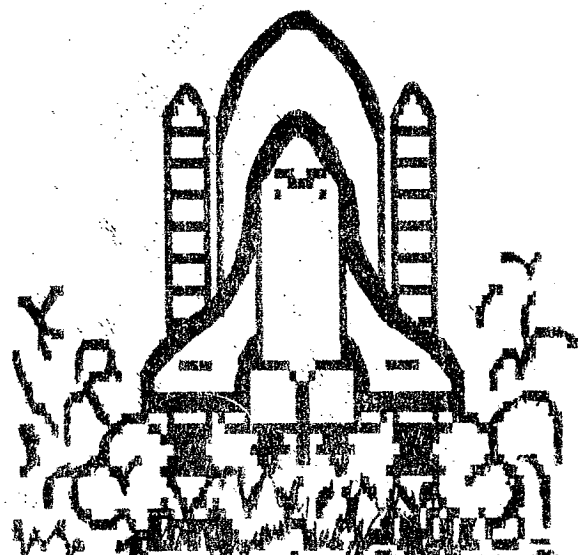


NORTHEAST ILLINOIS COUNCIL



1988 POW-WOW

"TREK... TO
THE FUTURE"



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I would like to give special thanks to those people who did some special research for this years' book. Pat Murray and Dianne York spent much of their time locating and organizing many unique songs and skits that your boys would appreciate.

I would also like to thank Pam Otto, Bill Stewart, Jean Schwarz, and Steve and Pauline Springer for their section contributions for this years book.

Without the support of these people, there would have been no book to print. Without the special assistance of Felicia Mason, not only would the printing of the book not have been completed, but it never would have been collated. She recruited people to collate, offered her home for collating, and arranged with all concerned the day and time to work. On several occasions she also provided the workers with their evening meal.

Those that walked around a pool table enough times to collate 400 books were: Cathy Monaghan, Tim Koenig, Ken Bieber, Ruth Bieber, Barbara Brandt, Pam Otto, Jimmy Otto, Mary Annis, Kurt Brandt, Felicia Mason, Colleen Mason, Joel Mason, Steve Walsh, Briant Hume, Bradly Hume, Pat Lample, and Donna Stenlund. All these people deserve a special note of recognition, and let's let them sit down, PLEASE!

SCRAPS AVAILABLE AT LITTLE OR NO COST

Aluminum pieces (flexible) - Local lithographing companies. Good for aluminum tooling.

Asbestos siding - Ask siding contractors for broken pieces. Good for hot pads.

Blueprint paper - Blueprint companies. Good for making leaf prints.

Bowling pins - Some bowling alleys give discards away. Use for making figures.

Buttons & beads - Good Will, Salvation Army. Makes jewelry, pictures or animals.

Cans (gallon size) - Restaurants and school cafeterias. Make tom toms. Use for storage.

Cardboard cartons (large) - Appliance and furniture stores. Makes scenery props.

Cardboard cartons (round) - Ice cream stores have three gallon size for making knight's and astronaut's helmets. Kentucky Fried Chicken chain stores have similar buckets. Paint store have cardboard paint buckets.

Cardboard cartons (small) - Grocery stores. Makes shields, costumes.

Carpet scraps - Carpet shops give away scraps, discontinued samples and soft foam underpadding. Good for covering den stools, making foot scrapers.

Ceramic tile - Tile stores give away broken pieces which can be used to make mosaic gifts.

Cigar boxes - Tobacco stores, department stores, drug stores. Make den storage boxes or gift storage boxes.

Concrete blocks - Ask manufacturers for flat, broken pieces. Use for bookends, door stops, paperweights, etc.

Cork - Ask gasket manufacturers for scraps of sheet cork. Make coasters, placemats, pictures.

Drapery samples - Drapery shops. Use for costumes, lining gift boxes, covering wastebaskets, etc.

Foil paper - Florists sometimes have scraps from pot wrappings. Use for paper mosaic pictures or costume trim.

Jars - Good Will, second hand stores, garage sales. Make decorative jars covered with decoupage, tissue paper collages, or paint for flower vases. You can also cover a jar with torn pieces of masking tape and wipe on shoe polish for a leather look.

Leather - Leather companies and upholsterers. Use for costume and leather craft.

SCRAPS AVAILABLE AT LITTLE OR NO COST continued

Pill bottles - Ask local druggists to save them. Use for storing beads. Make toys and gift items. Another useful container is the small round plastic containers film comes in. These can be had for the asking at film deposit islands.

Plastics - Some boat manufacturers give away windshield scraps. Use for plastic craft.

Popsicle sticks - Check with local dairies. Use for craft stick projects.

Rope (1/4) - Check with venetian blind repair shops. Use for rope craft.

Sawdust - Lumber yards, cabinet makers, home workshops. Good for making sawdust clay.

Scraps of lumber - Try the lumber companies or cabinet makers and also ask at construction sites.

Spools - Dressmakers, tailor shops, and alterations department of stores. Use for making mini-totem poles, animals, other spool craft items.

Tires - Gas station and garages. Use for obstacle course. Use bike tubes for fitness gadgets.

Upholstery samples - Upholstery shops. Use for costumes. Use vinyl upholstery scraps for plastic and leather projects.

Wallpaper sample books - Wallpaper dealers or paint stores. Good for covering wastebaskets, scrapbook, etc.

Wire - Electrical contractors, appliance repair shops have used wire.

Wire (colored) - Telephone company. Many wire craft projects.

This is just a starter list of resources available to den leaders in most communities. Most of these items area available for the asking; some for minimum cost; remember to mention Cub Scouts. Keep your eyes and ears open to the endless list of "beautiful junk" available to you.

In the meantime, ask mothers to begin saving:

Aluminum Foil	Felt	Rope	Foil pans
Boxes	Toothbrushees	Jugs	Sandpaper
Burlap	Leather scraps	Plastic lids	Spools
Canvas	Nails	Cardboard tubes	Clay
Clothespins	Margarine tubs	Coat hangers	Mirrors
Paper bags	Fabric scraps	Pine cones	Cord
Copper wire	Picture frames	Egg cartons	Cans
Plastic bottles			

PAIN T MIXTURES

Finger paint #1 - Mix 1/2 cup liquid starch with 1/2 cup water. Add to one quart boiling water, stirring to paste. Use 1/2 cup powdered tempera to add color.

Finger paint #2 - Add 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick, add 1/2 cup liquid detergent, stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator indefinitely.

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.

Stencil or poster paints - combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelope unflavored gelatine in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and 1/2 cup powder detergent. cool and 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.

Tempera paint - Water-base paint such as tempera is best to use with Cub Scouts. Mix powdered tempera with water and liquid starch. The paint goes further and it doesn't run. Powdered paint is cheaper.

PAINING AND DYEING METHODS

Coloring sawdust - Use water base paints. It gives better color.

Dyeing beans - Soak overnight in "Rit" dye or in solution of water and colored crepe paper. When you use turquoise colored dye, your result will look like chunks of turquoise stones. Good for Indian beads, mosaics or plaques.

Dyeing feathers - Wash feathers. If you have a lot, put them in a pillow case and throw them in the washing machine. They can be dried in an automatic dryer this way, too. Boil water, vinegar, and food coloring mixture. Dip the feathers in this mixture.

Dyeing macaroni and rice - Mix 1 tablespoon food coloring with 2 tablespoons alcohol. Stir in macaroni or rice and spread on newspaper to dry. This can be used to make Indian beads, mosaic, or plaques.

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.

Homemade paint - Mix 1/2 tsp. vinegar and 1/2 tsp. cornstarch with about 10 drops of food coloring in a small jar. Shake. If too thin add more cornstarch; if too thick add more vinegar.

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 a paint brush.

Painting plaster - When painting objects made of plaster, first seal with a clear plastic spray. Plaster is absorbent and tempera will soak in unless it is sealed first.

Painting 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 on styrofoam, be sure to use a type of paint which is recommended for styrofoam. Some types of paint will dissolve it.

Painting wood - Never paint or varnish raw wood. Give it one or two coats of this shellac or wood sealer first.

Sand painting - Use shellac when sand painting on glass. This will protect your painting.

Spray painting - a spray bottle (such as "Windex") is a good container for doing mass painting with diluted tempera or poster paint. Spray paint objects inside a cardboard carton with newspapers underneath so paint dust will be confined to the interior of the box.

MODELING AND CARVING MATERIALS

Bread modeling dough - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

Carving compound - Mix together 4 parts vermiculate, 1 part cement 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.

Cornstarch-baking soda dough - Mix 1 cup cornstarch, 2 cups baking soda. Add 1-1/4 cups water and mix. Bring to boil over medium heat, potatoes. Store in refrigerator.

Flour clay - Mix 1 cup flour, 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.

Homemade modeling clay - Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated, (approximately 3 to 4 minutes). Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

Salt-flour modeling dough - Combine 1/2 cup salt and 1 cup flour. With your hands, mix and knead in enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator.

Sawdust modeling dough - Mix 4 cups sifted sawdust, 1/4 cup plaster and 1-1/2 cups wheat paste (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.

PRINTING

Printing ink - to make your own ink for block prints, spatter prints, etc., mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to consistency of thick paste.

Transfer Printing - Mix together 1/2 cup hot water, 2 tablespoons turpentine, 1 teaspoon liquid detergent, a few drops of ammonia and a few drops of kerosene. Cut out a newspaper picture (glossy pictures will not work) and coat it with the solution. Let it stand for a few minutes, then place picture face down on paper or cloth and rub it lightly with the back of a spoon. The picture will transfer.

MISCELLEANEOUS

Candle making - Use crayon stubs for coloring wax for candles.

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 cleaned with liquid cleanser and wiped clean before applying make-up.

Egg shell cleaning - Put empty egg shells in a jar and cover with bleach. Leave 48 hours. This will dissolve all the membrane.

Felt tip decorations - When using felt tip markers to decorate plastic bottles, first sandpaper plastic lightly, then spray with hair spray to protect decoration.

Glue (heavy duty) - Mix cornstarch with regular white glue until mixture is as thick as desired.

Indian necklaces - Save canteloupe seeds and pumpkin seeds. String them together with colored beads between to make Indian necklaces.

Kite adhesive - Egg whites make a good adhesive to glue the paper of kites. It is almost weightless and strong.

Marble cracking - Heat marbles in 375 degree oven. Remove and pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.

Papier Mache - Liquid laundry starch, right out of the bottle, can be used for papier mache instead of wheat paste.

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 them in a 250o oven or a 300o oven for a while.

Plastic bonding - To bond clear plastic to cardboard, first sandpaper lightly, then press plastic on with a moderately warm iron, using constant circular motions.

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.

Protection - Use a plastic table cloth or drop cloth on floor when doing messy projects. Boys can wear one of dads' old shirts as a paint smock to protect their uniforms.

Sandpapering - Make a sander by cutting a piece of 2x2 about 3" to 4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

Scrap plastic and leatherette - These scrap materials can be used as substitutes for leather when making Indian costumes, bookmarks, etc.

Stuffing for puppets - Lint from automatic dryers makes good, clean stuffing for puppets. Or stuff with plastic laundry bags or worn out nylon stockings.

MISCELLEANEOUS continued

Tin work - When working on tin projects, rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

Whipped soapsuds - Mix a big handful of powdered detergent with a little water - whip with a 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 or plastic ketchup bottle to write messages on glass, mirrors, foil, etc.

OLE! USING WOOD

When using wood in a craft project, make rules and enforce them. Here are some suggestions:

1. No one opens paint or stain until he can name the solvent in which he will clean the brush, and has available a supply of the solvent.
2. All solvents should be poured outdoors under den leader's supervision. Never use flammable solvents in the garage!!!
3. All sawdust and sand dust are swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided for you. If you need something you don't have, ask the den leader. Some tools are off limits for the boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

Tips for the Den Leaders:

1. Don't let the boys see any material or tools you don't want them to use.
2. Have the scrap wood handy. The scraps should be free of knots; these can be dangerous sometimes.
3. Have a sample of the craft already made and in view. Have the measurements written down; also step by step instructions if you need them.
4. Know the type of sandpaper that would be most suitable for a particular project, or what type nails, or length brads.

Safety Rules for Tools:

Use each tool for the job it was intended and the way it was intended to be used.

Most accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from cutting edges of tools; secure or clamp down the wood on which you are working.

Be patient and never use force. Don't work with tools when you are tired; you need to be alert.

Don't wear loose clothing or jewelry which can get caught in moving parts.

Never use electrical tools in damp or wet locations.

If extension cords are used, be sure they are heavy duty. Don't use the type extension cords which are used for small appliances.

Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.

Keep tools sharp, clean and oiled.

PLASTER CASTING

Few den leaders complete their tenure without some experience in plaster. For many, this is a frequent technique. Plaster is suitable for neckerchief slides... and for numerous crafts and gifts.

Antique finish - Paint the object with blue-green tempera. Allow to dry. Then coat object with dark brown shoe polish and wipe it with a soft cloth. If too much of the polish soaks in, try spraying over tempera with clear plastic before applying polish. The shoe polish will give a copper finish. It is also possible to purchase commercial antiquing finishes in either spray or paint form.

Hardening process - To speed up drying of plaster casting, add a few grains of table salt to dry plaster before mixing. (There is also a commercial product available to speed up drying.) To slow down normal hardening process, add powdered borax (in a 1 to 8 proportion to plaster) which will cause it to take twice as long to set up.

Mixing plaster - Fill the mold with water, then pour that water into a disposable container such as a paper cup or small aluminum pan. Add enough plaster to water until it stops dissolving and a small peak of dry plaster shows at the top. Stir gently to avoid air bubbles. The mixture should resemble heavy cream or sour cream. Don't make it too thick to pour. Do not mix more plaster than you intend to use, for it will harden quickly and cannot be thinned.

Molds for plaster - Commercial molds are made from rubber or plaster.

Painting plaster - Many kinds of paint will soak into plaster because it is porous. It's a good idea to seal plaster with a spray sealer, spray plastic, glossy or plain latex wall paint. After the sealer is dry, any type of paint can be applied, such as tempera, acrylic, oil or enamel. Enamel and lacquer will leave a glossy finish, whereas water base paints will usually leave a dull finish. The latter can be given a final coat of clear shellac or spray varnish for a shine. Avoid mixing enamels and lacquers -- the paint will bubble and peel.

Pouring plaster - Pour plaster into mold. Tap or bounce mold against table so air bubbles will rise to the surface. Allow the mixture to stand until it is hard. If water forms on the surface, this is an indication that too much water was used in the mixture. As casting begins to harden, pour off this excess water. Next time, mix it a little thicker. When the casting feels hard to the touch, it may be removed carefully from the mold. Allow it to dry completely (several hours for small objects, several days for the larger ones) before painting it. Any rough edges may be sanded after plaster is hard.

Preparing mold - It is helpful to prepare the mold by wiping it lightly with a coat of vegetable oil or spraying it with a mold release compound. Another method is to rinse the mold in a weak solution of liquid detergent. This helps the plaster cast slip out easily. An excess of any of these may cause defects in plaster cast.

Type of plaster - Plaster of Paris may be used, but casting plaster from a hobby shop or molding plaster from a lumber yard is less expensive and stronger. Dental and orthopedic plaster is the best quality available, but the cost may be prohibitive.

CREPE PAPER TECHNIQUES

Cutting across the grain - To cut across the grain, cut strip of crepe paper off the end of the fold, making the cut parallel to the grain lines.

Fishnet - Make cuts along one folded edge of a fold of crepe, 1" apart and to within 1" of opposite side. Unfold end once, turn fold around and make second series of cuts in from the opposite direction, cutting half way between the first cuts and to within 1" of opposite side. Carefully shake out netting, holding onto the uncut edge.

Flexible tubes - Wrap strip of crepe paper around a pencil, dowel or broom handle, grain parallel to stick, until it is 3 or 4 layers thick. Paste end. Hold stick upright on the table and push crepe down firmly to form a flexible, hollow tube. Slip off stick.

Grain - Look closely at a fold of crepe paper and you will see little lines of fringe that run in the same direction along the 20" width of the fold. This is called the "grain" and that is what gives crepe paper its stretch. This is important to know because many directions call for cutting "across the grain" or "with the grain."

Rope - For a rope about 1/2" in diameter, cut fold of crepe in half to make 10" widths. Stretch and twist one end so that you can thread it through a spool, then tie the end to a pencil. Tie the other end to a stationary object. Holding the spool in one hand, twirl the pencil around and around while holding the crepe paper taut. Stretch the crepe as you twirl to get a nice tight rope. For a thicker rope, use a full 20" wide fold of crepe.

Stretching crepe paper - It takes two people to stretch a full fold of crepe paper. Wrap each end of the unfolded package around a yardstick or ruler two or three times. Then each person holds an end and walks away from the other person slowly and carefully until the paper is sufficiently stretched.

Twist of raffia - Cut strips of crepe paper across the grain (the proper width is given with directions for whatever you are making). Cut the end of the strip to a point and twist it into a tight thread so that it will fit through the large hole of a Crepe Paper Twister and come out the small hole. Hold twister in your left hand, holding crepe strip between thumb and index finger so that crepe stretches as it goes into twister. Pull crepe through with your right hand, giving it an extra twist as it comes out. The twist can also be made with an electric drill if you do not have a crepe twister handy. Tie one end of crepe strip to chuck of electric drill. Someone holds the other end of the strip and walks backward slowly as the drill is turned on. The strip is stretched and twisted in the process.

PAPIER MACHE'

Papier mache' is a modeling material made by mixing wall paper paste with absorbent paper, such as: newspaper; paper towels; napkins; or tissues. There are substitutions for wall paper paste; ie: liquid starch, right from the bottle; or a flour-water paste mixture.

There are several methods of applying papier mache'. Some methods are described below. It is suggested that you experiment with them to see which method you prefer, or which is most suitable for the project you are doing.

Layered method - This method can be used for making jewelry, neckerchief slides, etc. First determine the size of the object. Then cut squares of newspaper, enough for a 6 layer thickness and cut out pattern. Glue the 6 layers together and while still damp, shape as desired. Allow to dry and paint.

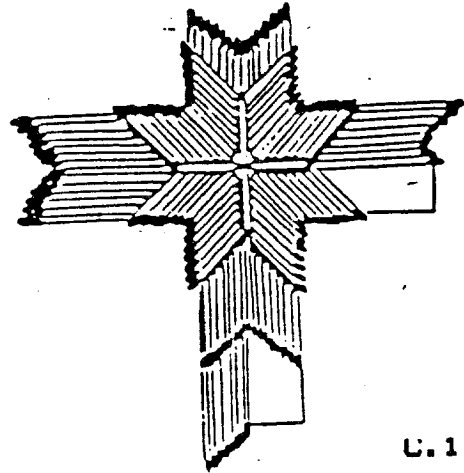
Pulpy mache' - Fill a quart jar with small pieces of newspaper. Cover with water and let soak overnight. Squeeze out excess water. Fill your blender with two cups of water, 1/2 cup flour, one tablespoon white glue, one cup of soaked newspaper, and a few drops of oil of wintergreen to retard growth of mold and to keep the mixture sweet smelling. Blend well. (Instant papier mache' in powdered form is available commercially. Just mix with water.)

Sheet method - This method is best for modeling small knick-knacks and is much like using clay. Spread a full sheet of newspaper with wallpaper paste, crumple up the paper and proceed with molding to the shape you desire. Additional sheets may be used, but should be reinforced with wire where joined.

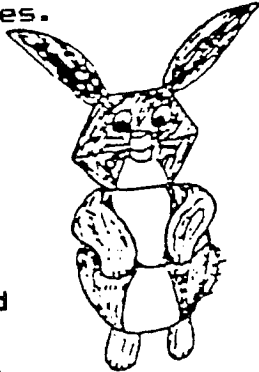
Strip method - This method is ideal for making large head masks, stage props, etc. It is done by alternately applying 1" strips of torn newspaper dipped in paste. Strips should overlap and be laid in different directions. It is best to tear the paper, rather than cutting it with scissors, as the ragged torn edge is thin and is not as noticeable as a cut edge. Let each layer dry before applying another. To make large head masks, apply mache' to a blown up balloon. When you have four or five layers of mache' applied and have allowed it to dry thoroughly, deflate and remove balloon. You could form your basic shape from rolls of newspaper tied together and then apply mache' to this framework, or use a chicken wire frame.

Easter cross

Cut the basic cross from plywood or laminated cardboard (about 6" x 9"). Remove the burned ends from 4 matches and make a cross in the center as shown (figure C.1). Fill in the four corners - around the four center matches. Be sure to keep the burned ends outward. Continue filling in with burned matches as shown - allow matches to protrude beyond the ends of the undercross. This may be enlarged as desired. Give several coats of shellac or plastic. This burnt match technique may be used to cover cigar boxes, round tin boxes, or gift boxes. Shellac to bring out the interesting color of the matches.



C.1



finished

Egg-carton bunny

Materials Needed:

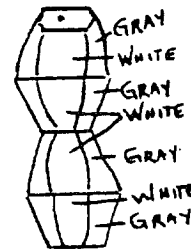
- Half an egg-carton (including lid)
- Construction paper (optional)
- Gray & black poster paints, and brushes
- Small cotton ball
- Scissors, white glue and straight pins

Directions:

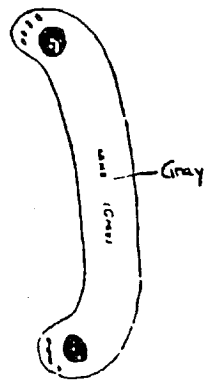
First, cut four egg cups from the egg carton and trim them smooth so they fit together (figure C.2). Glue them together and allow them to sit while you cut out the feet and arms from the top of the lid or from construction paper (figures C.3 and C.4). Cut out the nose from the locking knob on the closing flap of the lid. The ears may be cut either from the top of the lid or from construction paper (figure C.5), construction paper is more flexible. Now paint all parts. When the paint has dried, glue on feet and ears. Note that the ears are folded in the middle and then slid into the two slots that are in the top of the head. Wrap the arms around the back.

Notice that this bunny's front paws droop downward and also stick out in front of him. Therefore, be sure to paint both sides of the front paws. Glue arms in place and secure with straight pins until glue dries. Now glue nose into place and paint on eyes and whiskers. Add cotton ball to back side for a tail.

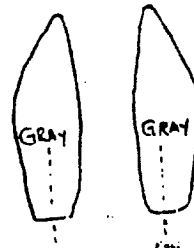
C.2



C.4



C.5



C.3

From wood and cans to animal footstools

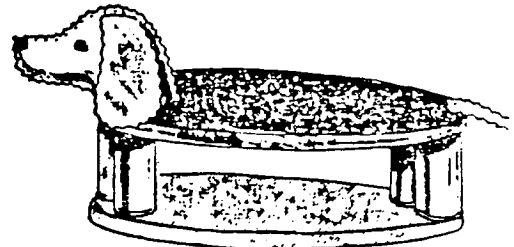
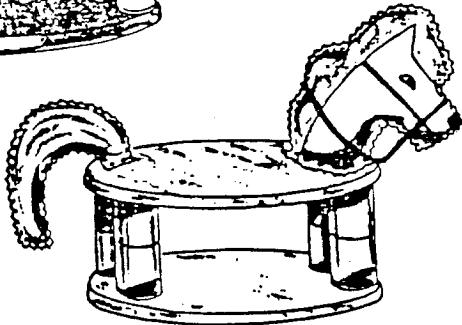
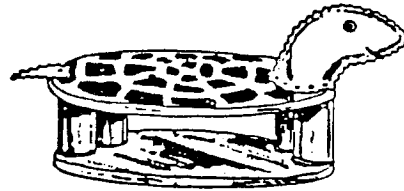
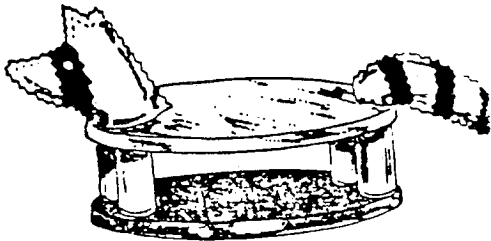
Put your hands to work and rest your feet! These footstools are so simple to make, you'll be finished before you can say "dachshund." Well, maybe not quite that fast!

Use two ovals of plywood, 10" x 16" for the top and base. Of course, you will want longer pieces for the dachshund. Blue tin can legs between the top and the base. For a higher footstool, stack and glue two cans for each leg. Apply glue generously for a firm bond. Let dry completely. Paint each leg. If you want, cover the top with fabric. (figures C.6)

Enlarge the graph pattern and cut head in duplicate from felt. Add features and details with felt tip pen or paint. Add floppy fabric ears to the dachshund. Stitch the two head pieces together, leaving the neck open. Then stuff the head. To attach the head, glue and tack edges of neck to stool. Make a tail in the same way as you made the head. (figures C.7)

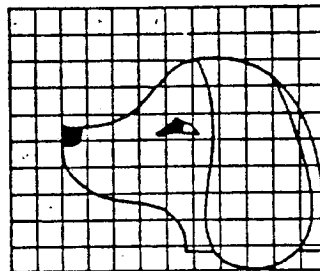
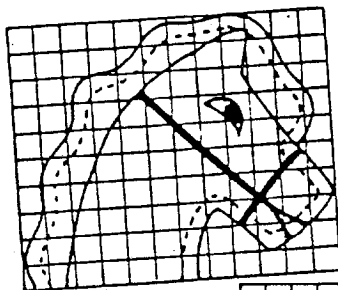
Raccoon C.6

Turtle

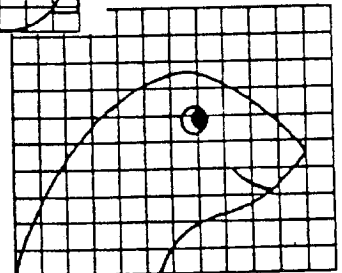
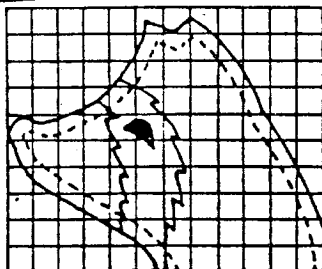


Pony C.7

Dachshund



EACH
SQUARE
EQUALS
ONE
INCH



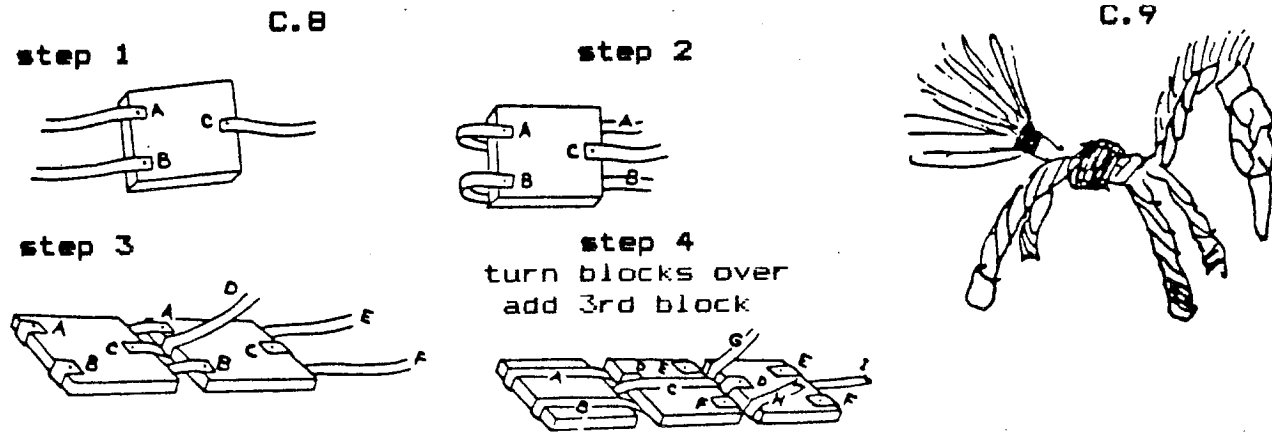
Raccoon

Turtle

Flip-flop blocks

This is an old favorite that is asked for again and again. Blocks flip-flop from top to bottom.

1. Cut six blocks 2" x 2-1/2", and 15 tapes about 5-1/2" long. Sand and paint blocks. Tack three tapes to each of five blocks as shown.
2. Place first block in position, as shown, with double tapes around and under the block and single tape extended flat on the table.
3. Place second block in position with tacked side down, single tape out to the left and double out to the right. Tack ends of tapes A, B, and C to second block, as shown.
4. Turn blocks over. Place third block in position with tacked side down, double tape out to left and single out to right. Tack tapes D, E and F on third block. Continue in this manner. Turn assembled blocks over each time; then follow (3) to add fourth block, (4) to add fifth block and (3) for the last block.



Rope horse

Combine ordinary three or four ply manila rope and white glue to make a horse suitable for display on knick-knack shelf or desk.

Body of the horse:

Cut a length of rope 14" long. Tie a piece of heavy thread 4" from one end, marking off the tail. Work white glue into the rope, except for the tail area. When the glue is nearly dry, bend the end of the rope up, shaping the head, tie to hold. Bend the rope to shape the neck (figure C.9) and hold or tie until thoroughly dry.

Horse's legs:

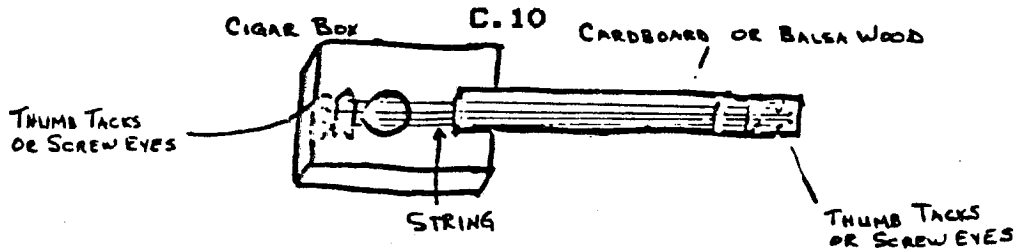
Cut two pieces of rope about 8" long. Work white glue well into each piece and shape into an arched curve.

After the body of the horse has dried completely, separate the strands of the tail by combing with a coarse comb. For the mane, use 1/2" cuttings from the combed tail; stitch with a sewing machine to form a fringe. Trim to resemble a mane.

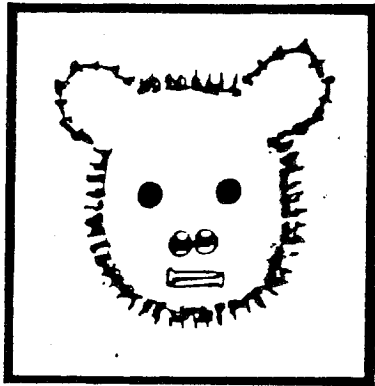
To assemble the horse, glue the body between the two pairs of arched legs (like a sandwich), tying at the center where all three pieces of rope meet. Glue the mane to the neck and paint hooves. Glue narrow ribbon around each ankle and around tail and stomach. Also use ribbon for eyes, ears and bridle.

Guitar

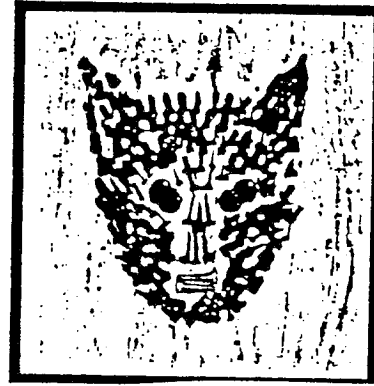
Every boy likes to be a star, even if he does it in private. This guitar (figure C.10) will help him further his imagination without destroying his mothers' sanity. Great for musical skits.



Bear and Wolf tack plaques



C.11

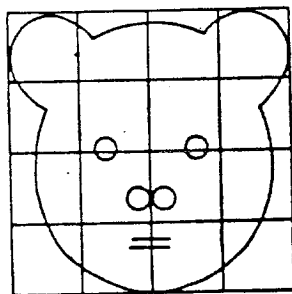


C.12

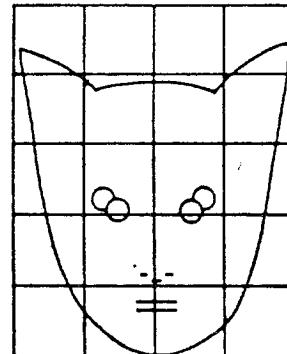
These rough and rugged plaques are made by simply hammering tacks sideways into wood. Two styles are picture. For the bear head, (figure C.11) only the outline is featured. This, of course, is the easier of the two plaques. The wolf head (figure C.12) is covered completely with tacks.

Enlarge the patterns (figure C.13) onto paper. Trace patterns lightly onto wood. Use soft wood for easy hammering. To hammer tacks sideways, lay the tacks on the wood and hammer edge of heads into the wood. Add features using thumbtacks, nails and screws. Paint features. To finish, secure all tacks firmly to wood by covering with several coats of clear-drying glue.

C.13



EACH
SQUARE
EQUALS
ONE
INCH



Car litter bags

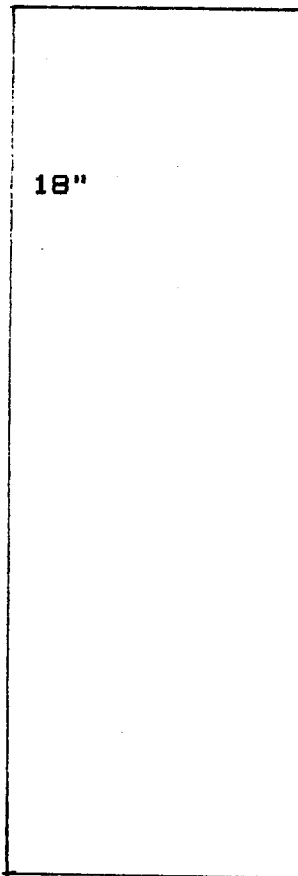
1. Make in the same manner as nap cases, but smaller, so that they turn out about 6" x 8" when stiched. Cut rectangle 6" x 18" (figure C.14). Fold so that there is a 1-1/2" section left exposed at top on one piece of material only (figure C.15). Stitch sides together and tie off. On exposed tab, cut a 1" slit in the center so that the bag can be hung from a knob on the door or dash.

OR

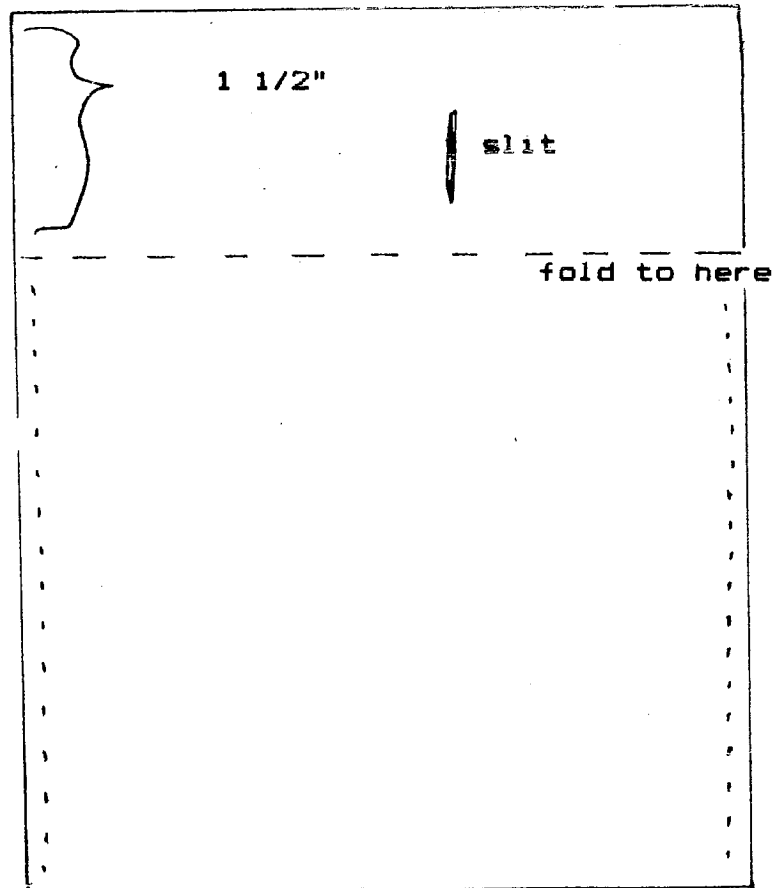
2. Using some type of plastic bottle (dish detergent, small clorox, small liquid laundry detergent, etc.), cut off the top part below any narrow parts. Using hole punch, punch holes on opposite sides. Use a 6" to 8" piece of boondogle (or heavy yarn) to make a handle, tie securely, bucket fashion, through the holes. Decorate bottle with marker, paint or apply stickers. Can be hung from door handle or dash knob.

C.14

- 6" -



C.15



- 6" -

Maude the mule - J

Materials:

- | | |
|--|-----------------------|
| 5 round toothpicks | 1 cork 1" in diameter |
| 2 gummed reinforcements | 2 red thumbtacks |
| 1" square black construction paper | 1 pin |
| 3-1/2" length of black fringe knife | small drill |
| 1/2 yd. black yarn | glue. |
| 8 small 3" wooden spoons (like those used with ice cream cups) | |
| 4 corks 3/4" in diameter and 1" to 1-1/4" long | |
| 5 very small corks (1/4" to 3/8" diameter) or 1 large cork from which 10 smaller peices 1/4" thick can be cut. | |

Procedure:

Drill (carefully to avoid splitting) a hole in both ends of each spoon: 1/2" from wide end and 3/8" from handle end.

(Refer to group figure C.16)

Head and neck of mule:

Push a toothpick through large end of largest cork, then attach a spoon (wide end) on each side. Cut smallest corks in half (or cut small pieces from large cork) and fasten a piece on each end of toothpick. Cut off toothpicks so they extend about 1/16" beyond cork pieces. Place medium-size cork between narrow ends of spoons and insert toothpick (sketch a). Push toothpick through cork from top to bottom.

Body:

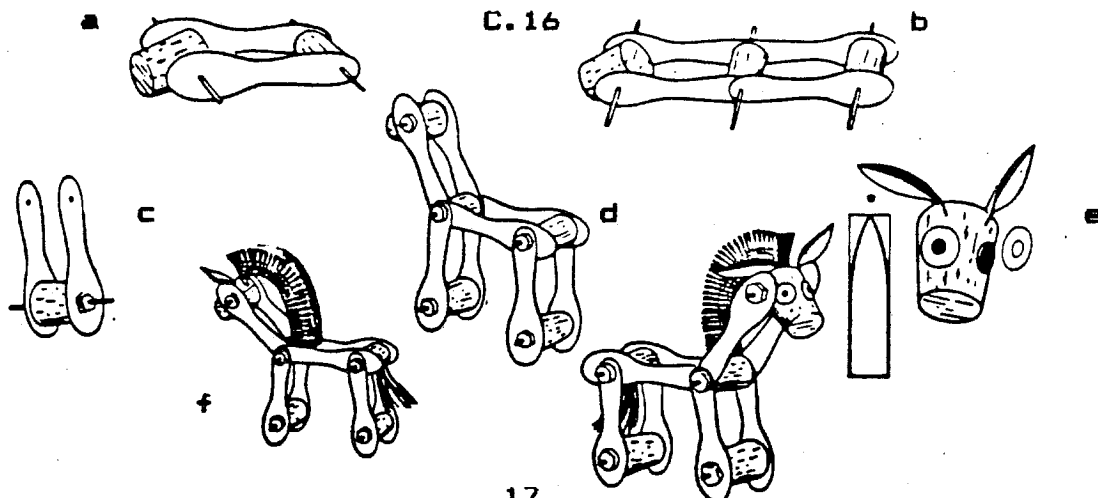
Attach narrow ends of 2 spoons to neck spoons (sketch b). Place cork between opposite ends of spoons and insert toothpick.

Legs:

Fastening 2 remaining corks between wide ends of spoons (sketch c). Add small cork pieces and trim toothpicks as when making head.

Attach legs to body (sketch d), adding cork washers and trimming off toothpicks. Fasten the red thumbtacks in head cork for eyes and paste a gummed reinforcement over each. Cut 2 slits in cork above eyes and insert ears cut from pattern (sketch e). Cut yarn in 4" lengths and loop over cork for tail (sketch f). Attach piece of fringe to head with pin then glue other end to shoulder cork. If necessary, trim fringe for suitable mane.

Time required to make: 1 to 1-1/2 hours



HALLOWEEN IDEAS

Skull

Cover an inflated balloon with several layers of newspaper strips spread with wallpaper paste. Shape bony contours to resemble skull. Deflate balloon by piercing with a pin when paste is dry and paint skull light gray. Cut openings for eyes, nose and mouth, sand smooth and paint edge openings white. Inside skull, behind mouth, glue gray paper in concave manner with white painted teeth in foreground.

Billy spider (Vickie Sorensen, Buellton, CA)

Body:

Use the plastic bottom from a 2-liter soda bottle. Soak the bottle in hot soapy water, and carefully peel the plastic away from the bottom. Cut the bottom to measure 2" high. Invert bottom and glue on paper eyes and mouth.

Legs:

Use eight pipe cleaners. Poke four holes in the top of the body, spacing evenly. Insert two pipe cleaners through each hole, connecting ends by twisting together over the center of the body. Shape loose ends into circular feet, so your spider will stand.

Giant bat

From fairly heavy cardboard, cut outline of bat's body, tail, legs, ears, and out-stretched wings (about 30" across). Glue on wire for "ribs" in wings and hold in place by covering entire bat with a layer of tissue paper. For body and head, glue on wads of tissue paper. Glue on strips of tissue paper to shape neck and mouth and to join head and body smoothly to background. Paint brown with gray markings. Add thumb tacks for eyes and hang with wire attached to wings.

Batmobile

Materials:

sweet gumballs	thread	acorn caps
black construction paper	two sticks	glue

Tie thread around a sweet gum ball. Add acorn caps for hollow eyes. Make wings from construction paper and hang your bats from two crisscrossed sticks.

Mummy placecard

A tiny gift can be tucked inside!

Coffin: Use a narrow gift box. Paint or cover with black paper.

Mummy: Cover a small pill bottle with white tape. Glue the mummy on top of the box.

Print your name on white paper and glue to the side of the box.

HALLOWEEN IDEAS continued

Creepy creature cup

Great for your favorite witch's potion.

Invert a foam cup and trace around the top on heavy paper. Remove the cup from the paper, and draw the circle a little smaller so that it will fit snug on the cup. Draw a monster head outside the circle using hole as monster's open mouth. Glue on paper eyes. Cut out monster head. Insert bottom of cut into hole, and move monster head up toward top of cup. Cut white paper fangs, and glue around mouth of cup.

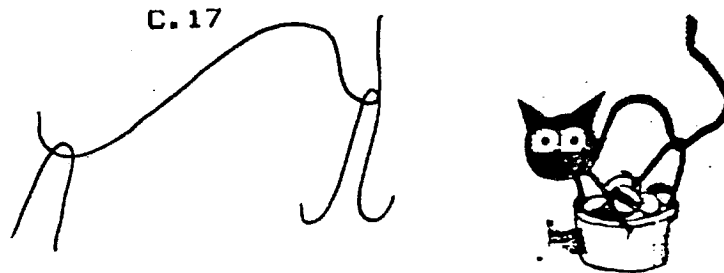
Black cat candy cup

Frowning favors for your party table!

Body: bend the pipe cleaners (figure C.17). Twist ends to join.

Face: Cut a 2" circle of black paper including the ears. Glue on white paper reinforcements for eyes.

Attach the head to the body with the end of the pipe cleaner. Poke pipe cleaner leg ends into the nut cup, so the cat will stand. Fill cup with candy.



Black cat napkin holder

Make one cat to "meow" for each guest!

Body:

Cut a 1" wide cardboard roll. Cut a 1-1/2" x 4" strip of crepe paper. Cut fringe on both long sides. Wrap crepe paper around cardboard roll, and glue in place.

Cut a tail and cat's head with neck tab from paper. Cut slit in the roll, and insert neck tab. Glue tail opposite head. Insert napkin.

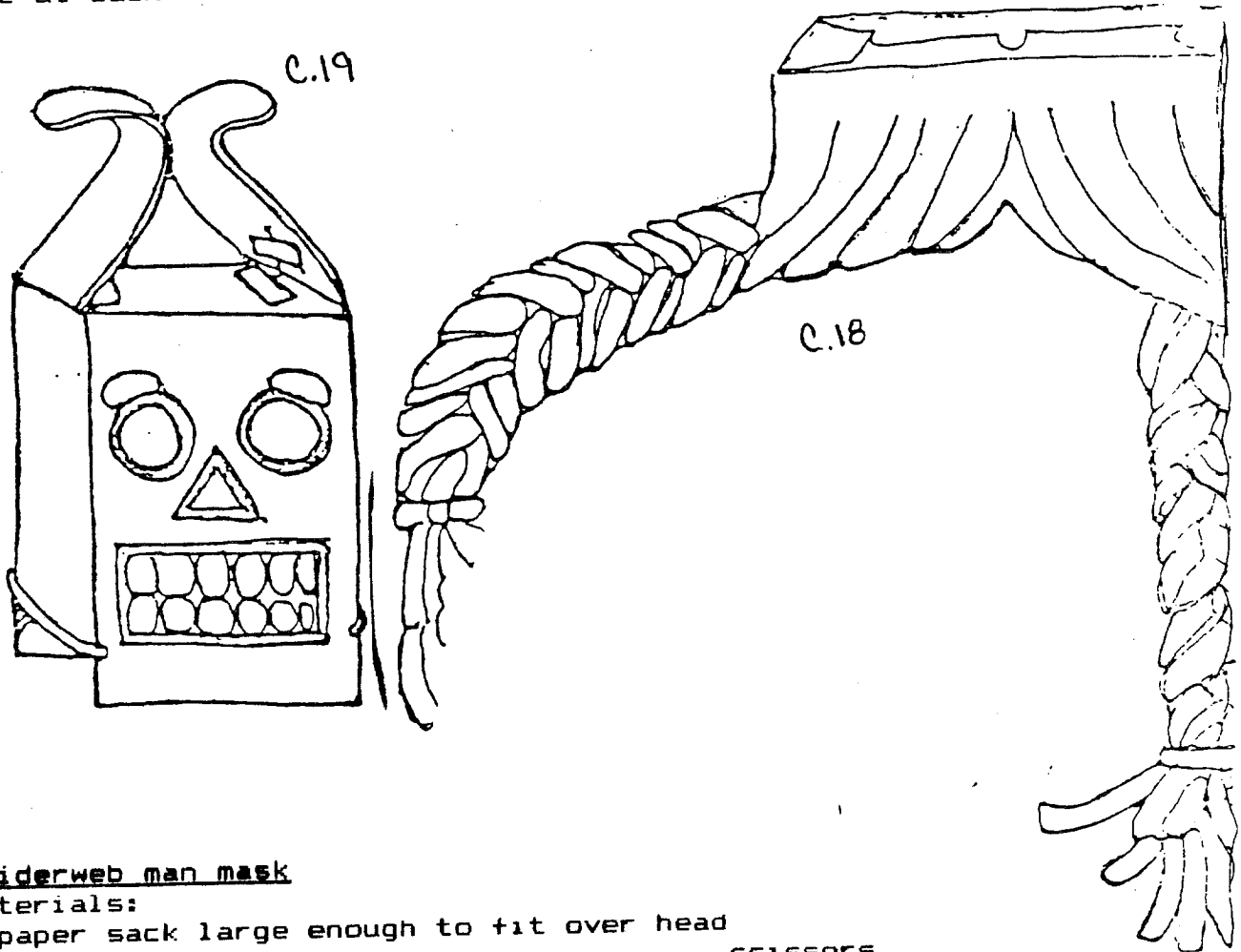
HALLOWEEN IDEAS continued

Wig

A wig can be made by cutting long slits up the sides of a paper sack. Cut a little higher in back than at front and sides. Extend the center front slit to 1" from top. Now take half of slit pieces on one side, divide them into three parts, and braid. Repeat on other side. At end of each braid, tie ribbon bow. (figure C.18)

Mask

A mask can be made easily from an empty cardboard cereal box. First cut top flaps from box, then slit four edges lengthwise to box bottom. Next turn box inside out. Draw face on one side of box and cut openings for eyes and nose. Now bend up side pieces for ears. To make ears stick up, bend two pipe cleaners or bobby pins at right angles and tape one inside each ear. To secure mask on head, make a hole at each lower corner of mask and attach string. (figure C.19)



Spiderweb man mask

Materials:

paper sack large enough to fit over head
construction paper
black felt-tip pen or crayon
scissors
glue

Pull sack over head, mark position for eyeholes, remove sack, and cut out eyeholes. Decorate sack with a spiderweb, using felt-tip pen or crayon. Draw spider with bright eyes and an upturned mouth on paper, then cut out and glue to side of mask.

To finish mask, cut construction paper eyes, nose, and mouth and glue to sack. The mouth should be glued right over the see-through holes.

HALLOWEEN IDEAS continued

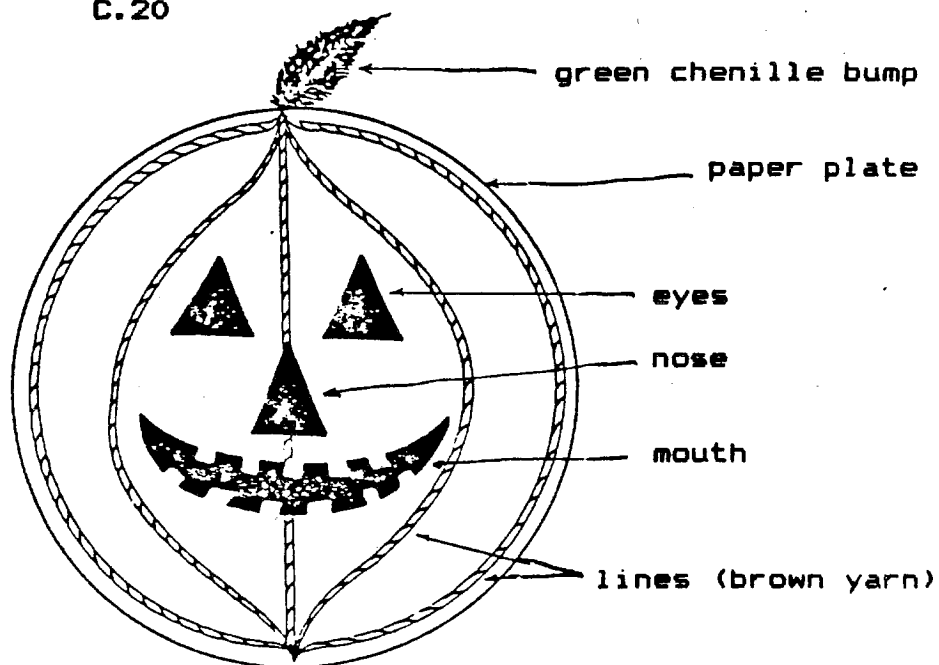
Mr. Jack O'Lantern (figure C.20)

Materials:

Orange acrylic paint	4" x 6" pc black felt
80" (approx.) brown yarn	3" green bump chenille
11" x 11" pc cardboard	Picture hanger hook
10-1/2" round paper plate (rigid type, cardboard)	Thick white craft glue
10-1/2" x 10-1/2" pc. black poster board	
(optional, for variation #1)	

Turn paper plate upside-down. Paint it orange. Place plate on a piece of cardboard and trace all around it. Cut out cardboard circle 1/4" smaller than outline and glue to open side of plate to form a backing. Mark vertical lines on pumpkin lightly (*figure C.21*).

