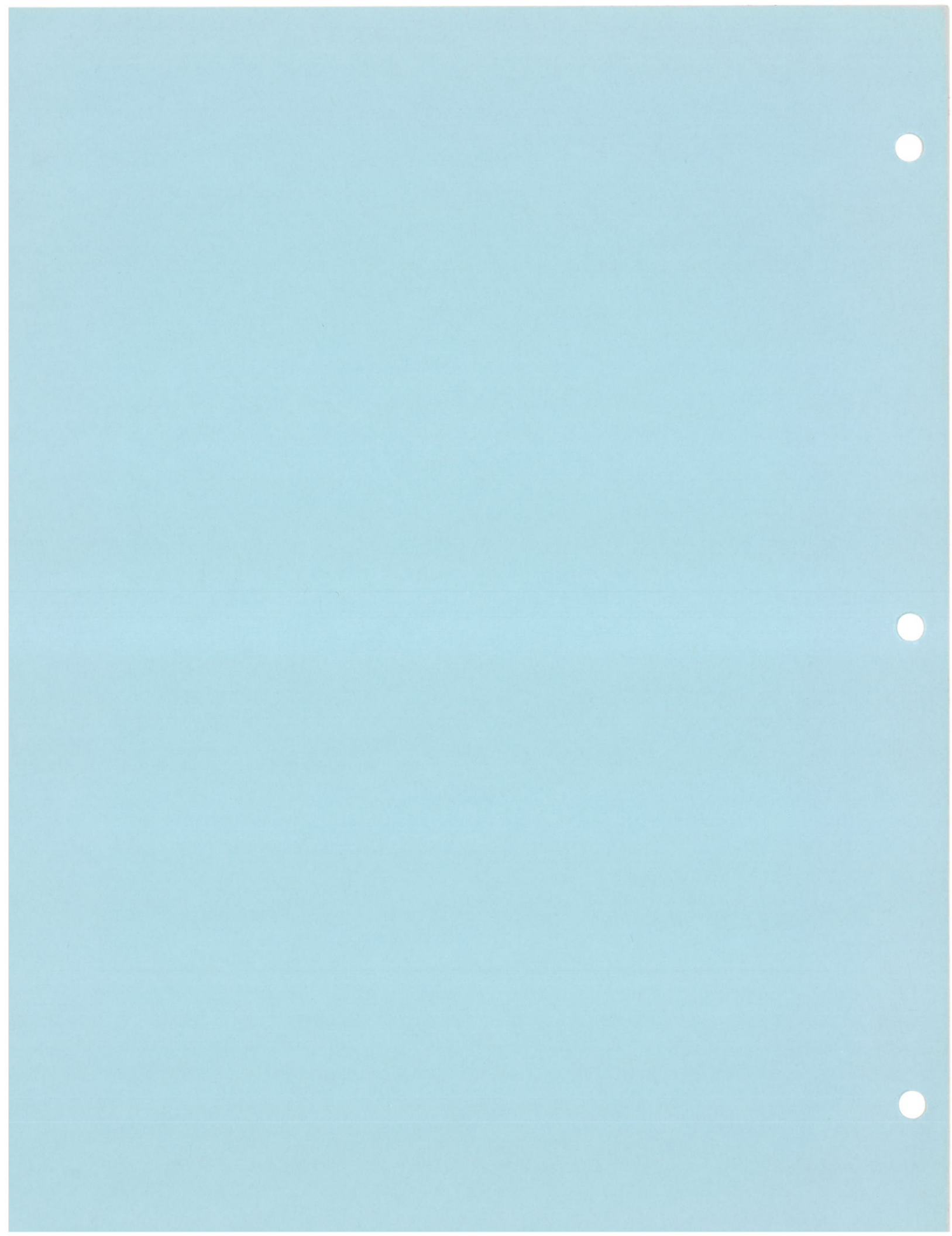
HANDPRINT

(Have the boys in your den make their handprints and add this verse as
a very nice gift.)

Sometimes you get discouraged
Because I am so small
And always leave my finger prints
On furniture and walls.
But every day I'm growing up
And soon I'll be so tall
That all those little hand prints
Will be hard to recall.
So here's a special hand print
Just so that you can say,
This is how my fingers looked
When I placed them here today.

CRAFTS





CRAFTS

FOOD FOR THOUGHT

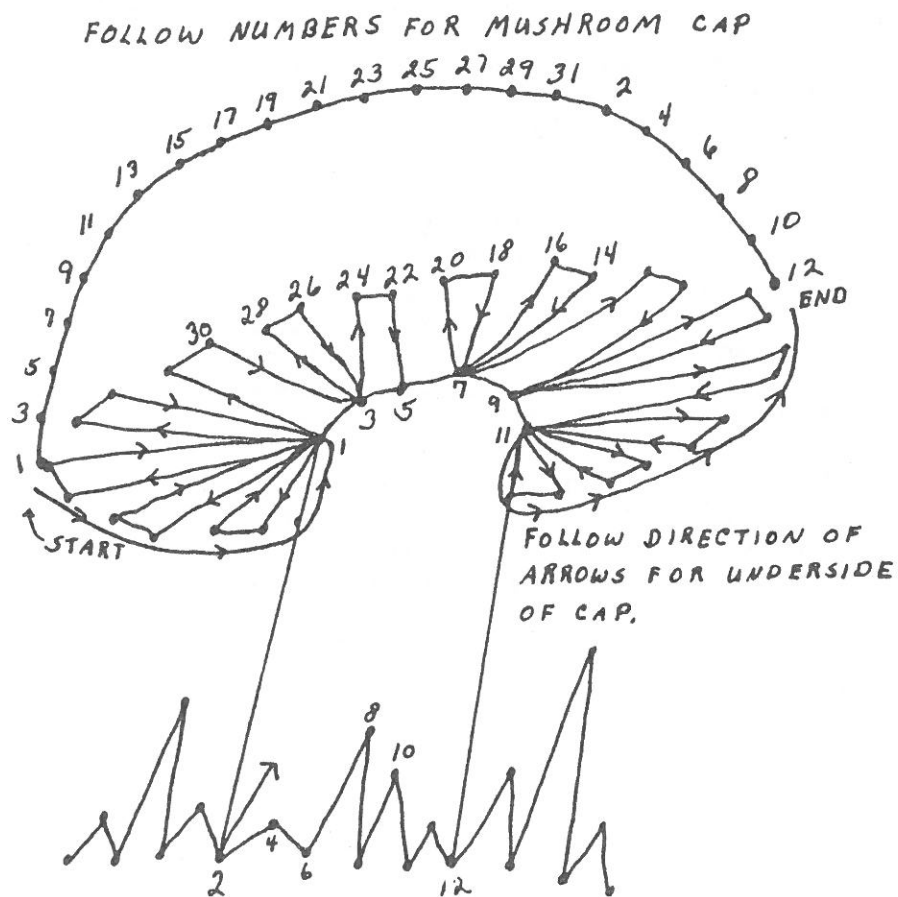
DEN LEADERS -- STOP and think for a minute,
About the things that are fun for boys!
Do they really like to make pretty things,
Or would they rather make and play with toys?
While gathering work for Cub Scouts to do,
Always remember this number one rule,
Boys enjoy making most of all,
The things that require a tool!
Hammers and nails, screwdrivers and saws,
All those tools appeal to them,
Now doesn't that make a lot of sense,
Since they'll grow up to be men!
Of course, at Christmas and Mother's Day,
They could make Mom a gift -- perhaps a shelf,
But throughout the remainder of the year,
They'd rather Mom would make her pretty things herself!
Don't keep having them do kindergarten crafts,
Or shove pretty "girl" crafts down their throats.
Give them plenty of crafts with lots of tools,
And let them create things like boats!
Wood and nails and cans and string,
Hardware and junk and wire,
Things like this they really like,
And of this they never seem to tire.
So you and your girls, make those pretty ideas,
That are floating around in your head,
And let your Cub Scouts enjoy themselves,
Doing boy craft items instead!
So when choosing things for Cub Scouts to do,
Just keep in mind these few small words,
If it's not for the BOYS, dear leader,
Then it's definitely FOR THE BIRDS!!!

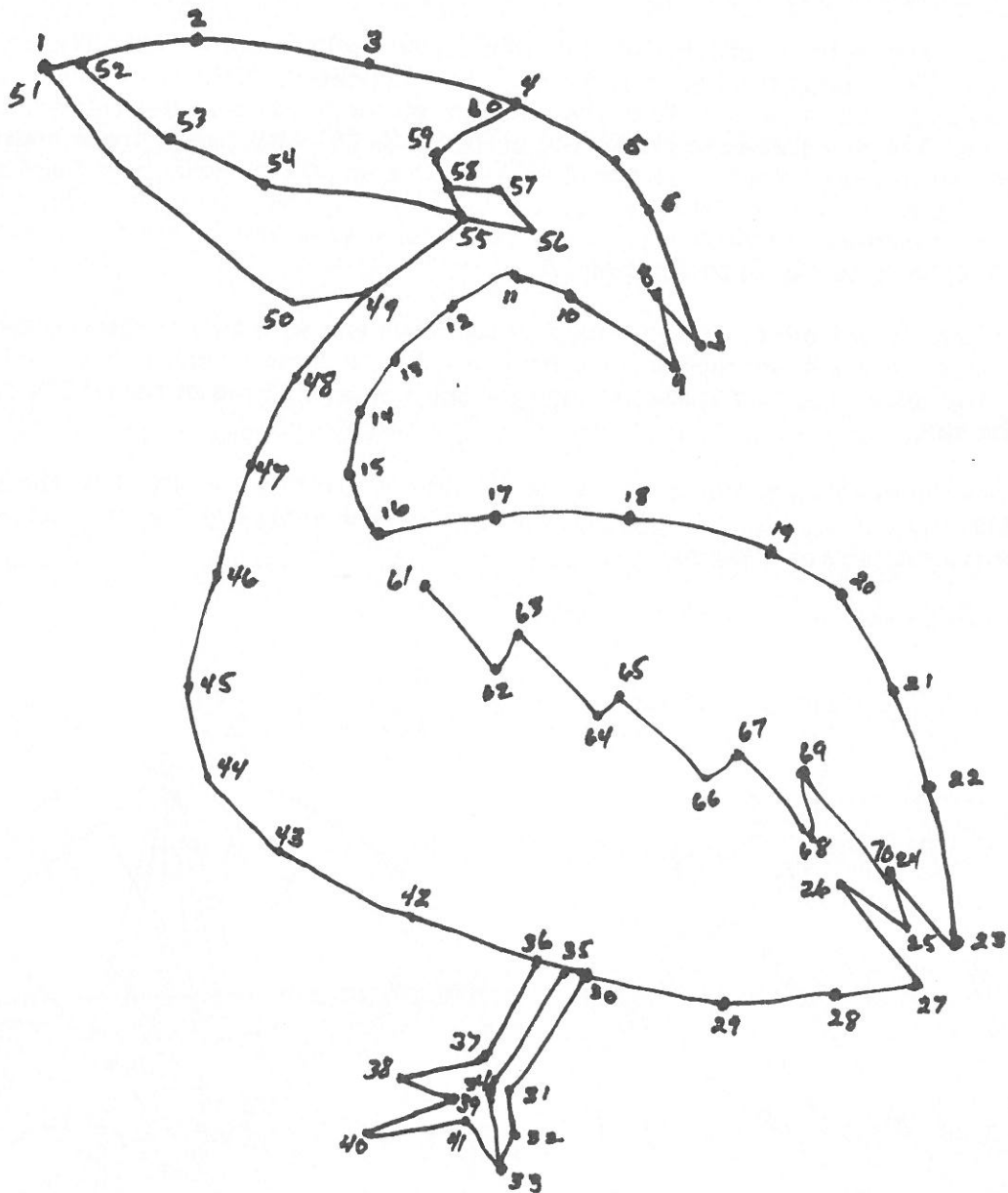
LET'S HAVE A STRING ALONG

These delectable string art plaques were made to order for an inviting kitchen. Each vegetable plaque is made on a 5" plywood square and uses $\frac{1}{2}$ " headless brads and embroidery floss.

Lay tissue paper over the pattern, and trace dots only. Tape tissue to the plywood square. Hammer brads through dots, holding brad with needle-nosed pliers as you hammer. Tear off the tissue. Straighten nails and make them uniform height. If desired, spray paint plywood and nails.

String the plaques in appropriate colors. Tie the embroidery floss on nail number 1 and follow the numbers and continue the stringing order until you tie off at the last nail in the section. Add a dab of glue to each knot, and you'll have finished a string art plaque you can be proud of!





STRING ART STAR

Wood or pressed wood 10" x 12" x 3/8" thick. 5/8" nails (brass plated escutcheon pins, from a hardware or hobby store, look nice).

White or gold sewing thread (silk or cotton - neither stretches much.)

White, clear-drying glue or fingernail polish.

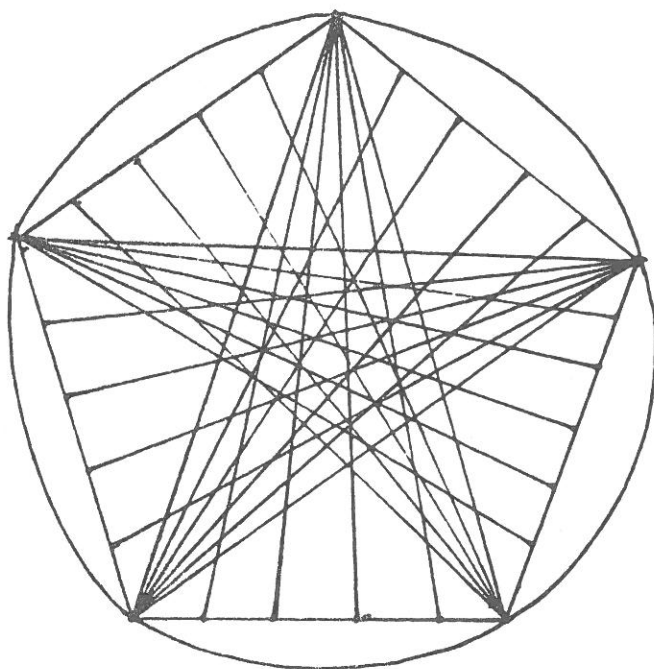
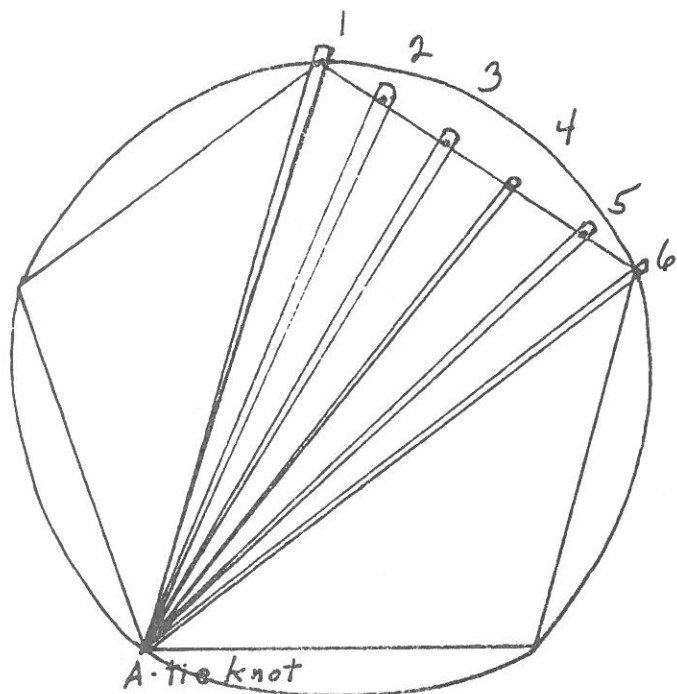
Blue paint or 13" x 15" solid-color fabric. (If you use fabric, staple one edge to the back of the board, pull taut across the front, and staple the opposite edge to the back. Fold the remaining edges neatly and staple them to the back.)

Center the pattern on the board, (painted or fabric covered) one point of the star should be pointed up. Drive nails through the pattern where indicated. Nails should be straight, and driven in to the same depth. When the nails are all in, gently tear the pattern off over the nails. Tie your thread to one of the corner nails (A) with two or three knots, leaving two inches loose to tie when completed. Take a spool of supply thread and go to No. 1, the right-corner pin on the side opposite the corner you've started at. Go around No. 1 counter-clockwise, to pin No. 2; go counter-clockwise around back to A, to No. 3; to A, to No. 4; to A, to No. 5; to A, to No. 6.

When you return to A from 6, tie the thread to the loose end with two or three knots, and cut off the supply thread two inches from the knot. This completes one side of the pentagon. The remaining four sides are done the same way, starting at the corner nail opposite the side.

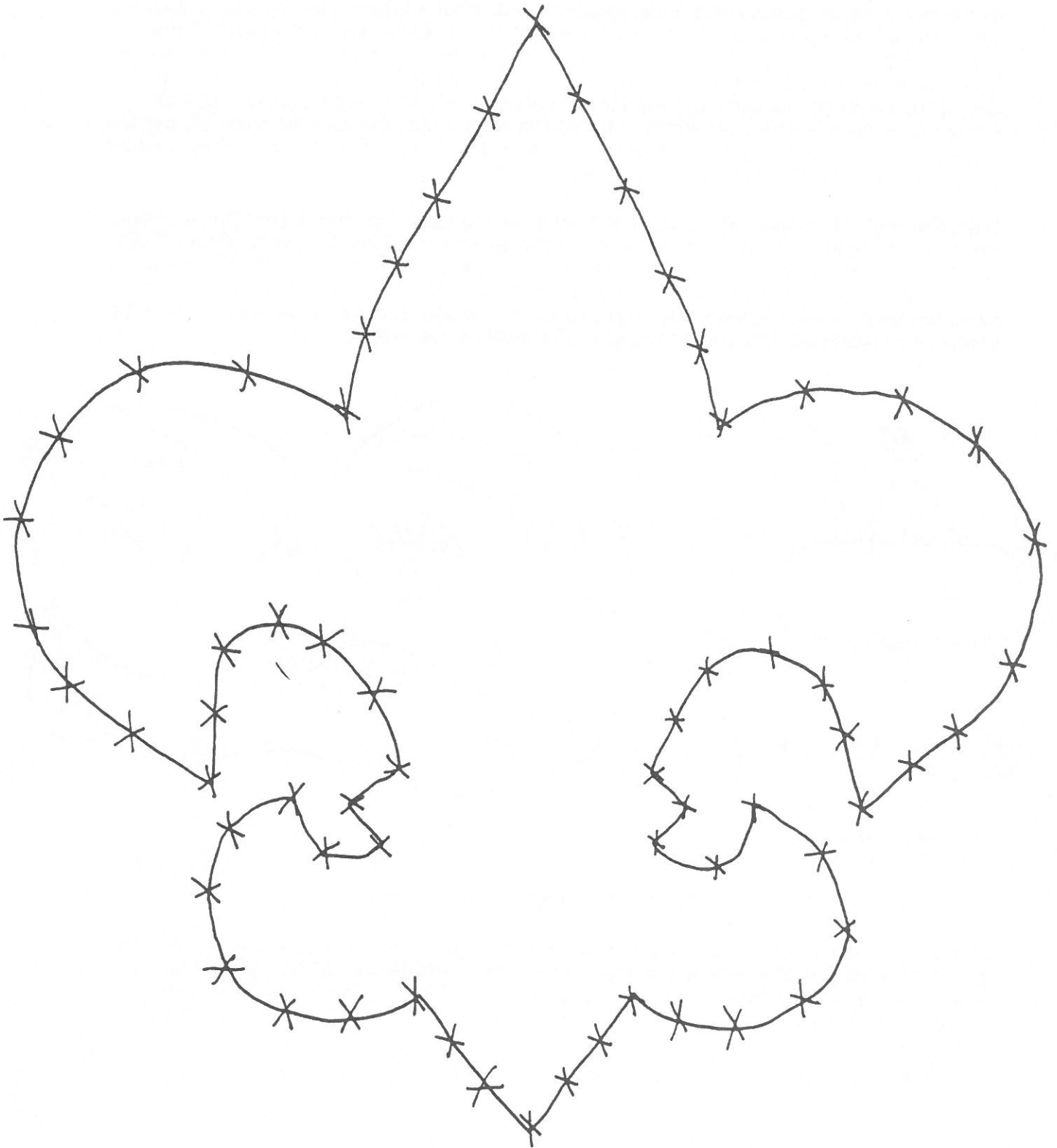
When you have completed stringing all five sides, take white glue and dab it on the knots with a matchstick, or use clear fingernail polish. When the knots are dry, trim loose ends with fingernail clippers or scissors.

(Thin wire can be used in place of the thread.)



FLEUR-DE-LIS STRING ART

Center pattern on board. Drive nails as indicated on pattern (X). Starting at any point, tie on wire or string and wrap around each nail. For variation, use several colors of string or crochet thread and layer it. A pretty combination for Cubs is a blue background and gold string.

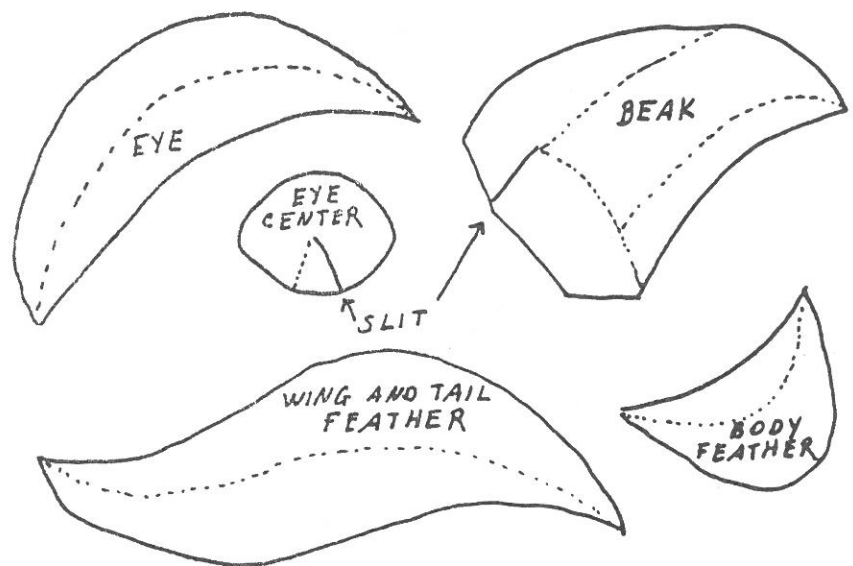
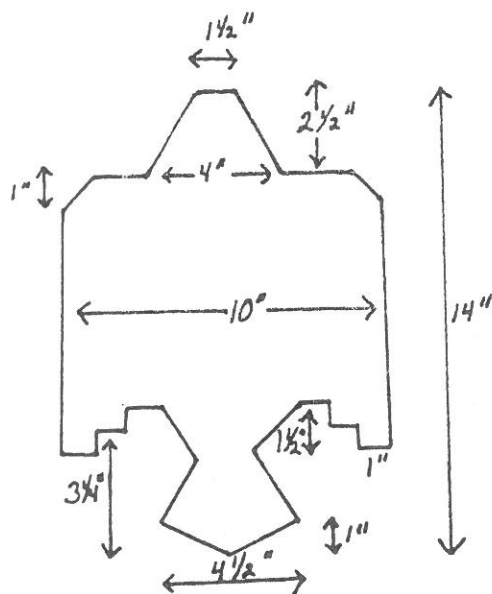


MOCK WOOD THUNDERBIRD

The majestic thunderbird, from Indian mythology, takes on added beauty when made from wood - the "wood" in this case, believe it or not, is a brown grocery bag!

The thunderbird plaque has the rich appearance of carved wood. In reality, all it takes to make this wooden masterpiece is corrugated cardboard, a brown grocery bag, a dark brown pencil and some varnish. Using the drawing as a guide, trace the body of the thunderbird onto corrugated cardboard; cut out. Cover the cardboard with a piece cut from a grocery bag, $\frac{1}{2}$ " larger all around than the cardboard. Glue the paper in place, gluing the edges to the underside of the cardboard. With the brown pencil, draw on curved lines for a wood-grain effect. Using the actual-size patterns on page 14, cut the following pieces from bags: one beak, one eye, one eye center, 31 body feathers and 20 wing and tail feathers (flop the pattern for 10).

With the back of a sharp knife, score the front of the pieces on the dotted lines. Then, draw curved lines with the brown pencil for the wood-grain effect of each piece. Fold the pieces on the scored lines to shape them and give them dimension. On the beak and eye center, slit on the heavy lines, overlap the shaded sections and glue. Glue all the parts in place on the thunderbird, as pictured. Then, apply a coat of varnish. When the plaque is completely dry, add a hanger to the back of the plaque.



ACTUAL SIZE PATTERNS

BALLOON WRAP ORNAMENTS

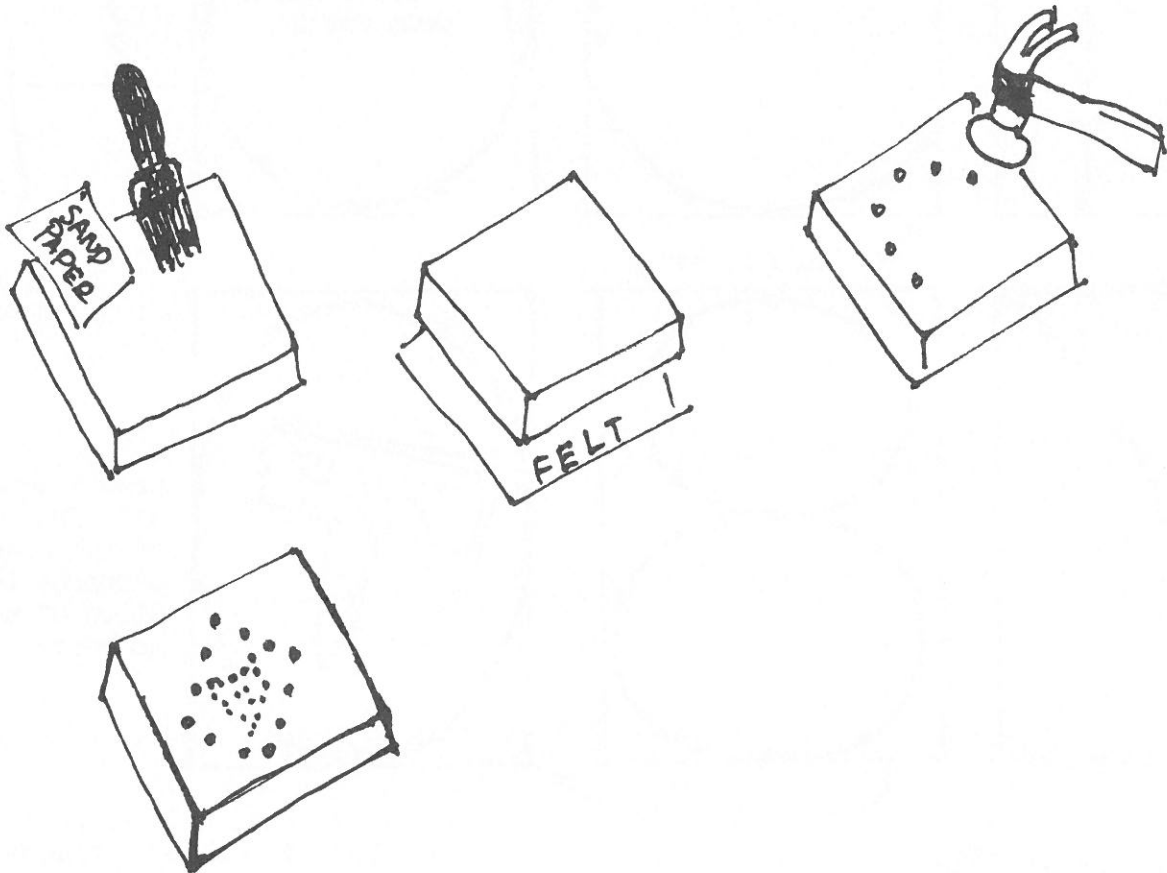
Blow up a balloon. Pour some Elmer's Glue into a bowl. Dip yarn or string cut in yard-long pieces into the Elmer's and wrap them around the balloon. When the glue is thoroughly dry, puncture and remove the balloon and hang the ornament by a string. Spray paint with Krylon, and if you wish, sprinkle with glitter while the paint is still wet.

HOTPLATE for MOM

Materials: 7" or 8" square block of pine wood, 3/4" thick.
Assorted colored thumbtacks
Wood stain or paint
Felt
Glue

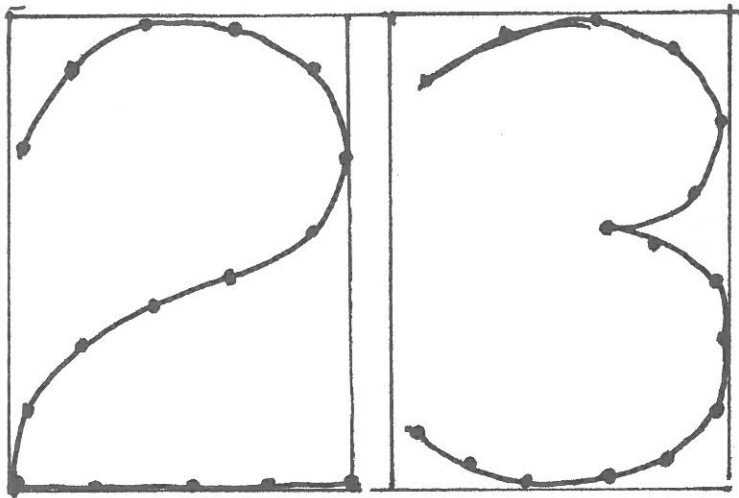
Instructions: Sand and stain or paint wood.
Glue a piece of felt to the bottom of the wood.
On the top side, draw the outline you wish to make with chalk.(this will wipe off)
Hammer thumbtacks into the wood following the outline. You may wish to choose colored thumbtacks that will match the kitchen decor.

note: Wrapping a piece of cloth over the head of the hammer and tying in place will prevent the hammer from scratching the thumbtacks.

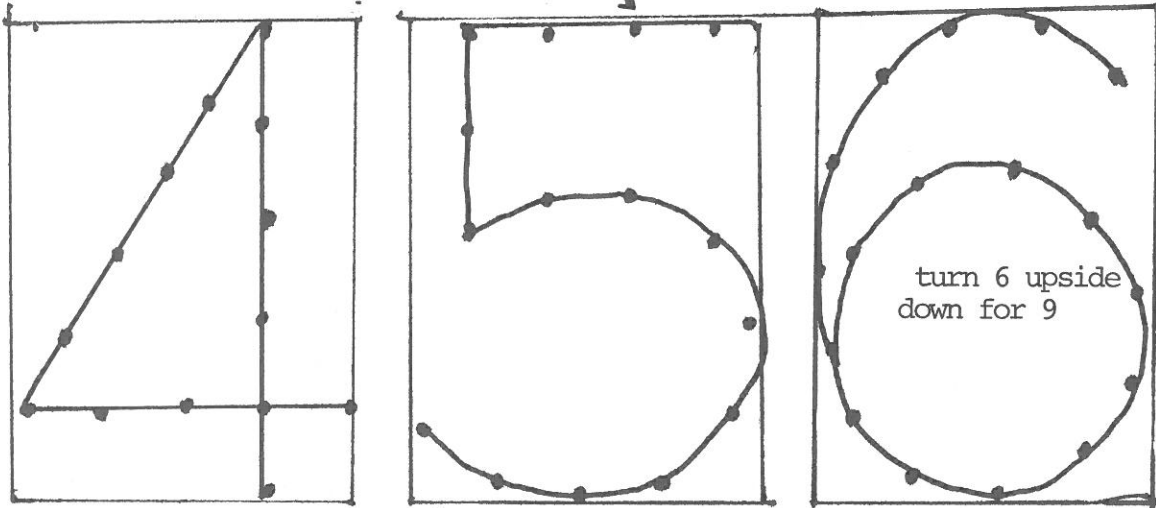


HOUSE NUMBERS

1. Trace on thin cardboard, the numbers desired, marking both dots and lines.
2. Make the mounting board $\frac{3}{4} \times 4 \times$ length - 2" for each digit plus 4" (10" for 3 digits) Stain or paint.

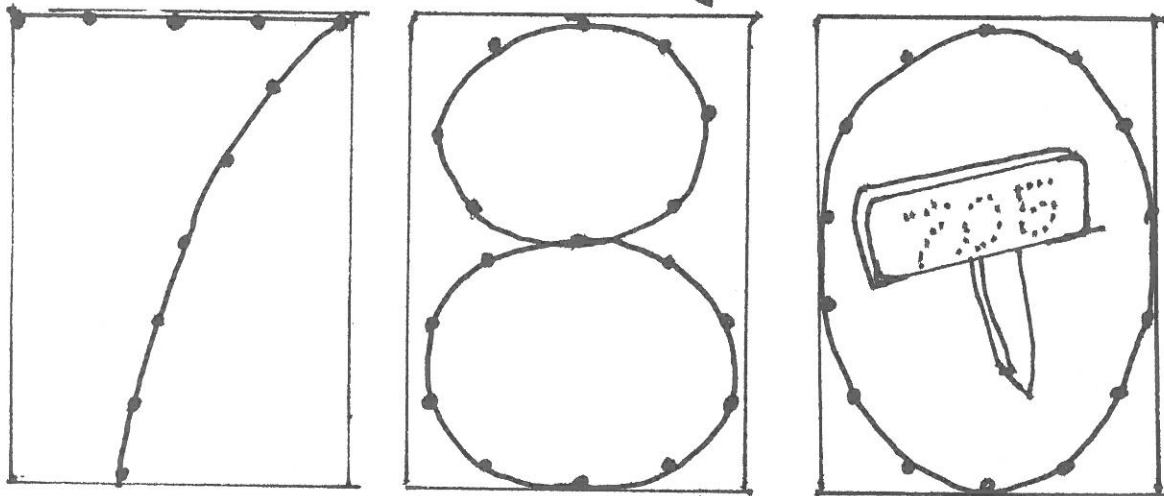


Guide lines

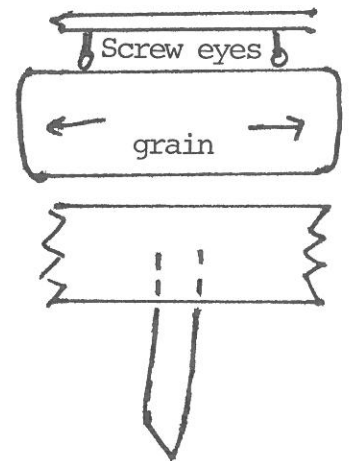


turn 6 upside down for 9

Guide lines



Guide Lines

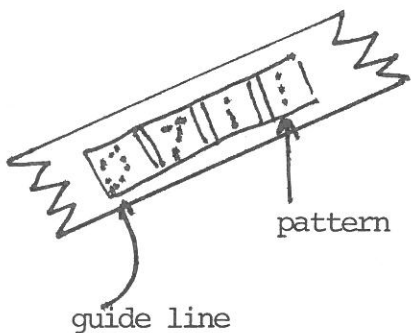


stake nailed on back

3. Draw a guide line $\frac{3}{4}$ " from the bottom of the board and tape patterns in place. allow $\frac{1}{2}$ " between numbers

4. Use a small nail to punch holes in board at each dot. Remove pattern and drive large head tacks or upholstery nails into holes.

5. Give the finished board two coats of spar varnish to prevent tacks from rusting.



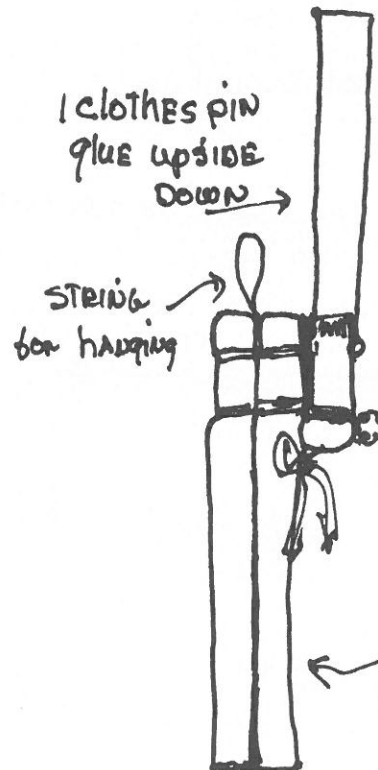
Clothespin Reindeer

Materials:

three clothespins
two moveable eyes
small pieces of red and green felt
brown paint- optional
sequins, small pompoms, yarn, bells

If you want a brown reindeer, paint the clothespins first. When dry, glue two clothespins with the long flat sides together, matching tops and bottoms exactly. This forms the reindeer's body and legs. If it is to be used as an ornament, a string or piece of yarn (looped) can be glued between the two clothespins. Glue the 3rd. clothespin upside down onto the end of the body for the reindeer. This forms the head and antlers. Glue on eyes and a sequin or pompom nose. A bell or yarn bow can be glued on under the face. Glue on a tail - felt or pompom. Decorate with holly on the antlers if desired.

FRONT VIEW



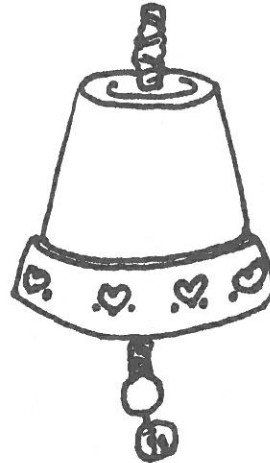
SIDE VIEW

FLOWER POT BELLS

Materials:

Small brushes Paint
Heavy rug yarn Stencils
Jingle bells Curtain ring
Small, clay flower pots

Decorate pot with stencil designs. Cut three 12" lengths of yarn. Tie ends to curtain ring; braid remainder of the yarn. Invert the flower pot and insert braided end of yarn through drain hole. Tie a large knot and add jingle bell. It is now ready to hang.

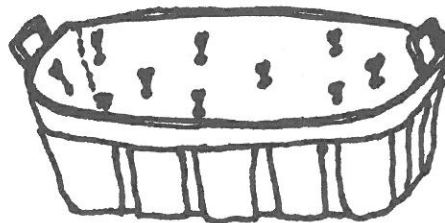


LETTER BASKET

Materials:

Wallpaper scraps Stain
Stickers or flowers Glue
Small oval basket (used in grocery stores for produce)

Stain outside of basket; glue on sticker or pictures of flowers (or stencil). Cut wallpaper to fit sides and bottom of basket. Glue into place.



DEN LEADER COACH'S HELPER

Would you believe that all of the items listed below will fit in a 35mm film can? This is easy to carry and will contain those often forgotten items which you need at meetings.

INSIDE

- 1 - piece of chalk
- 4 - paper clips
- 1 - stub pencil
- 2 - dimes
- 4 - aspirins
- 2 - antacid tablets
- 2 - 22¢ stamp
- 6 - straight pins
- 2 - safety pins
- 2 - thumb tacks
- 1 - black crayon
- 1 - red crayon
- 1 - bandaid
- 1 - razor blade
- 1 - piece of string
- 1/3-book of matches
- 2 - kitchen matches

OUTSIDE

- 2 - rubber bands
- 1 - piece of masking tape
- 1 - piece of sandpaper on bottom for striking match

AND THERE WILL STILL BE ROOM FOR:

- 1 gallon of good humor
- 2 pounds of laughter
- 1 yard of twinkle (for the eye)
- 1 barrel of fun
- 1 bushel of patience
- 1 cubic foot of wisdom
- 1 bucket full of thankfulness for the Boy Scouts of America

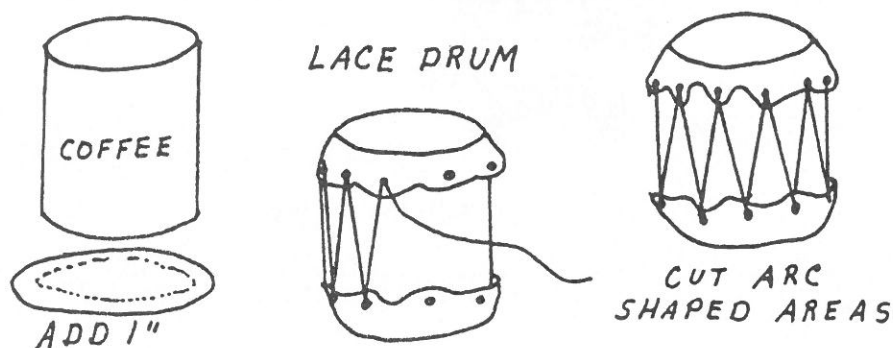
VINYL

Here are projects to help you use up those scraps of vinyl you've been saving - from tiny samples to large pieces of upholstery fabric.

DRUM DOORSTOP

The new and popular 3-pound size coffee cans are perfect for this clever doorstop. Paint the can a bright color. Fill it with stones or sand for weight.

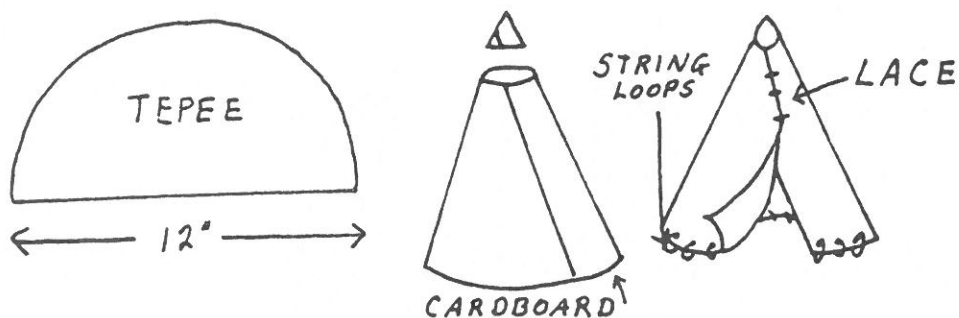
Place the can on the wrong side of a piece of vinyl. Trace around bottom of can with pencil. Using this pattern, cut a circle of vinyl that is one inch larger all around that pattern. Cut another circle the same size. All around the edges of both circles, cut or punch holes, $\frac{1}{4}$ " from the edge and 2" apart. Place one circle on each end of can and use yarn to lace them to each other. Tie to hold. Between lacing, cut an arc shaped area as shown.



TEPEE BOOK ENDS

Cut two pieces of wood 5" x 6" for each book end base. Sand down and paint, shellac or varnish as desired. Cut a cardboard circle 12" in diameter. Use one-half of this circle for a pattern for your tepee. Form other half into tepee shape. Remove about $\frac{1}{2}$ " at tip of cardboard cone. Using cardboard pattern, cut a half circle of vinyl. Wrap this around the cardboard cone. Fold a flap back for a door. Cut door opening in cardboard. Cut a sloped opening at top of tepee.

To attach the vinyl, use a large-eyed needle threaded with string. Lace the ends of the tepee together. Paint a design onto tepee. Punch holes around bottom of tepee and attach tiny loops of string. Use these to attach the tepee to the wooden base. Use small nails or tacks.

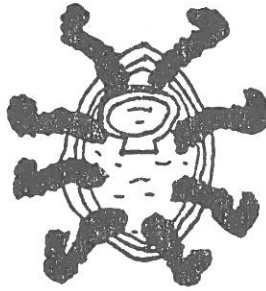


OCTOPUS NECKERCHIEF SLIDE

Take half of an English walnut shell.

Pour in plaster and insert a pop can ring. Take four pipe cleaners (black) cut in half. Bend the one end of each piece as shown and stick in plaster around the shell as shown for tentacles. When dry, paint shell black. Glue on two wiggly eyes (available in hobby stores) and bend and roll ends of tentacles to create an octopus look.

Tentacles can be reinforced with a drop of glue.



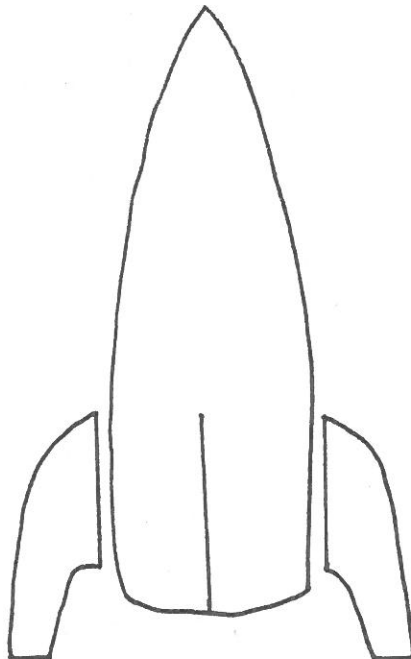
ROCKET NECKERCHIEF SLIDE

Use sawdust clay recipe.

Cut slits in bottom before it hardens so fins can be inserted when the rocket is dry.

Be sure to place a pop top ring or pipe cleaner in back for the slide holder before the clay hardens.

When dry, paint Silver or Gold, or color of your choice.



Pinewood Derby Slide

Materials:

½ section of a spring clothespin
glue
4 black shirt buttons
2 toothpicks
thumbtack
strip of vinyl or other plastic for slide
paint - your choices of color

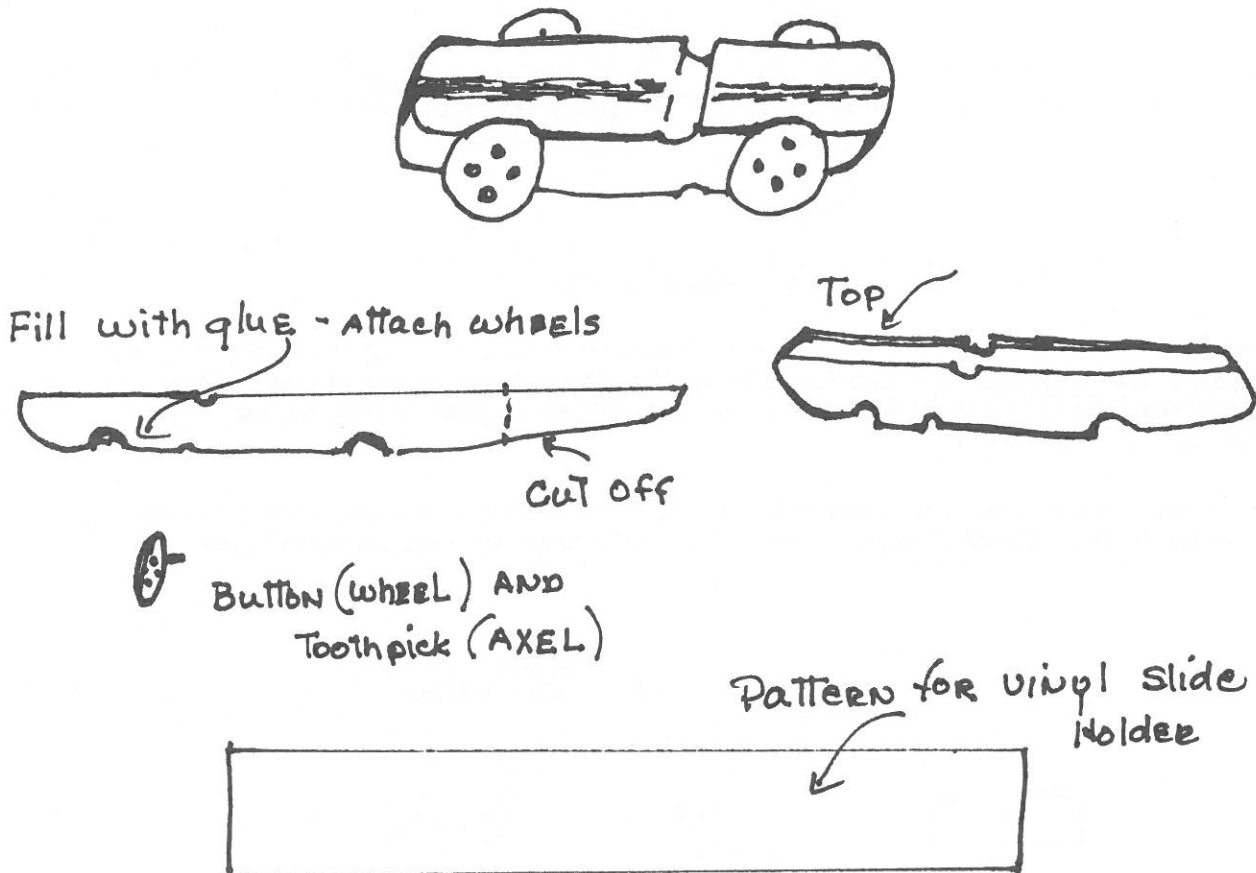
Cut clothespin as shown in pattern, lightly sand.

To make wheels and axles - push end of toothpick through one hole of the button. Glue. Break off leaving ¼" on the side for the axle. Trim flush, on the other side.

Fill depressions A and B with glue (hold clothes pin up side down)
Place wheels and axles on and let dry - axles into the glue.

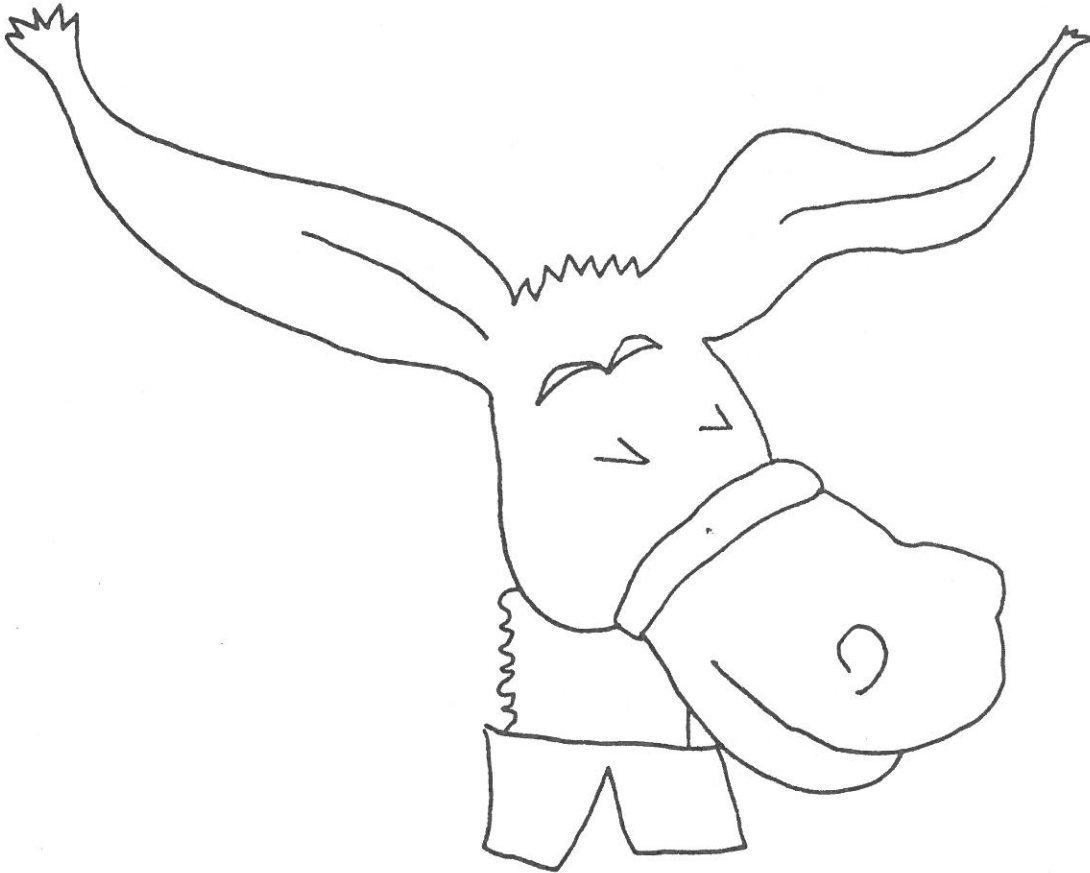
Paint and decorate.

Thumbtack slide holder to bottom of car.



PEDRO NECKERCHIEF SLIDE

Trace pattern onto leather or plastic. Face details can be done with magic marker. Eyes may be small brass eyelets or buttons if boys prefer Pedro's eyes to be open. Glue pipe cleaner loop on back for neckerchief.



STEER HEAD SLIDE

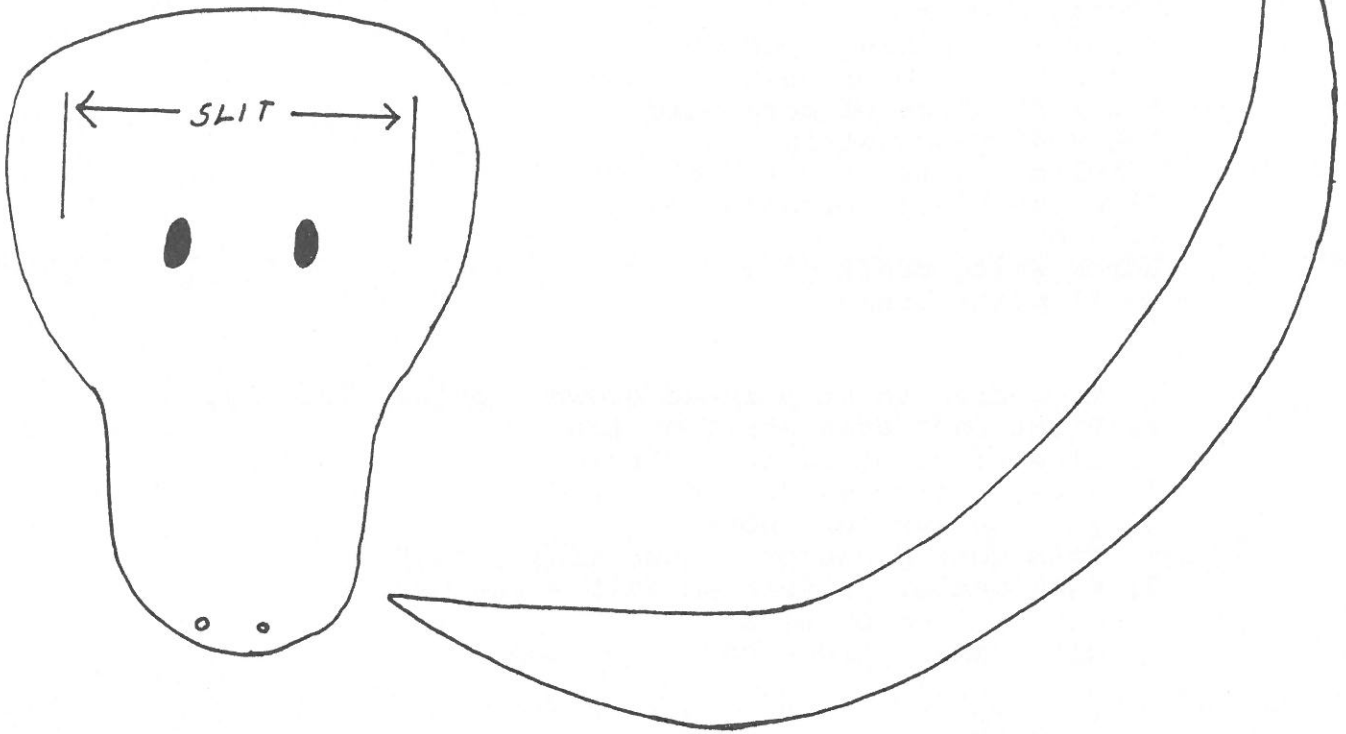
Cut two 2- $\frac{1}{2}$ " squares of leather. Draw on a steer's head pattern, with horns and ears on one square. Cut this out. Cut another one just like it from the other square for the back, omitting the horns and ears. Cut a narrow strip of leather for the holder. Sew together at ends forming a ring.

Place a ring between two head pieces, as shown. Stitch around head, sewing together, omitting the horns. Stitch eyes, nose and so on, onto head with contrasting color.



ANOTHER STEER HEAD SLIDE

Cut out pieces from vinyl. Cut slits as shown on pattern and slide horns through. Decorate with felt eyes and nostrils.

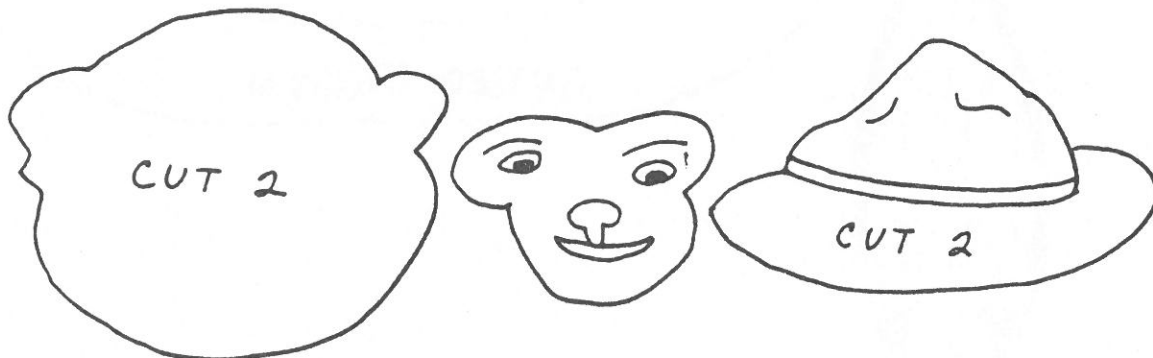


SMOKEY THE BEAR NECKERCHIEF SLIDE

This slide is made from scraps of leather, vinyl upholstery material, etc., and some plastic lacing.

Using the patterns, cut out two heads, punch the holes around bottom as shown. In the back one before lacing the two together, cut two slits the proper size for a leather ring to be slipped through. Lace the two heads together. Then cut the face part out of lighter color material and glue it in place. Draw features with felt marker or paint.

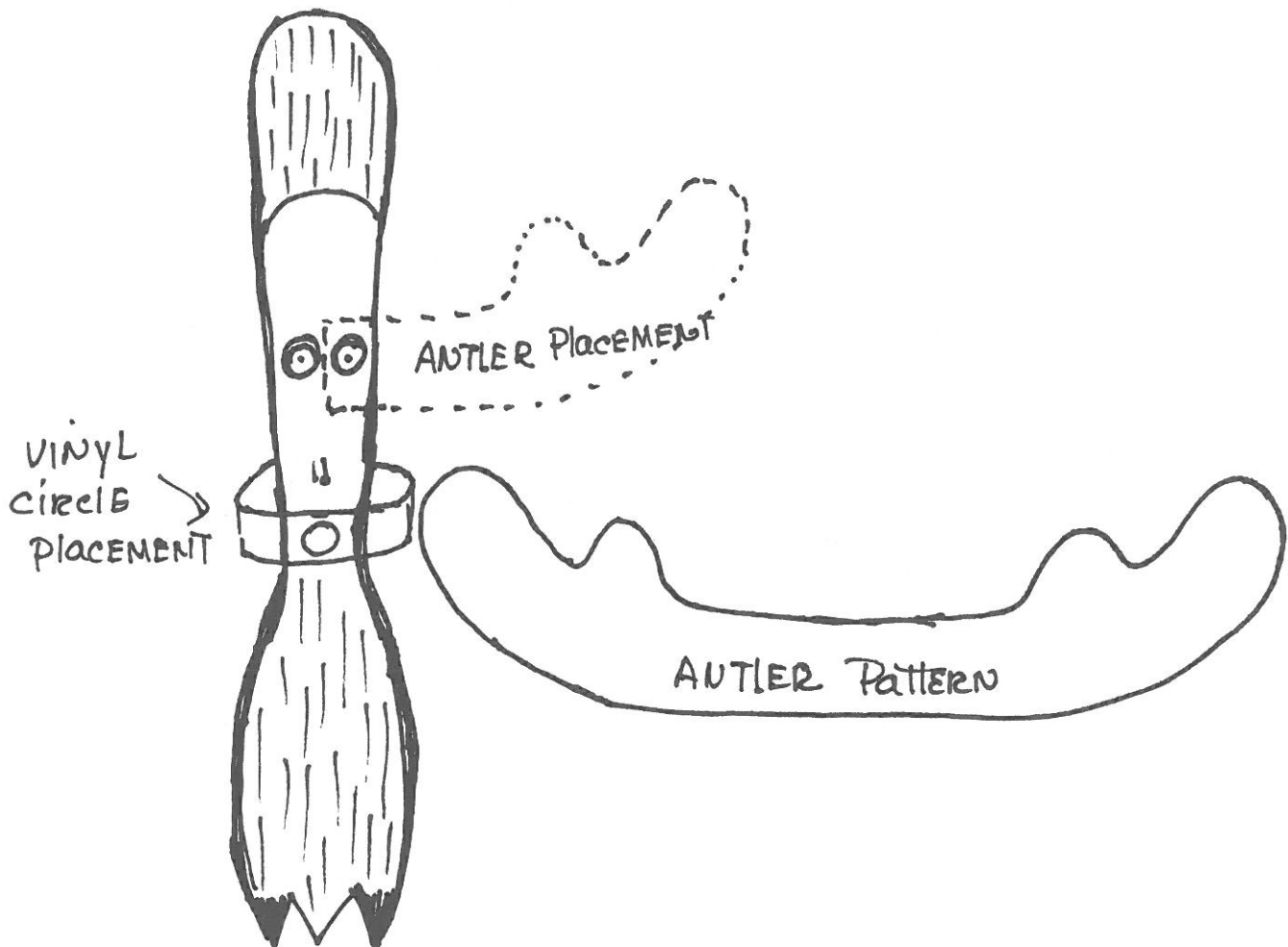
Cut two hats and draw features on front one. Then stick top part of head between two hat pieces and glue in place. Insert the leatherette strip for ring through two slits in back of head and staple in place, if desired put a snap on the ends of piece. If snap is used the slide can fit snugly onto neckerchief because it will not have to be made big enough to slip up and down easily on neckerchief but can just be snapped and put in place and then unsnapped to remove it.