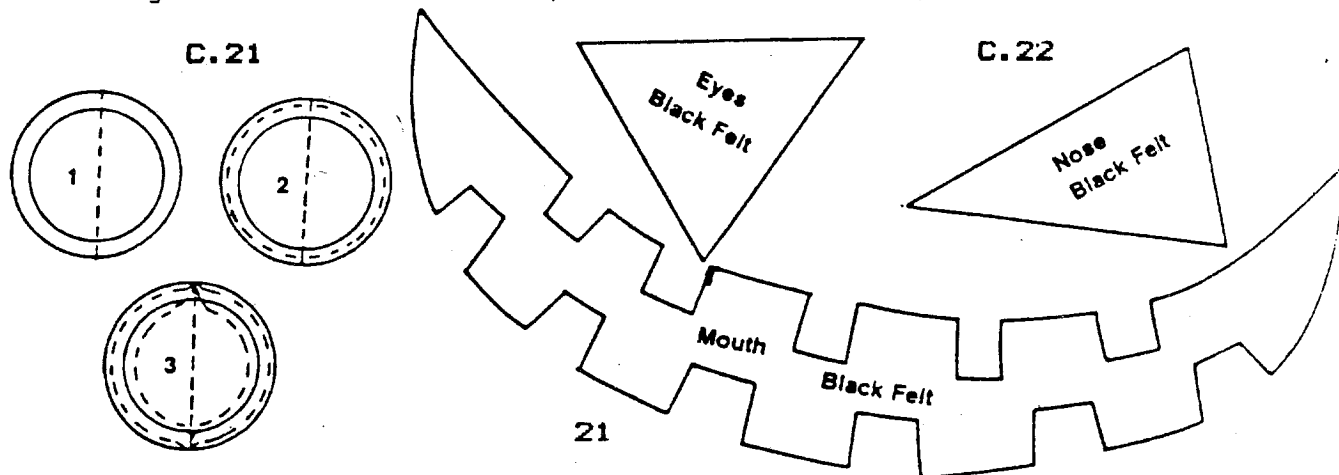
C.20



Cut 5 pieces of brown yarn, each 16" long. Run a small line of glue along one of the lines marked on plate and press yarn gently into the glue. Cut off excess yarn. Do this for each line.

Cut out eyes, nose and mouth from black felt (*figure C.22*) and glue to pumpkin.

Glue one green 3" chenille bump to center-top of pumpkin, for stem.



HALLOWEEN IDEAS continued

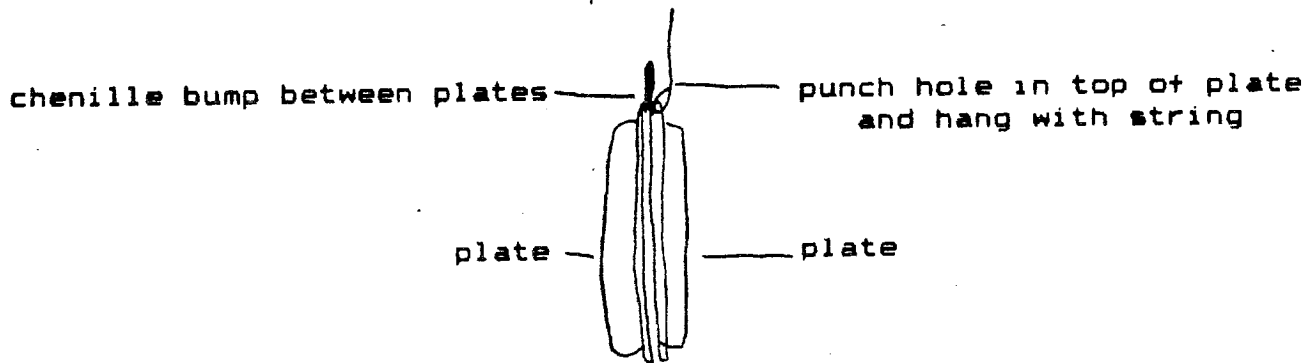
Variation #1

Instead of using felt for the nose, eyes and mouth, you can do the following. Cut out patterns of nose, eyes and mouth and trace them in place on the plate. Cut the features out with scissors. Instead of using plain cardboard for the backing, use black posterboard (black side facing inside of plate, if black only on one side). All other steps are done as previously described.

Variation #2

Complete two jack-o-lanterns (without backing). Do not glue chenille bump stem to pumpkin. Glue the two plates together and stuff a chenille bump between the plates (figure C.23). Spring-type clothespins can be used as clamps to hold plates together while drying. Punch a hole in top of plates and hang up like a mobile.

C.23



glue plates together (all around)

Witch

Materials:

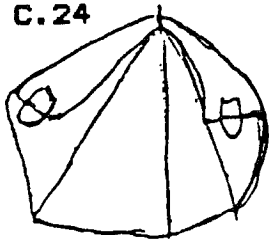
black paper

tape

lollipop

Cut a 4-1/2" square of black paper. For skirt front, fold back to make folds. Next make folds by creasing from center top to lower corners. To shape arms, make folds by folding upper corners forward. Tape sucker in place, and back with another piece of paper if desired. For hat, form a cone, flatten and tape to hold. Add white paper hands.

C.24



C.25



HALLOWEEN IDEAS continued

Leaving witch

Materials:

crepe paper
white paper
staple gun

thin stick
paint

nylons
glue

Remove wrapper from a package of crepe paper but do not unfold. Cut slits 1" apart along one folded edge to within 1" of opposite edge (*figure C.26*). Then turn, and along opposite edge cut a similar row of slits between first row. Gently loosen first fold and shake out. Thread a long thin stick through one end of webbing. Gather and tie mesh at bottom.

Tape a large paper head with "scary" painted features, to center of pole: glue a paper witch's hat in place (*figure C.27*). Staple flowing hair, made from slashing four nylons, to each side of head. For hands, tie fluttering white paper strips to pole.

C.26



C.27

Paper plate bat

Materials:

5 paper plates

glue

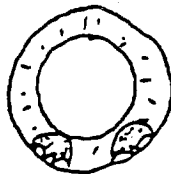
black and orange paint

Cut a 5-1/2" diameter head (with ears) from one plate. Cut wings from one plate and feet from another (*figure C.28*). Glue parts between two body plates (*figure C.29*). Attach plates rim to rim. Paint your entire bat.

C.28



Wing



Feet

C.29



HALLOWEEN IDEAS continued

Leering pumpkin (figure C.30)

Materials:

3 paper plates

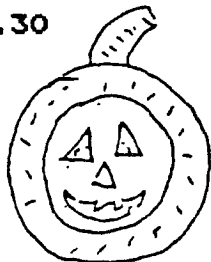
glue

paints

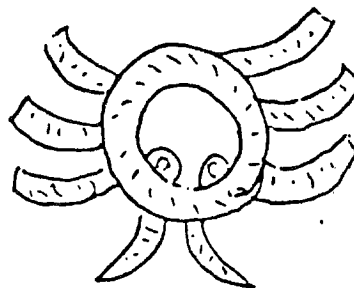
Make this pumpkin so his eyes seem to roll as you pass by.

Cut features out on one plate. Paint bottom of this plate and a second plate. Glue or staple rims together. Draw eyes on second plate. Add stem for pumpkin cut from rim of another plate.

C.30



C.31



Buggy beetle (figure C.31)

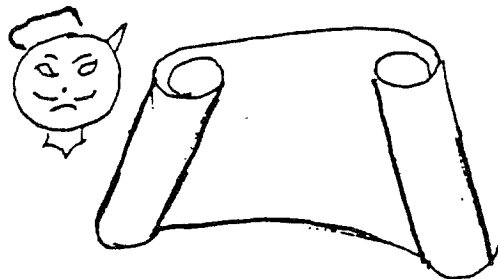
Materials:

4 paper plates

glue

paints

For legs, cut rims of two plates into thirds. Glue or staple legs between rims of two body plates. Add top feelers, cut from short piece of rim. Paint.



C.32

Lollipop vampire (figure C.32)

Materials:

black paper lollipop tape glue

For cape, cut a 3" X 7" strip of black paper and roll ends toward center. Tape sucker to center and cover with black paper. Add horns, villain features and white gloves.

Ghost (figure C.33)

Materials:

construction paper napkin lollipop

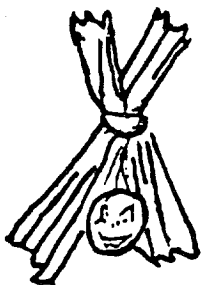
Body is a construction paper cone. For robe, fold white napkin in half and cut as shown. Place over cone. Make a hole at center and insert sucker through top of cone. Tie off arms. Add features, if desired.

C.33



C.34

HALLOWEEN IDEAS continued



Corn shocks (figure C.34)

Materials:

- construction paper (green and yellow)
- orange lollipop

string

Accordion fold two pieces of yellow construction paper about 5" x 5". Cut jagged edges at top and bottom and cross to form shocks. Tie together and attach orange sucker to represent pumpkin at base. Add green paper leaves to sucker stick.

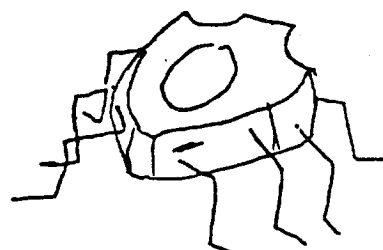
Spider (figure C.35)

Materials:

- egg carton or nut cup
- 4-6" pipe cleaners

The cup of an egg carton forms the spider's body. A nut cup can be used. Punch eight holes around the cup. Insert four 6" pipe cleaners through holes. Shape each to form a leg, including knee joints and feet. Draw eyes.

C.35

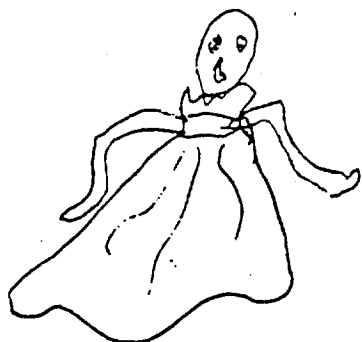


Spoon ghost (figure C.36)

Materials:

- White plastic spoon
- paper napkin
- 6" pipe cleaner

With a felt tip pen, draw ghost-like features on a white plastic spoon. Fold a paper napkin in half. Gather along on long side and wrap around the handle of the spoon. Wrap with a 6" pipe cleaner to hold napkin in place. Bend each end of pipe cleaner to form shoulders, elbows, and wrists.



C.36

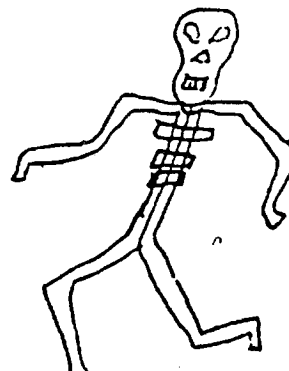
Skeleton (figure C.37)

Materials:

- 4 6" pipe cleaners
- paper
- paste

Twist 2 6" pipe cleaners together for body. Separate half way down for legs and bend for knees and feet. Wind a 6" pipe cleaner around neck to form arms. Shape shoulders, elbows and wrists. Paste on three short pipe cleaners for ribs. Draw features on paper skull and paste to neck.

C.37

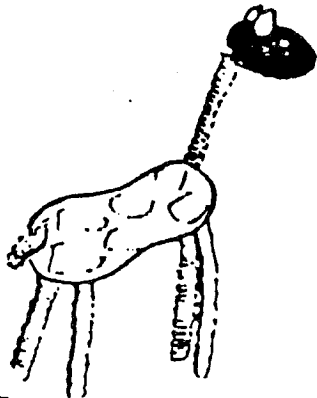


Peanut people and animals

An interesting menagerie, or other lively creatures, can be fashioned in a jiffy from peanuts and pipe cleaners. Use them on your party table, on gift wraps, as toys, diorama additions, or in games.



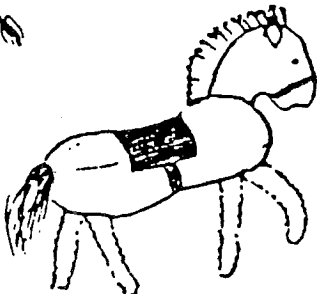
Cat: Punch holes in bottom and insert tiny pieces of pipe cleaner. Insert a long piece for tail. Blue on paper ears and bristle whiskers.



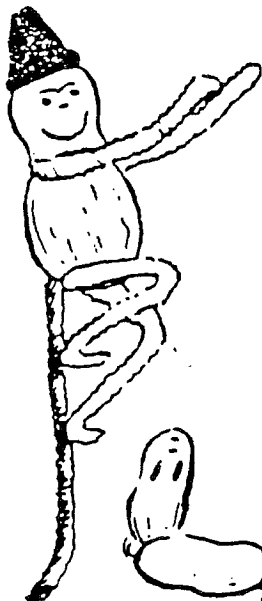
Giraffe: Push pipe cleaner legs into four holes. Use an oval candy for head, pipe cleaner for neck. Insert into body. Paint nut.



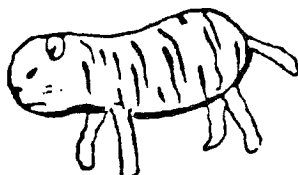
Lion: Push two short and two longer pieces of pipe cleaner into bottom of nut. Add a tail. Paint and glue on yarn mane and tail fur.



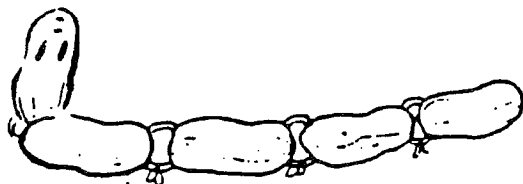
Horse: Insert legs. Glue on yarn tail, mane. Paint straps and features.



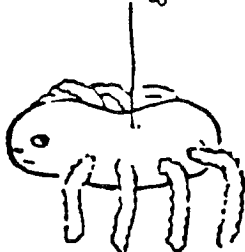
Monkey: Insert long arms and longer tail. Paint features. Blue on a tube-cap hat.



Tiger: Insert legs, tail. Paint stripes.



Snake: Punch two holes in each end of five peanuts. Join peanuts together with yarn, trying to hold. Paint a face on the last (head) nut.



Spider: Punch 8 holes in nut. Insert long pipe cleaner legs. Attach black thread through a hole in spider's back.



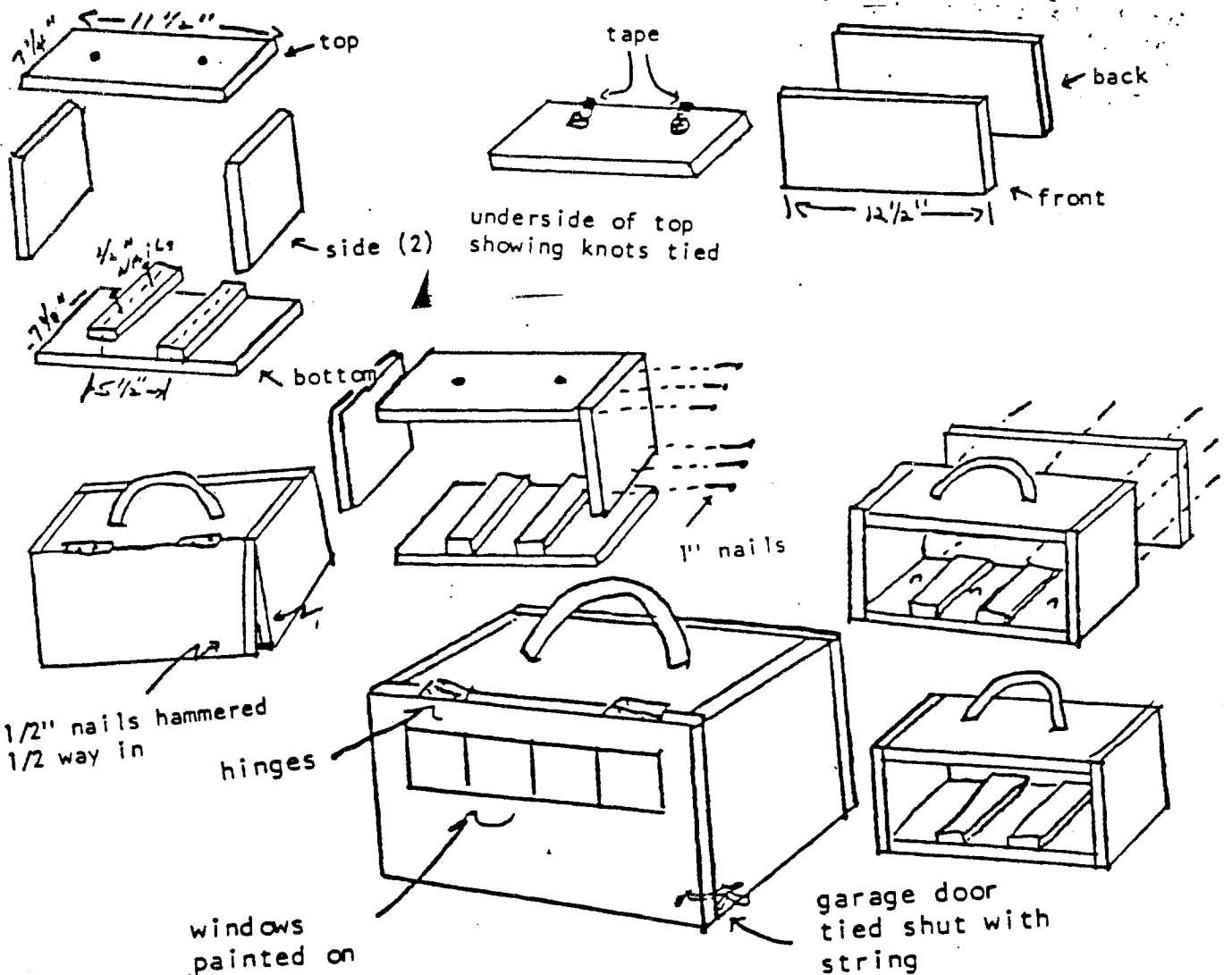
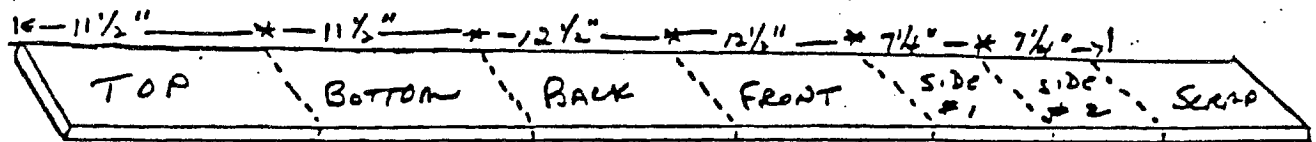
Puppet: Punch two holes into one end of four peanuts. Now punch two hole in the "neck," and in "hip," of body peanut. Thread as shown. Blue on yarn hair.

Pinewood derby garage

Materials:

- four 1/2" nails
- blue and gold enamel paint
- one 1/2" x 7-1/4" x 6" pine board
- two 1/4" x 1-5/8" x 7-1/4" pieces of pine lattice strip
- 16" of braided clothesline cord, 1/4" diameter
- two 1" x 1-1/2" loose pine hinges with screws
- OR two 1" x 1-1/2" pieces of thin leather
- 25 1" nails
- 3 screw hooks
- 6" of string
- wood sealer

Cut board as shown (group figure C.38). 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

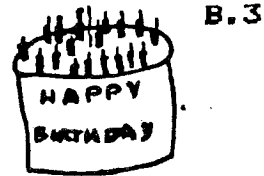
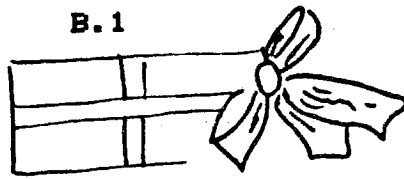


BLUE AND GOLD

BIRTHDAY THEME DECORATIONS

You might decorate your table like a present and use a birthday cake as a centerpiece. The cake could be made of either cardboard or you could use a real cake and serve it for dessert.

To "wrap" your table, use a blue paper tablecloth or oilcloth. Run a 3" wide gold ribbon down the middle from end to end and also across the middle from side to side and tie a bow. Fasten the ribbon underneath the table at each end with masking tape. (figure B.1)



Placecards could be party hats or "invitations." The party hats could also be adapted as napkin rings. (figure B.2)

Placemats could be huge birthday cakes made from construction paper and covered with clear "Contact" paper. (figure B.3)

BLUE AND GOLD MINTS for a special treat.

Ingredients:

6 T margarine or butter	3 lbs. powdered sugar
2 t peppermint or spearmint flavor	Dash of salt
7 T water - half colored blue and half colored yellow	

Cream margarine/butter. Add flavoring and salt. Divide into two batches and add colored water to each. Combine each batch with 1 lb. sugar. Then blend each batch with mixer and knead in remaining sugar. Cut or shape mints and cool on cookie sheet in refrigerator. When mints are dry, store in can or tight box to prevent hardening.

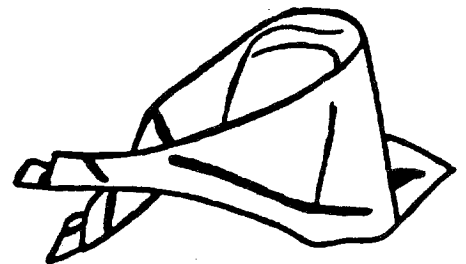
NECKERCHIEF PLACECARD

These neckerchief place cards are simple to make, and will add color to your Blue & Gold banquet table. (figure B.4)

Cut triangle from yellow construction paper, with base 8 1/2" across and sides 6" long.

With a felt tip pen, crayon or paint, add detail. Write Scout's name on the back.

Fold over 1/4" along long side, then fold two more times, as if a real neckerchief. Bring two ends together and staple at the point where tie slide ordinarily goes.

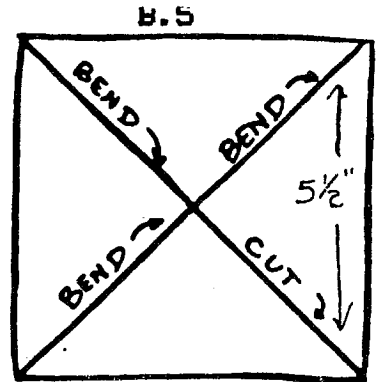


Bend up the scarf ends and point at back to form tabs so neckerchief stands on table.

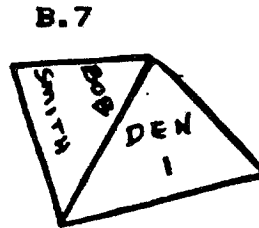
TRIANGLE PLACE CARD

Cut square as shown from yellow construction paper. (figure B.5)

Make a diagonal fold across one way: open paper back out flat. Make diagonal fold the other way: open paper back out. Make cut on one fold as shown (make cut only to center). Fold two sides over as shown and glue. (figure B.6)

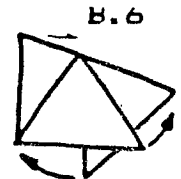


Put name on one side and then decorate as desired. These are very simple to make. Glitter can be added around the bottom edge. (figure B.7)



CUB SCOUT LOLLIPOP (figure B.8)

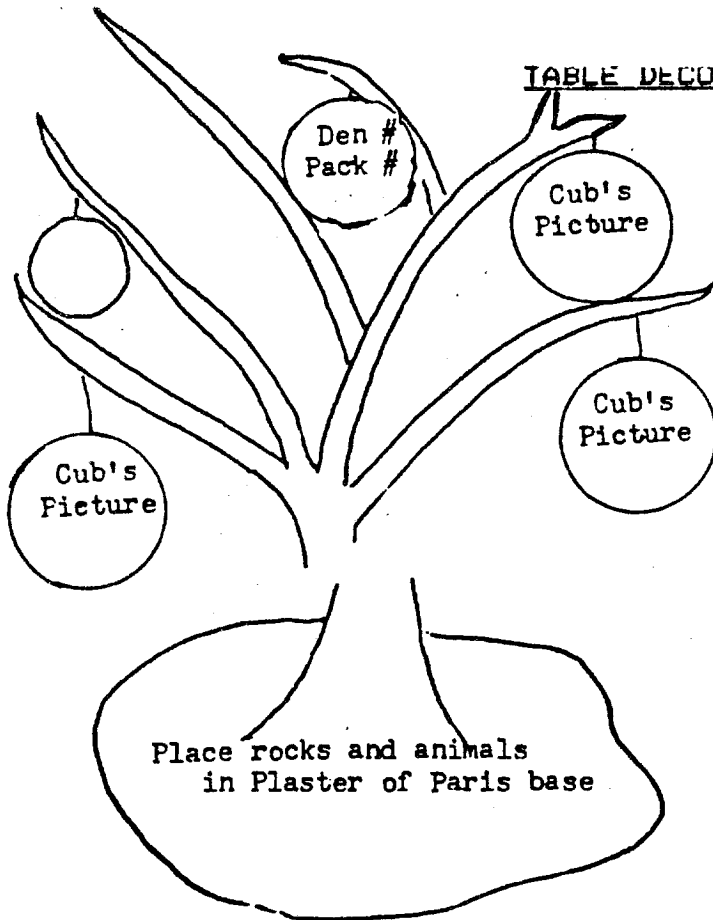
Use a lollipop for the Cub Scout's head. Stick on a smile decal for a face, or draw the face on a paper circle and glue it to the wrapped lollipop.



Cut a cap from an egg carton cup and paint it blue. Glue a tiny yellow diamond on the cap for the insignia. Print each guest's name on a larger yellow diamond. Glue the diamond to the front of the lollipop stick.



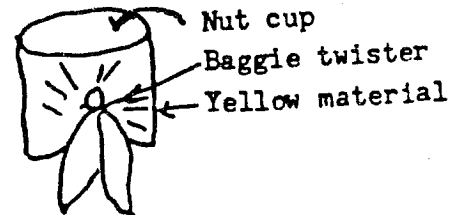
TABLE DECORATIONS



TREE

Spray dry twig with clear shellac or paint. Hang den number and pack number and picture of boys on it. Place rocks and animals in Plaster of Paris base. (figure B.9)

B.10



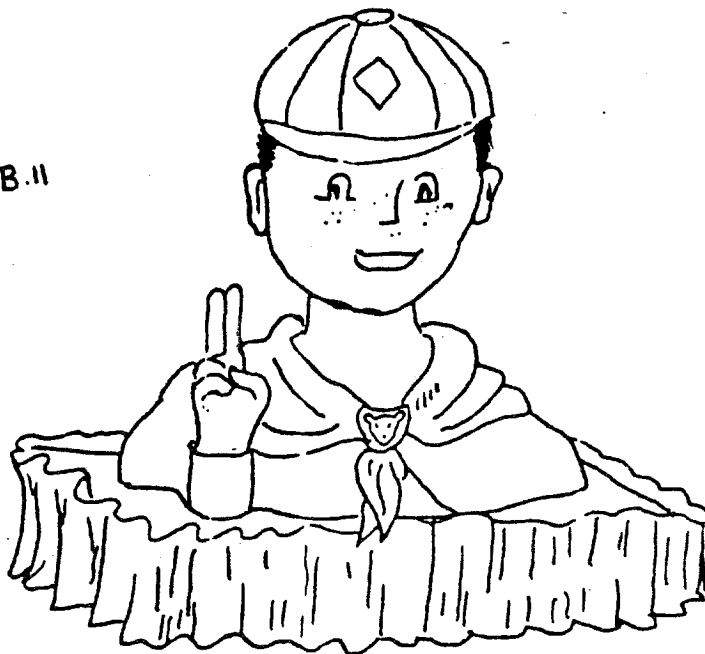
FAVOR

Cut triangle piece of gold material and fold around nut cup: tie to look like Cub Scout neckerchief. Use a baggie twister to hold. (figure B.10)

CUB SCOUT CENTERPIECE

Cover a balloon with papier mache. Set onto upside down bowl. Tape balloon to bowl. Cover bowl and lower part of balloon with mache to form neck and shoulders. Let dry, remove bowl. Cover top of box with foil. Ruffle crepe paper and glue to sides of box for trimming. Paint the model to resemble a boy. Add fringed crepe paper hair, gluing the paper almost flat against head. Add a crepe paper neckerchief and paper hat. Set boy onto box. Cut out hand by tracing your own and reducing the pattern, allowing 1" extra for tab. Glue to box. (figure B.11)

B.11



CUP CAKE FAVOR

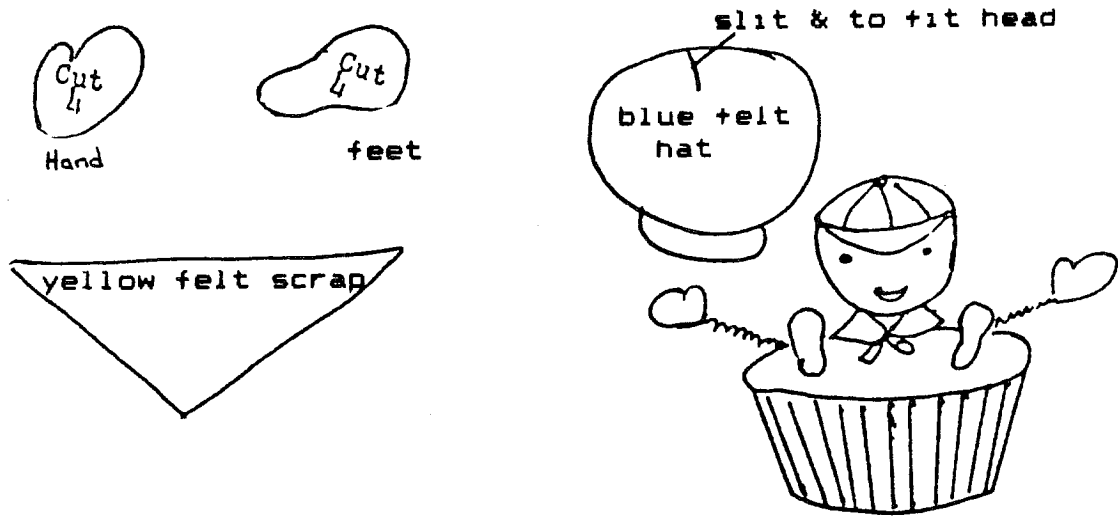
Materials:

- Styrofoam ball
- Blue pipe cleaners
- Scraps of blue and gold felt

- Plaster
- Muffin cups and tin
- Blue paint

Mold plaster in muffin cups supported by muffin tins. Add pipe cleaners for neck, arms and legs before plaster sets up. Dry thoroughly. Remove muffin cups and paint blue. Cut hands, feet, scarf and hat from scraps of felt. Glue styrofoam ball on for head and add facial features with pen, felt scraps or construction paper. Glue on hat, feet and hands. Add scarf and favor is ready for use. Name tag may be added if desired. (group figure B.12)

group B.12



ANOTHER IDEA

Plaster molded in deep tablespoon with poptop on back could be imprinted by each boy and used as tie slide or napkin ring.

Napkins and place mats would be easily decorated also.

Y "CUBBIE"

Materials:

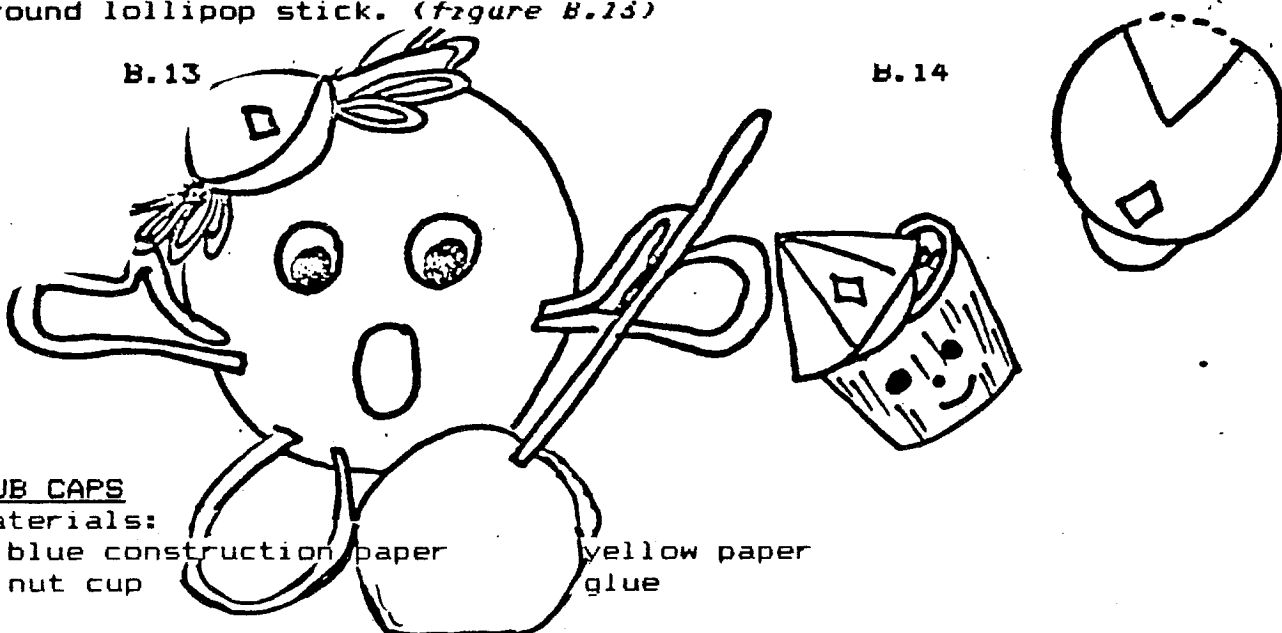
- 2" foam ball
- yellow wool yarn
- glue
- large moveable eyes
- foam packing cup or egg carton cup

- blue pipe cleaners
- straight pins
- blue construction paper
- lollipop
- red paper

Form hands and feet from pipe cleaners and stick into ball. Loop yarn and fasten to ball with straight pins. Glue on moveable eyes and red paper oval for mouth. Make cap from packing cup sprayed blue or egg carton cup and add blue paper visor. Glue on hair. Bend hand around lollipop stick. (figure B.13)

B.13

B.14



CUB CAPS

Materials:

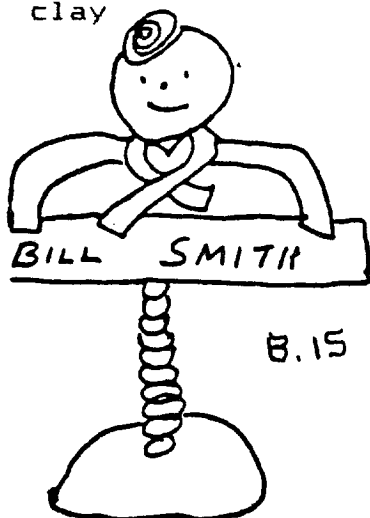
- blue construction paper
- yellow paper
- nut cup
- glue

Cut a 2" blue paper circle with a small wedge removed in back. Glue on yellow insignia. Add brim. Form into cone shape and glue edges together. Add features to nut cup. Fill with candy or nuts and set hat on top. (figure B.14)

PIPE CLEANER CUB

Materials:

- small wooden bead
- blue pipe cleaners
- yellow pipe cleaner
- clay
- 3 1/2" piece of 1/8" dowel
- black felt-tipped pen
- name tag



B.15

Glue blue bead to top of dowel. Wrap blue pipe cleaner around dowel from neck to foot. Wrap another piece of blue pipe cleaner around body to form arms. Coil a small piece of blue for hat and glue to head. Use black pen to draw features on bead. Use a piece of yellow pipe cleaner for the neckerchief. Glue hands to name tag. Insert stick into a small mound of clay to allow cub to stand up. (figure B.15)

CENTERPIECE

Use hat boxes, if you can find them, or make from cardboard or papier mache'. Frost with plaster of paris mixture or make a frosting by whipping two parts detergent with one part water to consistency of stiff whipped cream. Glue birthday candles in place around bottom ledge. For large candle on top, use a paper towel core wrapped in blue or yellow construction paper. Orange twist of paper makes the flame. (figure B.16)

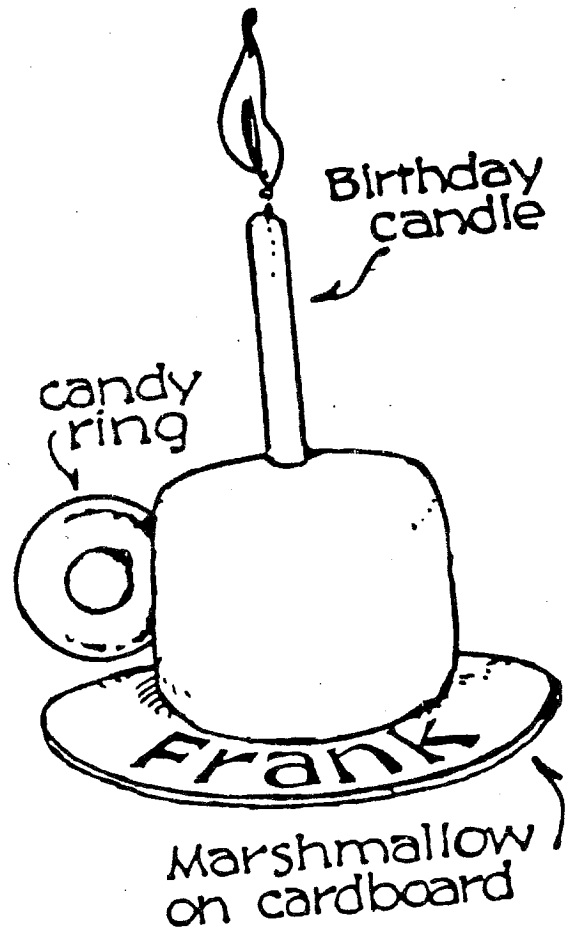
BIRTHDAY PLACECARD

Use cardboard disk, glue marshmallow to center, glue lifesaver to marshmallow for handle, glue birthday candle into top of marshmallow and glue orange paper twist to candle wick for flame. (figure B.17)

B.16



B.17



NECKERCHIEF SLIDE CRAFT

As we all know, the neckerchief slide is used to show what level of Scouting a youngster is in, Cub Scout (including Webelos), or Boy Scout. Tie slides can also show participation in a special event, pow-wow, Order of the Arrow, national jamboree, etc. The slide is also to show that a person has completed a phase of training such as Cub Scout Woodbadge or Boy Scout Woodbadge. All of the above are "official" ways a tie slide can be used. There are many more "unofficial" ways the slides can be used; as items to trade, to show your whittling skills, or just for fun.

In this section you will find slides for all phases of the Cub Scout program. Some take more skill than others. You will be able to use a lot of scrap supplies to make the majority of these projects.

One problem in making neckerchief slides is finding materials out of which to make the loop. In most cases, white plastic plumbers pipe can be used quite satisfactorily. The 1/2" inside diameter will fit the average neckerchief adequately snug to stay in place, unless the slide is overly heavy or large. The average length should be 1/2" long. For heavier slides or larger slides, the pipe should be cut longer, such as, 3/4" or 1". On some slides made of wood, strips of leather, cloth, pipe cleaner or a variety of other products can be used to support the slide around the neckerchief. The items for slide backs in each material list is only a suggestion. You can use anything that you have available that will support the slide.

Always try a slide before trying to do it with a group of boys. Remember to always use safety practices.

Good Luck and

Happy "Sliding"

P.S. Many of the slide patterns could be adapted for use as refrigerator magnets or decorative pins. The holders could easily be adapted as necktie holders. A little imagination, added to what has already been provided, could give you a wealth of projects for years to come.

NECKERCHIEF SLIDE CRAFT continued

Cub Scout tie slide holder

Materials:

1/4" plywood
cup hooks

sandpaper

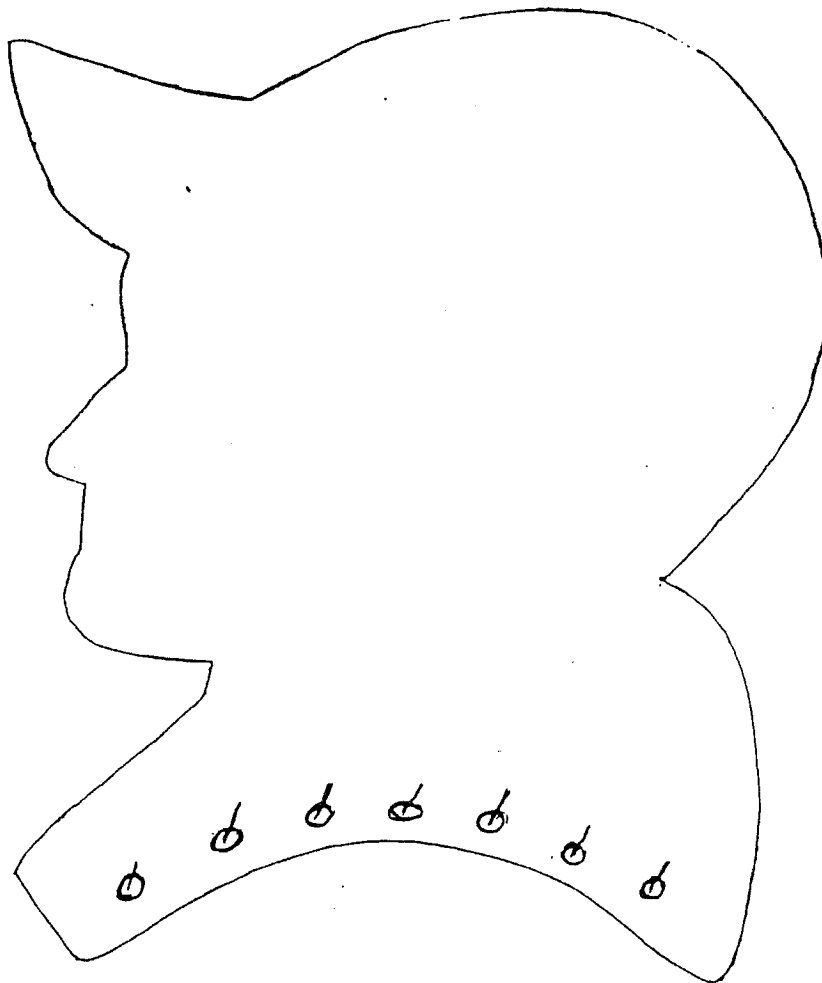
blue paint

eye hook (medium size for hanging)

Cut shape from plywood (*figure S.1*), sand well and paint blue. Print boys' names on head. Attach eye hook at top for hanging. Place cup hooks along bottom to hang slides on.

This is nice for leaders to make and give to boys at Blue and Gold, or boys can make their own.

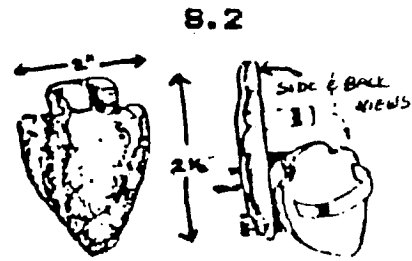
S.1



NECKERCHIEF SLIDE CRAFT continued

Arrowhead neckerchief slide

Sculpt arrowhead in clay. Make it about 2-1/2" deep by 2" wide. Cut loop from tin can (file edges smooth). Bend loop to shape and press into back of slide. When slide is dry, paint brown or dull gold.



Fleur-de-lis necktie holder

The basic shape of this tie slide holder is the fleur-de-lis, the national Scouting symbol incorporated in most badges, patches, etc.

Materials:

1/4" dowel - 33-1/2" long

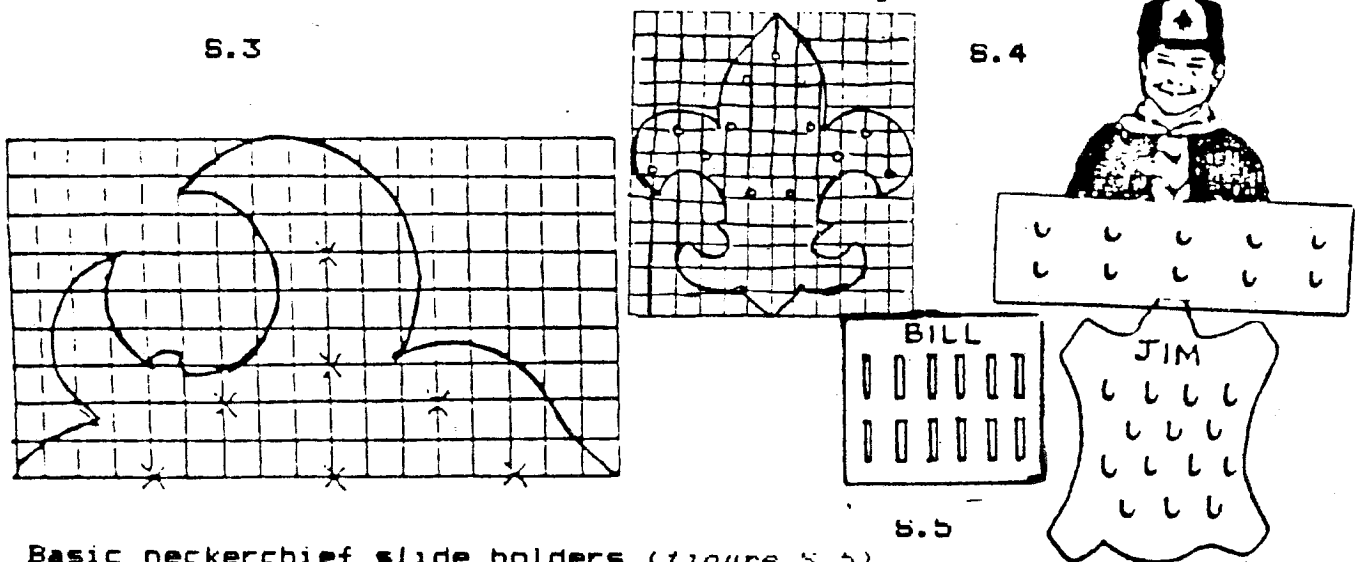
glue

sandpaper

1" X 12" X 13" piece of wood, OR 1/2" plywood

Hanger (2 eyescrews and wire, OR "sawtooth" hanger)

Enlarge pattern (figure S.3). Transfer outline onto 1" x 12" or 1/2" plywood, flipping pattern over for other half. Using saber saw or jig saw, cut out basic shape. Sand all rough edges and face until very smooth. Drill holes with 1/4" bit at x's to sufficient depth to glue in 2-1/2" pieces of 1/4" dowel (figure S.4). Peg at the bottom center is to hang a neckerchief. Attach hanger.



Basic neckerchief slide holders (figure S.5)

Neckerchief slide holders can be made in any shape you desire, from wood or many other materials. It's a way to show extra neckerchief slides, especially if you make a slide for each monthly theme.

The boards shown are cut from 1/4" plywood, pegboard, or other wood. A 12"-14" square is a good size for the beginner. Finish wood as desired - stain, paint or varnish. Metal cup hooks or snap-type clothespins can be used to hold the slides. Cup hooks are screwed in wood; snap-type clothespins are glued on, flat side down, prong up. If using pegboard, chenille stems can be tied through the holes, and tied to slides; this type isn't easy to use, other than for a permanent collection. Add a picture hanger or wire on the back so slide board can be hung on the wall.

NECKERCHIEF SLIDE CRAFT continued

Animal skin neckerchief slide rack (figure S.6)

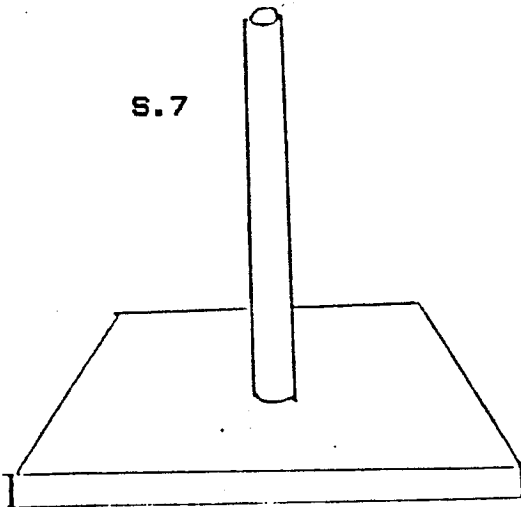
For boys who have accumulated a large collection of neckerchief slides, here is a different idea for a rack which they can make to display and keep them in order.

S.6

From quarter inch plywood, cut out the shape of an animal skin. Burn or carve the name of the boy across the center of the rack. Sand and varnish the board to finish. Attach cup hooks (or less expensive curtain hooks) on the rack to hold your neckerchief slides. Make two holes at the top, one in each leg section and attach 8" to 12" leather shoestring, tie a square knot at the top. Use this for hanging your rack on the wall.



S.7



totem tie slide (figure S.7)

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

Neckerchief slides can serve many uses in Cub Scouting. They can be used for rewards or incentives, such as presenting a "Jack-O-Lantern" slide to boys who have perfect attendance during October or who wore their uniforms to all meetings; or present a musical-sign slide to Cub Scouts who learn three Cub Scout songs as part of Wolf Elective #2.

Slides can also be used as an aid to completing achievements, electives, and activity badges. For example, glue a small leaf onto a piece of wood while working on Webelos Forester activity badge, or make traffic sign-shaped slides when talking about bike safety.

Neckerchief slides are fun! Make them for various themes, special holidays, sports or hobbies. More ideas for neckerchief slides can be found in *Boys' Life* magazine, *Scouting* magazine, and *Cub Scout Program Helps*.

NECKERCHIEF SLIDE CRAFT continued

Leather and vinyl slides (figure S.8)

Use scrap leather or vinyl to make these slides

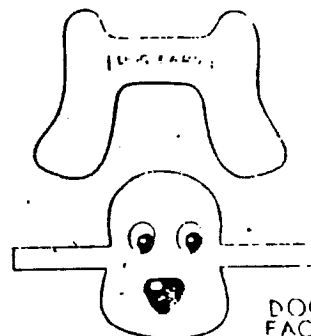
Cut desired shape. Some possibilities are: Bobcat, Wolf and Bear faces; arrowhead; basketball; baseball glove; elephant; owl.

Glue (contact cement works best), staple or rivet a leather or vinyl loop onto the back.

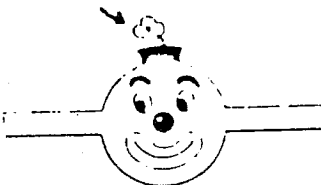
Write on the leather or vinyl with permanent markers or enamel paint.



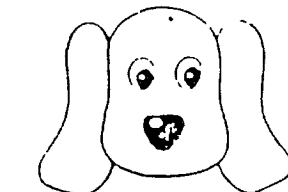
DRAW FACE WITH PERMANENT MARKER. GLUE ON WIGGLY EYES OR SEW ON BUTTONS.



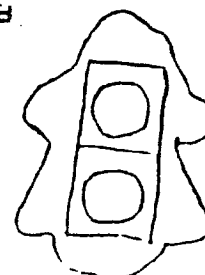
PLASTIC FLOWERS



CLOWN'S HAIR



S.8



S.9

Traffic light (figure S.9)

Draw lines with pencil. Brads are used for lights. Paint brads red and green.

S.10

Wood slides (figure S.10)

These are easy to make.

Circles and ovals may be cut from slices of tree branch. Any shape may be cut from thin wood (up to 3/8" thick plywood or pine).

Cut out desired shape with a coping saw or electric jigsaw. Glue or staple a loop of leather or vinyl to the back side.

Sand edges until they are smooth. The slides can be painted with enamel paints, or use permanent markers to color a design on them. Stamps, small pictures, and small articles can be glued onto the slide using a mix of half water and half white glue. Two coats will seal and protect against water.



SMALL PRESSED LEAF

WOOD SLIDES

1/2" x 2 3/4"

PATTERN FOR A LEATHER LOOP



ATTACH THE LEATHER LOOP TO THE SLIDE WITH A STAPLE.

NECKERCHIEF SLIDE CRAFT continued

Plaster of paris and resin slides

Molds for plaster and resin slides can be found in craft stores, your local Scout distributor, and cake and candy decorating suppliers. Candy molds are just about the right size for many slides and come in many types. Cookie cutters, powdered drink mix scoops, and small containers make good molds also.

A pop can ring or small curtain ring can serve as a loop. Insert ring into the plaster or resin before it hardens.

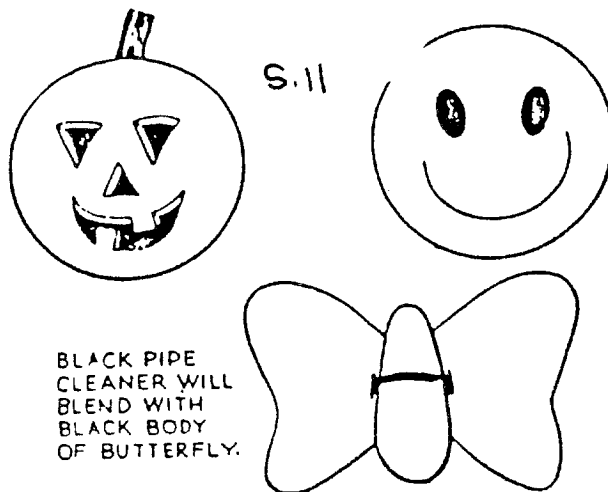
NOTE: Do NOT pour leftover plaster or resin down drains.

Plastic containers (figure S.11)

Plastic (margarine lids & plastic containers) provides material for neckerchief slides.

Use scissors to cut your design from the many colors of plastic containers available. Permanent markers can be used to add details or lettering.

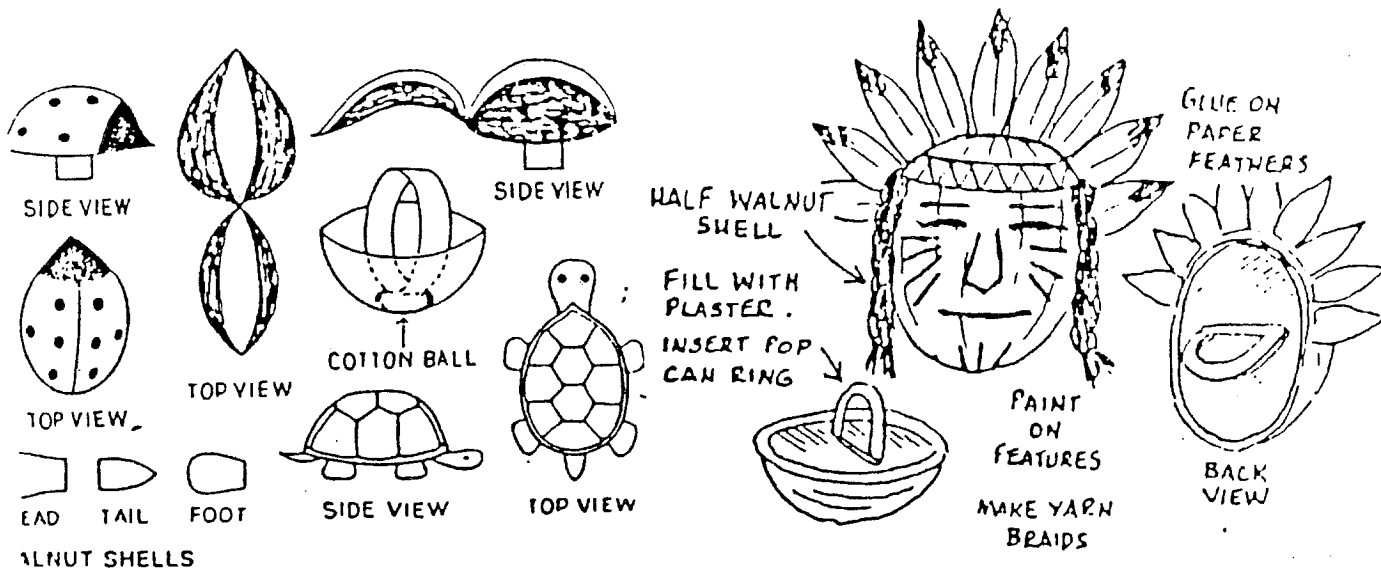
Cut a strip of plastic for the loop. Staple loop into place.



Walnut shells (figure S.12)

Try these on your Cub Scouts. They'll come up with lots of ideas.

The shell determines the shape, but odds and ends of felt, fabric and pipe cleaners can turn the shell into a lady bug, skunk or turtle.



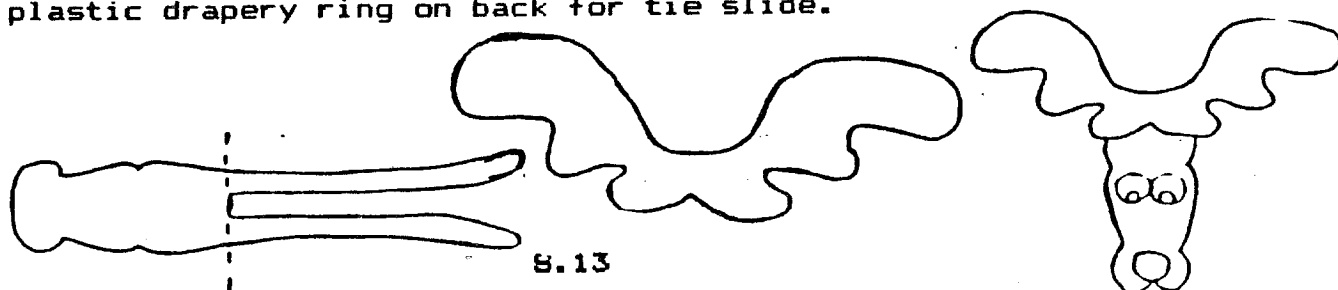
Christmas patterns



NECKERCHIEF SLIDE CRAFT continued

Rudolph tie slide (figure S.13)

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



Wood Christmas gift neckerchief slide (figure S.14)

A "Christmas gift" neckerchief slide can be easily made by Cub Scouts. The boys use their knife, a jigsaw or coping saw; and lets them learn to use sandpaper and sand wood properly to make a smooth finish. If you are working with very young boys, you may prefer to create this slide out of a tiny cardboard box (you may have to make the box).

Cut an oblong or square out of 3/4" or 3/8" wood or pressed board, making it the size desired. Sand smoothly. For making ring on back, glue a piece of leather on the back, being careful not to make the hole too large or it will easily slip off the neckerchief.

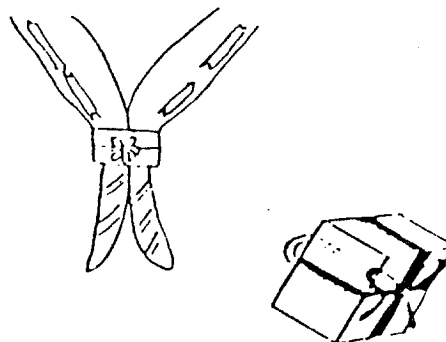
Paint the gift package any desired color; leave it plain, or put on stripes, stars, circles, snowflakes, or whatever you wish to make it look like a printed wrapping paper. Gummed stars or circles, etc., could be glued on, followed by a coat of clear plastic sealer.

Next, tie some bright colored yarn for ribbon, glueing it in place. Ball fringes or tassels from old curtains, etc., could be glued on for a pom-pom bow effect. Let the boys use their imagination and see what ideas they can come up with for making their package.

Molded Christmas package neckerchief slide

S.14

Use an old ice tray with square or rectangular cubes. Grease with oil and pour in plaster. While plaster is still wet, insert pop-top rings in each square for slide ring. (If you are planning a craft show, a large safety pin can be placed into the plaster casting, allowing this item to serve as decorative pin.) Let plaster dry. (figure S.14)



When plaster is thoroughly dry, remove from mold. Paint with tempera or acrylic paint, or wrap with foil wrapping paper. Glue on ribbon. Add a name tag for each boy as a final touch.

NECKERCHIEF SLIDE CRAFT continued

Molded tree ornaments

Use one of the modeling dough recipes found in the craft section.

Roll out with rolling pin on waxed paper. Let boys use cookie cutters to cut out Christmas tree ornaments. Use toothpick to form a hole in top for hanger.

When thoroughly dry, paint with tempera paint and give a coat of clear varnish for protection.

Molded neckerchief slides

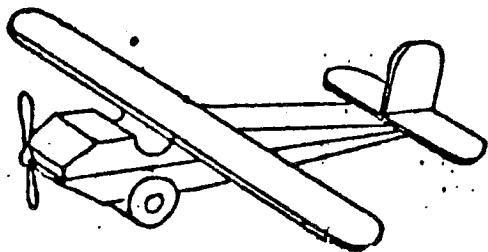
Use one of the modeling dough recipes found in the craft section.

Let boys model their own slides: snowmen; candy canes; wreaths; etc., or roll out dough and use cookie cutters for any holiday. Add a slide ring before the dough hardens.

When thoroughly dry, paint with tempera paint. Spray with clear varnish for protective coat.

THEME TIE SLIDES

AIRPLANE

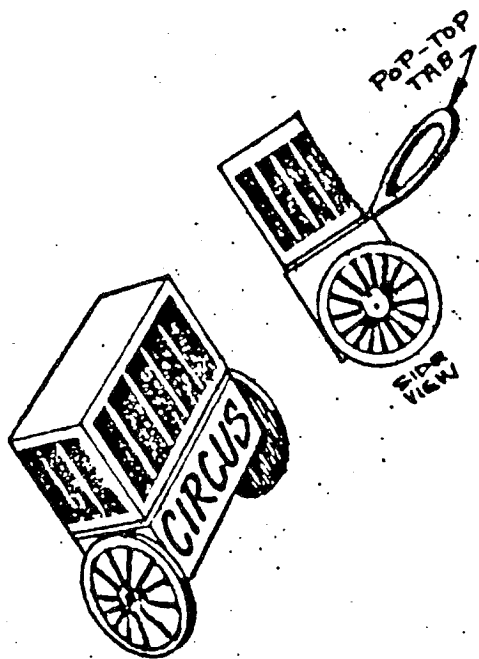


Take apart spring-type clothespin; glue flat sides together. Slice 1/2" dowel into 2-1/4" slices for wheels, glue on. Use plastic or wooden colored round bead for pilot (instant recognition beads work great). Cut off 3/4" tips of popsicle stick for tail assembly (need 3), and use remaining shortened popsicle stick for wings. Sand the wings to round ends. Use half a toothpick for the propeller. Attach pop-top ring (slightly bent) with hot glue gun.

BUGS

Paint half walnut shells to resemble various types of bugs. Pop-top ring can be slightly bent and attached to inside of shell, OR fill shell with plaster and put pop-top in.

CIRCUS WAGON



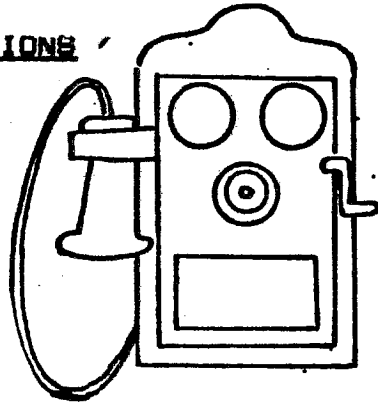
Materials:

- 1 pop-top ring (bent)
- 1 block wood 2" x 1-1/2" x 3/4"
- 1 block wood 1-1/4" x 3/4" x 5/8"
- 2 dowel slices 1/4" thick (wheels)
- 1 1-1/4" nail
- 2 3/8" nails (for wheels)

Sand wood and dowel pieces smooth. Put pop-top ring between wood pieces, securing them with 1-1/4" nail on outside of smaller block, making sure nail goes through pop-top ring. Attach the wheels with 3/8" nails. With felt-tip pen, decorate wagon and wheels; use stickers for animals, then draw in the bars.

THEME TIE SLIDER CONTINUED

COMMUNICATIONS

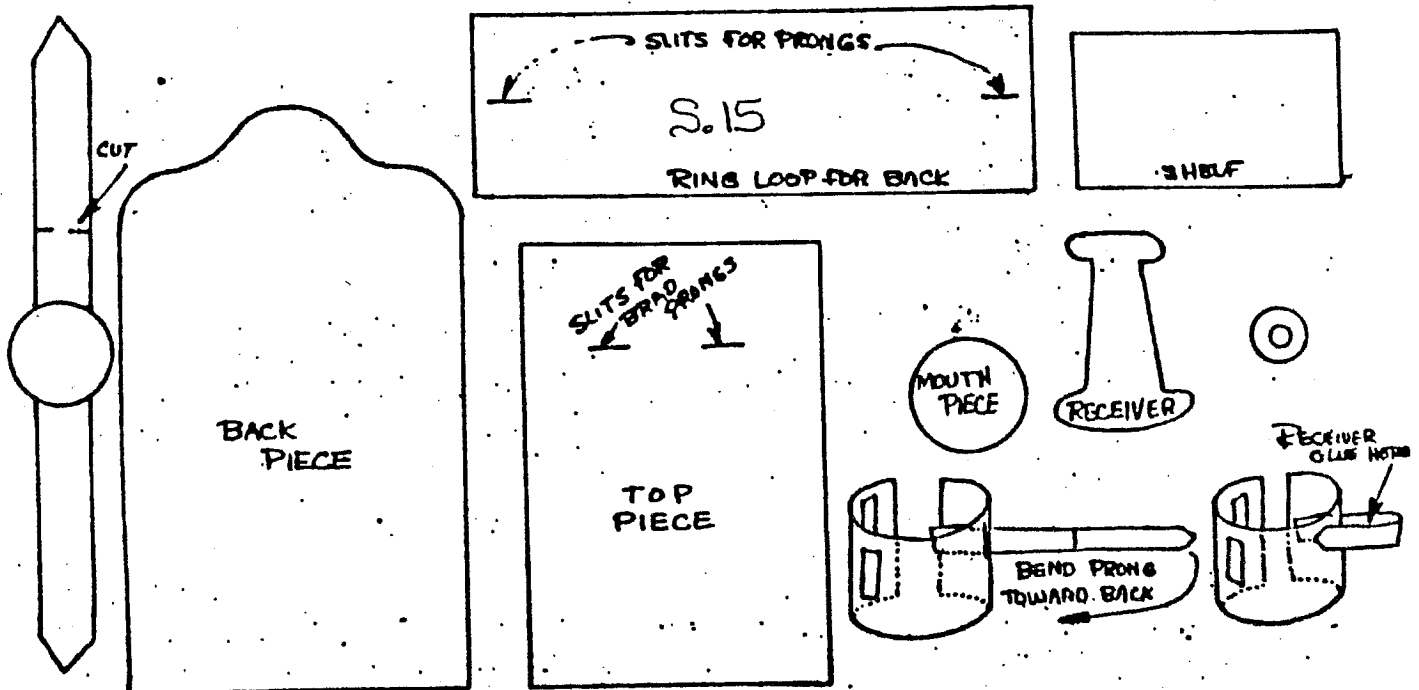


Materials: (Figure S.15)

- Wire cutters
 - 2-1/2" flexible wire
 - 6" black cord
 - 1 piece brown leatherette
 - 1 piece black leatherette
 - 2 long-pronged
brad paper fasteners
 - Small black wood or plastic bead
- blue
Scissors
Stapler

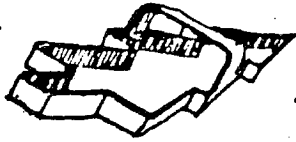
Using patterns, cut out the two background pieces and shelf from brown leatherette. The ring can be of either color. Cut the round mouthpiece and receiver from black. With wire cutters, cut the brad prongs as indicated. For left hand bell, cut only the prong on the right side which will hold left hand side of loop on back. For right hand bell, cut both prongs. File edges smooth so they won't be sharp. The two brads serve as bells and as the method to hold the ring loop on the back. Poke slits in top background piece for brad prongs, sticking them through both pieces and into loop on back, then bend over the cut prongs, leaving the one long prong coming out of the side between two pieces of leatherette, then bending toward the back.

Glue the mouthpiece circle in place and then the black bead in the center of that. Glue shelf in place and put a little glue between the two background pieces at the bottom since the brads hold them together at the top. For the crank, bend the piece of wire and leave silver, or if desired, paint it gold. Glue between the two leatherette pieces on the right side. On the left side, glue the receiver between the bent parts of the brad point which extends out the left side. Glue approximately 6" of black cord at the top back of the receiver, then glue the other end at the back of the slide, leaving a loop for the neckerchief hanging down.



THEME TIE SLIDES continued

COOKIE CUTTER FORMS



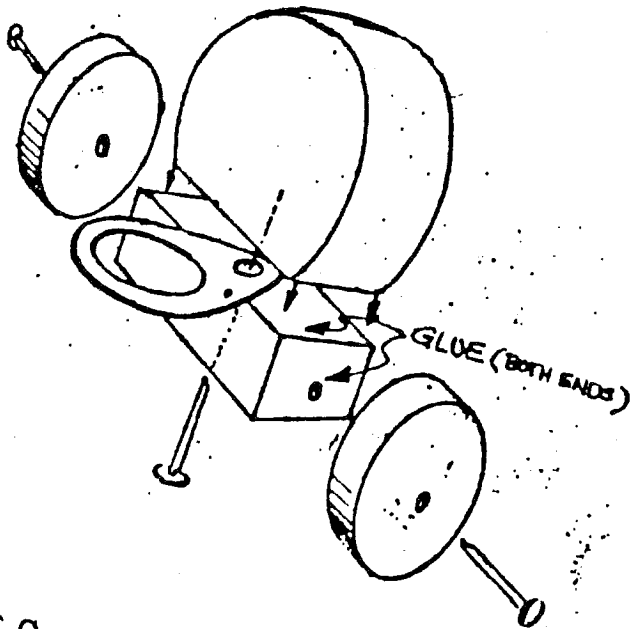
Numerous holiday designs may be made by using cookie cutters and play dough, then making a rubber mold from the play dough design; or plaster forms and plastic molds can be found at arts and crafts stores. A unique neckerchief slide can be made using the outer sleeve of a matchbox as follows: Wrap outer sleeve of a match box with wrapping paper, leaving ends open and securing with glue. Neckerchief goes through open ends.

COONSKIN CAP



Use half an English walnut or pecan. Paint face on nut half. Put pieces of fake fur on top of shell for hat. Use moving eyes and piece of yarn for facial features, if desired. For ring either pour plaster inside shell with pop-top ring or attach bent pop-top ring with hot glue gun to inside of shell.

COVERED WAGON

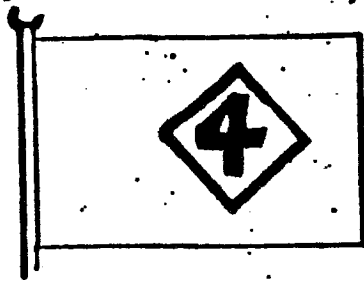


3 1" nails and some glue hold this together. A pop-top is used for holder. Wagon pieces are cut from wood as indicated. 3/4" dowel slices make the wheels. Cover with white cloth gathered over from for authenticity.

A one piece clothespin is notched as in illustration. Wrap a white or pink pair of pipe cleaners around the body for arms. Blue on a red shirt made from felt and use a black felt for a belt and holster. A gun may be made from foil and shirt cardboard. Use these for belt buckle too. Wrap a bright pipe cleaner around the neck for a neckerchief. Make chaps from pattern in leatherette. Make black felt hat from pattern. Paint on a face and glue or sew a ring of felt, leatherette or plastic on the back. Paint legs of jeans black or blue and boots black or brown, as desired. For detail, use a felt-tip marker to draw buttons on shirt.

THEME TIE SLIDES continued

DEN FLAG

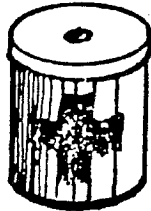


Materials:

Glue Paint Popsicle stick
Wood 2-1/4 x 1-1/2 x 1/4" plywood
2" velcro strip (front and back)

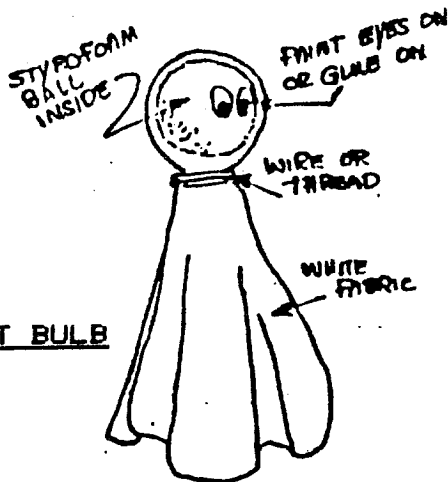
Paint den flag or State or city flag on wood. When dry, glue flag to popsicle stick topped with small bead. blue velcro 1 side on back, and one for loop.

FIRST AID KIT



Using a film canister, put items needed for first aid that will fit into this miniature kit. Then, using a hot glue gun, attach a pop-top ring to the side of the film canister and paint white and decorate with a red cross.

GHOST



Use a small (1/4" - 1/2") styrofoam ball covered with white fabric. Gather at base with telephone wire or thread. Draw eyes or glue on moving eyes. Make sure you have enough wire or a white pipe cleaner to make the neckerchief slide loop too. If using thread, insert plastic or pop-top ring on the back.

LIGHT BULB

Use a mold from an arts and crafts store or make one from a high-intensity bulb and your own vinyl. Cast in Hydrocal or plaster of paris.

LITTER BASKET



Clear plastic 1 oz. cup from wrights or other party supply place, or hospital. Use a black felt tip pen to make 4 vertical lines equally spaced and make a horizontal line around the top, bottom and center of the cup. Make diagonal lines with a finer tipped pen, as shown. Make your "EVERY LITTER BIT HURTS" sign with a typewriter on white paper and glue on the front. Make some paper scraps and glue them inside. Use hot glue gun to glue a pop-top ring on the back and you have a tie slide that will remind everyone to "Keep America Beautiful."

THEME TIE SLIDES continued

QUIVER AND ARROWS SLIDE

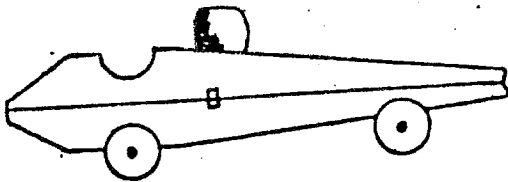


The quiver can be made from a small cylinder of vinyl, cardboard, leather, or a piece of an old plastic toothbrush holder could be used. Paint and decorate as desired. If you wish, the quiver could be covered with felt. Add a shoulder strap, using a piece of cord or narrow felt strip.

Feathers are kitchen matches (heads removed). Tiny bits of real feather fluff could be glued to the ends, or make fringed feather ends from construction paper. blue inside quiver.

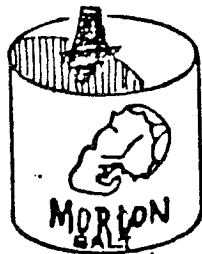
Punch two holes in back side of the quiver. glue a pipe cleaner ring for slide ring.

RACE CAR



Take apart spring-type clothespin: glue flat sides together. Slice 1/2" dowel into 2-1/4" slices for wheels, glue on. Use plastic or wooden colored round bead for driver (instant recognition beads work great). With hot glue gun, attach pop-top ring for slide.

SALT SHAKER



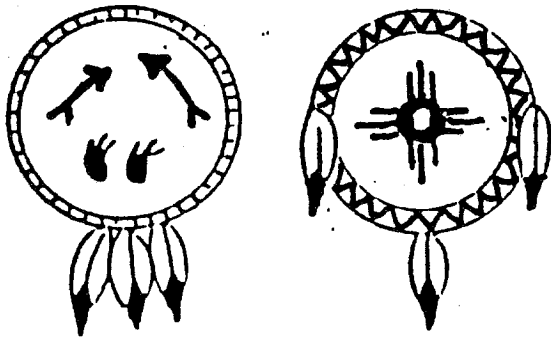
Use a lunch-box size Morton Salt Shaker. With fingernail scissors cut out the top and bottom and it's ready to wear. small size pepper shakers are also available for the little peppers in the den. shellac or coat with varnish to preserve.

SCENIC CORKER

Use bottle cork, wedges of wood, or large thread spools and decopage pictures of San Diego from magazines or travel folders. for cork, insert pipe cleaner in back for slide. for wood, use a hot glue gun to attach pop-top ring (bent) on back. for thread spool, drill hole larger.

THEME TIE SLIDES continued

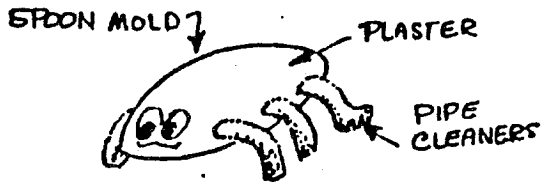
SHIELD SLIDE



Cut a small circle (approximately 10" diameter) from cardboard or plastic bottle scrap. Glue pipe cleaner ring to back for neckerchief to fit through.

Paint shield as desired. Draw edge trim or glue yarn or floss in place. Add real feather fluffs or construction paper feathers.

SPACE ALIEN

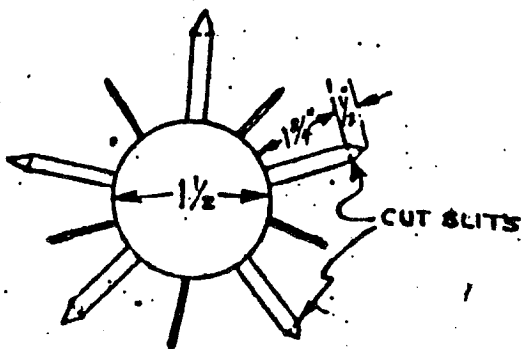


"Life on Other Planets" Pour plaster in plastic soup spoons, inserting the pop-top or ring. Use your imagination to develop your own creature from scraps of fur, eyes, felt, pipe cleaners, sequins, etc.

SPIDERS

Pour plaster in plastic soup spoons. Stick in pieces of black pipe cleaner for legs, and artificial flower stamens for feelers. Decorate with felt-tip pens or acrylic paints. Remember to insert pop-top or ring.

SUNBURST



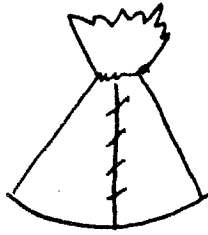
Materials:

- Dremil saw
- 5 popsicle sticks
- 3 round toothpicks
- Small piece of posterboard
- Hot glue gun
- Pop-top ring (bent)

Trace around gallon milk container cap for center, making two circles. Color as desired and cut out. Cut popsicle sticks with dremil saw to 1-1/4" lengths, and cut pointed tips: notch sticks 1/2" from end and glue in circle, alternating with half-toothpicks, forming sunburst. Glue pop-top on back.

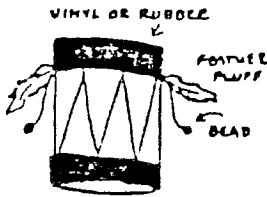
THEME TIE SLIDES continued

TEEPEE



Cut 4" vinyl circle in half. Roll half-circle into a cone. Overlap and glue or staple edges together. Insert toothpicks at top and glue in place. Decorate in Indian designs. Make two horizontal slits in back to pull the neckerchief through.

TOM TOM SLIDE

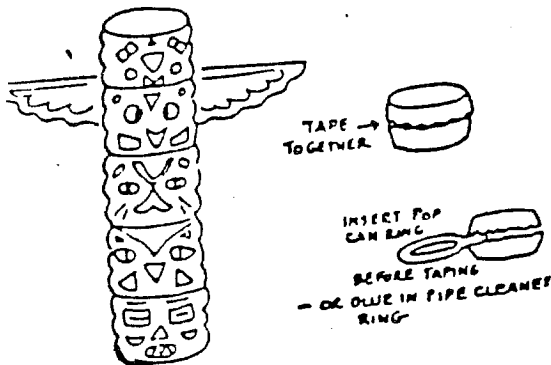


Use a large wooden spool or a section of cardboard roll. Attach a pop-top ring or pipe cleaner ring to back for neckerchief to fit through.

Designs can be drawn on spool with colored marking pens. Cut out two circles of black vinyl or rubber tubing large enough to cover ends of spool and extend over sides. Glue to top and bottom of spool. Lace with heavy black thread to resemble the lacing of a drum.

Add some feather fluffs at the side, and lacing with wooden beads on the end.

TOTEM POLE SLIDE



For each section of the totem, use 2 bottle caps taped together, rim to rim.

Use pop can ring or circle of pipe cleaner for slide ring. Insert between two bottle caps before they are glued together. Secure with a bit of plaster or glue on the inside.

Paint totem adding features. Wings or beaks can be cut from colored construction paper and glued to totem.

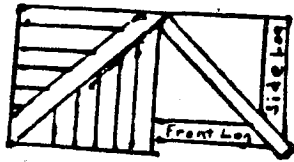
WALNUT INDIAN



Use half an English walnut or pecan. Paint face on nut half. Wrap cloth or paper headband around "forehead" after you have glued on yarn hair, (braided or leave loose). Insert small feather at back of headband. For ring either pour plaster inside shell with pop-top ring or attach bent pop-top ring with hot glue gun.

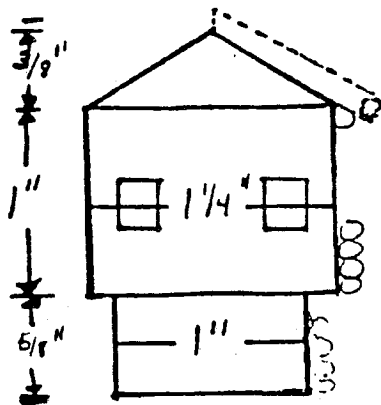
MORE SLIDES

FORT TOWER TIE SLIDE

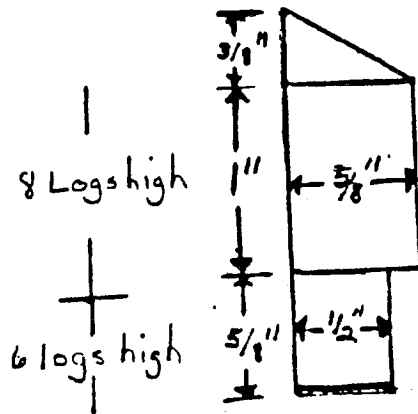


Roof partially finished.

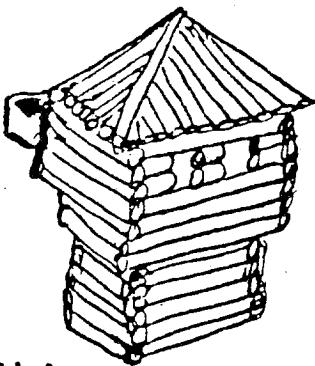
Cut a piece of white pine, 2" x 1-1/4" x 5/8", according to the diagram. 1/8" dowel rod or used matchsticks are used for the logs. The drawings show the construction. Any fast setting glue or cement can be used and when dry, give it a spray coat of clear plastic or lacquer. Make the loop of thin copper or tin.



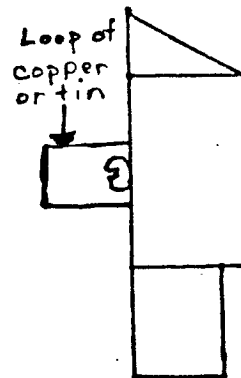
Front view of block



Side view of block

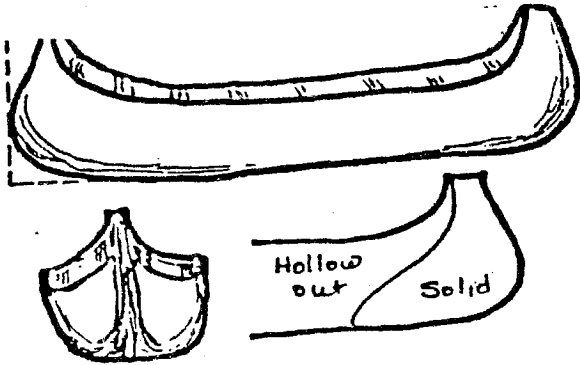


Finished in great detail!



MORE SLIDES

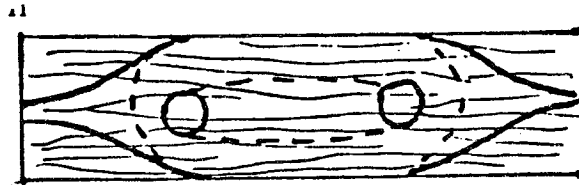
CANOE SLIDE



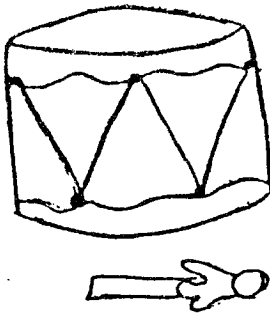
Materials:

Drill and 1/4" bit Knife
Paint or stain Sandpaper
Pine or Birch - 3/4" x 3/4" x 3"

Begin by whittling the outside shape of your canoe and then drilling two holes as indicated. Hollow out the inside to fit snugly around the neckerchief. The canoe can be painted or stained to fit the taste of the maker. Small "V" cuts are made in the gunwall to simulate the wrappings.

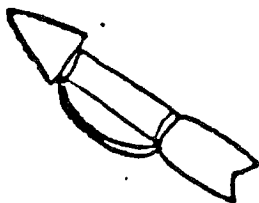


DRUM TIE SLIDE



Using a 1-1/4" dowel, cut a length 1-1/4" with a coping saw. Drill a 5/8" hole through dowel for tie slide. Sand top and bottom of drum smooth. Paint top and bottom of drum white. Paint details on sides with acrylic paint. For drum stick, cut burnt match stick down to 3/4". Shape a small piece of clay or plastic wood around match to form drum stick head. Paint blue to top of drum.

WHITTLED ARROW



Draw outline of an arrow on a piece of soft wood. Score outline with a sharp knife, then whittle away excess wood. (Work away from yourself.) Score edges of feather to give appearance of real feather. Sandpaper and add designs. Tie floss around arrow shaft at point and at feathers, leaving just enough room for a neckerchief to fit snug.

MORE SLIDES

LEATHER RANK TIE SLIDES

Materials:

2 brads Black felt Scissors blue
1 piece of lightweight leather (large enough for pattern)

1. Cut out pattern from leather. Cut another piece 5/8" by 2".
2. Using a sharp point, punch holes in the area for eyes and punch holes in the back piece to correspond with those in the front.
3. Put brads through eye holes and through back piece.
4. Glue a black piece of felt on for nose.

These same patterns can be made from wood.

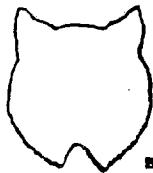
WOOD RANK TIE SLIDES

Materials:

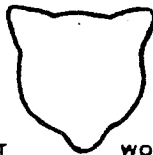
1-1/2" wood square yellow paper paint
3-1/2" length of 1/4" elastic 2 thumbtacks glue

Paint wood. Cut rank emblem from paper, using pattern. glue emblem on wood. Use thumbtacks to attach elastic to back of wood.

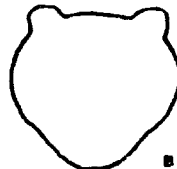
NECKERSCHEIF SLIDE RANK PATTERNS



BOBCAT



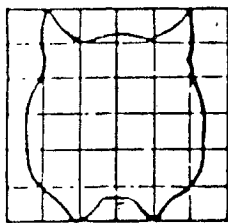
WOLF



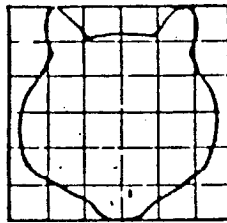
BEAR



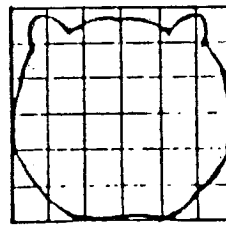
WEBELOS



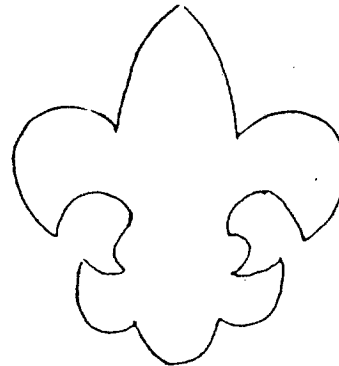
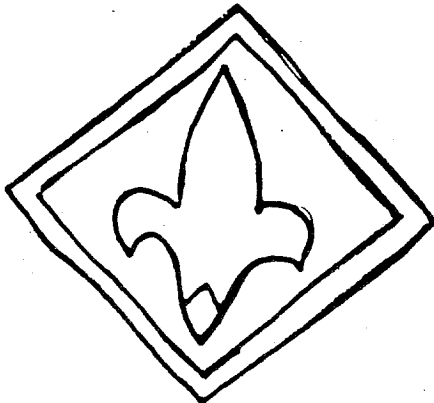
Bobcat



Wolf



Bear



MORE SLIDES

NECKERCHIEF SLIDE GAME

This doubly useful item is made from a rather unusual scrap material - parakeet biscuit tins.

Trace around a tin on a piece of blue construction paper and also on acetate or other transparent plastic, then cut out. With yellow crayon, draw a Cub Scout or other face on the paper, or cut a small face that will fit inside from a magazine and glue to cardboard. Punch holes for eyes. Insert picture in tin and drop in two B-B's or silver ball cake decorations. Glue plastic top in place.

To convert game into a neckerchief slide, fasten a wire loop to the clips on the back of tin.

CUB SCOUT CAPS

Using the small half of a Legg's egg, or from a plastic easter egg, or egg carton cups, draw around the egg or cup on a piece of cardboard, don't forget to leave room for the brim, and cut out.

Paint the egg or cups blue and gold.

Add a square of blue construction paper for the emblem to the front of the hat.

Punch 2 holes in the cardboard to insert a pipe cleaner for the slide ring and glue to the bottom of the hat.

VINYL OR LEATHER CRAFT

On the following pages you will find patterns for items which can be made from vinyl. When these are completed, they look very much like real leather articles. Although each article has specific instructions on construction, we have listed some general information which will be helpful to you.

Vinyl scrap can usually be obtained at your neighborhood upholstery shop. Ask them to save the scraps for you. Also ask the Cub Scouts' mothers to begin saving them if possible.

The plastic lacing used on these articles can be purchased in all different colors at a hobby or craft store. It is usually cheaper if you purchase an entire roll.

Holes are punched with an eyelet maker from the sewing department of dime stores or department stores. A leather punch is also satisfactory.

Gripper snaps purchased at dime stores can be used for fasteners if desired.

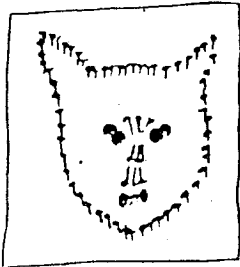
MORE SLIDES

Nail and Hardware Designs

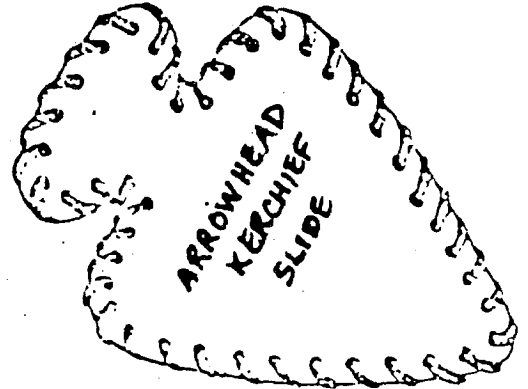
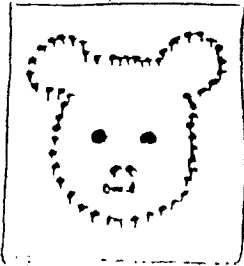
Use any size piece of scrap lumber for backing plaque. Create an animal design on tracing paper to fit your wood size. Tape paper to board and nail tacks, brads and nails through paper into wood. If desired, nail in only main outlines, remove paper and then finish with various staples, screws, washers and pieces of hardware. Spray overall with at least two coats of clear lacquer to seal wood and protect hardware from rust.

PATTERNS

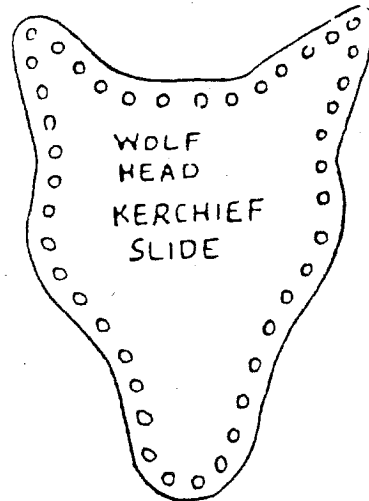
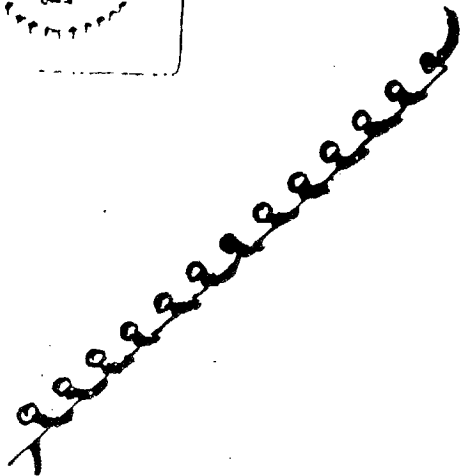
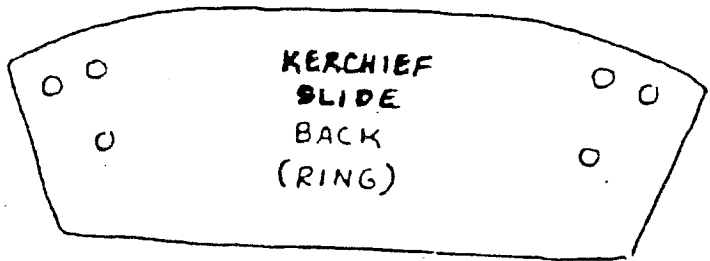
wolf head
neckerchief
slide



bear head
neckerchief
slide



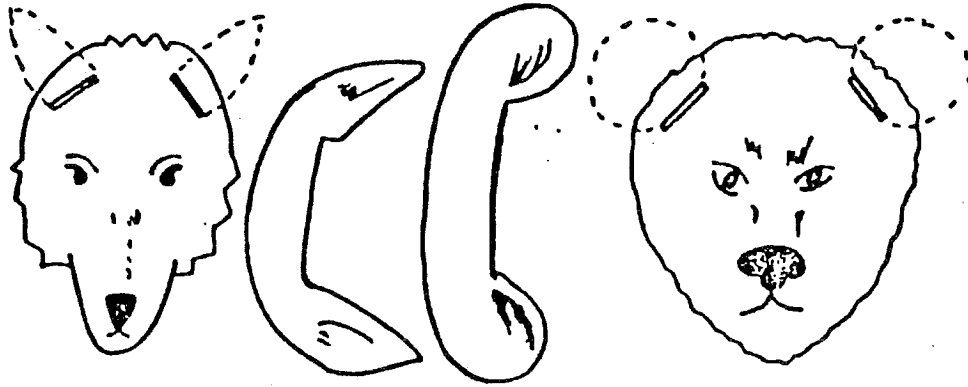
neckerchief slide
(back ring)



STILL MORE TIE SLIDES

Tie Slides

Make pattern; outline on side of plastic bottle and cut out. Let curve of head correspond with curve of bottle. Ruffle edges with scissors. Slits for ears should be wide enough for thickness of plastic. Be careful not to cut slits too long, because the ears will fall out. You can have pieces cut out ahead of time, ready to paint (use enamel or plastic paint) and assemble. Add black paint for details.

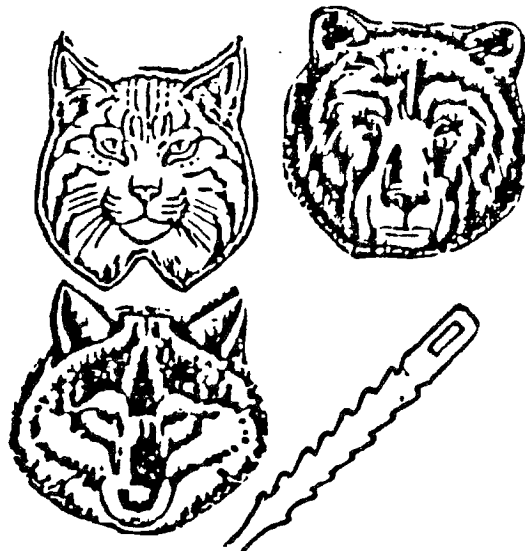


Styrofoam Neckerchief Slides

Cut design from styrofoam meat tray. Cut it quite a bit larger than what you want. Place in warm oven (like shrink art).

While it is still warm, use a little glue to attach a plastic garbage bag tie to the back of the design.

Make a Cub Scout sign, or a rank or emblem for each Cub Scout.



STILL MORE LIFE SLIDES

Scroll Slide

Materials:

- Clear acrylic spray
- Glue
- 4 - 4mm yellow beads
- 2 dowels 1/8" x 1-1/2"
- Unbleached muslin 1-1/4" x 4"
- Black Sharpie marking pen, permanent



Begin by spraying the muslin with several coats of acrylic spray. Let each coat dry before adding the next. Glue the fabric to the dowels rolling each end a little more than one full turn. Let the glue dry completely. Decide how much of the fabric you need to show to write your "bit of wisdom". Roll the rest of the fabric on the dowels and secure with glue. Coat the fabric with several more layers of acrylic spray so it will become stiff and hold its shape when it is being worn. Using the Sharpie pen, let the boy write a popular saying, a rule of thumb, or any scholarly bit of wisdom he comes up with. Glue the yellow beads on the end of each of the dowels. You can use plastic pipe, leather, cloth or pipe cleaners to make your slide back.

Ping Pong Ball Neckerchief Slide

Materials:

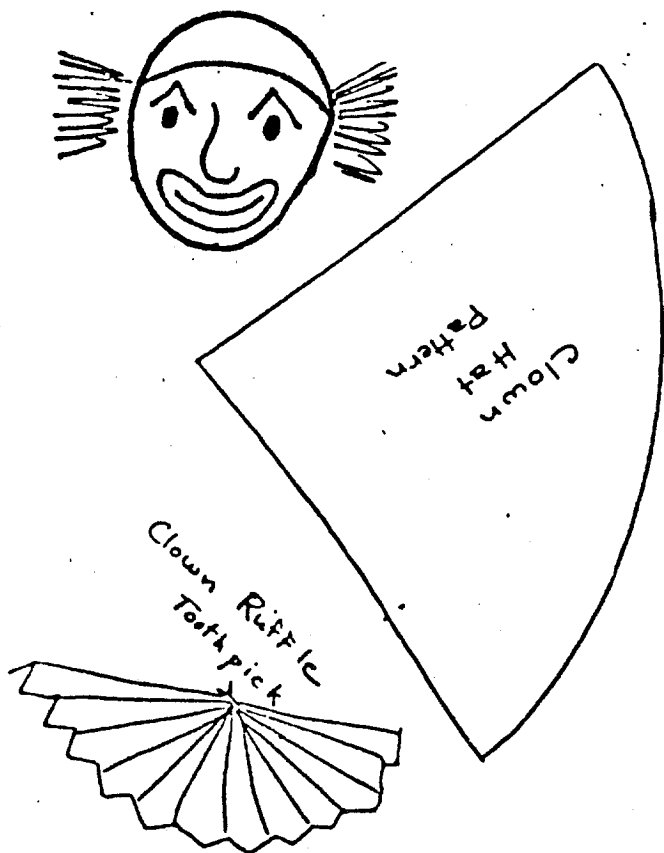
- Ping Pong ball
- paint
- paint
- colored paper
- cotton
- cotton
- glue
- toothpick
- glue
- plastic ring

Paint a funny face on a ping pong ball, then glue on a wooden bead for a nose.

Make a cone shape hat from colored construction paper, using pattern on left. Glue hat to clown's head and add a puff of cotton on top.

Accordion pleat a contrasting piece of construction paper 1-1/2" x 6", making about 1/4" pleats. Form it into a semi-circle and glue a toothpick across the back to stiffen the collar. Glue collar to clown's neck.

Glue on a vinyl loop on back side for a neckerchief slide.



STILL MORE TIE SLIDES

Clown Slide

Materials:

Spoon for mold
Feather or yarn

Plaster
Pop-top ring
Paint

Spray the spoon with "Pam" or any other silicone spray. Pour the plaster into the spoon mold and insert the pop-top ring. When plaster is completely dry, remove it from the spoon and paint on the clown face of your choice. Feathers or yarn can be glued to the back to make hair.



Candy Mold Clown Slide

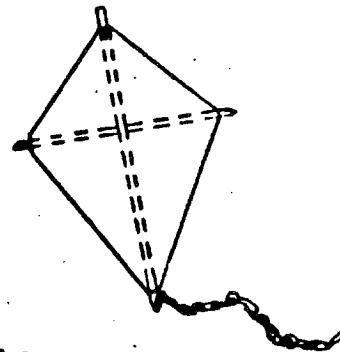
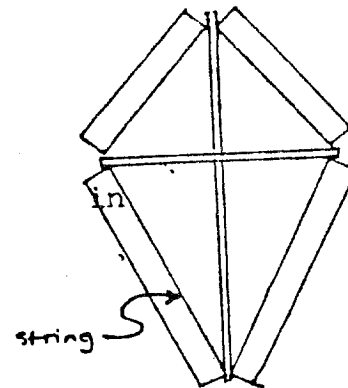
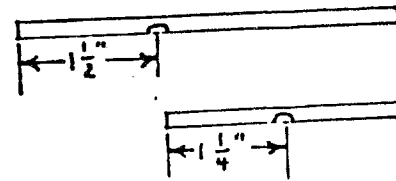
Some of the cake decorating supply shops carry a variety of candy molds. One very nice mold, that is not too large, comes in a clown head with hat and collar. Our boys would like to make this mold, you can pour up 4 to 6 at a time. Then you would simply supply the paint and brushes.

Kite Slide

Materials:

1/16" dowels, 4" and 2-1/2"
Heavy crochet thread
Tissue or bright fabric
Glue

Cut a notch in both dowels at measurements shown on the right. Notch the end of each dowel. All of the notches can be easily made with a very small file. Glue the dowels together at the center notches. Allow the glue to dry completely before adding string to the outside notches. Put a drop of glue in each notch and put string around frame. Cut tissue or fabric 1/4" larger than the outside shape of the kite. Front can be decorated at this time. Trim corners to a 90 degree cut. Make sure all decorations and frame glue is dry before assembling your kite slide. Lap the 1/4" edges over the string on frame and glue into place. Add a small colorful tail if desired. To do this, take a piece of string and tie around very small pieces of fabric or yarn and glue to bottom back of the kite. Epoxy the plastic pipe to the back where the dowels cross. Allow to dry before use.



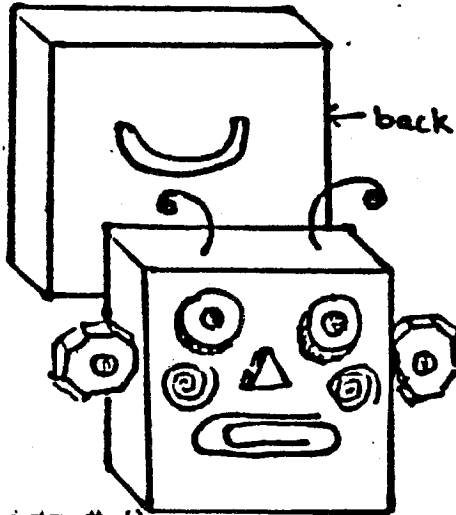
*KITE. Cut from plastic foam meat tray
Spars are pieces of toothpicks glued
on. Tail is bit of yarn with knots.*

STILL MORE TIE SLIDES

Robot Slide #1

Materials:

Glue Small block of wood Paint or markers
Cable staple 5/8" x 1-1/8"
Bag of small screws, nails, felt, colored paper, washers, paper clips, phone wire, brads, nuts, etc.



Hammer the cable staple into the center back of the block of wood.

The boy may want to paint his block at this time or wait and paint the whole thing with aluminum paint.

Now turn the Cub scout loose to create his robot face from his supplies and imagination.