MOOSE NECKERCHIEF SLIDE

1 5" wooden fork
2 wiggle eyes
1 5mm or 7mm black pompom
1 2 x 5" piece of white or tan felt
1 2 x 5" piece of cardboard
1 ½ x 4" vinyl strip
acrylic paints - white, tan or brown
fineline black permanent marker
scissors
thick white craft glue
small paint brush

1. Mark area to be painted brown - paint, let dry.
2. Paint face area white or tan
3. glue vinyl strip in a circle.
4. glue felt to cardboard, let dry.
5. glue on eyes and nose
6. draw with a marker - nose lines, feet.
7. Mark antler pattern on felt - cut out.
8. glue antler on back
9. glue vinyl circle onto the back.



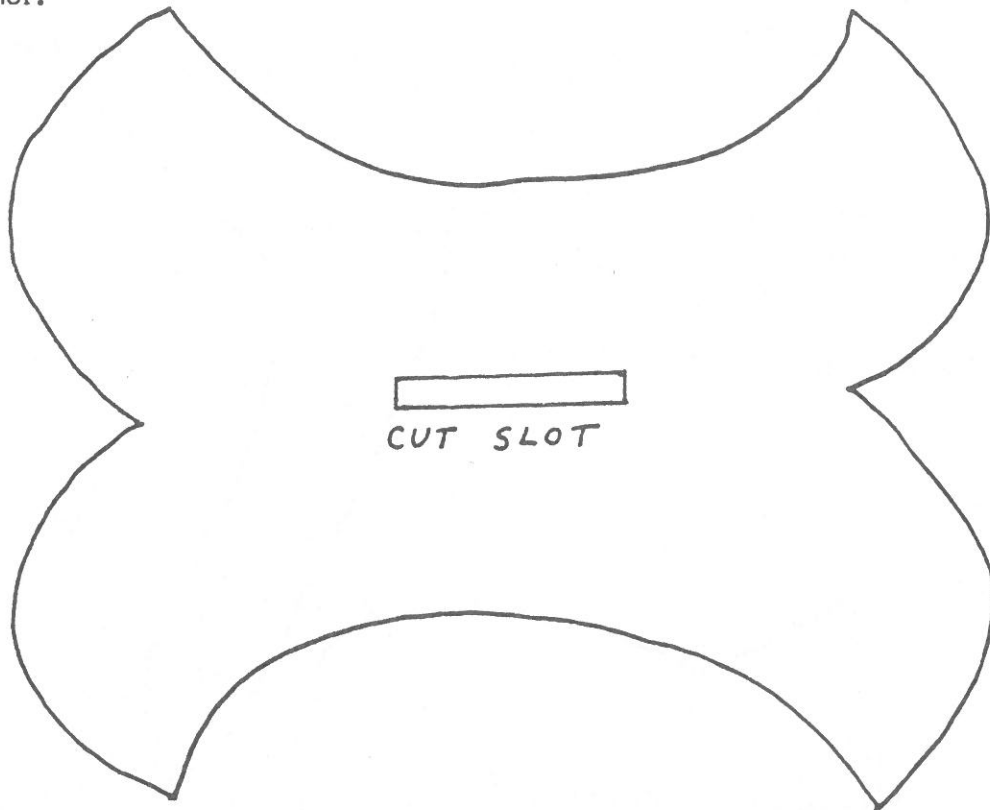
CANOE NECKERCHIEF SLIDE

MATERIALS NEEDED:

Leather punch, Leather, Scissors, 18 inches of craftstrip.

Using pattern, trace on piece of leather. Cut canoe from leather. Punch a large hole at each end of the center slot. Place point of scissors in hole and cut out sides of slot. Punch smaller holes for lacing. Cut one end of craftstrip to a point and knot the other end. Lace both sides of canoe.

If leather is of quality that can be stamped, wet your leather with a sponge and choose your design and using leather stamping tools, do your thing. Boys really enjoy working with leather.



FIREMAN'S HAT NECKERCHIEF SLIDE

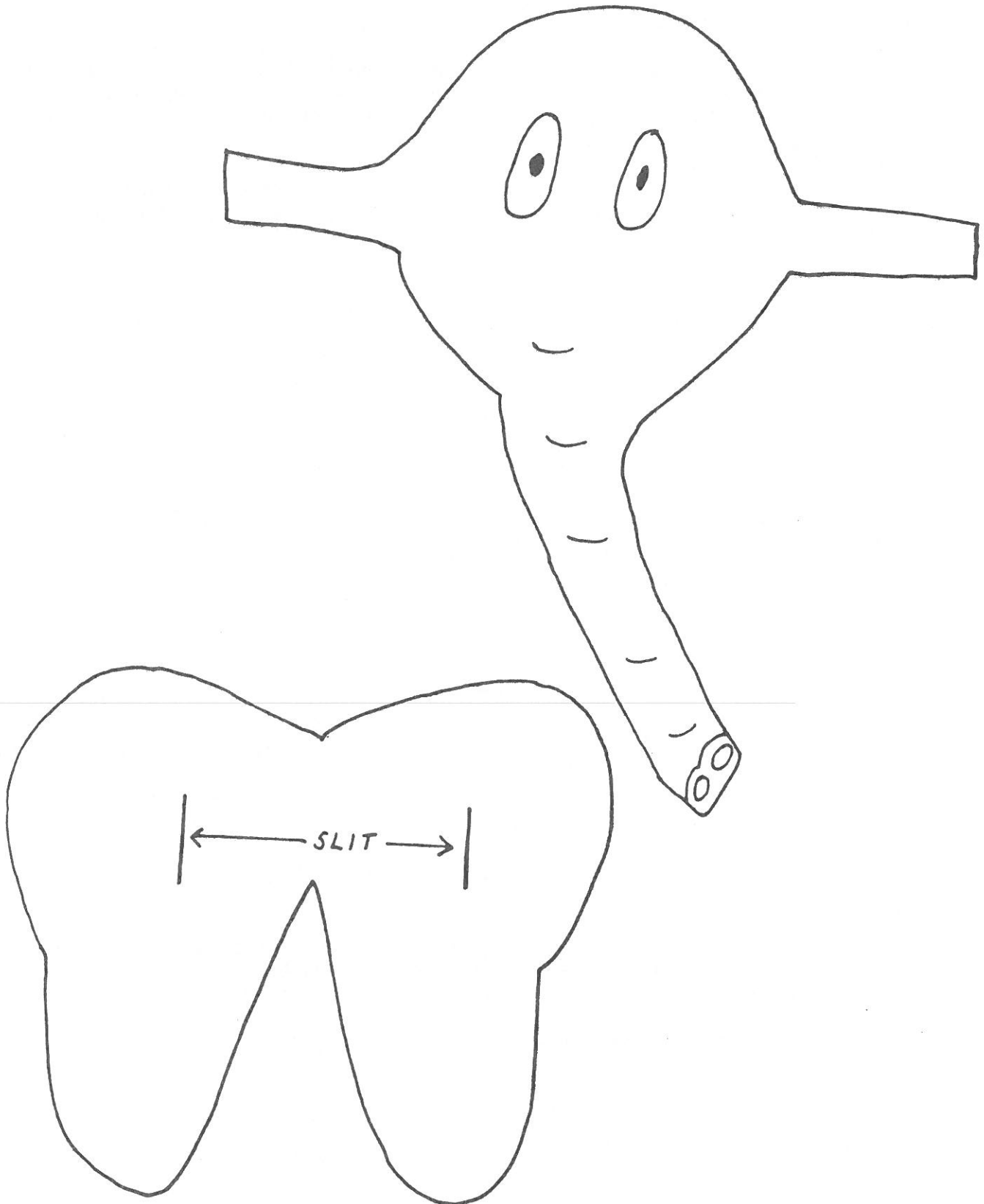
This one is made in the same way as the Smokey slide except that it is all one piece. Make ring as for Smokey and lace two pieces together. It can be laced all the way around or just around the bottom and the crown can be glued together.

This would be a good one to make if you have some small scraps.

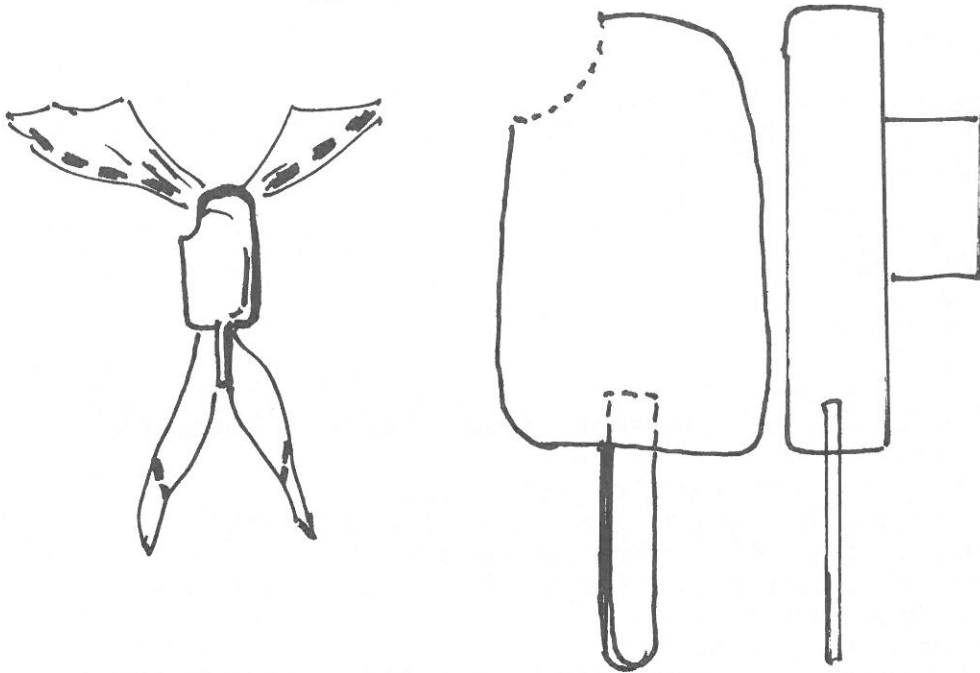


ELEPHANT SLIDE

Use gray or brown vinyl. Cut out one of each piece. Cut slits and slip tabs through. Fasten together in back to form ring. Decorate with markers.



POPSICLE SLIDE



The popsicle is made of any soft wood, such as pine or poplar. The stick is a regular popsicle stick, cut down to size. Trace the drawings onto a piece of wood and cut the outline with a coping saw. Round off the edges with a pocketknife and sand them smooth. Cut a slot in the bottom of the popsicle, and insert the popsicle stick. Glue.

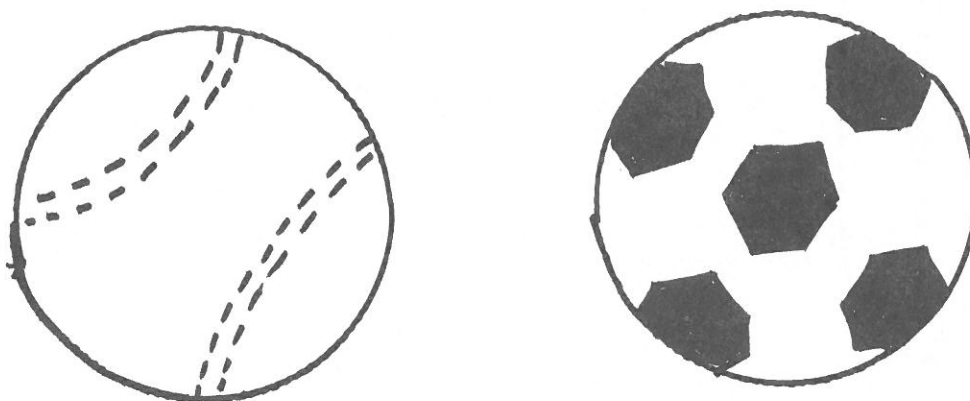
Glue or tack a loop of sheet metal, wood or leather to the back of the slide.

Paint the popsicle chocolate brown and white, where a bite has been taken out. Use enamel or acrylic paints. The stick is left natural color.

SOCCER BALL NECKERCHIEF SLIDE

Material: Ping pong ball, plaster, pop top ring, paint

Cut a ping pong ball in half. Fill the half of ball with plaster and insert pop top ring for slide. Let dry. Decorate with black paint. This same idea can be used to make a basketball, baseball, etc.

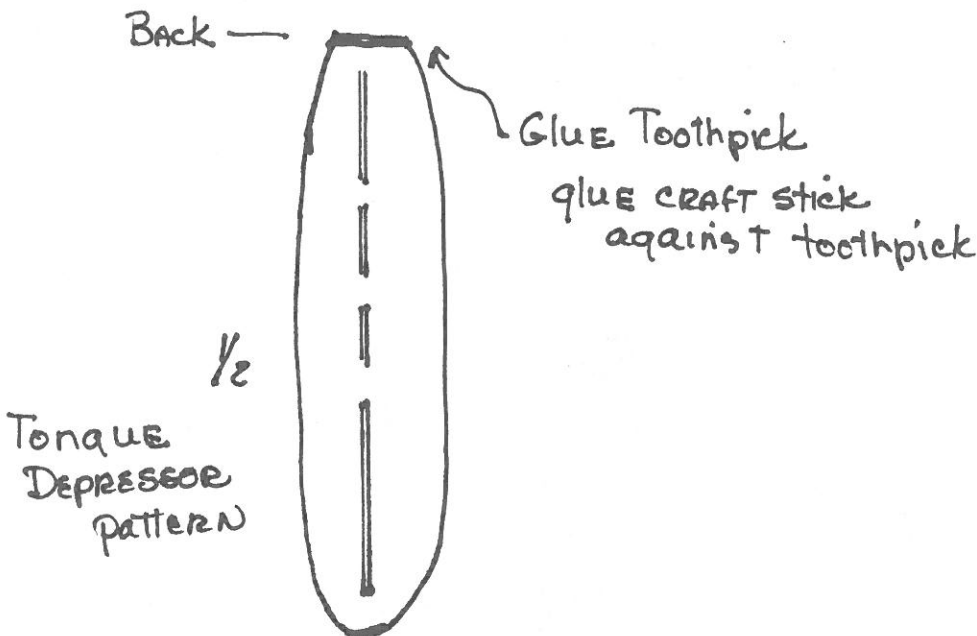
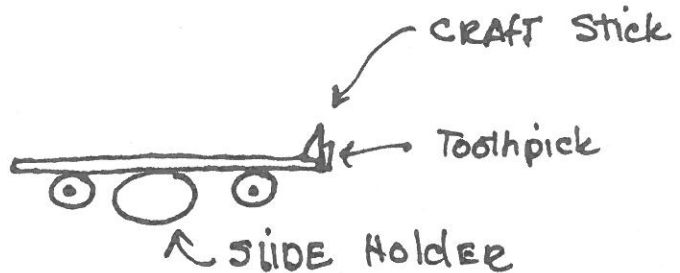


Skate Board Neckerchief Slide

- 1/2 tongue depressor
- 1 small piece of craft stick
- 1 small piece of flat toothpick
- 1 1/2" wide strip of vinyl 3" long
- 4 pony beads
- heavy white craft glue
- acrylic paint - light color
- thinline magic markers
- sand paper

AHEAD OF TIME: cut tongue depressor, craft stick, toothpick according to pattern.

1. Glue vinyl strip to form circle. Set aside
2. Lightly sand tongue depressor and edge of craft stick.
3. Glue toothpick to back of tongue depressor.
4. Glue piece of craft stick up against toothpick, let dry.
5. Paint and decorate skateboard.
6. Glue vinyl circle to center back.
7. Sand the pony beads to roughen them up. (Glue holds better)
8. Glue pony beads on the back for wheels.

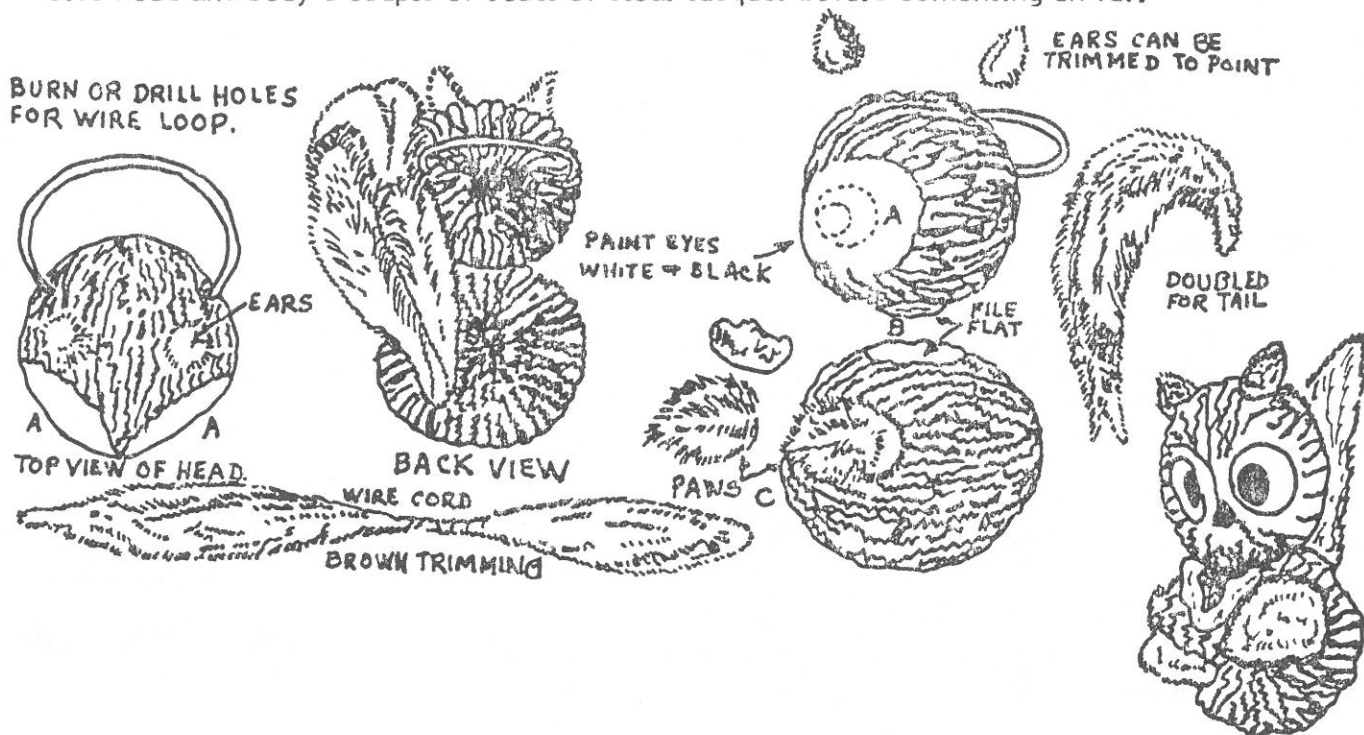


A NUTTY SQUIRREL SLIDE

This is a good Cub den project and is made from two black walnuts. The head is filed as shown at "A". The "fur" is trimming that can be obtained at most hobby shops.

File flat surfaces "B" to cement head to body. Cement paws to body "C" with piece of shell between them. Tail is doubled to give it thickness.

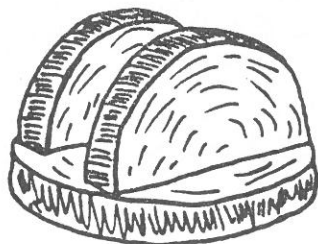
Give head and body a couple of coats of clear lacquer before cementing on fur.



PIPE CLEANER SNAKE SLIDE



Twist ends of two pipe cleaners together. Double one end back to shape head and add string tongue. Wrap remainder around dowel and turn end up for tail. Add dots for eyes and dab colored ink along body.

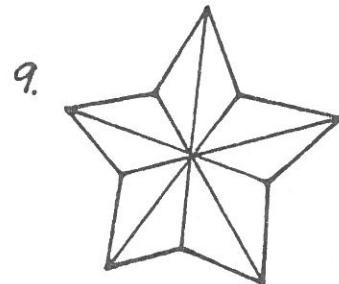
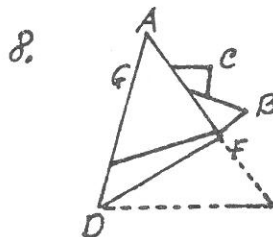
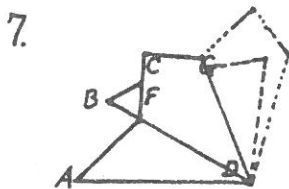
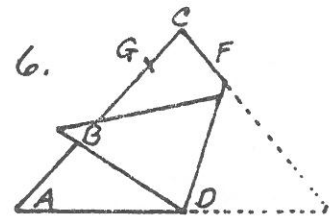
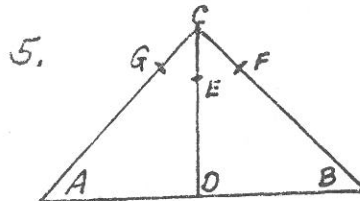
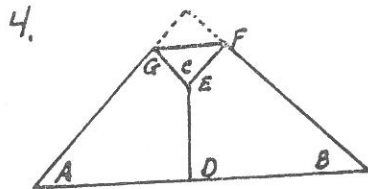
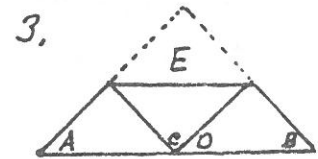
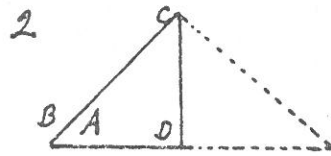
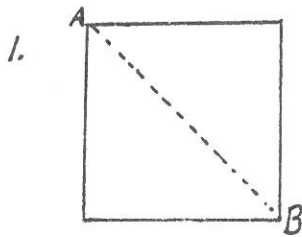


RUSTIC LETTER HOLDER

Suitable for a man's desk, this holder is made from two good sized log slices about 1" thick. Use one slice for the base. Saw the other in half and glue the straight edges of these halves across the base, leaving space between for letters.

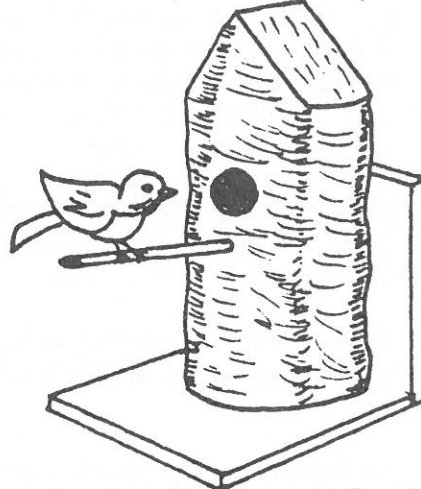
HOW TO CUT A FIVE POINT STAR

1. Cut paper about 6" square, and fold on diagonal line A-B.
2. Fold A over to B unfold and mark line C-D.
3. Fold point C down to point D. Unfold and mark point E.
4. Fold point C down to point E. Unfold and mark point F and G.
5. Your paper should now be marked as above.
6. Fold paper along line D-F.
7. Bring fold D-F over to line B-D.
8. Cut.
9. Open and you will have a perfect 5-point star. The smaller or larger the square, the smaller or larger the star.



BIRD HOUSE BOOK ENDS

We used a piece of log about 7" long and 3" in diameter for each bird house. Be sure the bases of the logs are flat and level; carve the tops into peaked roofs.



DECORATING FUN WITH CRAFT STICKS

Take a batch of craft sticks, add some glue, then mix carefully with easy-to-follow instructions - and presto! You have one of these charming items for yourself or for a gift.

Use kitchen shears to cut the sticks, holding your hand close to the sticks on the section of stick you will be using so the stick won't split. Work on waxed paper when gluing.

HANGING PLANTER

Make a really striking holder for a favorite little plant! This planter holds a pot about 2- $\frac{1}{2}$ " square.

Besides about 70 craft sticks and glue, you'll need four small screw eyes, 4 wooden beads ($\frac{3}{8}$ "), and about 12 feet of cord or string. Prepare "double sticks" to make the planter, by simply stacking and gluing two sticks together. You will need to make 32 double sticks.

To start the planter, place two double sticks, vertically on waxed paper, with 2- $\frac{3}{4}$ " between. Place two sticks across them horizontally, also 2- $\frac{3}{4}$ " apart, so that the ends extend. These 4 double sticks complete the first row. Cut 4 sticks 3- $\frac{1}{2}$ " long, and glue across the first row for a slatted bottom. Add 7 more rows; let dry. Insert a screw eye into each top corner of the planter.

For the hanger, cut four lengths of string, 34" long. Thread one string through a screw eye to the center of the string. Holding the ends straight up, tie the doubled string in a knot, 3" above the top of the screw eye. Slip on a wooden bead, and tie another knot. Repeat for the other corners.

Tie all the cords together at the top, and the plant hanger is ready for a little potted plant. (If the flowerpot you use has holes in the bottom, be sure to line it with a few layers of foil before adding the soil.)

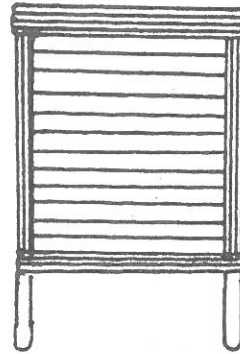
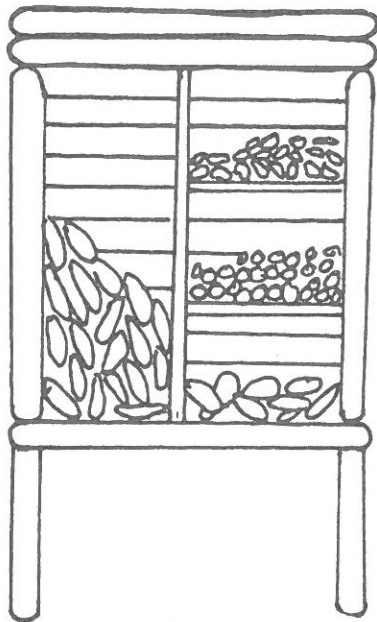
MINI WASHBOARD ECOLOGY BOX

You'll need about 60 craft sticks, and a piece of clear acetate, 4- $\frac{1}{4}$ " x 5" (such as the lid of a greeting card box), plus dried seeds and beans, such as sunflower seeds, corn, split peas and kidney beans. For the back of the box, glue 14 sticks together, side by side. For each side and the bottom of the frame, stack and glue three sticks together. Stack and glue eight sticks together for the top. Glue the stacks around the edge of the back to form the frame, making sure you glue them on their edge.

To make the dividers for the compartments, glue a whole stick on edge vertically, and two 2" pieces of sticks horizontally. Place some seeds and beans in the various compartments, and glue a piece of clear acetate over the front of the box.

Next, add the legs on the washboard. Glue a whole stick to the back of the box on each side, letting it extend 2- $\frac{1}{4}$ " long. Make two stacks of 6 pieces each. Glue each stack on top of a leg.

For the finished edge on the front of the frame, glue a whole stick, flat, across the bottom, and another whole stick, flat, over each side of the frame. Glue two more sticks, side by side, across the top of the frame for the sign. Add printing on the sign with a crayon or a felt marker. Glue a string loop on the back for a hanger.



GONDOLA SERVER

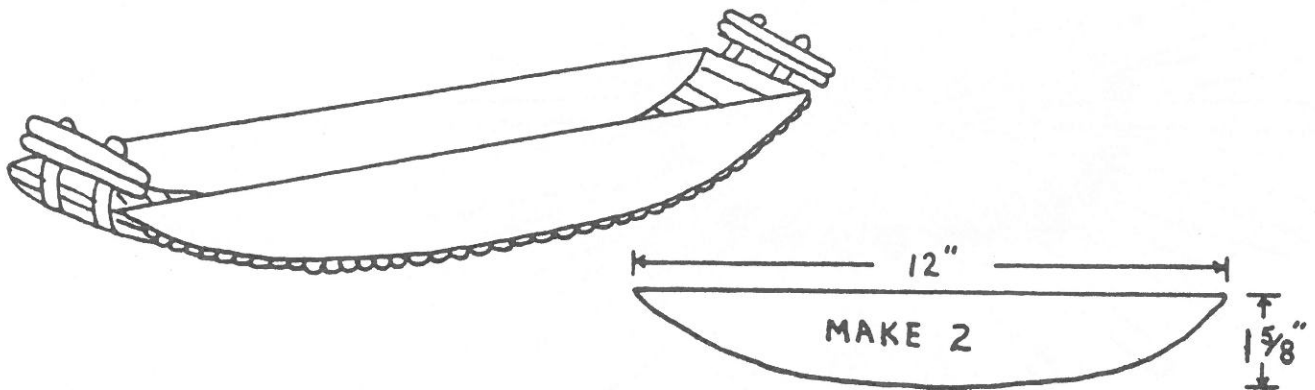
MATERIALS NEEDED:

44 sticks
2 wooden pieces
4 large wooden beads

DIRECTIONS:

Cut wood to dimensions shown. Set the wooden pieces about a stick's length apart, and apply glue to curved edges. Place sticks onto the glued edges, side to side. When glue is dry, turn the project right side up. Cut handles as shown, and glue together, with double stick effect at top. Glue the bottom ends of the sticks to the ends of the gondola.

NOTE: A touch of gold in a design on the wooden sides, and on the end sticks will add a glint of luxury to this item.



SPICE RACK

Spice up your kitchen with this craft stick spice rack, made to order for 5 spice jars 4- $\frac{1}{2}$ " high. All you need are about 5 dozen sticks and glue.

For the back of the rack, glue 23 sticks together, side by side. For support, glue two sticks across the top and two across the bottom. With supports facing toward back, glue two sticks across the bottom on the front, as shown, to hold the floor.

For the front of the rack, cut 12 sticks in half, using a hand saw or kitchen shears. Glue 23 halves together as you did for the back. On the back of the front, glue two sticks across the top (for supports) and two craft sticks across the bottom (to hold floor).

For the floor of the rack, glue five sticks together, side by side; repeat. Glue both floor pieces to the top of the floor sticks on the back and front walls. Glue pieces of craft sticks across the underside of the floor for additional support.

For the ends, cut three sticks in half, and glue three halves across each end of the rack.

Then select your five favorite or most often used spices, and set them in this attractive spice rack.

SUNBURST MAT

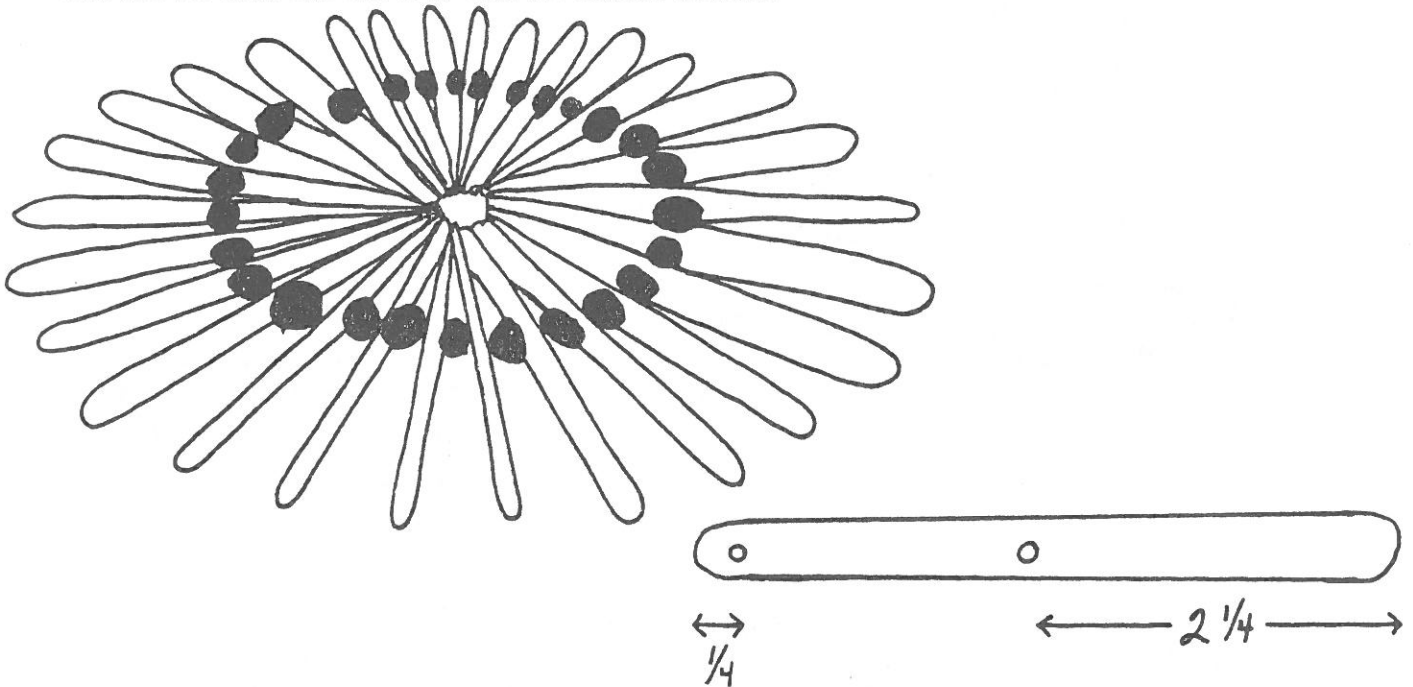
MATERIALS NEEDED:

33 small wooden beads, plain or color
33 sticks - drilled as shown
1 yd. of elastic for threading beads and sticks

DIRECTIONS:

Drill holes in all sticks as shown. Thread the elastic through end holes in all sticks and pull tightly. Tie off neatly. Cut off excess elastic.

Thread another piece of elastic through center holes in sticks, adding beads between sticks to spread the mat into shape. Pull the elastic fairly tight (not too much or the mat will not lie flat) and tie off. Cut off excess elastic.



WISHING WELL PLANTER

This is such a clever planter that your friends may think you're practicing wish-craft!

For the base, cut down an oatmeal box (or other round box) to 4" high. Glue craft sticks, side by side, around the box.

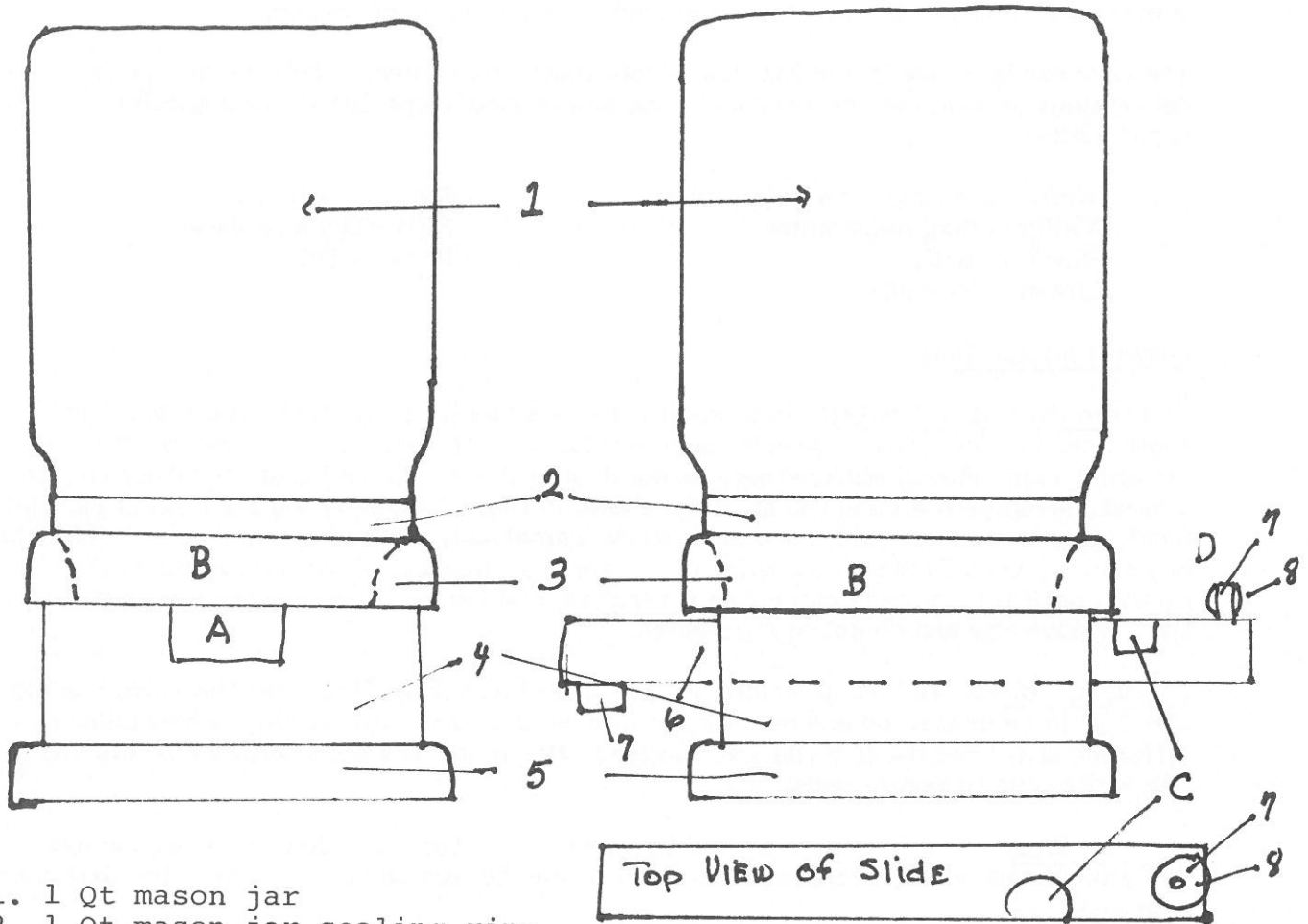
For each well post, glue two sticks, side by side, to the inside of the box. The sticks should extend above the base about 3".

For each side of the roof, glue 11 sticks together, side by side. Across each roof half, glue a supporting stick at each end and at the center. Glue the roof halves together at an angle. For further support, glue one stick to the underside and two sticks to the top of the roof halves where they join, as shown.

To attach the roof to the well posts, glue the posts to the center support stick on each roof half.

Varnish the wishing well, and set a small potted plant inside.

Gum Ball Machine



1. 1 Qt mason jar
2. 1 Qt mason jar sealing ring
3. Top - $3/4$ " x $3 3/4$ " x $3 3/4$ " piece of wood
4. Bottom - $3/4$ " x $3 3/4$ " x $3 3/4$ " piece of wood
5. Core - $1 1/4$ " x $2 5/8$ " x $2 5/8$ " (2x4 stock) piece of wood

Slide assembly

6. Slide bar $3/4$ " x 1 " x 8 " wood
7. Dowl rod
8. Wooden bead

Core has dado cut 1 " wide x $3/4$ " deep to hold the slide. (loose fit)

Top has $1 7/8$ " diameter hole

Slide has $7/8$ " diameter hole 90% thru to hold gum ball.

Short dowl rods are used as stops at slide end. A wooden bead can be used as a handle.

Nail sealing ring to top with 3 short brads.

OJOS DE DIOS (EYES OF GOD)

The symbolism of God's Eyes goes back many thousands of years and was found in many cultures. They first became popular with the Huichal (whe-cal) Indians of Mexico. They made the God's Eyes as a symbol to protect their home from evil spirits. The God's Eye is now used widely in the southwestern United States as a decoration.

The Ojos can be made in various sizes, from toothpick frames to be used as Christmas decorations to huge wall decorations. The colors used in the Ojos have a special significance:

White - Unknown life before birth
Yellow - Sun, moon stars
Black - Death
Green - Vegetation

Red - Life itself
Blue - Sky and water
Brown - Soil

General Instructions

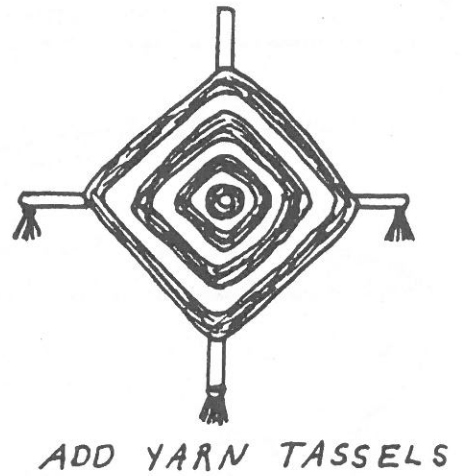
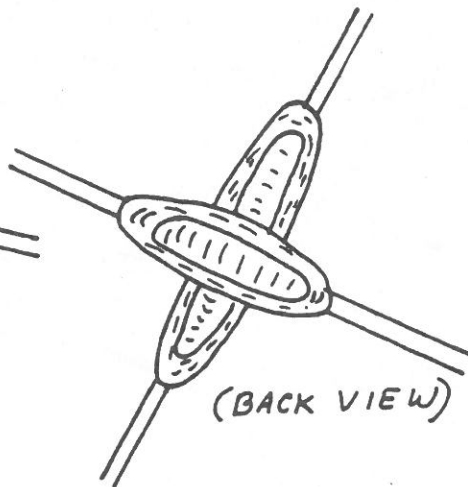
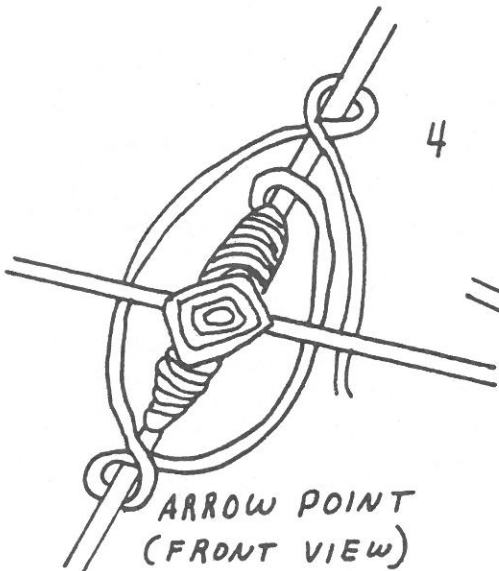
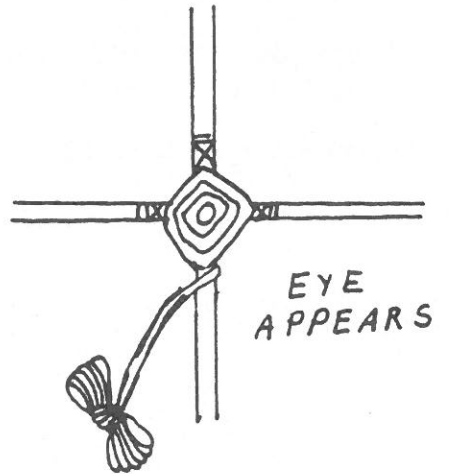
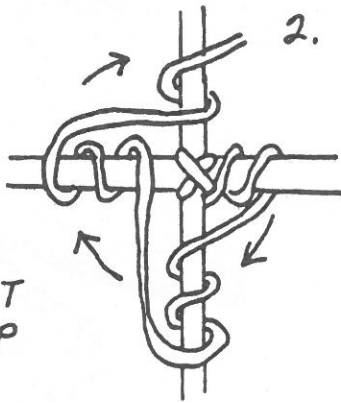
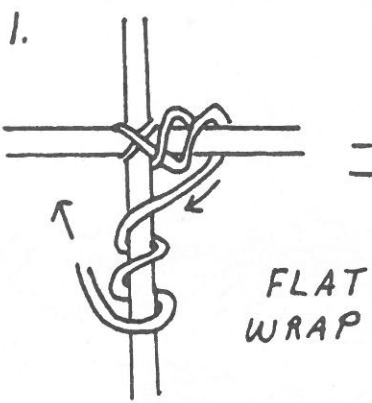
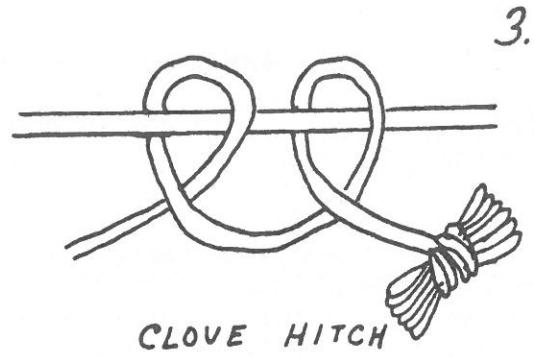
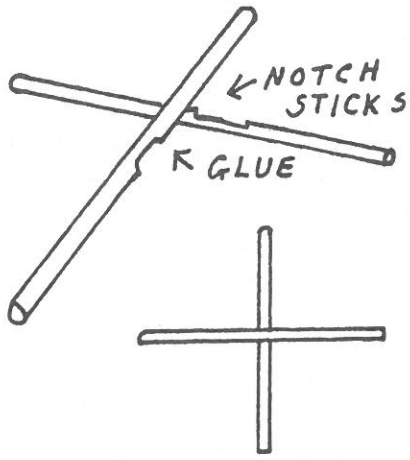
To Form the Eye or Center: Two round sticks are needed to form the skeleton. Use toothpicks for tiny Ojos or dowels for larger Ojos. Flat sticks can be used to create a different look. Round sticks should be notched in the middle and glued together to form a cross. Wrap yarn around the sticks as shown in Fig. 1. Holding the skeleton in your left hand, wrap yarn over and around each stick (completely encircling the stick). This is the basic wrap. (Fig. 2) Work clockwise if you are right handed. Continue wrapping in this manner until the desired center size is reached, making sure that you lay the yarn next to the previous row and do not overlap rows.

Changing Colors: To change colors, simply clove hitch (Fig. 3) and cut the yarn, leaving about $\frac{1}{2}$ " to be concealed and held by the following wraps. Always start a new color on a different arm from the one you just wrapped. Begin the new color with a clove hitch. Use white glue to secure ends.

The Flat Wrap: This is what you need to make the center. It is done by wrapping over and around each stick, wrapping clockwise. It can be used anywhere else in the design of your Ojo.

The Back Wrap or Recess Wrap: This gives your Ojo a three dimensional look. It is done by wrapping behind your stick. Turn the Ojo over and work on backside wrapping in the same manner as Front Wrap. Since part of this Back Wrap will be covered by the Front Wrap, make it a little wider than you wish to be visible from the front side.

Arrow Points: Wrap one stick at a time (opposite ends of the same stick). Attach your yarn and wrap around stick 1; bring your yarn across stick 1 and behind stick 2. Do not cross yarn behind the sticks. Wrap up and around stick 3, behind stick 4 and back up to stick 1. Repeat in this manner until you have 8 to 10 rounds. See Figure 4.



Wooden Helicopter

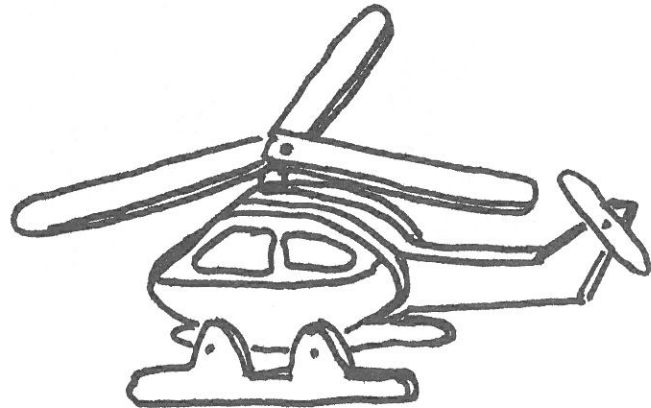
The body of the helicopter is made from three pieces of $\frac{1}{2}$ " pine fastened together. The center piece extends to form the tail of the helicopter.

The propellers are popsicle sticks. A hole is prepared in one end of each of the three sticks. These are supported by a small piece of $\frac{1}{2}$ " or $\frac{3}{4}$ " dowel and fastened to the top of the helicopter in position as in the drawing.

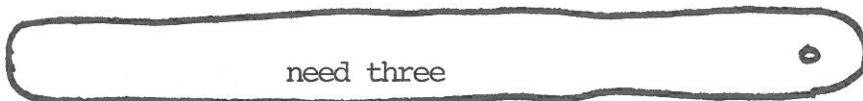
The small side propeller is cut to size and nailed through a hole in the center to the side of the tail. A nail is hammered through the 3 rotor blades, through the support piece and into the body. Make sure the propellers spin freely.

The pontoons may be prepared from $\frac{1}{2}$ " plywood or crate wood. They are nailed to the sides of the helicopter in the position indicated.

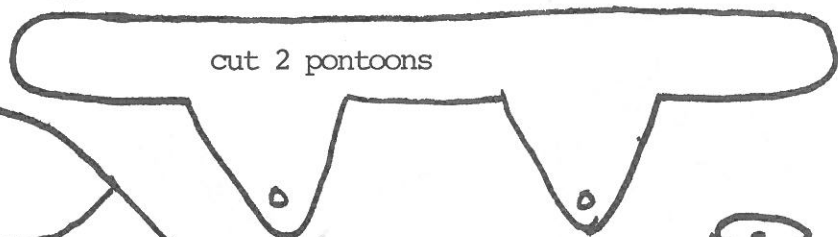
Decorate as desired.



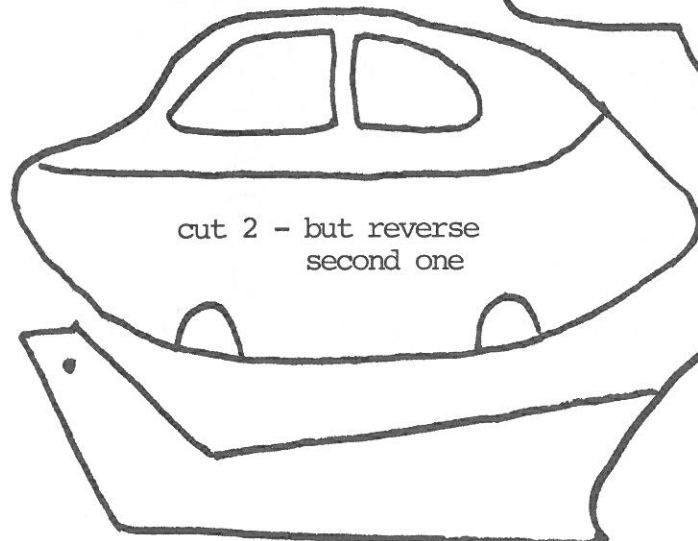
Propellers



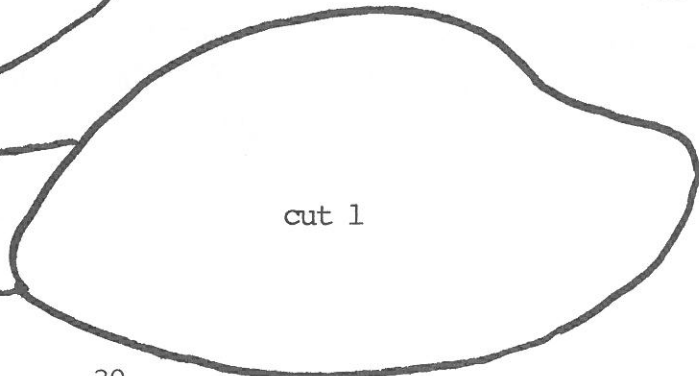
need three



cut 2 pontoons



cut 2 - but reverse
second one

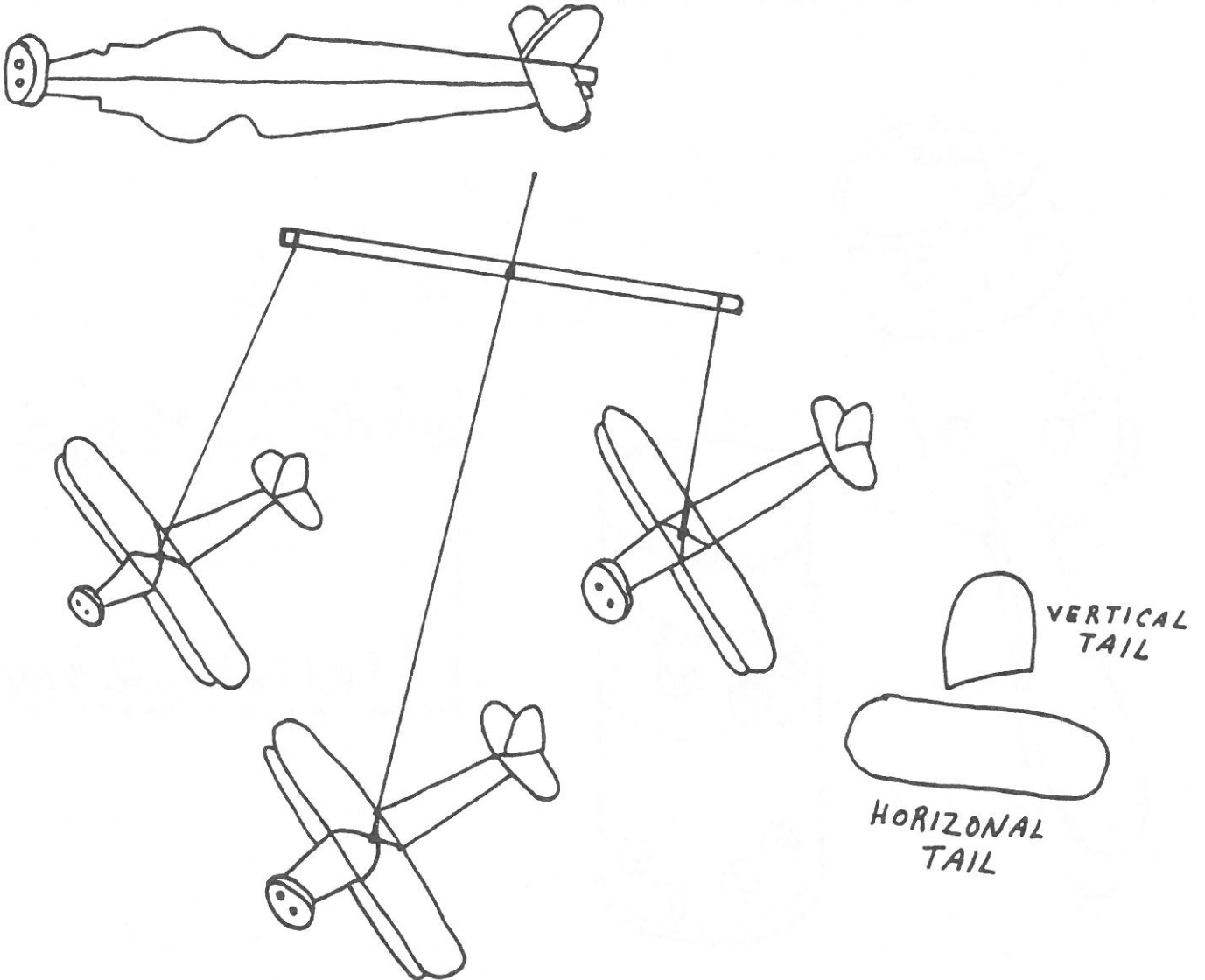


cut 1

AIRPLANE MOBILE

To make this simple mobile you need 3 clip-type clothespins taken apart. Glue the flat sides together to make the fuselage. Then trace the tail section onto 2 popsicle sticks and cut them out. You will need 3 of each tail section. Glue the tail sections together and let sit while gluing the wings on the fuselage. To add variety, glue one wing under the body, one on top, and another top and bottom for a bi-wing. A shirt button makes a nice propeller. When the tail section is set enough to handle, attach to the plane.

When the plane has fully dried, hang from a length of coat hanger or dowel with kite string.



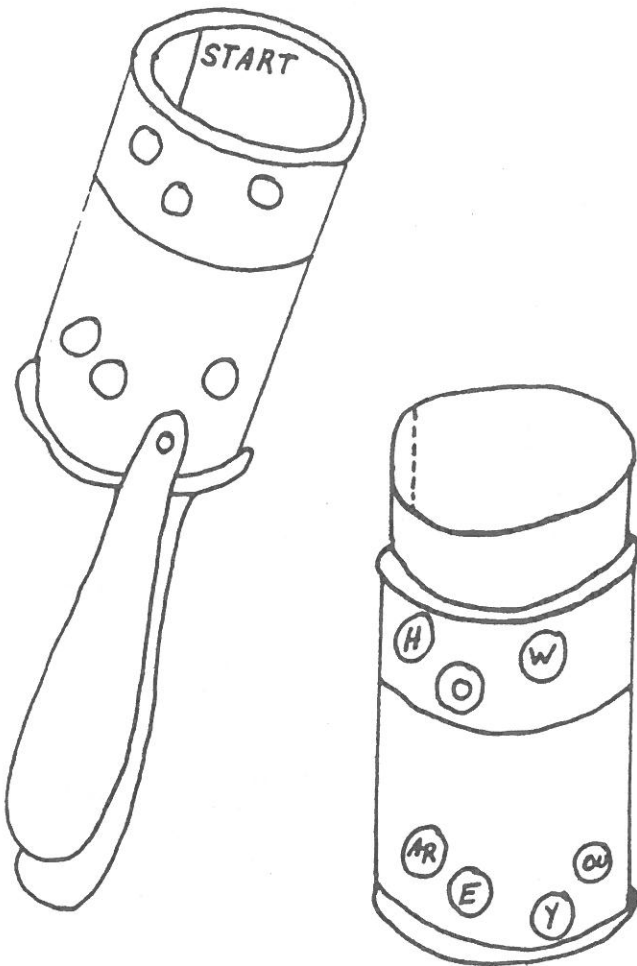
CRYPTO-MACHINE

Get two empty cardboard frozen juice cans just alike. Open both ends of both cans. Punch holes in the cans with a paper punch in the exact same places in both cans.

Put a piece of paper in one can making sure it fits exactly. Write a message through the holes. Mark the paper and can with a starting place. Then mark the other can with the same starting place.