Robot Slide # 2

Materials:

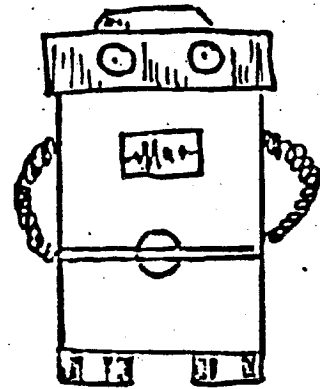
Wire, nuts, sequins, etc.
35mm film can with a dome lid

Paint blue
Plastic plumbers pipe 1/2" x 1/2"

Epoxy two nuts to the bottom of the film can to create the feet of the robot.

The plastic pipe should be epoxied to the center back just below the gray dome of the can lid.

The film can be painted with an acrylic base paint and allowed to dry or it can be made from the black can.



Robot Slide # 3

Let the Cub make his robot from whatever supplies you have available. Make sure the Cub's imagination is allowed to run freely as this is the best part about making the slide.

STILL MORE TIE SLIDES



Owl Tie Slide

Materials:

- 1 curtain ring
- 1 bead (beak)
- 16 yards rug yarn
- 2 large sequins or small beads (eyes)

Cut 8 cords each 2 yards long. Fold each cord in half and larks head onto curtain ring. Push close together. Tie 5 rows alternating square knots.

With cords 3-6 and 11-14, tie one square knot. Slip bead onto cords 7-10. Tie 6 rows, alternating square knots.

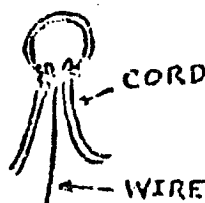
Gather all cords together and tie with a short wrap knot. (Use piece cut from longest cord left.) Clip all cords off at 2" and fluff.

With left over cords, form 2 bundles of 8-12 strands each and tie very tightly. Fluff out and form into circle (eye base). Trim to desired size and glue into place. Glue sequin or bead to center of each base.

Snail Tie Slide

Materials:

- 3 1/4 yards rug yarn (color A)
- 4 yards rug yarn (color B)
- 14" wire (picture wire works good)
- 1 curtain ring



Cut 4 cords, 28" long (color A), and 2 cords, 2 yards long (color B).

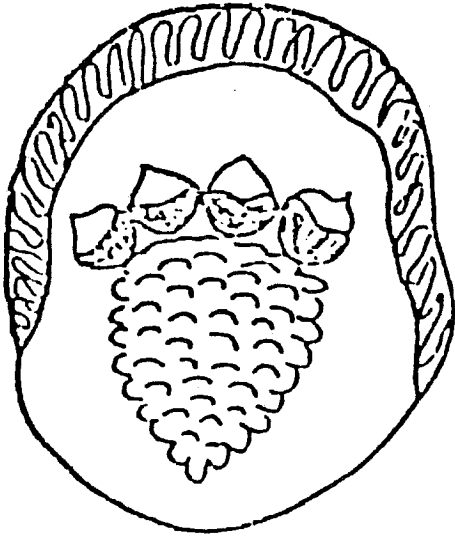
Attach one end of wire to curtain ring. Fold color A cords in half and larks head onto ring around the wire. Tie two square knots using 2 knotting cords on each side and the other 4 as holding cords. (The wire is also treated as holding cord.)

Fold the color B cords in half. Lay behind all color A cords and wire, just below 2nd square knot. Tie 1 square knot using 2 knotting cords on each side and all the color A cords and wire as holding cords. Tie 5 more square knots.

From back of bundle of color A cords, pull aside 4 cords (used in step 5). Tie 14 square knots. Clip wire and remaining holding cords close to last square knot. Tie overhand knot with knotting cords. Clip close to knot and dot with glue.

With 4 cords that were laid aside, tie 2 square knots. Clip and glue. Curl up long section to form shell. You may want to glue to base. Add antenna of wire and eyes if desired.

STILL MORE TIE SLIDES

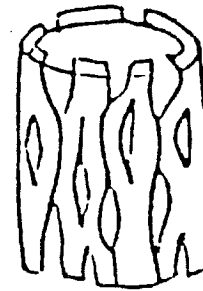


Nature Slide

Cut a thin slice of log which is approximately 2-1/2" in diameter. Cut the log on the diagonal. Sand the wood and then varnish it with two coats of clear varnish. When the varnish is completely dry, take a pop-top ring and bend the flat section to a 90 degree angle to the ring. Glue and then heavy-duty staple the flat portion to the center back of the wood. Then glue a small pine cone and acorns or other natural material to the front.

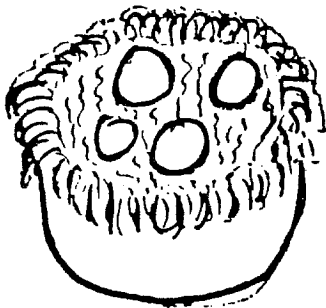
Cactus Skeleton Slide

This type of cactus skeleton can sometimes be found at stores specializing in dried flowers. Using a saw with very fine teeth, cut into the length you want, then thoroughly clean out the inside with a small brush. Paint with one coat of clear varnish if you wish.



Burr Oak Bird's Nest Slide

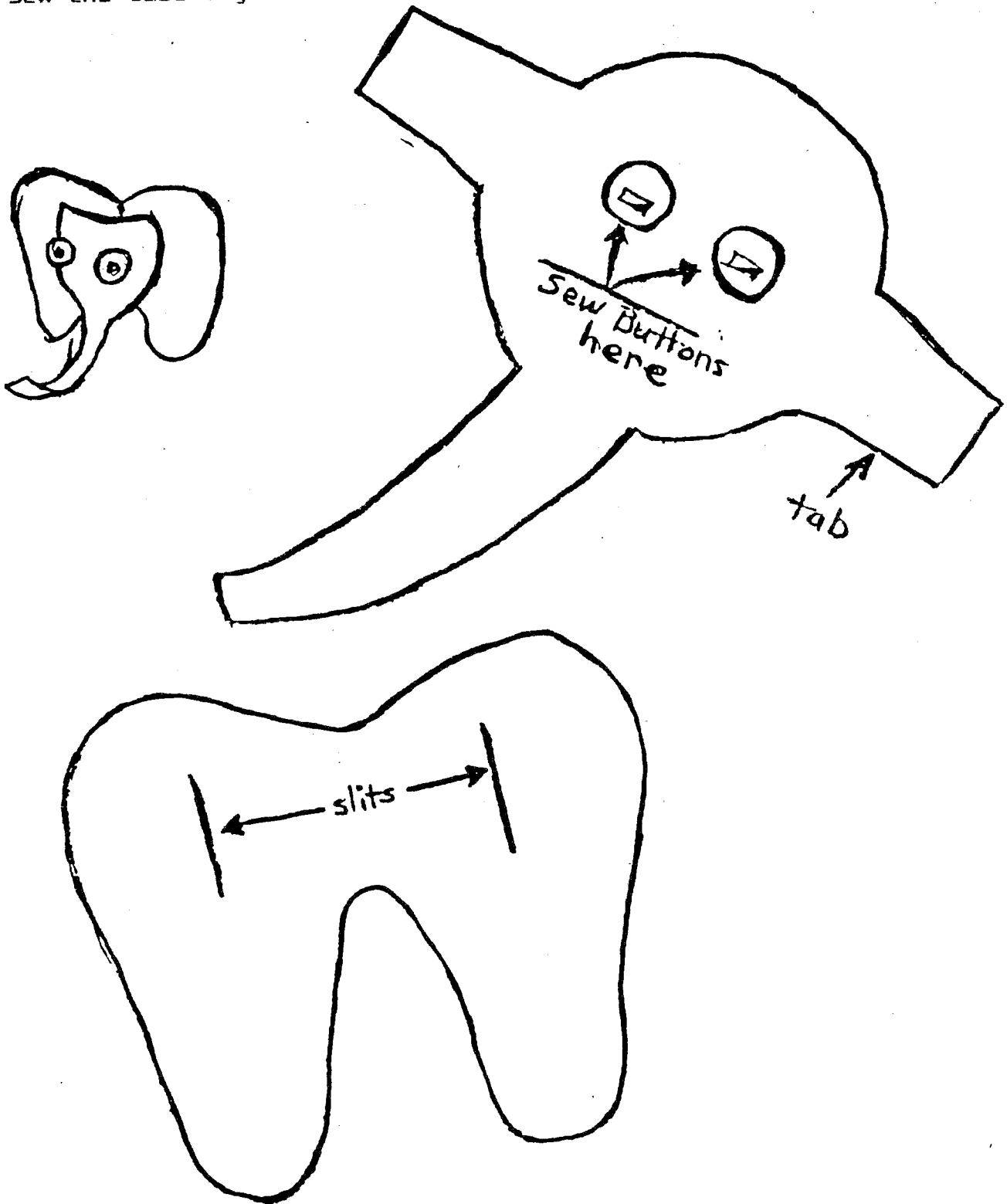
Begin with large burr oak acorn and remove the center. Next drill two small holes in the back of the shell. Push pipe cleaner through the holes and fasten the ends together securely. Be sure to leave a loop outside the acorn that will serve as the neckerchief holder. Fill half-way inside the acorn with florist's clay or play dough. Top with dried moss and then glue in beads to resemble birds eggs.



STILL MORE TIE SLIDES

Elephant Neckerchief Slide

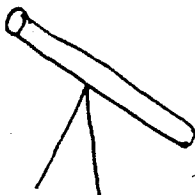
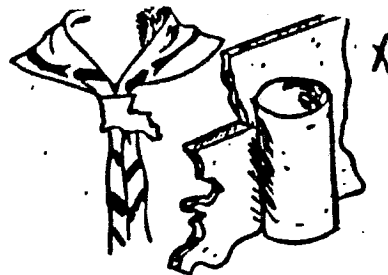
Cut both of these pieces from an old inner tube, vinyl, or leather. Sew on buttons for eyes. Put tabs through slits in ears and glue or sew the tabs together.



STILL MORE TIE SLIDES

State Slide

Draw or trace outline of state on Masonite or plywood. Cut out with coping saw. Paint any color and glue on leather or leatherette loop.



Microscope Slide Slide

Materials:

1" x 2" x 1/8" clear plexiglass
3/4" x 3/4" slide covers
Sharpie markers
Plastic pipe

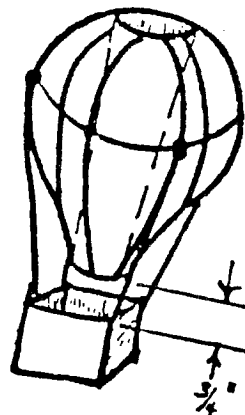
Smooth corners of clear plexiglass and polish on wet-dry emery paper. Let the boy draw a scientific glob (germ, cells, blood). Glue the 3/4" x 3/4" cover over the glob. Epoxy the pipe on the center back.

Hot Air Balloon Slide

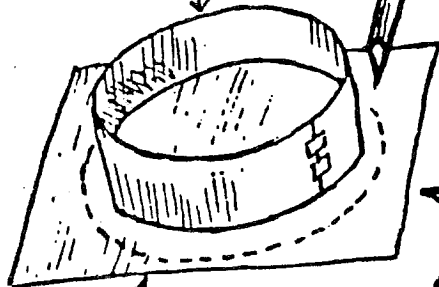
Materials:

Funnel shape plastic or metal
2" x 3/4" to 1/2" taper
Sculpty II clay
1/2" sq. tubing
Colored crochet thread

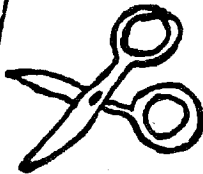
Form a funnel shape from plastic or metal to begin your balloon, solder or epoxy the edges of the funnel. Build up Sculpty II clay around the funnel to create the balloon. Rib before drying to make fabric seams. Around the equator of the balloon, insert a 4" long piece of crochet thread at 4 equal locations. Make small dot covers of another color and place over the thread like a plug. Allow the clay to dry completely. Cut 1/2" sq. tubing to 1/2" long. Epoxy thread into each inside corner of the tubing with a toothpick. Allow to dry. Trim off excess thread. The neckerchief will slip down inside the balloon.



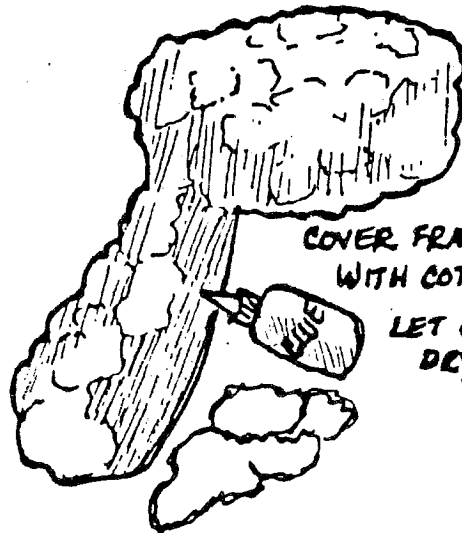
3 1/2 INCH LIGHT
CARDBOARD



FABRIC
CUT FABRIC CIRCLE
SLIGHTLY LARGER THAN BAND



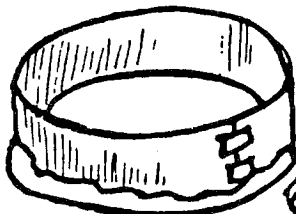
PAINT OVER
COTTON. PAINT
STRIPES ON TAIL.



COVER FRAME
WITH COTTON

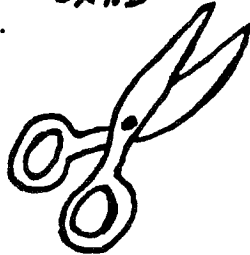
LET GLUE
DRY

STAPLE OR GLUE
CARDBOARD
BAND TO FIT
TOP AND BOTTOM



GLUE FABRIC
CIRCLE TO
BAND

CUT TAIL FROM
FABRIC. GLUE
ON

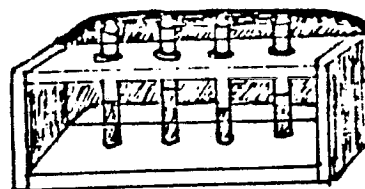


LOTS MORE SLIDES

Test tube rack slide

Materials:

- 2 tongue depressors
- 4 - 3/16" acrylic rod - 1-1/2" long
- 4 colors transparent model paint
- Leather or vinyl - 3" x 3/4"



Cut two pieces of the tongue depressor 2" long and two pieces 1" long. Drill 1/4" holes down the center on every 1/2" of one 2" piece (4 holes).

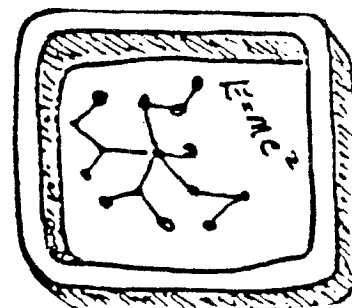
After the holes have been cut, epoxy the pieces into a rectangle and let it dry completely. Do not get carried away with the epoxy at this step. Round the bottom of the rods with sandpaper. Dip the rods in the transparent paints, making each one a different color and depth. Epoxy 1/4" of vinyl to the inside back edges of the test tube rack. This will make the slide loop. Dip the bottom of each rod in the epoxy and slide it gently through a hole and rest on the bottom of the rack. Be careful not to bump the rods until they have set up completely.

Chalkboard slide

Materials:

- 1-1/4" x 2" x 1/4" piece of pine wood and flat black paint (OR Miniature chalkboard)
- White paint pen
- 1/2" x 1/2" plastic pipe

If the chalkboard has been purchased, simply write formulas on the board with the white paint pen. When paint is dry, epoxy the plastic pipe on the back just above the middle.



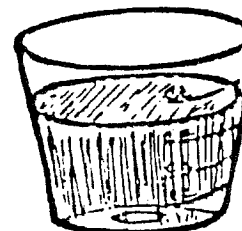
If carving the chalkboard, round the corners of the block and carve out the center to a depth of 1/16" to 1/8". This can be done very simply and smoothly with a dremel tool. Sand the chalkboard smooth and paint the center with flat black paint and allow to dry completely. When this is complete, finish the slide as stated above.

Beaker slide

Materials:

- Medicine plastic measuring cup
- Paint

Drill a 1/2" hole in the bottom of cup. Use the paint to make it look like there is liquid in the beaker.

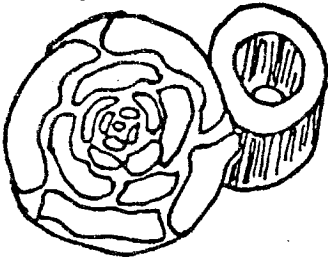


LOTS MORE SLIDES

Rose rock slide

Materials:

Rose rock 1-1/2" diameter
Plastic plumbing pipe 1/2" x 1/2"
Epoxy
Clear acrylic spray



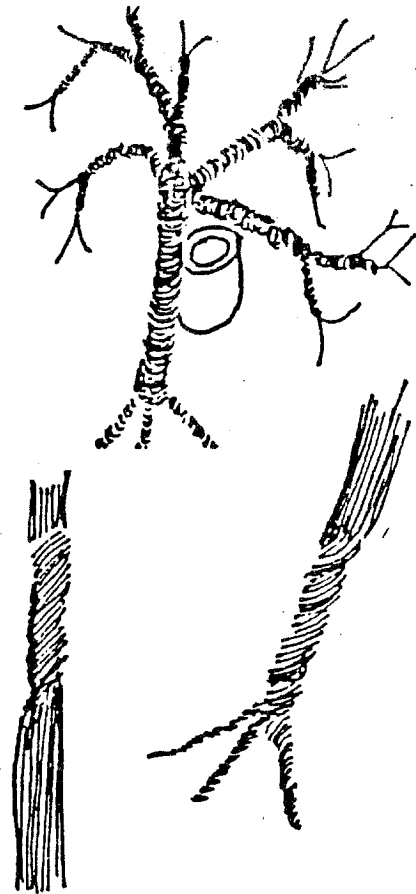
Clean the rock with water and a small soft brush to bring out the petals of the rose. Epoxy the rock to the piece of plumbers pipe and allow to dry completely. Coat the rock with several coats of acrylic spray. This slide could be made from any rock. It would be good to take the boys on a hike to discover the rocks for themselves. The rose rock itself is unique to the central part of Oklahoma beginning in the north part of Norman and extending to the southern portion of Oklahoma City. Prosper park on S.E. 29th has a deposit of the rose rock. They are not the largest to be found but there are still some of adequate size.

Copper wire tree slide

Materials:

Copper wire
Plastic pipe 1/2" x 1/2"
Epoxy
Clear Acrylic spray

Cut copper wire so each boy has 20 or so pieces of wire in various lengths from 4" to 6". The boy should first twist 1" up from the bottom, twisting up about 2-1/2" to 3". Next he should separate the 1" bottom pieces into groups of 2, 3, 4 or 5 strands of wire and twist each group to make the roots of the tree. The not yet twisted top strands should be twisted and fashioned to form the limbs and branches of the tree. When all the shaping has been completed, the trunk of the tree should be epoxied and to the section of plastic pipe. The finished product should be coated with clear spray acrylic to preserve the shiny copper finish of the new wire.



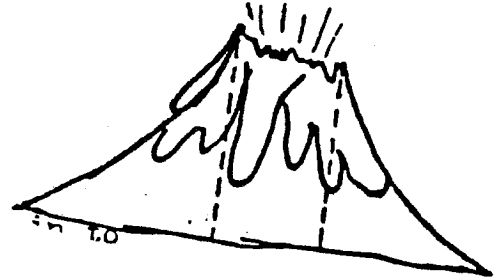
LOTS MORE SLIDES

Volcano slide

Materials:

- 1-1/2" x 1/2" plastic pipe
- Plaster or self-drying Sculpty clay
- Paint

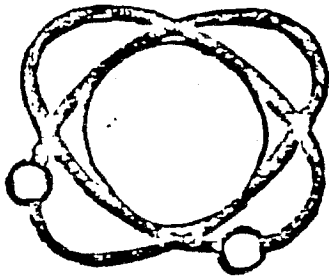
Use plaster or clay to build up the pipe in the shape of a volcano. Let the plaster or clay set up until completely dry and hard. Let some plaster "run" down the mountain to look like the escaping lava. Using green and/or brown paint, paint the mountain. Use red or paint the lava flow. Your neckerchief slide is worn around the neckerchief.



Atom slide

Materials:

- 1" styrofoam ball
- 1 1/4" red pom pom
- 1 1/4" yellow pom pom
- 1 4" pipe cleaner
- 1 12" pipe cleaner



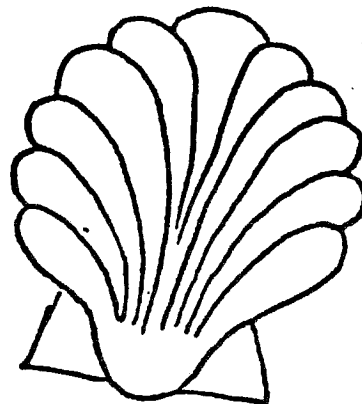
Cut the 12" pipe cleaner in half. Make an oval big enough to go around the 1" styrofoam ball. Glue the ovals on the ball at angles to each other. Glue the red and yellow pom poms on the ovals as shown in the illustration. Make a loop out of the 4" piece of pipe cleaner and glue the loop into the back of the styrofoam ball.

Sea shell slide

Materials:

- Attractive shell
- Epoxy
- Plastic plumbers pipe

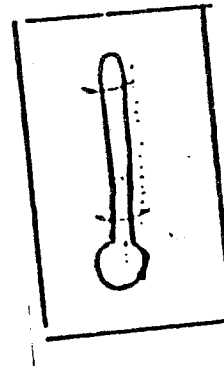
After choosing an attractive shell, the boy should choose the front and which way he wants it to hang. Next he should epoxy the pipe to the back so the hole is in line with the vertical line of the shell. At this point, let epoxy set before wearing.



LOTS MORE SLIDES

Thermometer tie slide

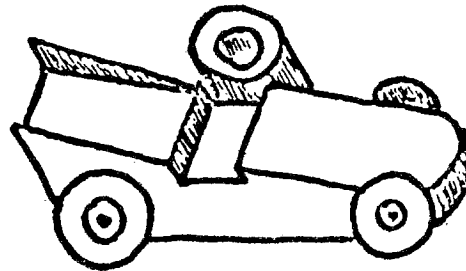
Cut a piece of 1/4" plywood or wall paneling 1" x 1-3/4". Sand edges smooth. Whittle or sand a burnt match to round off the edges. Cut down to 1-1/4" length. Form a small ball of plastic wood around end of match. When dry, paint end and part of match red to resemble thermometer. Glue onto wood. Drill a 1/16" hole on both sides of thermometer and run telephone or bell wire through the holes and twist in back. Glue a loop of vinyl on back for tie slide.



Pinewood derby slide

Materials:

Block of soft pine 1-1/2" x 1-1/2" x 3"
Knife
Sandpaper
Rubber or wooden wheels
Paint
Epoxy
1/2" dia. plastic pipe

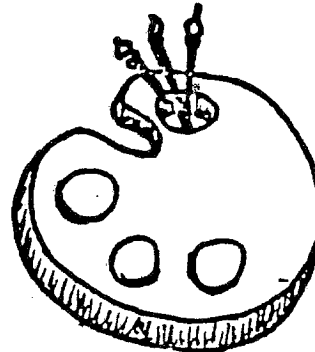


This slide is made much the same way a full size pinewood car would be made. The Cub Scout should draw the outline of his car style on the block of wood. Then he should carve his design, sand and finish the car. He can paint and add decals as desired. A piece of 1/2" diameter plastic plumbing pipe cut to 1/2" long is epoxied to the back to complete the slide.

Palet slide

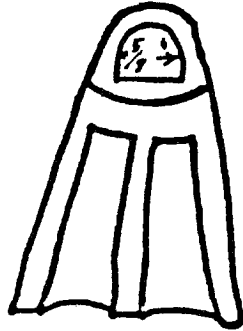
Materials:

1/4" x 2" x 2" block of pine
Drill and 1/4" bit
Toothpicks (round or flat)
Paint (red, yellow, blue)
Plastic pipe



Cut an artist palet from a small piece of wood. Drill a 1/4" hole where shown on the illustration. Smooth all edges and paint white. Use 1/2 a toothpick for the paint brushes. Dip each tip in a different color of paint. Allow to dry and the drop of paint will appear to be the brush bristles. Epoxy the brushes into the hole as shown. Epoxy the plastic pipe on bottom of the palet and allow to set up completely. Drop some fairly thick acrylic paint onto the palet to look like the artists paint.

LOTS MORE SLIDES

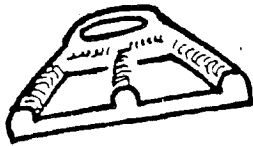


Swim fin slide

Materials:

1/4" X 1/2" X 2" pine block
Hobby saw
Flat black paint
Knife
Sandpaper
Drill
1/4" bit

Draw outline of swim fin onto the block of pine and drill the 1/4" hole all the way through near the back. Use small hobby saw to cut angles of fin. Complete whittling, filing and sanding to perfect the shape of the fin. Paint the fin flat black. The neckerchief fits through the hole and the fin lays down at an angle.



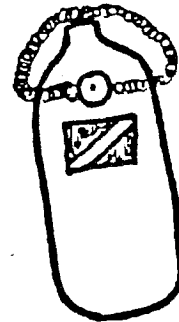
The boy may decide to enhance this slide by creating a pair of fins, a snorkel or even a diving mask. With this theme the youth could just go wild.

Scuba tank slide

Materials:

CO2 cartridge
Plastic pipe
Black phone wire
7mm bead
Aluminum paint
Epoxy

Take the empty CO2 cartridge and paint it with aluminum paint. Paint the 7mm bead with aluminum paint too. (Because many tanks are now painted yellow the boy may want to paint his tank yellow too, but the bead should be silver.) Let both dry. Take the black phone wire and wrap it tightly around a piece of floral wire. This will form the air hose, looking a great deal like a black 3" spring. Slide the "spring" off of the floral wire. Epoxy the middle of the wire to the top of the bottle. Bring ends together and epoxy them in the ends of the bead. With red and white paint, paint on a divers flag. Epoxy the tank on the plumbers pipe and allow to set up completely.



THE LAW OF THE SLIDES

Contest prize

Here's an inexpensive and easily made prize for boys in winning dens interden contests. Cut out bottom of 35mm film canister. On colorful paper, tupe or print the appropriate legend. Glue on paper. Makes a nice neckerchief slide.



Olympic slides

Materials:

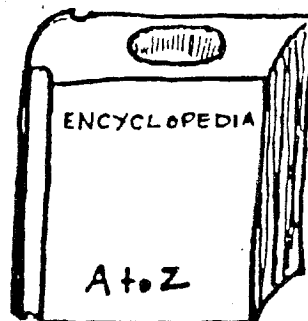
Block of wood large enough for a postage stamp	
Leather 1/4" x 2"	2 small tacks
Clear acrylic spray	blue

Save a variety of stamps that show olympic events. Glue the stamp to the wood and coat with several coats of spray. Tack the leather to the back to complete the slide.

Encyclopedia book slide

Materials:

- Block of soft pine 1" x 1-1/2" x 2"
- Drill and 1/2" bit
- Knife
- Paint or vinyl or leather
- Gold paint pen



Find the center of the block (1" x 1-1/2") and drill a hole all the way through the block. Carve the block to look like a book with spine and edges of pages. When the book has been sanded and is ready to finish, the boy has two choices; he can paint the outside of the book and goldleaf the pages or he can cover the outside of the book with vinyl or leather and then goldleaf the pages. In any case, when the outside cover is completed to his liking, he can use the paint pen to write the title of the book across the front and across the spine of the book.

Malt slide

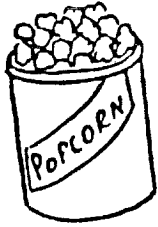
Use 1 oz. size plastic cup. Punch holes in back for rings. Paint inside of cup nearly to top the color desired. (Use brown for chocolate or pink for strawberry.) Fill cup partway with a wadded tissue and fill remainder with plaster. (This way the slide won't be so heavy.) Before plaster sets, insert a tiny dowel piece for the straw. Paint plaster top the same color as cup.



Steak bone slide

Boil thoroughly and remove all meat and fat from a round steak bone. Wash with soap and water. Dry and give a coat of varnish, if desired.

THE LAST OF THE SLIDES continued



Popcorn slide

Use an empty 35mm film can. Make two small cuts in the back to insert a pipe cleaner ring. Cover the can with either red or white adhesive vinyl tape. On a piece of white adhesive tape, print the word "popcorn" and fasten to front of can.

Put one or two cotton balls in can and pour a small amount of plaster over them for weight. When the plaster is dry, glue popped corn in the top part of the can. Be sure to use sufficient glue so that the popcorn will stick. When dry, spray with clear acrylic spray.

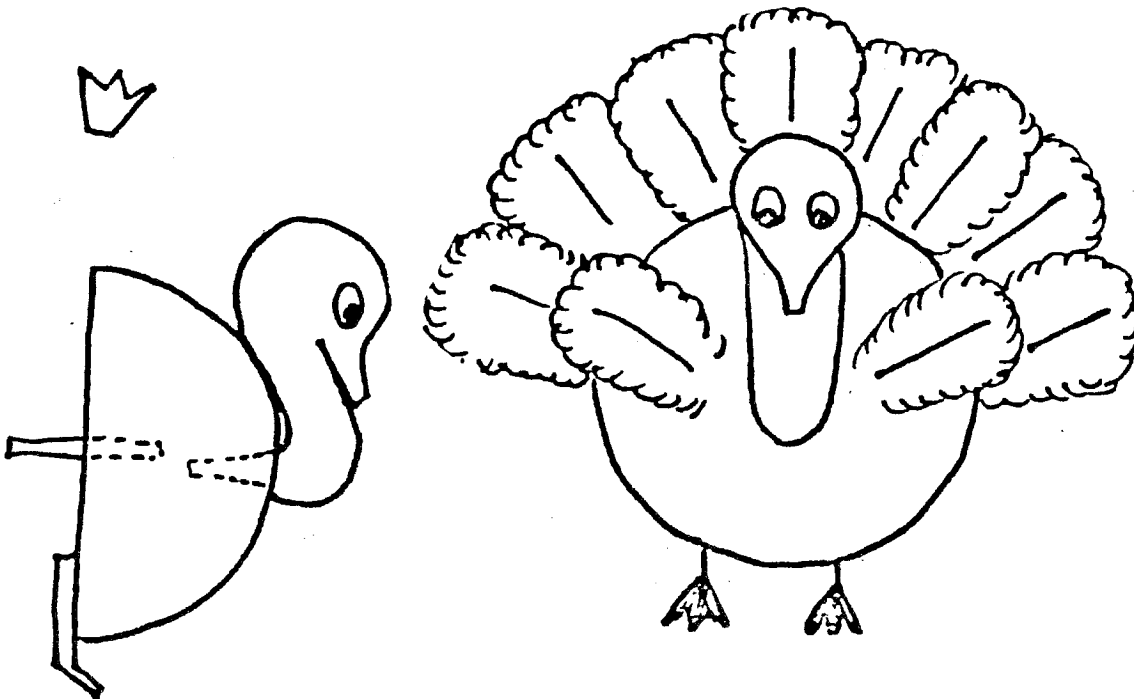
Turkey slide

Materials:

1 large orange chenille bump
2 - 1" yellow pipe cleaners
2 - 1/2" yellow felt squares
2 4mm wobble eyes (optional)
Glue

1 - 4" white pipe cleaner
8-10 orange feathers
1/2 - 2" styrofoam ball
Brown paint

Paint the half 2" styrofoam ball brown and set aside to dry. Shape chenille bump and glue on eyes. Take the yellow pipe cleaners and bend 3/8" "L" shape. Cut the yellow felt to make feet and glue to the yellow pipe cleaner. Glue the end of the chenille bump into the center back of the ball. Glue feet on back of the ball at bottom. Glue 6 or more feathers around the back of the styrofoam ball and glue 2 small feathers in the side for wings. Finish by gluing a 4" pipe cleaner loop into the center of the back.

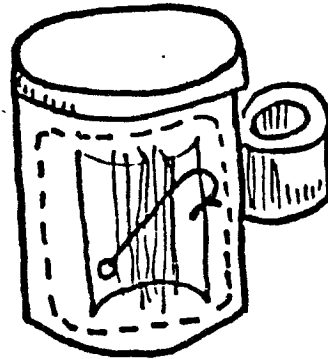


THE LAST OF THE SLIDES continued

Instant fishing kit

Materials:

- 1-35mm plastic film can
- 20' good fishing line
- 2 #4 hooks
- 2 lead weights
- Small cardboard
- Tape
- Fishing fly or fish stickers
- Plastic plumbers pipe (1/2" x 1/2")



Cut the cardboard to fit the diameter and height of the film can. Cut a curve on each end of the cardboard to aid in holding the fishing line. Prepare the line with a hook and weight. Tape the end of the line to cardboard and wrap the line around the cardboard loosely so it will not collapse. Secure the sharp end of the hook under the line. Tape the extra hook and weight inside the can. Epoxy a 1/2" x 1/2" piece of plastic plumbers pipe to the back of the film can and decorate the can with a fly or fish stickers as desired by boy. When fishing, the can slide serves as a bobber when snapped over the line.



Pine cone slide

Materials:

- Closed pine cone 3" to 3-1/2" long
- Leather thong
- Large beads

The sawing and drilling of the cone must be done when the cone is fresh and tightly closed or, sometimes, you can soak them in water to close them. But do not try to saw the cone if it is open.

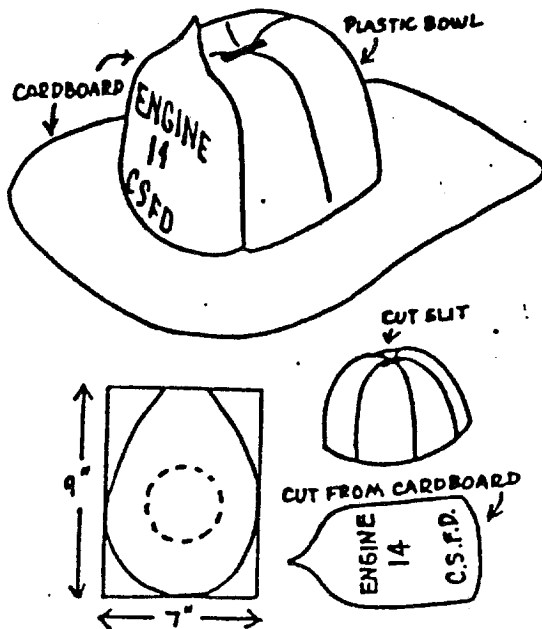
Cones can be sawed easily with a bandsaw. If you don't have a bandsaw, a sharp coping saw will do nicely. After sawing, drill two holes for the thong. The thong should fit tight. Loosen it to slip your neckerchief through and pull it up tight when it is in place. When you are finished, give your new slide a good coat of varnish to help preserve the natural beauty and keep it looking good for many years to come.

Match can

For a handy kitchen match container, use a small can (a little taller than a kitchen match) with plastic lid. Cover can with sandpaper. Cut a piece of red felt to fit around can. Cut out a fire shape from felt so when can is covered, the sandpaper shows through. Fill with kitchen matches. Glue leather loop to back.



THE LAST OF THE SLIDES CONTINUED



Fireman's hat bank

Use a plastic container in which non-dairy whipped topping comes. Place lid on container and invert for the crown of the hat. Cut a slit in the top of the crown (bottom of container) for inserting the coins.

Cut the brim from white cardboard (see drawing). Glue the crown to the brim. Gently roll up the sides of the brim. Paint hat red.

Cut a shield from cardboard. Paint it any color you wish, adding the number of the engine company (den or pack) when the paint is dry. Glue the shield in place in the front of the hat. Glue leather loop on bottom.

Fireman's badge

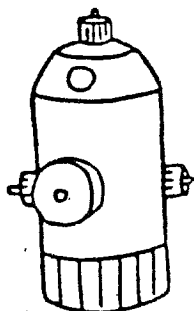
Cut badge from foil pie tin or T.V. dinner tray.

Trace design on tissue paper. Place on top of foil badge and trace design on foil with carbon paper. Remove pattern.

Use a ballpoint pen to etch the design in the foil. It will print better if placed on a pad of newspapers.

Tape a safety pin on the back and the badge is ready for Cub Scout firemen to wear.

If you'd rather have a more colorful badge, cut from cardboard and put on design with colored markers.



Fireplug slide

Use an empty spool or individual size salt box. Glue on various sizes and shapes of lids from toothpaste tube, dishwashing detergent, etc., to sides and front. Paint red. Use black permanent marker to write the den numeral. Cut two slits in back for plastic ring.

THE LAST OF THE SLIDES continued

Fire fighting pail

Quick use of this fire-fighting pail can avert tragedy from a small cooking fire in the kitchen. The pail is made from a small salt shaker. Cover with red paper or felt, with white letters "FIRE" on front. Also print emergency "911" number. Wrap and glue a piece of black wire around "bucket" leaving enough room to slide a neckerchief through.

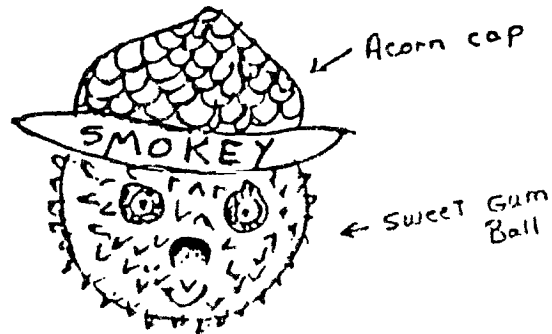


(This project can be adapted to a larger scale by making the pail from a one pound coffee can and plastic lid. Use a 12" length of coat hanger wire for handle. Slip a package handle tube or two corks glued together over wire for handle. Punch holes in sides of can, run wire ends through them and bend up ends on inside to anchor. Fill can with baking soda and keep handy near kitchen stove.)

Sweet gumball - Smokey the Bear

Materials:

- Sweet gum balls
- Acorn caps
- Green paint
- Construction paper (red and green)
- Moveable eyes
- Large, dark, round seed (for nose)



Choose large acorn cap for top of hat; paint green. When dry, glue to top of sweet gum ball. To make brim, cut a circle of green paper, removing center to fit over acorn, glue securely. Cut small mouth from red paper and glue mouth and moveable eyes in place. Glue nose to center of face securely. Bend pipe cleaner and glue each end to sweet gum ball.

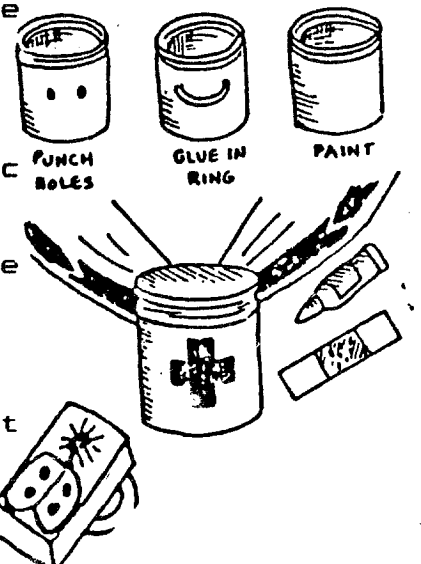
First Aid kit slide

Use a plastic 35mm film cannister. Punch two holes in back of can so slide ring can be inserted.

Wrap cannister with a bandaid.

Glue in leather thong for ring, or use a plastic cafe curtain ring.

Put small bandaids in the can with a small tube of antiseptic ointment.



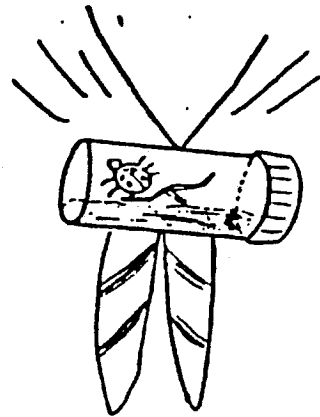
Domino slide

Glue a loop to the back of a domino. Paint colored lines between dots to form a design.

THE LAST OF THE SLIDES CONTINUED

Insect case tie slide

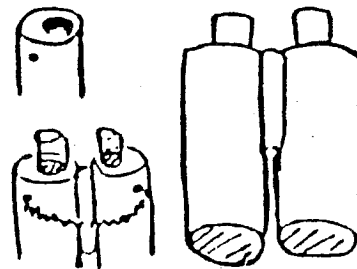
Use a clear plastic pill bottle with a snap-on lid. Using pliers, hold a nail over a flame on the stove until it is hot. Use the hot nail to punch two holes on one side of the bottle about 1/2" apart. Make a 3-1/2" ring from a pipe cleaner and insert in holes. Twist pipe cleaner on inside to secure it. Then with a hot needle, punch air holes in the lid of the bottle. Put in a little bit of sand and a twig. Now you are ready to catch a creepy, crawling specimen to put inside your display case. This is a really unique slide... you can change the contents whenever you wish.



Binocular tie slide

Materials:

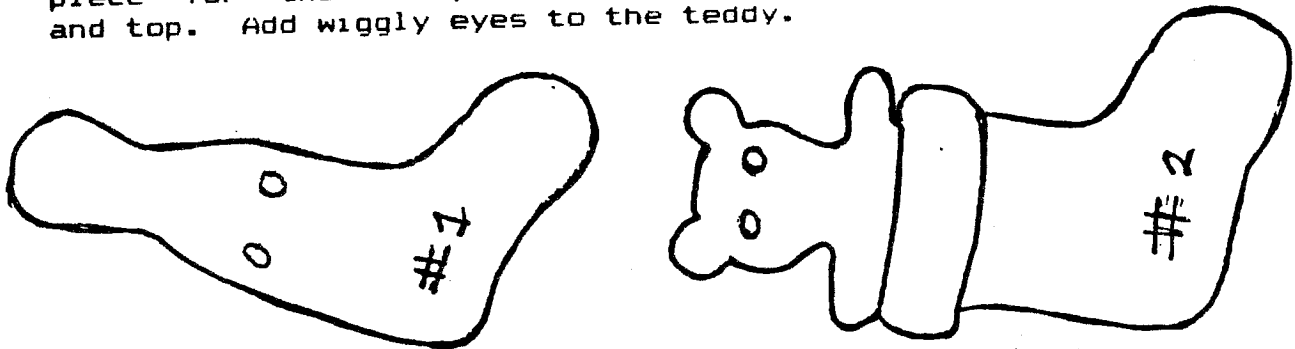
- 1/2" dowel - 2 pieces 1" long
- 1/4" dowel - 2 pieces 3/8" long
- 1/8" dowel - 1 piece 5/8" long
- Black pipe cleaner - 2 1/2" long
- Paint (black, white or blue)
- Wood glue
- Coping saw
- Sandpaper
- Drill - 1/4" & 1/8" bits



Cut dowels to length. Drill 1/4" hole in one end of each 1/2" dowel, slightly off center, about 1/8" deep. Drill 1/8" hole (for pipe cleaner) on underside at the same end as 1/4" hole. Glue 1/4" dowel in the end holes of the 1/2" dowel. Lay the two 1/2" dowels side by side about 1/16" apart with the two end holes to center. Glue 1/8" dowel in place, one end even with the top of the 1/2" dowels. Sand and paint black, with lens end white or blue. Glue pipe cleaner ends in the two small holes to form slide.

Teddy bear slide

Cut one piece of #1 out of cardboard. Punch small holes at the dots. Using a pipe cleaner, form a loop on the back of #1. Cut red felt for the sock of #2 and a white felt strip for the top. Cut a brown piece for the teddy. Glue to the cardboard in order, teddy, sock, and top. Add wiggly eyes to the teddy.



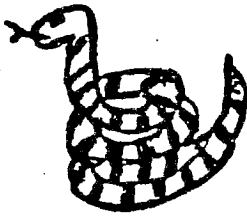
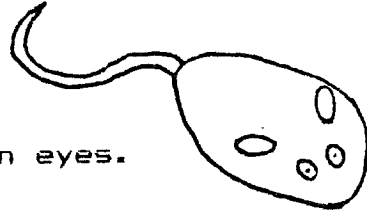
THE LAST OF THE SLIDES continued

Mouse slide

Materials:

Pecan-in shell brown yarn pink felt
white glue white acrylic paint pipe cleaner
fine point black felt tip pen

1. Cut strip of yarn for tail.
2. Cut small ears from pink felt.
3. Glue on tail and ears.
4. Paint white eyes and let dry.
5. Use felt tip pen and put black dots in eyes.
6. Glue pipe cleaner loop to back.



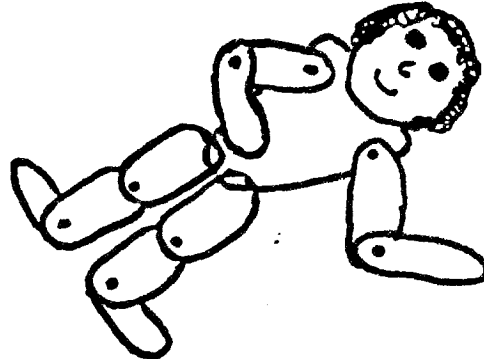
Pipe cleaner snake slide

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

Puppet slide

Materials:

Tongue depressors
Popsicle sticks
Woodalls™
Paint
Yarn
Glue
Straight pins
Plastic pipe



Using the wood shapes that are available, let the boy design his own puppet. It does not have to look like a man. It could be an animal or even a space monster. Use the straight pins like rivets so the joints will be moveable. Make the joints at the shoulders, elbows, hips and knees. Glue on the head and the feet. Let the boy use paint and yarn to complete his puppet. Epoxy at the chest section to the plumbers pipe for the slide loop.

Drama slide

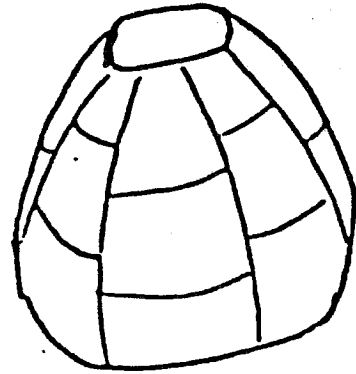
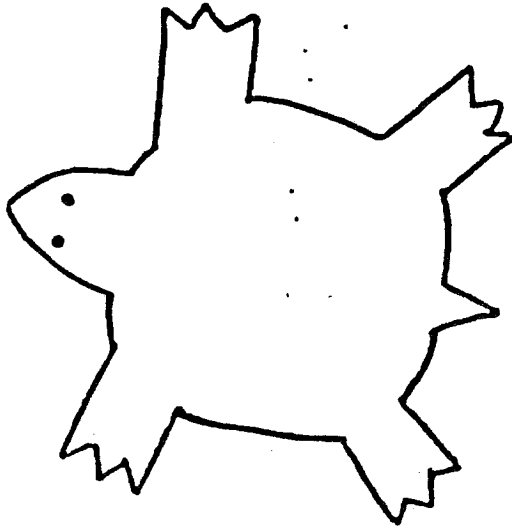
Using the spoon clown slide idea, let the boy make two. Epoxy them together and paint to represent the happy/sad drama faces. Complete by epoxing plastic pipe to back.



THE LAST OF THE SLIDES continued

Styrofoam turtle

Use an egg carton and cut one piece of the egg cup section as near the top as possible. Cut the body section from the lid or a meat tray. Decorate the shell and glue to the body. Glue a leather loop to the back.



Jump rope slide

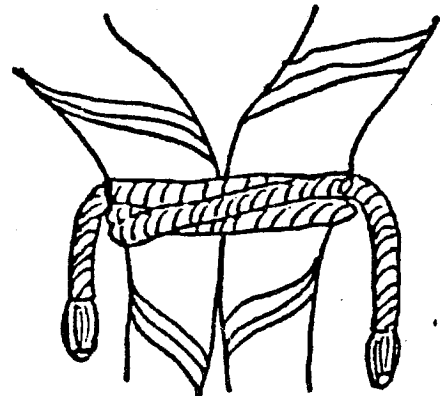
Materials:

12" of nylon cord, 1/8" diameter.

2 small beads

Epoxy

This is a very simple slide to make. The boy just epoxies the beads to the ends of the cord. To wear this slide, the Cub Scout needs to learn to tie a Clove Hitch. He ties the slide around his neckerchief.



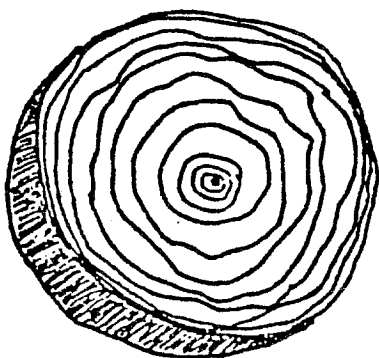
Wood round slide

Materials:

Wood round

Leather or metal loop

Epoxy



With this project, it might be fun for the boy to try to find a wood round that not only represents the age of the tree, but also his age at the time he is making his slide. Have the boy cut and sand his wood round. Attach the slide loop of his choice with epoxy and coat to preserve.

THE LAST OF THE SLIDES continued

Dues kit

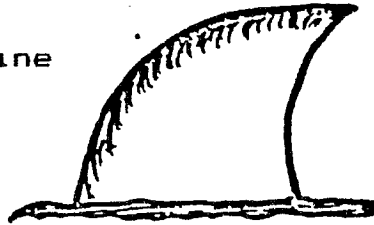
Paint both portions of a match box. Staple an elastic loop to the outside and replace the drawer. Use to carry dues, bandages, messages, etc.



Jaws slide

Materials:

1-1/2" x 1-1/2" x 1/4" block of pine
Sculpty clay (blue)
Epoxy
Gray paint
Plaster pipe



Have the boy whittle his shark fin out of a block of pine. Make sure he sands all of the edges smooth. Using the clay, he needs to form his water line, making the edges wavy. Have him press the base of the fin into the clay water and remove. Allow the clay to dry with the impression of the fin in it. The fin should be painted gray and allowed to dry completely. When all parts are dry, epoxy fin back into its' slot in the clay. Epoxy a plumber pipe loop onto the center back and allow to set up.

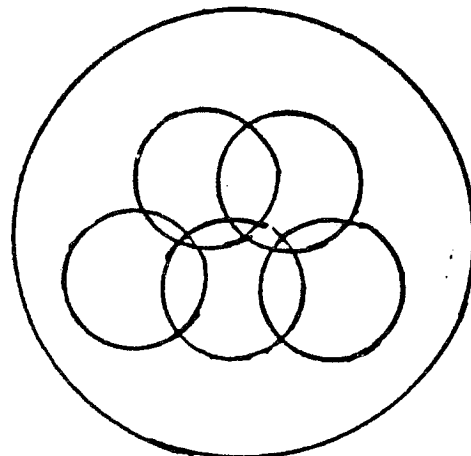
Making Your Olympic Pins

Materials:

Heavy paper circles 2-1/2" in diameter
Blue and gold paint
Blue
Safety pins -- size 00

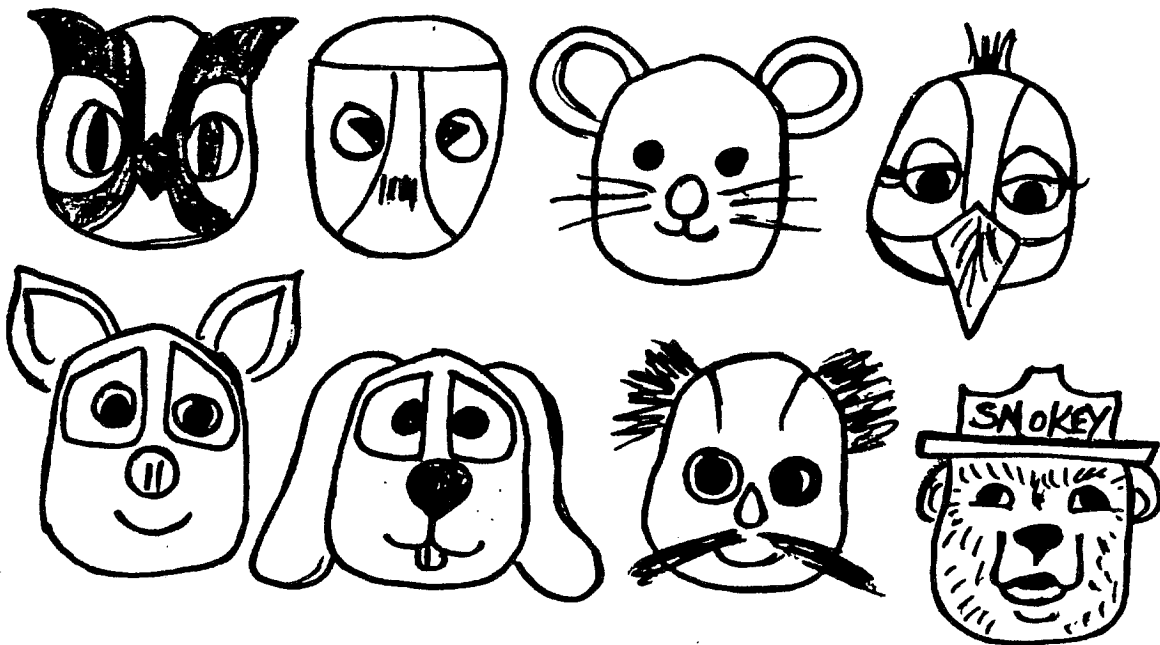
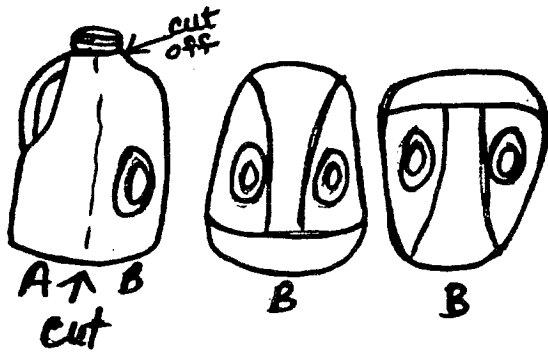
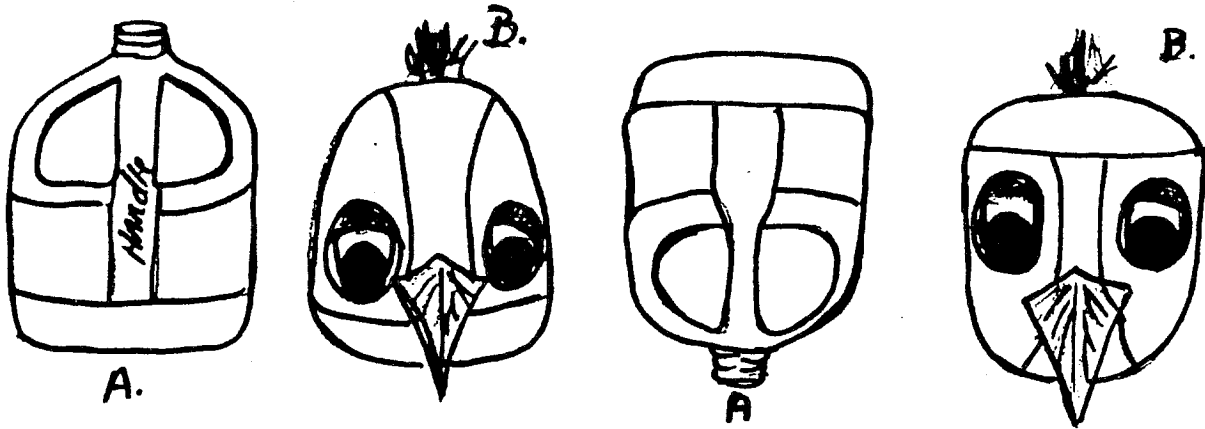
1. Paint all circles dark blue and allow to dry.
2. Draw 5 intertwined circles in center of paper and paint gold.
3. Blue safety pin to back of emblem. Neckerchief will slide through pin, or pin can be pinned through neckerchief to prevent slide from falling off.

You now have an Olympic Medal for each of your Cub scouts.
Approximate cost: 1-1/2 cents each.





MILK BOTTLE MASKS



MATERIALS TO COLLECT AND SAVE FOR PUPPETS

For Hair:

Knitting yarn, crochet thread, rug wool, fur scraps, macrame' cord, rope pieces, unraveled pot scrubbers, strips of old nylons, string, gift wrap ties, etc.

For Facial Features:

Buttons, beads, fancy paper scraps, felt tip pens, pasta (with holes), old make-up, felt scraps, etc.

For Costumes:

Silk scarves, handkerchiefs, fabric pieces, tissue paper, crepe' paper, bandanas, etc.

For Decoration:

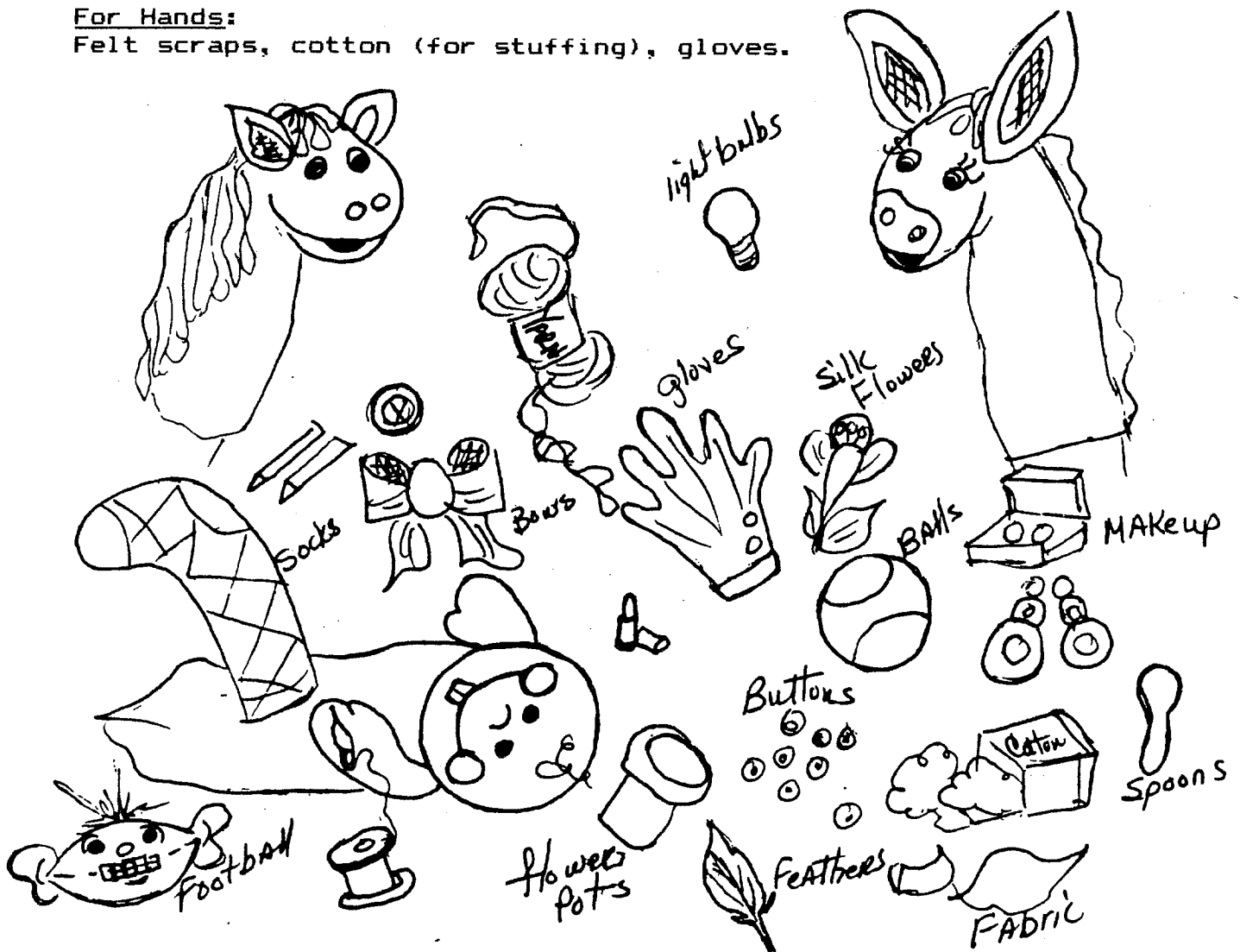
Beads, old jewelry, small silk flowers, gold and silver braid, fancy rick rack, sequins, feathers, etc.

For Heads:

Tennis balls, styrofoam balls, ping-pong balls, papier mache', wadded up tissue.

For Hands:

Felt scraps, cotton (for stuffing), gloves.



Pill Bottle Finger Puppets: *(figure P.1)*

Remove caps from clean, discarded pill bottles. For the bird, glue colored paper around sides and paper circle over bottom. Eyes, beak, wings and tail are paper. Glue front end of wings only. Small end of tail is glued inside open bottle end. Paint feathers on wings and tail. For people, glue paper around bottle ends for figure heads. Use colored paper, gift wrap, or paper doily for clothes. Features are paper or are colored on. Hair is yarn. Tissue inside bottle makes the finger fit snugly.

Newspaper Puppet: *(figure P.2)*

This puppet is made from 6 pieces of newspaper, each 11" x 14". Roll 5 pieces lengthwise, then wrap the 6th piece around them and tape or glue closed. Make 3" cuts at an end, about 1/2" apart, for the hair. On white paper, draw features with colored markers and glue in place.

Silly Puppets: *(figure P.3)*

Use a cardboard tube from a roll of paper towels for each puppet. Cover the tubes with solid colored paper. For the hair use bits of yarn, colored string, curled paper, ribbon, or strips of paper. Moustaches and beards are made from felt scraps or paper. Hats can be made from paper, fabric scraps or jar lids. Clothing is from paper scraps, patterned gift paper, fabric scraps, or trims. Ears are cut out of paper, with a tab to be glued to the tube. A nose can be made of folded paper and pasted on. Draw eyes, eyebrows, and mouth with felt tip markers, crayons or water colors. To move the puppet, hold it by the end of the tube.

Salt Box Puppet: *(figure P.4)*

Cut off the top (about 1") of a salt box. Draw a face on the top. Staple an 8" x 8" piece of fabric around the rim of the salt box top. (You might have to pleat material to make it fit.) Stitch or staple the open seam together. Staple ribbon or lace around fabric edges. Insert one hand into puppet and grasp edges of spout. Move the spout back and fourth when puppet talks. Cradle the puppet's head in your other hand.

Paper Bag Puppets: *(figure P.5)*

This creature from outer space starts with a small paper bag. Glue two coffee-creamer cups to the flattened bottom of the bag for eyes. Add pipe cleaner antennas and a green paper tongue. Decorate with markers or crayons. You may want to try using glow paint so they show up in the dark. Put your hand inside to work puppet. You can make many creatures with paper bags, if you use your imagination.

Nature Puppets:

Making nature puppets can be more exciting than you can imagine. Let your creative mind wonder. Use acorns for eyes, pine cones for birds, angels. Also angels from sea shells. You will be surprised of the creations a boy can come up with.

Stick Puppets:

For each puppet, cover a small milk carton with paper, gluing the paper tightly to the carton. Decide what animal you wish to make. For a dog or a lion, the top of the carton is the top of the animal's head. For a frog, the top of the carton is the front of the face. Paint the carton. Then add features cut from colored paper. Use small plastic foam balls for the eyes of the frog, yarn for the lion's mane. Push a dowel into the carton and glue it in place. Hold the dowel to work the puppet.

Finger Puppets: (figure P.6)

Cut the pillars from a paper mache' egg carton and paint them with tempera paint. Use Styrofoam balls for heads, and glue them in place. Cut the feature and ears from construction paper. Attach with glue. Place one or two fingers in the base and make the puppet act. Write a play for you puppets.

Juice Can Puppets: (figure P.7)

Use a small frozen juice can. Place a strip of masking tape or adhesive tape over the rim to make it safe and smooth. You will work the puppet by putting your fingers in the can. Paint the can with latex paint or thick tempera. The details can be painted on or can be cut from colored paper and pasted on. Make sure the open end is down. Arms and legs can be made from cloth, felt or paper. Glue the arms and legs to the body. Glue a small button or a dime sized piece of cardboard to the back of the hands and the bottom of the feet to act as weights. Cotton, fur or steel wool could be glued on for hair. Make lots of puppets for a real puppet show.

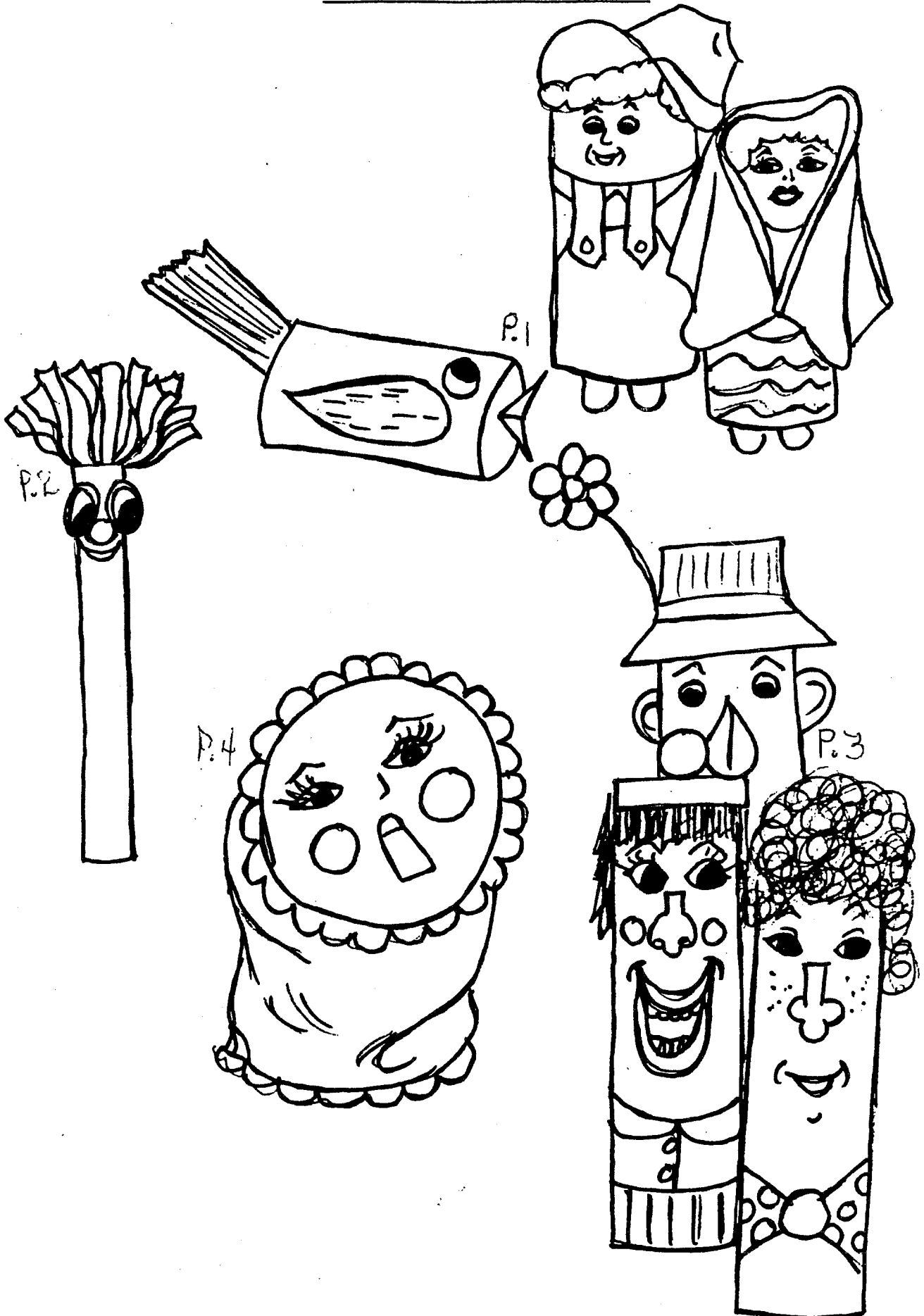
Dragon Hand Puppet or Hound Dog Puppet: (figure P.8)

Find an old sock. Put your hand into the sock with four fingers on top and your thumb on the bottom. Press the fingers of your other hand into the sock between your fingers and thumb to make a mouth. Cut eyes from felt. Glue mouth and eyes in place. It is best to wait several hours for the glue to dry before you play with your dragon. For hound dog puppet, cut ears out of felt also. You may want to add a tongue and moveable eyes.

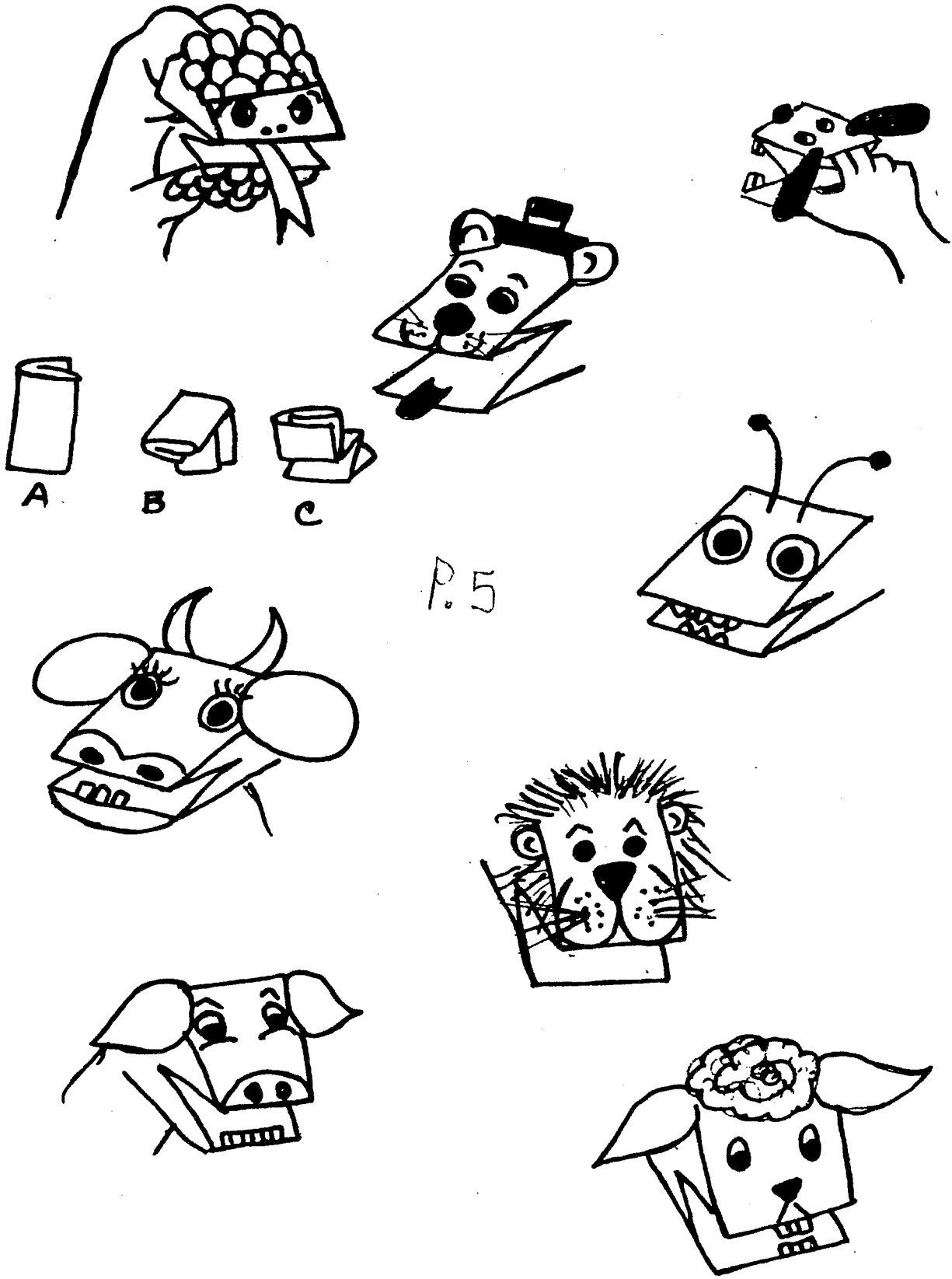
Ping Pong Ball Puppets: (figure P.9)

A ping pong ball forms a head of the puppet. Carefully poke a small hole in the ball, then cut a finger-sized hole with scissors, using the first hole as a starter. Ears may be glued on or may be placed in slits cut in the ball. Paint the puppet head with tempera. Use paint, ink or a dry marker to create the face. Use a square piece of cloth for the body. Put your finger in the center of the cloth and slip the puppet head over it.

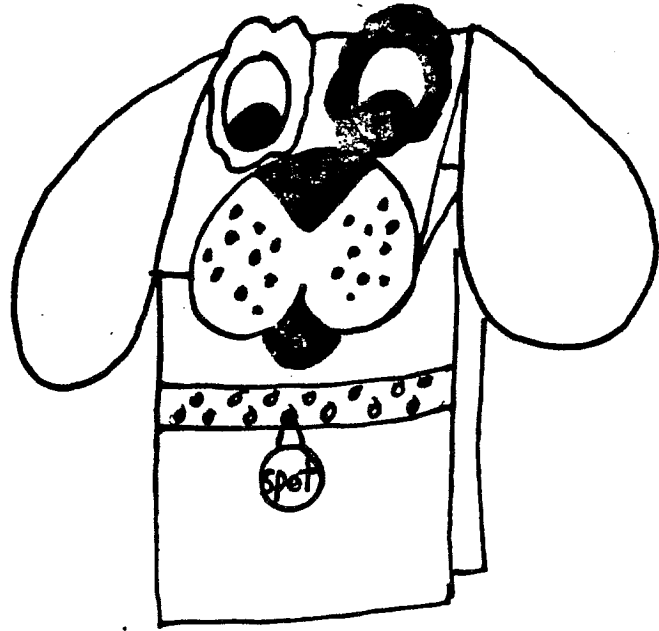
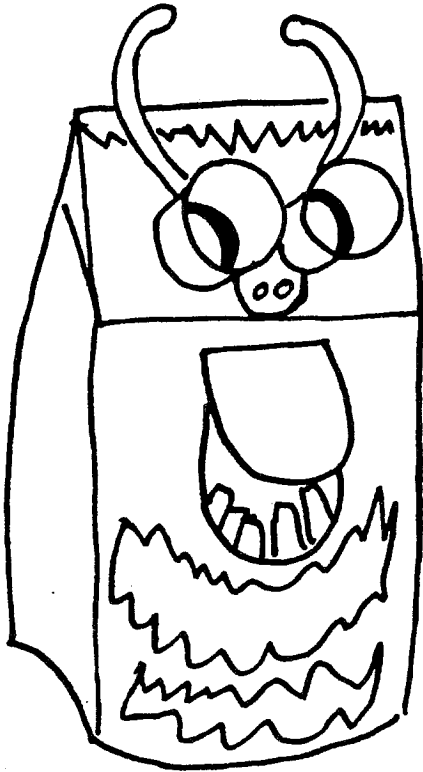
PUPPETS FROM THROW AWAYS



PUPPETS FROM THROW AWAYS

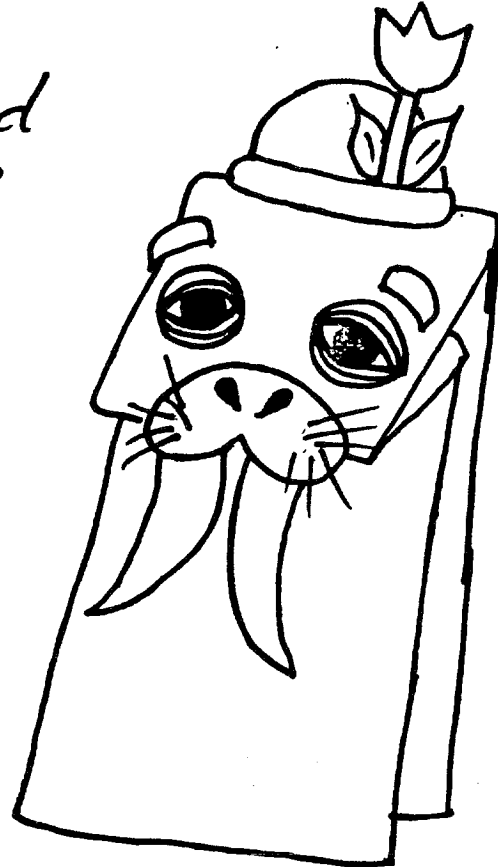


PUPPETS FROM THROW AWAYS

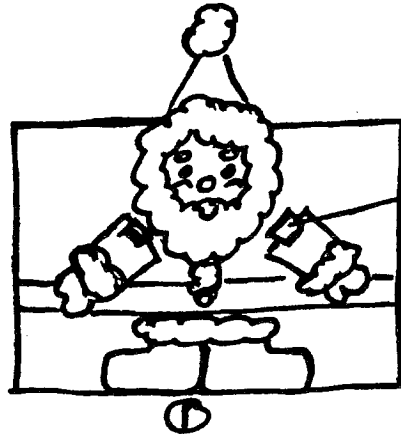
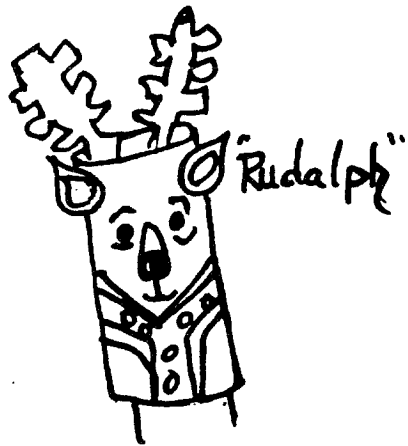


\$5

If You Can Find
Extra large Bags
These would be
great Costumes
for the Boys to
wear...

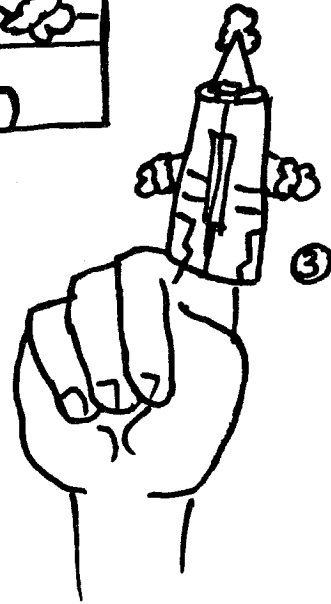
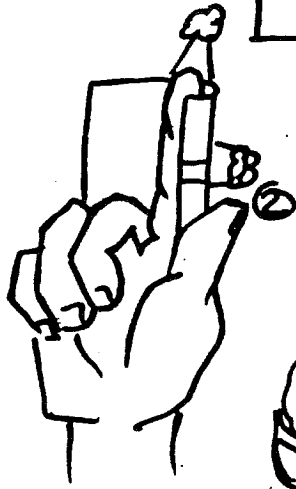


PUPPETS FROM THROW AWAYS



"Santa"

TAPE SO ARMS
WILL BE LOOSE

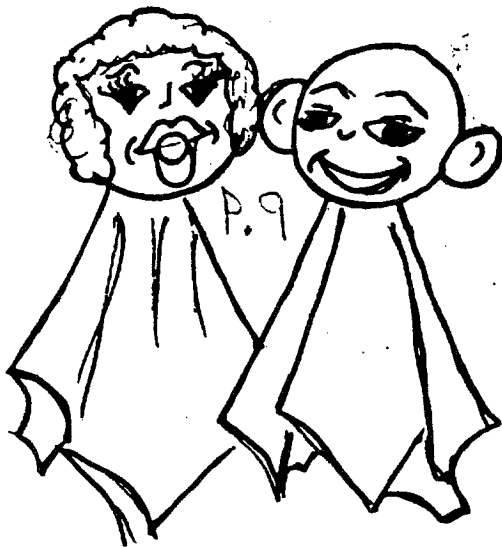
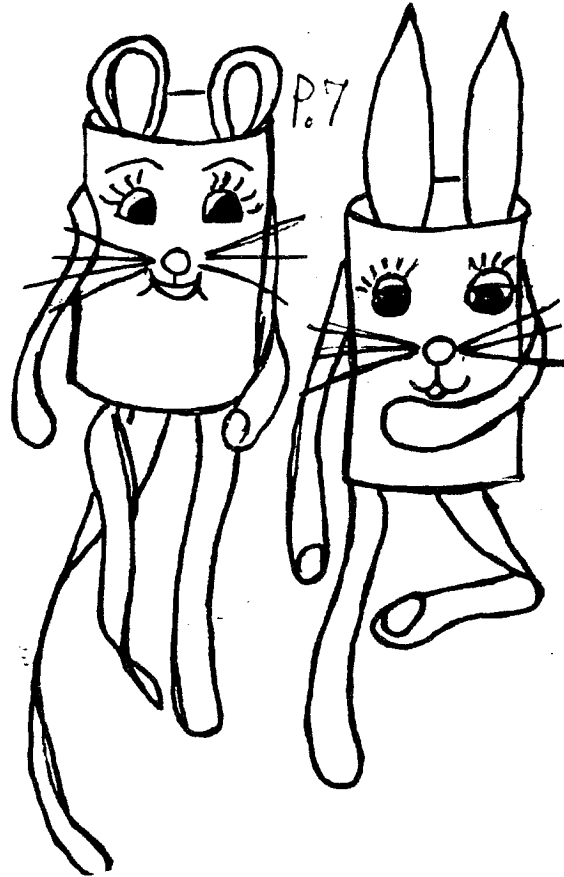
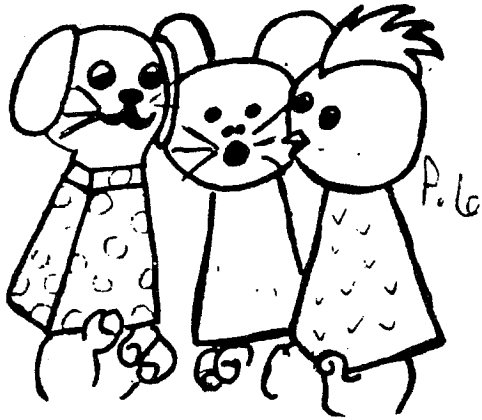


P.6



TEN Little Indians

PUPPETS FROM THROW AWAYS

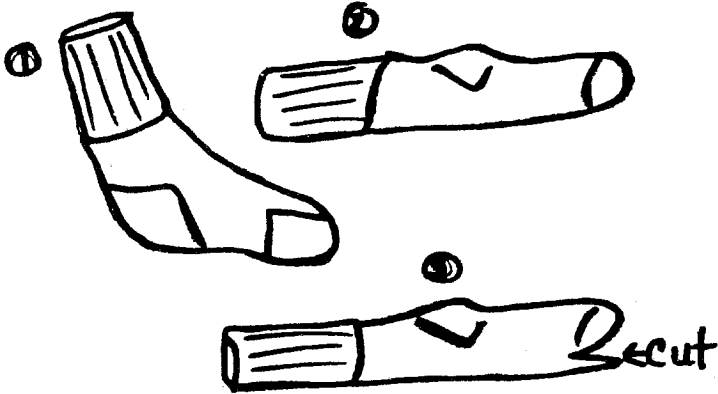


PUPPETS FROM THROW AWAYS

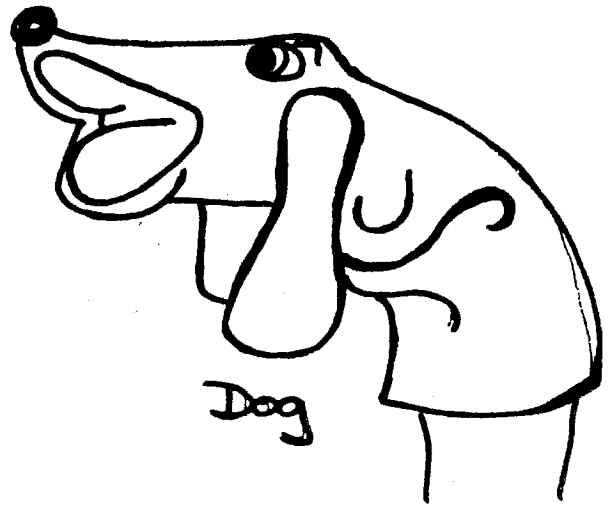


Dragon

P.8



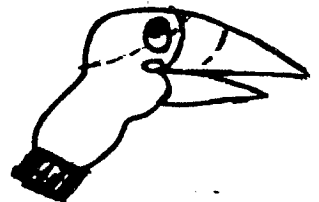
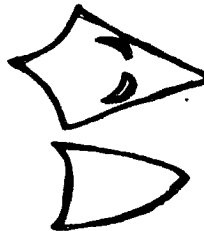
Trace



Dog



Bird

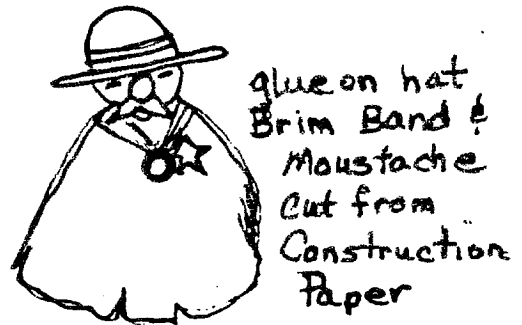
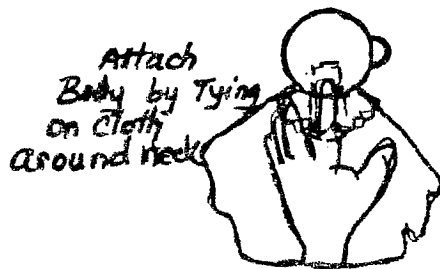
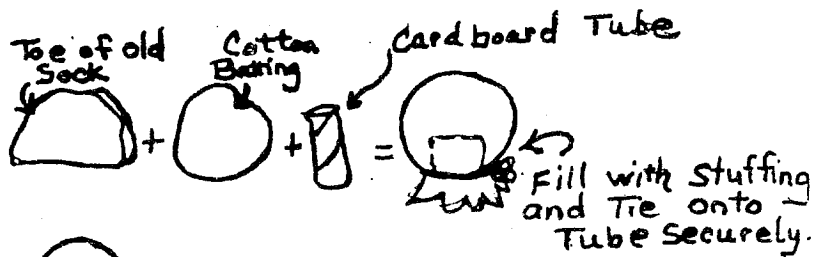


SCOUTER PUPPETS

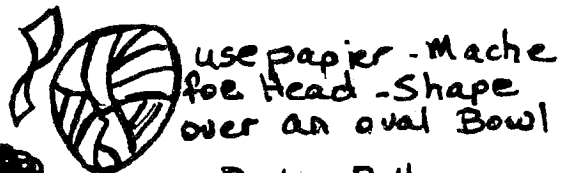
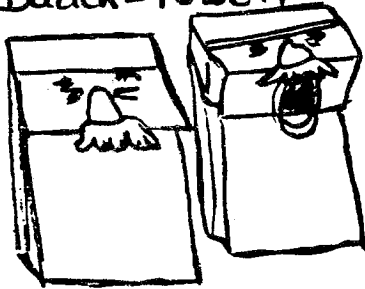
Box Puppet.
"William D. Boyce"



Sock Puppet.
"Dan Beard"



Paper Bag Puppet
"Baden-Powell"



Rubber Ball - nose



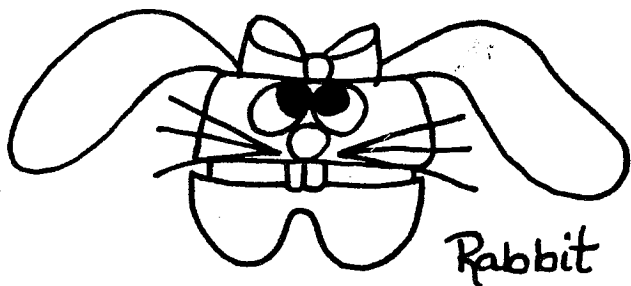
use yarn or rope for Hair and Moustache.

Twist wire for glasses.

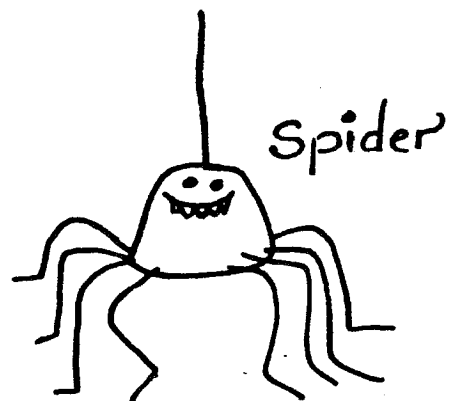
For Support use Two wood Strips Crossed and Tacked Together

Papier-Mâché Puppet - Ernest Thompson Seton

PUPPETS FROM THROW AWAYS



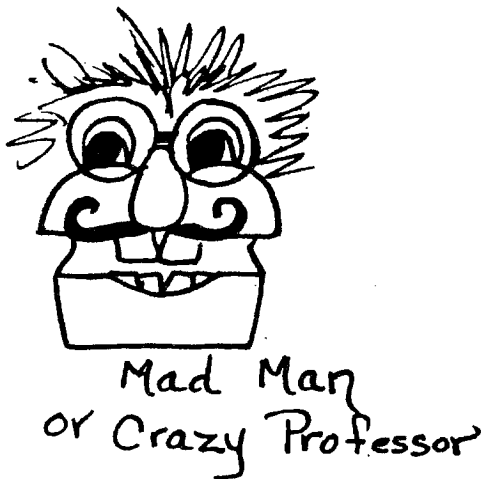
Rabbit



Spider



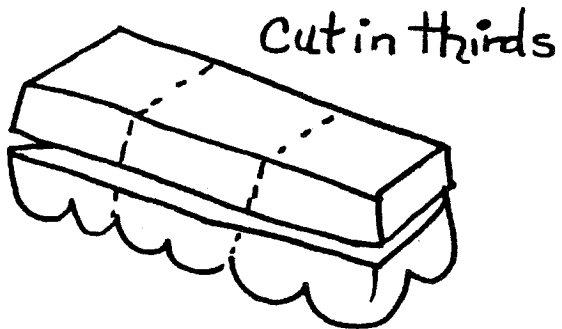
Frog



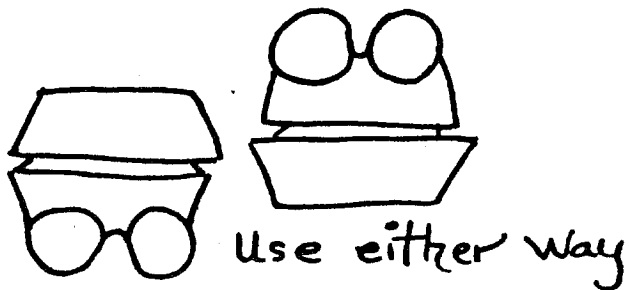
Mad Man
or Crazy Professor



Sleepy Boy



Cut in thirds



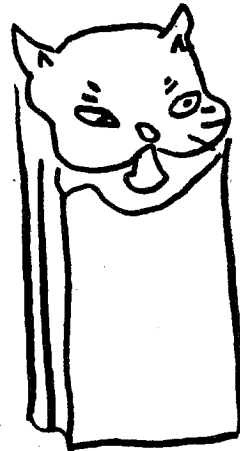
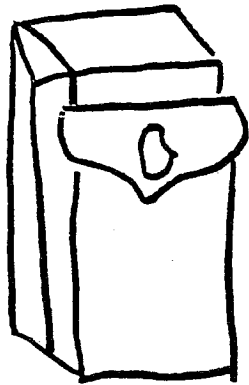
Use either way

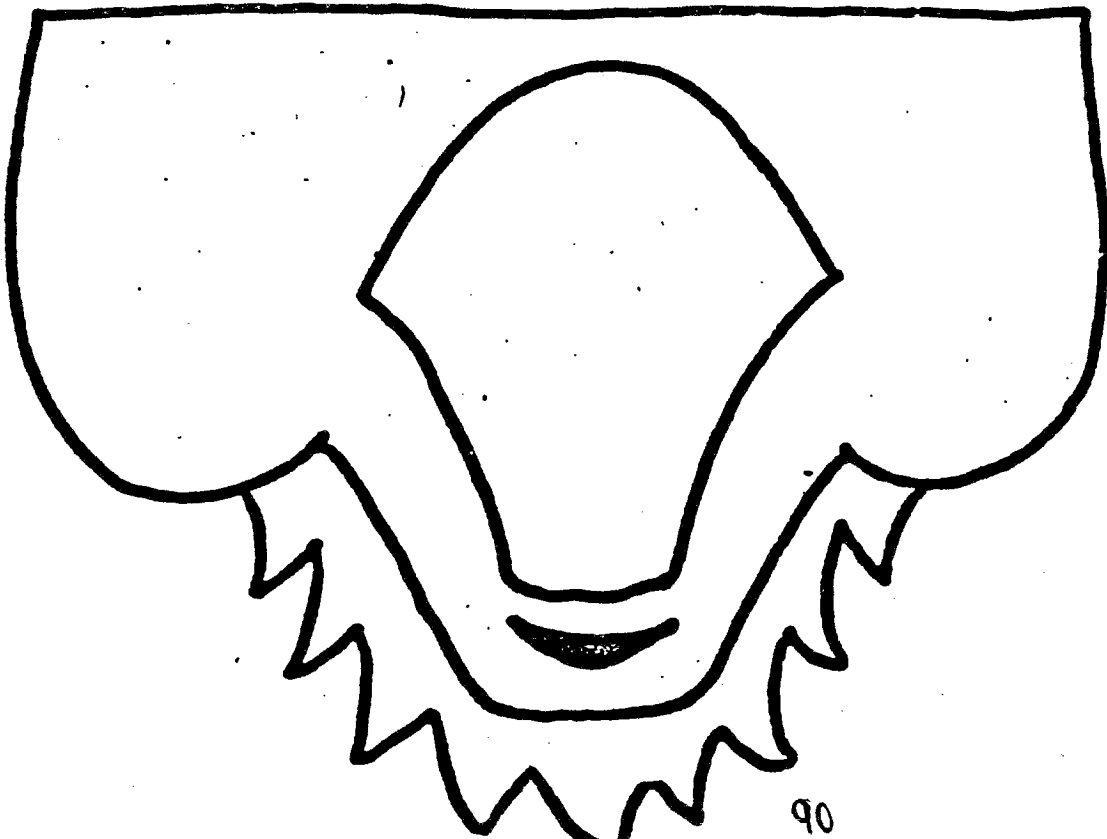
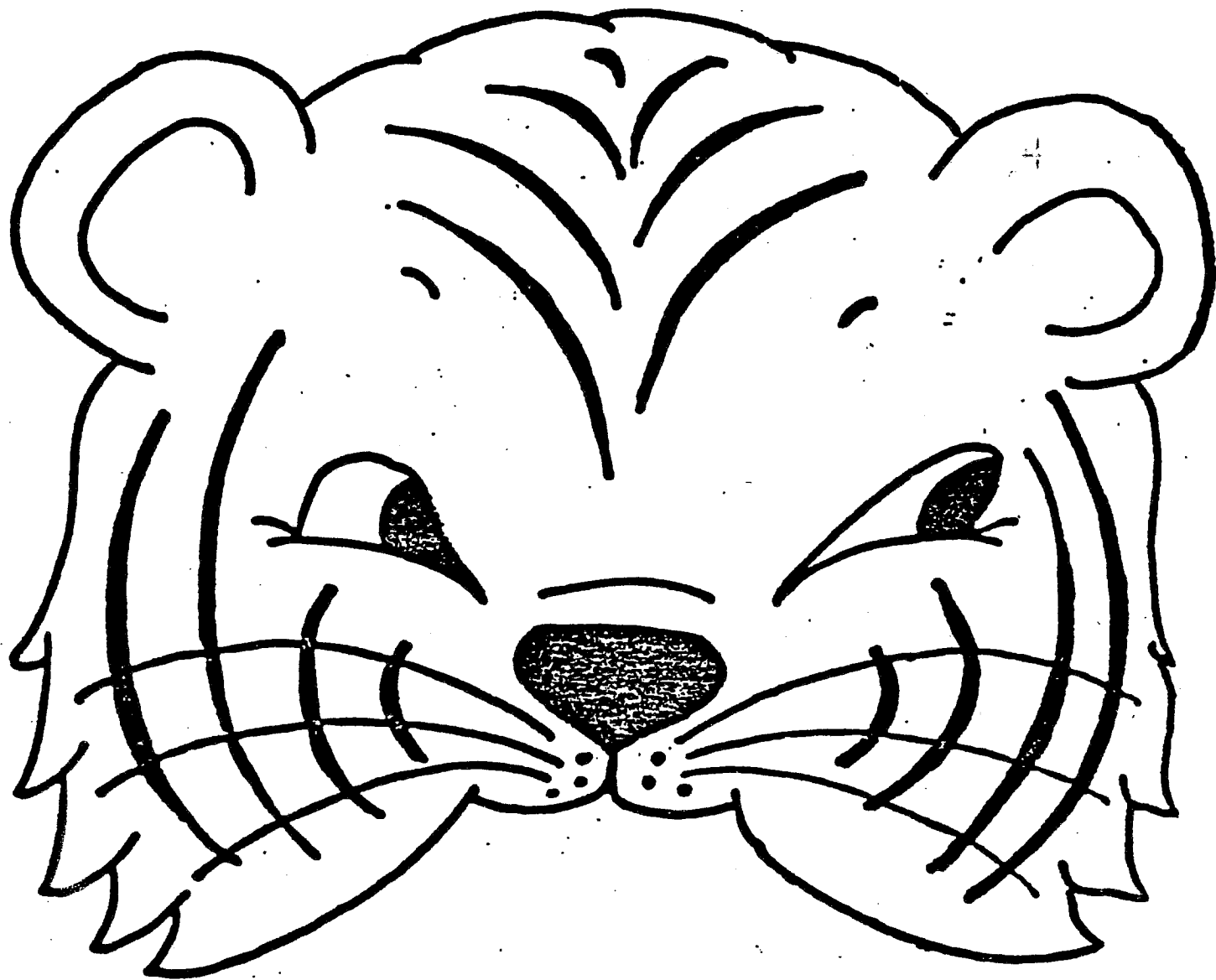
Paper Bag Puppets:

Trace the puppet's face on an opaque paper and transfer it to paper of the quality of construction paper. Cut out the two parts of the puppet's face and paste on a paper lunch bag. Paste the chin of the puppet's face on the side of the bag under the bottom flap.

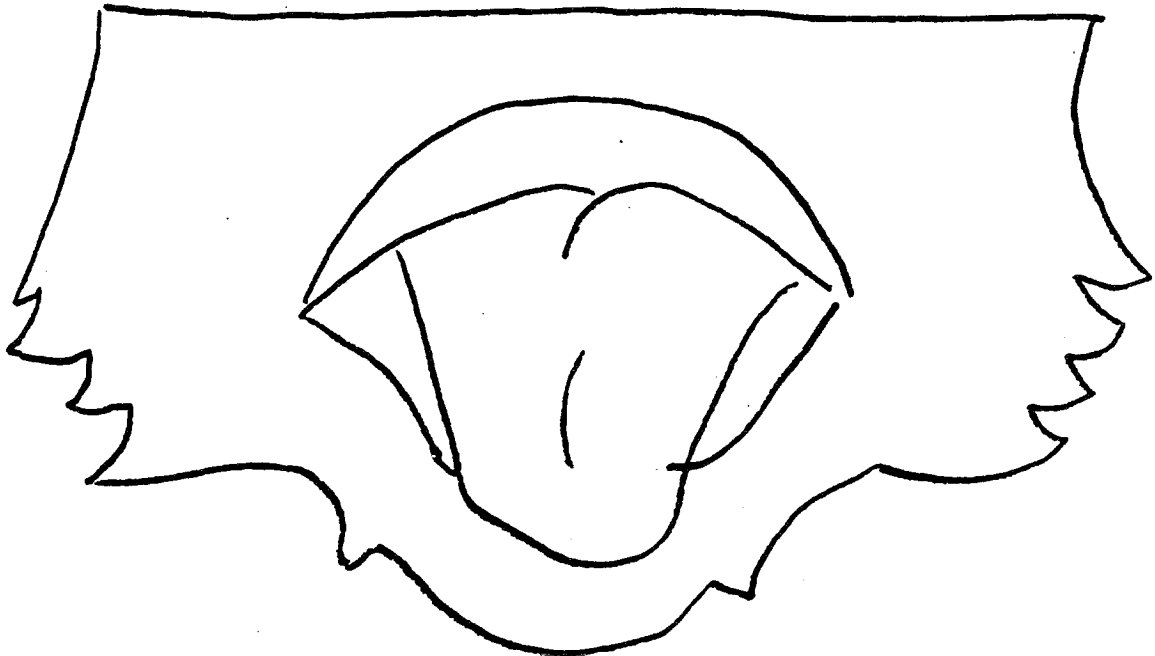
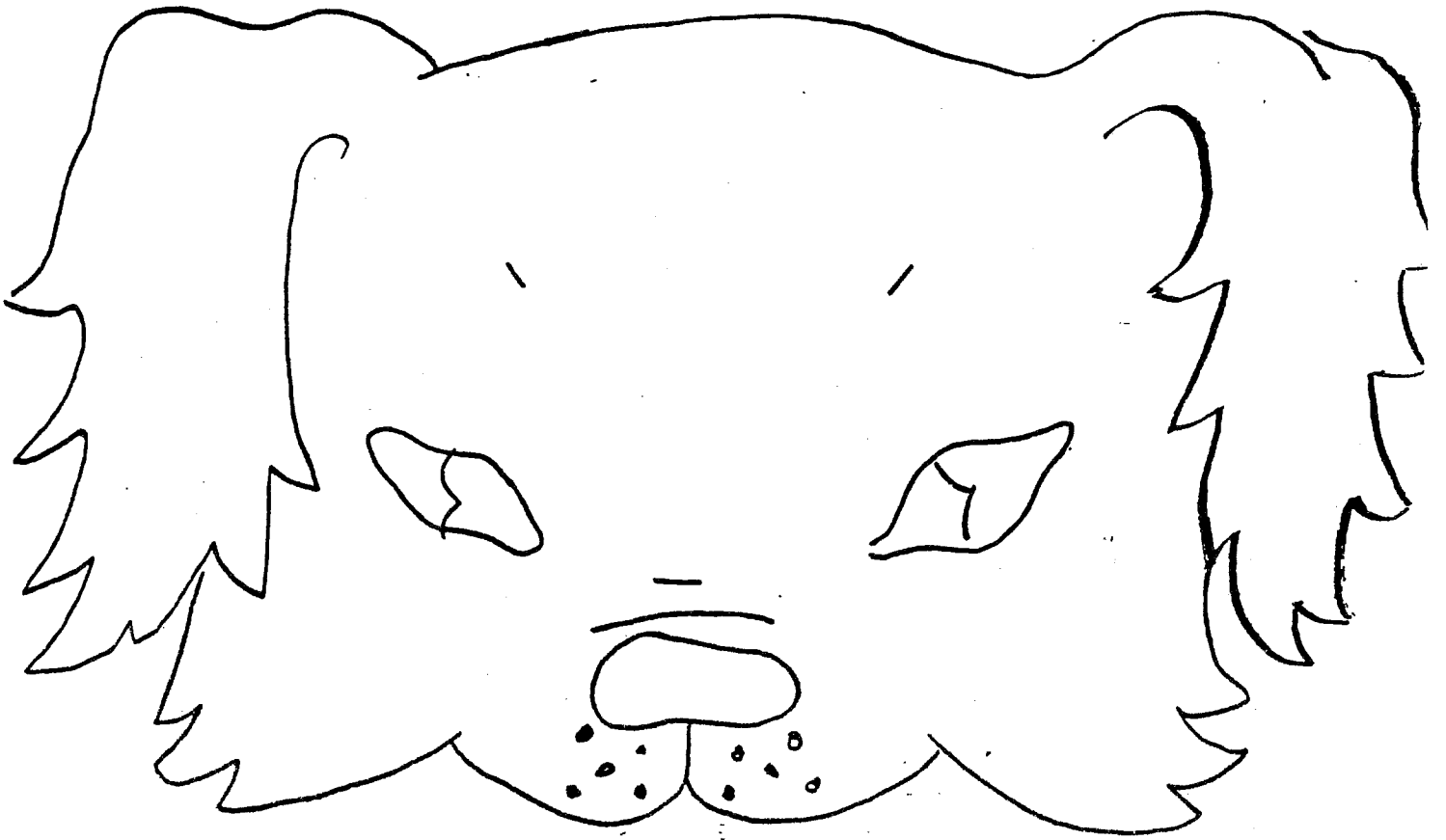
Paste the top of the puppet's face on the bottom of the bag.