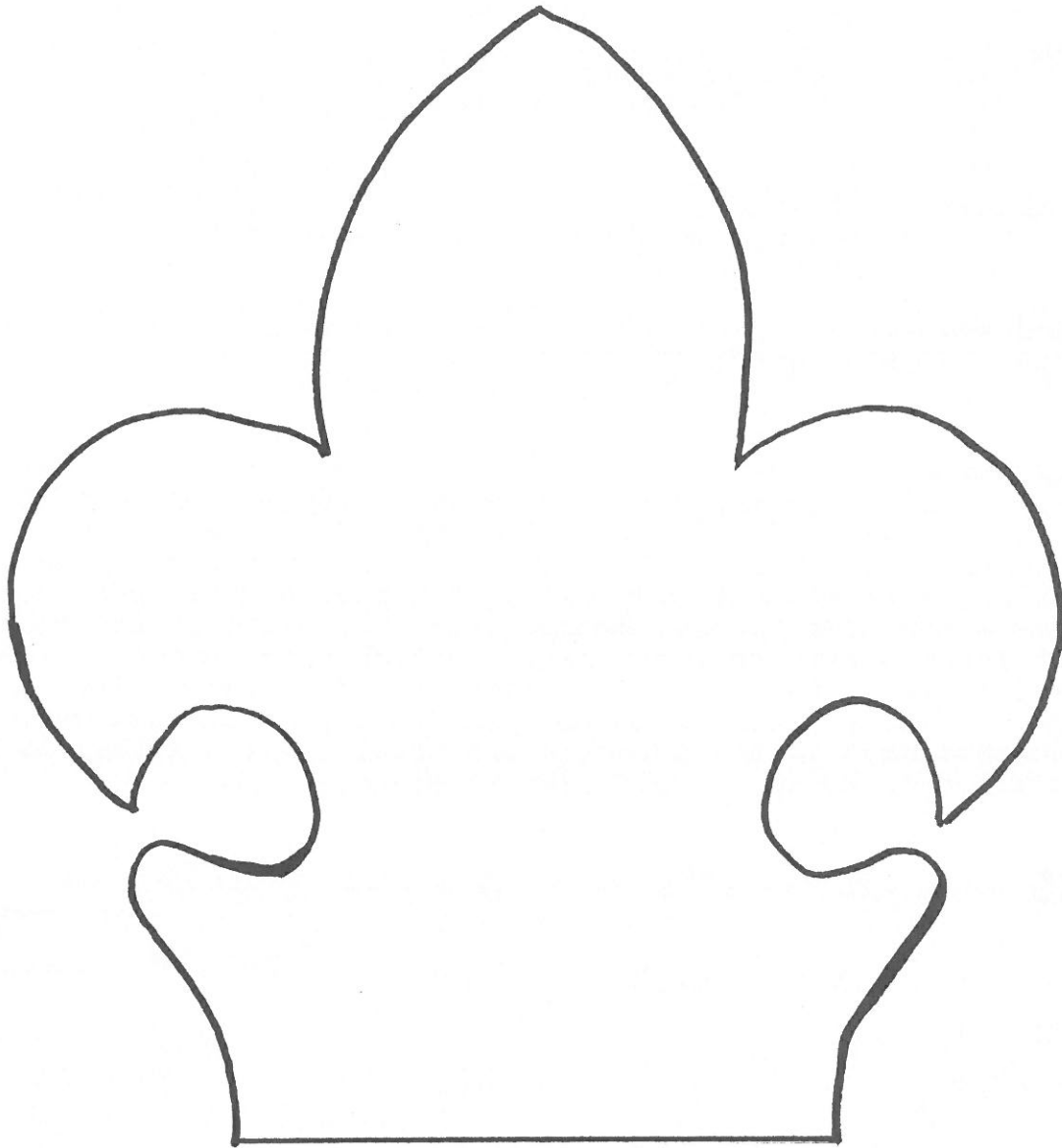
Take the paper out and fill in the spaces between the message with extra letters.

Give the second can to a friend and explain how to find the message. Then only you two know how to send messages by the crypto-machine.



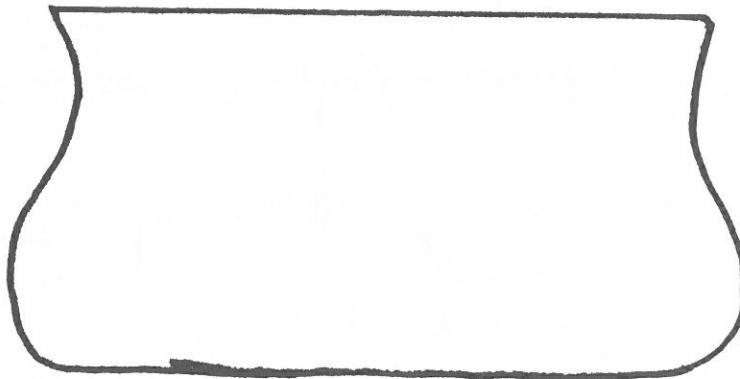
A rectangular box contains two lines of text. The top line is 'ZKHCOGMWLPJDX' and the bottom line is 'FAREJYVOUHQSBTN'. The letters in the top line are arranged in a slightly curved path, while the letters in the bottom line are arranged in a straight path.

Universal Scout Emblem Bookend Pattern



Cut 2 of each from plywood; sand and varnish so grain of wood shows. Purchase BSA decal and place on each bookend.

Attach base with wood glue and 1" very thin nails (finishing type). Nail holes may be sealed with wood putty if they are set deep. Resand and varnish.



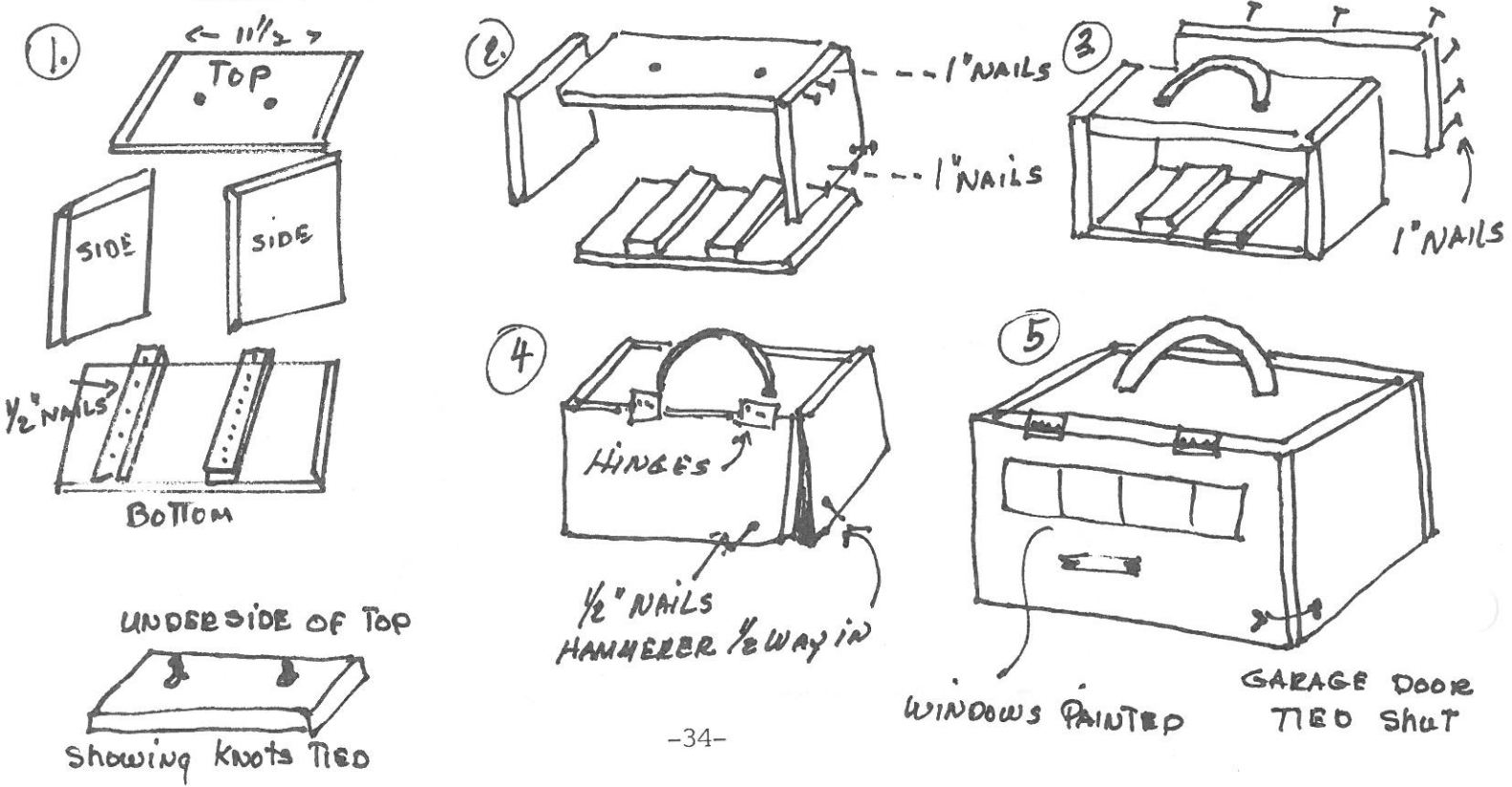
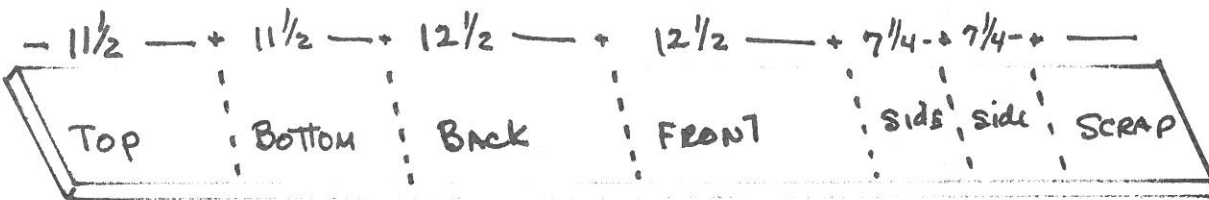
PINWOOD DERBY GARAGE OR CARRYING CASE

Materials:

- 1 - $\frac{1}{2}$ " x $7\frac{1}{4}$ " x 6' pine board
- 2 - $\frac{1}{4}$ " x $15/8$ " x $7\frac{1}{4}$ " pieces of pine lattice strip
- 4 - $\frac{1}{2}$ " nails
- 25 - 1" nails
- 6 inches of string
- 2 - 1" x $1\frac{1}{2}$ " loose pine hinges with screws, or two 1" x $1\frac{1}{4}$ " pieces of thin leather.
- 3 screw hooks
- wood sealer
- blue and gold enamel paint
- 16 inches of braided clothes line, $\frac{1}{4}$ " diameter

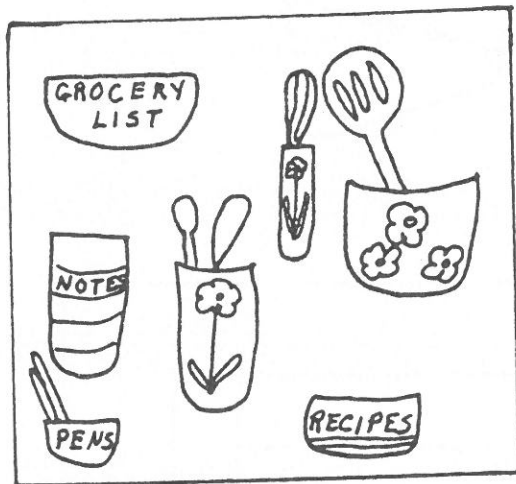
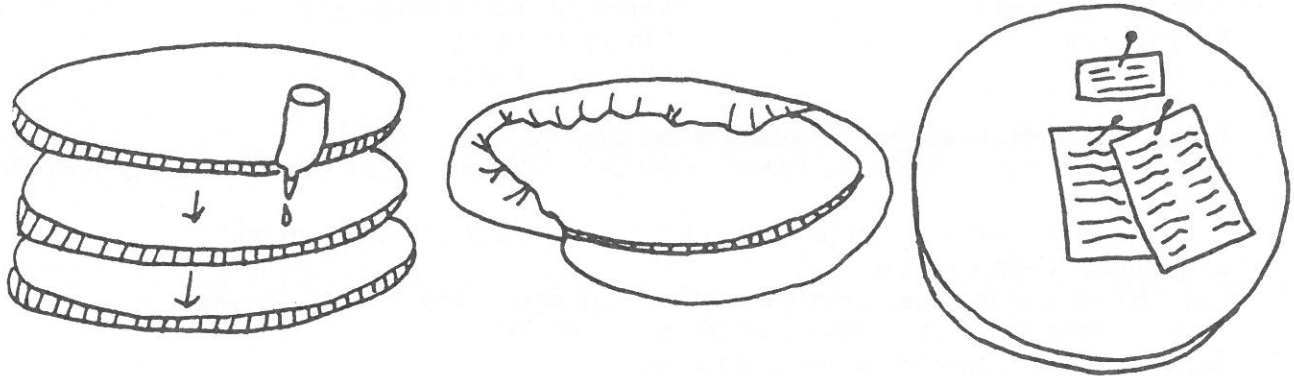
Directions:

Cut board as shown. Drill two $5/16$ " holes in top. Cut 16" length of cord. Pass ends through holes; tie knot in each end to make handle. Nail lattice strips to bottom piece. Screw hooks inside bottom. Nail sides to top and bottom pieces. Nail back to top, bottom and side pieces. Hammer latch nail into front and side pieces. Tie latch string to latch nail. Attach front piece to top piece with hinges. Brush on wood sealer. Let dry. Paint blue and gold. Let dry. Paint windows, plus your name and den number, too. Decorate with racing stickers and decals. Use a rubber band attached to hooks to hold cars in place.



BULLETIN BOARD

To make a simple bulletin board, save three cardboard pizza trays. Get a piece of burlap and cut it a little larger than the cardboard trays. Glue all three trays together, then glue the burlap to the stack of trays. Fold the extra fabric along the back, making little tucks as you glue the edges down. Attach a hanger.



KITCHEN RACK

To make a kitchen rack, find a big piece of cardboard or cork board. Save several plastic containers (bleach containers, meat trays, etc.). Using a sturdy pair of scissors, cut the containers in half. Decide where to glue the containers to the cardboard. This is a nice gift for Mom to keep her grocery lists, recipes, and even wooden spoons in the containers.



PENCIL HOLDER

Use an empty can to make Dad a place to keep his pens and pencils or small tools handy. Glue heavy twine around the can, spreading Elmer's on the can as you go, a few rows at a time. Trim the top and bottom with a different twine, and use it also to glue a design or Dad's name on the can.

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:

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 jars. 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.

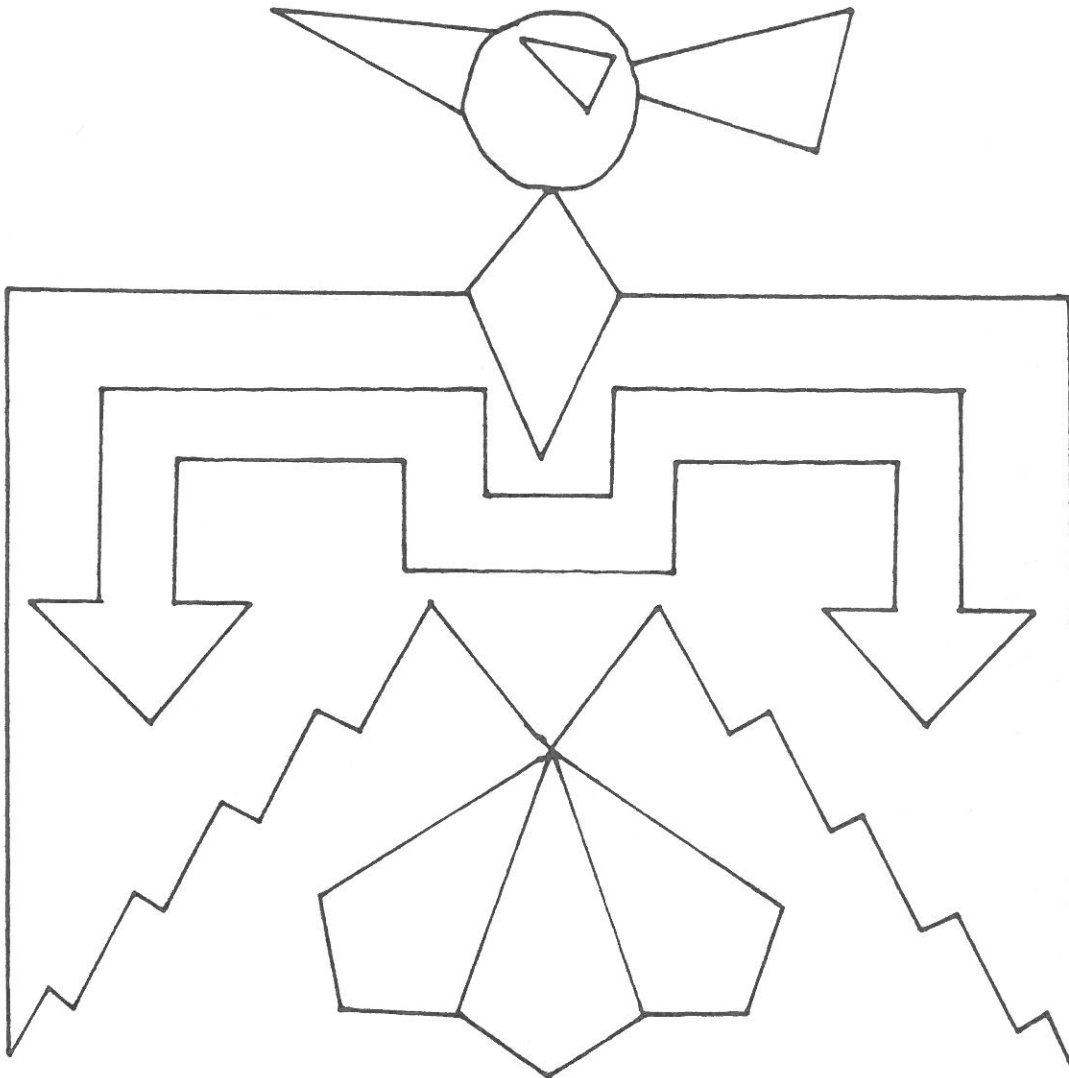
Pour the sand onto paper towels and allow it to dry. Keep colors separate.

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.

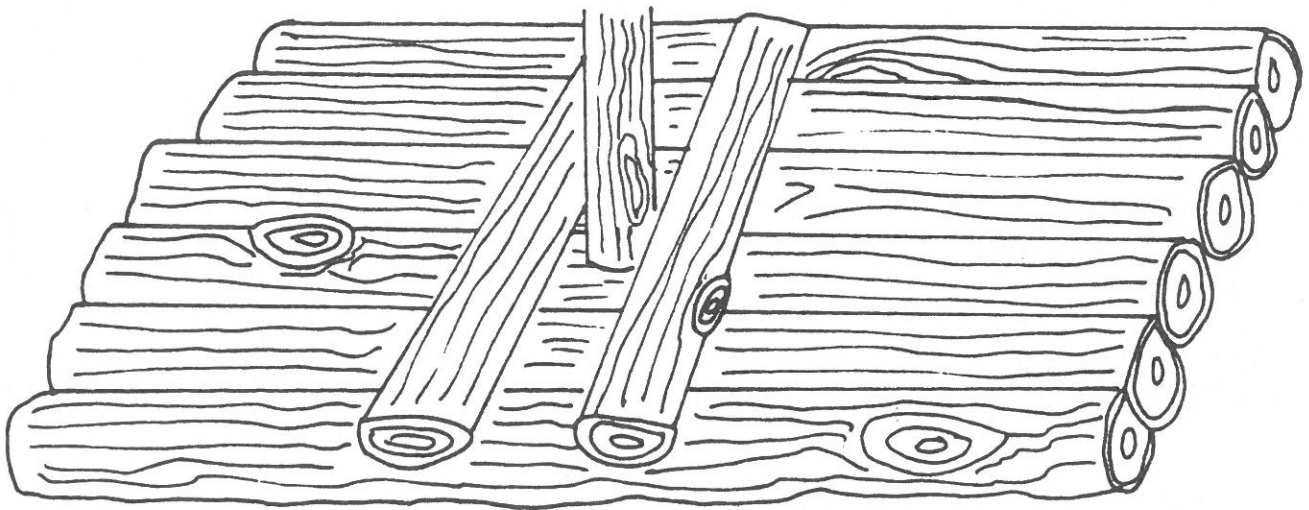


HUCK FINN'S LOG RAFT

THINGS YOU NEED:

11 twigs of equal thickness
Liquid white glue
1 Sheet of white paper
Colored crayons or colored felt-tipped markers
Wax paper

1. Break or cut the twigs about eight inches long.
2. Place six of the twigs on a sheet of wax paper. Glue the twigs together with the liquid white glue to form the raft.
3. Break or cut two twigs to fit the width of the six glued twigs.
4. Let the raft dry overnight. When dry, turn upside down.
5. Cut a twig to form the mast and glue it, standing up, to the center of the raft.
6. Cut the last two twigs to fit the width of the raft.
7. Glue the remaining two twigs to both sides of the mast.
8. Dry overnight.
9. Cut the sail from white paper. With crayon or marker, draw the letters H and F (Huckleberry Finn) on it, or use your own initials.
10. Push the paper sail through the standing twigs. You are now ready to sail.



DRINKING CUP BELLS

Disposable drinking cups converted to carol bells. Decorate with ric-rac trim and glue glitter to the rims. For clappers, use small ornaments or jingle bells on lengths of knotted yard strung through holes in the tops of the bells. Tie the yarns together in a bow and hang in a doorway.

TRIVET FOR MOM

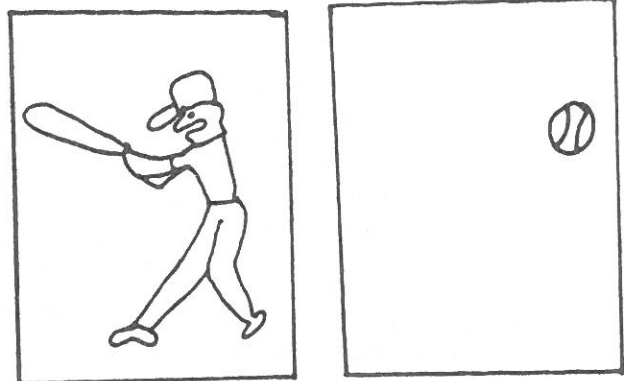
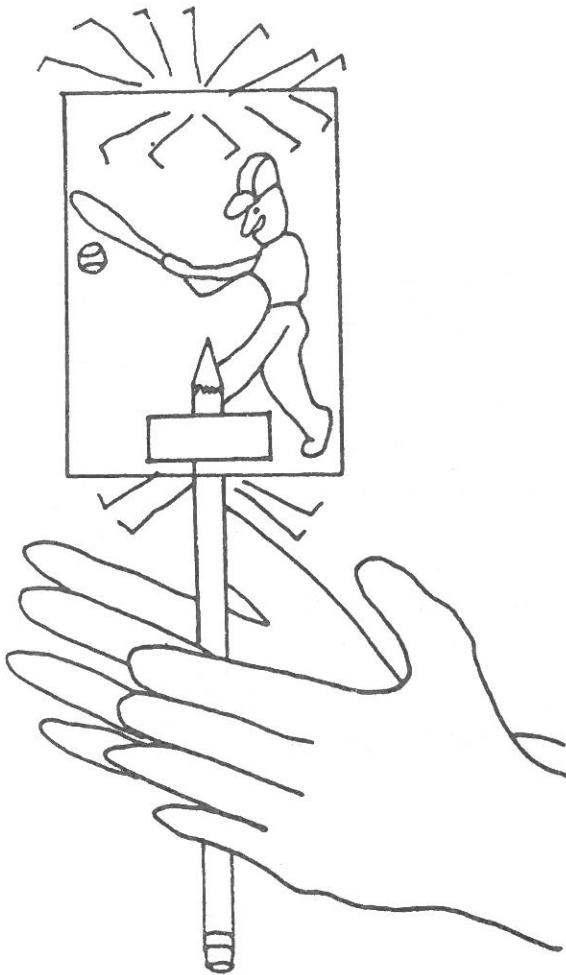


Working on a piece of plastic wrap or wax paper, tightly coil thick clothesline that has been soaked in Elmer's Glue, ending with a circle about ten inches across. Tape the rope end down temporarily. When dry, pull off the plastic wrap and the tape. Now, using colored yarn soaked in Elmer's as before, glue designs around the circle. Makes a great trivet to put hot dishes on.

BATTER UP

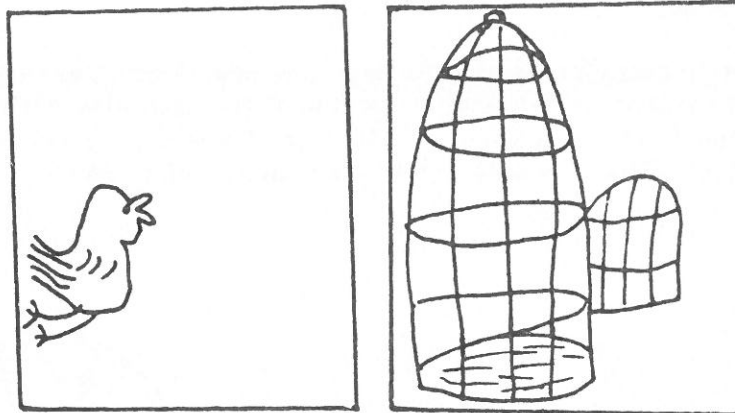
Using an index card, draw a picture of a batter on one side. He should be swinging the bat. He should have a disgusted look on his face. Turn the card over and hold it up to a light. Draw the ball on this side of the card just above the tip of the bat.

Tape the card to a pencil and spin the card. The batter will look like he's swinging at the ball and missing.



BAFFLED BIRD

Draw a bird on one side of an index card. Put a surprised look on its face. Use bold, simple lines. Turn over the card. Hold it up to a strong light. The bird will show through the card. Draw a cage on this side of the card with the door open. The cage door should be in the same spot on the card as the bird. Tape the card to a pencil then spin it between the fingers. The bird will look like it is flying into the cage. That is why the bird looks so startled.



GOBBLE TURKEY BASKET

MATERIALS:

39 Jumbo Craft Sticks
Oatmeal box
Two 15mm Wiggle Eyes
Red, yellow, orange and brown paint
Lightweight cardboard

SIZES OF STICKS:

Eleven whole sticks
Eighteen 4- $\frac{1}{2}$ " sticks
Seventeen 3" sticks
Two 2" sticks

INSIDE:

Cut the oatmeal box down to 1- $\frac{1}{2}$ " high and cut the side into seventeen sections, about $\frac{3}{4}$ " wide (Fig. 1). Glue a 4- $\frac{1}{2}$ " stick to the inside of each $\frac{3}{4}$ " wide section of the box. The flat side of stick will be at the bottom and rounded end at top. Let dry.

OUTSIDE:

Turn the basket upside down and place it on top of a glass or other tall object. Spread the ends of the sticks apart and glue a 3" stick between each of the 4- $\frac{1}{2}$ " sticks on the outside of the basket (Fig. 2). The 3" sticks are also glued to the 4- $\frac{1}{2}$ " sticks where they touch.

TAIL:

Glue six whole sticks to the inside of the basket between the 4- $\frac{1}{2}$ " sticks as shown in Fig. 3. On the outside of the basket, glue five more sticks between the tail feather sticks that you just glued (Fig. 4).

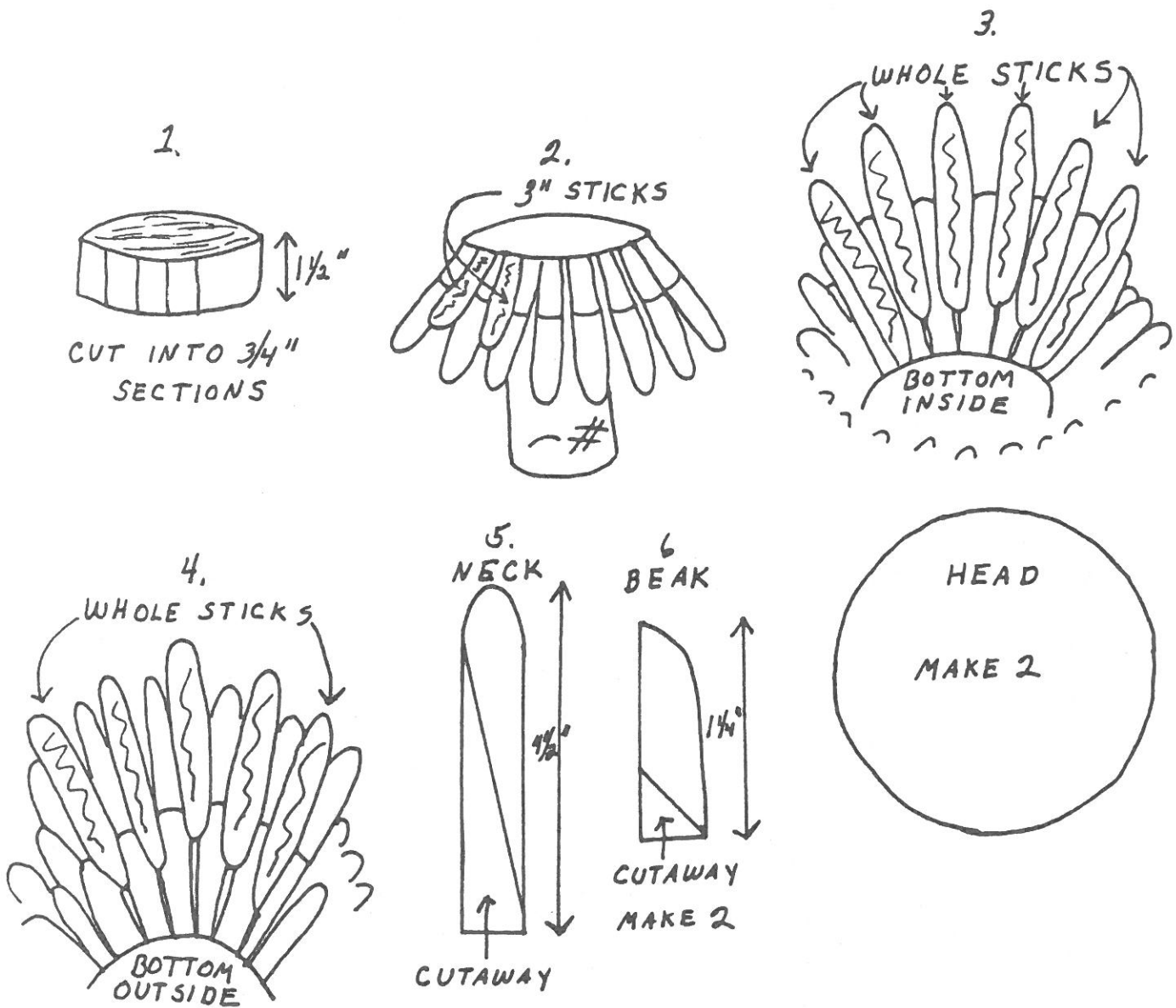
NECK:

For the neck, cut a 4- $\frac{1}{2}$ " stick as shown in Fig. 5. Glue the edge of the pointed end of the neck to the inside of the basket, placed between the two 4- $\frac{1}{2}$ " center front sticks.

HEAD:

Trace head pattern onto lightweight cardboard and cut out 2 heads. Glue one head to each side of the top of the neck. Glue a 2" stick to each side of the circles to form a wattle. Trace beak pattern into cardboard and cut out two beaks. Glue one to each side of the head for the beak.

Apply Mod Podge (if you want) to entire turkey. Let dry. Paint the turkey brown. Paint the beak yellow and the wattle red. Paint the tips of the tail, alternating red, yellow, orange, red and yellow in the taller sticks. The tips of the shorter tail sticks are painted orange, red and yellow. Glue a wiggle eye to each side of the head.



SAWDUST COVERED CONTAINER

These sturdy containers with their rustic appearance are especially suitable for arrangements of dried flowers, weed, evergreens, etc.

All you need are tin cans (preferably large juice cans or coffee cans), Sawdust, glue, paint or shellac.

Coat the can with quick drying glue and then roll it in the sawdust. When glue is thoroughly dry, either spray paint the container any desired color, or leave natural. If you like, add a coat of clear plastic spray or shellac to preserve the finish of the containers. Glue a circle of felt to the bottom to protect the floors or furniture.

SAND CASTING

The warm weather has arrived and you are headed for the beach. Why not make the most of your day! Do some sand casting! The hours will fly by as you become involved in this fascinating project.

Besides your other beach necessities, you'll need to bring with you a plastic pail and plaster of paris.

Once on the beach, look for the right type of sand for sand casting by digging holes in the sand near the water. The sand you want should be moist on the bottom of the hole but not muddy or very wet.

Then, decide on the design you want for your sand casting and press it into the bottom of the appropriate hole. Remember, impressions you make come out reversed in your finished sand casting - holes become raised and areas left untouched are flat. For added interest, you may embed marbles, shells, small stones, fish bones, string, buttons, sticks and wood chips in your design. Make certain that the object is exposed so that the plaster clings to it. You can also leave an imprint of your hand or foot if you want.

Fill your pail with water and mix in the plaster of paris according to the directions on the package. For color, add tempera paints. Carefully pour the plaster down the side of the hole over your design. For a hanger, bend a heavy hairpin or a piece of wire and insert the ends into the plaster. Let the plaster set for about 15-20 minutes. Then, lift the sand casting out of the hole and brush away the excess sand from the face of the casting.

Let your sand casting dry in the sun. To hang, bend hanger up. If you aren't fortunate enough to live near a beach, you can pack wet sand in a box or carton and, following the instructions, make your sand casting in the box.

PINATA

Pinatas are fun, whether they're elaborate animal shapes or just paper sacks full of goodies. To get basic shapes, cover blown-up balloons with paper mache'. Use 2 or 3 layers of mache', letting it dry between coats. The size of balloons you use and their shape will be determined by the type of animal or figure you are making. Let it dry overnight.

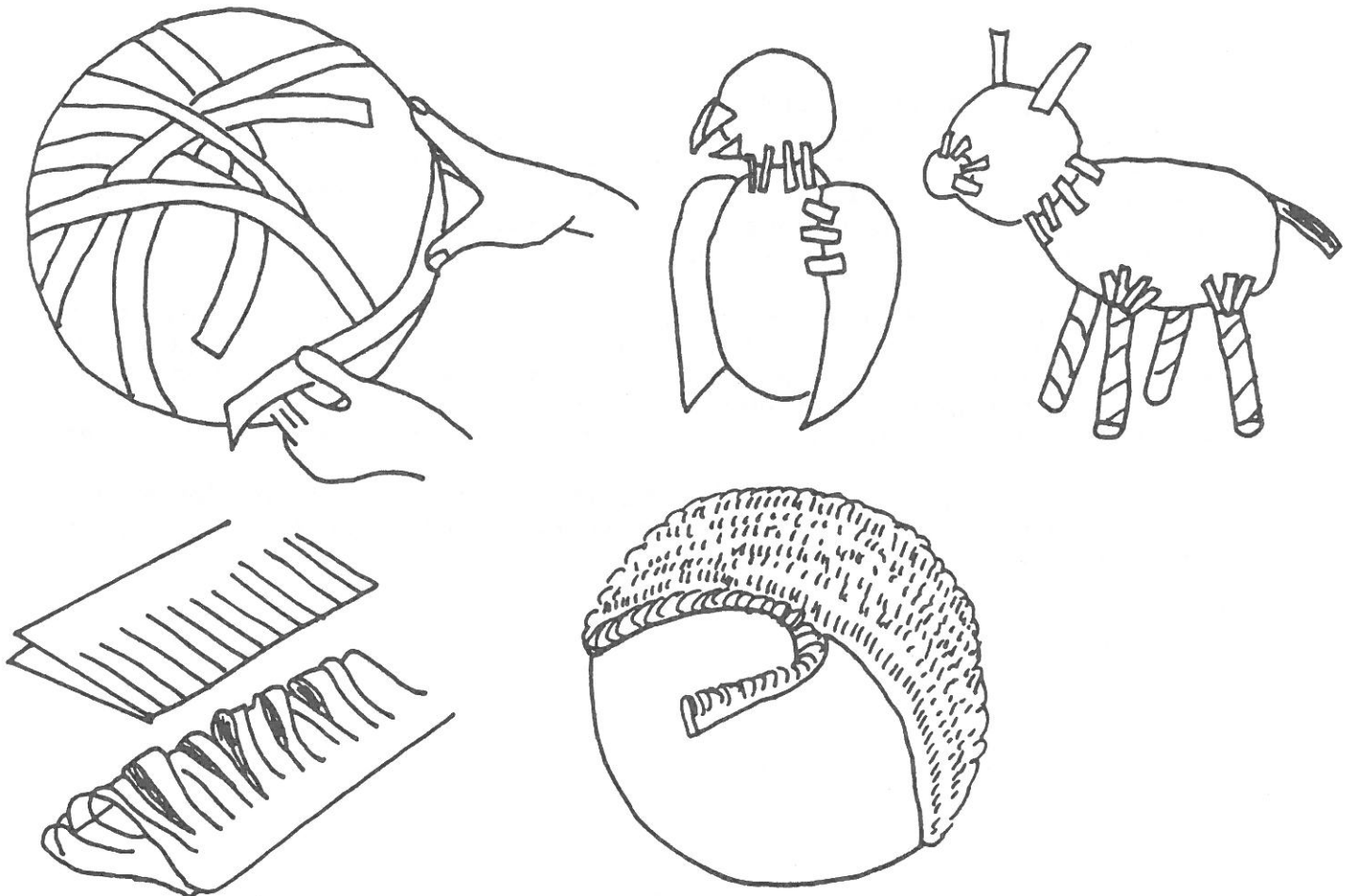
Puncture balloon through a hole out in the back of the finished shape, and remove it.

Attach balloons together with additional strips of paper mache' and let dry. (See illustrations). Use cardboard rolles for legs and necks. Use cardboard cut-outs for wings, ears, etc.

After the pinata is the desired shape and is completely dry, cut a hole in the back for inserting candy or favors. Fill the pinata and reseal opening with tape or more paper mache'. Fasten a cord for hanging.

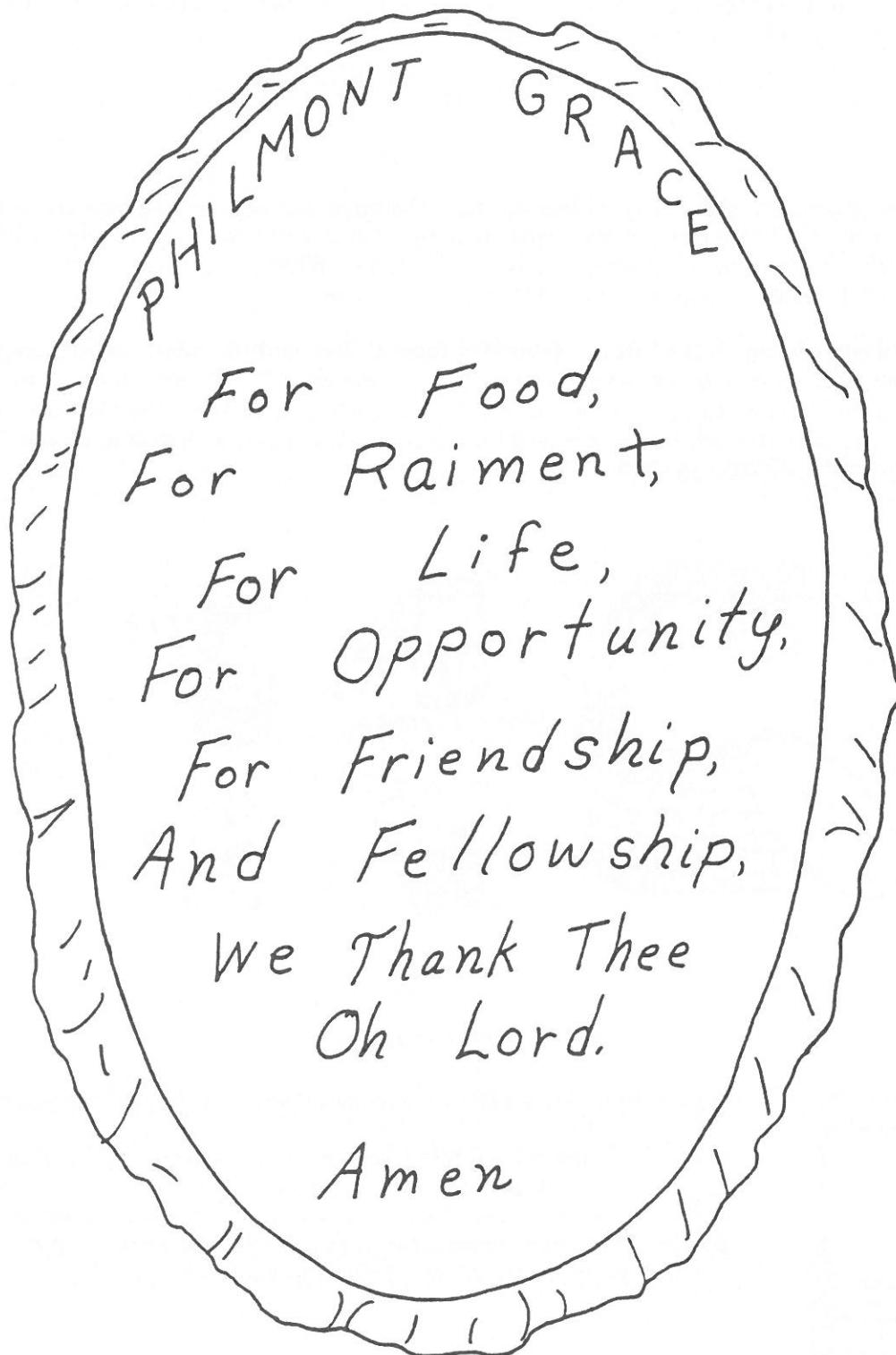
Then add finishing touch of tissue paper curls, which cover typical Mexican pinatas. Fold 3-inch strips of colored tissue paper lengthwise, and fringe as shown in illustrations. Then turn the strips wrong side out and they will fluff up. Fold several strips together and cut all at once to save time. Wrap these strips around the pinata, overlapping each row.

You can finish off the decorations with crepe paper, colored foil and anything else you can think of to make it attractive. The more color the better! Then hang up the pinata and let the blindfolded boys take turns hitting at it with a stick until it breaks and the goodies fall out.



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.



GLUED ROPE IN THE ROUND

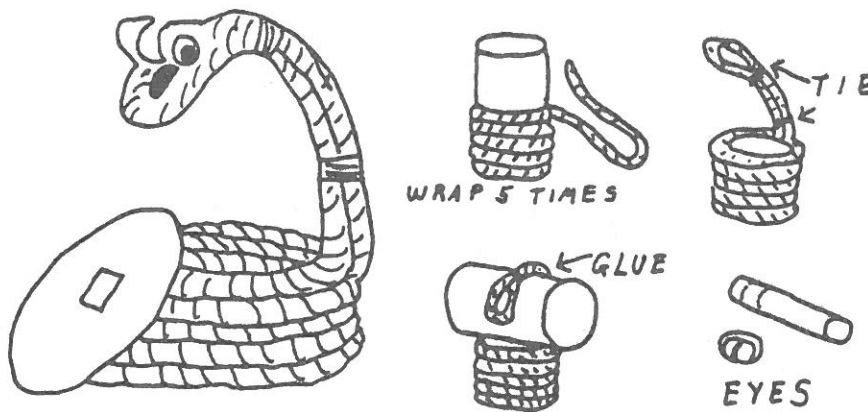
These rope and glue accessories are easy to make and look well in any room of the house. They are made with $\frac{1}{4}$ " hemp.

The first step is to wrap the rope around a mold, taping only as needed to hold the rope in place as you wrap. Then, cover the rope with glue, brushing it on generously. When the glue is thoroughly dry, remove the mold as well as the tape. To finish, snip off any loose strands and sand well. If you want to color your projects, just stir some vegetable coloring into the glue before applying it. After the tape is removed, you will have to color those areas that were covered by the tape.

SNAKE BOX

Mold - use a tin can, about 2 $\frac{1}{2}$ inches across. Remove the top. For a box the size pictured, you will need four to five feet of rope. Wrap the rope around the can five times, taping to hold as your wrap. Cover with glue. When dry, remove tape. Place can sideways on the box to make the snake's head and neck.

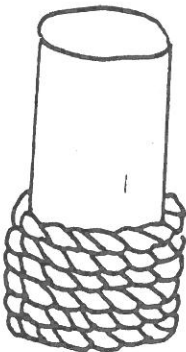
First, fold remaining rope in half. Tie off a loop at one end for head and tie together near other end. Curve and tape rope over can, as shown. Cover with glue. Let dry and remove can and tape, sand well, add eyes. For the bottom of the box, glue on a cardboard circle. For the lid, cover a cardboard circle with paper and add a handle by glueing on a short peice of rope or two.



COASTERS

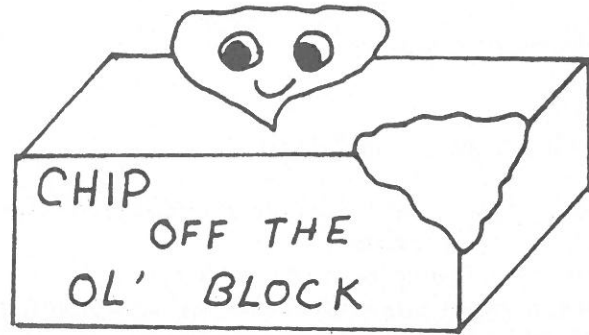
You could make a set of these coasters as gifts, or for yourself.

To fit standard size glasses, use a tin can about 2 $\frac{1}{2}$ " across for a mold. Invert can and coil a small circle of rope on top. Tie to hold. Continue to coil rope to cover top. Wrap rope around sides of can for about two inches, taping to hold. Cover with glue. When glue is dry, remove can and tape and sand well.



CHIP OFF THE OLE-BLOCK

Materials: Scrap lumber
glue
felt tip markers
varnish - paint brush
saw or sharp knife



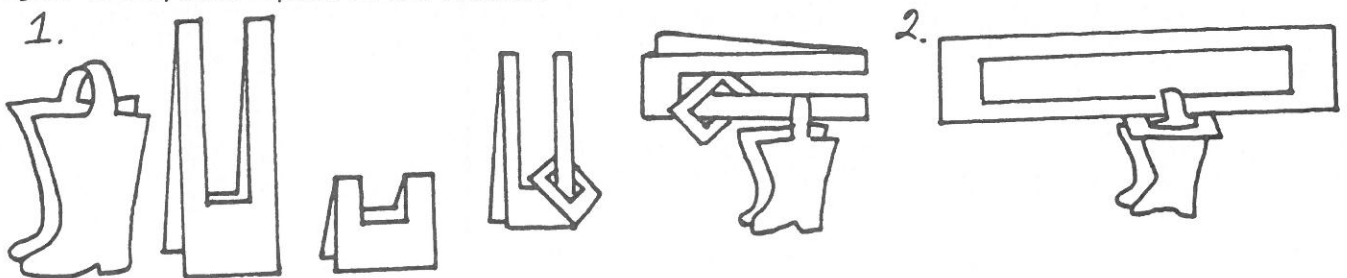
Any size piece of wood can be used. Stain wood desired color. (Instead of varnish and a paint brush, you can use strong instant tea in a little water, dabbing the tea stain onto the wood with cotton balls. Cut a rather large chip off on one corner. Glue this chip to center of block of wood. Draw a face on the chip of wood and do writing on the block of wood. Good idea for Father's Day gift.

PAPER BOOT PUZZLE

With your brain now in orbit, try this paper boot puzzle. It is easy to make and not too tricky to solve.

Your boot puzzle consists of three pieces, all cut from stiff paper. One piece is shaped like a pair of boots joined together at the top. The other two pieces are shaped and folded as shown. (See Figure #1) To put the puzzle together, slip the smaller piece over one of the arms of the larger piece. Hang the boots over one side of the arm only, as shown. Next, pull the small piece to the right and over the top of the boots. Then, unfold the large piece and your puzzle is all set. (See Figure #2)

Now, what do you do with it? The problem is to remove the boots without tearing the paper. Sound tricky? You'll see. Play around with it for a little while, then, if you can't figure it out, take a peek at the answer.



PAPER BOOT PUZZLE ANSWER

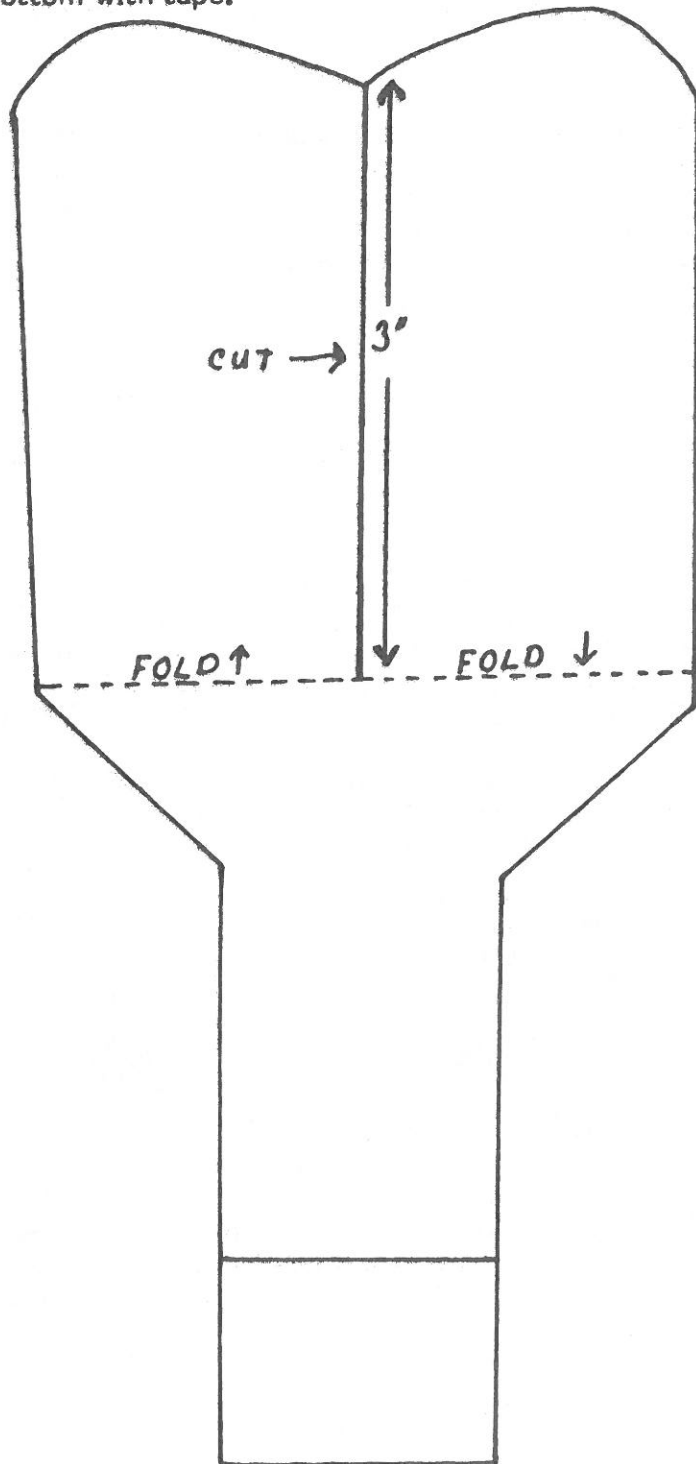
To solve this puzzle, simply reverse the steps you took to put the puzzle together. First, refold the large rectangular piece of paper. Then slide the small piece up over the tops of the boots and along the arm of the largest piece. Presto, the boots may be lifted from the arm.

HELICOPTERS

MATERIALS NEEDED:

Construction Paper
Tape
Scissors
Small pieces of cardboard

Make patterns and draw on construction paper.
Cut slit down center.
Fold flaps in opposite directions.
Attach small piece of cardboard to bottom with tape.
Can add name and design as desired.



SANDCAST CANDLES

Materials:

sand
1 flowerpot for each candle
crayons - optional
household paraffin (approx. $\frac{1}{4}$ lb. for each candle)
candle wick
pencil
empty can with label removed
small pebbles

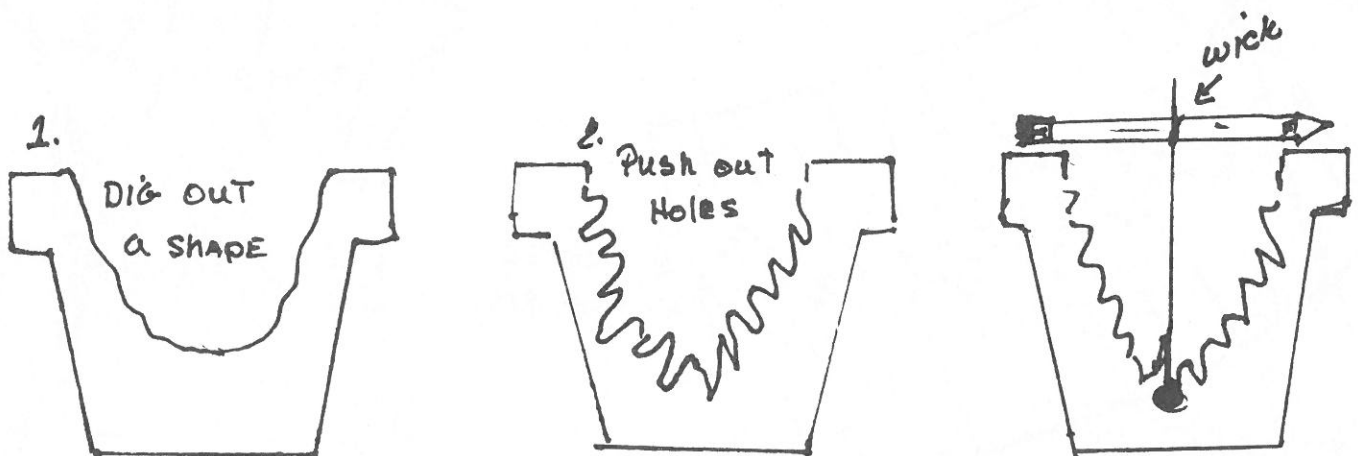
Break up wax and put pieces in the empty can. Fill a small pan $\frac{1}{3}$ full of water, put the can in the pan and place on stove over low heat. If you want colored candles, add pieces of crayons to the wax. While the wax melts, prepare the candle molds.

Fill the flowerpot with moist sand. Dig out the candle shape - use your hand or press an object into the sand like a small rubber ball or small can. Important - you are making the candle upside down - the sand at the bottom of the mold shapes the top of the candle. To make the candles like strange sea shapes, make large or small holes in the sand jutting out from the basic candle shape; push out the holes with your fingers or poke them with a pencil or stick.

When the mold is finished, tie a pebble to the wick and embed the pebble in the sand at the bottom of the mold as shown. Wind the other end of the wick around the pencil and balance on top of the flowerpot. Be sure the wick is straight.

Pour the melted wax into the mold carefully, the wax will sink in a few minutes - pour more in to level what will be the bottom of the candle. Let the wax harden completely.

To unmold, turn the flowerpot upside down. All the sand will come out in a hunk in your hand as it does when you repot a plant. Carefully remove the candle. Brush off as much sand as possible. Let dry and brush off again. A very thin coating of sand should remain on the candle surface.



TIN LANTERNS

Materials:

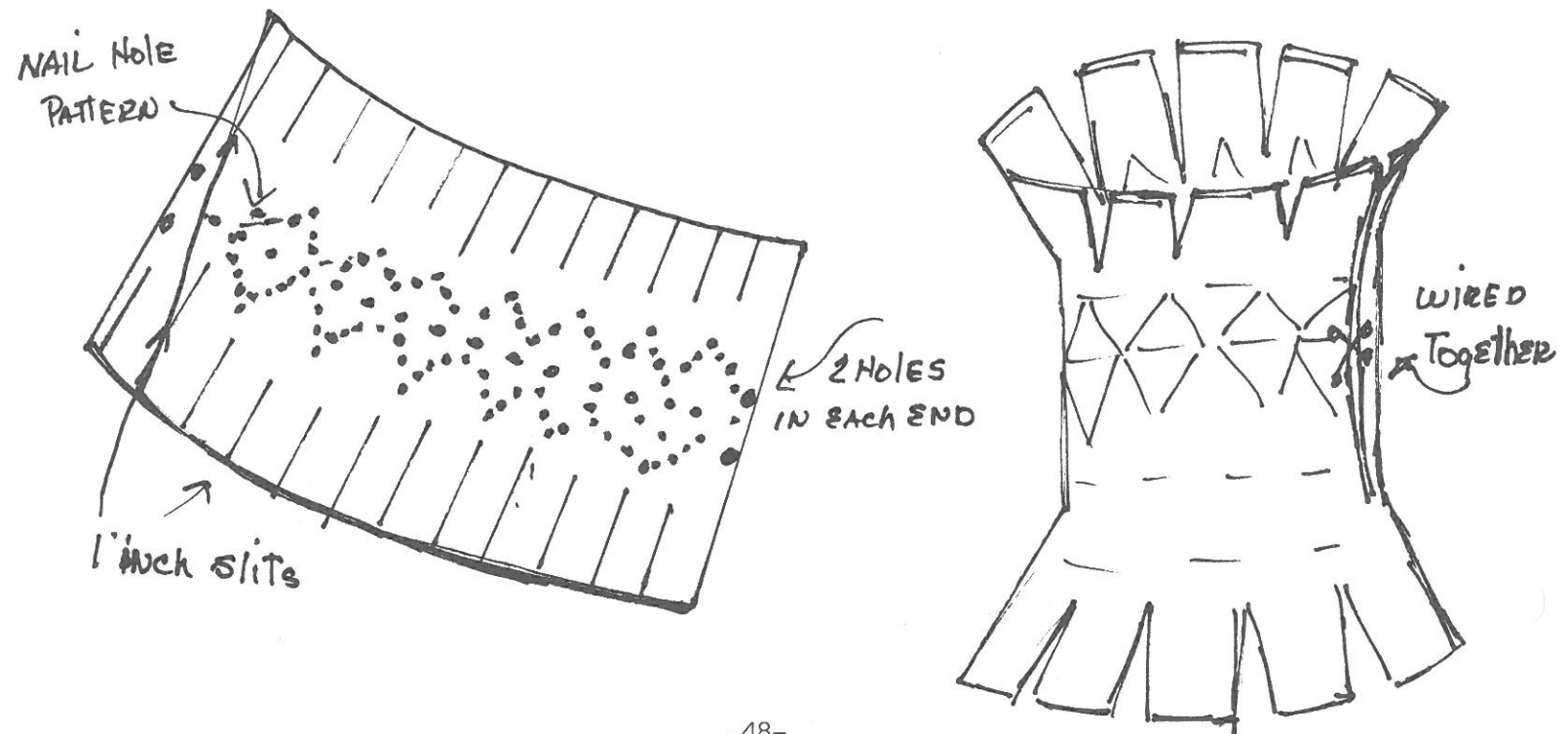
empty soup can
several inches of thin wire
1 small candle
aluminum foil
tin snips
hammer and large nail
pliers
piece of scrap wood

Remove both ends from the soup can. Save one end. Remove the label from the can and scrub off the glue residue underneath.

With tin snips, cut the can open near the seam and flatten it out. Driving the nail from the inside of the can to the outside, hammer a pattern of holes in the can. With tin snips, cut 1" long strips along the top and bottom of the can. Bend out the cut edges.

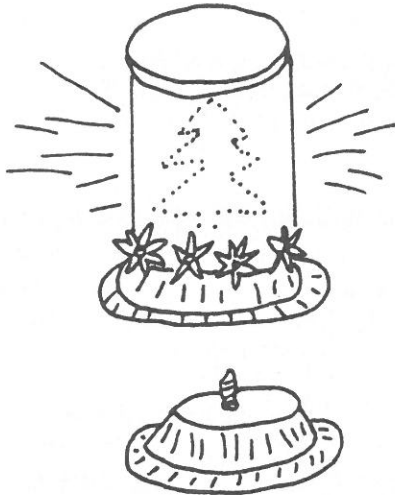
Bend the can back into a cylindrical shape and wire it together. Twisting the wire on the inside. The lantern is completed.

Now make a holder for the candle out of the can top. Cut $\frac{1}{4}$ " snips around the perimeter of the can top. Use the pliers to turn up the edges. Anchor the candle in the center of the top with a few drops of melted wax. Set the top in three layers of foil cut into a round shape. Turn up the edges of the foil to catch the wax as it melts. Light the candle and place the lantern over it.



CHRISTMAS LANTERNS

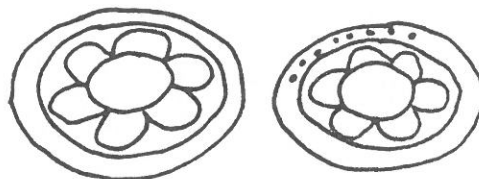
Here is a clever way to make Christmas lanterns out of tin cans. With some grown-up help, it is an excellent craft for a Cub Scout den, since it makes use of a hammer and nails.



HOW TO MAKE THEM: You can use any size tin can, from dog food to juice can size. Fill each can with water to about $\frac{1}{2}$ " below the rim and place it in the freezer for about two days, until ice is very hard. Then cut a piece of heavy paper big enough to fit around the can and draw your design on the paper. Fasten the paper around the can with masking tape. Place the can on an old, folded towel. Using a hammer and a nail, punch holes into the can evenly spaced on the lines of your design. Use simple designs such as a Christmas tree, star, bell, etc. If desired, a base made from a foil pie pan can, using the meat size for smaller cans and larger pie pans for the larger cans. Turn the pie tin upside down and with a hammer and nail, poke a hole in the center. Use a screw with a nut to fasten to bottom of can by poking a hole in the bottom of the can lantern. Tighten nut on inside of can and the screw sticking up can be used to place the candle on and hold it in place. Light your candle and watch your Christmas lantern glow. Artificial flowers or Christmas greenery can be fastened around the rim of pie pan base.

CHRISTMAS TREE ORNAMENTS

To make your ornaments, you'll need white glue, plastic wrap (not waxed paper), gold gift-wrap cord, food coloring, toothpicks, and tweezers. Anchor a piece of plastic wrap to a cookie sheet with tape. Smear a thin layer of glue over the area to be covered by your design, and arrange the gold cord in a circle (not more than five inches wide or the ornament will droop from its own weight). Press the cord down firmly on the sticky surface to ensure a tightly enclosed area for the colored glue. Pinch the cord against its natural curve to form scallops. Fill a teaspoon with glue and stir in less than a drop of food coloring. The tint will intensify when the glue dries. Pour the colored glue into areas framed by gold cord. If a bubble forms, pop it. Add seeds or pasta. If you use gold balls, add them when ornament is almost dry, because they dissolve easily. Let the ornament dry for several days. When the ornament is clear, peel off the plastic wrap and make a hole near the top for hanging.



A STAR FOR CHRISTMAS

With the use of only a few simple tools, you can make an eye-catching star to hang on your living room or foyer wall for the Christmas season. You can buy the pine cones, but we found it more fun to collect them when we went out for walks.

Now when we say "pine cones", we mean any of the seed pods from any of the needle-bearing trees we see, all the way from the tiny hemlock cones, which are usually only a half to one inch long, to the long ones that are four or five inches long, and anything in between. You need not restrict the decorations to cones; such items as sweet gum pods also fit in nicely.

To get started you need an assortment of cones, a firm support, such as a piece of quarter-inch fiberboard, or masonite, a hand saw, ruler, putty knife, and a can of linoleum paste. Optional materials are a can of clear spray lacquer and a can of gilt spray-paint.

The star is 20 inches from top to bottom. Draw the design on fiberboard, cut the star out with a saw. Before you start mounting them, lay out all of your cones and arrange them on the table alongside your star to establish the pattern you want to follow. Also note which types are in short supply, so that you can use them to the best advantage. In our star we used the long, pointed ones on the tips.

Before you apply the paste, we suggest putting a few layers of old newspaper on the table, because linoleum paste can become messy after you get to working with it. With a putty knife, spread a thick layer of the paste all over the fiberboard star, being sure to get a good layer all the way out to the edge, as shown in photo 2.

Apply a dab of paste to one side of each cone when ready to place it. Start from the tops and work inward (third photo). Press each one firmly to the paste. Then remembering your preliminary layout, keep adding the cones and burrs, working toward the center. Before putting too many cones down, put one in the center, and work up a symmetrical pattern. Make sure that the cones extend far enough over the edge to hide it, yet not so far that they can fall off.

After you have mounted a single layer, add other cones, each with a dab of paste, to form a partial second layer to give the impression of depth. Do not press this second layer of cones tight. Simply let them lie on top of the others. Now look down at the star critically and fill in whatever gaps there may be. You should not be able to see any of the base or its paste layer.

Allow the completed star to remain flat and undisturbed until the paste has set and is completely dry. This will take about six hours. Setting time may vary from brand to brand of paste, so, before moving the star, gingerly test the paste with your finger.

When the paste has set, you may wish to spray clear lacquer over the entire star to give it a slight luster. When the lacquer is dry, you may want to spray the edges of the cones lightly with gilt spray to highlight them. Finally, put one or two small screw eyes into the back for hanging. A wreath can be made in the same way - using a ring cut from wood.

NATURE

ROOT GROWING

Carrots, beets and turnips are edible roots. By taking the parts of these vegetables which most cooks usually cut away and throw out, you can grow new plants from these roots.

There are two methods of growing new plants from roots.

For the first method, cut about 2" from the top of a carrot, beet or turnip. Scoop out the center, forming a small bowl.

Insert toothpicks in the sides of the vegetable. Tie string to the toothpicks, and hang the tiny vegetable near light.

Keep bowl filled with water. New greenery will grow around the bowl.

For the second method, cut about an inch off the top of a carrot, beet or turnip. Stick it in the dirt, but leave some of the top above the soil. Keep the soil moist.

In about a week, you'll begin to see new growth at the top of the root!

Try growing other roots like radishes, rutabagas or parsnips.

GROWING VINES

White potatoes and sweet potatoes are special kinds of roots called tubers. If they are properly cared for, they can grow vines in three to five days. If you were to tack up string in your room, the vines would climb along the string as they grew and make your room look like a jungle.

To grow a sweet potato vine, insert round toothpicks around the middle of the potato. Place the tapered end of the potato into a glass, resting the toothpicks on the glass.

Add enough water in the glass to cover the tip of the potato. Add a little water every day or two to keep the tip submerged. Be sure the potato doesn't fit snugly into the glass; air is necessary for the vine to grow properly.

First root will grow from the bottom of the sweet potato. Later, sprouts will appear at the top and before you know it, you'll have vines!

Sweet potatoes prefer light and warmth. White potatoes prefer a cool, dark place to get started in, but they are planted in the same way.

After the plant has been growing in water for a month or two, you may plant it in soil. Bury the entire potato under the soil. If you want potatoes to eat, be sure to plant the potato in a big flowerpot, or transplant it in your garden outside.

GROWING FRUITS

Most botanists classify anything with seeds inside as a fruit - apples, lemons, oranges, grapefruits, tomatoes, green peppers, melons, pears. The next time you eat some fruit, save the seeds. Rinse them and then soak them for 24 hours in water.

Let the seeds dry. Plant them about 1" apart; cover them with $\frac{1}{2}$ " of soil.

Not all the seeds will grow, so pick out the biggest, plumpest seeds to plant. But don't be disappointed if all of them don't sprout.

Fruit seeds take from 10 days to three months to sprout, so try to be patient. They make lovely plants. (The leaves of citrus plants even have a faint fragrance of the fruit they came from!)

After the first leaves sprout, place the plant in bright sunlight. After about 10 days, thin out the seedlings so that they're not too crowded.

OTHER IDEAS TO TRY

Shell unroasted peanuts. Put them in about 1" of soil, and they should sprout in three to five days.

Sunflower seeds will sprout in four to five days. Popcorn and birdseed takes just a few days. A garlic clove will sprout practically overnight!

After you've cleaned out your garbage can looking for interesting things to plant, look over your spice rack. Try planting mustard seeds, cumin seeds, poppy seeds, caraway seeds, sesame seeds, celery and dill seeds. If the spices you plant have been roasted, they won't grow. Spices are fun to plant. You'll want to experiment with a variety. But don't expect perfect results!

A "second-hand" garden such as this is just the thing to help you cultivate an interest in ecology.

RAISE FROGS IN A MINI AQUARIUM

When you look into a pond in early spring, you may find a big blob of something that looks like tapioca pudding. That would be the egg mass of some kind of frog. Bring home a few of the eggs in a plastic bag or jar filled with pond water. At home, empty the pond water with the eggs in a small aquarium, a mini aquarium. This can be a large refrigerator container. Place in a fairly cool, but not cold spot. Check daily. Within a few weeks tiny tadpoles work their way out of egg mass and swim about. Feed them on the green stuff you can dip out of pond, or sprinkle a little cornmeal in the water every day. As the tadpoles grow bigger hind legs will begin to form, front legs grow out. The long tail disappears. The time is near when the frogs will be fully grown and want to climb out of the water. Prepare for this by putting a stone in the water with part above the surface at the same time cover to keep the frogs from jumping out.

Grown frogs require an entirely different diet from tadpoles. They live on live insects, caterpillars, earworms and slugs. Return frog to fish pond.

RAISE MOTHS FROM COCOONS

In early spring, go looking for the cocoons of giant moths.

Moths start their lives as tiny eggs. From each of these eggs hatches a larva that immediately begins to take leaves of the plant on which it was born. In late summer the moth larvae spin protecting shells around themselves from a silk that forms in their bodies. In these shells as cocoons, as they are called the larvae turns into the next stage of their lives. They become pupae. From these come next years moths.

The simplest way to find cocoons is to look for them on or below the trees or shrub on which you know the larvae were feeding.

The prometheus cocoon dangles from a branch of spice bush, sassafras or tulip. It is wrapped in a dry leaf. The cocoon of the cecropia moth is made only of silk. It is fastened to a branch of wild cherry, maple or willow. The cocoon of the luna moth is usually spun on the ground between a couple of dry leaves of walnut, hickory or sweet gum. The polyhemies cocoon looks almost like the luna. Look for it under the oak elm and birch. Bring the cocoons, and put them in an empty ice cream container. Cut a hole on the side of the container and tape a piece of plastic over it so that you can see what is happening inside. Place cocoons you found on the bottom of the container. Stick branches that have cocoons attached to them into a blob of modeling clay.

If the pupae within the cocoons are alive, the moths should emerge in a few weeks. Watch them as they come out and slowly open wings.

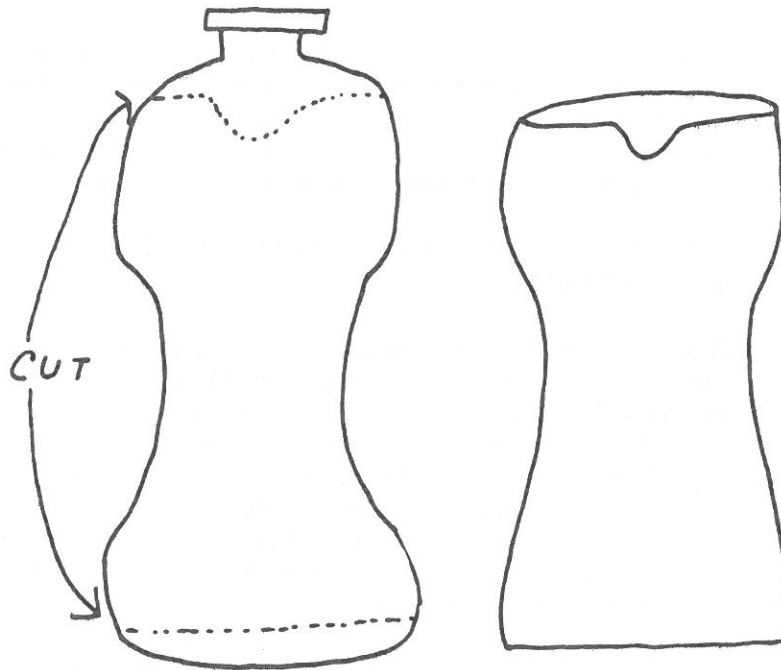
BUILD AN ANT HOUSE

The most important parts of the anthill are the Underground Chambers. You can't see them by looking at an anthill. But you can see them if you bring some ants home in an "ant house".

To make an ant house, simply place an empty frozen juice can upside down in a quart jar. Fill the space between can and jar with a couple of handfuls of earth full of ants, taken from an anthill. Close the jar with a lid in which you have made some small nail holes to let in air.

Wrap a piece of black paper around ant house. Hold the paper in place with a couple of rubberbands. Place the ant house in a cool spot for a few hours, when you take away the black paper, you will discover the ants have been making runways and chambers in the dirt in the narrow space between the jar and juice can. Ants need food and water. To provide this, place 2 small pieces of sponge on the juice can. On one of these drop a little water. On the other drop a mixture of honey and water, half and half. From time to time kill a few flies and throw them into the house for food.

MAKING A PLASTIC WATERSCOPE



A quart size plastic detergent bottle, not the round kind but one that is flat on 2 sides, cut off bottom with knife. Then slice off top, cut down one side in such a way that the cut will fit comfortably over the bridge of your nose. Spray or brush the inside with black enamel or paint. When dry, slip a bag of medium weight clear plastic over the bottom of scope. Tighten so smooth and hold in place with rubberbands or cord.

Now lean out from a boat or a pier or wade into water. Fit the waterscope over forehead and nose. Bend forward until the clear plastic "window" is below the surface of the water. There will be plenty to see.

To study pond at night - light water just below the surface. Get a jar big enough to hold flashlight. Put stones in jar for extra weight. Screw lid on tightly, tie cord around top and lower jar into water. Then look through scope at night.

Spider Web Print

Materials needed: Can of black spray paint
Newspapers
Piece of mat board or stiff paper
Scissors

Look for spider webs in the fields along the roads. When you find an attractive one, examine it carefully, Locate the lines that anchor the web to the surrounding vegetation. These are the guidelines.

Hold the newspaper behind the web to protect the vegetation. It would be helpful to have someone assist you. Start spraying paint at the center of the web, moving outward in spirals. This way you won't miss any of the web. When the lines are completely covered, move the newspaper to the opposite side and spray again. Spraying both sides will help to adhere the web to the board.

Hold the mat board firmly. Loosen the guidelines or cut them. Move the paper upright toward the web, with one hand behind it for support, capturing the web on the paper as you move. Allow it to dry 10 minutes before touching.

GENIUS GEL

Cornstarch
Water

Genius gel is a substance which is both liquid and solid at the same time. To make genius gel, measure five parts cornstarch and four parts water. Mix this together with your hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things that can be done with this mixture. If a fist is pounded on top of the mixture it is hard. If a relaxed hand is placed on the mixture it will sink like it's in quicksand. A chunk of genius gel can be broken off, but if placed in the hand, it will drip off like a liquid. It can be poured like a liquid and as it's pouring one can crack off the drips, like a solid.

TIPS FOR DEN LEADERS

PAINTING

Tempera Paint - Water-base paint such as tempera is best to use with Cub Scouts. Mix powdered tempera with water and add liquid starch. The paint goes farther and it doesn't run. You can mix this very well in a blender. Powdered paint is cheaper.

Tempera Painting - When painting with tempera, pour each color into separate sections of a plastic ice cube tray. It prevents spills and makes final clean up easier.

Paint Substitutes - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Or shave crayon bits and dissolve in turpentine - one part crayon to two parts turpentine.

Crayon paints won't run together and they have a very soft appearance that looks like oil painting.

Finger Paints - See recipe

Stencil Paints - See recipe

Paint Brush Substitutions - When painting large objects, such as scenery for a skit, use a sponge dipped in tempera. For painting small objects use Q-tips instead of paint brush.

Spray Paint - A spray bottle (such as Windex) is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspaper underneath so paint dust will be confined to interior of box.

Crayon Textile Painting - Use waxed crayons for the desired design on the fabric. Place the crayoned material on the ironing board with a sheet of wax paper over it and press with a hot iron. The color will penetrate the cloth so that the design can be washed safely.

Painting on Plastic - When painting plastic containers or milk cartons, etc., mix powdered tempera with liquid detergent instead of water or starch. The paint will adhere better.

Painting Styrofoam - When painting styrofoam, be sure to use a type of paint which is recommended for styrofoam. Some types of paint will dissolve it.

Protection - Use a plastic table cloth or drop cloth on floor when doing messy projects. Boys can wear on of dad's old shirts as a paint smock to protect their uniforms.

Cleaning Brushes - Different types of paint require different cleaning solutions. Teach the Cub Scouts to clean their brushes properly. When painting with varnish, oil, or enamel, clean brushes with turpentine; when painting with shellac, clean brush with shellac thinner; when painting with lacquer, clean with lacquer thinner; when painting with tempera, poster paint or acrylics, clean with water.

Paint Brushes - To keep brushes soft and pliable, use fabric softener in the final rinse.

Raw Wood - Never paint or varnish raw wood. Give it one or two coats of thin shellac or wood sealer first.

Safety - Many painting supplies are combustible. Stay away from open flames. Use spray paint in a well-ventilated area. Fumes are dangerous.

Painting Plaster - When painting objects made of plaster, first seal with a clear plastic spray, or equal parts of white glue and water. Plaster is absorbent and tempera will soak in unless it is sealed first.

Finish Coats - Objects painted with tempera or poster paint will have a dull finish. If you want a shiny finish, spray with clear plastic clear varnish or give it a coat of white glue diluted in water. This will protect your paint and keep it from smearing.

GLUE

-Buy white glue in quart sizes for economy sake. Pour into small containers for the boys to use.

-The best glue for use on plastic (such as bleach bottles and milk cartons) is clear silicone, usually available at hardware stores.

-Scotch Contact Cement is good for bonding rubber or plastic to wood. It has an "anti-sniff" ingredient.

-Egg white makes a good adhesive to glue the paper of kits. It is strong and almost weightless.

-If glue doesn't work on your plastic egg cartons, try fusing the sections together with a woodburning iron or a soldering gun.

-Tacky white glue is best for use on styrofoam and foam. It is well worth the cost. A little goes a long way.

-To make heavy duty glue, mix cornstarch with regular white glue until mixture is as thick as desired.

-Wheat paste (wallpaper paste) is good to use for paper mache'. It doesn't mold.

White Glue Removal - Wash clothing in hot water with 3/4 cup of vinegar.

ODDS 'N ENDS

Stuffing for Puppets - Lint from automatic dryers makes good, clean stuffing for puppets. Or stuff with plastic laundry bags or worn out nylon stockings.

Cracked Marbles - Heat marbles in 375 oven. Remove and pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.

Coloring Sawdust - Use water-base paints when coloring sawdust. It gives you better colors.

Using Sandpaper - Make a sander by cutting a piece of 2 x 2 about 3" to 4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

Rubber Molds - Dip rubber plaster molds in liquid detergent before removing the plaster casts from inside. The molds peel off easily without breaking plaster.

Den Trips - When taking field trips, be sure all Cub Scouts wear full uniform. After trips be sure to follow up with a note of appreciation signed by all the Cub Scouts. This leaves the door open for future visits by other dens.

Indian Necklaces - Save cantelope seeds and pumpkin seeds. String them together with colored beads in between to make Indian necklaces.

Felt Tip Decorations - When using felt tip markers to decorate plastic bottles, first sandpaper plastic lightly. Then spray with hair spray to protect decoration.

Monster Markers - You will need empty roll-on deodorant bottles with screw-on caps, at least 2 ounces or larger; a 1-ounce food coloring kit with red, yellow, blue, and green coloring; and a dull kitchen knife with a rounded tip. Soak the labels off the bottles. Gently put the tip of the knife between the edge of each bottle and roll-on ball. Slowly wiggle the tip of the knife around the edge until the ball pops out. Rinse each part.

For each marker, fill a bottle half way with water. Add the coloring a drop at a time, until you get the different shades you want. Place the bottle on a flat surface. Hold it firmly with one hand, and press the ball back into the top. Keep the Monster Markers covered with the caps when they are not being used.

OR

Fill the bases of the markers with tempera paints. Replace the top and paint!

Dyeing Rice, Beans, Etc. - Rinse in cold water then soak in diluted food coloring until rice, beans or macaroni is proper shade. Use for mosaics or plaques.

Working with Tin - When working on tin projects, rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

Preparing Decals - Add a few drops of vinegar to the water used for soaking off the back of the decals. The vinegar water on the decals will cut the film of dirt and grease on the surface to which the decal is being applied and the decal will stick better and last longer.

Scrap Plastic and Vinyl - Auto upholstery companies will often give you scrap plastic material which can be used for Indian costumes, book marks, stool covers, etc.

Coloring Modeling Dough - Use tempera paint instead of food coloring for brighter colors (see recipes for various types of modeling dough)

Dyeing Feathers - Soak feathers in diluted ammonia solution for 20 minutes. Rinse in warm water and place in solution containing 2 cups vinegar to a gallon of water. Add dye solution, making sure all feathers come in contact with dye. Simmer until desired color is reached. (Feathers will dry a lighter shade.) Rinse in cool water, holding base of feather up. Spread on paper to dry. To fluff feathers, place in a shoebox with a hole cut out of the bottom and shake over a steaming kettle. You can also place them in a tightly closed pillow case and fluff in automatic dryer set at a low temperature.

Elasticizing Clay - A permanently plastic clay can be obtained by mixing regular clay with glycerine and then adding vaseline. The proportion of clay to the vaseline varies according to the desired consistency, varying from 10 to 50 percent.

Pine Cones - To open pine cones all the way and remove the sap on them, simply place them on a foil-covered cookie sheet and put in a 250 to 300 degree oven for a while.

To Clean Egg Shells - Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

Egg Shell Antique Finish - For an inexpensive "crackle" finish, spread glue on the surface to be finished and press in broken egg shells. When the crackle is set and dry, paint as desired and put on a coat of shellac or varnish.

Cutting Styrofoam - Some types of styrofoam can be cut with a knife. One with serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

Punching Holes in Plastic - To make a hole in plastic, use a hot ice pick or nail. If using the nail, be sure to hold it with pliers or something similar so you don't burn your fingers. Coping saws or jig saws will cut the thick portion of plastic bottles easier than scissors or knives.

Plastic Bottle Necks - When using plastic bottle parts for craft projects, be sure to save the necks. These cut in 1" pieces can be used as the basis for neckerchief slides.

Dyeing Plastic Bottles - Mix $\frac{1}{2}$ cup liquid household dye with $1\frac{1}{2}$ cups boiling water. Immerse the plastic bottles until you have the desired color. Rinse and let dry.

Bonding Plastic - To bond clear plastic to cardboard, first sandpaper lightly. Then press plastic on with a moderately warm iron, using constant circular motions.

CRAFT RECIPES

Flame Proofing - Mix $\frac{2}{3}$ cup 20-Mule Team Borax and 1 quart water. Spray on paper and dry. Dip cloth into solution, wring and hang. OR ... Mix 9 oz. Borax, 4 oz. Boric Acid, and 1 gallon warm water. OR ... Mix 3 parts Borax, $2\frac{1}{2}$ parts Boric Acid and parts water.

Whipped Soapsuds - Mix a big handful of powdered detergent with a little water. Whip with rotary or electric mixer. Leave white or tint with tempera paint. Spread like snow on Christmas tree or greenery. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze through pastry tube to write message on glass, foil, etc. The whipped soapsuds can also be used to frost a cardboard cake for a table decoration.

Genius Gel - Measure seven parts cornstarch and four parts water. Mix this together with your hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things you can do with this mixture.

If you make a fist and pound on the cornstarch mixture, it's hard. But if you relax your hand on top of the mixture, your hand will sink like it's in quicksand! If you want a chunk of Genius Gel you can break off a piece, just like you can do with other hard materials. But if you place some of the mixture in your hand, it begins to drip off - just like liquid! You can pour it like liquid, and as it's pouring you can crack off one of the drips - like a solid! What an ingenious mixture!

Costume Make-Up - In a jar mix some liquid skin cleanser with powdered sugar for thickness. Add food coloring for color. This make-up will wipe right off. It works even better if the face is cleansed with liquid cleanser and wiped clean before applying make-up.

Salt Beads - Mix 1 cup of common table salt and $\frac{1}{2}$ cup cornstarch. Pour in $\frac{1}{2}$ cup boiling water and 1 drop of food color. Cook until thick, stirring constantly. Add 1 drop perfume or toilet water. Mix well.

Soap Balls - Make the soap balls in different colors. For each color place two cups of soap flakes (non detergent) in plastic bowl. In a measuring cup, add food coloring to two ounces of water. The color should be darker than the color you want, because it will become lighter when mixed with the soap flakes and even lighter when it dries.

Add the colored water, a little at a time to the soap flakes. Stir the soap flakes and water together until the mixture looks like dough and the color is blended. Be careful not to use too much water or the dough will not be firm enough to mold. With your hands, shape the soap mixture into balls about 1 inch in diameter. Place the soap balls on the waxed paper and set them aside until they are dry and hard. They make great gifts!

Chalk Recipe - Fill a margarine tub about $\frac{1}{3}$ full of water. Sprinkle plaster of paris into the water until it looks like no more plaster can be absorbed by the water. Then add a little more plaster, and stir the plaster and water together with a long stick.

To color, add enough food coloring or powdered tempera to the plaster to get the color you want, and mix together thoroughly. Let the plaster harden in the margarine tub for about 30 minutes. With a kitchen knife, slice the plaster into stripes about 1 inch wide. After about an hour, run the knife around the edges of the plaster to separate it from the tub. Go over the center slice markings, and the chalk should come out of the container easily. Spread the chalk pieces on overnight. These pastels are terrific on sidewalks and cement!

MODELING DOUGHS

Homemade Modeling Clay - Mix two cups table salt and $\frac{2}{3}$ cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated (approximately three to four minutes). Remove from heat. Add mixture of one cup cornstarch and one-half cup cold water. Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

Clay Dough - 1 cup salt, $\frac{1}{2}$ cup flour, 1 cup water

Mix in a sauce pan. Heat over a very low flame, stirring constantly, until the mixture becomes stiff enough to hold its shape. Roll out dough and cut shapes. Let dry several hours or bake in a 300 degree oven for about an hour. Paint when cool.

Salt-Flour Modeling Dough - Combine $\frac{1}{2}$ cup salt and 1 cup flour. With your hands, mix and knead in enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag or refrigerator.

Cornstarch Baking Soda Dough - Mix 1 cup cornstarch, 2 cups baking soda. Add $1\frac{1}{2}$ cups water and mix. Bring to boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes. Store in refrigerator.

Flour Clay - Mix 1 cup flour, $\frac{1}{2}$ cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.

Flour Paste Recipe - Mix 4 heaping tablespoons of flour with 2 teaspoons of powdered alum. Add water and mix to a smooth paste. Add boiling water, stirring constantly, until it becomes thick; then boil it, still stirring well. Remove from fire and add 1 tablespoon of oil of cloves. When cool, pour into jars and cover.

Bread Model Dough - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

Alternate Bread Mixture - For climates with high humidity, substitute 1 cup of sand for the cup of salt. After beads have been shaped, bake in a 200 degree oven for about an hour or let dry in sunshine for several days.

PAINTS AND INKS

Stencil or Poster Paints - Combine $\frac{1}{2}$ cup cornstarch with $\frac{3}{4}$ cup cold water. Soak 1 envelope unflavored gelatine in $\frac{1}{4}$ cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and $\frac{1}{2}$ cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, tempera paint or all purpose dye. This can be thinned with water later if necessary.

Finger Paint #1 - Mix $\frac{1}{2}$ cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add $\frac{1}{2}$ cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator indefinitely.

Ink Mark Removal - Hair spray removes magic marker and ball point pen ink marks from fabric.

Carving Compound - Mix together 4 parts vermiculite, 1 part plaster and 1 part sand. Add enough water to make a heavy paste. Pour into a mold (an aluminum pan or plastic container). Blocks can then be cut and carved with a pocket knife.

Alternate Vermiculite Recipe - Sand may be eliminated by mixing 5 or 6 parts vermiculite with 1 part cement. Or try about 4 parts vermiculite to 1 part plaster. The elimination of sand weakens the mixture but will keep tools sharper.

Baker's Clay - Mix 4 cups flour, 1 cup salt, $1\frac{1}{2}$ cups water together with fingers in a big bowl. (Recipe should never be doubled or halved.) Always use within 4 hours of mixing. If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold objects. Bake on cookie sheet in 350 degree oven for an hour. Test for doneness with a toothpick. When object is cooled, paint with tempera and glaze with clear plastic spray.

Philsbury Modeling Mixture - Mix together in saucepan, 2 cups salt, 1 cup flour, $1\frac{1}{3}$ cups water. Cook over medium heat, stirring constantly until mixture is hot (3 to 5 minutes). Spread the mixture over a tin can, box or other items with a spoon or knife. Press macaroni into mixture with fingers.

Sawdust Modeling Dough - Mix 4 cups sifted sawdust, $\frac{1}{4}$ cup plaster and $1\frac{1}{2}$ cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay - moist enough to mold and stick together. Store in plastic bag in refrigerator.

Modeling Mixture - Fill a clean gallon can half full of sawdust and mix in three handfuls of wheat flour (type used in wallpaper plaster). Add water and mix to the consistency of dough. Vegetable coloring can be added to the mixture. Models made from this mixture can be sandpapered and painted when thoroughly hardened and are very light weight.

*****All of the recipes mentioned above can be used for modeling objects just like clay. They will dry to a hard finish from setting in the air. The length of time for drying depends on the thickness of the object. Punch object with pin holes to speed drying. All recipes can be stored indefinitely in plastic bag in refrigerator. All recipes can either be colored with food coloring or tempera, or painted after model is dry.**

RECIPES

BACKYARD ICE CREAM

Materials Required:

- 1 one pound coffee can with lid
- 1 three pound coffee can with lid
- 2 ten inch squares aluminum foil
- 1 roll duct tape
- 1 pound rock salt
- 1 quart crushed ice
- 1 13 ounce can evaporated milk
- 1 package instant pudding (any flavor)
- ½ pint milk

For additional flavoring use fruit, chocolate chips, nuts, etc.

Recipe:

Into one pound can, add the pudding mix, the evaporated milk and enough fresh milk to fill can to the 3/4 point. Stir very well. Place aluminum foil square over can top and press plastic lid on. Secure lid with several wrappings of duct tape across top of lid, and several more holding the lid on the sides.

Place shallow layer of crushed ice into the three pound can. Sprinkle with rock salt. Place one pound can within three pound can. Alternate layers of crushed ice and rock salt, filling the three pound can. Secure lid with aluminum foil and cut tape as before.

Roll or otherwise agitate the can for 20 minutes. Remove the ice cream and enjoy. Makes a scant quart

PEANUT BUTTER CREAMS

Beat the following together:

- 1 egg (already beaten)
- 1/8 teaspoon salt
- 1 cup sifted confectioners' sugar
- ½ teaspoon vanilla
- 1 tablespoon butter
- 1/3 cup peanut butter

Then stir in:

- 1 more cup of sifted confectioners' sugar

Shape mixture into tiny balls, adding more confectioner's sugar if needed to make balls firm. Roll each ball in chopped, salted peanuts. Place balls on wax paper, and set in refrigerator until hard. A good, tasty treat.

HOBO POPCORN

You will need the following items:

8 squares heavy aluminum foil, each 6 x 6 inches
8 teaspoons cooking oil
 $\frac{1}{2}$ cup popcorn
string

Serves eight. In center of each foil square, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over the hot coals. Shake constantly until all corn has popped. Season with butter, margarine or salt.

BAKED APPLE

Cut out the core of the apple, being careful not to go through the bottom skin. Fill with sugar or brown sugar, wrap in foil, bake one-half hour in coals. If prepared ahead of time at home, seal the top of the holes with butter. Apples can be baked as they are, uncored, and will be more wholesome.

BAKED BANANA

Cut a peeled banana almost through in one-inch slices. Into each slit insert a miniature marshmallow or slice of marshmallow and one square of a small chocolate bar. Seal with foil. Bake in coals fifteen minutes.

BUDDY BURNER IN HOBO STOVE

In a tuna can tightly coil corrugated paper. Standing the coils upright to the level of the can. Pour melted paraffin to fill the can, pouring over the coils, thus making a buddy burner. When lighted, it will burn, producing a steady heat.

Place this in a #10 can turned upside down. The larger can must have holes cut with a canned-drink opener in the side near the bottom and another hole cut either in the top or on the side at the top. This is the hobo stove.

The stove may be used without the buddy burner if a 3 by 3 inch hole is cut in the bottom of the #10 can, into which sticks can be fed, with a top or side top hole for the chimney.

Ask a restaurant for a #10 can, or substitute a 46 oz. grapefruit juice can.

Cooking suggestions for the stove: bacon, eggs, hot cakes, hot dogs, half a tomatoe with cheese on top, canned beans or spaghetti.

Cub Scout Ice Cream

2 cups sugar
1 qt. milk
1 pt. half & half

1 (12 oz.) can frozen grape
juice concentrate. Orange
concentrate may also be used.

Mix together and freeze according to freezer instructions.

BLUEBERRY ICE CREAM MUFFINS

Mix 1 cup vanilla ice cream, 1 cup self-rising flour until just moist. Fold in 1 cup fresh blueberries. Spoon into paper lined muffin cups or well greased muffin tins. (soften ice cream)
Bake at 350 for 20-25 minutes.

note : other fresh fruits such as strawberries, peaches or bananas could be used.
Recipe may also be doubled.

POISONOUS PURPLE PUNCH

Gruesome ingredients: 1 qt. gingerale
2 six oz. can frozen grape juice concentrate
1 pint each- lime and raspberry sherberts

Morbid mixing instructions:

In a large punch bowl, mix grape juice according to directions on can. Pour in gingerale and stir. Just before serving add some monster-sized scoops of the sherberts. They will float, adding a colorful touch to the punch.

No Bake Chocolate Chunk Cookies

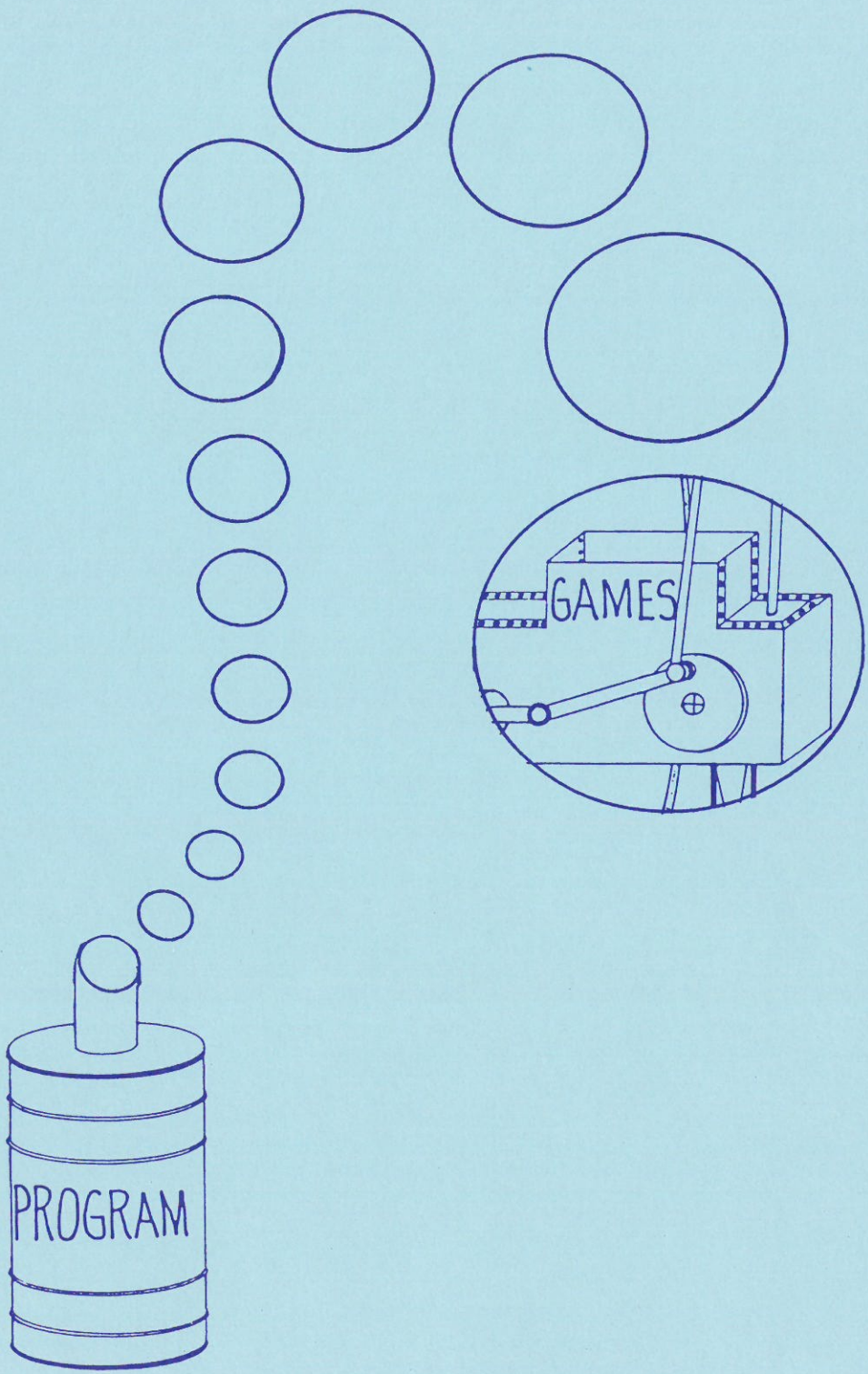
2 cups sugar
 $\frac{1}{2}$ cup water
 $\frac{1}{2}$ cup cocoa
4 Tbs. margarine
1 tes. salt

Combine in pan and boil 1 minute. Cool

Add to cooled mixture:

$\frac{1}{2}$ cup peanut butter (smooth or chunky)
1 tes. vanilla
3 cups quick oats

Mix well. Drop by teaspoons onto cookie sheets covered with waxed paper.



SOFTWARE GAMES



INDOOR GAMES

LINK PASS

Equipment: 10 pebbles for each team.

Divide the players into two lines facing each other. Have the players on each team lock elbows with those next to them in line. Place 10 pebbles on the floor near the first player in each line. On signal, the first player in each line picks up a pebble and passes it to the next player in line, who passes it on. The players' arms must remain linked throughout the game. If a player drops a pebble, he must retrieve it without breaking the chain. The first player may start another pebble as soon as he is able to pick it up without breaking the chain. The first line to pass the 10 pebbles to the end of the line wins.

MARSHMALLOW RELAY

Equipment: Dish of marshmallows

Arrange the dens in lines for the relay. On signal, the first player from each team runs to the opposite end of the room where the dish of marshmallows are. He takes one marshmallow, eats it while standing there, and then returns to the end of his line. Not until he has eaten his marshmallow and returned to his place does the next man run. The first line to finish wins the game.

A WHAT?

Equipment: Any two objects that can be held in the hand and passed.

Have the players seated in a circle. Take one of the objects and pass one to the Cub Scout on your right, saying, "This is a Den Leader." The boy says, "A what?" and you answer, "A Den Leader." The Cub then hands it to his right.

First Cub Scout to second, "This is a Den Leader."

Second Cub Scout to first, "A what?"

First Cub Scout to you, "A what?"

You to first Cub Scout, "A Den Leader."

First Cub Scout to second one, "A Den Leader."

Second Cub Scout to third, "This is a Den Leader."

The object is thus passed along the circle and the question in each case is referred back around the circle to you. But at the same time you send the first object to the right, start the second one around the circle to the left saying, "This is the Cubmaster", etc.

The fun and confusion starts when the two objects (Den Leader and Cubmaster) meet and the players then have to pass the questions and answers in both directions. Continue until both the Den Leader and the Cubmaster reach the leader again.

CUPCAKE BOUNCE

Mark numbers in cupcake tin. Stand at a base line about 5 feet away and bounce three ping pong balls into the cupcake tin. Score as marked where the balls land.

ORANGE SQUEEZE

Each Cub is given three oranges to pick up one at a time with his knees and then hobble over to a box or waste basket and drop it in. He then runs back to do the same with each one until he has done all three. He is to be timed and the Cub with the best time is the winner. Any orange dropped is to be picked up with the knees and cannot be touched with the hands.

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.

NUGGET HUNTING

Equipment: 2 pounds of peanuts (colored blue, gold, and blue & gold)
8 toothpicks
2 bowls

Note: 1 lb. of peanuts is colored in this ratio:
1/10thblue & gold
2/10ths. . . .blue
3/10ths. . . .gold
4/10ths. . . .plain

Players: 2 players (1 to each bowl)

Object: Place 1 lb. of colored and plain peanuts into a bowl for each player; give him 2 toothpicks with which he is to get out as many colored peanuts as he can in 1 minute for the most possible score. Plain peanuts cannot be removed from the bowl.

Score: For each blue and gold peanut 5 points
For each blue peanut 3 points
For each gold peanut 2 points
Total score wins

BULLS EYE

Draw a large target on the back of an old rug or on a large piece of paper and, from a shooting line, roll ping pong balls, each boy getting three tries. Score according to where the balls stop rolling.

BLOW THE BOTTLE RELAY

Line up two teams of five or more players each. At a given distance from the line place a chair for each team. On the chair place a box containing a large neckerchief and a small bottle.

At the starting signal, the first player in each line runs to the chair, sits down, opens the box. Player knots the neckerchief about his neck. The player must then take the bottle, press it against his chin, and blow until it produces a whistle or musical note. It will be necessary to have a judge by each chair. The neckerchief is then removed and put into the box, the bottle is put there too, and the box placed on the chair. Then the player runs back to tag the next player.

TYING THE PACKAGE

Two teams of four or more boys, two balls of soft string of equal length. Line boys up side by side facing each other. At a signal the first boy holds on to the end of the string and hands the ball to the next boy. He holds onto the string and unwinds enough so that he can pass the ball along to the next boy. The ball is handed along the line, unrolling as it goes. When the ball of string gets to the boy at the far end of the line, he hands the ball behind his back to the next boy.

The ball is then passed behind the boys with each holding on as best he can, until the ball gets back to the front of the line again. The first boy pulls the ball around to the front and starts the procedure over again. The teams are getting wrapped up by the string. First team done wins. You can reverse the game and have an untying relay.

RUN AND POP

At the end of the goal line put as many chairs as there are teams, with a paper bag on each chair. The first player on each team runs to the chair, blows up one of the bags, pops it, and returns to touch his next teammate, who repeats the performance.

LACED UP

Cubs, two to a team, sit next to each other on the floor, with their outside shoes unlaced. The Cubs each lace up and tie the other's shoe; the first team to finish wins.

ONE MINUTE TO GO

Players take turns assigning letters of the alphabet to one another. The player who is assigned a letter has one minute to recite or write down all the words he can think of beginning with that letter. (You may wish to prohibit the letters "X", "Y" and "Z".) The player who gets the most words wins.

CARD QUIZ

On each one of a number of cards, write down one Cub achievement or one question concerning Cub Scouting. Put the cards in a hat or box. Players then draw and must do the achievement (or explain) or answer the question.

PENNY CATCH

Bend your right arm so that your hand is in front of your chest. Now raise your elbow level with your shoulder. Place several pennies in a pile on your bent elbow. Drop your elbow suddenly. Move your right hand downward quickly and try to catch the pennies before they fall.

CHRISTMAS CANDY HUNT

Leader hides pieces of wrapped candy or unshelled nuts around the room. The players are divided into two or more teams and each team chooses a different word related to the season (Merry, Santa, etc.). At a signal, each Cub starts to hunt for the candy. When he finds some, he must point and holler his team's word until the team captain comes to pick up the candy. The team that finds the most pieces wins.

SNOWBALL RELAY

Each team is given a simulated snowball - either of cotton or styrofoam - and a piece of cardboard. On signal, the first player on each team tries to move the snowball across the floor to a finish line and back by fanning it with the cardboard. Players may not touch the snowball with the cardboard or with hands or feet. When each player gets back to the starting line with the snowball, he gives the cardboard to the next player in line who continues as before.

ICICLE HUNT

You will need numerous pieces of string of various lengths. Hide them around the room before the boys arrive. Have the boys hunt for the "icicles". The leader ends the hunt after a given time period. The winner is the Cub whose "icicles form the longest line when laid end to end not the player who collects the most "icicles".

CATAPULT

Use a regular egg carton and give a value to each section. Set up a catapult using a tongue depressor, a round fulcrum in the center and a group of bottle caps. High score wins.

GATHERING SNOWBALLS

Players are each furnished a wooden spoon. They try to gather cotton balls from the floor and put them in a large bowl on the table. No hands allowed.

TABLE FOOTBALL

Teams line up on opposite sides of a table. Ping pong ball is placed at center. At a signal each side blows at ball until it falls off table opposite the winners. Hands must be kept below table.

PEEL ME A STICK OF GUM

Teams line up relay style. Leader in each line is given a paper bag containing a pair of gloves and enough pieces of gum for each player. The first Cub in line must put on the gloves; reach in the sack and get a piece of gum; unwrap gum; put gum in mouth; put wrapper and gloves back in sack and pass it to the next Cub in line.

Variation: Candy kisses can be used.

SENTRY POST

The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. On signal, the first boy in each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he is right, the player is captured and out of the game. If he points in the wrong direction, the player sneaks ahead again. The winner is the team that gets the most players past the sentries.

BACK TO BACK

Boys pair off and one player is IT. Leader gives commands which others follow such as, knee to knee, thumb to thumb, foot to foot, etc. Sooner or later, leader calls back to back and all must find a new partner and stand back to back with him. Player left out becomes IT and game continues. If you wish to use this game to help people become acquainted, have players turn around, shake hands and exchange names.

BACKUP RACE

For each team, two boys stand back to back with arms interlocked. Teams race to a line or around a chair and back. In one direction one boy is running forward and the other backwards. For the return trip, this is reversed.

FROG GAME

For a quiet indoors or outdoors game, have the boys sit in a circle with one boy as the "head" and the boy to his right as the "foot". Establish a rhythm action as follows: each boy slaps both knees twice, claps twice, snaps right hand fingers, snaps left hand fingers, then repeats actions until all have the rhythm going. When rhythm is established, the head boy says, "One Frog!" to the rhythm as he snaps his right fingers (ONE) and then left fingers (FROG). The boy to his left on the next snapping of fingers must say, "Two Eyes" - the next boy says, "Four Legs" on the next snapping of fingers - the next boy

says, "Ker Plunk!" and the next says "In the Water!". Keeping the rhythm going steadily, the "head" boy then says, "Two Frogs", and the 2nd boy must then say, "Four Eyes", the 3rd boy must say, "Eight Legs", the 4th boy says, "Ker Plunk!" and the 5th boy repeats "Ker Plunk!" (since there are now two frogs) and the 6th and 7th boys each say "In the Water!". This continues with the number of frogs increasing each round with corresponding number of eyes and legs, "Ker Plunks", and "In the Water". If a boy makes a mistake by saying the wrong thing or breaking the rhythm, he moves to the foot and the head boy starts all over again. The object is to see how many frogs can be reached without making a mistake as well as trying to get in the "head" position.

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!

BALANCING GAME

Give each person seven marbles, a fork, and a small box or dish. See who can be the first to lift all his marbles with the fork, one at a time, and dump them in the box. Only the fork can be used - the marbles must not be touched except with the fork.

OLD CLOTHES HOT POTATO

For this game you need some old clothes in an old pillowcase. Old clothes that are good to use: nightgowns, pantyhose, girdles, slips, etc. have the group stand in a circle and start passing the bag of clothes along. When the leader blows the whistle, the person with the bag must reach in and put on the article of clothing he pulls out. For large groups, have two or more bags of clothes. Continue game until all clothes are used and then have a parade!

SPOON ON A STRING

For this game you need groups of four, BUT don't use everyone because this game is as much fun to watch as to play! For each group, you need a ball of string with a spoon tied securely on one end. Give this string and spoon to the first person in each group with the others standing shoulder to shoulder. On the signal to start, the first person must feed the spoon down the inside of his or her clothes! As the spoon comes out the person's slacks or whatever, the next player must do the same thing and so on down the line. After the last person has fed the string down, he then pulls it out and so on down the line. The first group to finish is the winner or wore the right clothes! HINT: It helps to have another person unwinding the ball of string and especially re-winding on the reverse action.

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.

WIND THE STRING

Each player has a piece of string twelve or more feet long; one end tied to his index finger and the other to some fixed object. At a signal, he wraps the string around the finger to which it is tied, until he comes to the other end. The first to complete winding his string is the winner.

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. With out 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 their back and gives the commands, OPEN and SNAP. When she says OPEN, the circle puts their hands up and the people on the outside run in and out. When she 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.

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.

OOO-AHH (24 people)

Everyone stands in a circle and holds hands. One person squeezes the hand of the person next to her. This then travels around the circle until the squeeze is back to the first person. Change the rhythm, squeeze, add a sound as "Ooo", and watch it go around. Next send "Ahh". You can also go in reverse and get an "Ahh" or "Ooo" back to where it came from.

KNOTS

Stand in a circle, shoulder-to-shoulder, and place your hands in the center. Everyone then grasps someone else's hands, while making sure that no one holds both hands with the same person or holds the hand of a person right next to them.

Now comes the true test - untangling this knot. There appears to be two basic approaches - the Activists will dive into the problem hoping they'll hit upon the solution. Instead they will probably hit upon one of the Analysts, firmly rooted, hands locked while carefully surveying the situation before instructing each player precisely where to move and in what order.

MOUSE TRAP

Divide the group into teams. Assign an adult to each team to set the mouse traps. Each team needs a metal teaspoon, a safety pin or a clip clothespin and a length of string. The string is tied to the spoon and the pin or clip. This is then fastened to the back of the boy's shirt at about waist height. The first boy runs to the ends where the traps are set and turns around and bounces the spoon on the trap until the trap springs - NO HANDS ARE USED. Once the trap springs the boy runs back to the starting line where the pin and spoon are attached to the next boy. And so on until one team wins. NOTE: Must use new traps each time game is played.

THREE POT TOSS

Nail or screw three or more one-pound coffee cans to a wood plank 6" x 36". Give each can a number value. Three bean bags are tossed from six feet. Variation: Bounce ping pong balls once from a line 3' away.

LAND A PLANE

Make a plane with a sheet of 8½" x 11" paper. Try to land plane on flying field which may be a square of two foot board or a waste basket. Stand at least 12' away.

BLANKET ROLL

All Cub Scouts stand in a big circle with leader in center who points to one Cub and says, "Your clothes are on fire." The Cub drops to the floor, wraps blanket around body, folds arms across chest while holding on to blanket and rolls over and over. Have each Cub take a turn.

PIE EATING CONTEST

Have wedges of pie on paper plates set on a long table. Set them along only one side so audience can have a full view of the contestants. Have the contestants bend over with hands behind their backs and at a signal begin eating. The one who cleans his plate first, wins. You may, also, give a prize for the messiest. For variation, substitute cake or watermelon. Also, try blindfolding contestants.

FOLLOWING DIRECTIONS

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

- | | |
|---|-----------|
| 1. If you ever saw a cow jump over the moon, write "V" in spaces 2, 3, 18, 19. If not, write "L" in these spaces. | 1. _____ |
| | 2. _____ |
| 2. If "X" comes before "H" in the alphabet, write "Z" in space 16. If it comes after "H", write "W". | 3. _____ |
| | 4. _____ |
| 3. If 31,467 is more than twelve dozen, write "G" in spaces 8 and 12. | 5. _____ |
| | 6. _____ |
| 4. If you like candy better than mosquitoes, indicate with an "O" in spaces 13 and 14. If not, better consult a psychiatrist at once. | 7. _____ |
| | 8. _____ |
| 5. Closing one eye and without counting on your fingers, write the fifth letter of the alphabet in space 11. | 9. _____ |
| | 10. _____ |
| 6. If Shakespeare wrote "Twinkle, Twinkle, Little Star", put "O" in spaces 9 and 17. Otherwise "I". | 11. _____ |
| | 12. _____ |
| 7. If white and black are opposites, write "V" in space 10. If they are the same color write nothing. | 13. _____ |
| | 14. _____ |
| 8. If 16 quarts make 1 pint, draw an elephant in space 7. Otherwise write "S". | 15. _____ |
| | 16. _____ |
| 9. If summer is warmer than winter, put a "U" in space 5 and add an "A" in space 1. | 17. _____ |
| | 18. _____ |
| 10. If you think this is foolish, write the third, second, and fourth letters of the alphabet in spaces 4, 6, and 15 respectively. Now read the message - - - - it makes sense! | 19. _____ |

DEPTH PERCEPTION

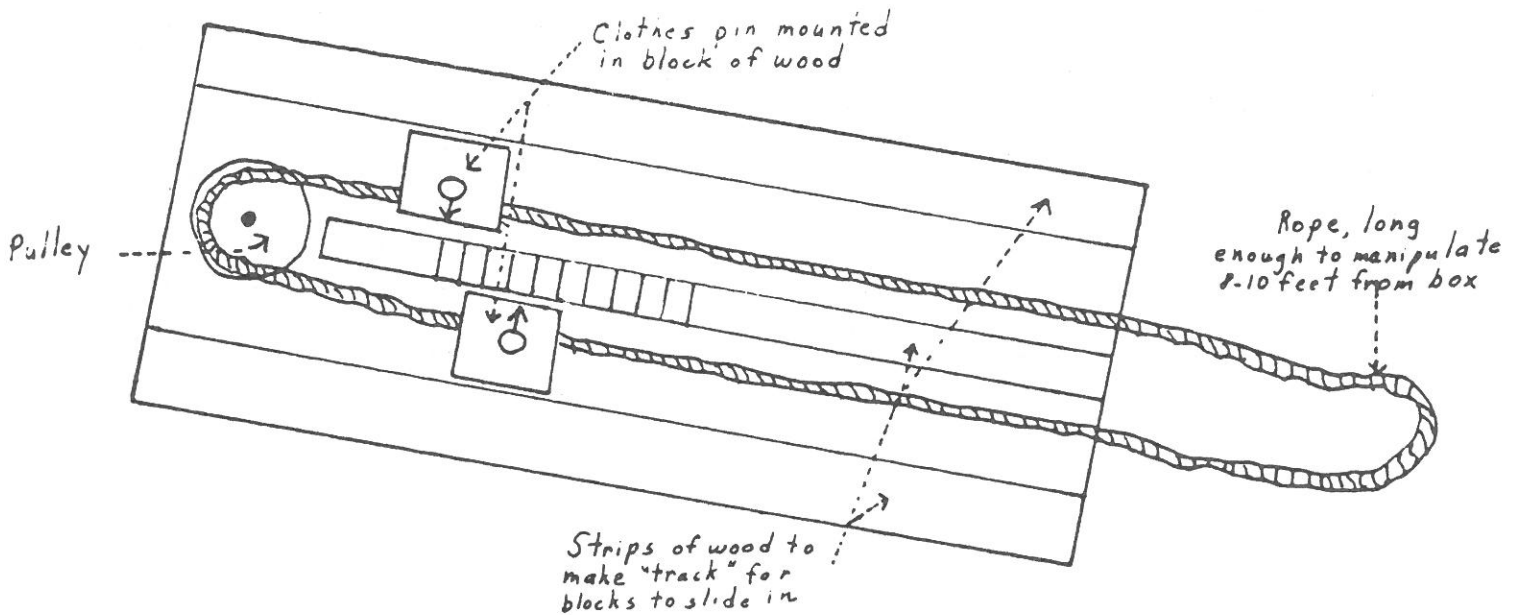
Purpose of this game is to test for depth perception by lining up two clothes pins by remote control.

Make a box 4-5' long, 10-12" square, open at end where rope comes out. Top should have a slot 1" wide and 1' long over the scale. Paint inside black, clothespins white, outside any bright color.

Sketch, viewing from above, top removed.

SAFE DRIVING DEPTH PERCEPTION RATING

- _____ You're A-OK
- _____ You should make it, with cooperation from other drivers!
- _____ Daylight driving only!
- _____ Don't drive over 25 mph!
- _____ Try a bicycle!
- _____ Better take a train!

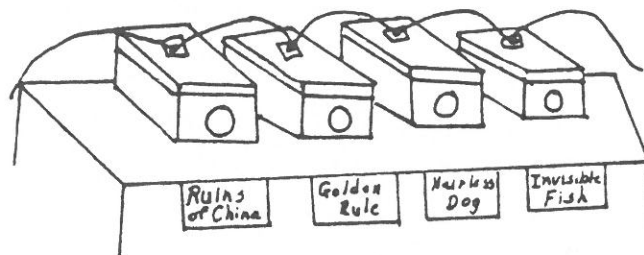


SHOE BOX PEEP SHOW

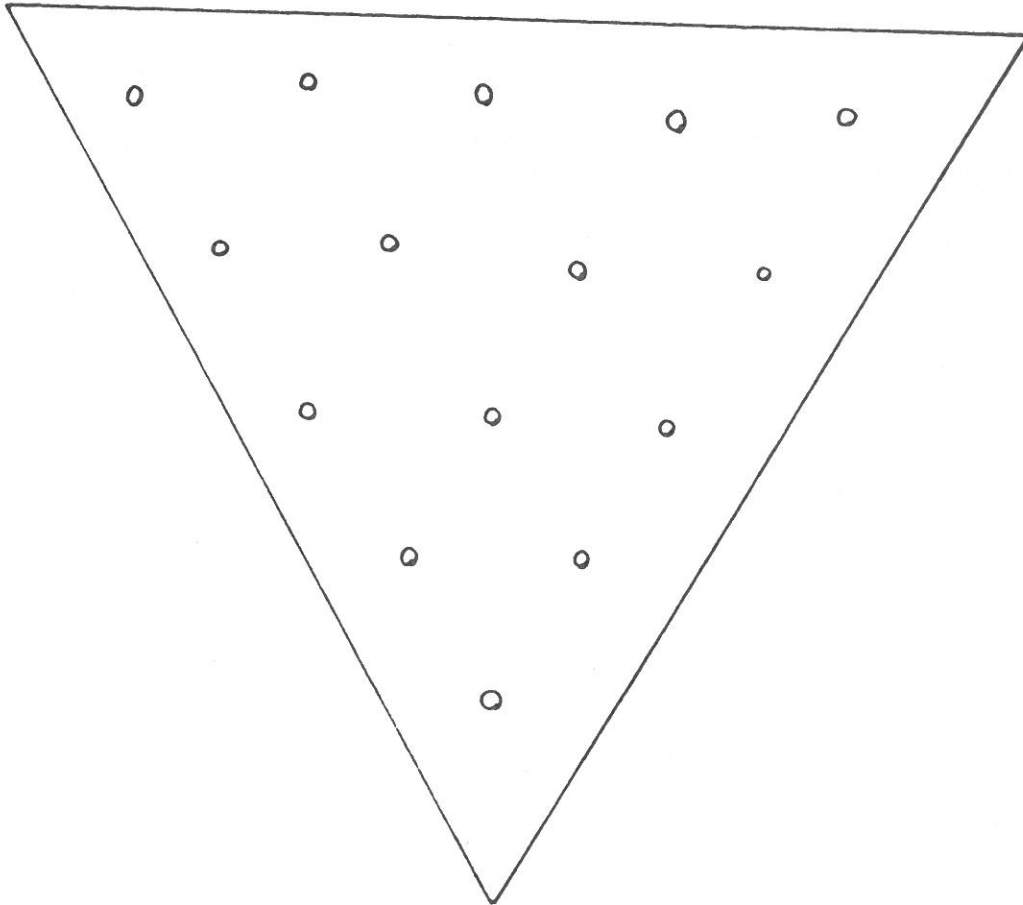
1. Cut a peep hole in one end of a shoe box. Cut slot about $\frac{1}{2}$ " wide across the top, near the back end of the box.
2. Fasten various objects in box, either to back, suspended from top, or on the bottom. (See list of ideas on the next page.)
3. Place eight boxes on a shelf at about eye level for average eight or nine year olds. Adults then can stoop a little to see, and smaller children can be lifted.
4. Put a string of Christmas tree lights over the slots so that objects are lighted. Arrange colors of bulbs to be most effective.
5. Make signs under each box to describe each "Scene".

These are some ideas you can use. You'll think of lots more.