Slide your hand inside the bag. Bend four fingers to fit in the folded flap. By moving your fingers slightly, the puppet's mouth moves and the puppet appears to be speaking.

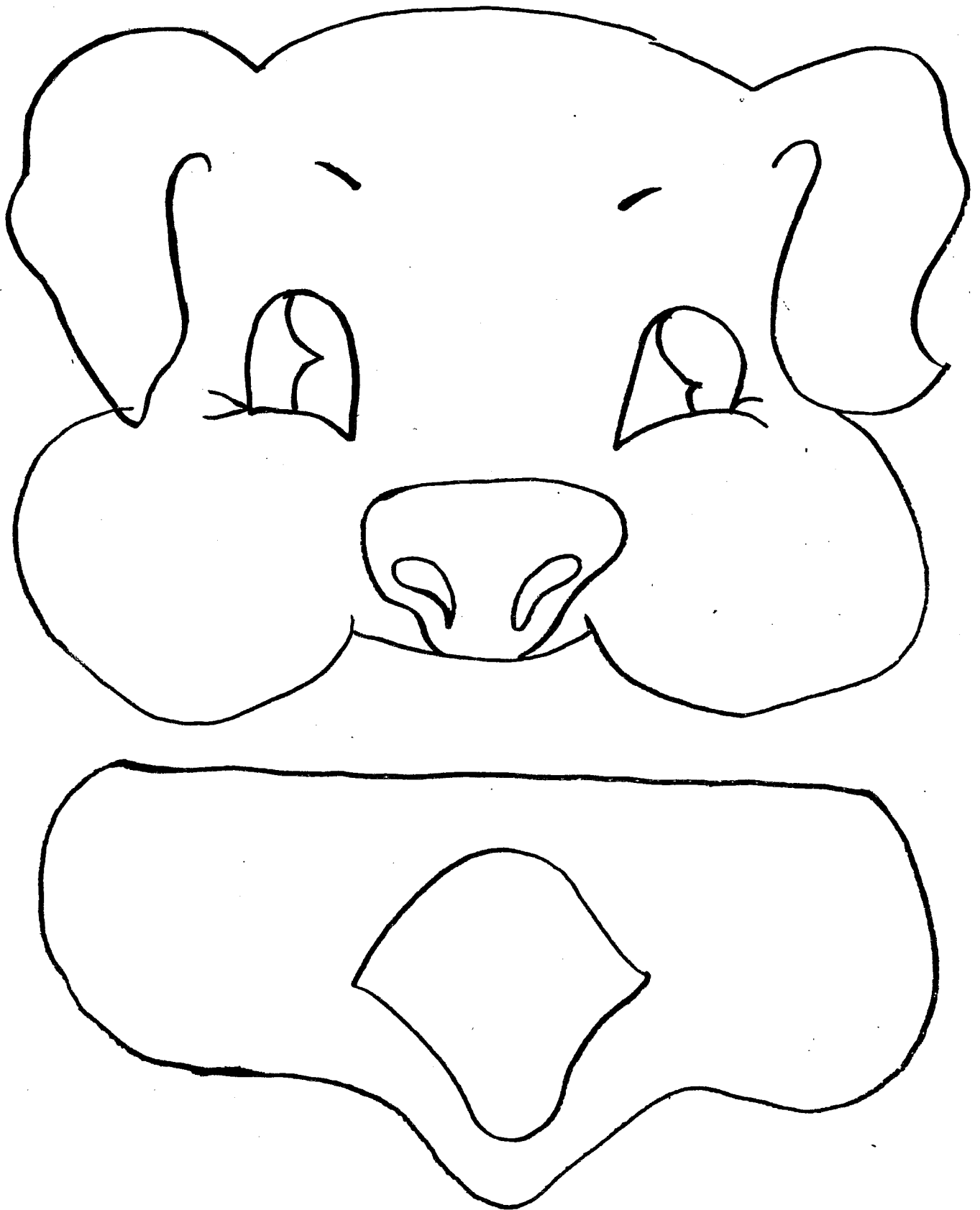




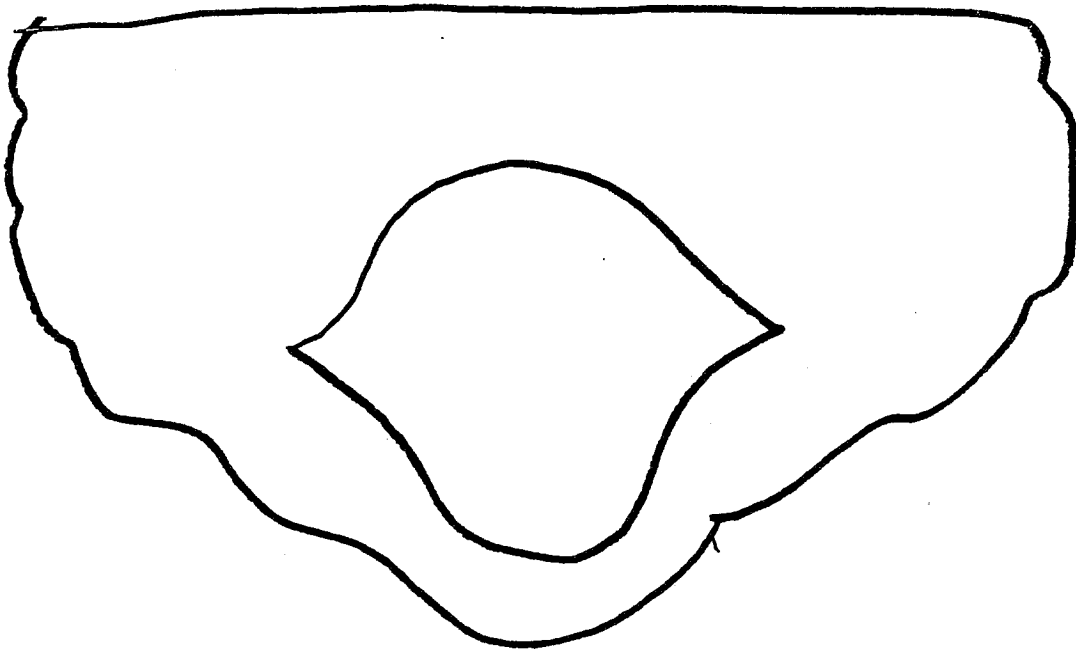
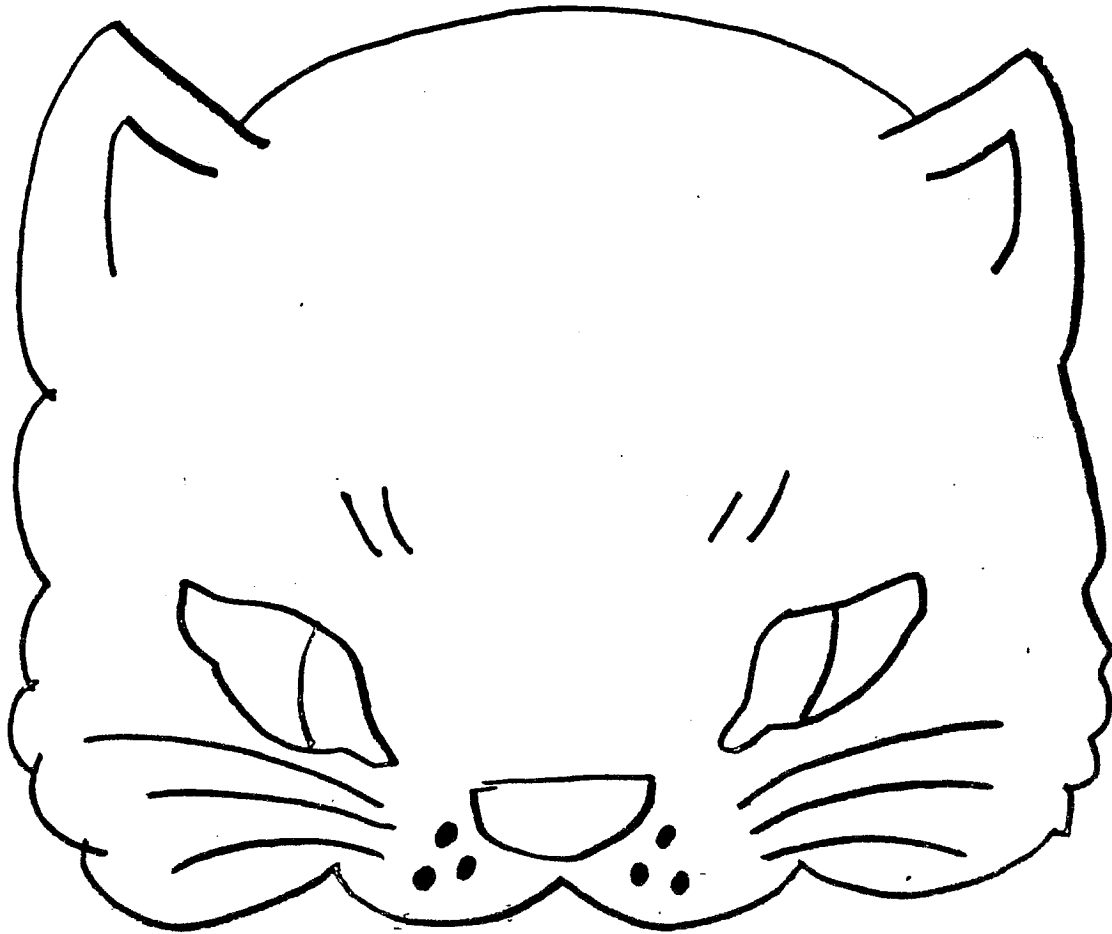
PAPER BAG PUPPETS

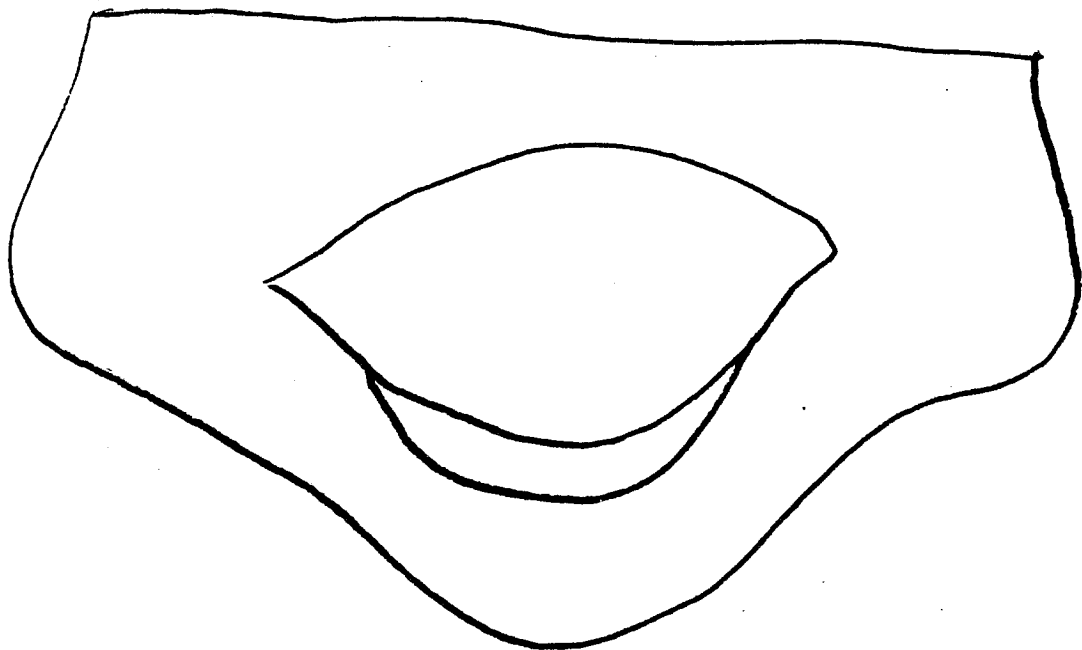


PAPER BAG PUPPETS

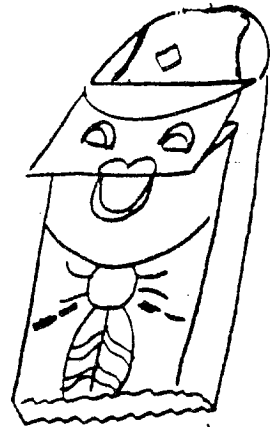
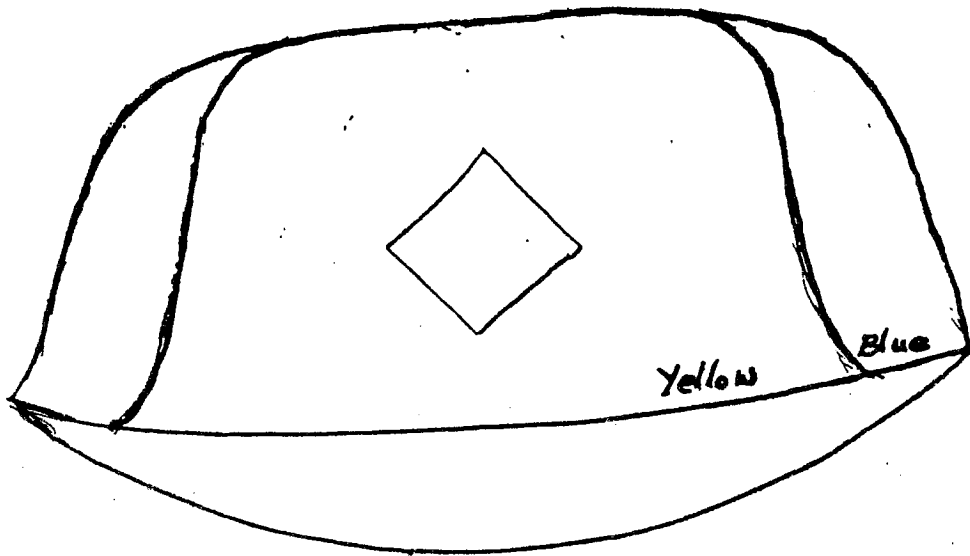


PAPER BAG PUPPETS

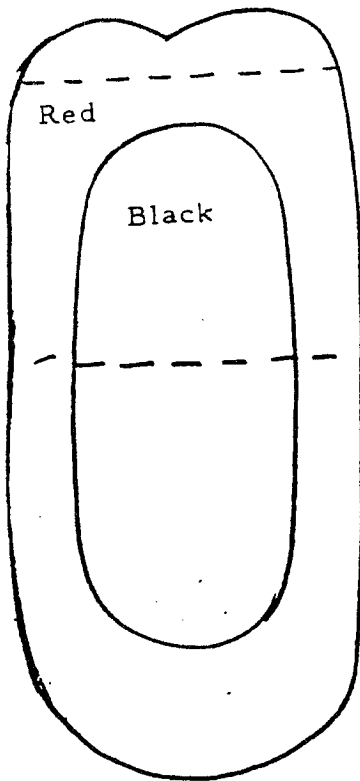




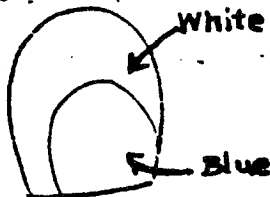
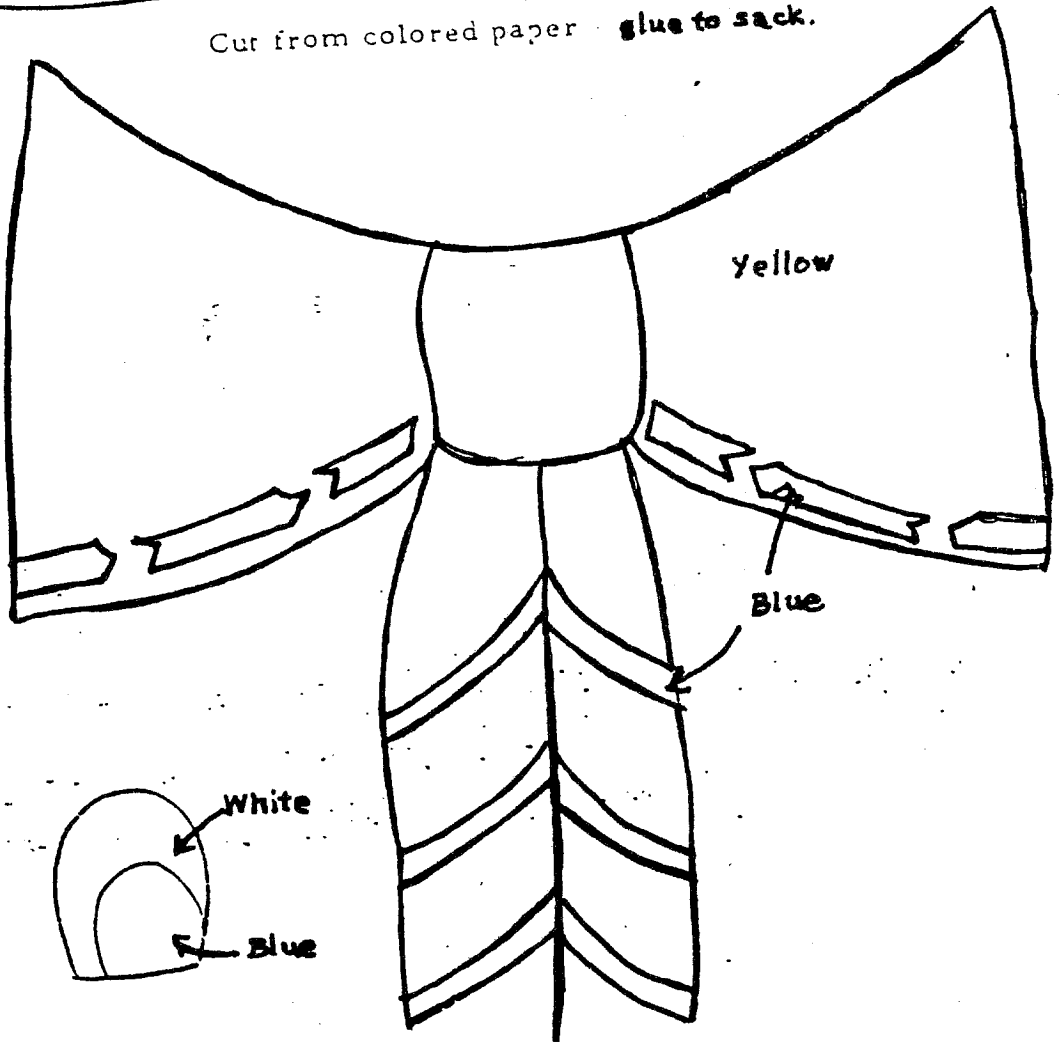
PAPER BAG PUPPETS



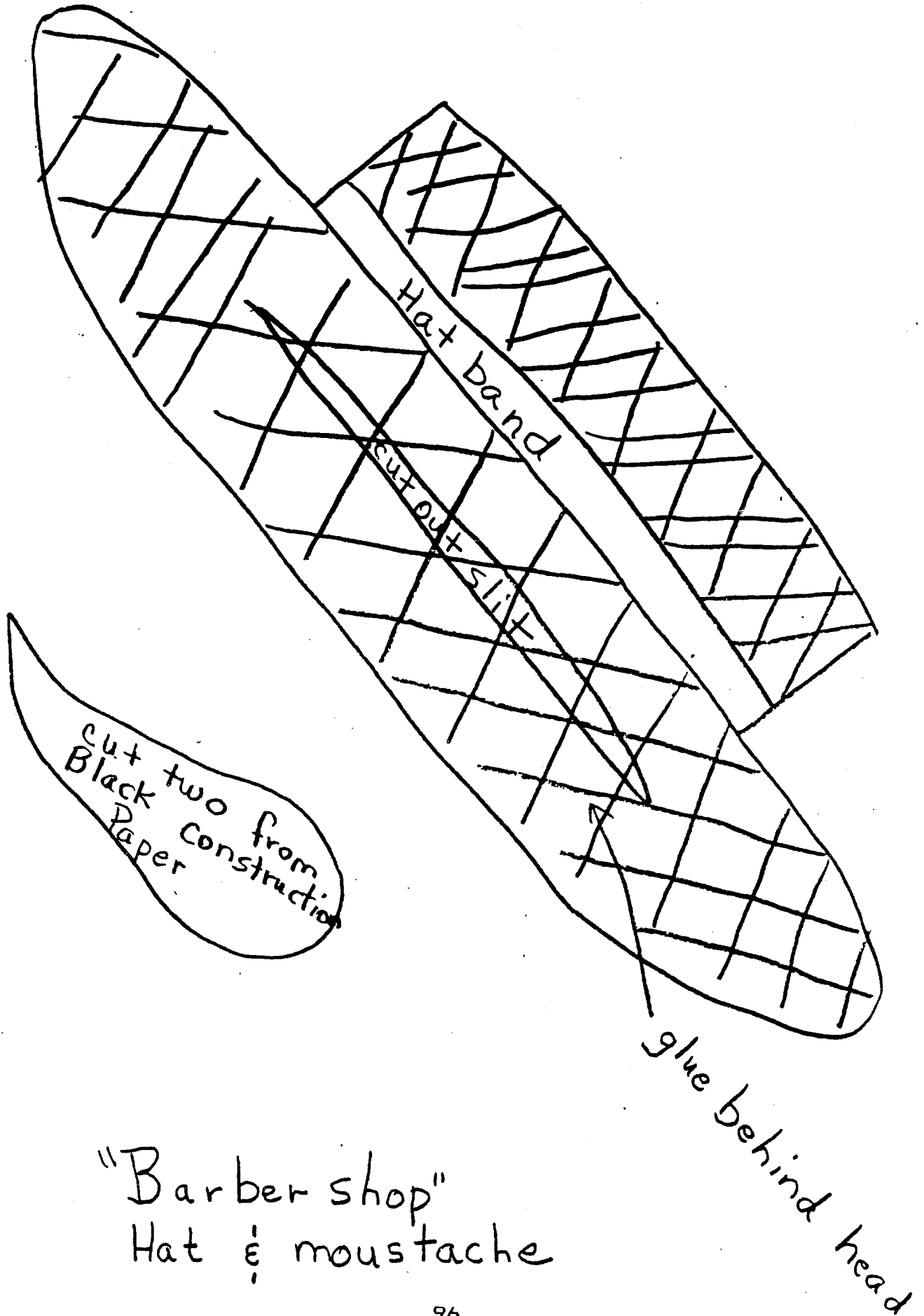
Cut from colored paper glue to sack.



Mouth - fold on dotted line



PAPER BAG PUPPETS



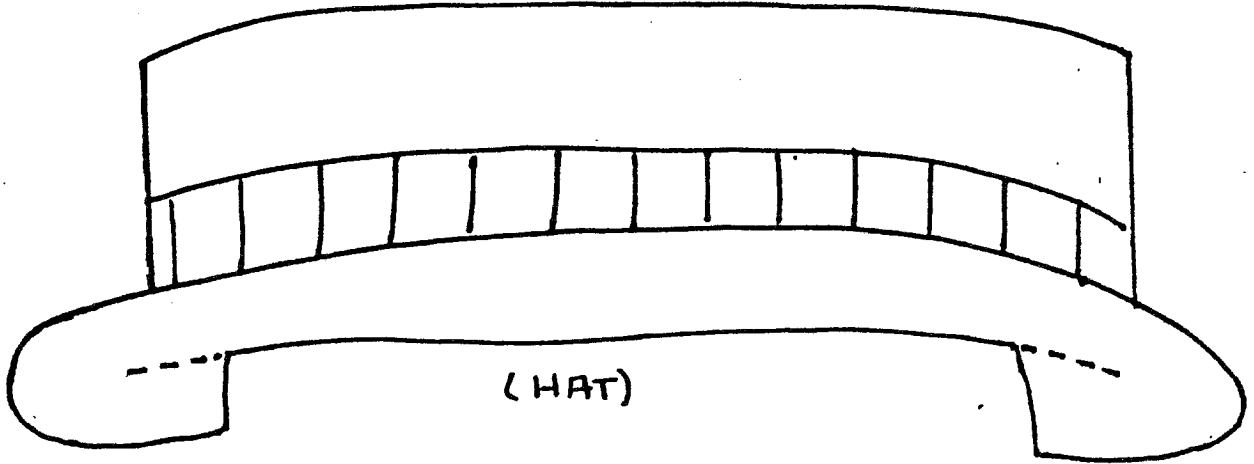
"Barber shop"
Hat & moustache



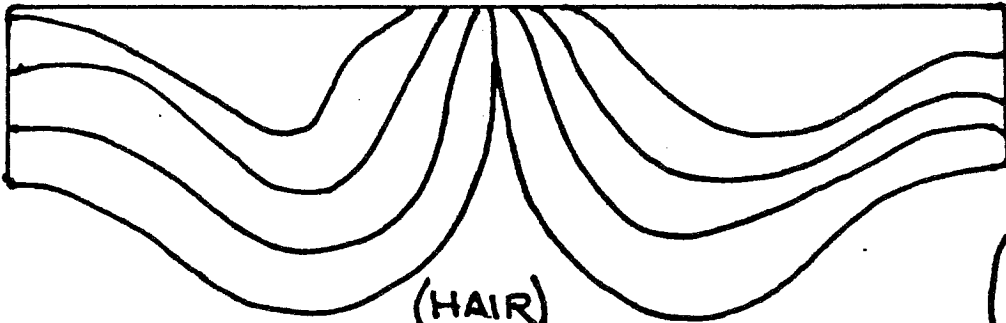
BARBERSHOP
QUARTET



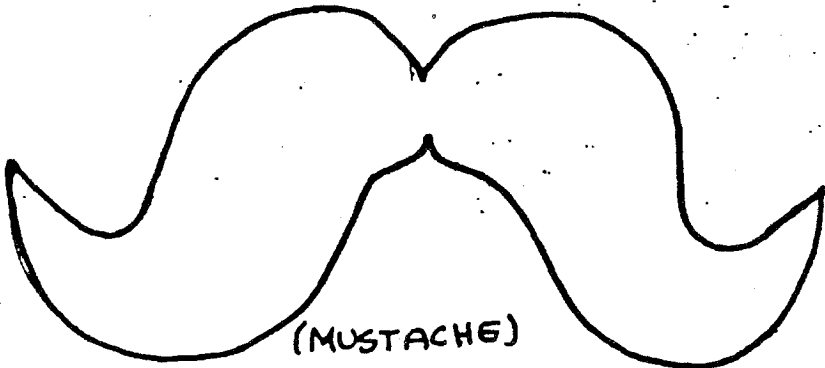
PAPERBAG
PUPPETS



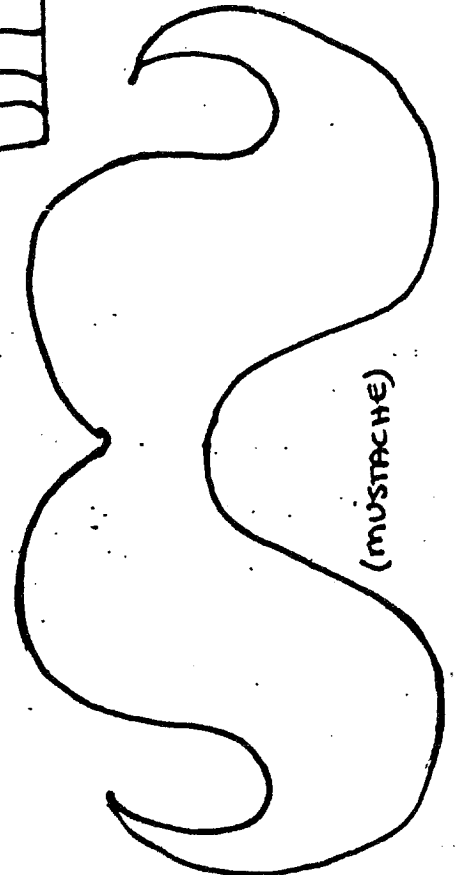
(HAT)



(HAIR)

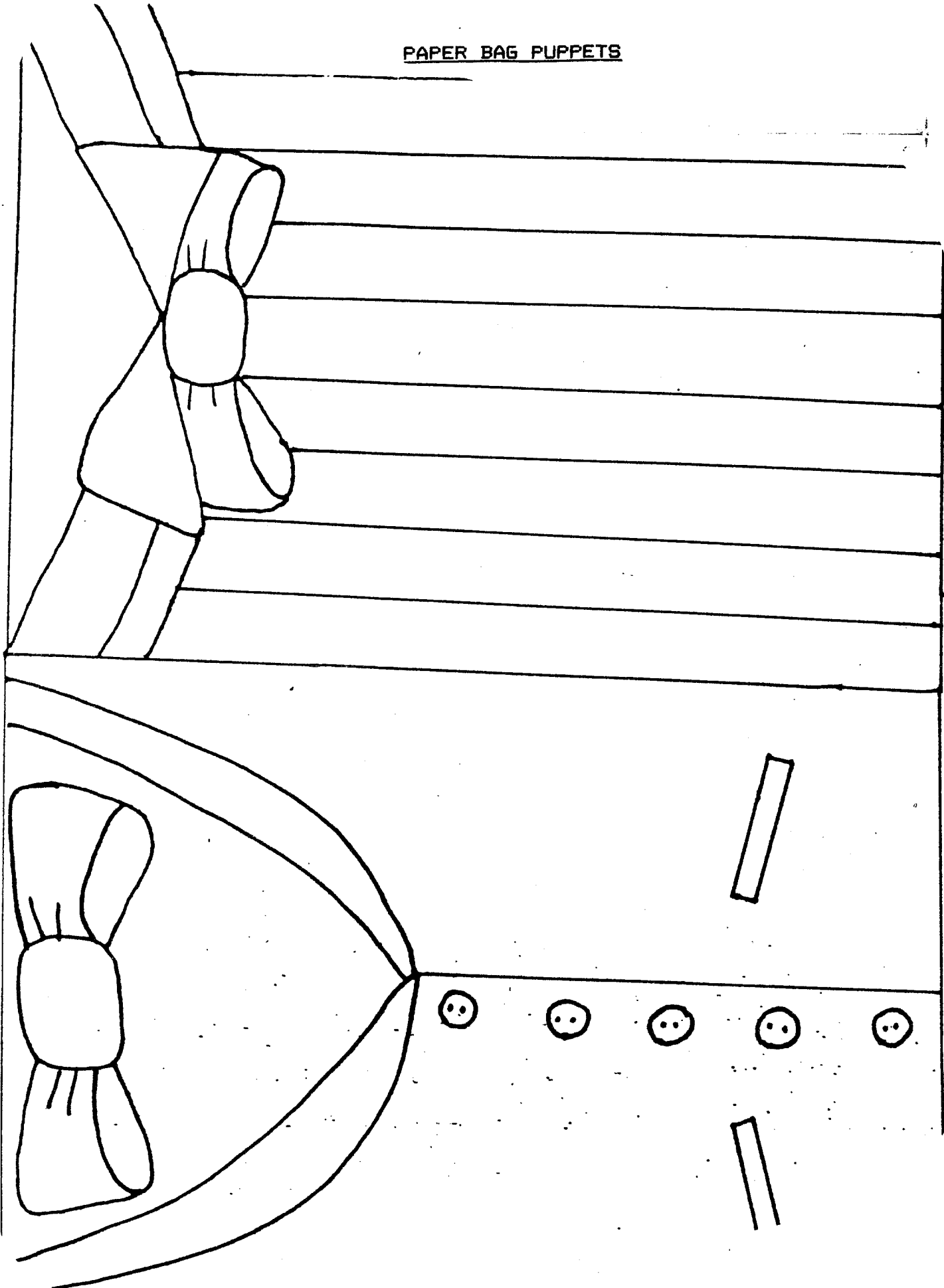


(MUSTACHE)



(MUSTACHE)

PAPER BAG PUPPETS



Felt Puppets - General Instructions: (figure P.10)

Press all felt before using. In cutting felt, always use sharp scissors. Round manicure scissors are excellent for small pieces and round corners. Cut by sliding scissors to avoid chopping felt.

Trace patterns onto tracing paper, separating each pattern piece. Dotted lines indicate one pattern piece crossing a second, dots being unseen edge of piece.

Cut all materials first and place together to see how the puppet will look. Lift head off and glue body together following instructions in next step.

When applying white glue to large areas such as around body, spread glue 1/4" from edges of body. Apply glue on all edges except bottom. Spread glue evenly with a flat toothpick so a white line is formed. Place second body section gently on top of glued part, keeping all edges even and press down with fingers.

When gluing small pieces, pour a small amount of glue on a piece of cardboard and use a toothpick to dab a small amount on back of piece to be glued. Run piece over cardboard to wipe off excess glue. Place in position on felt and press down lightly.

Small felt dots can be cut by using a hand punch.

In cutting very small pieces of felt, it is easier to glue the pattern on the felt first and cut around both pattern and felt.

If any excess glue gets on felt, wipe off immediately with a toothpick and a piece of tissue.

Let each section dry for a few minutes before turning or going on to next step.

Yankee Doodle Pandy (Felt) Puppet: (figure P.11)

Materials:

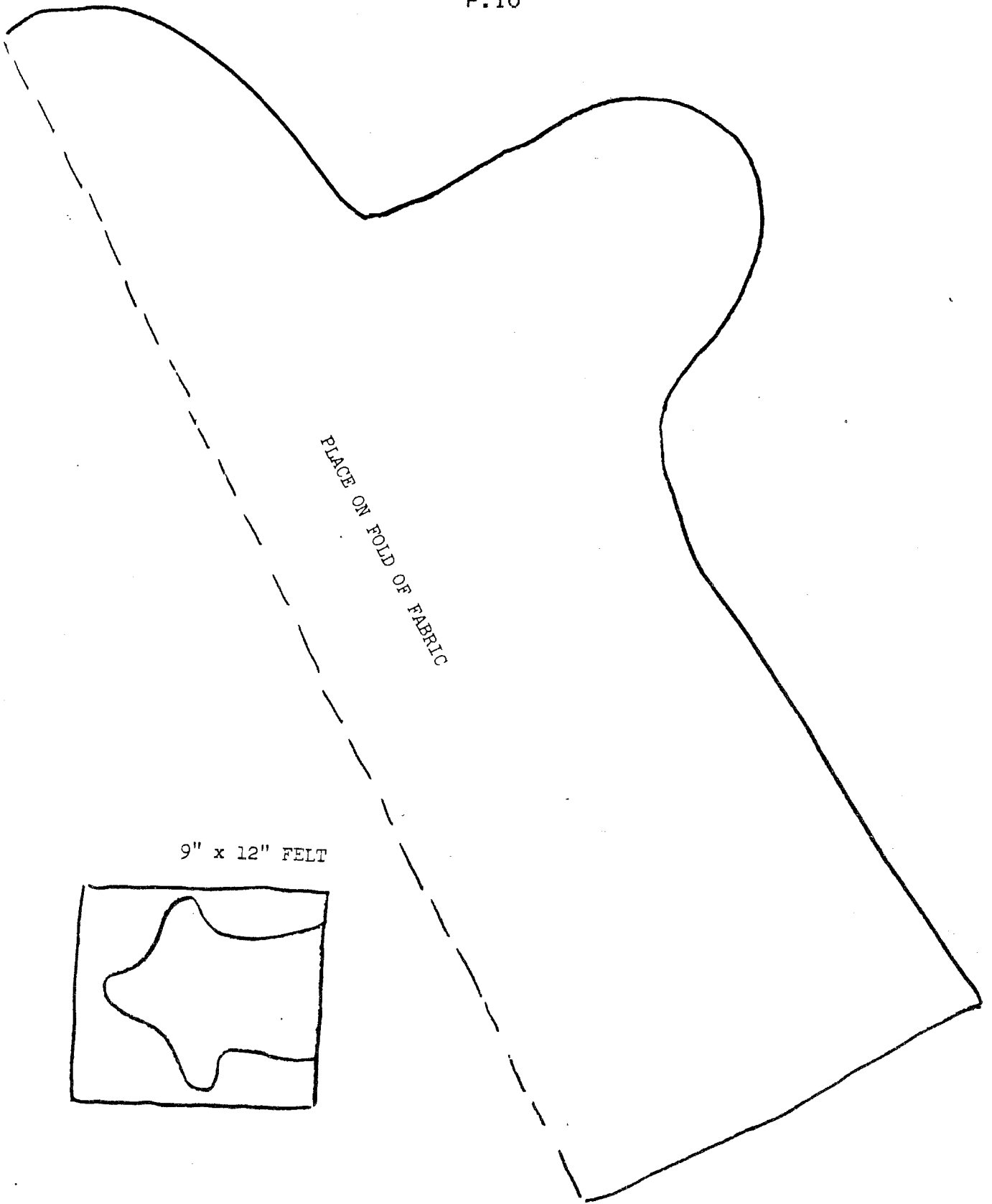
- 3 9" x 18" pieces black felt for body, ears and eyes
- Small felt pieces - fire red for bow, bow center, buttons and hat
- White for stomach, face and muzzle
- 1 pair 15mm paste on moving eyes
- 1 small green feather
- 1 black ball fringe pom pom

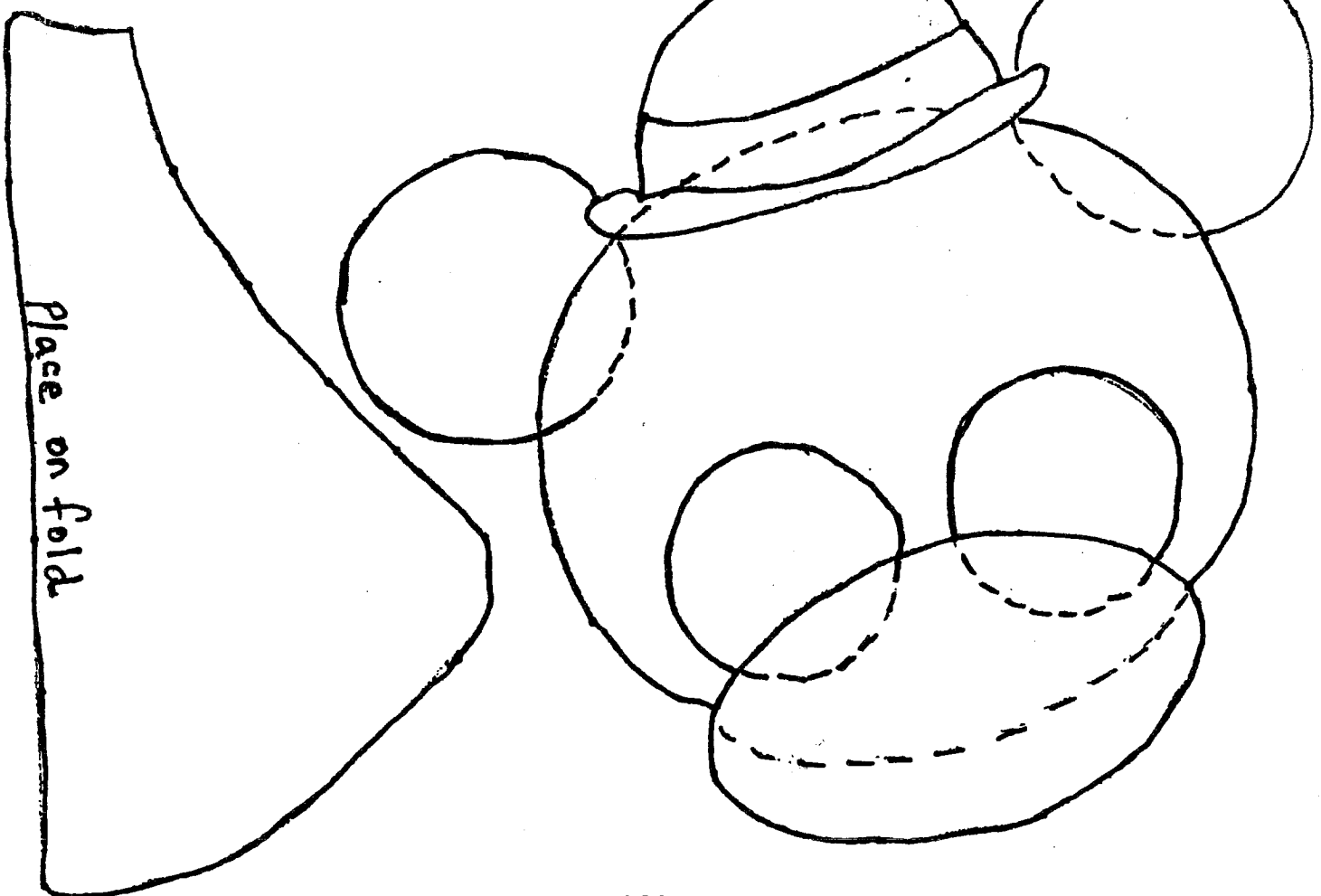
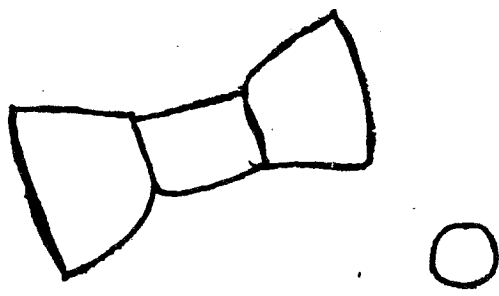
Cut 2 bodies, 1 face, 1 muzzle, 1 vest, 2 ears, 1 tie, 1 tie center, 4 buttons (using paper punch), 1 hat, 1 hatband, 2 eyes. Glue large black body pieces together as in general instructions.

Glue buttons, vest tie and tie center in place on panda body. Glue black eye pieces, muzzle, moving eyes (slightly over muzzle), nose and hat in place on head. Glue to body. Place ears underneath head. Add feather behind hatband and glue to hat. Trace around pattern of face, muzzle, hat and ears from major pattern. Cut from white felt and glue to back of puppet.

BODY PATTERN FOR ALL FELT PUPPETS

P.10





Bossy Beulah (Felt) Puppet

Materials:

- 3 9" x 12" pieces plum felt for body, head and ears
- White felt for bib and eyes
- Black felt for nostrils
- Camel felt for ear centers, horns and muzzle
- Rust felt for eyebrows and lower eyes
- Fire red felt for tongue
- 2 1/4" black rayon twist macrame' cord
- 6" of small gold chain
- 1 small gold bell

Cut 2 bodies, 1 bib, 1 tongue, 1 muzzle, 2 nostrils, 2 lower eyes, 2 upper eyes, 2 eyebrows, 2 horns, 2 outer ears, 2 inner ears, 2 eye brows. Glue large lower body pieces together as in general instructions.

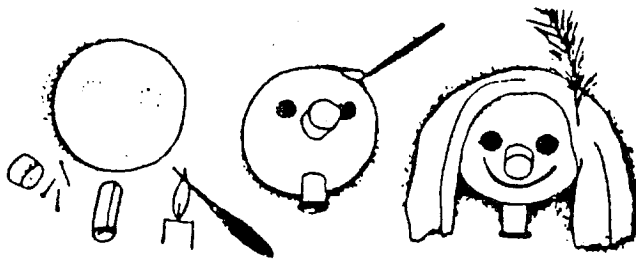
Glue bib on body front. Glue eyes in position on face, just over white. Cut macrame' cord in half and glue beside rust felt as lashes. Glue tongue between face and muzzle and add nostrils.

Glue ear centers on outer ears and glue on underneath edge of head. Horns are positioned under head and glued. Trace pattern of head and ears. Cut from plum felt and glue to back of puppet.



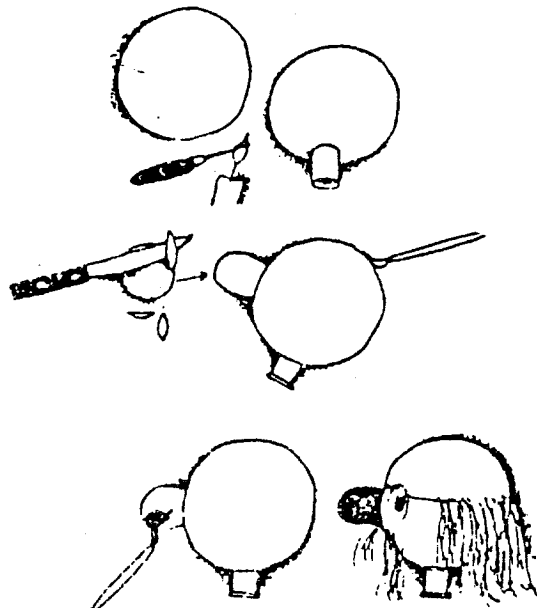
Styrofoam Ball Heads

(polystyrene balls) Polystyrene balls are available in many sizes and are very good for making puppet heads. They may be used as they are or as a basis for really strong puppet heads. Here are some methods.



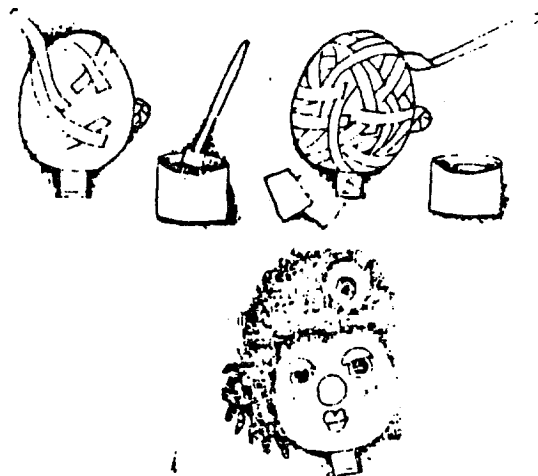
Shaping Polystyrene by Melting

Polystyrene balls melt at quite low temperatures. Use an awl heated over a candle to melt holes for the neck and eyes, and a groove for the mouth. In the top drawing, half a cork has been used as a nose. It is fixed on with pins: it can also be glued on. With polystyrene, use only a water-based adhesive or polystyrene cement. Never use a spirit-based adhesive on either polystyrene or foam rubber. The head can be painted with acrylic or poster paints. If the poster paint does not stick, mix a little household glue into it. For hair, use wool, raffia, etc.



Cut-Out Polystyrene Heads

Polystyrene balls can be sawn or cut. In the drawing, the professor's head itself is not cut, but his nose is cut out of a small ball. When cut to shape, smooth the nose with sandpaper and glue it on. Make a hole for the neck tube with a hot awl. Glue on the neck tube. Paint the head and nose. The professor's eyes are made from buttons, and the spectacle from steel wire. His hair and beard are frayed yarn, which is glued on.



Polystyrene Balls as Basic Shapes

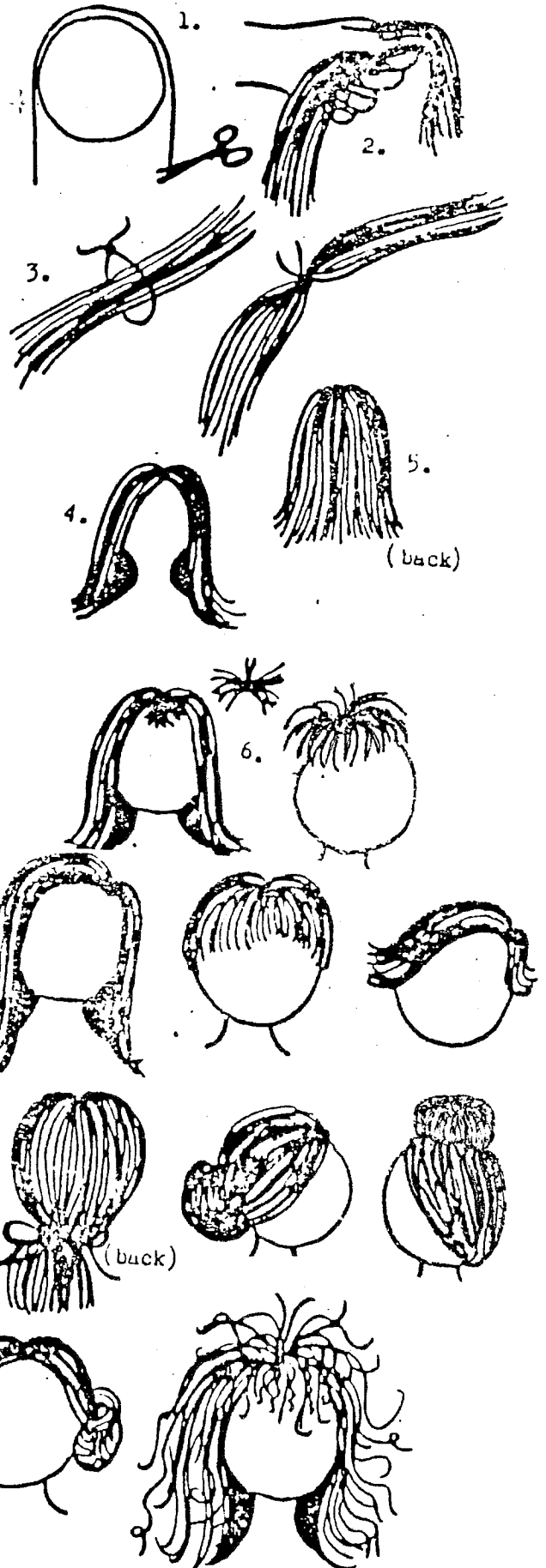
For really fine, strong heads, use polystyrene balls as a base and glue on newspaper. Cut the ball to the shape you want. Smooth it with sandpaper and make a hole for the neck tube with a heated awl. Glue on the neck tube. Now paste on many layers of newspaper strips. To make sure that all surfaces are covered with each layer, use typing paper for every other layer. Make the nose by rolling up a paper ball and gluing it on. When there are enough layers and the head is the shape you want, it must dry: this may take a few days. When it is completely dry, smooth it with fine sandpaper and paint it. To make the paint more lasting, spray it with a fixative when dry. The eyes can be made of Plasticine or buttons. Felt eyebrows can be glued on.

Yarn Becomes Hair

1. Take a piece of yarn and lay it across your puppet's head to see how long to make it. Add an inch or two to be trimmed later.
2. Take a handful of yarn that length. (Use about 25 to 30 strands for small puppets and about 30 to 50 for large puppets.)
3. Tie it tightly in the middle as shown.
4. Put this tied yarn across the head and pin it in place. Experiment with it to see how you like it.
5. Spread the strands of yarn around to cover the back of the head and sides. The hairstyles below will help you. When you are ready to put the hair on to stay, spread glue on the top and down the sides and back of the head. Use pins to help hold hair in place if you need them.
6. Small tufts of yarn tied in the same way make bangs, short hair, and comic hair. You might give the puppet a haircut after the glue is dry if he or she needs it!

You can move the part to the side or to the back for side-parts, buns, and so on.

Other materials such as fur, fringes, felt and cloth strips, ball fringe, or real hair can be used for puppet hair.



SKITS AND PUPPETS

Puppetry is an ancient art that appeals to boys of all ages. Although the origins of puppets are buried in antiquity, most experts agree that puppetry started in China, but when or how isn't absolutely certain. According to one story, Wu-Ti, the emperor of an ancient Chinese dynasty, was overcome with grief at the death of his favorite wife. He ordered the court magician to summon back her spirit, and by dint of a darkened room and a distant screen, the magician was able to create the shadow of a moving figure vaguely resembling the wife, which apparently satisfied the emperor.