1. The Lamplighter (a match)
2. A kitchen elevator (a cake of yeast)
3. Bonaparte (2 bones set apart)
4. Bell of the ball (small bell on a ball)
5. Ancient instrument of torture (old hair brush)
6. Beautiful Palm Springs (2 springs and picture of a palm of a hand)
7. Father of all jokes (popcorn)
8. The tie that binds (a necktie)
9. A pair of slippers (2 banana skins)
10. Bank holdup (small piggy bank held by pin)
11. Jo-Jo the Hairless Dog (a frankfurter)
12. Fabulous Diamond Ring (dime on a notebook ring)
13. Hot Springs (2 springs with a red light above box)
14. An evening in Paris ("Evening in Paris" perfume)



"IQ" TESTER



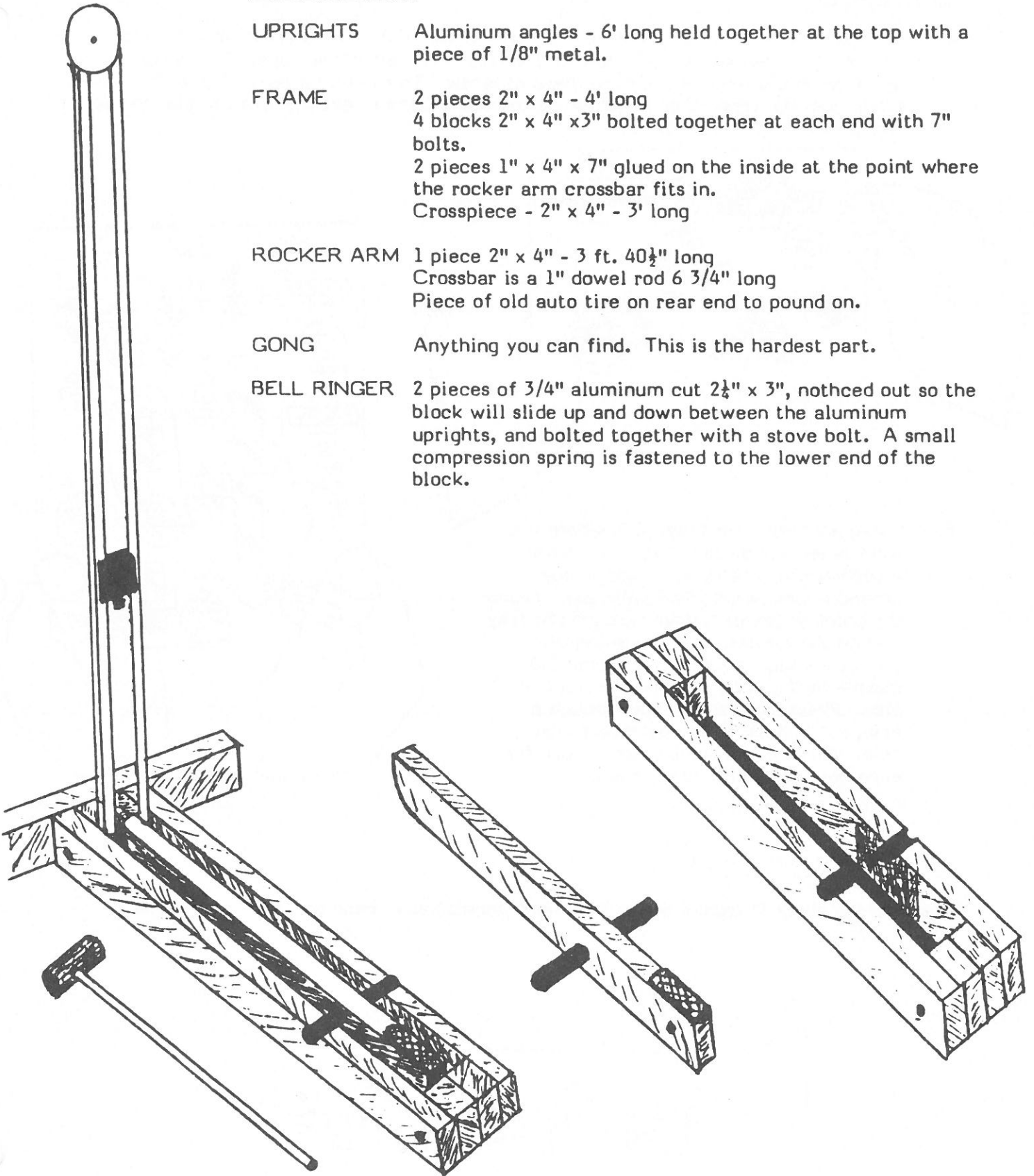
Start with the pegs (golf tees) in all the holes except one. As you jump the pegs, remove them from the board. Try to leave only one peg.

SEE HOW YOU RATE!

- | | | |
|-------------|-----------------|-------------|
| Leave three | - Just so-so | - 10 points |
| Leave two | - Above average | - 25 points |
| Leave one | - "WOW" Genius | - 50 points |

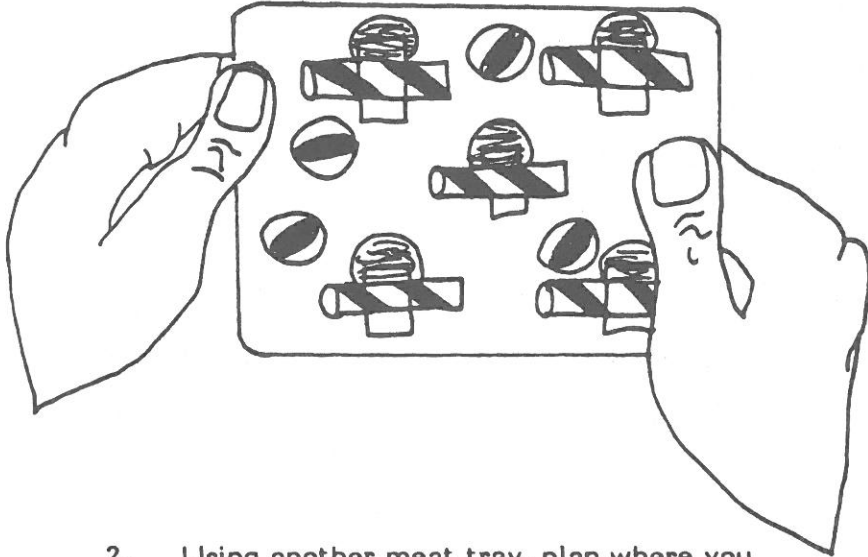
RING THE BELL

- UPRIGHTS** Aluminum angles - 6' long held together at the top with a piece of 1/8" metal.
- FRAME** 2 pieces 2" x 4" - 4' long
4 blocks 2" x 4" x 3" bolted together at each end with 7" bolts.
2 pieces 1" x 4" x 7" glued on the inside at the point where the rocker arm crossbar fits in.
Crosspiece - 2" x 4" - 3' long
- ROCKER ARM** 1 piece 2" x 4" - 3 ft. 40 1/2" long
Crossbar is a 1" dowel rod 6 3/4" long
Piece of old auto tire on rear end to pound on.
- GONG** Anything you can find. This is the hardest part.
- BELL RINGER** 2 pieces of 3/4" aluminum cut 2 1/2" x 3", notched out so the block will slide up and down between the aluminum uprights, and bolted together with a stove bolt. A small compression spring is fastened to the lower end of the block.

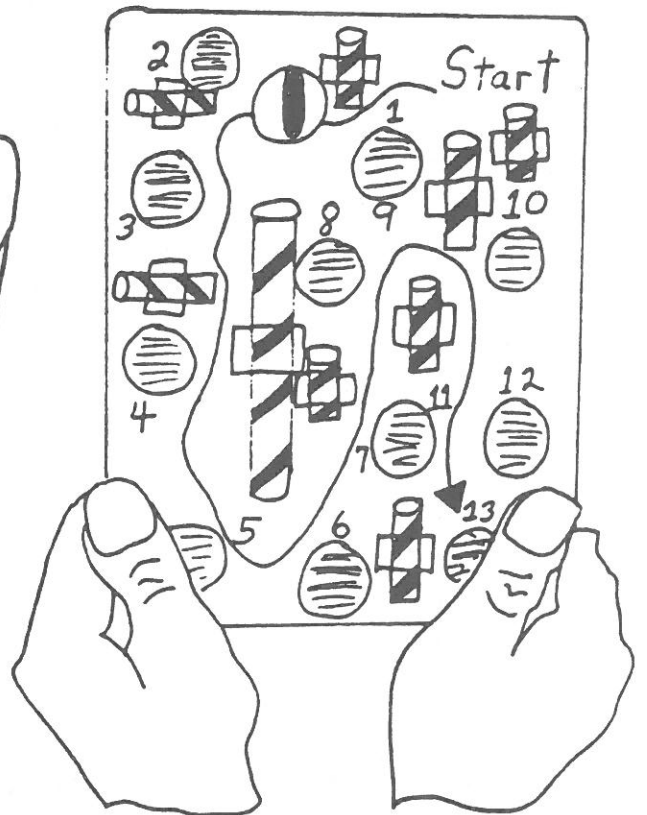


TRAY GAMES

1. To make a simple puzzle, wash a meat tray thoroughly. Cut a drinking straw into five small pieces and attach them to the tray with cellophane tape. Push down gently with a marble above each piece of straw. This makes a dent. Put five marbles in the tray. Using both hands to balance, try to get the five marbles in the five places at the same time.

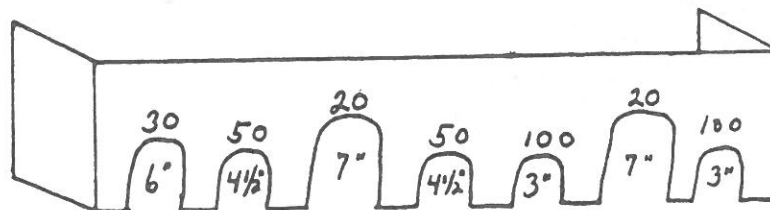


2. Using another meat tray, plan where you want holes and pieces of straws. After attaching the straws with tape, trace around a dime with a ball point pen. Using the point of the pen, poke through the tray around the circles. After pushing the circles through, number the holes. Put a marble at the start and you are ready to play. When the marble falls through a hole, put it back on the path past that hole. Perfect score is 13, deduct one for each hole you fell in along the way.



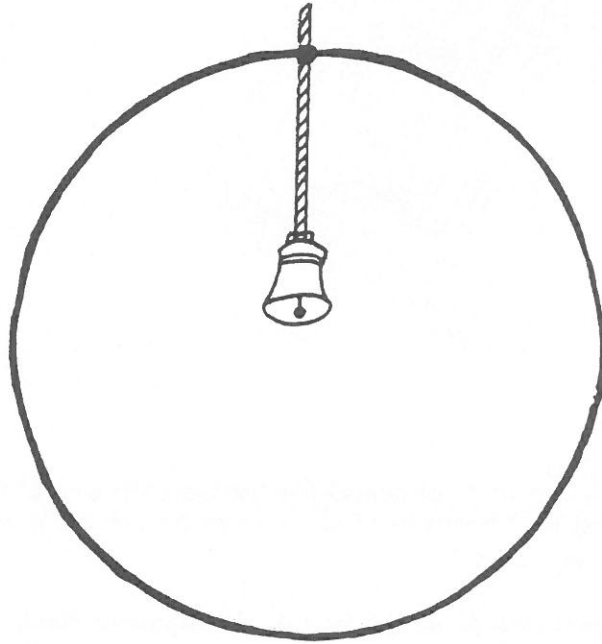
ROLL UNDER THE BRIDGE

Place bridge about 8' from starting line. Roll tennis balls. High score in three turns wins.

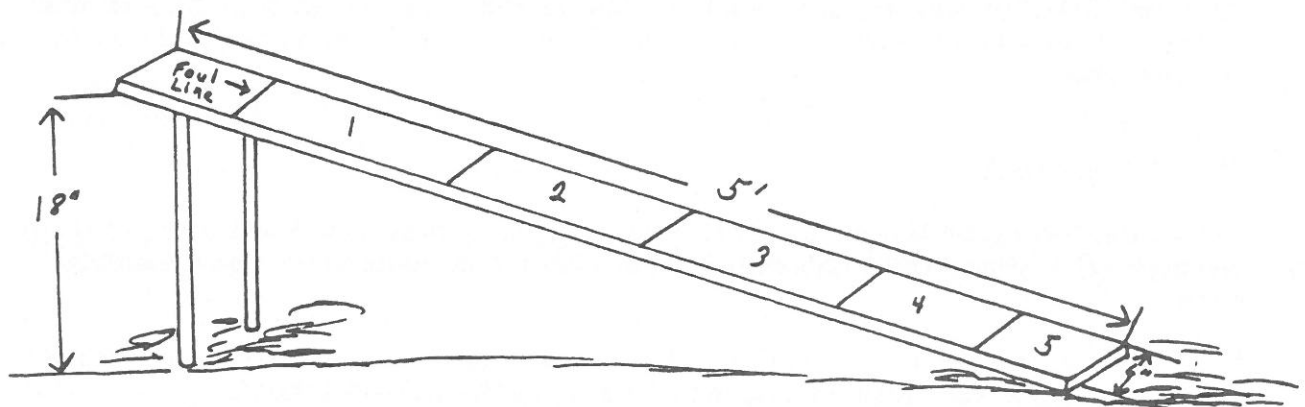


MISS THE BELL

A bell is suspended in a hoop about 8" in diameter, and a small ball is given to the players. They take turns tossing the ball, trying to send it through the hoop without causing the bell to ring. One point is scored each time the ball goes through, and three points are scored if the bell does not ring. For young Cubs it may be helpful to enlarge the ring and/or make the throwing distance shorter or longer.

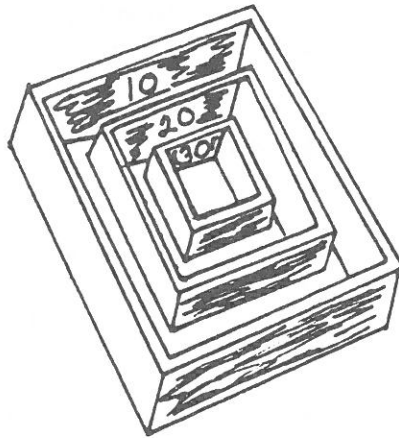


PLAY FOR PEANUTS



1. By jiggling, roll, slide, or in any way cause peanut to descend inclined board. Start peanut from foul line.
2. Player to receive, as a prize, the number of peanuts corresponding to the number on board at which point his peanut fell off.

NESTED BOXES



To build the boxes, use one piece of $\frac{1}{4}$ " plywood for the bottom and 1" x 6" dimension lumber for the sides. The inside dimension of the center box is 4" square, the next is $13\frac{1}{2}$ " square and the outside box is $22\frac{1}{2}$ ".

Bean bags or balls may be used to toss at the boxes. If balls are used, they should be the size of tennis balls.

To score the game, balls tossed inside the center square count 100 points, the next square, 30 points and the outside square, 10 points. Players stand about 6' from the boxes. Balls which hit the ground or floor and bounce into a box do not count. If they hit the edge of the box and bounce into a box, they do, provided they do not hit some other object, like a wall, before going into the box. Balls which go into a square and bounce out do not count.

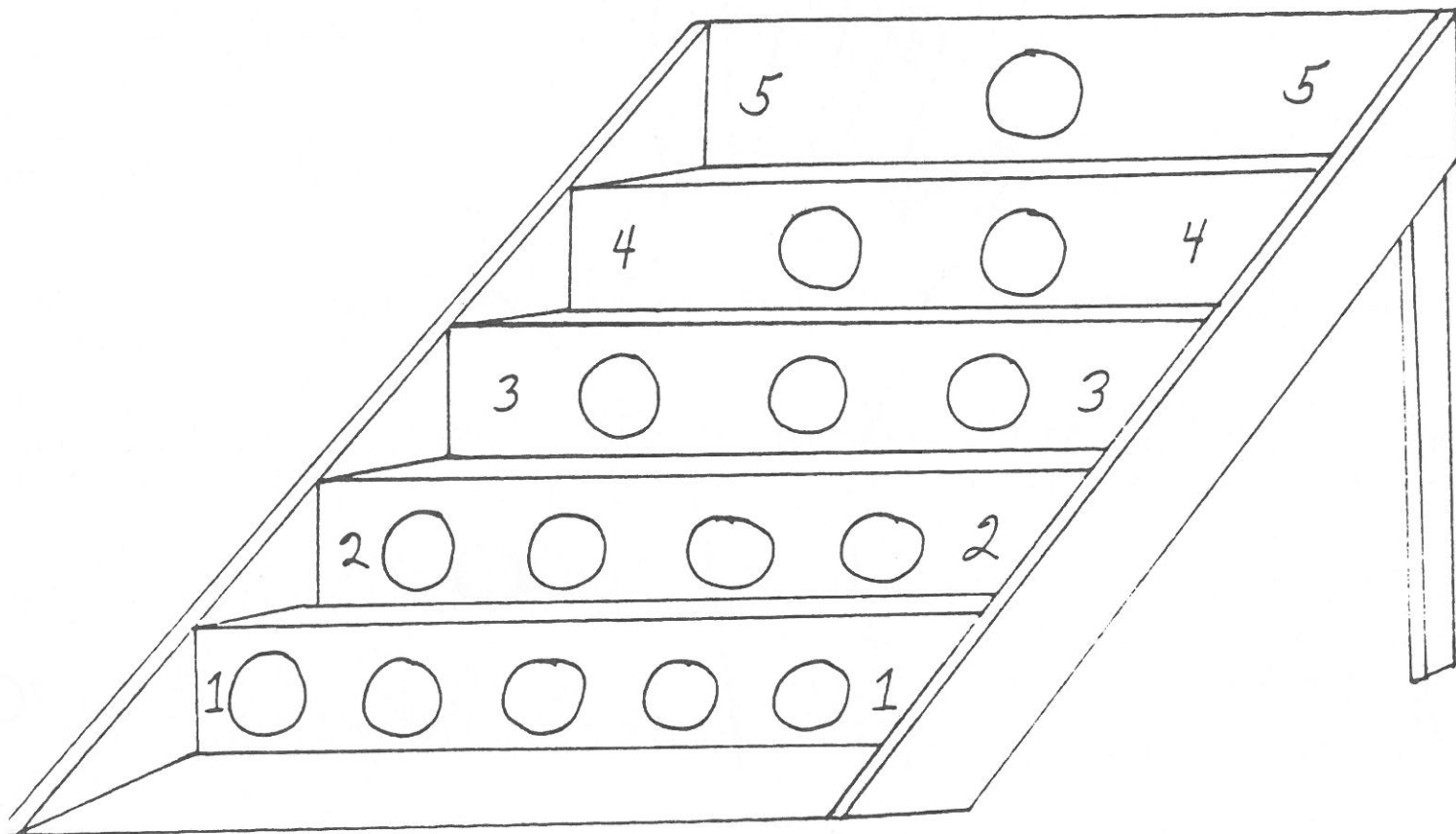
TRY-ANGLE TOSS

Cut six equilateral triangles from $\frac{1}{4}$ " plywood or pressed masonite. Paint three of them one color, the other three a contrasting color. Stencil numbers in the corners on both sides.

A nail may be driven into the wall or into a 1" x 12" board about 3' long on the back of which is hinged a leg to support it when it sets up on the floor or ground.

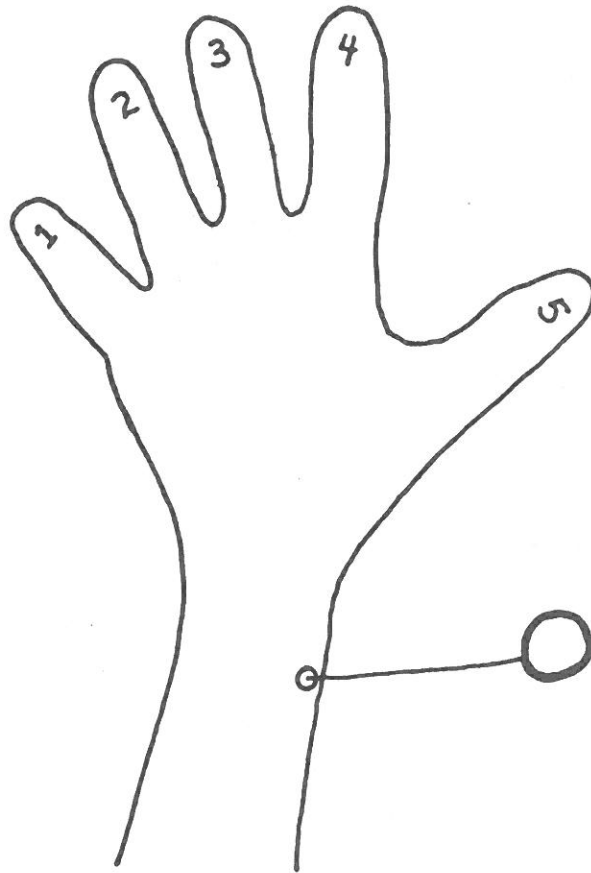
To play the game, players stand about 6' from the wall or board, toss the triangles, one at a time, attempting to ring the nail. The triangles will turn with a point up and the number on this point is the score. Add the score made with the three triangles to get the players total score for that game.

HAND BADMITON TARGET TOSS



The board is a stair-like structure with holes cut in the risers. The bird is a weighted sock, with feathers, that will pass through the holds. Give each player 5 turns from a distance of 10'. Alternate turns between players and keep a running score to determine winner.

FINGER FUN



Draw a picture of your hand and wrist on lightweight cardboard; cut out; put numbers on fingers. Put a hole in the arm part - add a string and a curtain ring. See if you can hook a finger.

DRESSMAKING

Dad and son team is given several sheets of newspaper and some pins. They tear the paper to make a dress, fitting it on mother as a model. The best and/or fastest dressmaking team wins. This should produce some interesting results.

LUCKY UMBRELLA

A pingpong ball or other small ball and an umbrella are the unusual implements for this game. Open the umbrella and sit it upside down on the floor in the basement or on the porch. The players stand five feet from the umbrella. Players get a point each time the ball land in the umbrella and stays there without bouncing again

UNPACKING THE PRESENT

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

ORBIT

Blindfolds, a table and two players (with audience) are needed. The two players, designated as Earthman and Spaceman, are blindfolded and led to opposite sides of a table facing each other. Neither knows for sure where the other is or in which direction he will move. Earthman must try to catch Spaceman and Spaceman elude Earthman, but each must keep one hand touching the "launching pad" or table at all times. At a signal, Earthman stalks Spaceman who in turn listening intently, should try to keep as quiet as possible. If the Earthman doesn't touch Spaceman within two minutes, Spaceman wins. If Earthman catches Spaceman, he is winner and considers himself in orbit.

FISHING GAME

You need a soda straw for each player and 15 or more paper fish. Place the fish on the floor. Fish are caught by suction. See who can catch the most fish. Do as a relay or individually.

CUB SCOUT RING TOSS

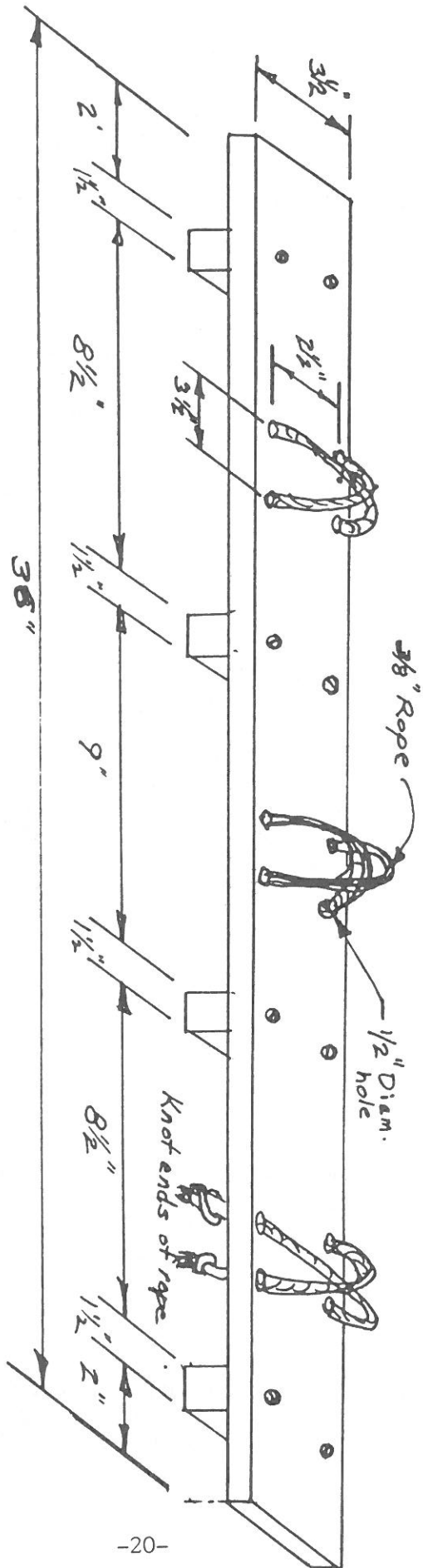
Using Cub Scout emblem stickers glued to pieces of 1" foam, cut out insignia. Cut hole in center of each emblem about 1½" round. Make a base out of a 8"x8" piece of wood. Drill a 3/4" hole in center and place a 3/4" dowel 8" long in hole.

CUB SCOUT SPELL DOWN

Draw letters on small pieces of cardboard, like Scrabble. Place in a small bag. Reach into bag of letters pulling out one letter at a time. Try to spell different Scouting words, such as Wolf, Bear, Promise, Bobcat, etc.

You need three people per set of skis. The objective is to simply walk, you can an obstacle to go around, if you want. (You'll find adults do much better at this than boys.)

Snowless Skiing



Each required

CUB PACK OF DICE

Make dice from large cubes of foam rubber or blocks of wood. Paint words pertaining to Cub Scouting on all 6 sides of each dice. Cubs take turns tossing out one dice at a time., then trying to match the word on top by tossing the second dice.

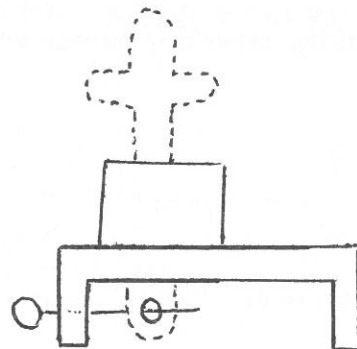
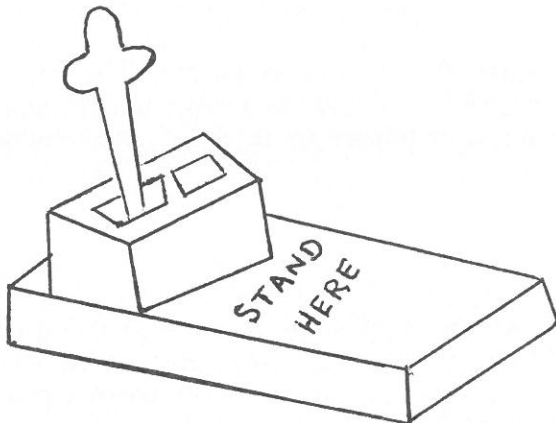
Scoring: If player matches word, 5 points
If rank in lower, 1 point
If rank in higher, 2 points

First player with ten points wins.

SWORD IN THE STONE

The sword in the stone is an ingenious device that holds the attention of everyone before and during the meeting. With supervision from an adult or older den chief, let the boys stand on the platform and try to pull the sword from the stone. If the back of the stone is against a wall, and the pin is in place, of course nobody will succeed. Make sure the contestant stands squarely on the platform and pulls on the sword steadily, not yanking or twisting.

During the real contest at the pack meeting, put the apparatus on the edge of the stage, with the back portion concealed by the stage curtain. Put an adult or den chief out of sight, and when your (pre-chosen) champ comes on, secretly pull the pin and the new Sir Boss draws out the sword easily. The pin can be reinserted to prove to doubters that he is really a winner.



HOW GOOD IS YOUR NOSE?

Eight numbered dishes are placed around the room. Each dish is covered by a paper napkin in which several holes have been punched. In each dish there are: cloves-grated orange rind-peppermint-cinnamon-pinnacle-coffee-grated lemon rind-onion. Each boy is given a piece of paper and pencil and tries to identify each of the dishes by smell

OUTDOOR GAMES

ALLIGATOR

Two teams line up on opposite sides of a large open space called the "river". The player who is chosen to be the alligator points or calls to a player on one side to cross the "river". This player calls or points to another player on the opposite side. They try to cross the "river" and change places without being tagged by the alligator. If one is caught, he becomes the new alligator.

DONKEY KICK

A small, flat piece of wood or a stick is used for this game. A player holds his leg up with the bottom of his foot held in back. The game leader then balances the stick on the upturned sole of the player's shoe. The player now kicks his foot and sails the stick as far from his back as possible. The longest kick wins.

STOP AND GO

Draw two lines about 60 feet apart. Line up players on one of these lines. At the word "GO", all start running. Every time you blow a whistle, all reverse direction - so they will not know which line will be the finish line.

TURTLE TAG

To insure safety, player must be on his back with all four feet in the air. The boy who is "IT" counts to ten and the turtles must hop up and run at least ten steps before again assuming the turtle position. If "IT" can tag a player before he is "safe", they exchange places and the other boy becomes "IT".

GOOD EGG

One player is the egg tester. The rest are eggs. The eggs sit in a circle on the ground with knees high against their chin and feet flat on the ground, hands clasped tightly about the knees. The tester goes from one to another, testing them by giving them a push against the knees. This push rocks the player upon his back.

If the player is able to rock back to his original position without breaking the handclasp, he is a good egg. If the player cannot recover his original position, he is a bad egg. He must then take the tester's place.

FIRE IN THE MOUNTAIN

"IT" stands in the center of two circles of equal number, one inside the other. Circle players face inward. Each one in the outer circle stands directly back of the person in front of him. When "IT" calls, "Fire in the mountain! Run boys, run!" all players in the outside circle run slowly around the inner circle. At the same time, the players in the

inner circle and "IT" clap their hands in rhythm. Suddenly "IT" stops clapping and holds his hands over his head. The players in the inside circle follow his example. This is the signal for all players in the outside circle to stop running and try to get in front of an inside circle player. "IT" also tries to get a place. The person left out is then "IT".

HIKE

Players stand in a row, facing the leader they have chosen. They should be about 10 to 20 feet in front of a goal line. The leader calls and goes through certain exercises with them, such as "Raise hands above head!", "Squat!", "Run in place!". Suddenly he shouts, "Hike!". All players dash for the goal line with the leader chasing them. The player he tags becomes leader in his place.

SEW THE CIRCLE

All but two players form a circle, but do not hold hands. One of the extra players is It and stands outside the circle. The other extra player is the runner. He starts moving around the circle, either inside or outside. It counts to ten and then tries to catch the runner. Whenever It passes between two players in the circle, they clap hands. This continues until the circle is "sewed up", or until It catches the runner. Then two new players are selected to be the runner and it. No "sewing up" is done when the runner moves in or out of the circle.

CLAIM JUMPERS

Mark out a circle about 15 feet across. Blow up a toy balloon, anchor it to a weight and place it in the center of the circle. This is the "claim". The "prospector" (a Cub Scout) stands guard over it. Other boys, one at a time, try to "jump his claim". To do so, they must enter the circle, explode the balloon and leave the circle without being tagged by the prospector. If tagged, they drop out. If claim is successfully jumped, another prospector takes over with a fresh balloon.

HOOP AND ARROW

Make three hoops - one about 5" in diameter; one about 10" in diameter and one about 20" or larger.

Hoops are rolled along the ground or thrown spinning into the air.

Object is to throw the arrow through the hoops.

Scoring: Arrow through the big hoop 5 points
 Arrow through middle sized hoop 10 points
 Arrow through little hoop 20 points

Make the hoops out of plastic tubing, old hula hoops, or garden hose.

SQUIRT 'EM OUT

Place 4 to 8 candles on a table - or in a box cut out on one side if it's windy. Give Cub a water gun and a set amount of squirts. See how many candles he can get out. Adjust distance between Cub and candles according to their ability.

Have plenty of matches and extra candles on hand.

TRACTOR PULL

This game needs a soft place to play, soft grassy spot outdoors or gym mat indoors. Four boys play at a time. Two players get on their hands and knees, facing opposite directions, close enough so their feet are almost touching. These boys are tractors and two other boys are the drivers. Each driver sits on his tractor and holds on with his legs around the tractor's waist. The drivers must sit facing each other. At a signal, each driver extends his arms in front of him, tries to grab the hands of the other driver, and pull him off his tractor. A tug-of-war takes place. The driver who is pulled off his tractor loses. If both fall off it is a tie. You can have more boys play at one time but be sure there is enough room between the teams so no one will be hurt when they fall. After each match, the drivers and tractors change places.

BUBBLE BLOW

Each player has a bubble pipe. Make a wire hoop or cut a circle in a piece of cardboard one foot in diameter. Buy or make bubble mixture. Players blow bubbles and try to guide them through the hoop or hole by fanning them with a piece of cardboard. Variation: Have a contest to see who can blow the bubble that goes the highest or lasts longest or is the largest.

Bubble Mixture: Shave a small piece of laundry soap into a quart of hot water. Stir until completely dissolved. Add a tablespoon of gum arabic. Stir. Add a tablespoon of glycerine and another of red ink or bluing. Mix well. Add another quart of warm water.

STORK TEN PINS

Six or more players are divided into two teams. One side is Storks and the other is Hunters. Three fairly large rubber balls are needed. The Storks stand in a row, each on one foot, and the Hunters in turn roll the ball trying to hit a Stork's foot. The Storks may dodge by hopping but if both feet touch the ground, the Stork is considered hit. After the three balls have been rolled, the Storks become Hunters and the Hunters become Storks and the game continues.

THE "MIDNIGHT" GAME

The "sheep" are in the "fold" or safety circle at one end of the room. The "fox" has a den at the other end. The sheep wander out as far as they dare, asking continually, "What time is it?". They are safe at all hours until the fox cries "Midnight!" Those the fox can tag before they get back to the fold are out.

BLUE AND WHITE

Half of the Cubs are blues and half are whites. When the blues are called, they all squat down as fast as possible before the whites tag them. Those tagged are out. When whites are called, they squat and the blues try to tag them. The color with the most players left after a given time is the winner.

CROCODILE RACE

Cubs are in teams squatted down in knee bends with hands on each other's shoulders. Each team hops to the finish line trying not to fall over, although they probably will. When they do they must regroup and start again from there.

HOP ACROSS

The players divide into two equal teams and each team marks a goal line on the ground. The two goal lines should be about 25 feet apart. Each team lines up along its own goal line. Then at the signal to start, the two teams advance toward each other with arms folded across their chests, all players hopping on one leg. The object of the game is for each player to try to cross the other sides' goal line without being forced to put his lifted foot on the ground. Some players go after each, trying to bump or shoulder members of the other team off balance, so they will have to put their foot down. Other players may do their best to keep out of trouble and make for the opposite goal line as quickly as possible. The team that gets the greatest number of players across the other sides' goal line is the winner.

DIZZY BAT RELAY

Any number of boys can play this, either in a gym or outdoors. Divide your group into two or more teams. Mark off a distance line 50 feet from the starting line. When the teams line up, give each team a baseball bat, which the leader must place at the distance line in front of each team. At a starting signal, the first boy on each team runs to the distance line where he picks up his bat. He stands the end of the bat firmly on the ground, and places the other end against his forehead. In this position, he must run around the bat three times. Then he drops the bat and races back to the starting line where he tags the next player. This is repeated until each player has a turn. First team done wins.

HORSE TURNABOUT

For this game you will need paper bags and from 12 to 30 boys. Divide the group into teams of equal number. Half of the players on each team will be horses and half will be riders. Horses and riders walk a course of about 50 feet.

Each team lines up at the starting line. The first horse of each team takes a good look at the course. Then the horse puts a large paper bag over his head. The rider for each horse is a second boy who doesn't ride but acts as a guide.

At a starting signal, each horse is turned around three times before he starts the course. The horse and rider must go all the way to the goal line, 50 feet away, and then

return to their team. Each rider walks behind his horse and helps him by giving directions. The rider cannot touch the horse, but tells him, "Go to the right", "More to the left", "Straight ahead" and so on. Upon returning to the starting point the first horse on each team takes off his paper bag and tags the next horse. The new horse is turned about 3 times and takes off with his rider. First team to finish the relay wins.

CIRCLE RACE

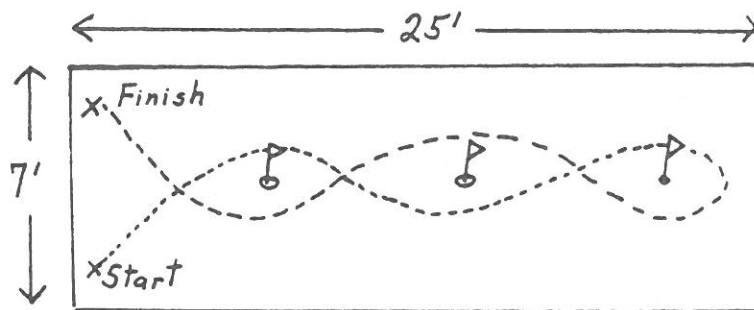
From 16 to 24 boys can play this game in a gym or outdoors. Divide the group into two or more teams. Boys on each team hold hands and form a circle. Instead of facing in, however, the players face outward, all except one player. He is the driver and can face inside or out. A distance line about 50 feet 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.

FOOTPRINTS FOR YOUTH

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

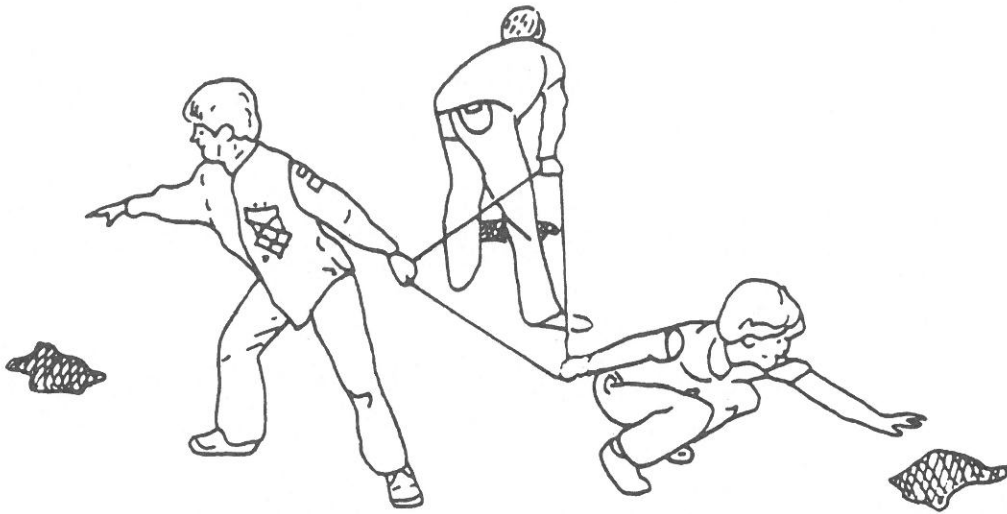
Play game as a physical skill (Let's see if you can do it - adult version) or a competitive affair (two or more racing a set distance). Place both footprints down, step on first with one foot, second with other foot - now without using first foot (pick it up and keep it off ground) lean down and pick 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.

WICHITA SLALOM



This is a slalom race with a tire(d) handicap. You must roll the tire from the starting point and go to the left of the first flag, right of the second and continue in a zig-zag course until you round the last flag. You then zig-zag back until you reach the finish line. Variation: Run as a relay race.

THREE MAN TUG-OF-WAR



EACH TRIES TO REACH HIS NECKERCHIEF

INDEPENDENCE TAG

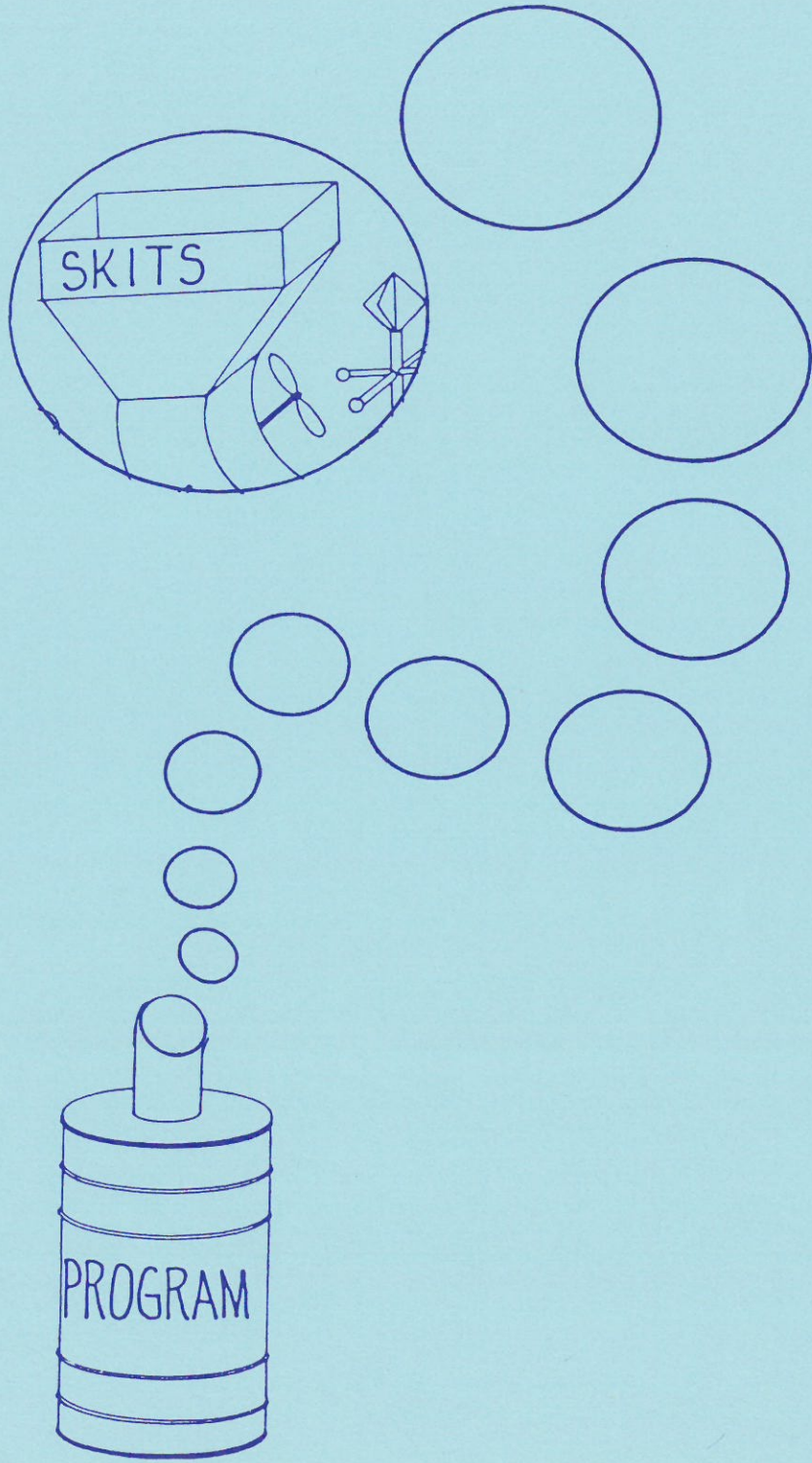
As in all tag games, "it" pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient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

JUGGLER

Equipment: 1 paper cup filled with water for each person

Line players up on a starting line an arm's length apart. A finish line should be set up 50' or so away. Players stand with right arm straight forward at shoulders height, palm down. Place a 6 ounce cup filled with water on the back of each right hand. At signal, each contestant, keeping the right arm at shoulder level, bends his arm at the elbow, bringing the cup to his mouth. He then takes the edge of the cup in his teeth and transfers the cup to the back of the left hand, which he extends forward at shoulder height. With left arm stiff, he walks forward to finish line. The first player across the line, cup on hand, is the winner.

SKITS





SKITS

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, slowing 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 hand 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 sharpist razor in the world

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

BOY SCOUT: ...The Boy Scouts of America.

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.

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

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

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

4TH CUB: Yeah ... and you heard what she said! "Nothin' ever again that moves by itself!"

3RD CUB: So ... now I know better!

5TH CUB: Don't worry about a thing, you guys. I'm gonna fix everything.

6TH CUB: Yeah? How?

5TH CUB: 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?

6TH CUB: Oh no ... (wails) We'll never get to go on another hike!

5TH CUB: How come?

6TH CUB: Cause that's poison ivy!

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

CURTAIN

THE TUMMY ACHE

Boy is slumped in a chair, groaning. The DOCTOR comes on stage carrying his black bag. He examines the patient with a stethoscope. PATIENT continues to groan loudly.

DOCTOR: And when did you first notice this discomfort?

PATIENT: Around the ninth candy bar!

NOW IT'S TIME

ACTORS: 4 to 5 persons.
COSTUMES: None.
PROPS: None.

All stand in a line in front of the group. All stand or sit in the same position. First person asks, "Is it time?" Each person asks the person on his left until the question reaches the last person, who says, "No." A few seconds later the same question is asked and answered the same way. This is done four or five times. The last time the question is asked, the last person says, "Yes, now!" All change position.

(Suggested poses: Arms folded and feet spread apart; sitting cross-legged with chin in hand, etc.)

CANDY STORE

Props are one stick and two "victims" from the audience.

The storekeeper gets the store ready to open and the customer begin coming in. Each customer asks for some well-known brands of candy, Hersheys, Mars Bars, Mounds, etc. The storekeeper is always out of the brands asked for. Finally, the last customer says, disgustedly, "Well, what do you have?" The storekeeper says, "Well, I've got two suckers on a stick." Before starting the skit, the two victims are told to each hold one end of the stick, which acts as the counter for the candy store.

CHEWING GUM

ACTORS: 3 to 8 persons
COSTUMES: None.
PROPS: 1 chair with arms.

One person strolls onto stage, chewing gum (pulling it out or blowing bubbles and putting it back into mouth). Takes gum out and puts it on seat of chair and leaves stage. Second person comes on stage, sits on chair, and gets stuck, finally pulls loose, removes gum from self and puts gum back on chair and leaves stage. Next person gets stuck and puts gum on floor. Others ... on arm of chair, on leg, on seat, etc. Finally, first person returns, picks up gum and walks off stage chewing it.

ECHO

ACTORS: 4 persons.
COSTUMES: None.
PROPS: None.

Place three individuals (the three echos) in different places and out of sight of the audience. The fourth person is the leader.

LEADER: Do you know this room (building, place, etc.) has three echos? (pauses) Let me show you. Hello!

1ST ECHO: Hello!

2ND ECHO: Hello!

3RD ECHO: Hello!

LEADER: Hello!

1ST ECHO: Hello!

2ND ECHO: Hello!

3RD ECHO: Hello!

Repeat this sequence as many times as necessary to establish pattern.

LEADER: Baloney!

1ST ECHO: Baloney!

2ND ECHO: Baloney!

LEADER: Humm, let's try that again. Mr./Mrs. (name) is a good leader.

1ST ECHO: Mr./Mrs. (name) is a good leader.

2ND ECHO: Mr./Mrs. (name) is a good leader.

3RD ECHO: Baloney!

VINDOW VIPER

First person runs across the stage (or across the front of the room), yelling, "The Viper is coming." Each person does the same and yells the same. After the next to last person has run across yelling, the last person strolls in with a rag and pail, and says "Allo, I am the Vindow Viper."

STIFF NECK

First person enters, looking up. #2 enters, looks at #1, then looks up in the air. #3 enters, looks at #1 and #2, and looks up in the air. This continues until the last person enters and he does as the others, then asks, "What are you looking at?" They ask the next person, and so forth, up the line, until the first says, "I don't know about you, but I have a stiff neck."

SHOWER

Boys enter, all talking. One says, "They're giving my sister a shower tonight." Next boy says, "I gotta go home and take mine." Next boy, "Me, too! I don't want anyone giving me a shower!"

THREE RIVERS

4 - 8 boys

SCENE: Hobo camp

PROPS: fire, hobo stew in can, tin plates.

Opening scene reveals hobo cooking stew. First person enters.

HOBO: "Have some stew."

1ST PERSON: "Is this plate clean?"

HOBO: "As clean as three rivers can make it."

2ND PERSON: Enters and asks the same question, gets same answer. Likewise for as many people as you have in skit. After last person asks question and gets same answer, Hobo calls his dog, "Here Three Rivers! Here, boy."

LOOSE CHAIN

2 people

Man pulling chain down the street. Stopped by policeman and asked, "Why are you pulling that chain down the street?"

MAN: "Did you ever try pushing one?"

STICKIN' AROUND

#1 comes in carrying a long stick.

#2 says, "What are you doing?"

#1, "Jest stickin' around."

HANGIN' AROUND

#1 comes in carrying a hanger.

#2 says, "What are you doing?"

#1, "Jest hangin' around."

PUT DOWN

#1 enters carrying a large log, he stops and puts log down with "great effort". He then looks up at the audience and says "What a put-down".

DRAG

Have two boys drag a third across the stage. The third boy says, "What a drag."

QUICKIE

#1 walks around the stage dragging a rope. #2 asks, "What are you pulling that rope around for?" #1 says, "Ever try to push one?"

THE SUBMARINE SKIT

(Requires volunteer from the audience and some previous practice helps.)

Get one volunteer from audience and the den lines up sitting in a straight line with volunteer at the end. The front man (captain) looks through his periscope and yells, "Enemy ship" which is repeated on down the line. The following set of commands goes down the line: "Fire torpedo one" -- "We missed" -- "Fire #2" -- "Missed again" -- "Fire torpedo #3" -- "Missed, you blockhead" -- "Enemy torpedo coming our way" -- "We're hit". The last command is "We've sprung a leak", but the next to the last person has a cup of confetti and, as he repeats the last command he throws the confetti on the volunteer.

IT'S ALL AROUND ME

Have someone walk in moaning and groaning and saying "It's all around me." The Emcee asks, "What? - What's all around you?" MY BELT!" answers #1.

HE'S BEEN HERE

Someone runs in and grabs the Emcee and shakes him/her yelling "He's been here, oh, no. He's been here, etc." Emcee says, "Who? - "Who's been here?" Answer, "Yesterday".

IT'S HERE

Someone runs in joyfully yelling, "It's here. It's here". Emcee says, "What, What's here?" #1 answers, "today".

IT'S ALL OVER ME

Someone comes in moaning "It's all over me, help it's all over me." 'Innocent' bystander asks, "What, what's all over you?" #1 says, "MY SKIN".

POKIN' AROUND

#1 comes in poking a stick at the ground. #2 asks, "What are you doing?" #1 says, "Jest pokin' around."

HANGIN' AROUND

#1 walks through with rope around his neck.
#2 says, "What are you doing?"
#1, "Jest hangin' around."

PINK PANTHER

What did the pink panther say when he stepped on an ant?

To Pink Panther theme:

Dead Ant, Dead Ant, Dead Ant, Dead Ant, etc., etc.

DOCTOR BLUEBONNET

In this skit there are three different patients who enter the Doctor's office, at different times, complaining of something wrong with them, of course. They are holding a different part of their body. They should gripe and carry on like they are about to die if they don't see the Doctor. They are told by the receptionist that Dr. Bluebonnet is out, but to have a seat and that he will be back shortly. After the patients have all been seated, all complaining loudly about their aches and pains, the Doctor walks in and all three start complaining to him about their hurts. The receptionist tells the Doctor that they have all been there some time and he had better examine them. After a brief examination of each patient, the Doctor exclaims, "There is only one way to help these patients." He then lays across all three laps and the three patients sing in unison the Bluebonnet Oleo ad song, "Everything's Better With Bluebonnet On It."

LAMP POST

ACTORS: 3 to 6 persons.

COSTUMES: None.

PROPS: 1 flashlight.

One person comes in with a flashlight and announces, "I am a lamp post." (This person just stands, holding the light for the rest of the skit.) Next person comes in and begins to look for something. Next person comes in and asks #2 person, "What are you looking for?" #2 person says, "I have lost a dollar and I just have to find it." #3 person begins to help look. #4 person arrives and asks, "What are you looking for?" #2 person answers the same answer. #5 person comes and the same question and answer continue until the last of the group arrives. Last one asks the same question and gets the same answer. Then asks, "Where did you lose it?" #2 person says, "Down the street." Everyone asks: "Then why are we looking here?" #2 person: "Because this is where the light is!"

JELLY BEAN SKIT

- CHARACTERS:** Storekeeper, wearing an apron and at least 4 boys.
- PROPS:** Table, feather duster, container labeled "Jelly Beans", Ladder, Small Sacks.
- SCENE:** As curtain opens, storekeeper is standing behind counter, dusting with duster. At back of the stage stands ladder on top of which is container of jelly beans. Boy #1 enters and walks up to counter.
- STOREKEEPER:** May I help you?
- BOY #1:** I would like ten cents worth of jelly beans please.
- STOREKEEPER:** (walks back to ladder, climbs it, gets container, climbs back down, sets container on counter, removes lid, puts jelly beans in a sack, puts lid on container, climbs up ladder, puts jelly beans on top of ladder, climbs back down and hands sack to boy). That will be ten cents please. (takes money) Thank You. (Boy exits.)
- BOY #2:** (enters & approaches counter) (use same dialogue and actions as Boy #1. This continues with Boy #3. This time storekeeper leaves jelly beans on counter)
- BOY #4:** (enters and approaches counter)
- STOREKEEPER:** You don't have to tell me. I know what you want. You want ten cents worth of jelly beans. (Starts to put jelly beans in sack.)
- BOY #4:** No sir. I don't want ten cents worth of jelly beans.
- STOREKEEPER:** You don't?
- BOY #4:** Nope.
- STOREKEEPER:** Are you sure you don't want ten cents worth of jelly beans?
- BOY #4:** Yes, sir. I'm sure.
- STOREKEEPER:** Thank goodness. Just a minute, please. (He takes the container of jelly beans to back, climbs ladder, puts container on top of ladder, climbs down). Now, what can I do for you?
- BOY #4:** I would like five cents worth of jelly beans, please.

THE INVISIBLE KITE

SETTING: One boy on stage is holding an imaginary string, pulling hands back and forth in a kite flying motion.

1ST CUB: Hi!

2ND CUB: What's that?

1ST CUB: My kite.

2ND CUB: What kite?

1ST CUB: That kite. (points up)

2ND CUB: I don't see a kite.

1ST CUB: Well, it's there. Would you like to fly it?

2ND CUB: Yes. (1st Cub hands imaginary kite string to 2nd Cub)

(Continue same dialogue until all your den is holding onto the same string)

1ST CUB: So you guys really believe that there's a kite up there and you're flying it?

ALL CUBS": NO!

1ST CUB: Then why are you pulling on the string?

TREES

Get 5 or 6 people from the audience, line them up in a row, get names of trees from audience, have participants hold their arms high in the air and sway in the breeze. Now get one more person to come up and help. This person must have a lot on the ball as this is an important job. Have this person start at one end of the row of trees and run around them a couple of times. While this person is running around the swaying trees, say the following verse or one like it:

In the summer the leaves are green and full,
In the fall they die and fall to the ground,
In the winter the trees are bare, but
In the spring we always have the running of the "SAP".

EL SWAMI

The Sole Reader

El Swami is a mystic "sole" reader who can read people's shoe soles. He should be dressed the part with turban, robe and anything else to make him look ridiculous.

El Swami calls a few people to the front of the room, one at a time, has them take off one of their shoes, turns it upside down and reads the sole. After saying something nice about each person, the shoe is returned and that person then sits down. On the last person the same thing is done except "El Swami" predicts that that person is going to take a long, long journey. "El Swami" then throws that person's shoe as far as he can so that person can take his long, long journey.

BUC TUOCS SKIT

DR. CURE ALL: Thank you, my friends. Boys, have you been feeling sluggish lately? Do you have that gray feeling? I have the answer to your woes; Buc Tuocs! Here are some people that have tried it and are wild about it. Let's hear from them.

FIRST BOY: When I reached eight, I needed something. I was out of touch. I tried Buc Tuocs and got the lift I needed.

SECOND BOY: I couldn't adjust. My social life was falling apart. Buc Tuocs was the answer.

THIRD BOY: I was afraid of growing old. Was life passing me by? Buc Tuocs gave my life purpose.

FOURTH BOY: My kindergarden friends had gone in different directions. Buc Tuocs helps me find new acquaintances.
(Use more testimonials if you have more boys)

DR. CURE ALL: Thank you boys for your unsolicited testimonials. Remember folks, try Buc Tuosc - it's Cub Scout spelled backward!!!!

THE BURNING SCHOOLHOUSE

CHARACTERS: An old man and six boys (more or less)

The old man (using a cane) is slowly making his way across the stage when a boy comes running from one side yelling, "Fire, fire! The school is burning down!" The first boy runs off the opposite side of the stage followed by other boys as they arrive on the stage all yelling and excited. The first boy reappears before all of the boys have run off. He is carrying a filled paper cup which he takes back across stage in the direction from which he originally came. A second boy, also with a paper cup, follows him and then a third. About the time the fourth boy crosses with a cup, the first boy is running back with an empty cup, saying "Hurry, hurry! It's burning faster!"

This continues so that one or two boys are crossing the stage in each direction, urging each other to greater speed, spilling some of the contents of their cups, and cautioning each other to be more careful like, steady now; make it faster; she's really burning now and hurry! The old man tries to keep out of the way of the hurrying boys, watching the whole business with growing astonishment. Finally, he stops the first boy who is making his third trip.

OLD MAN: Look, sonny. You boys will never put out that fire with those little cups of water.

BOY: Water!!! Are you crazy?! This is kerosene!!!!!!

THE BLUE RIBBON

Scene is an art show at which a number of bright paintings are on display. The judges arrive, inspect them and finally select one for the prize (the loudest mish-mosh on canvas). "What imagination", they say; "What genius!" They call for the artist, who appears in beret and flowing tie. When the winning picture is shown to him, he says, "Oh, my goodness, that got in here by mistake. That's the canvas that I clean my brushes on!" (He walks off with his painting and the blue ribbon attached. The judges faint!)

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 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)

A SUCCESSFUL OPERATION

(A Shadow Play)

In a shadow play, all the action takes place behind a white sheet that is strung across the stage as a curtain. The shadow effect is achieved by placing a bright light (with a foil reflector) at the rear of the stage. It shines brightly on the sheet so that shadows are created when the actors perform between the light and the sheet. More than one light is needed usually to fill the entire curtain. Also, the shadows will be clearer if the rest of the room is very dark.

CHARACTERS: Doctors Sawyer, Driller, Hammer, and Wrench, Patient and Nurses.

PROPS: Saw, drill, hammer, wrench, garden cart, strong table for operating, articles to be removed from patient, sheet for covering patient.

(The DOCTORS speak in unison, holding aloft their own tool identified by their names.)

We're Doctors Sawyer, Driller, Hammer and Wrench,
Our operating table is a work bench.

There are might few ills that we can't cure,
And we'll take a chance when we're not sure!
Nurses, wheel in the patients and let us start.
He looks right comfy in that garden cart.

(Nurses wheel in sheet-covered patient in garden cart. All help lift him onto the operating table.)

Now cheer up, fellow, no need to worry.

Sawyer, Driller and Wrench work in a hurry.

(With much brandishing of tools, they begin to go through the motions of operating, while the patient groans, moans and yells.)

Make an incision from side to side

Don't forget we want it wide!

My, oh my, what have we here?

The reason you're sick is mighty clear.

(Doctors begin pulling all sorts of objects, apparently from patient's body, and throwing them on floor with a clatter. Use metallic items, rocks, etc.)

Now we're getting to the root of your trouble

We'll have you fixed up on the double.

(They begin pulling out a long, heavy chain.)

Well it's no wonder you had such pain,

It was all caused by this big old chain!

And now, Dr. Hammer, we need your aid

To close this great big hole we made.

(Doctor Hammer begins pounding. Patient yells and howls and finally jumps off the table and runs out. Doctors and nurses throw up their hands in surprise.)

A peculiar patient, we must confess,

And the operation was such a success!

ELMO, THE FIRE-BREATHING DRAGON

- CHARACTERS:** Cub Scouts, dragon, fire chief, add Cub Scouts and firemen as needed. For smaller dens, divide the Cub dialogue among fewer boys.
- COSTUMES:** Paper-bag mask for dragon with whatever ears, fiery eyes, scales, nose, etc. that the boys think appropriate. Fireman's hat of painted cardboard, or big cardboard badge, labeled "Fire Chief."
- PROPS:** Boxes of facsimile "fire hazards". (You can label a large box "matches", "greasy" rags don't have to be greasy.) Newspaper, suitcase, blanket, bucket marked "FIRE", two chairs.

(Several Cubs meet on stage, carrying boxes.)

- 1ST CUB:** Did you find any fire hazards? I found these oily rags in my garage.
- 2ND CUB:** This newspaper was too near the water heater in our basement.
- 3RD CUB:** Look at this. I found a box of matches where little kids could reach them. (You can add more Cubs and fire hazards here if you have more boys.)
- 1ST CUB:** Where's Tom?
- TOM:** (enters, followed by ELMO the dragon who carries a suitcase.) Here I am. Look what followed me home.
- CUBS:** (Give each a different thing to say.) What is it? Yuk! Keep it away! Does it bite?
- TOM:** It's just a nice, fire-breathing dragon. Show them, Elmo. (ELMO takes a deep breath. Boys stop him, snatching away boxes of fire hazards.)
- CUBS:** No, no! Don't let him. Stop that! Hold it!
- TOM:** I told him he could stay. (Elmo sits in chair, puts feet up, making himself at home.)
- 2ND CUB:** What's in the suitcase? (Cubs open suitcase.)
- 3RD CUB:** Rags and paper and matches! Are these your toys? (ELMO nods, gets up, happily takes deep breath as if to set fire to suitcase. cubs slam it shut; one puts hand over ELMO's mouth, preventing him from breating out.)
- 1ST CUB:** We have everything we need to have a bad fire. Plenty of fuel, oxygen, and Elmo's mouth.
- 2ND CUB:** Elmo's got bad breath! (ELMO's insulted, picks up box of fire hazards, takes in huge breath. Again Cubs rush to stop him.)
- 3RD CUB:** I'm afraid there's going to be a fire. (First and Second Cubs exit quickly.) I'm calling the fire department. (Pantomimes dialing and talking into phone.) We need help with a fire at 123 Maple Street.

1ST CUB: (running in with blanket) Is the dragon on fire? I'll try this! (He attempts unsuccessfully to wrap ELMO in the blanket.) (Fire Chief enters, pantomiming driving a fire engine and making sound of siren.)

FIRE CHIEF: (going close to Elmo for a look.) There's a lot of these around. We know how to turn him into your ordinary non-hazardous dragon.

2ND CUB: (running in with large red bucket marked "FIRE".) I can put the fire out! (Fire Chief and Elmo cringe, run around stage. Second Cub chases them, comes close to throwing "water" - play this so audience can't see in bucket. Somewhere near the audience, he douses them with a bucketful of torn paper confetti. Everyone lines up with Chief and Elmo at front, exits making sound of siren.)

CITY EDITOR

(Site Editer)

There may be a sign made up like a desk nameplate for the editor's desk. It should be spelled wrong. There should be something to make a loud crashing sound.

The city editor is sitting at his desk, pounding it and loudly admonishes reporters that he needs news, big news.

The reporters retire and soon one of them returns shouting, "Stop the presses, I have some big new, some big news."

The city editor asks just what his big news is.

The reporter answers about something that happened somewhere near there.

The city editor asks when this happened and is answered, "About an hour ago."

The reporter is told that this is too old and is again admonished to go get some "BIG NEWS".

The second reporter does as the first reporter, except he tells that his news event happened thirty minutes ago.

He is also told to go get some "BIG NEWS".

The third reporter comes in just as the first two did. His new story is about a big plane crash and that many people died. When he is asked when this happened he answers right now and the loud crashing noise is made at the back of the room at the same time.

COLUMBUS' GREAT DISAPPOINTMENT

(A Verse Skit Using Puppets)

A Narrator reads the verses while the puppets act out the lines in pantomime. Have the puppets exaggerate what the lines suggest. For example, for the verse that begins, "But Columbus was undaunted. . ." have the Columbus puppet pop up and down around the King and Queen. Also, since the next verse talks about Columbus' graying hair, add gray yarn each time Columbus appears.

NARRATOR:

In honor of Columbus,
We present this little play
To show you that the greatest men
Do not always get their way.

Now, Columbus was unusual,
He had a single dream -
To find the East by Sailing West.
Men thought him off his beam!

His dream took him from Italy
To Spain, in hopes of gaining
The favor of the King and Queen
Who at that time were reigning.

Now, on the throne of Spain back then
Was a stern and serious fella'.
His royal name was Ferdinand;
His queen was Isabella.

Columbus asked for ships and men
To find the Western route.
And, in return, the Spanish would
Get rich without a doubt.

The King and Queen both listened
But they said, "Some other time."
They had a war then going on
And couldn't spare a dime.

But Columbus was undaunted
And each time they turned around,
He'd say again, "How about?"
'Til it wore them to the ground.

For six long years he plagued them,
His hair graying day by day,
'Til finally they changed their minds
and said, "Get under way!"

Columbus jumped around with joy
And got his fleet together;
Then sailed away in August
In some bright and sunny weather.

And in the royal throne room,
One was heard to make this crack -
"It was well worth all the money
Just to get him off my back!"

For two long months Columbus sailed
Before some land was sighted.
After stormy seas and stormy men,
Columbus was delighted!

He stepped upon the bright new land
And strained his eyes to see,
The riches Marco Polo said
Were there abundantly.

But all he saw were bronze-skinned men,
So he went to shake their hands,
And greeted them with these famed words,
"You must be India-anns!"

They showed him where some gold was,
So he dressed them in cloaks,
And told them he would like to take
Them "home to meet the folks."

So back they sailed to sunny Spain,
To Ferd and Isabelle,
Who showered Chris with honors rare
And praises "a cappella".

The people cheered, his fame soon grew -
He was "Admiral of the Sea".
He had everything the world could give
What could the matter be?

For Chris was sad, his pride was hurt,
One offer was not made -
He hadn't been asked to New York
For a ticker tape parade!

THAT AIN'T THE WAY WE HEARD IT

To have fun with historical facts, you sometimes have to stretch the truth a little. Remember, it's all in fun. This skit requires no scenery and just a little memorization. Characters can be dressed in appropriate costume, with any props that enhance their characterization.

NARRATOR: The wonders of our modern world
 Never would have been unfurled,
 If men before us hadn't tried
 To answer questions that mystified.
 Their greatness we do not dispute,
 But how they did it, we refute.
 The legends we have learned, so great,
 We want to set the record straight.

BEN FRANKLIN: Ben Franklin had to find 'lectricity;
 He was picked up one night for insanity.
 It was all he could do to explain
 That he liked to fly kites out in the rain.

ALEXANDER BELL: There was a man named Alexander Bell,
 He invented the phone as history books tell;
 But the reason he did...the books are hazy;
 His wife loved to talk - nearly drove him crazy.

THOMAS EDISON: Young Tom Edison, we'll admit,
 Gets a lot of credit and deserves all of it,
 But it's little known that he invented light,
 'Cause he tripped on the bed one dark, dark night.

WRIGHT BROTHERS: The Wright Brothers got the first airplane to go,
 It wasn't their hang-up if you want to know,
 It hurt their pride when they heard people talk,
 And say, "Nothing ever happens at Kitty Hawk."

NARRATOR: So, with inventions you can see,
 That although the Mother is necessity,
 It all would have been just too much bother,
 If "accident" hadn't been the Father

"UNCLE SAM NEEDS YOUR VOTE!"

(Puppet Skit In One Scene)

CAST:

Announcer
Democrat
Concerned Citizen
Republican

Mule
Elephant
Uncle Sam

Scene I. Puppet Stage - Red, White and Blue Stripes and Stars. Poster - "UNCLE SAM NEEDS YOUR VOTE!" (Announcer holds placard)

ANNOUNCER: "Good evening Ladies and Gentlemen. Den 1 would like to present: "UNCLE SAM NEEDS YOUR VOTE!"

ALL CHARACTERS: Puppets parade across the stage singing to the tune of "Hail, Hail, the Gangs All Here."
"Hail, hail, the gangs all here!
Republicans for _____,
Democrats for _____,
Hail, hail, the gangs all here!
Vote your choice for President!"

DEMOCRAT: "Hello, folks! Are you registered to vote? There's an important election coming up!"

CONCERNED CITIZEN: "Election! What election?"

DEMOCRAT: "The election for the new President of the United States!"

CONCERNED CITIZEN: "Oh, I see. That's why you're carrying those signs. But what's a Democrat and what's a Republican?"

DEMOCRAT: "Democrats and Republicans are two different political parties."

CONCERNED CITIZEN: "Political Parties! Do you mean like birthday parties -- with ice cream and cake?"

DEMOCRAT: "No! No! Political Parties are different groups of people who have different ideas about how our government should be run."

REPUBLICAN: "That's right! I belong to the Republican Party. Our group wants to elect _____ for President. We think he's the best for the job."

ELEPHANT: "Listen folks, vote _____ for President. We elephants are all Republicans and we carry a lot of weight! That's why folks use us to represent the Republican Party!"

REPUBLICAN: "See our signs! Elephants for _____! Vote for him on election day!"

DEMOCRAT: "Wait a minute! Don't be so hasty. I'm a Democrat. Our Party thinks our man is the best. He's got experience! Cast your vote for _____ - you won't be sorry!"

MULE: "Hee, Haw! Hee, Haw! Mules stand up for Democrats and don't back down! Some folks say we're stubborn, but we're just plain determined our man will win!"

CONCERNED CITIZEN: "How can I make up my mind? Elephants! Mules! Both parties say their man's the best!"

UNCLE SAM: "That's a good question, and I'm just the one to help you answer it. I'm Uncle Sam. I represent America. Here in America citizens have a right to read and learn all they can about the candidates for office. After doing that, they can make up their own mind about the best man for the job!"

CONCERNED CITIZEN: "I see! I need to be an informed citizen! Then when I vote, it can really count!"

UNCLE SAM: "That's right. In America, it's not what party you belong to that makes the difference! It's taking the responsibility to vote! America needs you vote!"

INDIAN SKIT

HIGH - LOW BRAVES

(Assign a few lines of this story to each of a group of youngsters. They can memorize them or read them from a card. Let all join in the verse at the end. The group can wear Indian costumes, if desired.)

Chief High and his braves lived down in the valley and Chief Low and his braves lived up on the mountain.

Every morning Chief High would go out and look up at Chief Low's camps and call out, "Lo, Low." Then Chief Low would look down at Chief High's camp and answer "Hi, High."

This went on for many moons and everyone was happy. Then one day Chief High's braves began to wonder how come High was low and Low was high, and they became confused and unhappy too.

When Chief High and Chief Low heard about their braves, they laughed at them and said, "We can soon fix that!"

The next morning Chief High called up the mountain, "Hi, Low," and Chief Low called down, "Lo, High."

But the braves were still unhappy and more confused than ever. So the chiefs talked it over and decided to exchange camps.

Chief High and his braves moved up on the mountain while Chief Low and his braves moved down in the valley.

Now every morning Chief High calls down, "Hi, Low," and Chief Low call up, "Lo, High." And the braves are beginning to wonder why they were ever unhappy in the first place.

ALL: So whether you're high or whether you're low,
 You can be happy wherever you go.
 Whether you're up or whether you're down,
 It's as easy to smile as it is to frown.

INDIAN SKIT

17 CHARACTERS: 2 Curtains
 2 Moons May be doubled up
 Weather (sun, wind, rain, snow)
 3 Indians
 2 Rabbits
 2 Deer
 2 Trees

Our CURTAINS PART tonight on a famous Indian legend. Many years ago there lived a wise old Indian chief. This venerable chief spent many hours sitting by his campfire thinking -- for he was worried. He could not decide which of his two warrior sons should be chief after him. The SUN ROSE -- and SET while he pondered his problem. The WIND WHISTLED THOURGH THE TREES and still he sat. DEER FLITTED through the woods, RABBITS HOPPED hippety-hop -- and the SUN ROSE AND SET many times more.

Finally he called his two sons to the council fire and said to them, "The warrior who is the next chief must be able to provide for his tribe. Therefore, I send you out on a test and the one who is the ablest hunter shall be the next chief."

So Swift Arrow and Fallen Rock DEPARTED. Swift Arrow spent many days in the deep woods. He CHASED THE FLITTING DEER and TRACKED THE HIPPEY-HOP RAB-BITS. And he returned first to his father bringing much meat. The old warrior was very pleased.

But Fallen Rock had gone deeper into the woods and has still not returned. TWO MOONS PASSED. The heavy SNOWS of winter LAY on the trees, until they LEANED OVER with weariness. MORE MOONS passed. The RAINS of spring BEAT on the tree trunks until they SHOOK all over -- and still Fallen Rock did not return.

Finally the sad old chief put his hands on Swift Arrow's shoulders and decreed that he should be the new chief. But he also commanded that all possible effort should be made to search and look for his lost son -- and this is why as we travel about this great country we still see signs of the chief's great, undying love for his other son -- signs which say --- WATCH FOR FALLEN ROCK!

THE PILGRIMS ARE BUFFALOED

A verse skit is easy to do. It requires little rehearsal. A narrator reads the verses, VERY SLOWLY, while actors pantomime the action. The actors should use exaggerated movements. Marks over the words indicate the syllables to be accented. For this skit, you can use as few as eight actors (Narrator, five Indians and two Pilgrims), or as many as you want. Make Indian and Pilgrim costumes. For props, you will need a peacepipe and tom-tom, a huge cardboard invitation, a credit card, and the largest trash bag you can find, stuffed with newspaper.

By the shores of Sock-it-to me,
By the shining Plymouth Rock,
A tribe of Indians gathered --
From all around the block.

A group of Indians enter
and sit around in a circle.

They had an invitation
the Pilgrims to a dinner
For what they called "Thanksgiving,"
It was sure to be a winner!

One brings out an From
oversized invitation
which they pass around.

The Pilgrims came to talk to them
Because of what they heard
Seems the Indians would not attend
Unless they gave their word.

The Pilgrims enter and sit
down with the Indians.

"Give our word for what?" the Pilgrims asked,
The peacepipe passed around,
"That when we come," an Indian said,
"Free parking will be found."

A Pilgrim and Indian
make the motions of
talking. The peacepipe
is passed around.

"Not only that," another said,
Whose manner was ambitious,
"Assure us that, when we don't tip,
The waitress won't get vicious."

An Indian stands, with
hands on hips, as verse
is read. Then, sits
down again.

"Another thing," a third one said,
"I think we must impress,
That when we pay you for this meal
We'll use 'Indian Express'."

Another Indian stands
during the verse and
holds up a credit card.
Then, sits down again.

"And for the entertainment," said
Another, "I will bring
My tom-tom here. For rock 'n' roll,
Is simply not our thing!"

An Indian stands, with
his tom-tom, while the
verse is read. Afterwards,
he plays a few beats.
Then, sits down.

The Chief now stood and said his peace
"I think before you go --
We don't care what other food you have,
But we want buffalo!"

Indian stands solemnly
and authoritatively.
He stays standing.

The Pilgrims were just staggered at
The Indians' demands.
But as they left, they all agreed,
And vigorously shook hands.

They sent a Pilgrim way out West
To find a buffalo.
Over hill 'n' dale 'n' mountain stream,
To have him for the feast.

And when he found the buffalo
He dragged it back out East,
Over hill 'n' dale 'n' mountain stream
to have him for the feast.

The Pilgrims cheered when he got back
And started in to hustle,
For Thursday was the dinner.
It required all their muscle.

When Thursday came, the Indians
Arrived, but, when they knocked,
The Pilgrims all were laid out flat.
The Indians were shocked!

Then, one man raised his head and said,
In a voice so thin and jerky,
"I hate to disappoint you guys --
There's no buffalo -- just turkey!"

"No buffalo!" The Indians said,
"You'll have to tell us why.
We have to have our buffalo!
We thought that you would try!"

At this, the Pilgrims all sprang up
For anger made them strong.
The Indians couldn't understand
What possibly went wrong.

"Too cook a buffalo's the same
As turkey," and Indian said
But they stood there as a Pilgrim very
Clamly shook his head.

"Oh no," he said, "they're not the same."
His voice got loud and slow.
"Have you ever tried," the Pilgrim cried,
"TO STUFF A BUFFALO!"

The Pilgrims scramble
to their feet. They
seem upset as they shake
hands. Then Pilgrims
and Indians all exit.

A Pilgrim trudges across
the stage.

The Pilgrim trudges
back, lugging a large
bag, obviously heavy.
He gets slower and slower
as he goes.

The Pilgrims come on,
congratulating the man
with the bag. He
collapses. They take
him and the bag off stage.

The Pilgrims drag on
stage and collapse.
The Indians come over to
them and express shock.

The Indians look at
each other in disbelief.
They then stare sternly at
the Pilgrims.

The Indians look at each
other in disbelief. They
then stare sternly at the
Pilgrims.

The Pilgrims all jump up,
obviously angry. The
Indians look at each
other, shrugging their
shoulders.

An Indian pantomimes the
words to the Pilgrims. A
Pilgrim steps forward,
shaking his head from side
to side.

The Pilgrim drags the
obviously heavy bag on
stage and sets it in front
of the Indians.

TUR - KEY OR NOT TUR - KEY

CHARACTERS: 5 country boys and a turkey

COSTUMES: Turkey is a boy dressed with construction paper feathers, red crepe paper wattle, yellow crepe paper legs and a yellow paper beak. Other boys were jeans and plaid shirts.

SCENE 1

SETTING: Country boy has raised the Thanksgiving Turkey. It has come time for the bird to be readied for dinner. The boy and the turkey are sitting on the ground by a tree stump. They look sad. The boy holds a blue-ribbon.

1ST BOY: (walks across stage behind boy and turkey) Well, it's almost time. (He sits down with them looking sad.)

2ND BOY: (walks across after 1st boy and sits down) Boy, a drumstick sure will taste good. I can hardly wait! (He looks at the boys and turkey) Oooops, sorry! (He pets bird, sits down, looks sad)

3RD BOY: (walks over to others) We're really going to have to get (whispers and points) him ready soon. (see that everyone is sad - sits down, looking sad with the others.)

4TH BOY: (comes in carrying an axe. The other boys begin to cry and pet the bird) It's time!
(As curtain closes on Scene 1, the turkey is leaning over the tree stump with 4th boy holding the cardboard axe over this neck.)

SCENE 2

SETTING: All boys and turkey are seated at table. All have heads bowed.

5TH BOY: Thank you, Lord, for this corn we are having for dinner. (The turkey looks at the audience and gives an exaggerated wink)

CHRISTMAS

- C - is for celebrating the birth of Christ.
- H - is for a happy time of the year.
- R - is for the Reindeer pulling Santa's sleigh.
- I - is for icicles hanging on the tree.
- S - is for sharing with the ones you love.
- T - is for the tree all aglow.
- M - is for the manger where Christ was born.
- A - is for anxious for Christman morning.
- S - is for Saviour.

MERRY CHRISTMAN EVERYONE!!!

A MODERN CHRISTMAS

COMET: Well, in another few hours, we will be starting on the year's journey. I hope it is not like last year.

CUPID: Oh come on Comet, you enjoyed it.

COMET: Enjoyed it, you think I like blizzards?

DONNER: That is not what he means, Comet. He means those jets. You enjoyed racing with them. You scared me half to death.

COMET: I was just having a little fun.

DANCER: Fun, fun, fun. You always have so much fun. Remember the year there was no snow? You thought it would be fun to wear ROLLER SKATES.

COMET: Ya, wasn't it fun?

DANCER: Oh yeah, it was fun all right. Until we had to land on a SLANTED roof.

PRANCER: Yeah, it took Mrs. Claus two weeks to calm Santa down and now the elves have to put a copy of Safety Rules with every present of roller skates.

DASHER RUSHES IN

DASHER: Boy, boys, I have some terrible news. We are all out of business. The North Pole Chamber of Commerce just gave Santa his very own jet. He is going to use it tonight. His very own jet - a 747 complete with pilots, stewardesses -- everything!

PRANCER: How about that. Here I am, just 100 YEARS OLD and out of work.

CUPID: I was afraid this would happen. It's the jet age. Reindeer are out of style. Santa will be nice and comfortable -- all sorts of room for his pack.

COMET: Yeah, it looks like he will have all the fun now.

SANTA: Why boys, what are you doing? Why aren't you getting ready?

DASHER: You don't need us anymore. You have a jet!

SANTA: Oh that, I gave it back. I didn't want it. I will use my sleigh this year as usual.

DONNER: Gave it back! But it would be so much faster and warmer. I don't understand why you want to use your sleigh. Why?

SANTA: For a very good reason.

EVERYONE: What's that?

SANTA: Well, my sleigh may be windy and cold, it may be slow and it may be crowded, but my sleigh can't be hijacked.

Everyone walks off singing: JINGLE BELLS, JINGLE BELLS, JINGLE ALL THE WAY!

SKIT ON CONSERVATION

CHARACTERS: Mom, Dad, Cub Scout and 2 other children
SCENE: Cub Scout's home
TIME: Night before trash pickup day.

MOM: Dear, don't forget tonight's trash night.

DAD: Oh yeah. Come on kids, let's get the trash out.
(Kids come in, each dragging large full trash bags)

CUB SCOUT: Gee Dad, this job gets harder every week.

CHILD 1: Yeah, I thought the job would get easier as I got bigger. Instead the trash is growing faster than I am.

CHILD 2: I can hardly pull mine, much less carry it.

DAD: What are you complaining about? I've three more bags I've got to take out. I don't understand it ... My folks had twice as many kids and half as much trash when I was a kid.

MOM: I guess that's what they mean when they say we're living in a throw-away society. Everything comes packaged and the packaging has to be thrown away. Such a waste!

CUB SCOUT: You know, we wouldn't have to throw away EVERYTHING - the Boy Scouts at our school collect aluminum cans and other aluminum things to be recycled.

CHILD 1: What's that mean - give it a ride on a bike?

CUB SCOUT: No, it means they send it to a company that makes new aluminum things out of old aluminum that would be thrown out.

CHILD 2: Hey yeah - I think they take old newspapers, too!

MOM: Right. I even heard that some places take tin cans. We've got plenty of those.

DAD: You know, I seem to remember my folks saving tin and newspapers and lots of other things during the Second World War. It all went for the War effort. It was considered a patriotic thing to do.

CUB SCOUT: It still is Dad, but now it's a war against waste.

MOM: And think of how much of our natural resources would be saved if everyone got into the act.

CHILD 1: Let's do it, Mom. I bet we could think of lots of things that could be ah, ah.....

CUB SCOUT: Recycled

DAD: You know, a fellow down at work, when he changes the oil in his car, takes the old oil to a recycling center. Heck, I never know how to get rid of the stuff anyway.

MOM: OK, we'll do it. But remember, it won't mean we'll have less trash, it will just mean we'll be re-distributing it.

CHILD 2: That's OK, Mom, at least we'll feel good about it. We'll be patriotic!

DAD: OK everyone, what's gonna be the watch word around here?

EVERYONE: R E C Y C L E !

CUB SCOUT: (to audience) And we hope you join us, too!

WALK-ONS

Have two Cubs walk on stage carrying a plank of wood. They drop it and say, "We're bored!"

A cute finale: A Cub comes on stage carrying a picture of an owl. He says, "Owl be seein' ya!"

Have several boys walk across stage staring at the ceiling and saying, "Quack, quack." Leader asks what they are doing and they reply, "Quacking UP!!!"

Person walks across stage carrying a picture frame. Leader asks. "Why are you carrying that picture frame?" Reply, "I'm going to jail , I've been framed!!"

Person walks across stage carrying a suitcase or brief case. Leader asks, "Where are you going?" Reply, "I'm taking my case to court!!"

Have a pile of leaves on stage. A Cub walks on and says, "I'm leaving."

Would you like to join a special society?
OK.

Good, it's called the Royal Order of Siam. Just bow five times and repeat these Siamese words:

OWAH TAGOO SIAM

Repeat several times, faster each time.

WHATEVER HAPPENED TO MOTHER NATURE!

- CHARACTERS:** Mother Nature (wearing long dress, construction helmet, goggles, earmuffs, surgical mask, carrying canteen.) Den Chief and any number of Cub Scouts in uniform.
- SETTING:** Outdoor scene. See story for props. Den Chief and Cubs are walking along. Backdrop - painted factories with grey smoke.
- DEN CHIEF:** Well fellas, you wanted to see Mother Nature. This is where she lives. (Points to sign "Mother Nature - Don't Disturb - I'm brooding")
- 1ST CUB:** Mother Nature, won't you please come out and talk to us? (She comes on stage dressed as described above.)
- DEN CHIEF:** Why in the world are you dressed like that?
- M. NATURE:** It's a long, sad story. I wear this terrible costume to protect me.
- 2ND CUB:** To protect you from what?
- M. NATURE:** From ordinary people. Just look. (She points her finger at sign near pile of trash "Don't pick the Flowers" and another sign by a fake stream "Polluted-No Drinking, Swimming or Fishing")
- 3RD CUB:** Where is the lovely meadow?
- M. NATURE:** This is the meadow. (Points down)
- 4TH CUB:** Where are the flowers and birds? (Sound effects - horns honking)
- M. NATURE:** Now you see why I wear earmuffs and a mask. You'd be mad too if somebody dumped junk on your jonquils and trash on your tulips!
- 5TH CUB:** (Points to backdrop) Look at the smoke that fouls the air.
- M. NATURE:** This is the world that people made. What a woeful world the people made!
- 4TH CUB:** Look at the dump that clutters the land.
- 6TH CUB:** Look at the slime that spoils the water.
- 5TH CUB:** Look at the smoke that fouls the air.
- M. NATURE:** What a woeful world that people made!
- 1ST CUB:** I'm a Cub Scout all forlorn, who coughs and chokes on the smoke each morn. I'll write my Congressman, sure as you're born! (Waves letter in hand)
- M. NATURE:** To clean up the world that people made.
- DEN CHIEF:** People can undo what people have done.

2ND CUB: Turn off the smokestack, turn on the sun.
3RD CUB: Clean up the streams, green up the grass.
4TH CUB: Hush up the noise where traffic must pass.
5TH CUB: Then we'll sing as we hike through meadow and glade.
ALL: (in unison) What a wonderful world people have made!
(Mother Nature takes off her mask, earmuffs, and goggles)

THE DISAPPEARING BANDANA

PROPS: 4 or more assistants and one ripe banana

CHARACTERS: 5 deadpan assistants and an announcer.

SETTING: Tell the audience you are going to perform a magic trick for their enjoyment. Before their eyes the assistants will demonstrate the disappearing bandana trick. The assistants have been carefully selected for their ability to follow directions exactly. Four assistants take their places behind the announcer. Bandanas are concealed in the hip pocket. The banana is carefully kept behind the 'dolts' back.

ANNOUNCER: (Straight faced at all times) Remove the bandanas from your pockets and show them to the audience. (Note: hold the bandana in front of you and show both sides. The one with the banana shows a banana with confidence.)

ANNOUNCER: Fold the bandana in half (Note: Everyone folds the bandana one time. The one with the banana begins to look concerned, rolls his eyes left to right and then looks skyward. With a shrug of his shoulders, breaks the fruit in half.)

ANNOUNCER: Fold the bandana in half again (Note: everyone folds the bandana again to a smaller square. The one with the banana expresses more concern, looks left and right, uses facial expressions to demonstrate an uncomfortable feeling. He breaks the banana again.)

ANNOUNCER: Hold the bandana in your left hand and fold in the four corners. (Note: Everyone complies. The one with the banana sort of scoops up the fruit and piles it in the center of the palm of the left hand. Facial expressions should be appropriate to show concern that something he is doing is different from everyone else.)

ANNOUNCER: Make a fist. (Note: By now everyone in the audience is watching the banana. The hands with the folded bandana are discreetly exchanged- the left for the right. The bandana is placed in the hip pocket. The banana by now is oozing from between the fingers and the audience is usually in tears.)

ANNOUNCER: Open your hand and show that the bandana has disappeared. (Note: Of course it has and applause is appropriate.)

CHEERS

Applause stunts or cheers are a good way to involve all the boys, and to recognize a particular boy or den for some accomplishment. They give the boys a chance to move around and work off steam.

APPLAUD AND CHEER: When you raise your right hand, the audience is to applaud. when you raise your left hand, they yell or cheer. When you raise both hands, they do both at the same time. Do the actions quickly and alternate them.

A BIG HAND: When leader says "Let's give them a big hand", everyone in audience holds up one of their hands with palm open.

A ROUND OF APPLAUSE: Audience claps while moving hands in a large circular motion.

BALLOON APPLAUSE: Put hands to mouth and blow. As you blow, expand hands and then fling them out with a big "Bang!" Then suddenly stopping.

CANTALOUPE APPLAUSE: For variation of the watermelon, cup your hands for the cantaloupe and shorten the time and noise for spitting out the seeds.

CHIP-CHOP APPLAUSE: Divide the room in half. As you point to one side, they say chip and when you point to the other they say chop. Vary the speed and the direction you point. CHIP-CHOP.

**DEEP SEA DIVER
APPLAUSE:** "Blubb, Blubb, Blubb".

GUILLOTINE APPLAUSE: Pretend to wind a crank pulling up the blade; tie it off; and take an ax and cut the rope. "Whoosh". Then roll one hand over the other while saying, "Thud, flop, flop, flop".

**HANDKERCHIEF
APPLAUSE:** Throw a handkerchief in the air with instructions to applaud until the handkerchief reaches the floor; vary the length of applause. Long throw, Short, Pretend to throw.

**INDIAN WAR DRUM
APPLAUSE:** Pound your chest with your fists for a few seconds and end with a big war whoop "Yiiii".

**JOLLY GREEN GIANT
APPLAUSE:** "Ho, Ho, Ho" (in deep voice).

KETCHUP APPLAUSE: Pretend to pound on the bottom of the bottle six times, saying "Pop, pop, pop, pop, pop, pop". On the sixth pop, go "Squish, uh oh, too much".

- MAD SCIENTIST APPLAUSE:** Pretend to hold up test tube in one hand. Pour something into it, then something else, then go "Booooooooooom".
- MATCH APPLAUSE:** Pretend to strike a match on the seat of pants. On second try, it lights. Look at it, shake hand and yell "Yeoooooo-oow".
- PAPER BAG APPLAUSE:** Make motions to simulate opening paper bag, forming neck, glowing it up, and pop it, saying "POP".
- POPCORN APPLAUSE:** With one hand closed, cover it with the other hand. Let the closed hand 'grow' from under the other hand and then spring fingers open and say "Pop, pop, pop".
- POW WOW CHEER:** Explain to audience that when you call out "Pow" they are to respond "Wow" and vice-versa.
- PACK YELL:** "CLAP YOUR HANDS." (clap three times) "STOMP YOUR FEET", (stomp feet three times) "PACK _____ CAN'T BE BEAT".
- RUDOLPH APPLAUSE:** Put you thumbs to your head with fingers up forming antlers. Wrinkle your nose saying, "Blink, blink, blink, blink".
- ROBOT APPLAUSE:** Walk in place stiff-legged and stiff-armed, saying "Does not compute".
- RAINSTORM APPLAUSE:** Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand-clapping as the storm reaches its height. With a hand signal, have everyone shout "Boom" to represent thunder. Gradually decrease the hand-clapping and then pat the knees as the storm subsides.
- RAIN APPLAUSE:** Twiddle fingers and make sound like rain, then walk in place while saying, "SLOSH, SLOSH, SLOSH!"
- STEAMBOAT APPLAUSE:** Use both hands to make large rotary motions as if they were paddle wheels on an old side-wheeler. At the same time, say: "Chug-a-chug-chug", then reach up with right hand and pull down, saying: "Toot! Toot!"
- SEAL OF APPROVAL APPLAUSE:** Put your forearms together from the elbows to the wrists. With your arms in this position, move them from side to side, to side while you flap your hands together. As you do this make an "urk, urk" noise like a seal. If the boys are sitting down, add an extra feature and see if they can kick their feet together at the same time.

- SKY ROCKET APPLAUSE:** WHEEEEEEEEEEE (whistle up scale) BOOM!
AAAAAH! (as you whistle, gradually raise your hands head high. Emphasize the boom with your fists, and then spread your hands and gradually lower then on aaaaah. Gradually soften the aaaaah to complete silence.)
- SIX SHOOTER APPLAUSE:** Point finger in the air and say "Bang-bang-bang-bang", then blow 'smoke' from the 'gun'.
- SATELLITE APPLAUSE:** Move right hand in a circle over the head, opening and closing the fist while saying in a high falsetto voice: "Gleep-gleep, gleep-gleep".
- SANTA APPLAUSE:** Rub your stomach while saying, "Ho, Ho, Ho, Merry Christmas".
- SPACESHIP APPLAUSE:** Count down "10-9-8-7-6-5-4-3-2-1 Blast Off!" using hand motions. Attain orbit and say "Beep-beep-beep-beep".
- TONTO APPLAUSE:** Yell "Where does Tonto take his garbage?" and have the boys yell in reply "to de dump, to de dup, to de dump, dump dump" to the rhythm of a running horse and in a sing-song manner, while clapping their hands to their thighs.
- WATERMELON APPLAUSE:** Pretend you are holding a piece of watermelon, ten to twenty inches long in you hands. Pull the watermelon rapidly past your mouth, meanwhile drawing air noisily into your mouth to simulate slurping the melon. After eating the melon, turn your head to the left and then to the right, making a Bronx cheer (stick your tongue between your lips and blow). Now you have spit out the seeds. Do not overdo this one unless you furnish towels.

AUDIENCE PARTICIPATION STUNTS

PALE - MO - LEE - VEE - GOLD

KEY WORDS: AMERICA - Salute
IRISH SPRING - Wash, like taking a bath
GOLD - Say Dig, Dig and act like you are digging
RAINBOW - Use hand to make a rainbow
SECRET - Whisper, whisper to your neighbor
LEGS - Do an Irish jig or chorus line

One fine IRISH SPRING day, a young Leprechaun set out on a long journey. He had read of a land far away called AMERICA, where GOLD was to be found at the end of a RAINBOW, instead of at the roots of trees as it is in Ireland. He had heard that people in AMERICA could sometimes find Pale-Mo-Lee-Vee Gold in places other than at the end of a RAINBOW, if one just knew the SECRET haunts of the Pale-Mo-Lee-Vee elves.

The Leprechaun decided to sail to AMERICA on a ship. Now, he knew that not too many people believe in Leprechauns, so he was not likely to be seen if he did not buy a ticket. He slipped on board and found a SECRET hiding place. He would ride as a stowaway! He stood behind the LEGS of the tallest man he could find and marched right on board ship. And wouldn't you know, the name of the ship was the IRISH SPRINGS Pot O' GOLD.

Once aboard, the Leprechaun found a corner under the stairs that led to the deck. His small LEGS just fit into the space beneath the last step. Here he couldn't be seen, but could hear everything. If he listened carefully he just might hear some SECRET plan of just how to go about finding the Pale-Mo-Lee-Vee GOLD in AMERICA. As the hours went by, all he heard was feet pounding up and down the step and see flashes of LEGS as they hurried over his SECRET hiding place.

Late in the evening as the light faded and as the IRISH SPRINGS Pot O' GOLD began to settle in for the night, two voices drifted to the Leprechaun. One of them was talking about taking a shower before retiring, "I think I'll get my bar of IRISH SPRING and stand under that nice warm water for an hour." The other voice, that of a young lady replied, "I think I'll just stretch my LEGS with a walk around the deck and then we can meet here later." Footsteps hurried off. Then the Leprechaun heard the young lady say to herself, "I'd better use my SECRET and be nice and fresh for my fellow and maybe he'll kiss me goodnight." "Aha!" thought the Leprechaun, "A SECRET shipboard romance." But to hear IRISH SPRING used in the way the two voices had, puzzled him, but he was too sleepy to think on it.

Next morning, before anyone was awake, the Leprechaun decided to stretch his own LEGS, with some exercise. He was surprised to see the sun hidden behind the clouds and drops of rain starting to pelt the deck. He did a few somersaults, climbed the rail, and took a long walk all the way around a coil of rope. The rain began to fall really hard, so the Leprechaun scurried for his SECRET hiding place.

Soon he could feel the air begin to warm up, so he poked his head out. The ship began to come alive with activity. The sun was shining, but the rain was still falling. People were shouting, "Look at that RAINBOW!" Well, now! that was just what the Leprechaun had been waiting for - a RAINBOW, at least until he could discover the SECRET haunts of the Pale-Mo-Lee-Vee Elves.

Without thinking, he jumped up and ran to the rail. The RAINBOW's end was almost at arms reach, he thought, "I'll dive down and get it, then I will not to go all the way to AMERICA." Just as he was poised to dive, he felt his LEGS being held tightly. He squirmed and squirmed, but couldn't free himself. He twisted around to see what the trouble was. A small boy was holding him tightly in his hand. "Now, you will tell me where your SECRET pot of GOLD is," the boy said. The Leprechaun promised, "I will show you where it is, as soon as I have a chance, if you will show me where the Pale-Mo-Lee-Vee Elves hide their GOLD in AMERICA." I don't know about any elves in AMERICA that hide GOLD, but I do know about Leprechauns. I sure am glad that I found you; I'm going to hide you in a shoe box until I get home to AMERICA. My mom and dad won't even know you're around because they don't believe in Leprechauns.

The Leprechaun liked the shoe box better than the space beneath the steps. He spent his time wondering how he could escape and how he could learn the SECRETS of the Pale-Mo-Lee-Vee Elves, once the IRISH SPRING's Pot O' GOLD docked in America.

Finally, the Leprechaun felt himself being lifted up, then another ride, and finally set down again. The boy was about to talk to the Leprechaun when the boy's Mother's voice was heard from the kitchen. "Tommy, we'll need some milk and bread from the store before we can even eat dinner. Will you please run and get some for me?"

Tommy put the Leprechaun in his pocket and started on his way. He was whistling and appeared to those who saw him, as one with a SECRET knowing way about him.

The store was full of people. The Leprechaun poked his head out and saw a whole RAINBOW of colors on the shelves. "I've got to explore this place," he thought. He jumped from Tommy's pocket as Tommy reached for the milk. He scurried here and there looking for the Pale-Mo-Lee-Vee Elves, but none was in sight. He came to the cereal section, and who should he see working, but his cousin Lucky and asked, "What are you doing here?" "I'm putting my Lucky Charms in these cereal boxes." "Say, since you have worked in AMERICA so long, maybe you can tell me about the Pale-Mo-Lee-Vee Elves who keep GOLD hidden somewhere." "No, I haven't heard of Pale-Mo-Lee-Vee Elves." But I have read stories of Pale-Mo-Lee-Vee GOLD, said the Leprechaun, and I know there just has to be elves guarding it just as we do in Ireland." "Please spell Pale-Mo-Lee-Vee for me and maybe I can help you better."

"P.A.L.M.O.L.I.V.E. G.O.L.D."

Lucky thought a minute, then said, "Over here in AMERICA, we call that Palmolive GOLD and you will find it over there on the shelf next to the IRISH SPRING soap, the SECRET deodorant, and the LEGGS pantyhose."

The little Leprechaun was so angry that, like Rumpelstiltskin, he stamped his feet so hard that he went right through the floor and disappeared and the last time we heard from him, he was in China looking for the Fortune-Cookie Stuffer Elves

A VERY SPECIAL BIRTHDAY PARTY

Divide audience into four groups to respond with the following:

DEN LEADER - "Oh, Dear"
CUB DEN 5 - "Oh boy, Oh boy"
BIRTHDAY CAKE - "Happy Birthday to You" (sung)
BIRTHDAY PARTY - "Yippee"

This is the story of a DEN LEADER, CUB DEN 5, and a BIRTHDAY CAKE. One Thursday afternoon, as CUB DEN 5 was meeting at the home of their DEN LEADER, Mrs. Jones, the boys overheard her on the phone, say "It will be a very special BIRTHDAY PARTY".

BIRTHDAY PARTY? they said to each other, whose BIRTHDAY PARTY is it? each asked the other... Not mine, said Jimmy. Nor mine, said Johnny. Or mine, said Billy. Maybe, said Mike and Ike, it's Mrs. Jones, our DEN LEADER!!

Yeah, they chorused. I know, said Jimmy. Why don't we give her a BIRTHDAY PARTY. That's a neat idea, said Johnny. Let's have a BIRTHDAY CAKE, said Mike and Ike. Swell, they all said.

So each went home and made special plans for the next den meeting and the special BIRTHDAY PARTY for their DEN LEADER.

Den meeting day dawned bright and sunny. At 3:30 all five boys arrived at their DEN LEADER'S house. Mike and Ike brought a BIRTHDAY CAKE. Jimmy brought paper hats. Johnny brought balloons and Billy brought ice cream for the BIRTHDAY PARTY.

As they trooped in the door, they all yelled Surprise! We're having a BIRTHDAY PARTY. Mrs. Jones, their DEN LEADER looked shocked. My BIRTHDAY PARTY? Why it's not my birthday.

But we heard you talking about a special BIRTHDAY PARTY on the phone last week, said Jimmy. Oh, said their DEN LEADER, and smiled. It's Cub Scouting's birthday, she said. Cub Scouting is __ years old this month. But I think this is a wonderful idea. We'll just celebrate a little early.

And so they did. And that is how CUB DEN 5 and their DEN LEADER had a very special BIRTHDAY PARTY!!

THE POND

FROG: Ribbit, ribbit
FLY: Wave hand in front of face while saying Shoo, shoo
FLEW: Extend arms like wings while saying VROOOOM
COW: Moo, moo

NARRATOR

I saw a FROG down by the pond. A lily pad he sat upon.
A FLY FLEW by up in the sky saying, "Catch me if you try".
The COW walked by with tail so high, she flicked the FLY right from the sky.
The FLY FLEW down, the FROG jumped up. Oh, what a tasty meal, gulp-gulp.
Into a hole the COW did fall and broke her tail, now this is all.

THE FAIR MAIDEN'S PLIGHT

KNIGHTS - "Clankety-Clank"
MAIDEN - "Help! Help!"

MEAN KING-"G-r-r-r-r-r!"
DRAGON-"Roar-r-r-r-r-r!"

Back in the day of bold KNIGHTS and fair MAIDENS, there lived a MEAN KING with his daughter who was indeed the most beautiful MAIDEN in all the land. All those who passed by their castle would see this fair MAIDEN sitting by the hour in the window longing to be set free.

It was told about the land that this fair MAIDEN had a curse put upon her by the wicked witch that if a DRAGON which lived in the woods close by were to look upon her, she would suddenly become the most ugly MAIDEN that lived so that was why the MEAN KING kept her locked within the castle.

Of course, after hearing this all, the brave KNIGHTS for miles around came to that part of the land hoping to kill the terrible DRAGON, and thus save the fair MAIDEN from a terrible fate.

Night and day the brave young KNIGHTS searched for that terrible DRAGON. Each hoping to be the one to save the fair MAIDEN and take her away from the castle of the MEAN KING.

However, one day there came a gallant KNIGHT who was much wiser than all the rest. He decided that since the DRAGON was nowhere to be found that maybe there was another reason why the MAIDEN didn't come out.

So he rode his horse as swiftly as he could and charged at full speed right through the door of the castle sending debris and rubble flying in all directions.

It seems the MAIDEN couldn't find the door because the castle was such a mess and that's why she hadn't come out.

The brave young KNIGHT bounded up the stairs and carried his fair MAIDEN down and put her on his horse and rode away from the castle of the MEAN KING and left the other KNIGHTS in the land still searching for the terrible DRAGON while he had saved the damsel in distress . . . right out of her terrible mess!

THE FIRE OF THE DRAGON

CHARACTERS:

ORION (The Hunter) CHAR-R-R-GE
PEGASUS (Winged Horse) NEI-I-I-GH
BIG DIPPER DRIP - DRIP (LOUDLY)
LITTLE DIPPER DRIP - DRIP (SOFTLY)
MILKY WAY M-M-M-M-M-M-M-GOOD
THE DRAGON FIRE AND BRIMSTONE

NARRATOR:

On a clear night in the winter months you can look up in the sky and see something happening if you use your imagination. We are going to do just that tonight. Pay attention now, so you won't miss any of the story.

Once upon a time, on a very dark night, a great hunter named ORION started out to hunt a DRAGON. Now everyone knows that a DRAGON can set almost anything on fire and ORION knew this, so he took along with him the BIG DIPPER and the LITTLE DIPPER and the MILKY WAY. As he mounted his horse, PEGASUS, he spilled the MILKY WAY and had to dismount and refill the BIG DIPPER and the LITTLE DIPPER. Once again he mounted PEGASUS and away they flew. For PEGASUS had wings and could fly through the sky ... Now to find the DRAGON, thought ORION. He must be around here somewhere and just then he saw him. He was really hard to miss as the DRAGON was up to his old trick of breathing fire just to scare people. "Whoa, PEGASUS," said ORION. "We must sneak up on him or he'll burn us before we can put out his fire." PEGASUS stopped and ORION got off and took with him the BIG DIPPER and the LITTLE DIPPER. Very carefully ORION made his way toward the DRAGON, then, just as he was about to pour the MILKY WAY from the BIG DIPPER and the LITTLE DIPPER on him, the DRAGON turned and saw him and started spouting dreadful fire at him. When PEGASUS saw what was happening he flew over the DRAGON, beating his wings, and, at the same time, ORION threw the MILKY WAY from the BIG DIPPER and the LITTLE DIPPER on him and put out his fire. The DRAGON, with his fire out, turned and fled into the darkness and to this day he will only appear in the daylight and is known to us as "The Sun".

FOR THE BIRDS

BIRD: Tweet, Tweet
SING: Tra-la, Tra-la
CAT: Meow, meow
DOG: Bcw wow

NARRATOR

I had a BIRD who SINGS so sweet. He sits upon my finger waiting for a treat. My CAT was cold and mean and did not like my BIRD to SING. The DOG he chased my CAT up in a tree and sat down there to wait for me. My CAT jumped down upon the ground and the DOG then chased her round and round. Then the BIRD who SINGS so sweet was eaten by my CAT.. Oh, What a treat. Which goes to show, the CAT is up a tree, this story is for the BIRDS, I've gone to the DOGS and there is no one left to SING.

THE COWBOY AND THE INDIAN

CHARACTERS:

THE COWBOY:	Raises right fist and shouts, "Yippee!"
HORSE:	Clap hands on knees.
OLD CHIEF RED JACKET:	Taps palm on lips and says, "Ki, yi!" Puts hand over brow and peers all around.
SITTING BULL, his faithful mule:	"Hee, Haw!"
EMMA, the trained rattlesnake:	"Rattle, Rattle!!!"
TIMBER WOLF:	Wolf whistle.
SHERIFF:	"Bang, bang, bang!"
DEPUTY SHERIFF:	"He went that-a-way!" Points with both thumbs in two different directions.

Once upon a time there was a COWBOY ... who went out on the Mojave Desert, riding his HORSE ... Far off in the distance he could hear the TIMBER WOLF ... The COWBOY made camp and went fast asleep, first making sure his HORSE ... was secure.

Now, creeping along through the desert, came CHIEF RED JACKET ... riding on his mule, SITTING BULL ... He was pursued by the SHERIFF ... and the DEPUTY SHERIFF ... In his pocket, CHIEF RED JACKET ... had a trained rattlesnake whose name was EMMA ... This rattlesnake, EMMA ... was trained to creep up and bite the COWBOY ... and his HORSE ... While CHIEF RED JACKET ... crept up, the HORSE ... was afraid, the TIMBER WOLF ... howled, the COWBOY ... snored, and SITTING BULL, the mule ..., was eating cactus.

In the meantime, the SHERIFF ... and his DEPUTY ... were almost ready to capture OLD CHIEF RED JACKET ... Just as EMMA ... was about to bite the COWBOY ... and his HORSE ..., the SHERIFF ... and his DEPUTY ... sprang their trap. "Halt, you are my prisoner!" shouted the SHERIFF ... and his DEPUTY ... The COWBOY ... woke up and mounted his HORSE ... This frightened the TIMBER WOLF ... and also EMMA, the rattlesnake ...

Away went OLD CHIEF RED JACKET ... on his faithful mule, SITTING BULL ..., and away went, in pursuit, the SHERIFF ..., his DEPUTY ..., the COWBOY ..., and his HORSE ... But OLD CHIEF RED JACKET ... led them into a blind canyon, so that was the last that anybody ever saw of the COWBOY ..., his HORSE ..., EMMA, the rattlesnake ..., the TIMBER WOLF ..., SITTING BULL, the mule ..., the SHERIFF ..., or the DEPUTY SHERIFF ... That's all, folks!

DEEP IN THE HEART OF TEXAS

In this group participation stunt, you assign sections of the audience to stand and shout the appropriate response as a narrator reads the story. Pause at capitalized words to allow audience participation.

CHARACTERS	RESPONSE
Cowpunchers	"Whoopie"
Timid ladies	scream (falsetto)
Bucking broncos	gallop (slap hands on knees)
Six shooters	"Bang, bang"
Bandits	"Steek 'em up!"
Rattlesnakes	hiss ominously
Cattle	moo (not milk cow)
Ride 'em cowboy	"Ride 'em cowboy" (all shout)

Are you listless, tired, out of sorts? Do you need excitement and new thrills? Then go to Texas! There you will find COWPUNCHERS..., BUCKING BRONCOS..., RATTLESNAKES..., SIX SHOOTERS..., and just enough TIMID LADIES...

How well I remember one night on the Bar-B-Q Ranch, the CATTLE ... were in the corral and the RATTLESNAKES ... were rattling their babes to sleep and the COWPUNCHERS ... were telling tales to the TIMID LADIES ..., when all of a sudden the BUCKING BRONCOS ... began cutting up, and you could hear the CATTLE ... for a mile. Like a flash, the COWPUNCHERS ... pulled out their SIX SHOOTERS ... and made for the corral. The RATTLESNAKES ... ran for cover, the TIMID LADIES ... collapsed in a cactus bush.

Stealthily, from around the corner of the ranch house crept the BANDITS ... "Aha, just as I thought - much better than CATTLE ..., huh, Pancho? So your young friends have deserted you. We could be very good friends." The TIMID LADIES ... shrank further into the cactus. "Aha, Pancho. See, they are such TIMID LADIES ...," we will have to teach them a few things."

The BANDITS ... quickly carried the TIMID LADIES ... to Gory Gulch where their horses were waiting. The TIMID LADIES ... screamed but to no avail - the CATTLE ... were making too much noise. The TIMID LADIES ... screamed, "Where are you taking us?"

"Down Mexico way, my leetle tortilla."

At this moment, the TIMID LADIES ... sank their teeth into the BANDITS' ... arms. The BANDITS ... let out a terrific yell that rang out over the range above the noise of the CATTLE ... and the stamping of the BUCKING BRONCOS ...

In an instant, the COWPUNCHERS ... were on their BUCKING BRONCOS ... SIX SHOOTERS ... in hand, riding hard and fast in the direction of the BANDITS.

...They could hear the cries of the TIMID LADIES ...

The BANDITS ... spurred their horses on; the COWPUNCHERS ... were gaining - 50 yards, 30 yards. Now the BUCKING BRONCOS ... were at the foot of the hill. The noise of the SIX SHOOTERS ... was terrific.

Pancho pushed one of the TIMID LADIES ... off his horse, the other BANDITS ... followed suit. "Reverse," cried the COWPUNCHERS ..., shifting their reins. Immediately the BUCKING BRONCOS ... fell into reverse until the TIMID LADIES ... could regain their feet. The the COWPUNCHERS ...swooped the TIMID LADIES ... up into the saddles beside them and galloped rapidly away. The TIMID LADIES ... shouted, "RIDE 'EM, COWBOY... ."

"TOO MUCH GO"

THINGAMAGIG:	"Back and Forth"	(Move hand back and forth)
DOHICKEY:	"Up and Down"	(Move hand up and down)
WHATCHAMACALLIT:	"In and Out"	(Cup one hand in a semi-circle and dip other hand in and back out)
CONTRAPTION:	All sounds at once	

Ever since the beginning of time, men have been competing with each other, each one trying to invent something that will go farther, higher, or longer than any other thing. There are THINGAMAGIGS ___ and there are DOHICKEYS ___ AND EVEN WHATCHAMACALLITS ___. Nobody really knows what each of these CONTRAPTIONS ___ are supposed to do. For instance, a THINGAMAGIG ___ could be almost anything, and it probably wouldn't even have to have a moving part in it. The same goes for a DOHICKEY ___ or a WHATCHAMACALLIT ___.

Whenever a man sees a CONTRAPTION ___ which has a THINGAMAGIG ___, a DOHICKEY ___, or a WHATCHAMACALLIT ___ on it, then his mind immediately goes to work trying to invent something that will outdo that CONTRAPTION ___. The man who really fouls this all up is the one who keeps trying to invent a better THINGAMAGIG ___, DOHICKEY ___, and WHATCHAMACALLIT ___. For in the end, he'll probably be competing against himself. One such ambitious man created a CONTRAPTION ___ upon which there was a THINGAMAGIG ___ and a DOHICKEY and a WHATCHAMACALLIT ___. Well, after watching it work, he decided that the THINGAMAGIG ___ needed to go faster and the DOHICKEY ___ needed to go higher, and the WHATCHAMACALLIT ___ needed to go deeper. So he set about to correct it. However, in so doing, he completely destroyed the whole CONTRAPTION ___, for when he made the THINGAMAGIG ___ go faster, it hit the DOHICKEY ___ which he had made go higher, which, in turn, shot right into the WHATCHAMACALLIT ___ as it dove deeper, and the result being the whole CONTRAPTION ___ quit going, for each part had knocked the other part out. So, in making things go in this world, let's always remember that some things are better left as is, and, remember, we must have the strength to change those things we can, the serenity to accept those we can't change, and the wisdom to know the difference. If we remember this, we won't become like the man who tried to better the CONTRAPTION ___ and merely ended up with the THINGAMAGIG ___ and the DOHICKEY ___ and the WHATCHAMACALLIT ___ all working against each other. If we remember this, we can really make things go!

A MERRY MAGIC MIX UP

This game is lots of fun for Cub Scouts. One player reads the story and at every blank space, he pauses and a player reads one of his cards. At the next blank, the next player reads a card, etc. The story will be different each time it is read.

Hilda was a very, very spooky witch, but she was also a very, very curious spooky witch. So on Halloween, she decided to change the recipe for her magic brew. Instead of two rusty nails, she added _____ and _____. Instead of one-half ounce of cobwebs, Hilda put in _____ and _____. Then, instead of stirring the brew with an iron spoon, she stirred it with _____ fastened to _____. So what happened to Hilda on her Halloween trip was not at all surprising.

First, her broomstick turned the color of _____ and sounded like _____ eating _____. Then it flew upside down and the magic brew spilled all over the sky. The Milky Way curled at the edges and looked as if _____ had hit it. Even the star points looked strangely like _____.

The magic was working on Hilda, too, for her pointed witch hat became the shape of _____. Her black cat turned into _____. Instead of saying "meow" it sounded like _____ frightened by _____.

Hilda landed her broomstick in front of some children and began screeching. Her screech sounded like _____ bumping into _____.

The children only laughed. Hilda rattled some chains, but they looked like _____ and sounded like _____. The children clapped their hands.

"I'll cast a spell!" cried Hilda. "I'll change you into _____!" But her magic words only sounded like _____ quarreling with _____, and nothing happened. Nothing at all.

Then Hilda saw herself in the mirror. Her witch hat now looked like _____. On the tip of her nose was _____ and the children were still laughing at her!

Hilda grabbed her cat, who had turned into _____, and her broomstick shaped now like _____, and flew through the air.

"Even magic brew has to be made properly," she cried. "I'll go right now and mix some for next Halloween!"

FOURTEEN RAISINS A PEANUT BUTTER SANDWICH SIX CARROTS A QUART OF MILK
A FLUFFY PILLOW THREE POUNDS A PRETTY VALENTINE AN ELECTRIC TOASTER
A GARDEN RAKE AN OLD BIRD'S NEST TWO BEAUTIFUL ROSES A SHINY PENNY
A USED POSTCARD A DOG'S BONE A SPIDER'S FOOTPRINT AN OCEAN LINER
A WEED A CANDY BAR A FOOTBALL FOUR SMALL APPLES THREE LONG BOARDS
A BLUE KITE BROKEN TV SET TEN PACKAGES OF GUM A FRETFUL GHOST.

WHY THE BEAR IS STUMPY TAILED

FOX: Snicker, snicker!!
BEAR: Growl!!
FISH: Yum,yum!
FOREST: All sounds together

Once upon a time, many years ago, a very big BEAR lived in the FOREST. This BEAR had a beautiful tail, the most beautiful tail in the FOREST. He was always bragging about his beautiful tail. All the other animals in the FOREST decided something had to be done to teach that BEAR a lesson. The FOX came forward and said he had a plan.

So one winter afternoon, the BEAR met the FOX coming through the FOREST. The fox had a string of FISH. "My" said the BEAR admiring the FISH. "Where did you get such beautiful FISH? In the river, by the FOREST replied the FOX. Why didn't the BEAR go down through the FOREST to the river and catch some FISH for his dinner?

The BEAR was hungry and he wanted some FISH. What's the best way to catch the FISH, the BEAR asked the FOX? Go down through the FOREST to the river and cut a hole in the ice. Then put your tail in the hole and wait for the FISH to bite. The more beautiful the tail, the more FISH you will catch, said the FOX. When the FISH bite, it may sting and hurt a bit but you must sit there as long as you can. The longer you sit the more FISH you will catch, the FOX told the BEAR. When you think you have caught enough, pull out your tail--just give a hard and strong pull. Now remember all I've told you, said the FOX to the BEAR.

Now the BEAR knew he had the most beautiful tail in the FOREST and it wouldn't take long to catch those FISH.

The BEAR went through the FOREST to the river and cut the hole and sat so his tail hung down in the water. It got colder and colder and after awhile his tail began to sting and hurt, but the BEAR remembered what the FOX said. It kept on stinging and hurting but the BEAR didn't get up because he believed the FISH were biting, just as the FOX had told him.

Late afternoon, as the sun started down in the FOREST, the BEAR thought he had enough FISH. The BEAR tried to stand up and pull out the FISH he had caught. But he couldn't stand up straight. The water in the hole had turned to ice and frozen solid. The part of his tail in the river by the FOREST, was stuck. The BEAR was getting angry, but he remembered what the FOX had told him. So he pulled and pulled and pulled. All of a sudden, the BEAR'S tail came out of the ice--but only part of it, his beautiful tail was gone!

To this day, the BEAR has a stumpy tail.

THE GREAT GRIZZLY BEAR

SPRING: Sproing	STALK: Creep! Creep!
INDIAN: White man speak with forked tongue	BOW: Twang
BRAVE: I'm brave!	SPEAR: Ugh! Thud!
BEAR: Growl	HUNT: Where is that wrasscally wabbit!

Long ago when our country was young, in this area lived a tribe of INDIANS long since lost in time. Every SPRING there came a rite of manhood in which young INDIAN boys earned the right to be BRAVES in their tribe.

This SPRING four boys were to take part in this rite. In order to earn their title as BRAVES, they had already trained for years in the use of the BOW and the SPEAR. The chief and the BRAVES of the tribe had taught them to HUNT and to STALK. They were now ready for their final test.

In order for the chief to accept these INDIAN boys as BRAVES in their tribe, they must STALK the great grizzly BEAR and using their BOWS and SPEARS, HUNT and kill the BEAR. Finally, working together, they would bring the BEAR back so that the tribe would have meat to eat, fat for cooking and be able to use the pelt for warmth.