Puppets have played an important part in many civilizations throughout the world. The tombs of Egypt have produced puppet figures that are over 3000 years old. Small jointed figures that were believed to have been used in religious rituals have survived since the ancient times of Greece and later of ancient Rome. The classical scholars, Aristotle, Horace and Plato refer to figures worked by strings in the writings of their times.

Today television has also brought puppets to millions. Sesame Street and The Muppets are currently the most famous puppets and puppet groups of our time.

Its' appeal to boys of cub Scout age allows them to be creative and provides an outlet for their active imaginations. Puppets can help overcome stuttering, strengthen weak muscles, relieve tensions, develop co-ordination, overcome inhibitions in a shy boy, teach a noisy boy patience, and encourage the less imaginative boy.

Puppets are magical in their powers. They can come alive, do things faster and better than people. They can exaggerate their moods and actions. Sometimes a boy is too shy to perform in a skit with live actors; but by using puppets, he can express himself in a more comfortable way.

THE WONDERFUL WORLD OF SKITS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate, he is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the "Let's pretend" part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism.

You can expect an increase in the boys' powers of observation through skits, and also a gradual diminishing of self-consciousness.

Things to Avoid:

1. Dramatization of undesirable characters.
2. Allowing a Cub Scout to attempt a characterization which is difficult for him, causing him to become discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cub Scouts to do all the work.

Keep Skits Fun: Fun makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Keep it short. (3 to 5 minutes at the most)
3. Avoid long memorized dialogue. Pantomimes are great.
4. Use simple scenery, props, costumes - if any.
5. Let every boy take part.
6. Use stage directions liberally - tell who goes where and does what.
7. Make your audience hear. Boys should speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

How to Write a Skit: Follow this outline.

1. Boy wants something.....friendship, a gold mine, a trophy, to find a lost planet, treasure, etc.
2. Boy starts to get it.....by canoe, plane, horseback, on foot, or some other way.
3. Obstacles stop boy.....crocodile, native headhunters, a secret enemy, false friend.
4. Boy achieves goal.....through an act of kindness, or bravery, wisdom, magic, some unexpected help, etc.

PANTOMIME

Pantomime is the expression of thought, emotion or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak. But the expression on the actors' face and his gestures tell what he is doing. Before he begins, he must try to think of every motion he will use. He should not hurry his motions. Most beginners perform too fast.

Fill a large bowl with paper slips containing written instructions.

ALL OVER BODY

ACTIVITIES-----

1. Bat balloons high into the air.
2. Skip rope all around the room.
3. Crawl through a thick jungle full of long hanging branches and heavy vines.

SMALLER ASPECTS

OF BODY TALK-----

1. Have one boy pitch a ball and another catch (asking such questions as, "will the ball be pitched high? Low? Hard?")
2. Walk a tightrope in the air.
3. follow a buzzing fly around the room and finally swat it.
4. Brush teeth, wash hands and face.

ANIMAL PANTOMIME---

1. A cat waking up from a nap.
2. A cat watching a bird.
3. A cat rubbing against a persons' leg.
4. A cat curling up and going to sleep.

THEN TRY THESE----

1. A dog sitting up and begging.
2. A dog walking, sniffing the ground.
3. A person being nice.
4. A person being mean.

MOOD PANTOMIME----

1. No school today.
2. The picnic has been called off.
3. I have the measles.
4. We're lost.

this form of charades is fun for the boys as well as a direct learning exercise for warming up to pantomime. Choose your skit and play charades with it first. Your boys will be practicing as well as having fun, then you can get down to business in a much lighter mood.

GETTING IDEAS

Use your imagination, a familiar story character, or cartoon character, but your best possible source is the library!

What are puppets made of? Sticks, stones and chicken bones; bottlecaps, paper bags, and bits of rags; cardboard boxes, and discarded soxes; dried up weeds and sunflower seeds. Those everyday things that we take for granted, or happily throw away, can be the stuff from which puppets are made of. Save so you don't have to pay!

EYES: buttons, macaroni, plastic chips, material, paper, plaster, acorns, blocks, beads, shells, styrofoam balls, bottle caps, cereal, lids, washers, straws, tubes, or just painted on.

HAIR: yarn, steel wool, scrub pads, cotton, fringe, shredded paper, material scraps, straw, fake fur, string, unraveled rope, paper toweling, or just painted on.

NOSES: buttons, clothespins, lightbulbs, cork, cones, cereal, balloon, thimble, ball, shell, paper, spool, tube, bottle neck (plastic), bottle caps, pegs, beads, styrofoam, lid, or just painted on.

TEETH, MOUTH: egg carton, slit in a rubber ball, paper, cardboard, macaroni, foam pieces, shells, twigs, yarn, felt, material scraps, plastic, or just painted on.

BODIES, (feet): glove, mitten, paper cups, paper plates, styrofoam hamburger and egg containers, plastic bottles, pipe cleaners, straws, paper bag, socks, shells, paper or toilet paper rolls, envelopes, boxes, balloons, hankies, material, sticks, folded paper, fruits or vegetables, cardboard, wood, ball paddle, wooden spoon or other kitchen utensils, cans, slippers or even your hands and fingers.

HEADS: socks, bags, balls, boxes, clay, papier mache', kitchen utensils, gourds, plastic bottles, styrofoam, fruits or vegetables, fly swatter, paper cups and plates, balloon, glove or mitten, sponges, spools, shells, paper roll, material (stuffed) or even an old dolls' head.

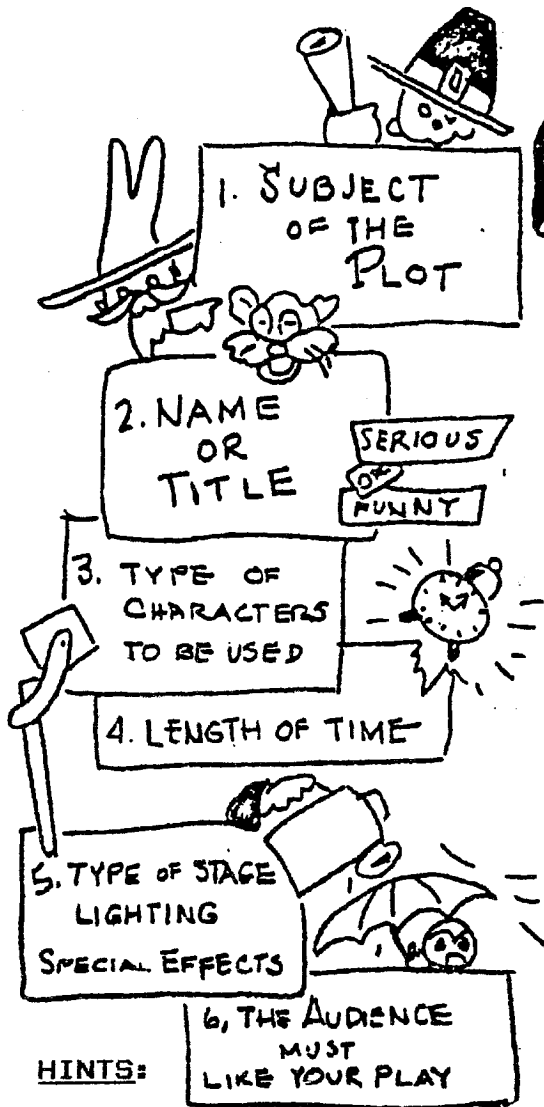
HANDS: wire, felt, material, cardboard, paper, papier mache', sponge or rubber; for an extension of the hand, use a cardboard tube - it's an ideal spot for an insertion of fingers.

HATS: cardboard, tubes, paper, felt, styrofoam, lids, plastic or material.

COSTUMES: should be flowing and cut full so they don't impede the movements of the puppet. Very heavy fabric and large prints should be avoided. Use bright colors and catchy prints because you want your puppet to attract attention.

STUFFINGS: nylons, material, socks, cotton, baggies, paper - and all of these should be cut in small strips for smoother packing - saw dust, or even lint from your dryer - it's clean and quite inexpensive.

HOW TO WRITE A SKIT



Been wondering how to put your ideas into skit form? Where to start? What to do?

To get off to a good start you should know your facilities, your subject, how many Cub Scouts you have in your den and what parts they will play.

Jot it down:

1. The subject of the plot.
2. The title, serious or funny?
3. The kind of actors you'll use, (puppets or live Cub Scouts).
4. How much time will you have? Write skit timed for 10 minutes. Boil it down to only the best.
5. Your stage: is it open floor, a platform at one end of the room, or a real stage? Know the kind of lighting you will have, what special effects are available.
6. Minimize the scene changing.

In writing your skit, use stage directions liberally. Tell who goes where and who does what.

Stimulate interest and surprises as you go along. A "walk-on" in each scene will spark interest. A "walk-on" is a character hunting a rabbit or bird, blowing up a balloon, or engaging in some other nonsense.

If you have more actors that the story calls for, sandwich in musical numbers, dances, songs, or magic between acts. Such extra material, including "walk-ons" should relate to the play for continuity's sake.

Create a mood with scenery, paint in greys if spooky or sad, bright colors for a happy theme.

Avoid long speeches!! Use gestures and pantomime freely, with exaggeration.

OPENING BLUE & GOLD SKIT

The narrator, the "spirit of Lord Baden-Powell" is a den chief in full uniform, wearing a campaign-style hat. He reads the script from a lectern (at the side of the stage) while cub Scouts in uniform come on stage one by one.

Narrator does all the reading.

I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of Boy Scouting past and present. Here is our future... A Tiger Cub, Cub Scout, and Webelos Scout.

(THREE BOYS ENTER STAGE - THE CUB SCOUTS IN COMPLETE UNIFORM AND THE TIGER CUB IN A TIGER CUB T-SHIRT)

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

(4TH BOY IN FULL UNIFORM - BOY ENTERS CARRYING WOLF BOOK AND KIPLING'S JUNGLE BOOK)

Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in the United States in 1930, Indian themes were used.

(5TH BOY IN FULL UNIFORM ENTERS WITH A CRAFT PROJECT OF WOOD)

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.

(6TH BOY IN FULL UNIFORM CARRIES A NATURE COLLECTION)

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

(7TH BOY IN FULL UNIFORM CARRIES A BACK PACK)

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.

(8TH BOY - THE SMALLEST CUB SCOUT - ENTERS HOLDING THE AMERICAN FLAG)

Cub Scouts are proud to be United States citizens. They are proud of their nation's flag and their pack flag (points to it) because it reminds them they are part of 77 years of Scouting. They belong!

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

AN EVENING OF CHRISTMAS CAROLS -- Christmas Eve, around the Jones' tree, four boys dressing for bed, mother and Santa offstage.

JIMMY: Boy! (looks out window) It looks like it's going to be a WHITE CHRISTMAS after all. Say, do you all hear JINGLE BELLS?

JOHNNY: No. It's a SILENT NIGHT, Jimmy. Maybe you heard RUDOLPH THE RED NOSED REINDEER.

JACKIE: (With lisp) I bet he heard FROSTY THE SNOWMAN, out walking in a WINTER WONDERLAND.

JIMMY: Boy, I can hardly wait 'til morning, cause SANATA CLAUS IS COMING TO TOWN. What do you want for Christmas, Johnny?

JOHNNY: Well, I WANT A HIPPOPOTAMUS FOR CHRISTMAS, but I don't know if Santa can take him for a SLEIGH RIDE.

JACKIE: Boy, mom'll love that! ALL I WANT FOR CHRISTMAS IS MY TWO FRONT TEETH! (Grins widely showing blacked-out teeth)

JIMMY: I want a whole PARADE OF WOODEN SOLDIERS, and a LITTLE DRUMMER BOY, and some SILVER BELLS, and... (Joey looks sad)

JOEY: Gee, I bet I'M GETTIN' NUTHIN' FOR CHRISTMAS cause I SAW MOMMY KISSIN' SANTA CLAUS. Besides, I hit ANGIE THE CHRISTMAS TREE ANGEL with a JINGLE BELL ROCK.

ALL 3: Oh, oh, it's gonna be a BLUE CHRISTMAS for Joey...

JIMMY: That's OK, Joey. We're gonna have the HAPPIEST CHRISTMAS TREE ever, and I'll share my toys with you. (Pats Joey on shoulder, as Joey smiles)

MOTHER: (offstage) Boys... time for bed. Remember, SANTA CLAUS IS COMIN' TO TOWN.

BOYS: (Scramble and whisper madly... they then yell) Yes, mother. (All come forward, face audience and sing...) WE WISH YOU A MERRY CHRISTMAS, we wish you a merry Christmas, we wish you a merry Christmas, and a happy new year.

SANTA: (Offstage) HERE COMES SANTA CLAUS. (Boys run off. Joey turns to audience so they see "The End" sign pinned to his seat.)

NOTE:

Consider incorporating sound effects into your skits and puppet shows. They are great fun, and sound effects man is the ideal part for that shy boy who wants to participate, but finds it difficult to appear or speak before and audience.

CHRISTMAS

C is for candles, we burn on Christmas night
to gladden weary travelers with their light so bright.

H is for happiest; the happiest time of year!
It's jolly, gay old Christmas time, with all its' mirth and cheer.

R is for ring; we ring the Christmas bell
all the Christmas gladness, the world to tell.

I is for the infant who lay in a manger
Little Lord Jesus, a dear little stranger.

S is for shepherds who kept their flocks by night;
and heard the angels singing, and saw a wondrous light.

I is for tree, all green and gold and red,
we see it Christmas morning when we jump out of the bed.

M is for the mistletoe we hang at Christmas time;
in merry wreaths, when candles burn and Christmas bells chime.

A is for all; to all men we wish cheer,
joy and gladness, love and hope, for Christmas time is here.

S is for the star that shone on Christmas night,
star and candle, bell and wreath, all make our Christmas bright.

SOME SOUND EFFECTS FUN

Puppy dog:

For a crying puppy, blow up a balloon. stretch neck of balloon,
slowly releasing air.

Horse:

To reproduce the sound of a horses' hoofs, hold a block of wood in
each hand. Strike ends together, alternating ends.

Pistol shot:

Stretch a rubberband around the center of a small foil piepan. Pull
out the band from bottom of pan; then release it.

Wind:

Grasp a sheet of waxed paper with a hand on each side. With an
accordian-playing movement, alternately crush and smooth out paper.

Wind and rain:

Shake a large sheet of brown wrapping paper like a rug.

Thunder:

Grasp a tin or aluminum cookie sheet at one end, placing thumb on
underside. Shake so it vibrates.

Storm:

Combine wind, rain, and thunder. Turn lights on and off for
lightening.

THE HOLIDAY SEASON MEANS

CAST: Narrator and five Cub Scouts

PROPS: 1 small undecorated tree tinsel
ornaments that Cub Scouts have made in den meetings

NARRATOR:

We hear so often that the true spirit of the holidays is lost; that everything is so commercial and that all the children care about is the presents they receive. But there is so much more to think about. Let's see if we can think of some reasons why the holiday season is such a special time of year.

CUB SCOUT #1:

The holiday carols we sing with joy,
the smiling faces we see
mean so much more than any toy
and makes the holidays special for me.

CUB SCOUT #2:

Holiday dinners, with families together
the lights on yuletide tree
riding my sled in snowy weather
makes the holidays special to me.

CUB SCOUT #3:

People so nice to one another
the way we should always be.
I don't even fight with my little brother
so the holiday is special to me.

CUB SCOUT #4:

A holiday card from a good friend,
that we don't often get to see,
from far away, good wishes they send
and make the holidays special to me.

CUB SCOUT #5:

But the best part,
for Cub Scouts such as we,
is the spirit of giving, instead of getting,
THAT makes the holidays special to me.

NARRATOR:

The holiday spirit means good will and fellowship. And now we would like to invite all of the families of our Cub Scout pack to help decorate this holiday tree which will be presented to (organization) by the Cub Scouts of Pack (# and town).

AT THIS POINT HAVE EVERYONE HELP DECORATE THE TREE. PUT ON THE ORNAMENTS AND TINSEL AND SING A CAROL AROUND THE FINISHED TREE. AFTER THE PACK MEETING THE CUB SCOUTS AND CUBMASTER COULD TAKE THE DECORATED TREE AND DELIVER IT TO AN ELDERLY PERSON OR A SHUT-IN. OR, THE TREE COULD BE PRESENTED TO A NURSING HOME, OR OTHER ORGANIZATION.

REMINDER:

Please be reminded to make arrangements in advance with the individual of the organization.

CUB SCOUT GENIUS

CUB SCOUT #1:

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.

CUB SCOUT #2:

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.

CUB SCOUT #3:

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.

CUB SCOUT #4:

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.

CUB SCOUT #5:

I'll build a giant pogo stick,
to cross the oceans mighty quick;
just one jump and there you are--
but first I have to wash the car.

CUB SCOUT #6:

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.

CUB SCOUT #7:

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.

ARTISTIC GENIUS

Scene is an art show which a number of brightly splotched canvases are on display. The judges arrive, inspect them, and finally select a winner, more violently colored than the rest. "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 by mistake. That's the canvas where I clean my brushes!"

PERILS OF THE PIONEERS

CAST: Narrator any number pioneers a pioneer lady

Oh pioneers! Oh pioneers!
Your courage we admire.
Not for the reasons history gives
Do you our awe inspire.
It's hard for us to understand
And know what it was like
You didn't have the things we have
A car, a plane, a bike.

We heard you crossed the mountains;
Through forest, thin and thick,
In only covered wagons,
Now that was quite a trick!

(Pioneers with coaster wagons
covered with blankets, cross
stage, circle, then exit)

We read how then you had no roads,
No highways lined with pines,
One question we must ask you...
What'd you do with all these signs?

(Pioneers enter with variety
of signs--35 MPH, Yield,
Eat at Joes', etc., circle,
and exit)

And then we heard about your meals
Of wild bear - there's a stopper;
The one thing we can say is this,
Your wife was quite a shopper.

(Pioneer lady drags shopping
bag loaded with giant bear-
shag rug or fake fur with
cardboard head-across stage)

Yes, we read of all your hardships,
But you beat us on one thing -
You had the true, original,
Indoor-Outdoor carpeting!

(Pioneer enters with large
sack marked 'dirt', shows
audience, exits)

It's true you have no phones, no gas,
No lights, no cars about;
But there's one thing you didn't have
That we could do without!

(Pioneers enter with signs--
Income Tax, Sales Tax,
Property Tax, Utility Tax,
etc.--and exit)

But one thing does amaze us;
When we read about your deeds,
You made it through your travels
Minus something each man needs!

(All pioneers enter and form
a semi-circle facing
audience)

Oh pioneers! Oh pioneers!
We salute you, long and hard!
You went across this whole wide land
Without one Credit Card!

(All salute audience, except
one who runs offstage, and
returns carrying extra big
cardboard credit card)

NOTE:

sometimes boys find it difficult to coordinate speaking parts with actions. One solution is to tape record the speaking parts in advance - no forgotten lines, no stepped on cues, etc. -- and the boys are then free to concentrate on their acting (or the acting of their puppets).

HE WAS HERE BEFORE THE WHITE MAN

Narrator is on stage before curtain. As the curtains open to show each scene, an Indian Chief with long headdress is standing to one side watching. Appropriate music may be used between scenes to allow time for scene-changing. Artificial campfire is on center stage to be lit at the appropriate time.

NARRATOR

The Indian was here -
Where Leif Ericson came
To touch our shores and leave again.

He was watching in 1492
When Columbus landed to claim for Spain
A new continent which he thought
Was China and the Spice Islands.

He watched as an Indian Princess
Saved her John Smith
And became his wife,
As often has been told.

When the Puritans gave thanks
For the harvest and this land,
They were joined by the Indian
And his gifts.

When the white man became greedy
And pushed the Indian westward,
He took up his tomahawk,
Danced the war dance,
And fought for his hunting grounds;
Bravely, but hopelessly.

Now he lights our fire
As did his fathers before him.
He lights our fire
Where once was his council place.
We honor him by our actions here.
We dance his dance and sing our song.
We hear great tales and meet worthy challenges
In the spirit of the Red Man
Who was here before the white man came.

SCENE

Norsemen at prow of
Viking boat

Columbus planting a
Spanish flag

Indian maiden standing
between tomahawk and
John Smith, warding off
the blow

Thanksgiving table,
Puritans receiving
corn and Indian beads
from an Indian

Indian braves, in war-
paint, dancing and
waving tomahawks

Chief moves from his
place on the side to
the council fire,
which he pretends to
light. Then he stands
by fire, facing the
audience, arms folded

THE LION TAMER

CAST: ringmaster lion tamer 3 lions
PROPS: hula hoop with crepe' paper flame whip
cap pistol water pistol
applause sign stools for lion

RINGMASTER:

Ladies and gentlemen! Now presenting the Great Cubbinni, with his magnificent lions, fresh from the heart of Africa! (holds up applause sign as lion tamer enters)

LION TAMER:

Thank you! Thank you! (cracks whip) Nero! (Nero enters, roars, and sits on stool) Rex! (cracking whip) (Rex enters, etc.) Killer! (cracking whip, etc.)

(ringmaster holds up applause sign. As lion tamer bows to audience, he is too close to lions, and nearest nips the seat of his pants as he jumps aside.)

Now the pyramid! Nero! Rex! Killer! (as lion tamer cracks whip, lions climb down. Two stand on all fours, roaring, while third climbs on backs. When pyramid breaks, lions prowl around cage, roaring, until lion tamer fires cap pistol sending them to stools, still roaring.)

(ringmaster holds up applause sign again, lion tamer bows, lion nips him again.)

And now, for your entertainment, the "Ring of Fire." (holds up a hula hoop, but lions remain on stools, pawing in a downward motion. Tamer lowers hoop, but lions still refuse to move. Lowers it again, and again until hoop is on the ground. Lions scoot through.)

(ringmaster shows applause sign,, lion tamer bows again, and lion nips him again.)

A true feat of daring! I shall put my hand in Killers' mouth! (Killer roars.) (carefully places hand in lions mouth; when he draws it back, he hides hand in sleeve; lifts arm shouting) Look, no hand!

(ringmaster holds applause sign again, lion tamer brings hand out, shakes hands with Killer, bows, and gets nipped. Lions get out of hand, roaring and prowling. Cracks whip again and again.)

LION TAMER:

(grabs water pistol and shoots at lions) Oops, wrong gun! (turns to audience, spraying them. Lions roar and chase him off the stage, and he drops gun and runs away.)

SPEAK-UP RIDDLES

On what side of a pitcher is the handle?
On the outside.

What travels all over the United States and still stays in one corner?
A postage stamp.

What question can never be answered yes?
Are you asleep?

What is lower with head than without one?
A pillow.

Why did the greenhouse call the doctor?
It was full of panes.

What would happen to a white stone if you threw it into the Red Sea?
It would get wet.

If you lived in a cemetery, how would you unlock the gate?
With a skeleton key.

If two's company and three is a crowd, what is four and five?
Nine.

What keeps going from one city to another but never moves?
Railroad tracks.

What is worse than a giraffe with a sore throat?
A centepede with sore feet.

Why is an ocean so restless?
Because it has rocks in its' bed.

If you discovered an empty, how many rocks could you put in it?
One, after that it wouldn't be empty anymore.

What is the one sure way to double your money?
Fold it in half and put it back in your pocket.

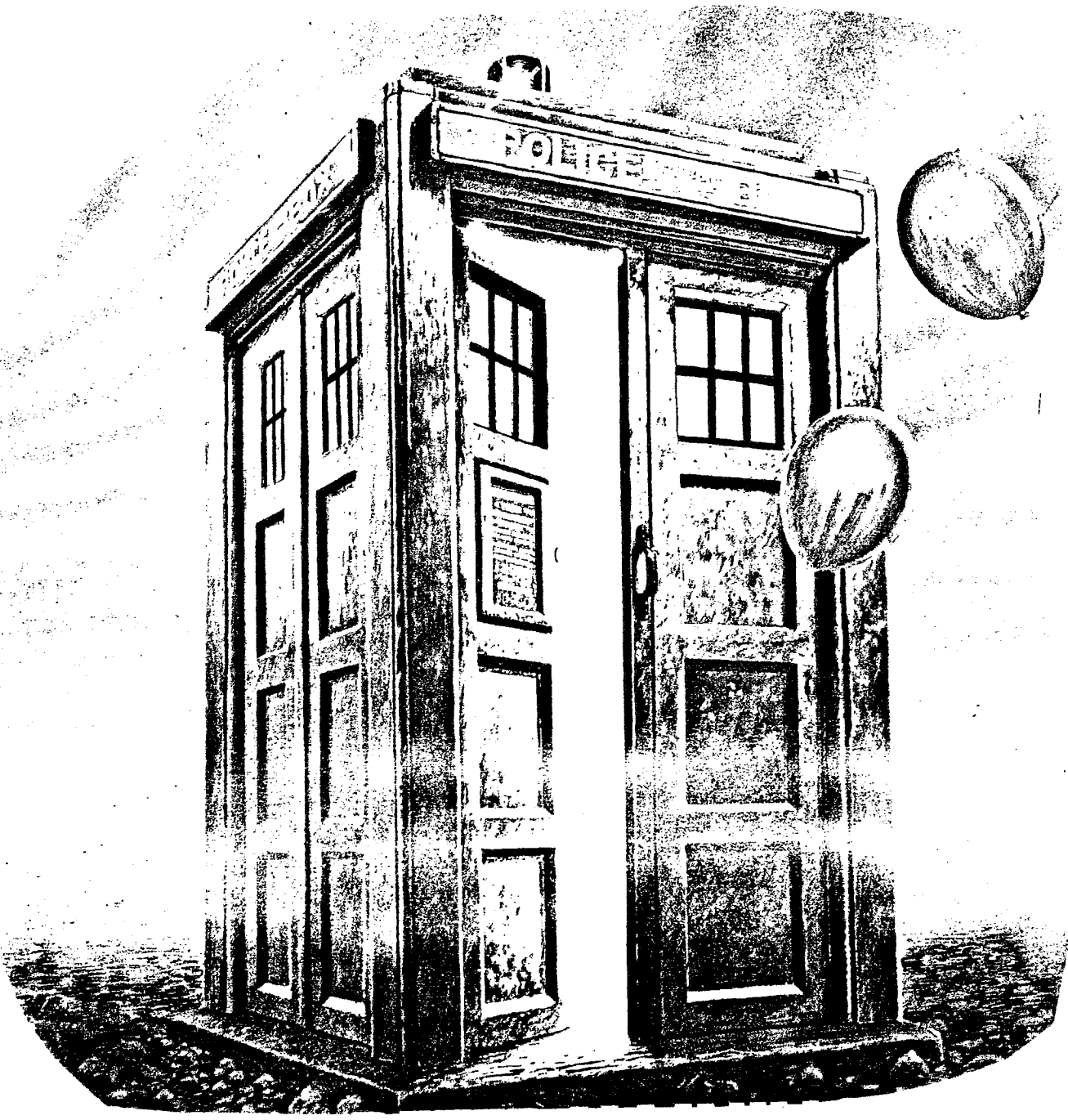
You have five potatoes, how can you serve them to six people?
Serve mashed potatoes.

How many sides does a circle have?
Two, inside and outside.

What kind of coat has no sleeves and you have to put it on wet?
A coat of paint.

What in your house never asks questions but everyone keeps answering?
The telephone.

Which animal took the most luggage into the Ark?
The elephant, it had a big trunk.



FUNNY-BONE DRAMATICS

What gets wetter as it dries?
A towel.

Why is a river like a dollar bill?
Because it goes from bank to bank.

What starts with t, ends with t, and has t in it?
A teapot.

If you were facing East, what would be on your left hand?
Your fingers.

What is it that you throw away the outside, cook the inside, eat the outside, and throw away the inside?
Corn on the cob.

Why do you think babies cry so much?
If you didn't have any hair, all your teeth were out, and you couldn't stand up, what would you do?

How do you spell Mississippi?
Which one, the river or the state?

Why is chewing gum like a railroad engine?
One goes chew, chew and the other goes choo, choo.

What is the one thing that everyone and everything is doing at the same time?
Growing older.

What word is it that you always pronounce wrong?
Wrong.

Did all the animals come into Noahs' Ark in pairs?
No, the worms came in apples.

I did it, I did it!
Did what?
I just invented a cure for which there is no disease.

What did Paul Revere say at the end of his ride?
Whoa.

I sure wish I had enough money to buy a battleship.
Why would you want to buy a battleship?
I don't want to buy a battleship, I just want enough money to.

We just got a new dog, would you like to come over and pet him?
Sure, does he bite?
That's what I want to find out.

Do you have holes in your pants?
Of course not.
Then how did you get your legs through?

WHY USE PUPPETS?

Puppets are fun to see and to work!

Puppets get and hold attention of both adults and children.

Puppets can talk about things with us that we might not like other people to say (like why something is not good for us to eat, or why we should use soap when we wash).

Puppets can help start us thinking and talking by asking questions or helping us to see ourselves better.

Puppets can:

Tell us things (give information, instructions).

Be a person, like "Dirty Mary", who never washes or cleans herself up (can represent an extreme trait).

Be a tooth or a germ to help us see things from a new viewpoint. The tooth could say how happy he feels to be cleaned. The germ could tell us how happy he is when we don't wash our hands so he can get inside our bodies and make us sick (imaginative situations).

Be a person, like "Andy Accident", who falls and hurts himself because he doesn't listen to rules (negative example).

Be a person, like "Carrie Clean-up", who tells us how to clean up and then comes to see if we have done a good job (control agent).

Be "mother" or "Rose, the sister" or "Mary, the daughter" to help us see why she does what she does (new view of situation).

Give the person who works the puppet a chance to say things he cannot say himself (using puppets to cover personality and to vent emotions or frustrations).

Puppets are small and easy to carry.

Puppets are easy to use. We can learn to work one in a few minutes.

Puppets don't need a stage or scenery to be interesting.

Several puppets can be worked by one person.

RESOURCES

The Boy Scout publication "Skits and Puppets" #3842, Pow Wow Series, gives an excellent coverage of the subject. This presentation will give you many additional ideas to enable you to create simple and effective puppets. Try to create puppets which will fit in with each month's theme. Monthly skits can be adapted to puppet shows. Your Cub Scouts will readily come up with an appropriate situation or skit if you give them a chance and expand on what a theme means.

Ideas for skits and prepared puppet skits that fit many monthly themes may be available. Ask at your local library for suitable books. "Pack-O-Fun" magazine, invaluable for den leaders and mothers with small children, and some children's magazines feature suitable plays from time to time. When you see a useful skit or idea, make a note of the topic and source in an "IDEAS" notebook for later use, or file any suitable scripts before discarding the magazine.

Pow-wow books are also a resource for ideas. Some material for this section were based on ideas from the 1971 Balboa District Pow-wow book and the 1982 Indian Nations Council Pow-wow book.

Puppet-making can be an inexpensive venture in which paper bags, old socks, boxes, and left-over scrap materials are used. There are many ideas for puppets on the following pages, and one of the best resources is your own imagination.

FUNNY-BONE PUPPET JOKE

FOR THE TOUR

Characters:

Mr. Blimp a tourist tour guide other tourists (optional)

MR. BLIMP:

"Thank you for the guided tour of the city."

GUIDE:

"You are welcome, sir."

(If there are other tourists, they say "Thank you" softly.)

MR. BLIMP:

You seem to know the city very well.

GUIDE:

Yes, sir. I know every part of this city.

MR. BLIMP:

Have you lived here all your life?

GUIDE:

Not yet, sir.

TYPES OF PUPPETS

HAND PUPPETS:

Sometimes called GLOVE PUPPETS, have soft bodies in the form of a glove. The head is generally supported by the index finger through a hole in the neck. Its' simplicity often deludes beginners into thinking it is easy to work.

ROD PUPPETS:

Similar to hand puppets, they are usually larger and are controlled from below by a thick rod. Lighter rods control the arms.

FINGER PUPPETS:

These are not often used. They are flat or three dimensional and the puppeteers' fingers represent the arms or legs or both.

PUSH PUPPETS:

Sometimes called JUVENILE DRAMA, are actually cardboard figures mounted on a base which is attached to a wire or stick and the puppets are pushed from the side or top, back, or bottom of the stage.

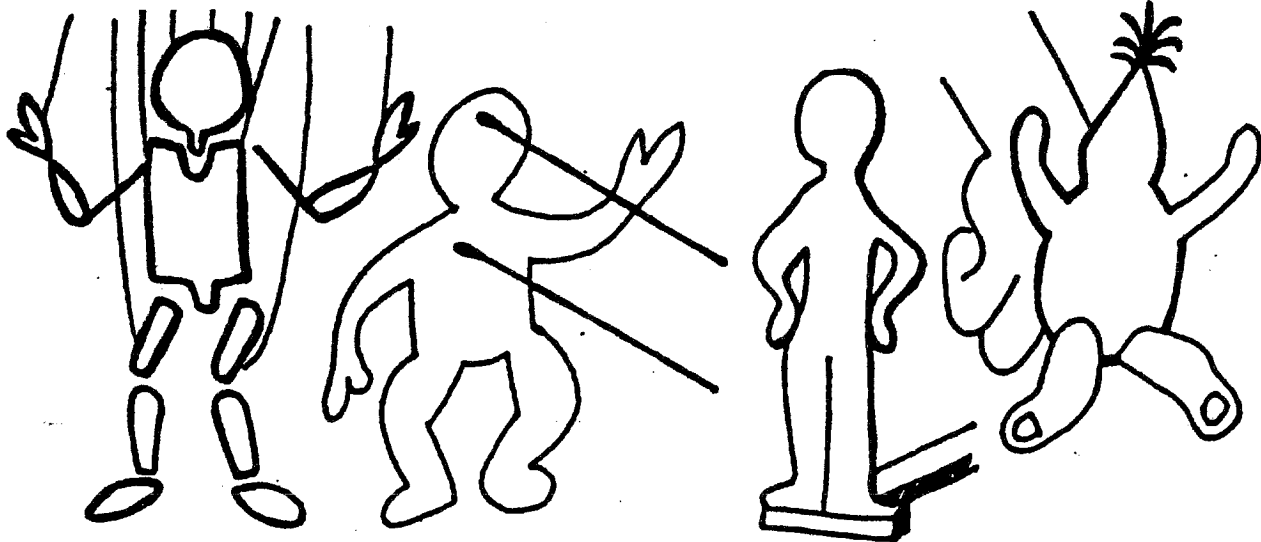
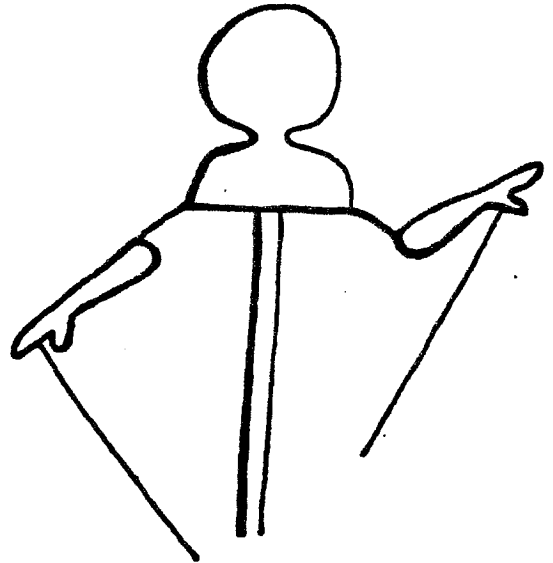
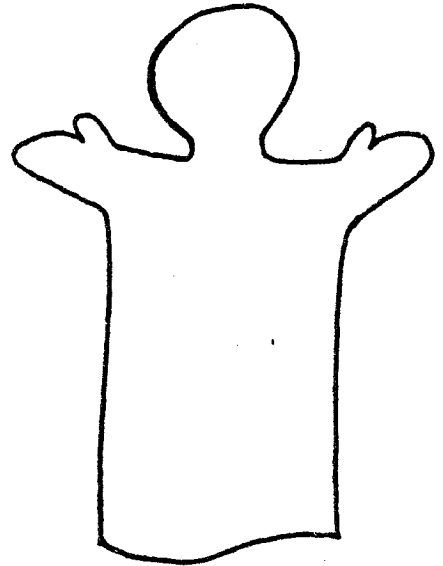
SHADOW PUPPETS:

Flat "paper doll" type puppets that are held in from of a strong light, so that their shadows are thrown onto a translucent screen. The audience never sees the puppet, but only its shadow.

MARIONETTES:

Often called STRING PUPPETS, they are loosely jointed "dolls" that are controlled by strings attached to a hand-held control.

MOST PUPPETS FIT INTO ONE OR MORE OF THESE DESCRIPTIONS.



CLOTH PUPPETS

Basic Hand Puppets

Materials:

tracing paper

1/2 yard of fabric

pencil

straight pins

scissors

needle and thread

OR white glue

Instructions:

Trace the patterns (figures P.13 and P.14) onto a piece of paper. Cut out the pattern pieces along the solid lines.

Fold the fabric in half. Place the pattern "front" on the fabric, matching the side marked "fold" to the fabric fold. (see diagram 1) Pin down the pattern piece and cut out one front.

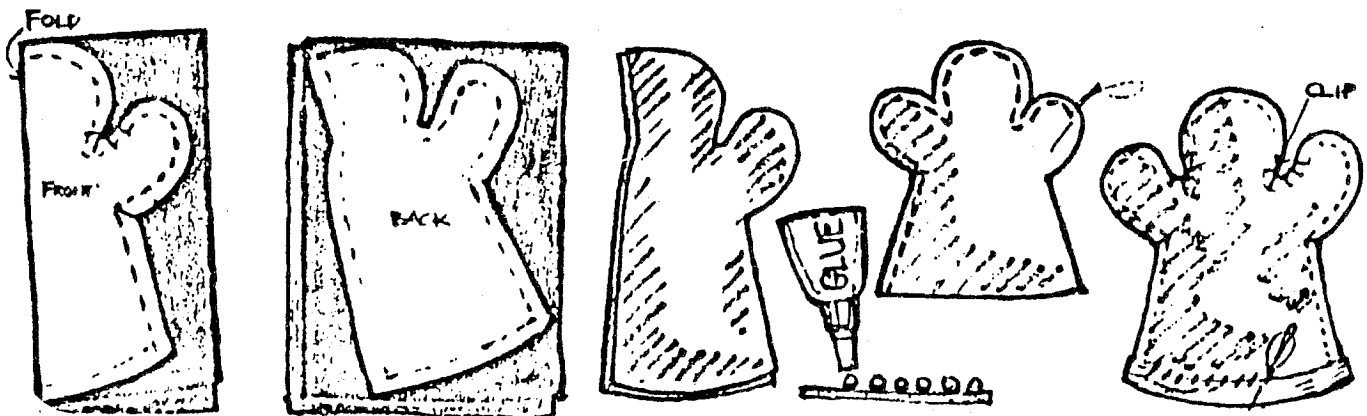
Place the pattern "back" on a double thickness of fabric. Pin it down and cut out two backs. (see diagram 2)

Pin the right sides of the "back" pieces together and stitch or glue along the center dotted lines. (If you're using glue, remember to put it on in a row of tiny dots; if you're using a needle and thread, ask an adult for help if you need it.) (see diagram 3)

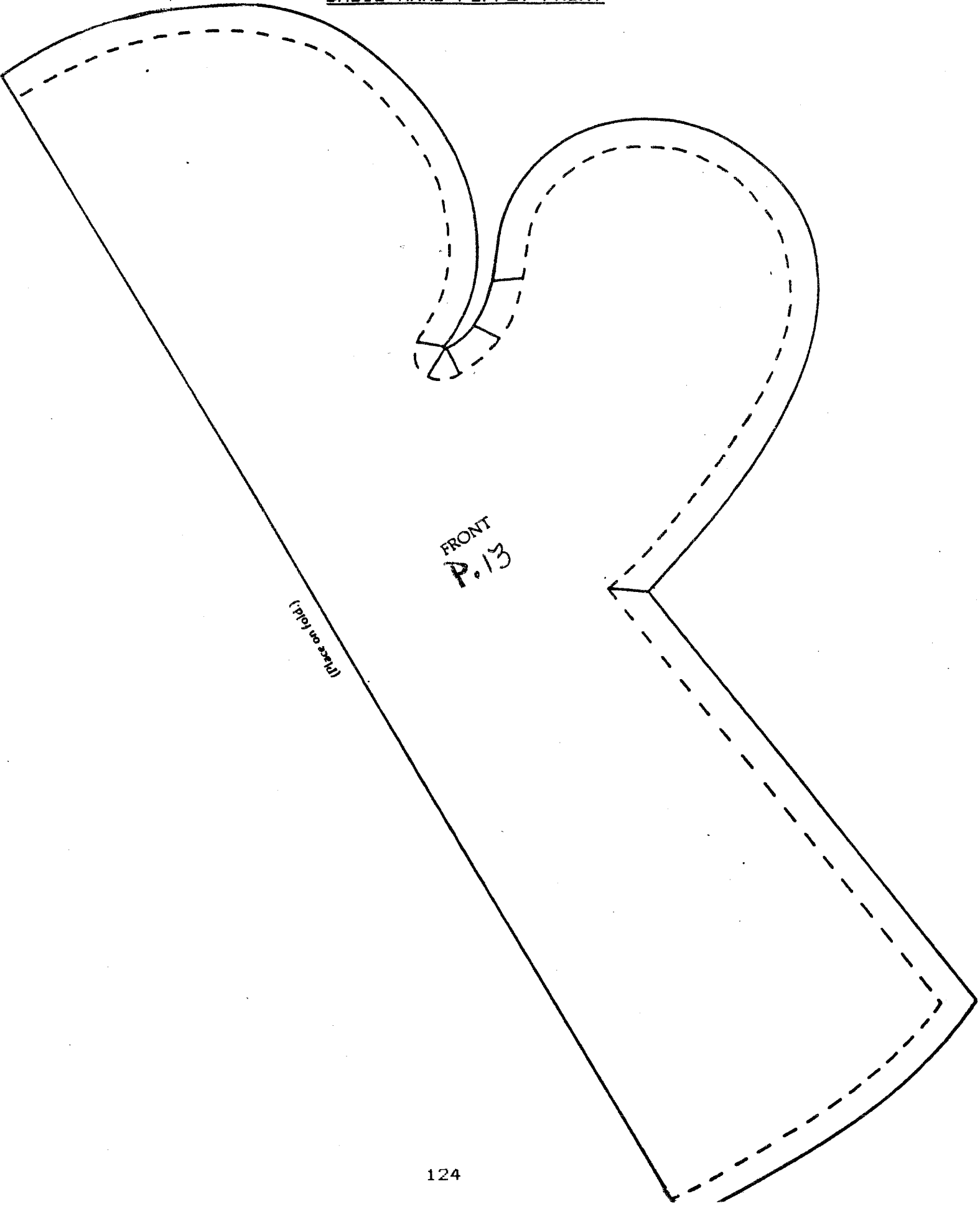
Place the right sides of the "front" and "back" together, and stitch or glue along the dotted lines. Slightly clip the curves and turn right-side out. (see diagram 4)

Turn 1/4" of the fabric at the bottom to the inside, and stitch or glue to form the hem. (Note: If you're using felt, you don't need a hem.)

See all the fun suggestions under FINISHING YOUR PUPPET for decorating ideas.

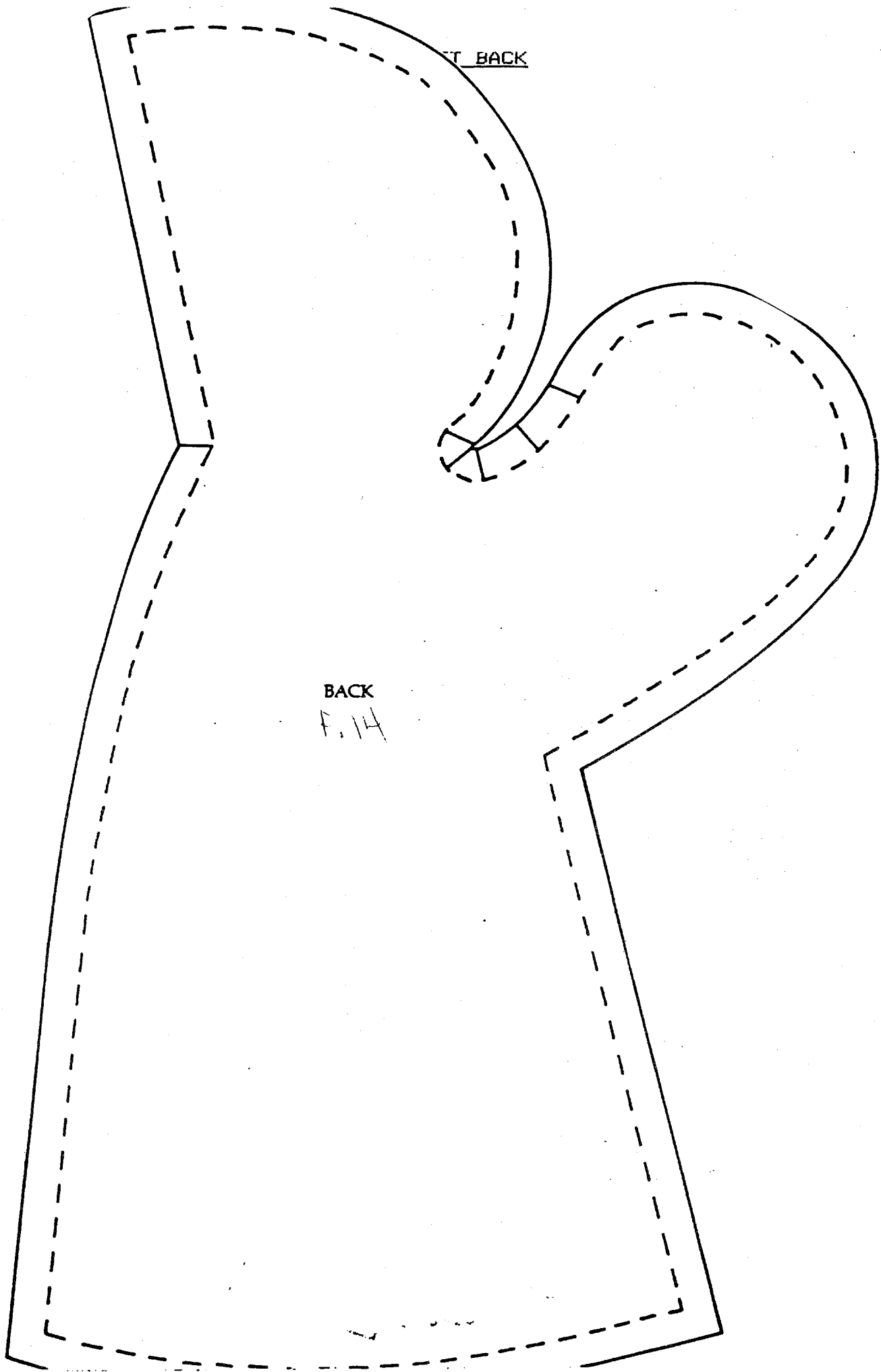


BASIC HAND PUPPET FRONT



FRONT
P.13

(Place on fold)



T BACK

BACK

F. 14

FINISHING YOUR PUPPET

Puppet faces are made of little odds and ends that you can easily find in your house or yard. Look around and see how many ideas you can come up with!

The eyes can be absolutely anything you can find that can be glued or sewn onto your puppets' face. A few ideas are listed here. See how many more you can think of!

acorns	bottlecaps	pebbles	seeds
beads	buttons	pom poms	sequins
beans	fabric scraps	seashells	wooden circles

Finish your puppets' eyes with eyebrows made of yarn, fabric, a pipe cleaner or bits of cotton or steel wool.

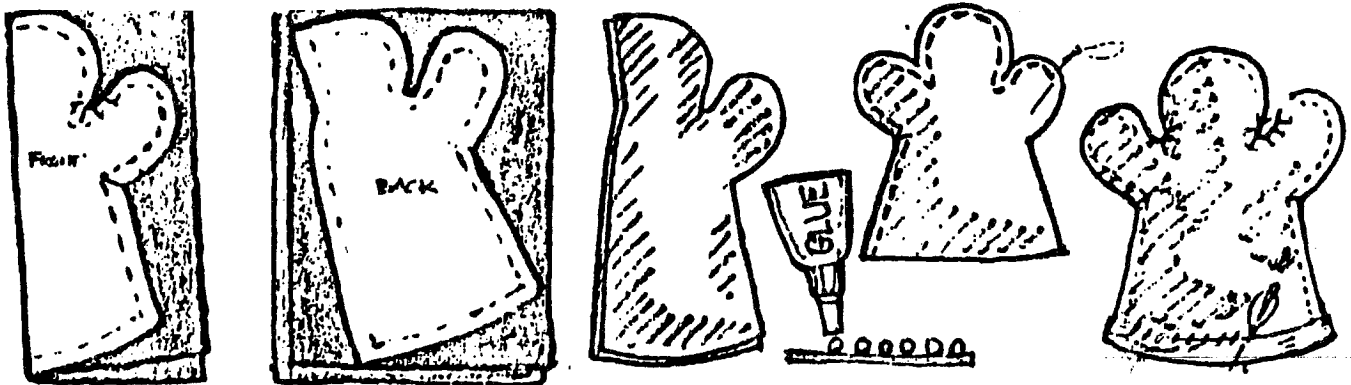
the nose you select helps your puppets' face take shape, and adds a touch of personality! For example, a large button with two holes makes a perfect nose for a pig... but for a clown, you might want to use half a ping-pong ball painted bright red! Just imagine the different characters you can create with noses made of these different things:

baby bottle nipple	golf tee	seashell
neck of plastic bottle	bead	macaroni
small cardboard tube	small ball	flashbulb
finger of old glove	button	clothespin
cap of ball-point pen	paper cone	spool
styrofoam ball	pinecone	pom pom

The mouth can make your puppet look happy or sad... silly or mad... and anything in between! Mouths can be embroidered or painted on, or cut out of paper or felt and glued on. You can also use yarn, pipe cleaners, a twig, toothpick or match stick - whatever you like!

The hair for your puppet can be made of yarn, cotton, fringe, pom-poms, straw, feathers, wood shavings - whatever you can find! You can style or braid the hair; add ribbons, a cap or a crown. Use the same materials to make beards, mustaches and animal fur.

Just look how your puppet takes on life as you add the finishing touches! Now practice making your puppet look happy, angry, afraid, silly and serious.



PORTABLE PUPPET STAGE

Get your den dad or someone in the pack who likes to build things to make this seven-panel puppet stage for you. Besides being easy to set up, take down, and transport, it will give your puppet show a more professional look, and you and your Cub Scouts many happy hours of puppeteering.

This stage is made in two sections and held together with four pin-type hinges.

The top section consists of three panels. The two side panels are 27" wide and 30" high; the center panel is 54" wide and 30" high.

The bottom section has four panels; each one is 27" wide and 54" high.

Fasten the panels together with 2" back-flap hinges.

Fasten the sections together with pin hinges. To take down, remove the pins and fold up the sections.

Note that all hinges but two (*figure 1*) are placed on the inside of the stage. The two center hinges on the lower section are placed on the outside to permit the section to fold up like an "M".

Cover each panel with material or fabric that is lightweight. Pressed board is durable but adds weight.

You will need four (1" X 1" wood) spreaders to keep your screen in place (*figure 2*). Cut one just long enough to fit snug along the top of the center panel. Fasten an angle iron at each end extended to fit over the wings.

Make another spreader 78" long with 2" angle iron brackets on each end.

Set up your stage. Set the front and back spreaders in place, then measure the length of the other two.

Lay one stick across the wings, 14" back from the front of the stage. Mark it, cut to length, put on the angle brackets, and set in place.