On this bright spring morning the boys left the INDIAN camp with BOWS and SPEARS to STALK the great grizzly BEAR. The chief gave them his blessing as the HUNT began. When the boys had traveled for several days through the forest, they knew they were close to the lair of the great BEAR. One of the boys was so intent on STALKING the BEAR that he tripped over a root in the trail and fell down a steep embankment. He lost his BOW and pierced his leg with his own SPEAR. The other INDIAN boys bandaged their friend's wound and together decided to continue to STALK the BEAR. They had to help their wounded friend which slowed their HUNT. But just over the next hill their STALKING was successful. There in a clearing they saw the great BEAR.

The four INDIANS readied their BOWS and SPEARS to attack the great BEAR. But, wait, now that they had to help their wounded friend, how could they take the BEAR back to their village? Three INDIAN boys might be able to do it, but who would help their friend? They might take back just the BEAR'S claws to show that they had STALKED and successfully HUNTED the BEAR, but then scavengers would eat the rest and a true INDIAN BRAVE never killed except for those things they needed to live. So the young INDIANS left the BEAR, sheathed their BOWS and SPEARS and helped their friend back to the camp.

When the chief of the tribe heard their story of the STALKING of the great BEAR, that SPRING day, there were four new BRAVES in the tribe. For to be a BRAVE a boy must prove that he has learned much more than the skills of STALKING and hunting with the BOW and SPEAR. And this SPRING, these four INDIAN BRAVES had proved that they had.

THE MELLERDRAMER

EQUIPMENT: Pitcher, banana, switch, broom, rope, chalk, whistle, box of matches, iron, dark cloth, 2 salt shakers, pieces of paper, and large card-board sign for players to wear representing:

MANUEL DEL POPOLO	HORIZON
ZINGERELLA(the maid)	DARKNESS
MAGGIE O'BRIEN	STAIRS
PATRICK	HCURS
CURTAINS (2)	SUN
SHADOWS (dark cloth over head)	

Properties should be in place where they will be used. When the play opens the SUN will be lying on the floor. CURTAINS stand in the center of the stage with their backs to the audience. STAIRS stand at back of stage. MANUEL is seated at the table.

The players must keep their signs in plain sight. The following story is read slowly and distinctly, by the narrator. Players carry out the action indicated. Directions in parenthesis are merely suggestions to the leader. Give time for each action before reading on.

NARRATOR:

The CURTAINS are PARTED and our play is on. (Curtains side-step slowly to opposite sides.)

It is early morning and the SUN AROSE (SUN stands up). MANUEL DEL POPOLO, son of a rich Spanish nobleman, sat in his father's castle. He was POURING over his notes (pours "water" from pitcher over notes) and so anxious was he to WHIP them in to shape (whips notes), that he simply DEVoured them (chews notes). Finally he AROSE, MUTTERING CURSES (mutters "curses,curses"). "Hither, ZINGERELLA", he cried. ZINGERELLA came TEARING DOWN THE STAIRS (tears down STAIRS sign) and TRIPPED into the room (trips over rug).

"You called", she asked. "Yes", he answered. "Where is Maggie O'Brien?" "She is in her chamber". "Then bring her to me at once", he commanded. ZINGERELLA FLEW to do her master's bidding (makes motions of flying). While waiting for Maggie, MANUEL CROSSED THE FLOOR once, twice, thrice (makes 3 crosses with chalk on floor). Then sat down and STAMPED his feet (pastes stamps on sole of shoes).

Soon MAGGIE came SWEEPING (with broom) into the room. "Maggie, for the last time, will you marry me?" "Oh, No, NO, NO." "Ah, curses, then I will lock you up in the tower until you will consent". "Oh, sir, I appeal to you", she cried. (Maggie kneels and peels banana before him). (Manuel takes banana, eats the fruit deliberately and hands the peel back to her). "Your appeal is fruitless" and muttering curses (mutters curses), he left the room. MAGGIE FLEW (makes flying motions) around in an agony of fear. She knew Manuel would keep his word. Oh, she thought, if Patrick, her own true love would only come. He would save me. But, would he come?

The HOURS PASSED, but oh, so slowly (Hours walk past very slowly). Finally, she TOOK HER STAND (moves her stand to the center) and SCANNED the HORIZON (she looks at HORIZON who moves back and forth).

Suddenly a WHISTLE sounded(whistle) from below. "Oh Patrick, my boy, is that you?" she cried. "Yes, it is me THROW me a line" (Maggie throws rope out at Patrick). Patrick the GALLOPED into the room. "Oh Maggie!" he cried, and tenderly PRESSED her hand (presses her palm with the iron). At this moment, MANUEL entered and maddened at the sight of the two lovers together, challenged Patrick to a duel. They A-SALTED each other(go through a lively duel by shaking salt at each other) and after a few moments, MANUEL gave up the MATCH (takes match from box and give it to Patrick) acknowledging that he was defeated and slowly left the room.

"Come, Maggie, my love! Nowthere is no one to stand between us. You are mine!" and he LED her from the room (puts rope around her neck and leads her from room).

The HOURS pass (HOURS cross stage); the SUN SETS (sits down); the SHADOWS of night COME ON (player with dark cloth over head comes on stage and covers sun). And our play is ended.

THE HAPPY HIKERS

The audience follows the Narrator in the actions as the story is read.

NARRATOR:

We're going on a hike. Just do what I do and listen carefully. (BEGIN HIKING IN PLACE) Here we go on a hike through the woods and over the mountains. Come on along with me. (SMILE, WAVE, AND HIKE IN PLACE) We're coming up a steep hill. (BEND OVER AS IF CLIMBING) Now, we're on top. What a lovely view! (LOOK AROUND) Now, we'll have to get down. (SLIP AND SLIDE DOWNHILL) Whee, we're out of breath. (PANT HEAVILY) Now we're passing a meadow. (HIKE IN PLACE) What's that I see? (STOP, PEER TO ONESIDE) It's a rabbit! And a meadow lark. (LOOK UP) And a bumblebee (JERK HEAD AROUND) Watch out for the bumblebee!! (RUN IN PLACE WAVING OFF BEE) We're happy hikers. (HIKE IN PLACE) We're happy because of the beautiful mountains we see. (SHADE EYES WITH HAND) and because of all that clean fresh air we are breathing. (TAKE A DEEP BREATH) and especially because we got away from that buzzing bumblebee. Now we're getting tired. (SLOW PACE,WALK DROOPING) There's what we need (POINT) a cool refreshing drink from the river. (KNEEL DOWN, SCOOP DRINK OF WATER AND DRINK) Ah, how refreshing! 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, THEN SHAKE WATER OFF FEET) 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. (TURN TO THE LEFT) Maybe this is the right road. (HIKE IN PLACE) No, it's really the left road, oh well! Let's see what happens.(HIKE IN PLACE, TURNING FIRST LEFT THEN RIGHT) Now we're lost! I guess the right road was really the right road after all. (HIKE IN PLACE) Now we're on the right road again. We'd better stop for lunch . (STOP, REACH IN POCKET, BRING OUT SANDWICH, CHEW, WIPE MOUTH, RESUME HIKING IN PLACE) Mmmm! That was good! Look there's a lovely lake. (POINT) Let's swim across. (MAKE SWIMMING MOTIONS) That's better than trying to hike across. (RESUME HIKING IN PLACE) Look at that crooked trail ahead. (POINT) It's nothing but twists and turns. (TWIST AND TURN AS YOU HIKE) I'm glad that's over. (RESUME HIKING IN PLACE) I was getting dizzy. Looks like we have come to the end of the trail. (STOP) What do we do now? (RESUME HIKING IN PLACE) Are you tired? Want to hike some more? Do you want to stop? So do I. (SIT DOWN, WIPE BROW AND SLUMP IN CHAIR)

THE GOAT WHO COULDN'T SNEEZE

CHARACTERS:

	GOAT:	PUT HANDS BACK OF HEAD WITH INDEX FINGERS RAISED
	BEAR:	EXTEND ARMS WITH PALMS
FORWARD	WILDCAT:	GRR, GRR, GRR ...
	BEE:	BUZZ, BUZZ, BUZZ, BUZZ

The animals in the Sierre Madre mountains came together to help the GOAT -- who couldn't sneeze.

All the other GOATS -- could sneeze "Ker-Choo", but this grown-up GOAT with a fine set of curled horns and a coat as white as snow couldn't. "I don't see why you can't sneeze," rumbled the big BEAR -- crossly. "You do it like this." And he sneezed a sneeze that shook the mountains and echoed through the sugar cane valleys below.

"I've sneezed ever since I was a kitten," coughed the WILDCAT -- licking her paws. "I know", said the GOAT -- hanging his head low. "I try -- I try very hard. I think I'm going to now." He puffed and gasped, but nothing came out. "I can't", he cried. "I just can't."

The BEAR -- was disgusted.

The WILDCAT -- never good-humored, hissed irritably.

One by one, all the other GOATS -- left the big GOAT ---. They wouldn't have a leader who couldn't sneeze.

The BEAR -- said he had business in his cave and lumbered away.

The irritated WILDCAT -- guessed it was about time for lunch and started down to the lake.

The big GOAT -- was left all alone.

When morning touched the mountain peak, the big GOAT -- packed his bag and started to town to learn to sneeze.

He walked and walked until a BEE -- buzzed by and asked what he was doing.

"I came down from the mountain to learn to sneeze," said the GOAT -- "Well, I can teach you," said the BEE --. "Do it then," cried the GOAT --.

The BEE -- flew into the air, made a loop and settled down into the GOAT's -- nose.

The GOAT's -- nose started to tickle, tears ran down his beard and out came a big KER-CHOO.

And another and another and another.

"I knew I could teach you to sneeze," said the BEE --. "Now try again." The big GOAT -- did and this time he sneezed so loud that the people in the nearby village thought a thunderstorm was brewing.

"I can sneeze any time I want to now," said the happy GOAT --. "I've learned!"

"Of course you can," said the BEE --, and flew away.

From that day to this, a mountain GOAT -- always sneezes when he sees a BEE -- natty in his golden brown and black jacket.

A HAUNTING WE WILL GO

CHARACTERS:

Cub Scouts	Stand, yell "We'll do our best." (all Cubs)
Witches	Stand, high shrill laugh (all women)
Ghosts	Stand, deep moan, "whooooooooo" (men)
Black Cat	Stand, say "me-e-ow" (all children other than Cubs)
Halloween	All stand and scream

On a dark and windy night in October, around HALLOWEEN, a group of CUB SCOUTS were walking along a dark country road when they came upon an old, old house. Now, it being HALLOWEEN, and the GHOSTS and WITCHES were out haunting places like this, it was no wonder the CUB SCOUTS were scared when a large BLACK CAT ran across the road in front of them. The CUB SCOUTS decided to follow the BLACK CAT and see where he went. Well, the BLACK CAT went right into the old house! The boys, being CUB SCOUTS, were not afraid, so they went in the front door, but stopped when they heard what sounded like a GHOST! The, being brave CUB SCOUTS, they went all through the house but they didn't see a GHOST or a WITCH or even the BLACK CAT! Then just as they were about to leave, they saw a WITCH flying through the room on her broomstick with the BLACK CAT sitting on the end of her broom. Well, that really scared the CUB SCOUTS, so they all started through the door at the same time! Now, everyone knows that a group of CUB SCOUTS won't fit through one door at the same time, but they sure tried! And when they all did come out the whole front wall of the house came with them, making the old house start to fall down and as it fell, you could hear the GHOST and the WITCH, with her BLACK CAR, saying, "Where do we go a-haunting now?" "It's almost HALLOWEEN, too!" Can they come to haunt your house?

THE WHIMSICAL OWL

Pine Forest-----Sh-sh-sh-
Cool gurgling brook----Gurgle, gurgle
Whimsical owl-----Who-who
Serious squirrel-----Crack, crack
Fearless frog-----Croak, croak
Hump-----Hump, hump
Stump-----Stump, stump

NARRATOR

By a COOL GURGLING BROOK in the PINE FOREST, sat a WHIMSICAL OWL just watching and watching.

Along came his friend, SERIOUS SQUIRREL, who said, "What are you watching, WHIMSICAL OWL and why are you staying so long in that big tree by the GURGLING BROOK in the PINE FOREST?"

"I am watching a FEARLESS FROG who is caught in a HUMP in the bottom of a STUMP by the COOL, GURGLING BROOK in the PINE FOREST," said the WHIMSICAL OWL. "Hurry, scurry down and rescue him."

The SERIOUS SQUIRREL said, "Shut your eyes and hoot up to ten and I'll have him out of there in no time." The FEARLESS FROG heard what he said and croaked, "Hurry up." While the WHIMSICAL OWL hooted, the SERIOUS SQUIRREL scampered down into the deep HUMP of the STUMP and was soon at the bottom. The SERIOUS SQUIRREL reached into the HUMP in the STUMP, as he would for an acorn and pulled the FEARLESS FROG out of the HUMP. "Hop on my back, FEARLESS FROG and I will give you a ride to the top of the STUMP," said the SERIOUS SQUIRREL.

Just as the WHIMSICAL OWL reached the tenth hoot, who should appear out of the HUMP in the STUMP, but the SERIOUS SQUIRREL with the FEARLESS FROG. "Three cheers for you, SERIOUS SQUIRREL," said the WHIMSICAL OWL, as the FEARLESS FROG hopped off the SERIOUS SQUIRREL'S back and headed for the home in the COOL GURGLING BROOK.

As the SERIOUS SQUIRREL scampered off through the PINE FOREST, the WHIMSICAL OWL went back to his watching. Wasn't it lucky for the FEARLESS FROG that the WHIMSICAL OWL was watching that day?

A LESSON FOR THE BIG BUGS

BEES:	Buzz, buzz	FROG:	Croak, croak
ANTS:	Hup, two, three, four	WOODS:	All sounds together
MOSQUITOS:	Bite, bite		

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

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

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

Dad stretched out for a nap and had just about dozed off when he heard sister scream. She had been stung by a BEE. Mom took care of her, so Dad tried again to sleep. But this time the pesky 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 here and you will see that we haven't been very nice visitors in the WOODS. Look at all the trash we have thrown around. It seems that we're the worst bugs of all----litterbugs."

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.

THE FUN OF A COUNTY FAIR

The following audience participation could be a good icebreaker at a campfire program and gives the audience a chance to stretch a bit.

COUNTY FAIR: "YA'LL COME" (Everybody)
MOM: All ladies stand up
DAD: All men stand up
CHILDREN: All children stand up

If you want to have fun, for just everyone,
go the the COUNTY FAIR,
And before your eyes, will be many a surprise,
At which you can look and stare!
Nothing can compare to the COUNTY FAIR,
And what it has in store,
For just everyone it can be much fun,
With games and displays galore!
MOM can compare the baked goods there,
And marvel at all those pies.
She can even bake and enter a cake,
And perhaps win the blue ribbon prize.
DAD can have fun as well as anyone,
When to the COUNTY FAIR he goes,
He can spend all day at a livestock display,
Or win a prize with his lucky throws.
CHILDREN can eat every kind of treat,
That is sold at the COUNTY FAIR,
Or they can spend hours on end,
Whirling on rides through the air.
Whether big or small, there's fun for all,
When you go to the COUNTY FAIR.
You can look and play all the livelong day
And forget every worry and care,
So MOM won't try to bake a pie,
To enter at the COUNTRY FAIR.
Then the noise will be loud from the watching crowd
As the judge tastes them with care;
With the pies that you bake, first place you will take,
And we'll all be filled with pride,
When the judge picks your pie we'll stand up and cry,
We're proud, MOM, to be by your side.
And dear old DAD will have fun like a lad,
As each game of chance you play.
We know you can win, just try it again;
You'll have prizes by the end of the day,
All the rides will run till the day is done,
And the CHILDREN won't care at all;
They'll spend their money on a sideshow so funny,
Or on a ride or a trinket so small,
Oh the COUNTY FAIR is a family affair,
With fun there for everyone.
What an enjoyable way to spend a day,
Until the day is all done!

FISHERMAN'S LUCK

Divide audience into three groups:

FISHERMAN: "Great Day for Fishing!"
FISH: "Bubble, bubble"
WORM: "Wiggle, wiggle"
REEL: Everyone in audience pantomimes reeling in a fish.

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

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

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

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

SOUND EFFECTS

THE DIFFERENT SOUNDS:	SQUEAKY	ROCKED
	BLOW	STAIRS
	MOO	SQUISHED
	CLUCK	HAMMERED
	BARK	SNORED - ALL DO
	MEOW	

Farmer Jones had a SQUEAKY gate that creaked every time the wind BLEW. And when it SQUEAKED, it made the cow in the barn go MOO, the chickens start to CLUCK, the dog BARK and the cat MEOW. The farmer's wife just sat on the porch and ROCKED. Finally, she said to her husband, "My dear, everytime the wind BLOWS, the gate SQUEAKS, the cow in the barn goes MOO, the chickens start to CLUCK, the dog BARKS and the cat MEOWS. So please fix the gate!" So one day, the wind BLEW, the gate SQUEAKED, the cow in the barn went MOO, the chickens CLUCKED, the dog BARKED, and the cat MEOWED. Finally, the old man got out his oil can and hammer and went down the STAIRS and out to the SQUEAKY gate and SQUISHED with his oil can and HAMMERED with his hammer. Now all was peaceful again, so all the animals fell asleep and SNORED (all snore).

FEARLESS FRED

Fearless field mouse Fred-----Who's afraid?
Professor Pinkerton-----I'll get to the bottom of this
Miss Merryweather-----Just call me Merry
Sherman Snake------(Deep voice) Come here, I'm hungry
Samantha Snake------(Middle-sized voice) Come here, I'm hungry
Susie Snake------(Little voice) Me too

NARRATOR

There once was a tiny, FEARLESS FIELD MOUSE called FRED. FEARLESS FRED was an orphan. One day he was looking for cheese in the kitchen of a big red house. PROFESSOR PINKERTON was having a snack in the kitchen and spied FEARLESS FRED. He thought to himself, "I must catch that FIELD MOUSE for my pet snakes, SHERMAN, SAMANTHA AND SUSIE." With that, he promptly caught tiny FEARLESS FIELD MOUSE FRED.

PROFESSOR PINKERTON was the head of a museum. He hurried with his catch, FRED to the museum to show it to his assistant, MISS MERRYWEATHER. MISS MERRYWEATHER said, "PROFESSOR PINKERTON, please don't feed tiny, FEARLESS FIELD MOUSE FRED to SHERMAN, SAMANTHA AND SUSIE. TINY, FEARLESS FIELD MOUSE FRED is so tiny and cunning, and I would like FRED for a pet." But PROFESSOR PINKERTON didn't agree. He said, "SHERMAN SNAKE, SAMANTHA SNAKE AND SUSIE SNAKE haven't had any field mice to eat for a long time, and they would like FRED.

So, MISS MERRYWEATHER turned her back because she didn't want to watch PROFESSOR PINKERTON put tiny, FEARLESS FIELD MOUSE FRED into the glass cage with SHERMAN SNAKE, SAMANTHA SNAKE AND SUSIE SNAKE. PROFESSOR PINKERTON popped FEARLESS FIELD MOUSE FRED into the glass cage with SHERMAN SNAKE, SAMANTHA SNAKE AND SUSIE SNAKE. TINY, FEARLESS FIELD MOUSE FRED swung right to the attack. FEARLESS FRED nipped SHERMAN SNAKE and bit SAMANTHA SNAKE and jumped on the head of SUSIE SNAKE. FEARLESS FRED caused SHERMAN SNAKE, SAMANTHA SNAKE AND SUSIE SNAKE so much anguish that PROFESSOR PINKERTON relented and said, "All right, MISS MERRYWEATHER, a pet you shall have. Any FIELD MOUSE that is that courageous and fearless deserves to have his life spared." So PROFESSOR PINKERTON took tiny, FEARLESS FIELD MOUSE FRED out of the glass cage and handed him to MISS MERRYWEATHER.

SHERMAN SNAKE, SAMANTHA SNAKE AND SUSIE SNAKE went to bed that night wondering just how tiny, FEARLESS FIELD MOUSE FRED had gotten the best of them.

CHRISTMAS AROUND THE WORLD

TREE:	"Sparkle, Sparkle"	CHRISTMAS:	"Merry, Merry"
CANDLE:	"Flicker, Flicker"	SANTA CLAUS:	"Ho, Ho, Ho"
ORNAMENTS:	"Glitter, Glitter"	FAMILY:	"God Bless Us Everyone!"
STAR:	"Twinkle, Twinkle"		

Most countries around the world celebrate CHRISTMAS ____, but their customs are all different. CHRISTMAS ____, is also known as Yule, Noel, and the Nativity.

SANTA CLAUS ____ visits children in many lands. He is know by several different names. He is called St. Nicholas in Germany, England and the Netherlands. In Italy SANTA CLAUS ____ is called Befana. In France, he is Petite Noel. He is called St. Basil in Greece. SANTA CLAUS ____ is Nisse in Norway, Hoteiosho in Japan, San Nikolas in Russia, Papa Noel in Brazil, Dun Che Lao Ren in China and in Switzerland, he is called Christkindli.

The legend that SANTA CLAUS ____ comes through the chimney comes from the early Norsemen. The Norse are responsible also for our custom of burning the Yule Log.

In many countries, the FAMILY ____ makes their own ORNAMENTS ____ for the CHRISTMAS --- TREE _____. In Poland, the ORNAMENTS ____ are made from paper. In Finland, they make ORNAMENTS ____ from reed, straw and wood. In Sweden, they are made from straw and balso wood. The Norwegians make ORNAMENTS ____ from wood shavings.

A lighted CANDLE ____ in the window is a custom in Ireland, Denmark, Austria and Germany. Many years ago, CANDLES ____ were used to light the CHRISTMAS TREE ____, but now electric lights are used because they are safer.

In Alaska, a large STAR ____ is carried through the streets on CHRISTMAS ____ Eve while carols are being sung. The custom of carrying the STAR ____ is also found in Poland, Rumania and the Ukraine. Carolers in these countries carry a transparent STAR ____ with CHRISTMAS ____ scenes on it. The STAR ____ has a light inside which shines through the paper.

In all countries, CHRISTMAS ____ is a special FAMILY ____ time, celebrating the birth of Jesus. In most places, gifts are exchanged on CHRISTMAS _____. Gift giving represents the gifts which the Wise Men brought to the baby Jesus on the first CHRISTMAS ____.

THE MEANING OF OLD FASHIONED CHRISTMAS

Divide the audience into three parts, and when the following three key words are read by the narrator, each group responds:

OLD FASHIONED CHRISTMAS
TOYS
GIFTS

"PEACE ON EARTH"
"BUZZ, BANG WHIZ"
"FROM THE HEART"

What is an OLD FASHIONED CHRISTMAS ... a boy said to his parents one day?

They thought for a while before they would venture to say.
After thinking it through and pondering a while,
they tried to portray to him the OLD FASHIONED CHRISTMAS ... style.
You see the holiday season we all know of today,
Often seems a far cry from what this season should portray.
People crowd in the stores buying many GIFTS ... and TOYS ...,
In far too large a quantity for all the girls and boys.
In the OLD FASHIONED CHRISTMAS ... things were different you see,
Far fewer GIFTS ... then there seemed to be.
So they were all given with love beyond measure.
Making the giving a wonderful treasure.
In the OLD FASHIONED CHRISTMAS ... the best GIFTS ... of all,
Were those of goodwill or perhaps a token so small.
TOYS ... were not given in excess by the score,
and many GIFTS ... were homemade and not bought from a store.
So if an OLD FASHIONED CHRISTMAS ... you wish not to see,
Remember the quantity of GIFTS .. is immaterial as can be.
For an OLD FASHIONED CHRISTMAS ... let's all now start,
By remembering, my friend, it begins in the heart!
Through the giving of kindness and goodwill to all mankind.
An OLD FASHIONED CHRISTMAS ... we certainly can find.
The GIFTS ... with a meaning in this season can play a part,
With an OLD FASHIONED CHRISTMAS ... begun in the heart!

CHRISTMAS DAY AT THE NORTH POLE

(A Sound Effect Skit)

SANTA CLAUS: "Ho, ho, ho."
MRS. CLAUS: "Oh, my goodness!"
REINDEER: "Whee!"
ELVES: Clap hands and say, "Hooray!"

SANTA CLAUS was tired. He'd been climbing up and down chimneys all night. But now his Christmas Eve work was finished. His toy bag was empty. His sleigh was empty. Even his pockets were empty. He looked at his eight REINDEER and they didn't seem to be prancing anymore.

"Well," said SANTA CLAUS, "that was the last house to visit. Come on REINDEER, let's go back to the North Pole and see MRS. SANTA CLAUS and the ELVES."

That was all the REINDEER had to hear. Their little feet started prancing across the sky and clouds and stars. Before SANTA CLAUS had time for even a quick snooze, there they were right over the North Pole and Toyland.

MRS. SANTA CLAUS heard them coming. She ran out the door of the toy shop and so did all the ELVES.

"Was everything all right?" said the ELVES. "Were the chimneys all big enough?"

"Yes, yes," SANTA CLAUS answered. "We had enough toys, but just enough. The chimneys were big, but just big enough. I am very tired, and so are the REINDEER. And we are very hungry, MRS. SANTA CLAUS. Do you have any Christmas dinner for us or have you all been sleeping while we were away?"

The ELVES jumped up and down and laughed at SANTA'S joke. He knew they hadn't been sleeping, for every Christmas Eve MRS. SANTA CLAUS and the ELVES did the same thing. While the ELVES cleaned up the toy shop, MRS. SANTA CLAUS fixed a scrumptious Christmas dinner for everyone. She fixed sugared carrot sticks for the REINDEER, baked mushrooms for the ELVES and roast turkey for SANTA CLAUS.

Everyone ate and ate until they couldn't eat any more. In fact, there was one side of turkey and one sugared carrot stick and one mushroom left.

SONGS

THE BEAR SONG

Tune: "Sippin' Cider"

The other day.... I saw a bear....
A great big bear.... Away out there....

He looked at me.... I looked at him....
He sized up me.... I sized up him....

He said to me.... "Why don't you run?"....
"I see you ain't.... Got any gun!"....

And so I ran.... Away from there....
But right behind.... Me was that bear....

In front of me.... There was a tree....
A great big tree... Oh! Glory be!....

The lowest branch.... Was 10 feet up....
I'd have to jump.... And trust my luck....

And so I jumped.... Into the air....
But I missed that branch.... Away up there....

No don't you fret.... and don't you frown....
'Cause I caught that branch.... On the way back down....

That's all there is.... There ain't no more....
Unless I meet.... That bear once more....

GRANNY'S IN THE CELLAR

Granny's in the cellar,
Golly, can't you smell 'er?
She's making greasy biscuits on the stove.
Her eyes are full of batter,
But it really doesn't matter,
'Cause, (wipe nose on arm) keeps running down her nose.

CHORUS: Down her nose, down her nose,
'Cause (wipe) keeps running down her nose.

COMMERCIAL MIX-UP

(TUNE: "Farmer in the Dell")

Last night I watched TV,
I saw my favorite show,
I heard this strange commercial,
I can't believe it's so.

Feed your dog Chiffon,
Comet cures a cold,
Use S.O.S. pads on your face,
To keep from looking old.

Mop your floor with Crest
Use Crisco on your tile,
Clean your teeth with Borateem,
It leaves a shining smile.

For headaches take some Certs,
Use Tide to clean your face,
And do shampoo with Elmer's glue,
It holds you hair in place.

Perhaps I am confused,
I might not have it right;
To make sure that I understand,
I'll watch TV tonight.

WHEW - W - W

(Tune: Jingle Bells)

Here is a good exerciser song for stretching during a pack meeting. Do actions as song indicates, be sure to start this one sitting down. Have a group of pack leaders to sing it while the audience does it.

Clap your hands, stamp your feet,
Let's all stand up please.
Face to the left, face to the right,
Now hands on your knees.
Sit down now, stand back up,
Clap your hands two beats.
Now we'll all wipe our brows,
And collapse in our seats.

Sing it through several times and each time get a little faster.

CUB SCOUT NATIONAL ANTHEM

Tune: John Brown

I like bananas, coconuts, and grapes
I like bananas, coconuts, and grapes
I like bananas, coconuts, and grapes
That's why they call me
TARZAN OF THE APES.
(When they sing Tarzan of the Apes, they yell at the top of their lungs)

THE LITTLEST WORM

Tune: "Sippin' Cider"

The littlest worm (group repeats)
I ever saw (group repeats)
Was stuck inside (group repeats)
My soda straw (group repeats)
(In unison) The littlest worm I ever saw
 was stuck inside my soda straw.

He said to me.... Don't take that sip....
For if you do.... You'll really flip....

I took a sip.... And he went down....
All through my pipes.... He must have drowned.

He was my pal.... He was my friend....
But he's no more.... And that's the end....

THE OLD FAMILY TOOTHBRUSH

The old family toothbrush
That dirty old toothbrush
That slimy old toothbrush
That hangs on the wall.

Oh, first it was fathers
Then it was mothers
Next it was sisters
And now it is mine.

Oh, Father he used it
And Mother abused it
And Sister refused it
And now it is mine.

The old family toothbrush
That dirty old toothbrush
That slimy old toothbrush
That hangs on the wall.

BAR OF SOAP

I wish I were a little bar of soap, bar of soap
Oh, I wish I were a little bar of soap, bar of soap
I'd go slippy, slippy slidely
Over everyone's hidey
Oh, I wish I were a little bar of soap.

I wish I were a little sip of coke, sip of coke
Oh, I wish I were a little sip of coke, sip of coke
I'd go down with a slurp
and up with a burp
Oh, I wish I were a little sip of coke.

Oh, I wish I were a little dirty birdy, dirty birdy
Oh, I wish I were a little dirty bordy, dirty birdy
I'd go up on the steeple
and down on the people
Oh, I wish I were a little dirty birdy, dirty birds.

Oh, I wish I were a little slice of orange, slice of orange
Oh, I wish I were a little slice of orange, slice of orange
I'd go squirty, squirty, squirty
Over everybody's shirty
Oh, I wish I were a little slice of orange, slice of orange.

Oh, I wish I were a little mosquito, little mosquito
Oh, I wish I were a little mosquito, little mosquito
I'd nippy and I'd bitey
On everyone's body
Oh, I wish I were a little mosquito, little mosquito.

Oh, I wish I were a little hunk of mud, hunk of mud
Oh, I wish I were a little hunk of mud, hunk of mud
I'd ooey and I'd gooey
Under everybody's shoey
Oh, I wish I were a little hunk of mud, hunk of mud.

TWELVE DAYS OF HALLOWEEN

On the first day of Halloween
My true love sent to me
An owl in an old dead tree.

On the second day of Halloween
My true love sent to me
2 Trick or Treater
and an owl in an old dead tree.

3 Black Cats

4 Skeletons

5 Scary Spooks

6 Goblins Goblins

7 Pumpkins Glowing

8 Monsters Shrieking

9 Ghosts a-Booing

10 Ghouls a-Groaning

11 Masks a-Leering

12 Bats a-Flying

11 Masks a-Leering,
10 Ghouls a-Groaning
9 Ghosts a-Booing
8 Monsters Shrieking
7 Pumpkins Glowing
6 Goblins Goblins
5 Scary Spooks
4 Skeletons
3 Black Cats
2 Trick or Treater
and an owl in an old dead tree.

BOA CONSTRICTOR

Oh, I'm being eaten
By a boa constrictor
A boa constrictor,
A boa constrictor,
I'm being eaten by a boa constrictor,
And I don't like it-one bit.
Well, what do you know!
It's nibblin' my toe.
Oh, gee
It's up to my knee
Oh, my
It's up to my thigh,
Oh, fiddle
It's up to my middle
Oh, heck
It's up to my neck
Oh, dread,
It's up to my neck fffffff!!!!

PINK PORPOISE

Tune: Battle Hymn of the Republic

As one Pink Porpoise popped up the pole,
The other Pink Porpoise popped down,
As one Pink Porpoise popped up the pole,
The other Pink Porpoise popped down.

Chorus: Sing between each verse,
Glory, Glory, How Peculiar (repeat 3 times)
(Finish with the first two lines of the verse)

As one Black Bear backed up the bank,
The other Black Bear backed down.
As one Black Bear backed up the bank,
The other Black Bear backed down.

Chorus

As one Eager Eagle eased under the eaves,
The other Eager Eagle eased out.
As one Eager Eagle eased under the eaves,
The other Eager Eagle eased out.

Chorus

As one Fresh Fish flipped into the fire,
The other Fresh Fish flipped out.
As one Fresh Fish flipped into the fire,
The other Fresh Fish flopped out.

Chorus

As one Blue Bug bled blue,
The other Blue Bug bled black.
As one Blue Bug bled blue,
The other Blue Bug bled black.

Chorus

As one slippery snail slipped up the slide,
The other slippery snail slipped down.
As one slippery snail slipped up the slide,
The other slippery snail slipped down.

Chorus

WE ARE CUB SCOUTS

(Tune: Are You Sleeping) (Round)

We are Cub Scouts,
We are Cub Scouts,
Doing Our Best,
Doing Our Best,
Following Akela,
Following Akela,
On the Cubbing Trail,
On the Cubbing Trail.

AKELA'S TRAIL

Tune: "It's a Small World"

1. It's a world of fun, it's a world of joy,
and a smile comes easy to every boy.
Things that we've learned today lead along Akela's way.
We are Cub Scouts after all.

CHORUS: We are Cub Scouts after all, To all Cub Scouts send a call.
Show Akela we stand tall. We are Cub Scouts after all.

2. Take this trail, it goes Wolf, Bear, Webelos.
As our doodles show it's not far to go.
Now our goal is in sight it's the Arrow of Light.
We are Cub Scouts after all.

CHORUS

3. When we seek our quest we will do our best.
On Akela's trail we will never fail.
And without any doubts we will be loyal Scouts,
We are Cub Scouts after all.

ENDING: (softly) We are Cub Scouts after all, we are Cub Scouts after all

CHORUS: (loudly) We are Cub Scouts after all, we are Cub Scouts after all

12 CUB PACK MEETINGS

At my first Cub Pack meeting
My Cub Scouts gave to me
A number one Excederin headache.

Second	Two minor fights
Third	Three gifts for parents
Fourth	Four field trips
Fifth	Five Cubs getting gold arrows
Sixth	Six uniform inspections
Seventh	Seven games for playing
Eighth	Eight life long friendships
Ninth	Nine silver arrows
Tenth	Ten skill show tickets
Eleventh	Eleven brand new Cub Scouts
Twelfth	Twelve months of scouting

DAISY, DAISY

Daisy, Daisy give me your answer true.
I'm half-crazy all for the love of you.
It won't be a stylish marriage,
I can't afford a carriage:
But you'll look sweet
Upon the seat
Of a bicycle built for two.

Jimmy, Jimmy, here is your answer true.
You're half-crazy if you think I'll marry you.
You can't afford a carriage,
So how can you afford a marriage:
And I'll be switched
If I'll be squished
On a bicycle built for two.

GENIUS NIGHT

After each verse is read by a boy, everyone sings the following chorus to the tune of "The More We Get Together."

Chorus: He wants to be a genius, a genius, a genius
 He wants to be a genius -- but not right now!

I'll build a rocket in a minute,
Ten Thousand people will fit in it;
We'll circle the moon on a two hour cruise --
But first I have to clean my shoes.

Chorus

I will cure the common cold,
And fix you so you don't grow old;
Each virus I will kill quite dead --
But first I have to make my bed.

Chorus

I'm making a very special glue
For all the atoms they split in two;
I'll glue them together and use them again --
But I'm late for school, so I can't say when.

Chorus

I'm going to build a peace machine,
That will shut people up when they get mean;
I'd have it finished but I can't see
How to fix it so it won't catch me.

Chorus

I'd draw you designs for unbreakable eggs,
For biteless dogs and unscratchable legs;
For unspillable milk and a fire without smoke --
But I can't get going 'cause my pencil broke.

Chorus

I'll build a giant TV set
To show the monsters I will get
When I safari up in space --
But first I have to wash my face.

Chorus

I'll dive to the bottom of the sea
In a special boat designed by me;
All the sunken treasures I'll discover --
But first I have to ask my mother.

Chorus

I'll build a giant pogo stick
To cross the oceans mightly quick;
Just one jump and there you are --
But first I have to wash the car.

Chorus

I'd make a handy homework doer
So my mistakes would be much fewer;
I'd make the other kids look like fools --
But dad won't let me use his tools.

Chorus

W-E-L-C-O-M-E A-L-L

(Tune: This Old Man)

Each has a part to sing; as they sing their part, they turn up a letter.

- W This young Cub, number one,
He sure likes to get things done.
* Chorus (Repeat after each stanza)
With a knick knack paddy wack
Give a Cub a chore
This he'll do and ask for more.
- E This young Cub, number two,
He will do odd jobs for you.
*
- L This young Cub, number three
Full of humor, full of glee.
*
- C This young Cub, number four,
Follows rules and knows the score.
*
- O This young Cub, number five,
He has courage, he has drive.
*
- M This young Cub, number six,
He makes things with ropes and sticks.
*
- E This young Cub, number seven,
Becomes a Boy Scout at eleven.
*

A This young Cub, number eight,
Gives goodwill that sure does rate.

*

L This Den Chief, number nine,
He's so pleasant all the time.

*

L These two leaders, number ten,
Sing the chorus once again.

*

JUNIOR BIRDMAN

Tune; On Brave Old Army Team

Up in the air junior birdman,
(form goggles for face with thumbs and forefingers of both hand, 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 in their box tops.
It takes four box tops
(extend four fingers)

Three bottle caps
(extend three fingers)

Two-oo paper wrappers
(extend two fingers)

Add one thin dime!
(extend one finger)

Directions: Make noise of plane at the beginning and end of song.
Add appropriate motions as desired.

****SPRING 1986 POW WOW STAFF SONG****

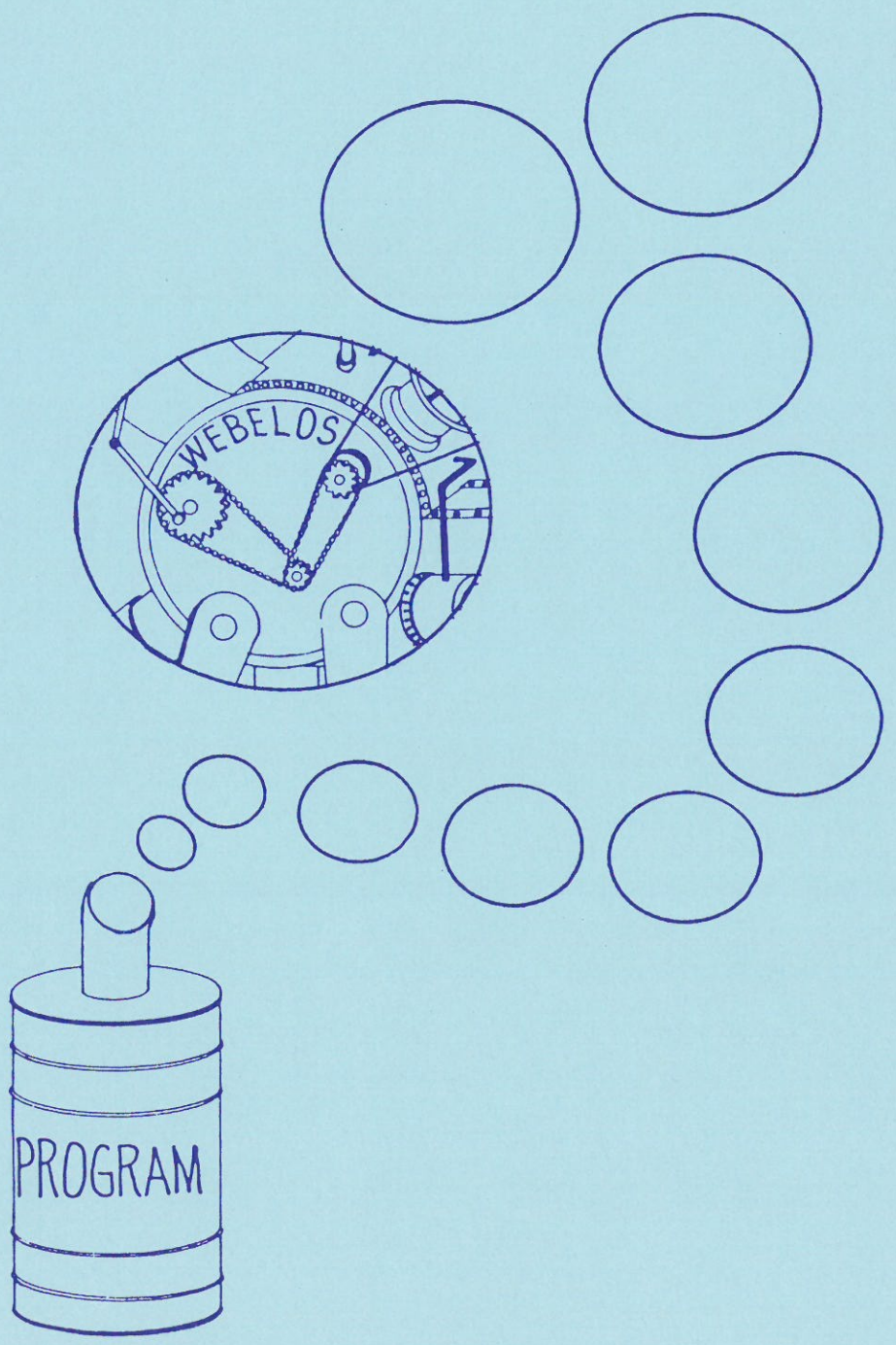
I'M GLAD THAT I'M IN SCOUTING

REFRAIN: I'm glad that I'm in Scouting, A Scouter I'll always be,
But if I weren't in Scouting.....

1. A farmer I would be: (wear straw hats, pretend milking a cow)
Betsy give, baby's gotta live.
Betsy give, baby's gotta live.
2. A plumber I would be: (have plungers)
Plunge it, flush it, look out below!
Plunge it, flush it, look out below!
3. A baker I would be: (white hats or aprons)
One a penny, two a penny, hot cross buns
One a penny, two a penny, hot cross buns.
4. A stewardess I would be: (white bag like those on planes)
Here's your coffee, here's your tea; here's your barf bag, ugh!
Here's your coffee, here's your tea; here's your barf bag, ugh!!!
5. A birdwatcher I would be: (binoculars)
Here a bird, there a bird, here a bird, Splat!
Here a bird, there a bird, here a bird, Splat!
6. An ice cream man I'd be: (ice cream container, spoon)
Ushi, gushi, ushi, gushi, good ice cream: (wipe nose on sleeve)
ushi, gushi, ushi, gushi, good ice cream. (wipe nose on sleeve)
7. A cheer leader I would be: (pom poms)
Kick em in the belly button, sock em in the jaw
Send em to the cemetary, Rah, rah, rah!

While cheerleaders keep saying their verse, ice cream man starts his verse and keeps saying it, birdwatcher comes in, then stewardess, then baker, then plumber, then farmer. (At this point, everyone is saying his own verse and doing the accompanying motions. Then cheerleaders, after finishing verse, stops. Ice cream man does the same after he finishes a verse; then watchers, stewardess, abker plumber and finally farmer is the last one saying his verse, just as he began.

MEMBERS





* Due to the new two year Webelos program and the revision of *
* five of the activity badges, adjustments may be necessary. *

SCIENTIST ACTIVITY BADGE

A FOG-MAKING MACHINE

Use a plain gallon jug, a stopper to fit it and a bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Hold the end of the bicycle pump hose firmly over the hole and pump some air into the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get "fair weather", all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

A HOMEMADE BAROMETER

Use a milk bottle, a soda straw, a piece of a penny balloon, and a length of string. Cover the mouth of the milk bottle with a piece of balloon, tying it in place with the string. Glue one end of the soda straw to the middle of the balloon. Make a scale on a piece of cardboard, by making 1/2" marks about 1/8" apart. Superimpose the free end of the straw across the scale, but don't let it touch the scale. Mark the scale from 1 to whatever number of lines on the scale. Ask one of the boys to be in charge of the barometer for a month. Have him mark the number on the scale that the barometer points to each day at a certain time. This way there can be a check between your barometer and the actual air pressure as given in the newspaper each day. Remember that as air pressure increases, the straw will point higher on the scale.

FUN WITH SCIENCE

You do not need expensive chemicals and equipment to have fun in a home science lab. In fact, many things can be done with simple items found around the house.

A good example is making an electric battery from a lemon. Just an ordinary lemon and small (3" x 3/4") strips of copper and zinc metal are all you need. Metal strips are easy to find. For copper, you can use a small piece of copper flashing around the basement of a house. Zinc is easier to find - the shell of a flashlight battery is made of it. Cut it with a hacksaw, flatten it, and clean it and the copper with an emery cloth.

Then cut two slits in a lemon about 1/4" apart. Push the zinc strip in one slot, the copper in the other, making sure the strips do not touch each other. You have now made a battery cell. It will not generate much electricity, but you can certainly prove it works by making a galvanometer. Here's how that's done:

Wind about 50 turns of thin covered wire around a small glass (big enough so that a compass can fit inside the finished coil). Leave eight-inch lengths at each end of the coil to make it easier to connect the galvanometer to your cell for testing. Slide the coil off the glass and put a few pieces of tape on it so it will not unravel. Mount the coil upright. Cut a slot on the bottom of a cork, wrap the coil around the cork, then glue them to a small piece of wood. Rest the compass on the cork. You now have a simple galvanometer.

Turn the coil so that the compass needle lines up exactly with the coil. Touch the ends of the coil to the copper and zinc strips of your cell. The needle will swing. (For lemon batteries in a series, connect some bared lamp cord wire from the zinc to copper to zinc strips.)

Here is what happens: As the electric current from your battery cell flows through the coil it creates a magnetic field. Magnetism affects a compass needle and it moves.

CHEMICAL MAGIC

How good of a Sherlock Holmes are you? Combine chemical magic with some good detective work and see how quickly you can solve this puzzle. There are four identical bottles, each filled with a clear colorless liquid. As you mix the solutions from the different bottles, you can create chemical magic; a bright pink color - or a milky white liquid - or fizzing bubbles of gas . . . a variety of magic all from harmless colorless liquids.

The object is to mix the solutions and make a chart of the different reactions. Then leave the room and let one of your friends rearrange the unmarked bottles in a different order. See how quickly you can put them back in their original order by repeating the experiments and comparing the results with your chart.

Here is how to prepare the four solutions - Bottle #1 contains a quart of water to which is added 3 teaspoons of Epsom Salts (magnesium sulphate). Bottle #2 contains 3 teaspoons of washing soda (sodium carbonate) in a quart of water. Bottle #3 is two-thirds vinegar and one-third water. Bottle #4 contains 10 drops of 1% Phenolphthalein indicator solution in a quart of water (available from hobby shops). These solutions are perfectly safe and no matter how you combine them, nothing harmful can happen.

Place a small quantity (about 5 tablespoons) from Bottle #1 into a small clean glass; now add a similar amount from Bottle #2 and mark your chart with the reaction. Now clean the glass thoroughly and mix small quantities from Bottles #1 and #3 and again mark down what happens; repeat this, each time cleaning the glass thoroughly until you have mixed the solutions two at a time - and then three at a time. Complete the chart (sometimes there is no reaction, but this too is an important clue). After the bottles have been re-arranged by your friend, a good detective should be able to re-arrange them in about 15 minutes. If you do it in 10 minutes, you can consider yourself an excellent understudy for Sherlock Holmes (no fair sniffing; the liquids will be colorless but, of course, the vinegar will have a slight odor).

Here is what happens: The Phenolphthalein indicator solution will turn pink with an alkaline solution, such as the washing soda (bottles #2 and #4). Adding vinegar (acetic acid) to the washing soda (sodium carbonate) will produce bubbles of carbon dioxide gas (Bottles #2 and #3). If the washing soda is first colored pink by the Phenolphthalein (Bottles #2 and #4), then adding the vinegar will cause gas bubbles and the pink color will disappear, as the acid reacts with the alkaline to form a neutral salt (sodium acetate). The epsom salts (magnesium sulfate) will combine with the washing soda (sodium carbonate) to give a milky white precipitate of magnesium carbonate (Bottles #1 and #2); and this can be dissolved and the solution made clear by adding vinegar. Thus the four bottles contain a salt, an alkali, an acid, and an indicator.

DO-IT-YOURSELF FLASHLIGHT

This flashlight can be assembled easily and provide a fun project for the boys. And better yet, it actually works! You will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. The wire should be the kind that can be bent easily. Scrape the insulation from one end of your wire and form it into a flat coil. Attach the coil to the bottom of the battery with adhesive tape. Cut an opening in the center of the pill bottle lid, so that the base of the bulb will fit. Push base of bulb through hole in lid. Scrape the other end of the wire and wind it around the base of the bulb. Secure in place with some tape. Crumple small pieces of paper. Place enough of this in bottom of bottle so that when battery is inserted and the lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery. Hinge one side of the lid to the bottle with tape. When lid is closed, the bulb will light. To shut off your flashlight, flip the lid up. This light creates a dim glow. If you want a larger light, use two batteries in a larger container.

FIRE EXTINGUISHER

MATERIALS:

Small bottle
Straw
Cork
Thread
3 Tbs. vinegar
Facial tissue
1 Tsp. baking soda



Pour vinegar in the bottle.

Put a hole through the cork.

Put the straw through the hole.

Using half of the tissue, put the baking soda in the middle and fold up the edges. Tie edges together with thread.

Carefully put the tissue bag into the bottle holding the thread. Do not let the bag touch the vinegar. Put the cork with the straw in it into the bottle. This will hold the thread.

Tip the bottle so the tissue gets wet from the vinegar. It will mix with the soda and form a gas.

Point the straw towards a candle flame and watch what happens.

The gas is called carbon dioxide. It is used in large fire extinguishers.

GEOLOGIST

MAGIC WHITE SAND

Can you name the most valuable mineral combination in the world? Worth more to mankind than all the gold and silver combined?

Answer, "Salt!" and you're right, of course, because without this plain old everyday mineral, neither you nor anyone else nor any animal nor any plant could long survive.

Animals have always known by instinct that they must have salt; huge prehistoric monsters of tiny brain lumbered through the bushes to the salt licks. For centuries man battled man for salt sources - as far back as the days of roving tribes and as recently as the Civil War. Today salt is still best known as a seasoning, even though salt is now used by industry and agriculture in more than 14,000 different ways. More than 95 percent of the salt taken from the earth and the sea goes for purposes other than human consumption.

"Magic white sand", the Indians called it - and fortunately, there still seems to be plenty of salt for everybody, for years and years to come. It's found in almost every country of the world. On the ground. Under ground. In wells, springs, lakes. In every ocean - a gallon of seawater has at least a quarter pound of salt.

If you want to, you can even use seawater for the two experiments pictured on this page. One is a quickie to show you how a salt solution can conduct electricity. On the other experiment, take patience, but if you wait a few days, you can watch the formation of salt crystals.

CRYSTALLIZATION EXPERIMENT

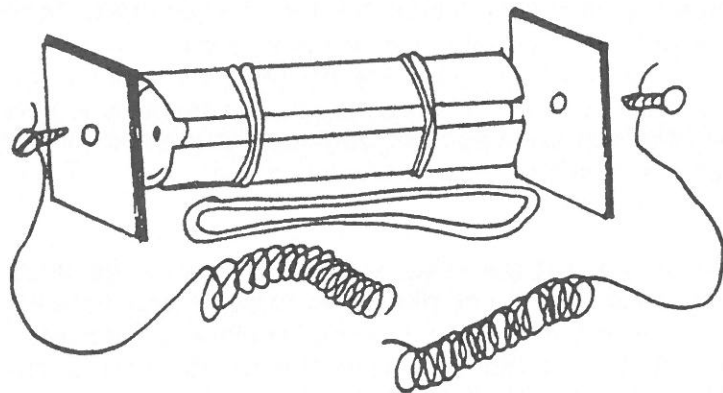
You need: a glass jar, a 1" piece of cardboard long enough to rest across mouth of jar, a piece of thread or thin string, a piece of rock salt, warm water and salt. Fill the jar with warm water; add salt, stirring, until salt will no longer dissolve. Tie the piece of rock salt to one end of thread, then tie thread to center of cardboard strip. Place strip across mouth of jar. Thread should be long enough so that rock salt is fully submerged in water. Leave the jar in a warm place - and wait! In about a week your patience will start to be rewarded.

CONDUCTIVITY EXPERIMENT

You need: one 1 1/2-volt flashlight bulb, two 1 1/2-volt "D" flashlight cells, one wood screw 3/4" long and 3/16" in diameter, one 6" length of cardboard tubing 1 1/2" in diameter, two 1 1/2" squares of corrugated cardboard, two 3' lengths of No. 22 bare copper wire, four 2" rubber bands, a water glass, warm water and salt.

Slit cardboard tubing from end to end and remove a strip 3/4" wide. Place flashlight cells in tubing, making sure that positive ends both point in the same direction. Twist rubber bands around tubing to hold cells in place.

Notch cardboard squares on two opposite sides, two notches each, 1/4" from edge. Use a nail to start holes in the center of each square. Fasten squares to each end of "housing" by stretching rubber bands from end to end and inserting in corresponding side notches, top and bottom. (Gap in tubing should be on top to provide "window" for checking contacts.) Use wood screw to enlarge hole in square at positive end, then insert flashlight bulb until it touches cell terminal. Insert screw at other end until it makes contact with cell.



Wrap each length of copper wire around a pencil to form at least 30 coils. Remove, then twist the uncoiled end of one wire around the base of the light bulb, the uncoiled end of the other wire around the screw. Partially fill glass with warm water, and bend wire to suspend coils in water on opposite sides of the glass. (Don't let wires touch!) Now start adding salt - and watch the flashlight bulb grow brighter and brighter, until the solution reaches the saturation point and additional salt will not dissolve. If bulb fails to light, recheck contact points and adjust if necessary. To turn off the light, simply remove one of the coils from the salt solution.

MAKE YOUR OWN VOLCANO

You'll have fun making and operating this model of a volcano, for it's filled with action. It'll also round out your knowledge of the Webelos Geologist badge. Here's how it works: As you turn the crank, you hear the rumble of rocks, feel the earthquake. The steam cloud rises. Suddenly the mountain erupts, sending molten rocks (puffed rice pellets painted red) plunging down the mountainside! The realistic action will help you understand how a volcano works - and to explain it to others.

The rock tumblings are made by enclosing a half-dozen lima-bean-size pebbles in a 2 1/2" square cardboard box and fastening the box on the end of an 18" length of coathanger wire with a U-shaped bend forced into the box top. A coating of white glue will secure the wire to the box lid. Bend the crank end to suit the platform width. For the mountain core, you need a toilet-tissue cardboard tube, a piece of heavy string or nylon fishline, a coat-thread spool to fit inside the cardboard tube (it must be a sliding fit), a 6" long pencil, and some cotton batting. Cut slots in opposite sides of the tube, following the dimensions in the photo.

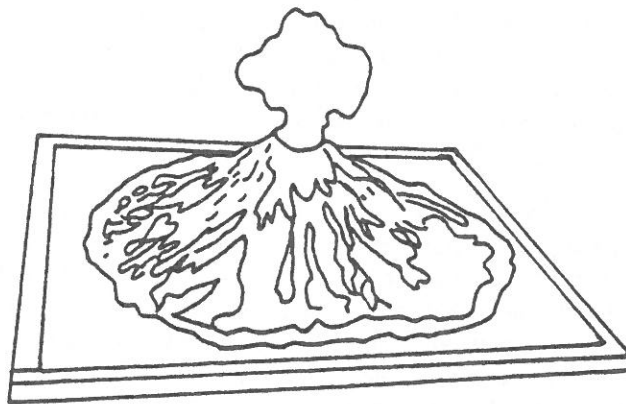
Glue two thicknesses of cardboard-carton stock together to form the platform for the mountain. use white glue. Size is 20" x 22". Draw center lines on both sides, then cut a hole 2 1/2" x 4" (or large enough to clear the box you use) on one side of the center line, and a 2 1/2" square hole on the other side. Use two paper clips cut in two to make staple-shaped bearings for the crankshaft and press them through the cardboard at each end of the shaft, bending the ends over on the upper side to anchor them. Make a base for the platform, about 2" high and 12" square. Glue to bottom side of platform. Masking tape will hold pieces until glue dries.

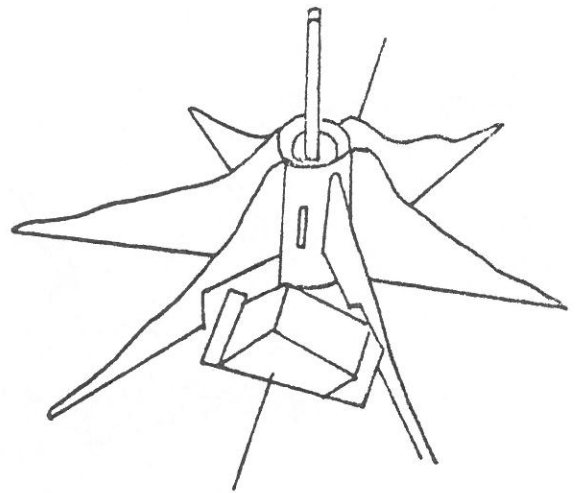
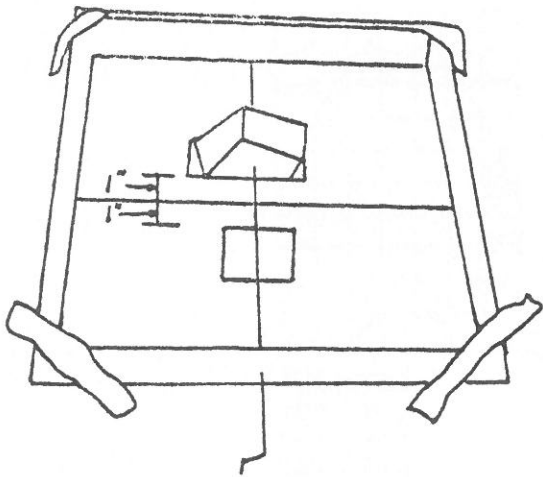
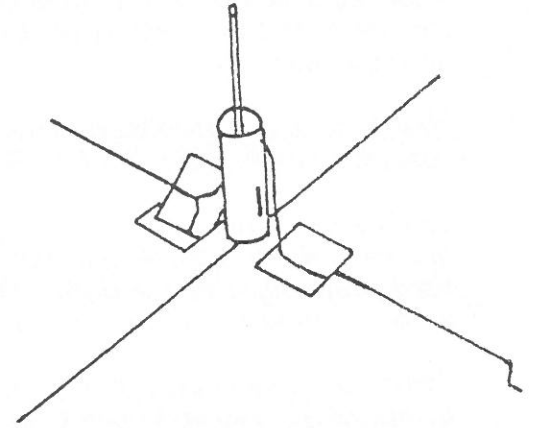
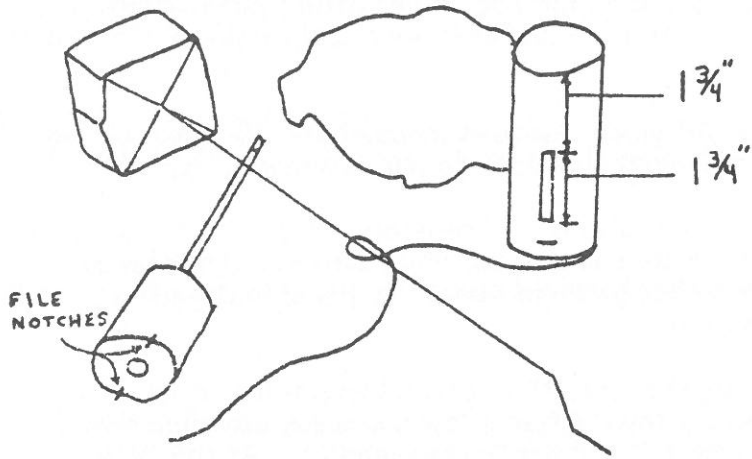
Glue the tube to the platform, centering it over the two center lines. Strengthen the joint by first gluing to the platform a double thickness of cardboard-carton stock 1 1/2" in diameter. Tie a loop of the cord around the top of the tube, centering the knot over the slot on the back side. Add a drop of glue at the knot to secure the cord to the tube. Then run the cord through the slot and slip it through a bent paper clip glued to the front side of the tube, which acts as a pulley, and down to the crankshaft. Tie cord securely to the wire at the crank side of the hole.

How the action works: First, you fill the space in the tube above the spool with painted puffed rice pellets (the "molten" rocks) and place the cotton "steam cloud" on top of the pencil. Then, as you turn the crank, the revolving box tumbles the pebbles inside to make the rumbling earthquake effects. At the same time the string winds on the shaft, lifting the spool and pencil. This gives the effect of the steam cloud rising and forces the rice pellets to spill over the edges of the crater and down the mountainside.

Now cut six pieces of cardboard seven inches long, the height of the tube, and contoured to form the sides of the mountain. Notch the two pieces on the rear side to clear the revolving box. Glue them in position around the tube.

Cut a piece of old sheeting to form the skin of the mountain and glue it in position at the crater, along the edges of the contoured cardboard pieces and around the base of the mountain. Then cover the cloth with a mixture of flour and water about the consistency of thick cream. Let dry overnight. Paint sea with turquoise and white latex or poster paint. When dry, apply a coat of linoleum paste or white glue over the mountainside and sprinkle with sawdust or green scenic material over the wet paste. Add a cardboard border around the platform so the "rocks" won't spill all over the floor.





CRAFTSMAN

MINERAL COLLECTION BOOK ENDS

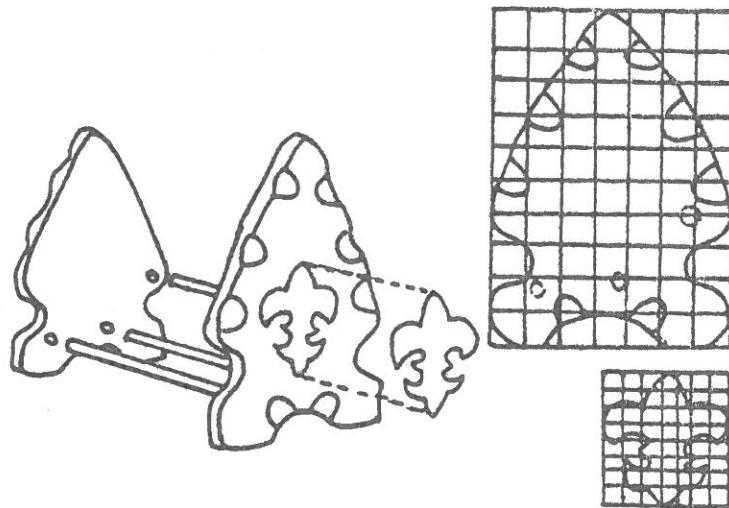
Your rocks and minerals collection will probably have some beautiful pieces which you can put to use in a pair of book ends. Try to have pieces as identical as possible to match up each bookend.

The right-angle wood base is made of $\frac{3}{4}$ " wood, the base measuring $4\frac{3}{4}$ " square, the upright piece $4\frac{3}{4}$ " x $5\frac{1}{4}$ ". These are simply nailed together to become your form.

The plaster is made by stirring $1\frac{1}{4}$ cups of plaster of Paris into a cupful of water in an old pan. When the mixture starts to thicken it is spooned immediately on the plaster form, building it up the pack. Then a second batch of plaster is mixed in the same proportions and the form is built up further.

Press your specimens, foliage, figurines, etc., into this second layer before it hardens completely. You will have to work pretty fast. After a few hours you can slide the bookend off the wood base, peel back the foil and lift the bookend off. At this point, break off any thin irregular projections of the plaster for these will only crumble off later. After allowing a week for thorough drying, glue felt to bottom by applying glue on plaster first, then when that dries, add a second layer and a layer of glue on the left.

BOOK RACK

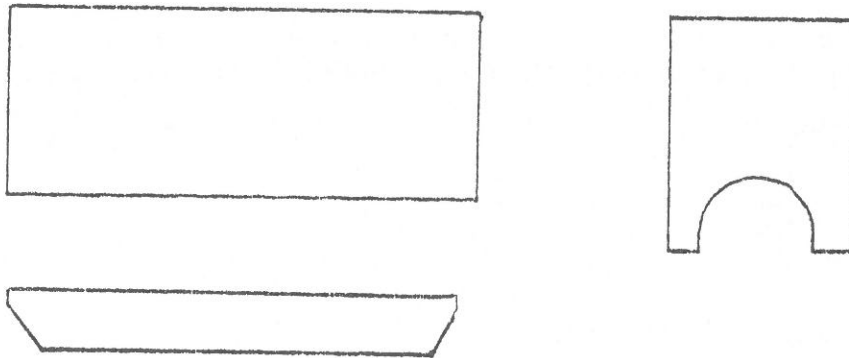


Keeping your Scouting books, and other books that you are reading, in this rack will help you find just the book you want - quickly. It also makes for good housekeeping by helping to keep your room in order. You can make this rack yourself. It is not difficult, and it is a good woodworking project.

The end boards of the rack are cut out in the shape of a huge Indian arrowhead. The squared-off pattern in the sketch gives the details of the design and the size to make them. Use hardwood boards 1/2" thick for the ends. Sandpaper the edges off smooth and "chip" the edges with a half-round file. The chip grooves are made on the outside of the end boards only. The inside surface is left smooth. Three 1/2" dowels are used for the spreaders. They are 12" long, and the ends are glued into holes made in the end boards. These holes must stop short of going through. The proper location of these holes can be determined from the sketch. When boring the holes, be sure to make the ends right hand and left hand. Otherwise, you will be in trouble.

A thin piece of plywood about 1/8" thick is used for the Scout emblem. Make one for each end and glue them in place as indicated near the center area of the arrowheads. The complete rack can be finished in any way desired. It can be stained and lacquered, or finished natural. If you like bright colors, it can be enameled to suit your fancy. The emblem should be a contrasting color.

BUILD A FIVE-BOARD STOOL



Back in Colonial times, every home had a lot of footstools. They needed 'em! Fires built in fireplaces are cheery, but not as efficient as modern heating systems. So colonists kept stools handy to keep cold feet off drafty floors.

Fifteen inches long and eight high, the stool is patterned after a Colonial stool. The stool may be used as a decorative item around a fireplace. Younger brothers and sisters like to sit on stools. If you don't have a fireplace, your dad might like to use this stool to prop up his feet while watching television.

Pine was the favorite wood for stools of this kind because it is easy to work and will take a nice finish. If you want to tackle a hardwood, try cherry. Cherry, being a reddish-brown color, will make a handsome stool.

The five pieces of wood are cut from standard-size boards as you buy them at a lumberyard. For example, the top is cut from a 1" by 8" board (as the lumberyard lists it) but will be actually slightly more than 3/4" thick and about 7 5/8" wide. The ends are cut from a 6" board, and the rails from 2" stock.

In cutting the parts to length, allow a little material for trimming and finishing to size. When sawing, cut just outside the line in the waste part of the board. Use a cross-cut saw or backsaw for the straight cuts, and a coping saw or jigsaw for the curves in the ends. Lay out the curved lines with a compass, and the beveled ends on the rails with a combination square and pencil (or you can use a cardboard pattern). Use the square for marking the lines for cutting the pieces to length as well. And be sure to use a sharp pencil.

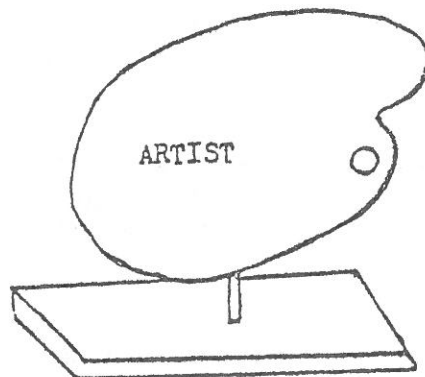
After the parts are cut to size, trim the ends of the stock with a wood file. Then sandpaper all surfaces to a satin finish, sanding WITH the grain of the wood, first with 2-0, then with 5-0 or 6-0 garnet paper wrapped around a 2" by 3" block of wood. Remove all scratches and imperfections; if they are not removed, they will be magnified when the finish is applied. Assemble your stool with two 2" finishing nails and white glue at each joint. To prevent splitting the wood, first drill 1/16" holes through the rails. Then drive the nails just through the rails and into the ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue, and drive home the nails with a seven-ounce hammer. Use a nail set to drive the heads of the nails slightly below the surface of the wood. Remove any excess glue with a damp cloth.

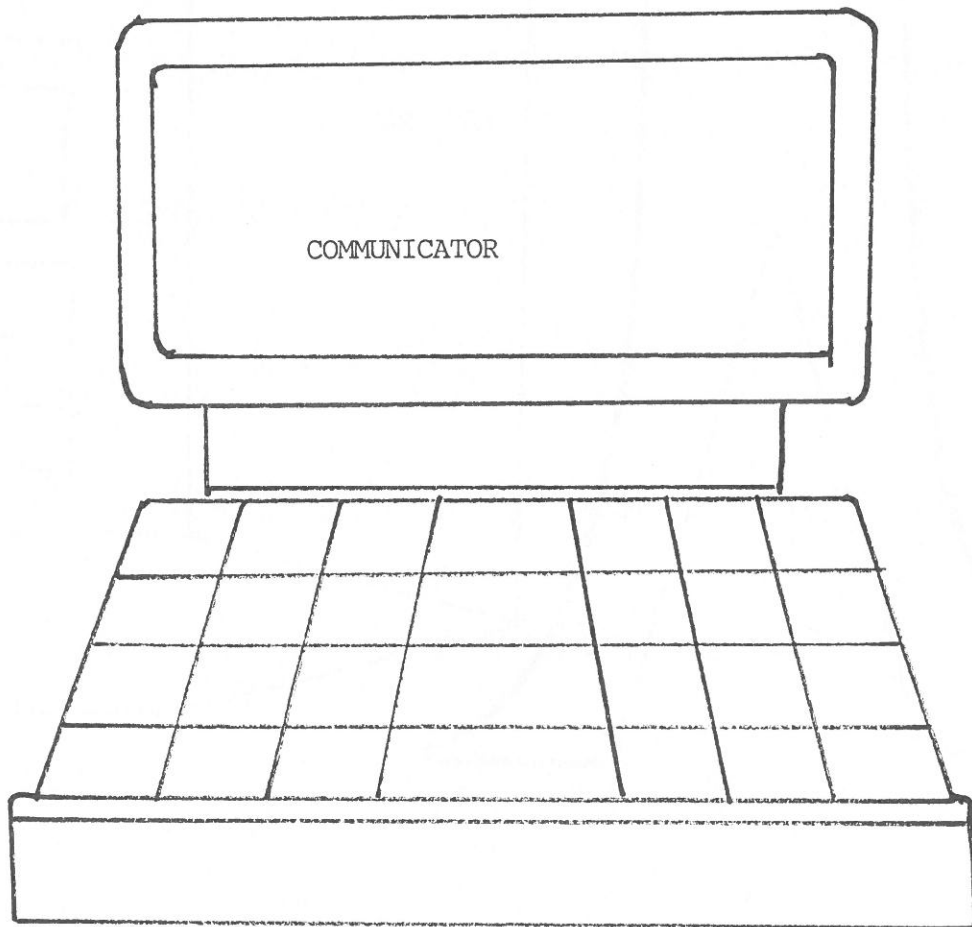
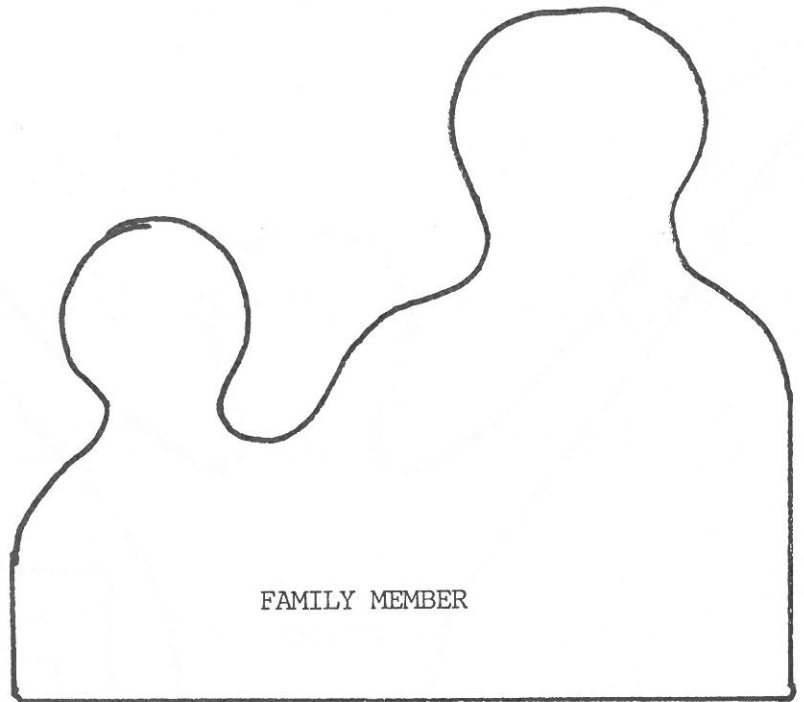
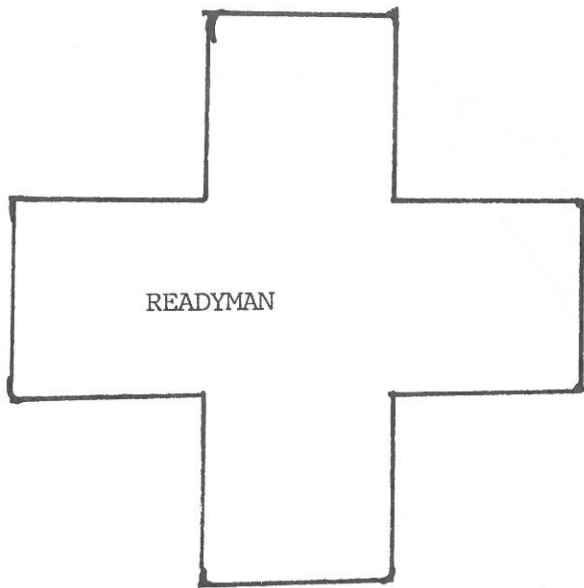
Give your stool a final sanding, then apply a coat of stain-wax for a finish. Follow the directions on the can. Two interesting colors are puritan pine and spruce grey.

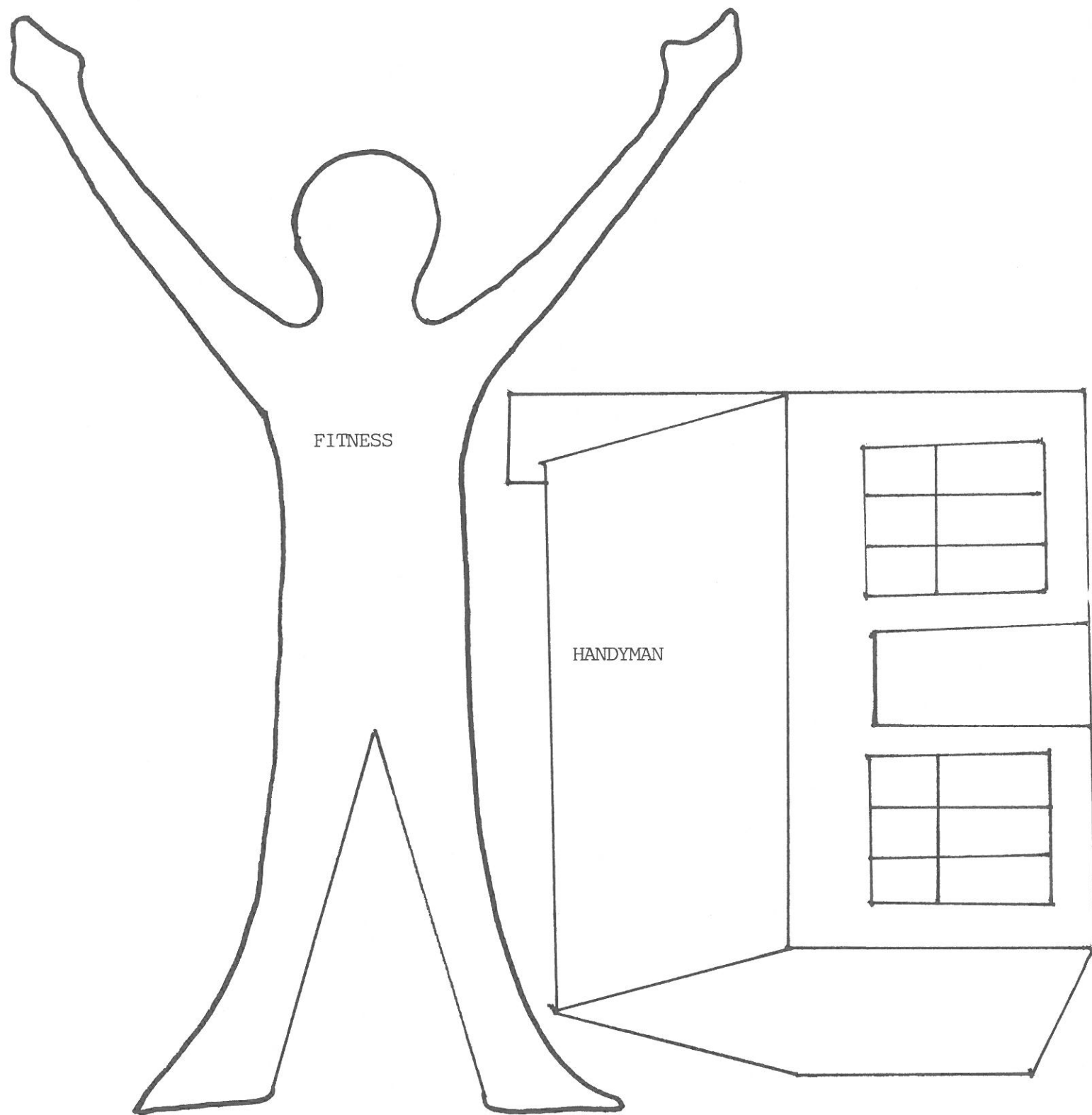
Top - 7 5/8" x 15"
Ends - 5 1/2" x 7"
Rails - 1 3/4" x 14 1/2"
All Pieces - 3/4" Pine

ACTIVITY BADGE CEREMONIAL BOARDS

These ceremonial boards are made from 1/2" lumber. After they have been cut out with a jig-saw, use a file and sand paper to round off the edges. They are mounted on a 3" x 4" base by inserting a 1/4" dowel into a hole drilled in both the base and activity badge. The badges are painted silver with yellow edges, the base is blue with yellow edges.

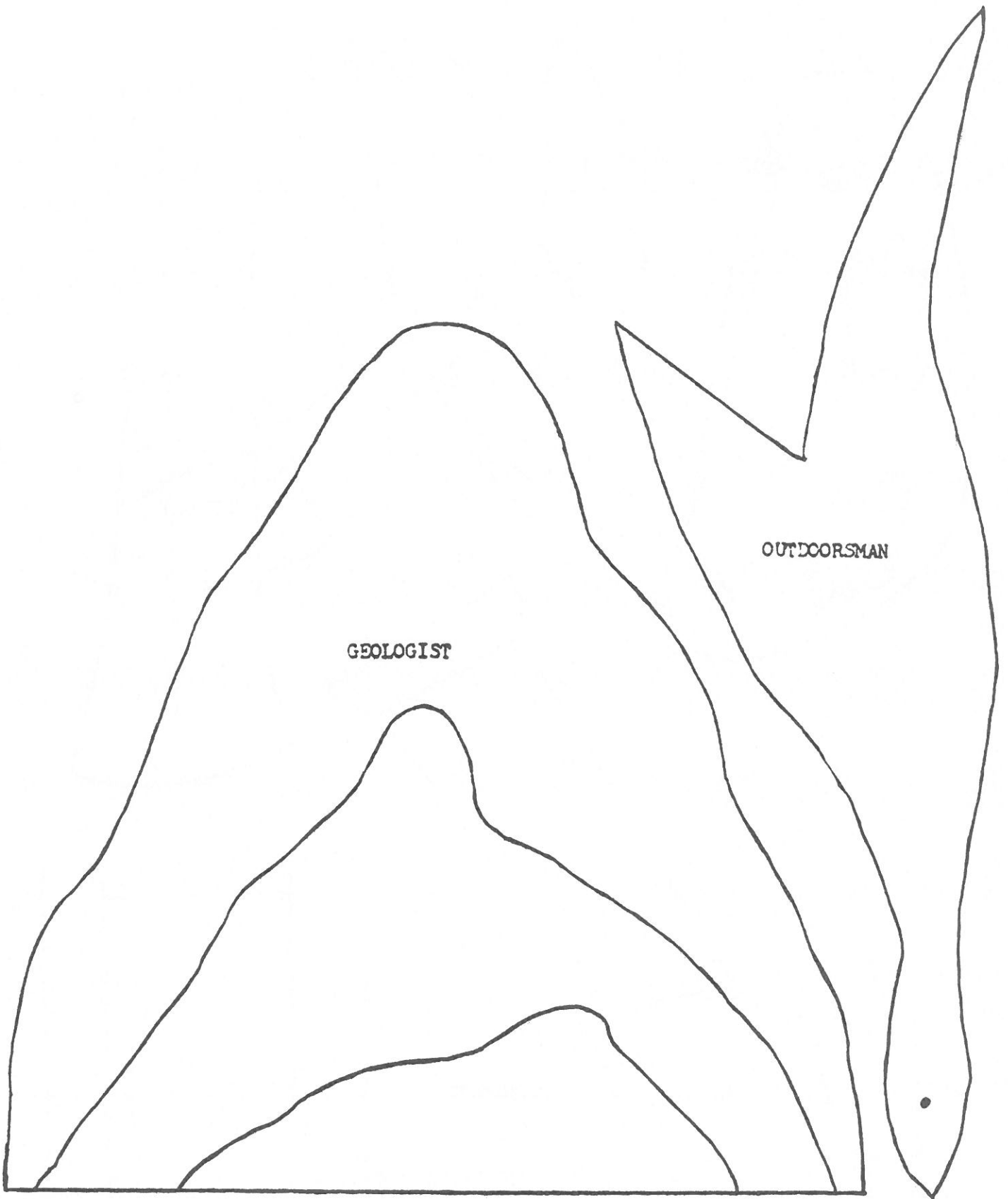






FITNESS

HANDYMAN





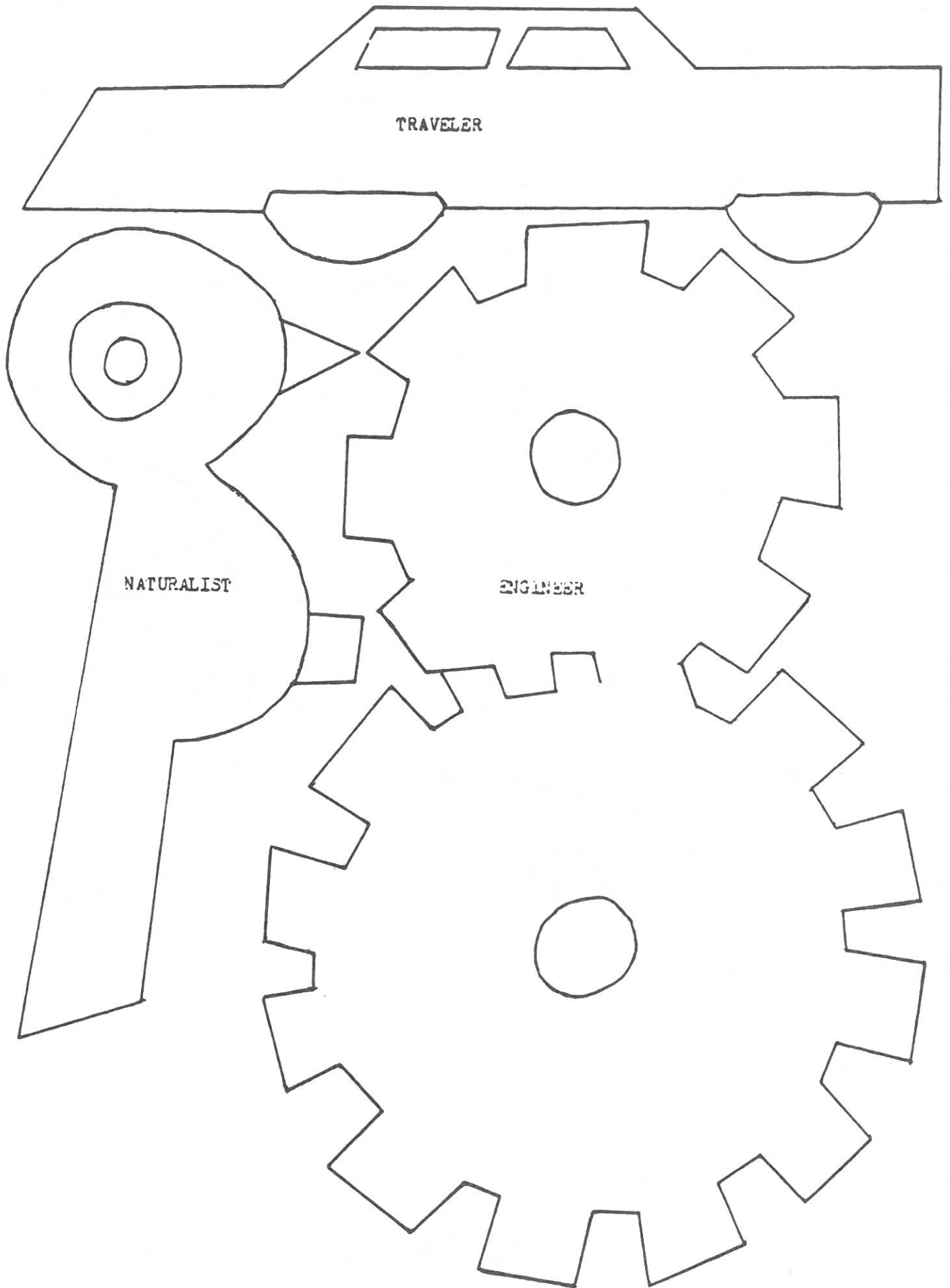
ARTIST

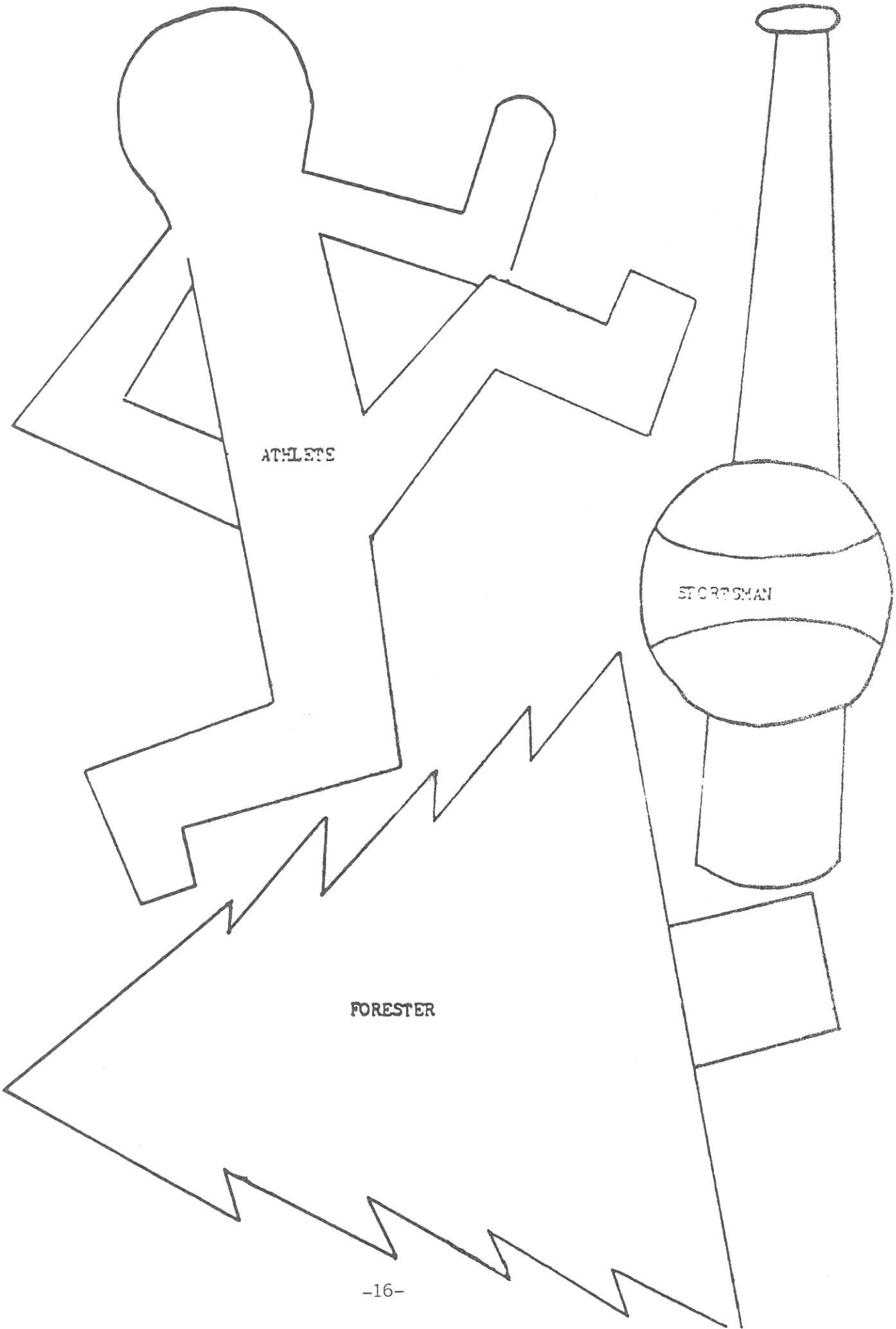


SCHOLAR



SCIENTIST





ATHLETES

SPORTSMAN

FORESTER

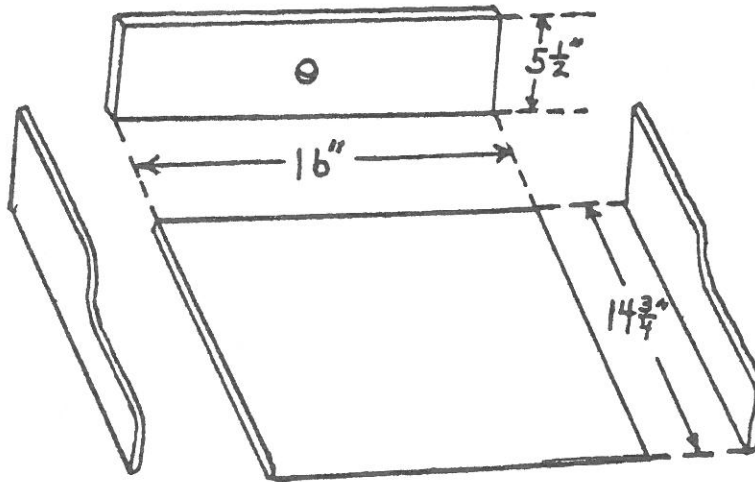
AQUANAUT

CRAFTSMAN

SHOEMAN

CITIZEN

MAKE A GIANT DUSTPAN



A giant dustpan is great for cleanup jobs in the workshop, darkroom, patio, or garage. Make one for yourself or as a gift for Dad from only five pieces of material, and some hand tools. Use light wood like pine for the sides and back, a 6" piece of broom stick for the handle, and tempered pressed wood, sheet metal, or counter-top plastic for the bottom.

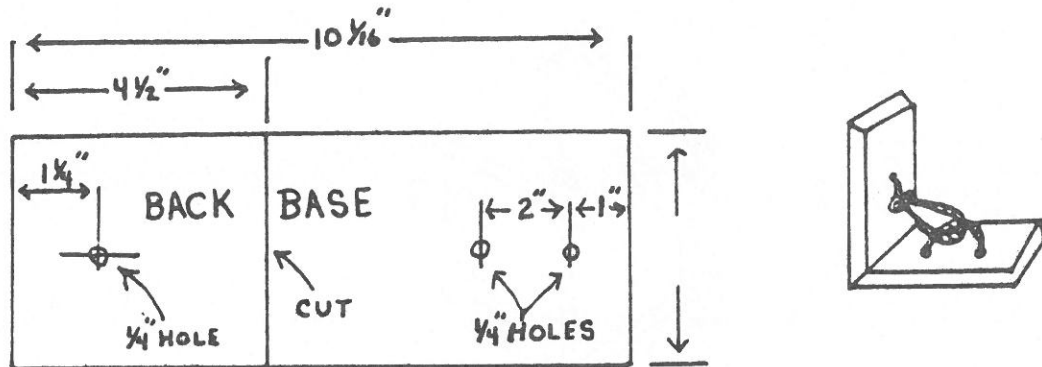
1. Cut all pieces to shape and sand smooth. Accurate cutting will make a better-looking, stronger pan.
2. Assemble with glue and wood screws or nails.
3. Drill a hole in the back and glue the handle in place. A hole near the end of the handle with a leather thong for hanging is a good idea.
4. If you used wood or plastic for the bottom, bevel the front edge so dust can be swept in easily.
5. Sand again and apply two coats of polyurethane varnish finish.

Use a coping saw to cut the curved part of the sides.

Fasten the parts together with glue and screws or nails.

Glue the handle into a snug hole in the back of the pan.

ROPE 'N' PINE BOOK ENDS



These attractive book ends combine wood work with knot tying. We used a bowline here, but you can substitute any other knot or rope pattern from the SCOUT HANDBOOK.

You need:

- * two 3/4" x 3/4" x 10 1/16" pieces of white pine
- * a 36" length of 1/4" rope
- * two 3 1/2" square pieces of aluminum or tin (we used scrap aluminum siding stock)
- * four 2" finishing nails
- * four 3/4" #18 wire nails

Make each base and back as one piece. Drill holes, then sand smooth.

Cut each piece into two sections.

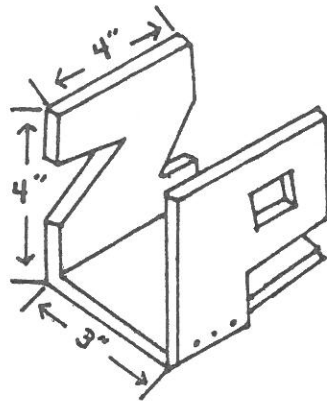
To attach base to back, drill 3/32" pilot holes for 2" finishing nails so the wood won't split. Apply glue before nailing.

Attach the two 3 1/2"-square metal plates to the bases with two 3/4" #18 wire nails. Plates overlap by 1/2".

Whip rope ends with thread. Tie ropes with bowline knots. Then insert in holes. Anchor with glue and toothpicks.

Glue pieces of felt, canvas, or heavy cloth on bottoms. Then trim material flush with both wood and metal edges.

INITIAL CARD OR LETTER HOLDER



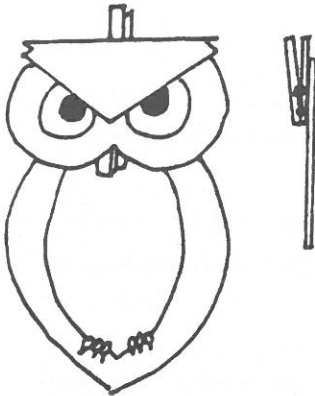
Here's a simple project you can make to keep cards and letters organized until you have a chance to answer them.

You'll need two kinds of saws to make it. The crosscut saw is specially designed for sawing across the grain of the wood. Its teeth, which are shaped like knife points, usually number from eight to twelve per inch. When used correctly, this tool makes cutting wood an easy task. Your other saw is a coping saw, used to cut irregular shapes.

You'll need the following materials: A piece of plywood $1/2'' \times 4'' \times 11''$, six finishing brads 1" long, coarse and fine sandpaper, paint (any color you like), black paint (optional).

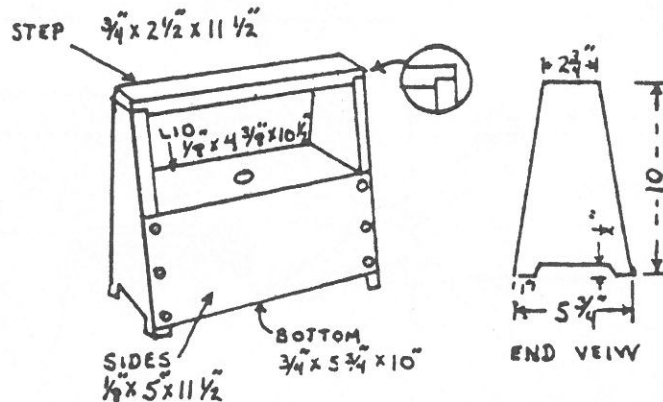
1. From the plywood cut two 4" wide pieces using the crosscut saw. This will leave a 3" wide piece.
2. On the two larger pieces lay out the initials you want with a pencil and ruler, then cut them out with a coping saw. Remember that the saw teeth must point toward the handle. Cutting is done on the upstroke with the wood lying flat. The illustrated letters show you a way to lay out the initials you want.
3. The inner portions of letters A, B, D, O, P, Q, and R can be either blacked in or cut out. To remove an inner section, drill $1/4''$ hole in that portion. Then cut it out with a coping saw.
4. Sand all edges, ends, and surfaces with coarse and then fine sandpaper. Assemble by placing the initials in the proper positions and driving the brads through the bottom section of each letter into the base.
5. Paint the card-letter holder, and allow at least six hours for drying before you use it.

RECIPE HOLDER



Cut owl's head and body from 1/4" thick plywood. Separate spring-type clothespin into two halves. Nail the half with the spring as shown by the dotted lines and drill hole at the top for a wall hanger. Nail the other half of the clothespin to the back of the head. Now reassemble the clothespin and it forms the beak of the owl to hold recipes or messages. Decorate as shown.

SHOE SHINE BOX



Easy to make and easy to use, this attractive as well as practical shoe shine box will hold a complete shoe-shine outfit. Use 3/4" pine for the ends, step, and bottom; 1/8" tempered Masonite for lid and sides.

Tack ends together temporarily for sawing out and trimming to size.

Fasten ends to the bottom 1/2" above the base; use 1 1/2" finishing nails.

Add the step, then bevel the edges of the bottom flush with the ends.

Sides next. Glue cleats on the ends of lid so it will fit snug in box.

PANTOGRAPH

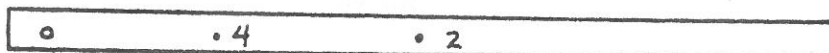
BASE BAR



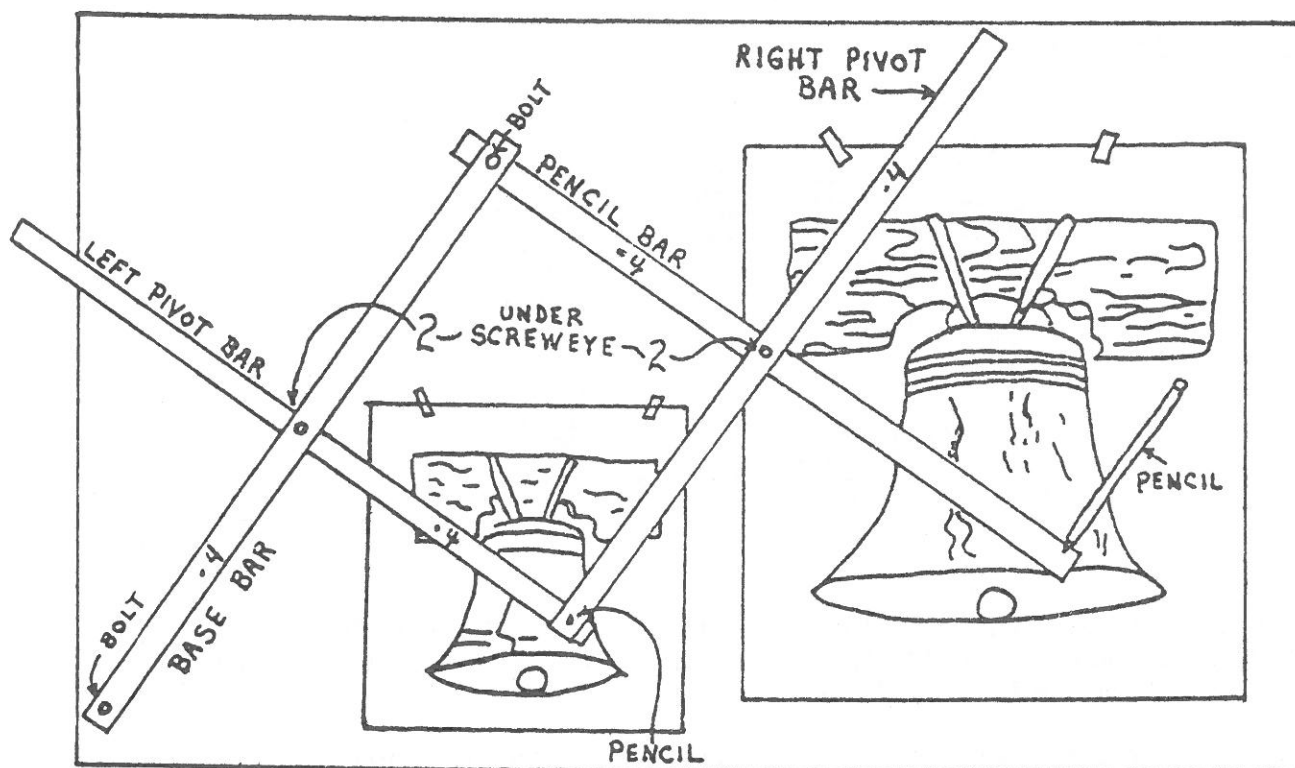
PENCIL BAR



LEFT PIVOT BAR



RIGHT PIVOT BAR



When an artist needs to trace a design in a different size he uses a pantograph. To make a drawing larger, place the original drawing under the scriber and clean paper under the pencil. Hold the pencil down on the paper. With your other hand trace the lines of the original drawing with the scriber. To make a tracing smaller than the original, put the pencil in the scriber hole (with clean paper under it) and the scriber in the pencil hole (with the original drawing under it).

You will need:

Four bars (Base, Pencil, Left Pivot, and Right Pivot) - - four 18" lengths of 1/4" hardwood, either 3/4" or 1" wide

Drawing board - - one Masonite sheet, about 18" x 30"

One pencil

Scriber - - one 2" concrete nail, the same thickness (1/4") as the pencil

Two roundhead bolts, 1 1/2" long, and five nuts to fit

Two 1/2" shank screw eyes

One rubber band

Electric drill with bits the same size as your bolts, pencil and screw eyes

Start by drilling all the holes.

Bolt holes: One should be in the bottom left corner of the drawing board. Also drill them in both ends of the base bar and the top end of the pencil bar, all 3/4" from the ends.

Pencil holes: Drill them in the bottom ends of the pencil bar and both pivot bars, all 3/4" from the ends.

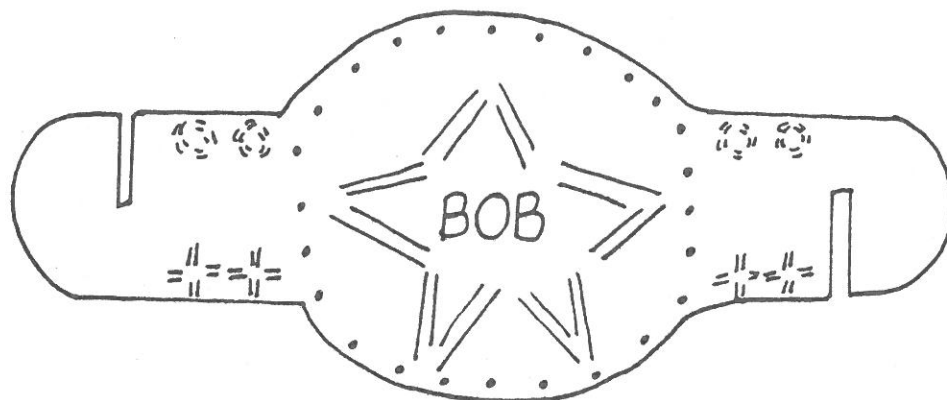
Screw eye holes to be marked "2" should be drilled in the exact centers of all four bars.

Screw eye holes to be marked "A" should be drilled in the base bar, centered between the "2" and the bottom bolt hole. In the pencil bar, center the hole between the "2" and the bolt hole (at top), in the left pivot bar, center it between the "2" and the pencil hole. In the right pivot bar, locate it exactly 8 1/2" above the "2" (toward the end with no hole).

Here's how you put your pantograph together:

- (1) Thread a nut 1" down on a bolt. Place the base bar with its top bolt hole over the top bolt hole in the pencil bar. Insert the bolt up from the bottom. Thread a second nut tight on the bolt, then loosen it one-quarter turn.
- (2) Place the left pivot bar under the base bar. Insert a screw eye through the "2" holes in both.
- (3) Place bottom of the right pivot bar over bottom of the left pivot bar. Push scriber down through both pencil holes.
- (4) Center the right pivot bar over the pencil bar. Insert a screw eye through the "2" holes in both.
- (5) Push the pencil into the hole in the pencil bar until the point is down as far as the scriber point. Wrap a rubber band around the pencil above and below the pencil bar.
- (6) Insert a bolt up through the hole in the Masonite. Thread one nut on tight. Thread on a second nut down 1/2". Fit the bolt hole of the base bar onto the bolt. Thread on the third nut, tighten, then loosen the nut one-quarter turn.

LEATHER NECKERCHIEF SLIDE

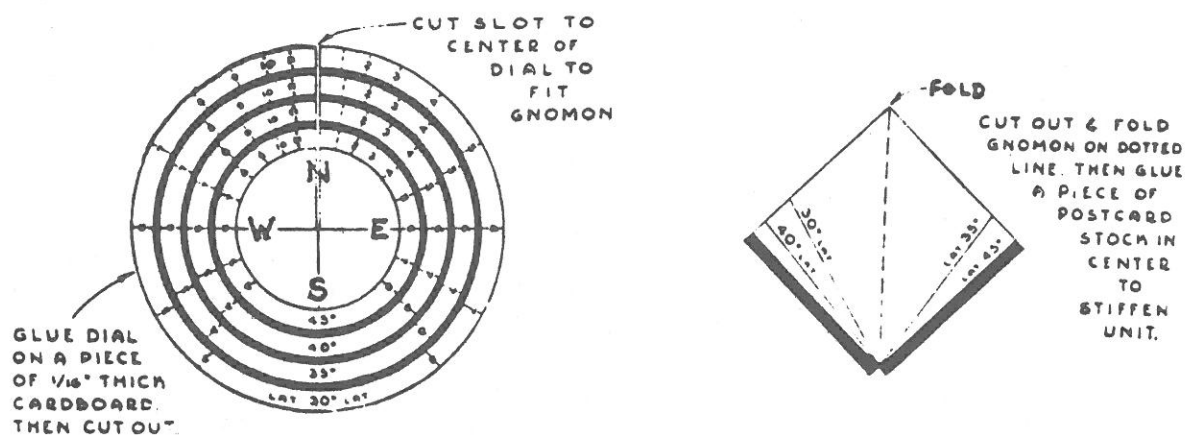


Make a neckerchief slide from scraps of leather. Pick out the thickest scrap - about 1/8" to 1/4" thick will be best. Cut out a paper pattern and try it for size before tracing it on the leather.

Cut the leather out with a shop knife. Soak the cut-out leather in water for a few minutes. While the leather is soaking, draw a pattern design on the paper pattern to determine what design will look best on the leather. Once the design has been decided, begin the tooling. No special tools are needed; a hammer to pound the pattern into the soft leather and different sized nails, screws, washers, and bottle caps all make interesting patterns. Be sure to press hard enough to make clear impressions.

After the leather has dried, you can further decorate the design with fine line permanent markers and really be fancy.

MINI-SUNDIAL



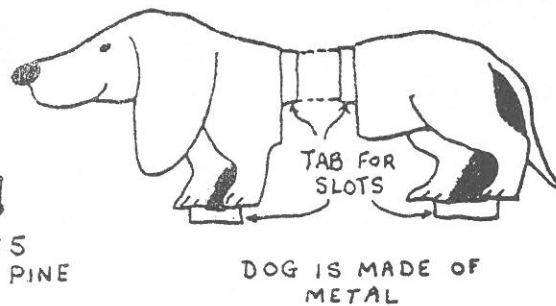
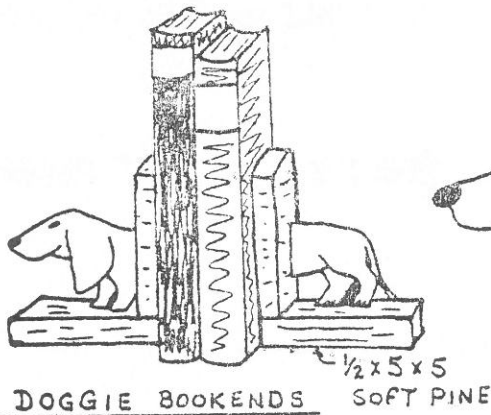
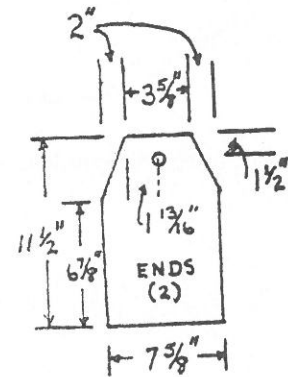
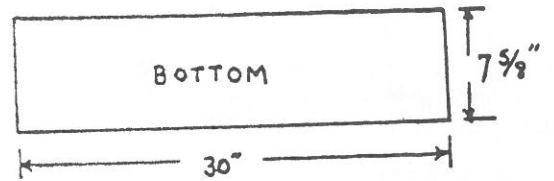
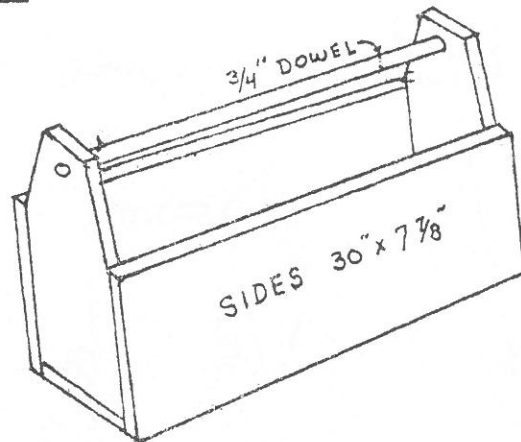
Let the shadow of the sun tell you the time. This tiny sundial will fit in the palm of your hand. It is easy to make and use, and will tell the time quite accurately in any latitude from 25 degrees to 50 degrees. Just follow the directions on the drawing for cutting out the parts. Since latitude determines the angle of the gnomon and layout of the dial, four

gnomon positions and matching dial rings are given. Choose the combination that is nearest the latitude where you live.

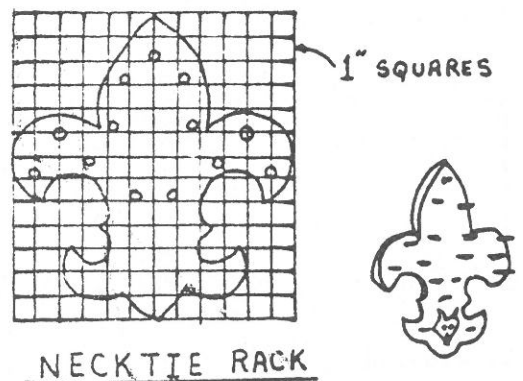
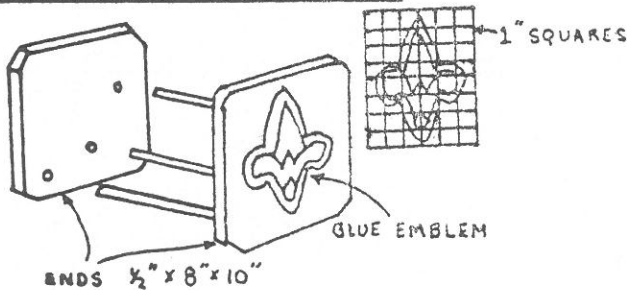
To use your sundial, insert the gnomon in the dial slot at the correct latitude marking, making sure it is at right angles to the dial. Then set the dial on a level spot with the gnomon pointing to true north (not magnetic north). Now read the shadow position on the dial ring that corresponds to the angle of the gnomon. To find true north where you live, check the compass variation for your area (your local airport will have this information), then use your compass to find the correct angle of true north from magnetic north. Your compass always points to magnetic north.

TOOL BOX

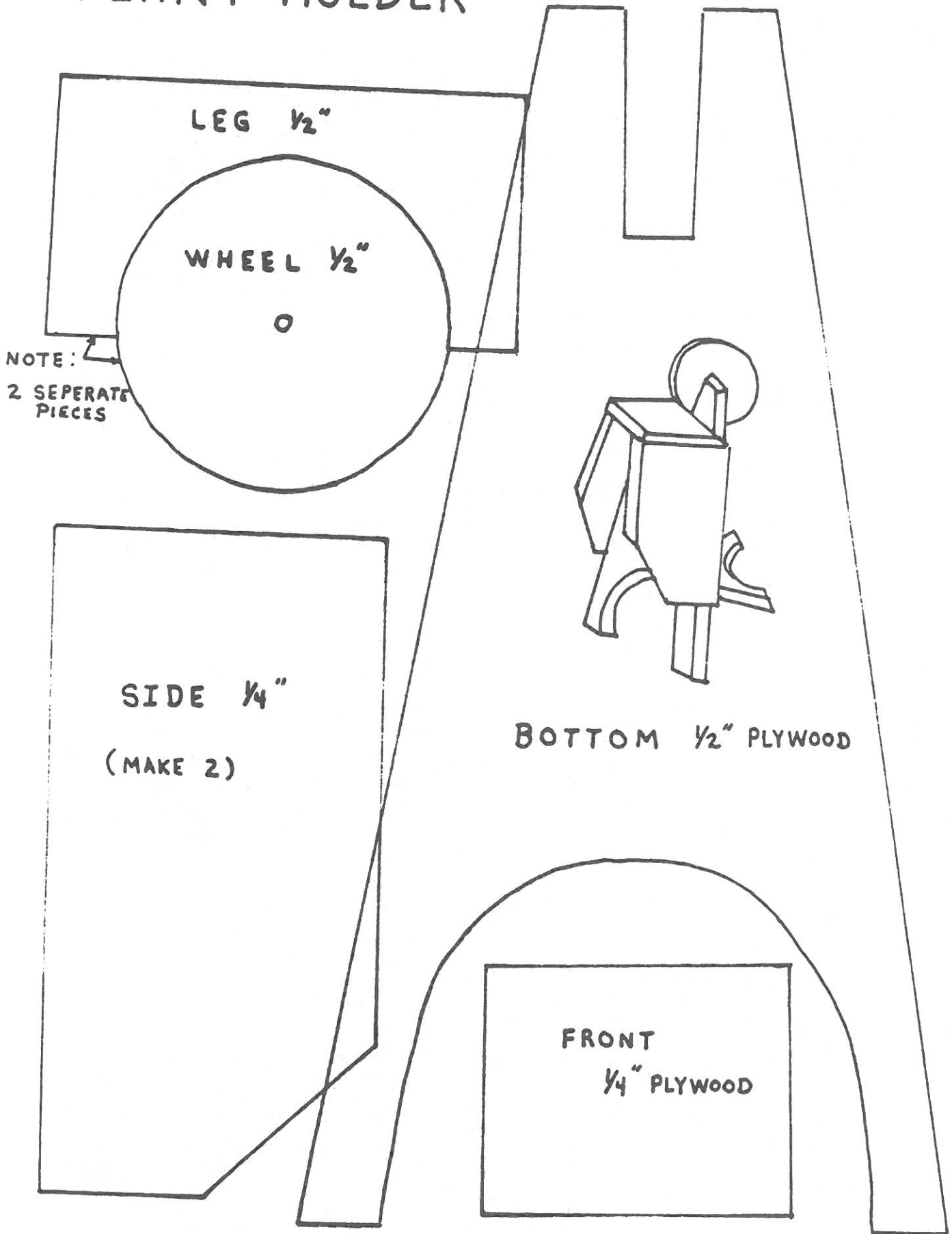
USE 1" PINE

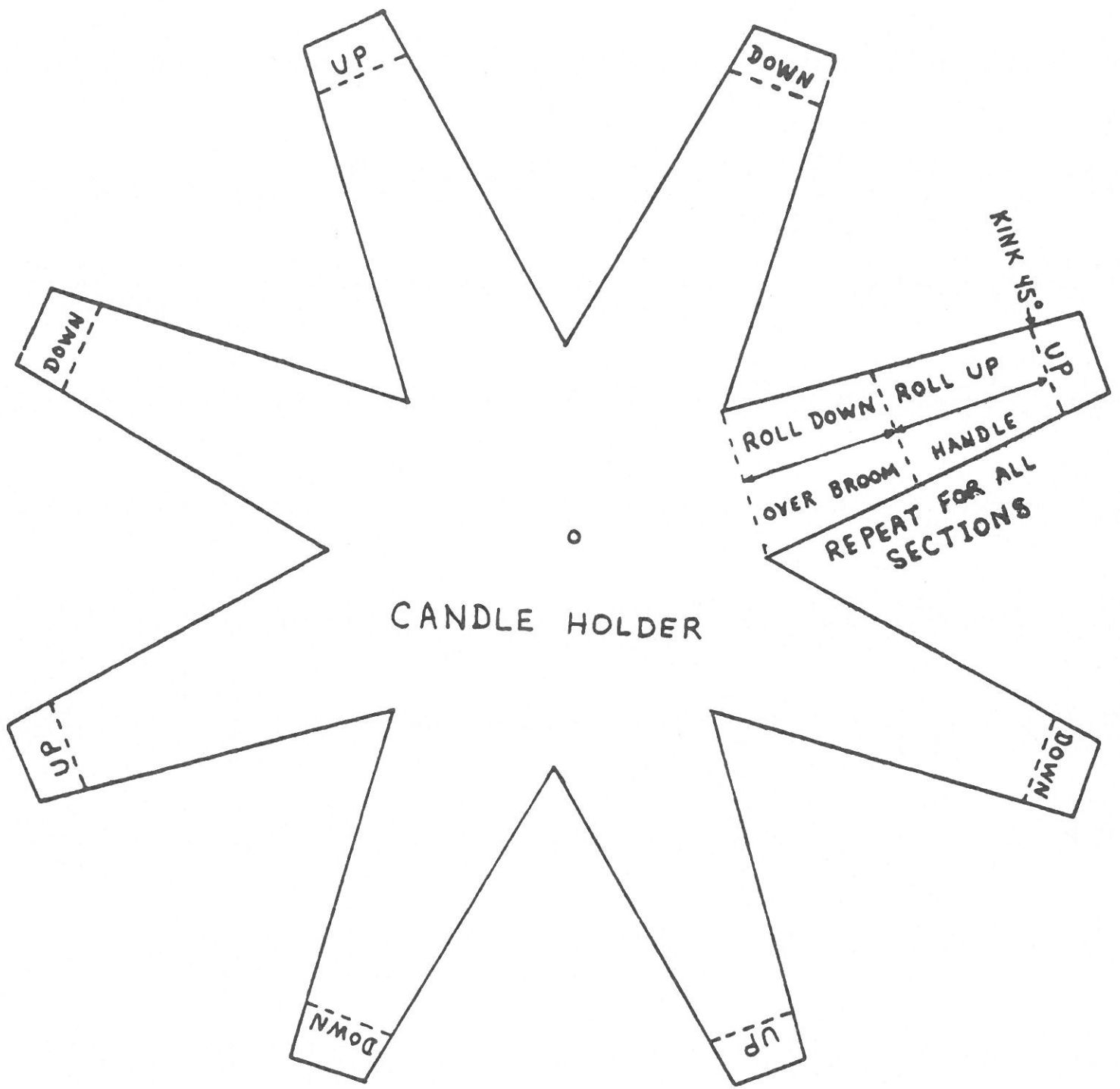


WEBELOS BOOKRACK



PLANT HOLDER





- MATERIAL : 26 GAUGE METAL
 TOOLS : STRAIGHT SNIPS
 STEEL WOOL
 PLIERS
 BROOM HANDLE