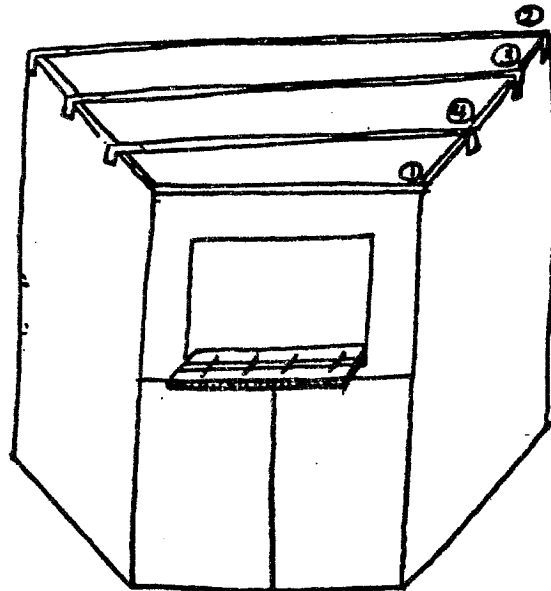
Lay the fourth spreader across the wings, 21" from the front of the stage. Mark it, cut, fasten on angle brackets, and put it in place.

Your backdrops and scenery are hung from these two spreaders.

PORTABLE PUPPET STAGE continued

For the platform, use two pieces of wood, 1" X 6" X 42". Shape as shown (figure 3C). Fasten together with three or four strips of metal to fit the opening of the center panel.

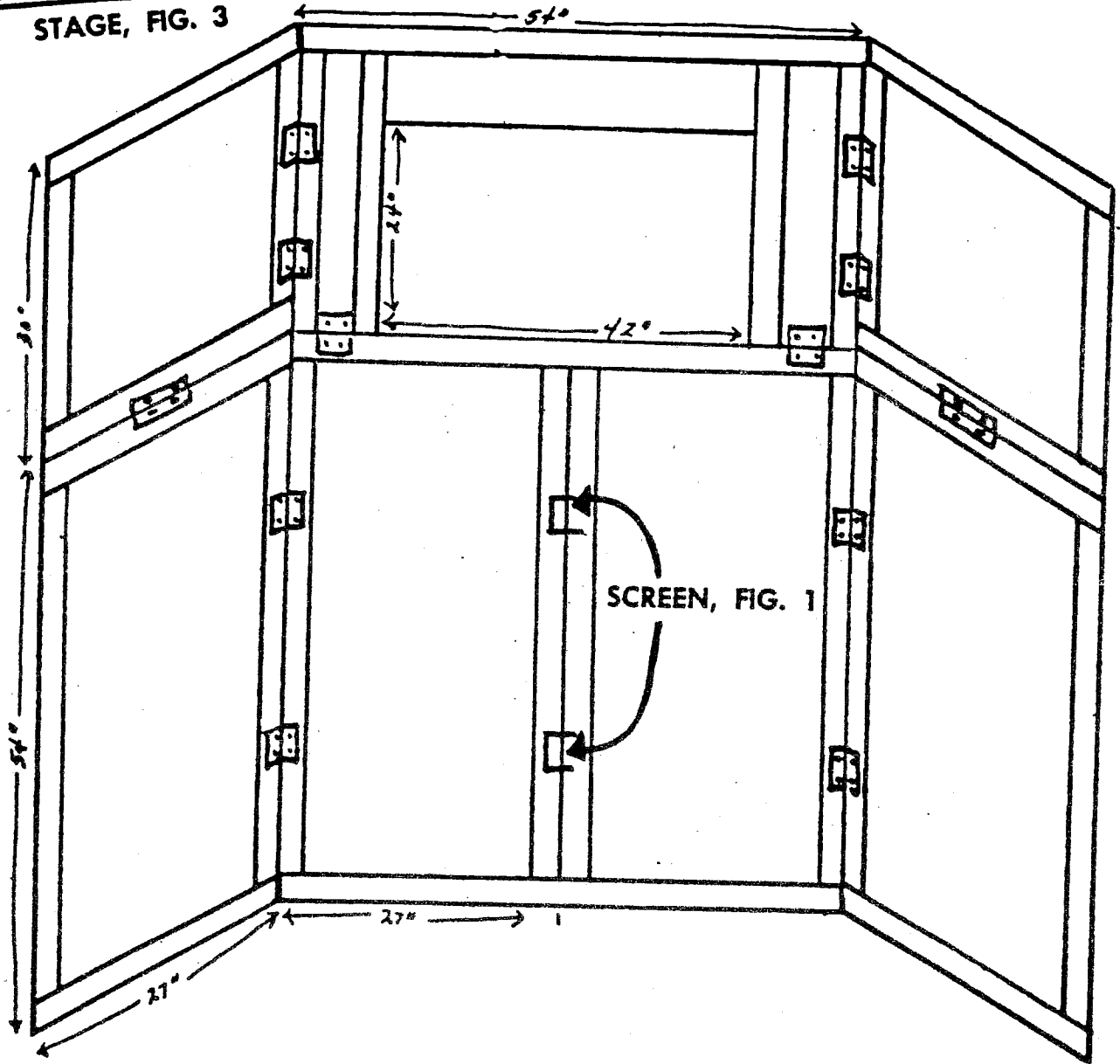
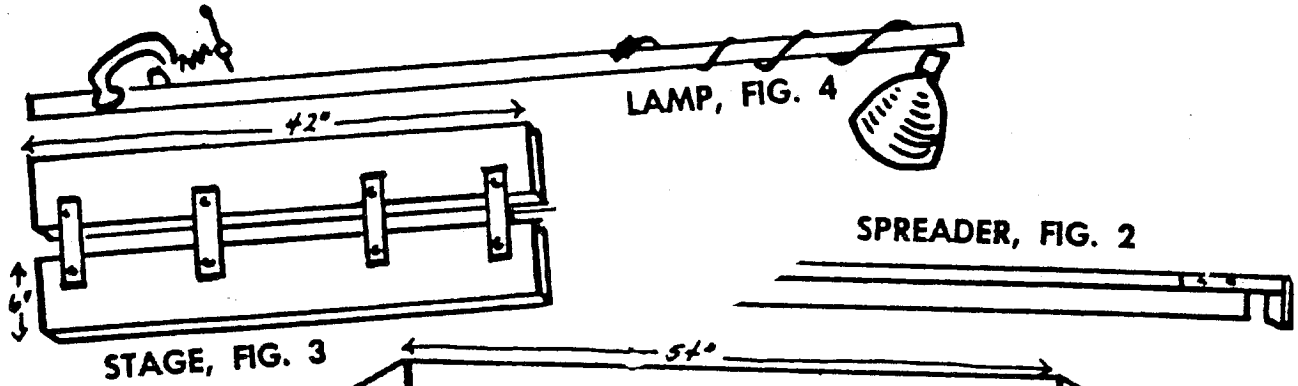
To light your stage, bring your light in from the front. Place your lights to the side for the best effects (figure 4). Attach light and shade to a piece of 1" X 1" wood. Fasten to sides of stage with C clamps. Adjust to length as needed.



SPREADER:

- ① Lighting
- ② Roll up Backdrops
- ③ CURTAIN

PORTABLE PUPPET STAGE continued



THE MAGIC OF PUPPETRY STARTS WITH A STUFF BOX

A permanent box of puppet materials might encourage your Cub Scouts to put on puppet shows. A Cub Scout's imagination has no limits. the box need not be large nor have a tremendous variety of items. Basic items should include: scissors, masking tape, glue, needle and thread, pins (straight and safety), rubber bands, paper fasteners, string, felt pens, crayons, pipe cleaners, and possibly heads from old rubber dolls. If the items are in bags it is easier to work with and will also keep the box neater.

Some examples that can help create magic are:

Sticks for stick puppets (straws, tongue depressors, popsicle sticks, chopsticks)

Styrofoam balls, balls (rubber and ping pong)

Socks, nylon stockings

Gloves, mittens, fabric scraps

Felt scraps for faces, shirt sleeves for costumes

Old handkerchiefs, doll clothes, old doll hats

Paper sacks, plates, cardboard

Paper cups, envelopes

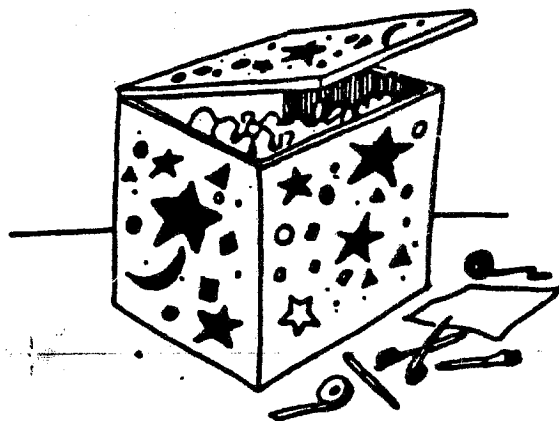
construction paper, crepe' paper, doilies, boxes, egg cartons, paper tubes, plastic bottles

Wig materials

Buttons, beads, sequins

Wooden spoons, spools, sponges, parts of old toys, kitchen utensils, fly swatters, hair brushes, cotton balls.

Anything else imaginable - stethoscope, whisk broom, bicycle tire pump



PUPPET-MAKING CHALLENGES

A Ten Minute Puppet: With your scissors, glue, needle, thread, tape and pins gathered before hand, pick a particular room such as the kitchen, and using only the materials found there create a ten minute puppet.

Nature Puppet: Go outside and see what type of puppet you can create out of the materials found out-of-doors.

Common Object Variations: Give everyone a common object such as an apple, potato masher, wooden spoon, mirror or bleach bottle and see what type of a puppet they come up with.

Representation Puppets: A category is suggested and you try to come up with as many variations as possible, such as a spider puppet, a ghost puppet, a space traveler puppet, etc. To make it more difficult, try abstract ideas such as peace, justice, truth or even school subjects of math, sports, or history. Use your imagination on this one.

Grab Bag Puppet: Put a variety of puppet stuff into grocery sacks and staple them shut. the challenge is to create a puppet out of what you have. Tape, scissors and pins should be available.

THE MAGIC MIRROR

PUPPETS: Gregory Q.Genius, an inventor, dressed in smock and glasses
Man Horse Dog Clown 2 boys (all hand puppets)

SETTING: Screen is set up in middle of puppet stage

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

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

HORSE: Whinney, whinney (runs offstage)

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

DOG: Arf, arf. (runs offstage)

(Boy enters from side and walks behind screen. He is replace by the clown puppet who comes out on other side)

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

GREGORY Q.GENIUS: Isn't that amazing? (he goes behind the screen and is repalced by the monkey puppet)

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

WRITING THE PUPPET SCRIPT

Now that you have your puppet created, and have learned what it can do and how to do it, it is time to either find a play to do or to write your own.

There are many different ways of putting on a puppet show. You can act out a record, a taped story that everyone knows, a taped story that you all wrote, or write it out and do it live. If you are writing your own script, you must:

- Decide what it is about
- Is it for fun or to teach
- Select your characters
- How will your characters react
- Decide what your characters are going to say
- How long will it be

Since those working the puppets are not seen (unless you do the small individual stages), it is not necessary to memorize the lines of the story. the easiest way of handling the script back stage is:

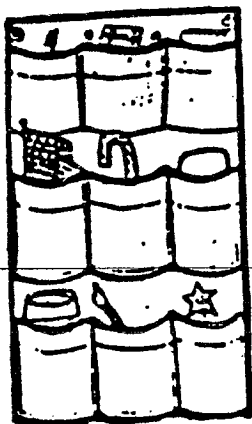
If only one page, tape it to the stage or somewhere it won't be seen, or pin it to your jeans on your knee.

If there is more than one page, staple them together and pin them to your knee so that you won't lose your place, and can turn pages without dropping the script.

Underline the parts in different colors, so the puppeteers will know whose turn is when.

Now that you have your script, you will want to get the materials for staging, and possibly music for background. Perhaps you will want sound effects. Look in the Wolf book under Elective 2 for ideas on various sounds. Be sure you have everything you need by the time you are ready to practice your script. That way it is much easier and the Cub Scouts will know what is coming and how it sounds.

To keep your props and extra puppets out of the way during the performance, use an old shoebag to hold them. In this way, you have a storage place and your props won't accidentally get stepped on.



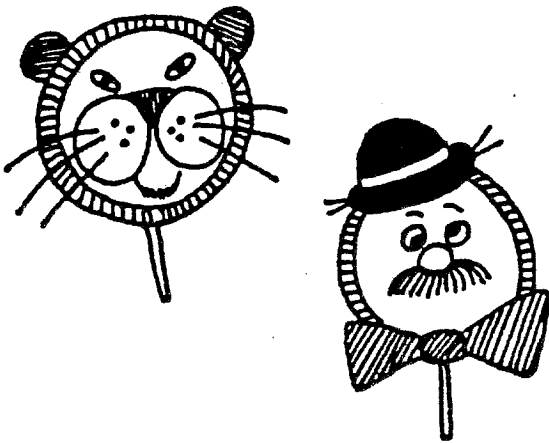
QUICK AND EASY PUPPETS AND SHOWS

You do not need fancy materials to create a family of puppet characters. Everything you need is already in your home. An assortment of paper bags, construction paper, newspaper, ice cream sticks, and cardboard give you a good start.

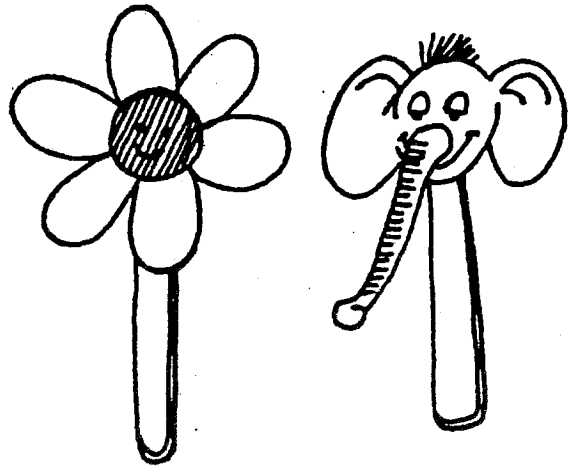
Keep it simple -- make it fun!!! Create your puppets to fit a prepared script or write a script to fit the puppets you make. Record your play ahead of time with the sound effects so your boys can work their puppets without any distractions.

KINDS OF PUPPETS

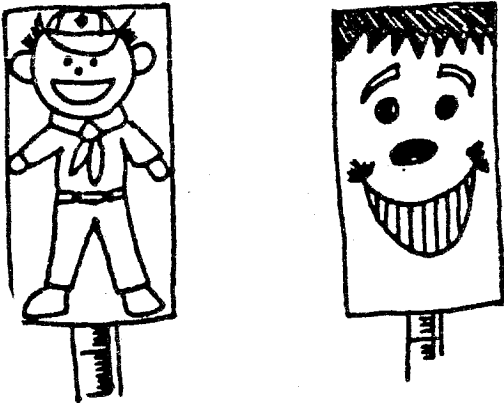
PAPER PLATE PUPPETS



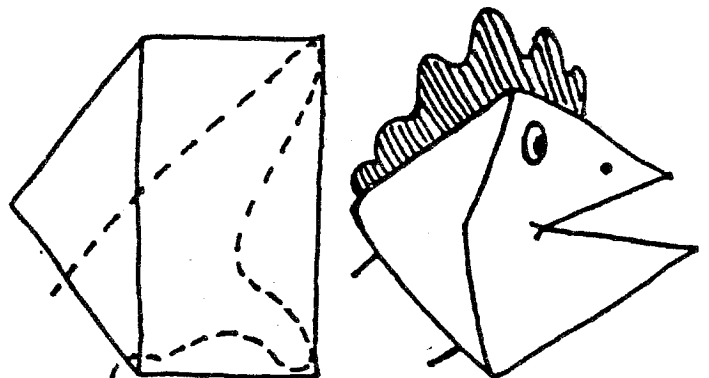
TONGUE DEPRESSOR PUPPETS



ENVELOPE STICK PUPPETS



ENVELOPE HAND PUPPETS



CYLINDER PUPPETS

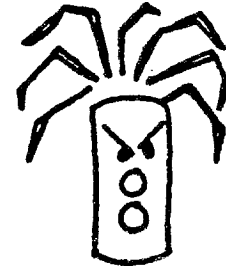
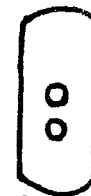
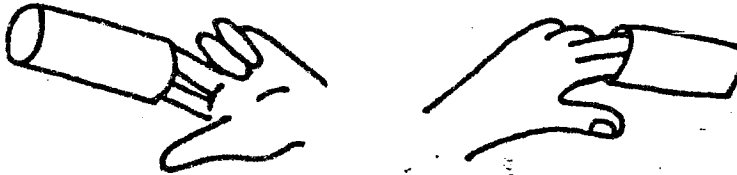
TROLL

Use any kind of tube. A paper towel tube or toilet tissue tube, tube from aluminum foil. Make two holes for nose and mouth.

Cut an opening in back as shown.

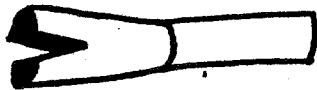
Cut paper strips for hair. Glue or tape the strips around the inside of the tube.

Poke one finger through the nose hole. Poke another finger through the mouth hole. Trolls' tongue will stick out.

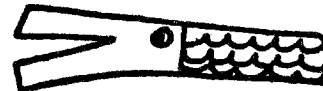


DRAGON

Cut a cardboard tube as shown. Make a hole in the bottom for your finger.



Draw the dragons' scales and eyes.

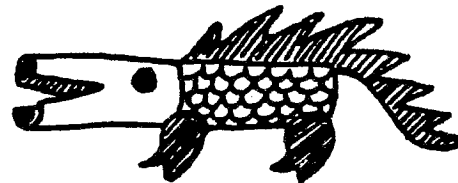


Cut dragon legs & spikes from heavy paper. Glue them in place as shown. Poke your finger through the bottom to make the dragon move.

Leg



spikes



SOCK PUPPETS

Use an old sock. Wool or fleecy socks work best, but any will do. (1)

Spread the sock out flat so that the heel is on top. (2)

Cut around the edge of the toe and back about "2 or 3". (3)

You'll need a small piece of red, pink or orange cloth folded in half. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the edge of the cut. Draw around the mouth with pencil. Remove the cloth and cut out the mouthpiece. (4)

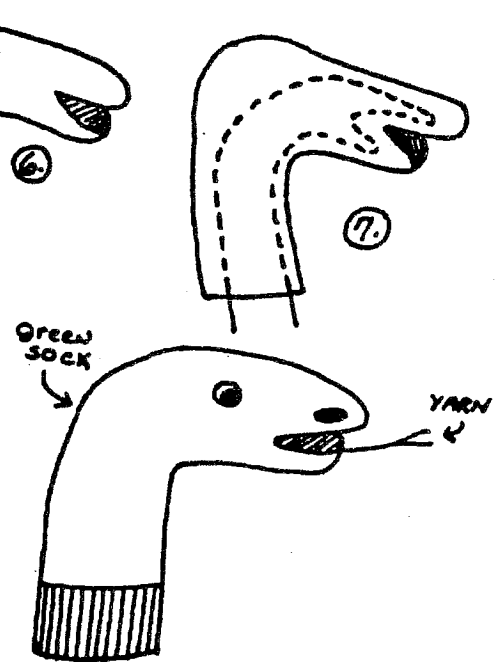
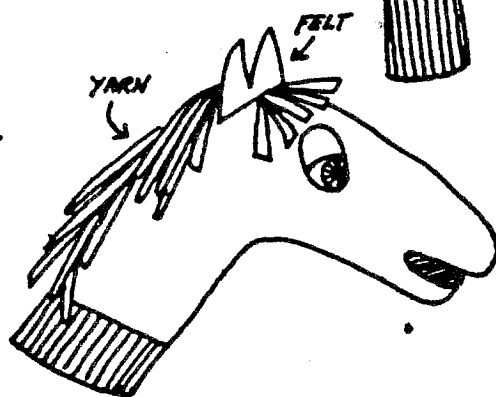
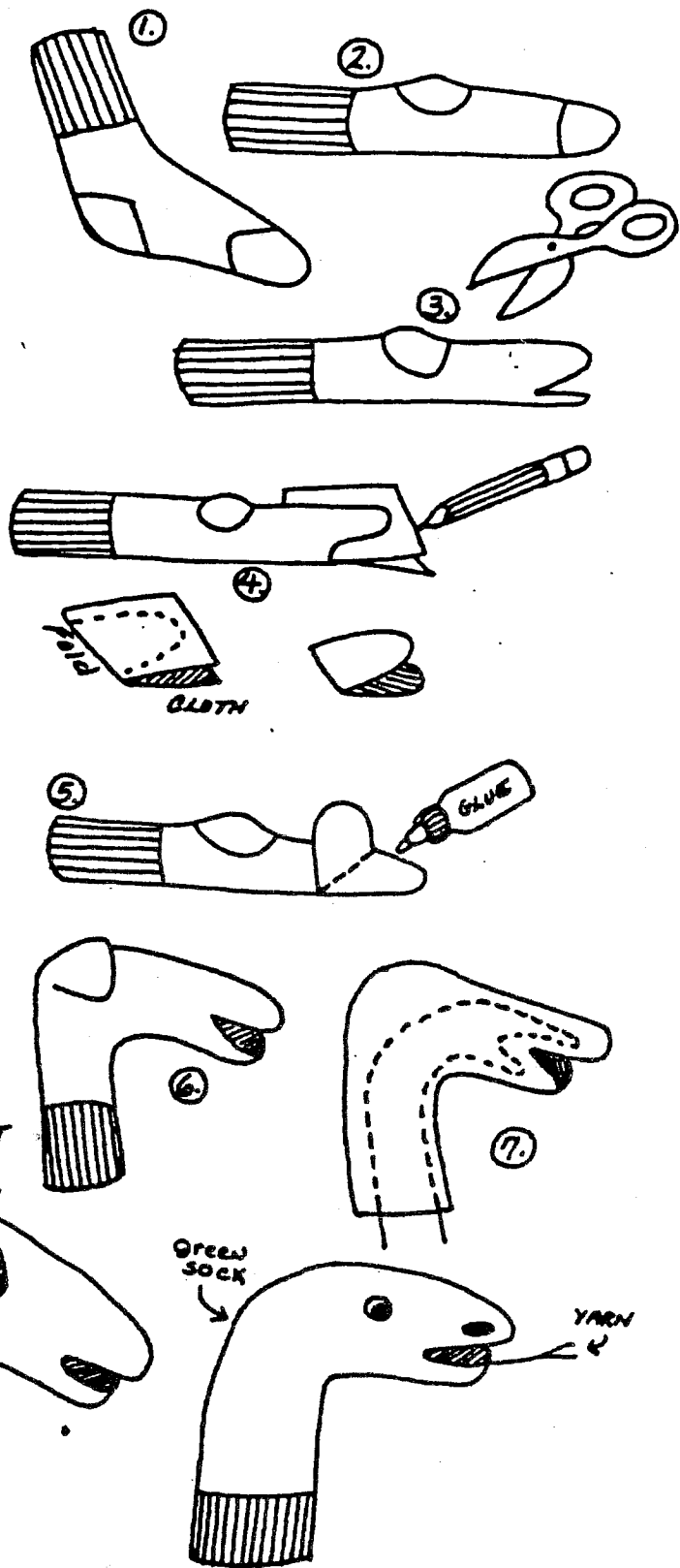
Sew or glue it into the sock. (5)

Turn the sock right side out when the glue is dry or the seam has been pressed. (6)

The thumb should work the bottom lip while all fingers work upper lip. (7)

Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape. (8)

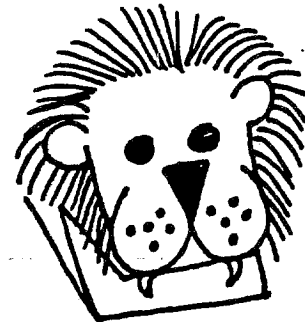
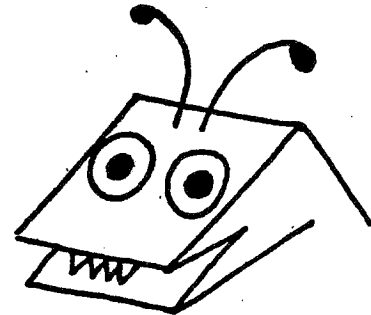
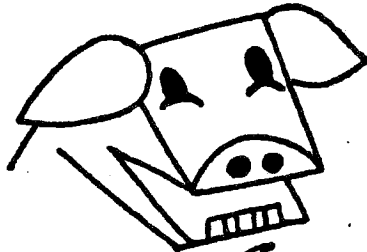
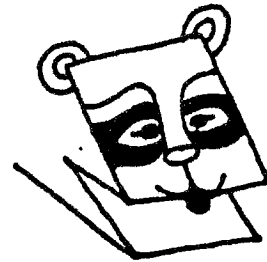
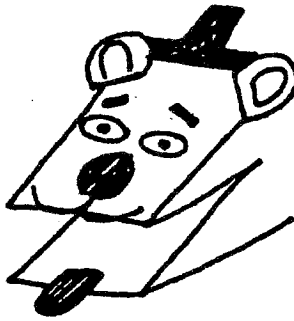
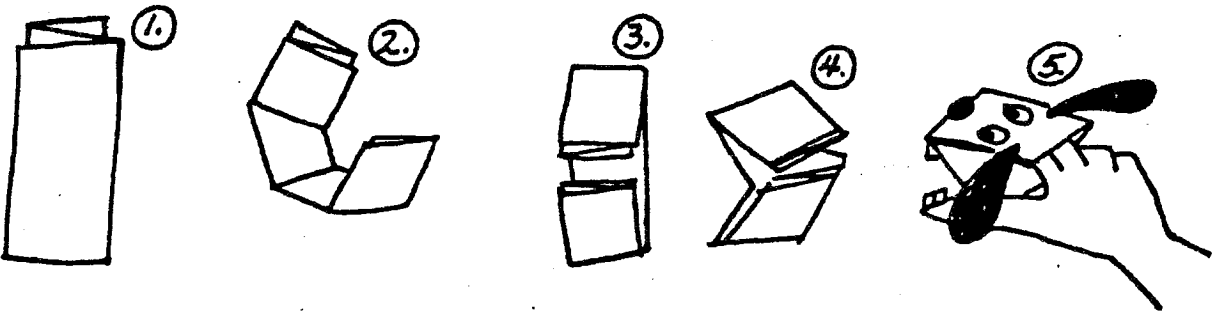
You can be so creative with this easy-to-make puppet that you will think of many more animals to make.



FOLD-UP PAPER PUPPET

- (1) Fold a sheet of construction paper into thirds lengthwise.
- (2 & 3) Fold into quarters with top and bottom meeting in middle.
- (4) Fold again in half with opening on outside.
- (5) Slip thumb and finger into slots to make the puppet talk.

Trim with contrasting construction paper, felt, marking pen, yarn, marshmallows, etc.

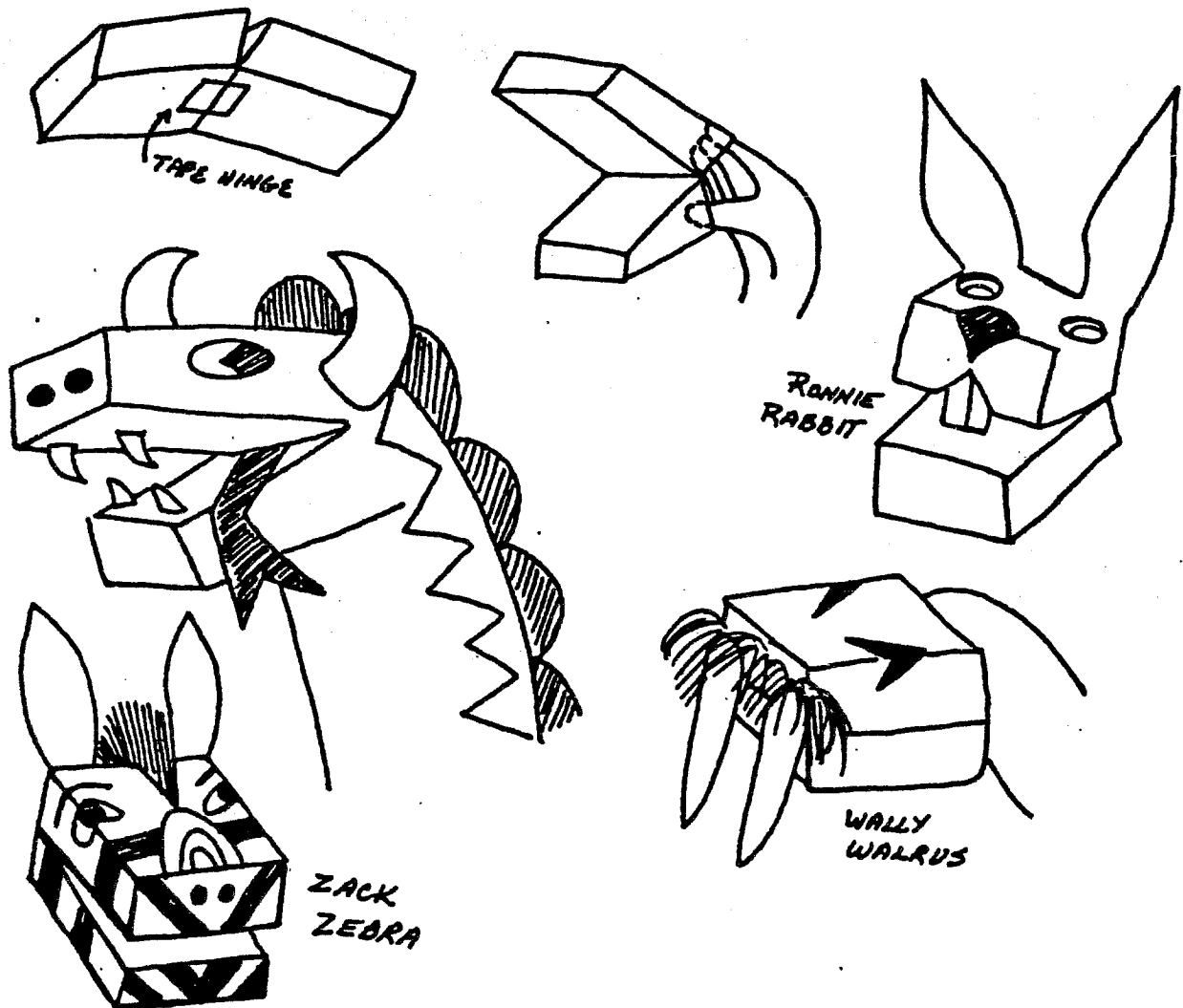


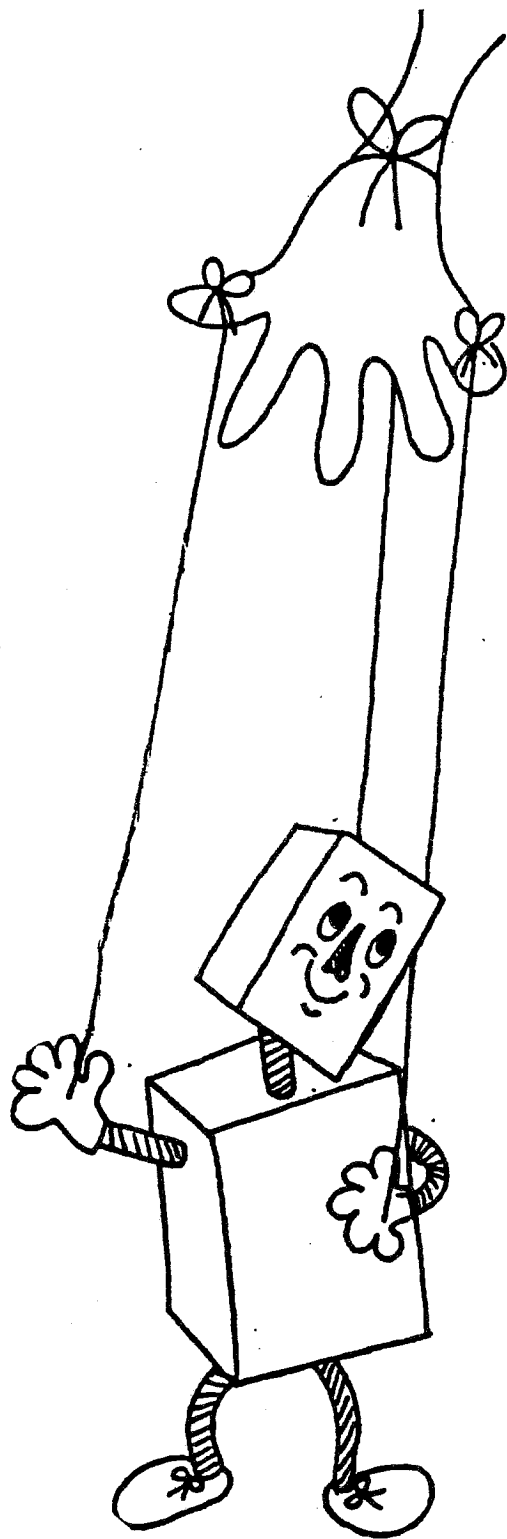
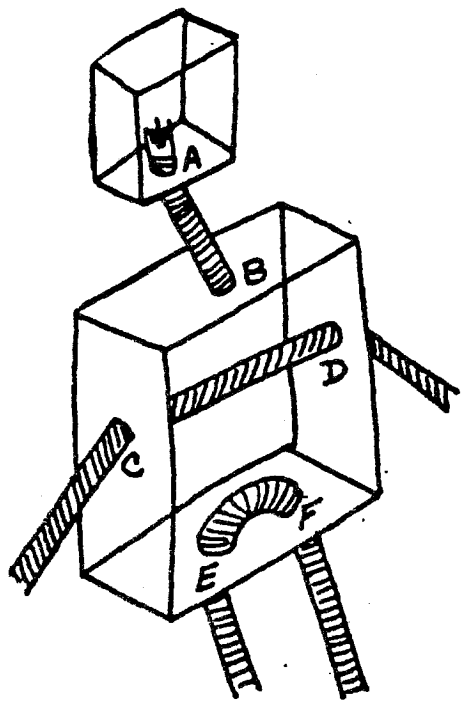
BOX PUPPETS

Boxes are a good source of material for making puppets. For small puppets, use Jello boxes. For larger ones, cereal boxes can be used. For unusual puppets, use spaghetti boxes, egg cartons, or other type boxes.

For boxes with a waxy surface, add a small amount of liquid soap to tempera before painting. Scratch the surface before gluing on trim. Or, the boxes can be covered with construction paper. Features can be drawn on with marking pen, painted on, or felt or paper cut-outs glued on.

Start with two boxes (the same size, or different sizes, depending on the puppet) or cut out large box in half. Tape boxes together, so that the back side of the puppet is open and hinged. Decorate as desired.





BOX CARTON MARIONETTE

Materials:

2 boxes (one each for head and body)
card (nylon, piping, clothesline, or the like)
cardboard (to make hands & feet)
weights for hands and feet (coins, washers)
glue (hot glue, tacky or fast drying)
string (kite, heavy thread, upholstery thread)
paint (tempera, acrylic - if carton is waxed
you may have to cover with contact paper
or plain paper, then paint)

optional:

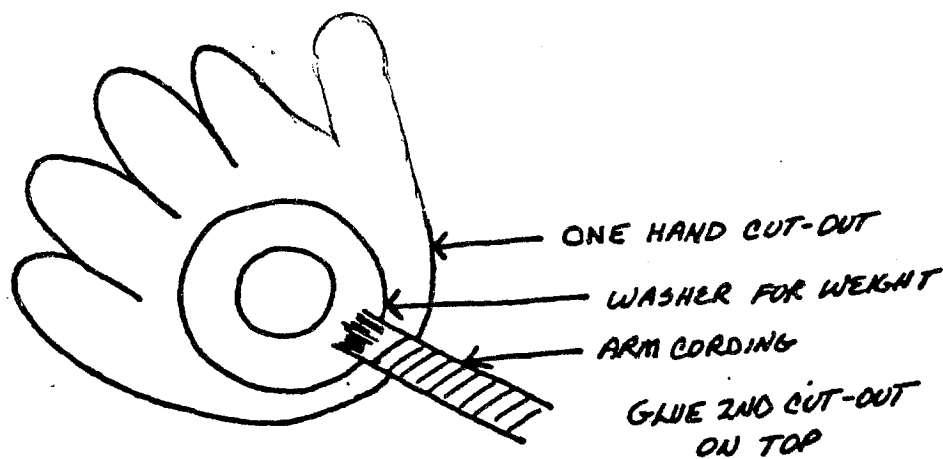
2 curtain rings
1 bracelet (plastic)

To construct:

Poke holes in boxes at points A, B, C, D, E, and F. Cut cording the length you want neck, arms and legs. Poke neck cord into holes A and B and secure with glue. Lace arm cording thru holes C and D and secure with glue. Then lace leg cording thru holes E and F and secure with glue. A large needle or knitting needle or crochet hook will make the lacing easier.

Cut four hands and four feet out of the cardboard. Glue weight and cord for arms or legs to one of the hands or feet; then fit and glue on the second hand or foot.

Control strings can be strung thru the hands and feet with large needle and secured with glue. If the curtain rings and bracelet are to be used instead of tying strings to the fingers - tie strings to the rings. Now you are ready to paint or costume your puppet!



WHATEVER

Meaning:

- See: 1. Sense with the eyes
2. Realize or understand
3. Make sure
4. Find out or understand
- Do: 1. Be at work upon
2. Complete
3. Cause
4. Succeed in or accomplish something
- It: 1. Thing referred to
- Show: 1. Display
2. Guide
3. Prove or demonstrate
4. Exhibit

Well, by now I bet you think I totally lost it all by the time I got to November 1988. Since I have not been or could not find any past references on what the theme SEE & DO IT SHOW was or meant, I thought I would write down a few meanings of each word and maybe something fun or fantastic would come to mind.

Well, I decided that this theme could be a lot of fun and very interesting for the boys. This theme could mean doing a:

SEE & DO IT.....SCIENCE FAIR SHOW
CRAFT SHOW
NATURE SHOW
Almost any kind of show

Let your boys and leaders decide on what kind of show they would like to put on. It could be a combination of them all. Set your pack meeting place up like an exhibit hall. Do an opening, some songs, awards and let your boys show off their exhibits. Your pack could make ribbons for each Cub Scout who has an exhibit. Do not give out ribbons for the best exhibit, because they have all done their best in their project... So give them all a ribbon.

The following pages have examples of some of the things your Cub Scouts could do, or let them dream up their own.

BIRD FEEDER

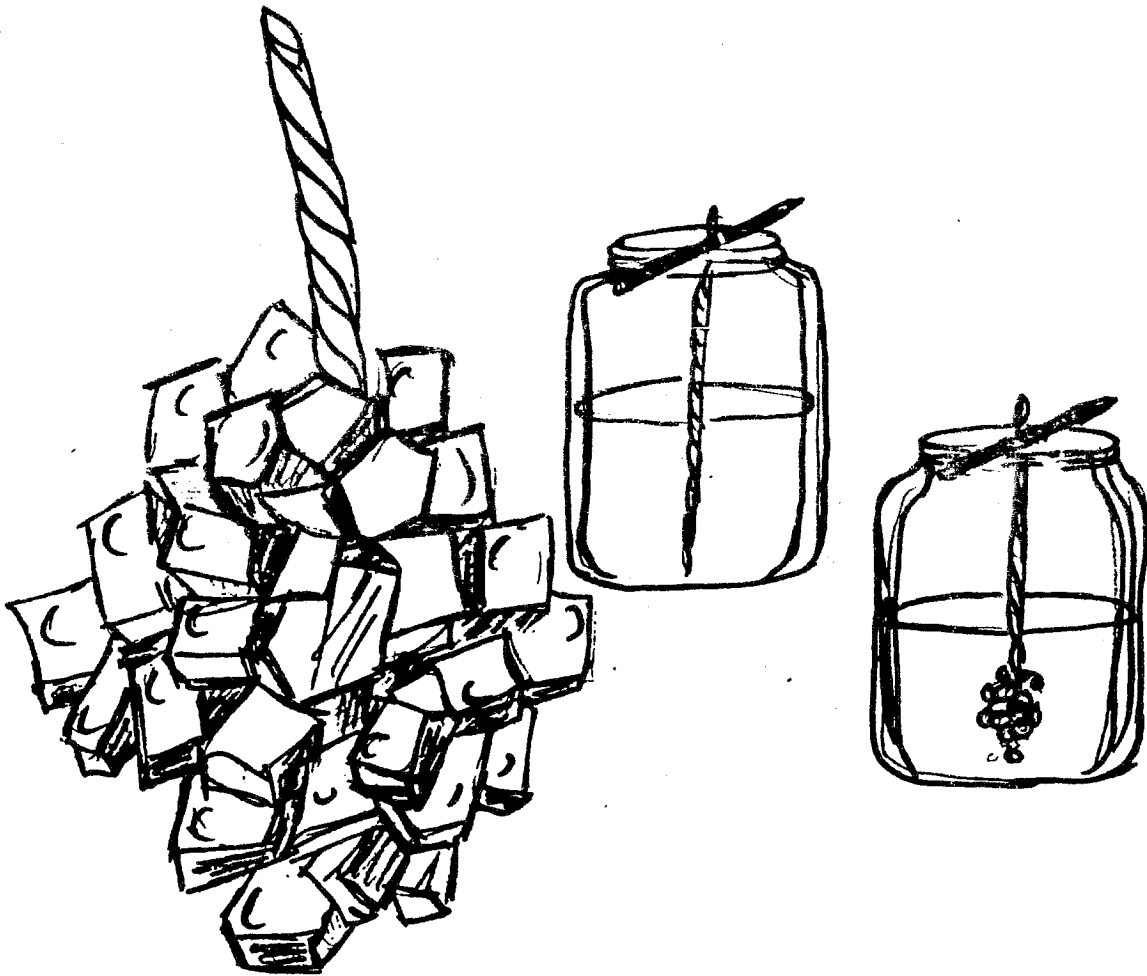
BIRD SEED
PEANUT BUTTER
SPOON
CORD
PINECONE

1. Spoon peanut butter between petals of pine cone.
2. Sprinkle with bird seed.
3. Hang from tree.



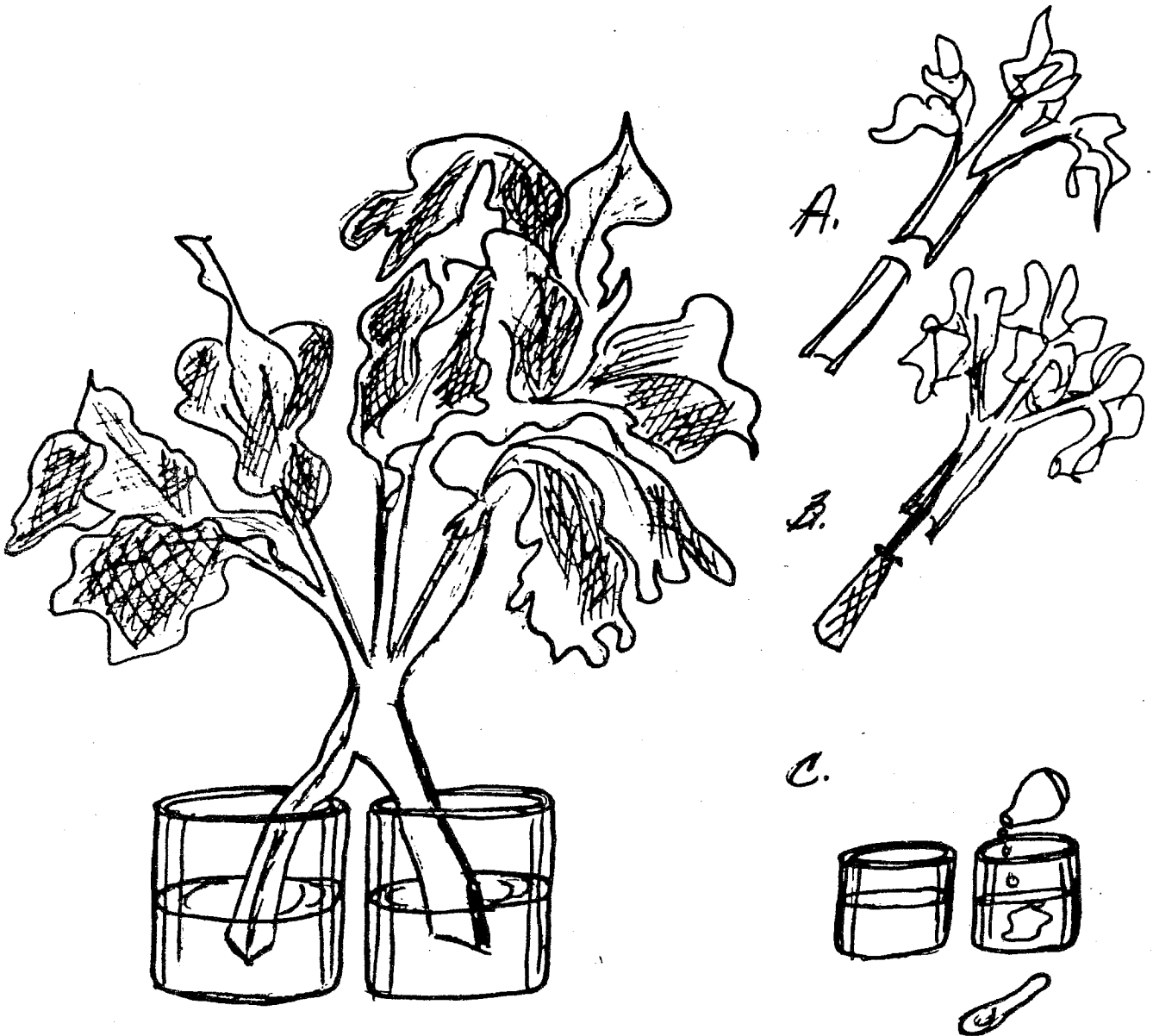
MAKING CANDY CRYSTALS

1. Put one cup water in saucepan.
2. Pour two cups sugar into water.
3. Heat water and sugar on the stove over medium heat.
4. Continue stirring until sugar melts.
5. Remove pot from stove and let liquid cool until just warm.
6. Pour liquid into glass jar, tie string onto pencil, drop in jar. Crystals will form in about an hour. Each day pour liquid into saucepan. Reheat, let cool, pour back into jar. Re-insert the cord with crystals and more crystals will grow. Do this each day until crystals are the size you want. Eat and enjoy.



HOW DOES A TREE GET WATER

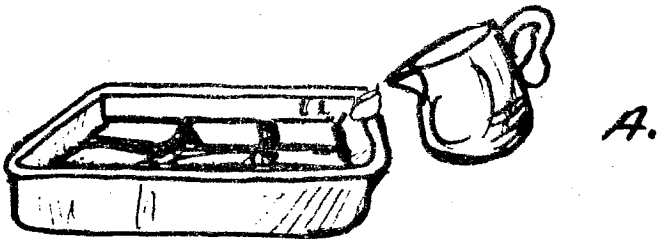
Take a stalk of celery. Cut as shown below. Mix water and food coloring together. (Two different colors such as red-purple.) Put celery in glasses, let stand overnight.



CRYSTAL GARDEN

6 charcoal briquets
Aluminum pie pan
Salt
Bluing (liquid)
Ammonia
Coffee can with lid
Food coloring

1. Place briquets in aluminum pan.
2. Measure 1/4 cup of salt, bluing and ammonia in tin coffee can. Mix together well.
3. Squeeze on sprinkle food colors onto FOUR briquets, one color on each. (Leave two plain.)
4. Pour mixture evenly over briquets.
5. Place in warm place.
6. Watch crystals start to form.
7. Mix same solution together again and add to briquets every two days to keep it growing.

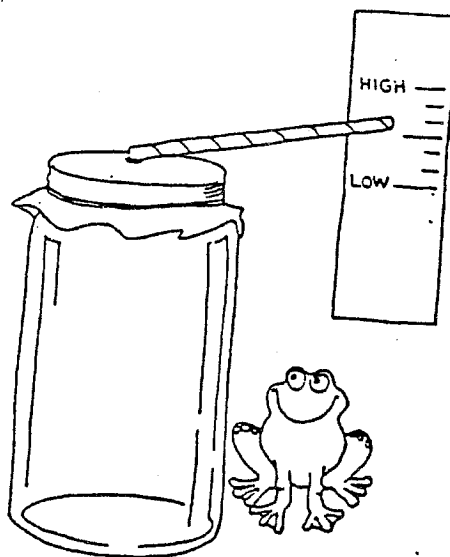


BUILD A BAROMETER

A barometer measures changes in air pressure. Usually a change in air pressure means that the weather is about to change. Falling pressure may mean a storm is on its way and rising pressure often signals clean weather ahead.

MATERIALS: Drinking straw, large balloon, glass jar, strong rubber band, glue, cardboard strip, pen, scissors.

1. Make your barometer on a clear day. Cut a circle from a balloon, large enough to fit over the top of the jar.
2. Stretch the balloon tightly over the jar and have someone help you fasten it with the rubber band.
3. Glue one of the straws to the center of the balloon. Hold it in place until the glue dries.
4. Set the jar in a place where the temperature doesn't change a lot. Hang a piece of cardboard next to the jar so that it almost touches the free end of the straw.
5. Make a mark above the straw on the cardboard. Label it HIGH. Mark below the straw. Label it LOW.
6. Watch the straw over the next few days. The balloon will move up when air pressure outside the jar falls. This will cause the straw to dip down toward the LOW mark. When the pressure outside the jar rises, the balloon will move down and the straw will rise up toward the HIGH mark.
7. Use your barometer to make predictions about the coming weather. Compare your predictions with the weather forecast on the news.



WATER EQUALIZER MACHINE

The water equalizer machine is a way to mess around using the principle of the siphon and the fact that water seeks its own level if it can.

MATERIALS:

2 water glasses

1 - 1/2' piece of plastic tubing, or more for fancier tricks

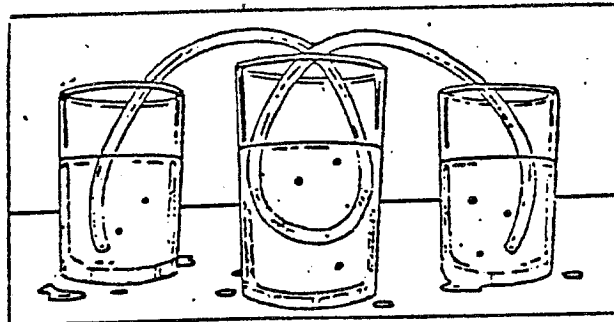
(purchase this tubing in a pet store, aquarium equipment)

Fill one glass with water. Put one end of the plastic tubing into the water and suck on the other end until water comes through the tube.

Quickly stick a finger over the end of the tubing and take it out of your mouth. Then place the end into the empty glass. The water should siphon from the full glass into the empty glass until the water in both is equal in height.

Now you can fool around with the water equalizer. Add water to one glass and watch the water flow from it into the other until the water in both is equal in height again. Change the levels of the glasses to see if the same thing happens. Try sucking out water from one glass with a basting tube or drink some through a straw.

You can add more glasses and pieces of tubing to your water equalizer machine (the illustration shows how to do this), and use it with colored water, too.



GALVONOMETER

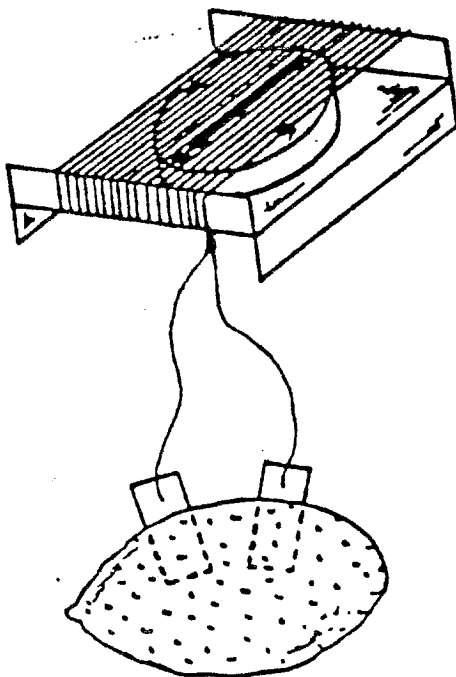
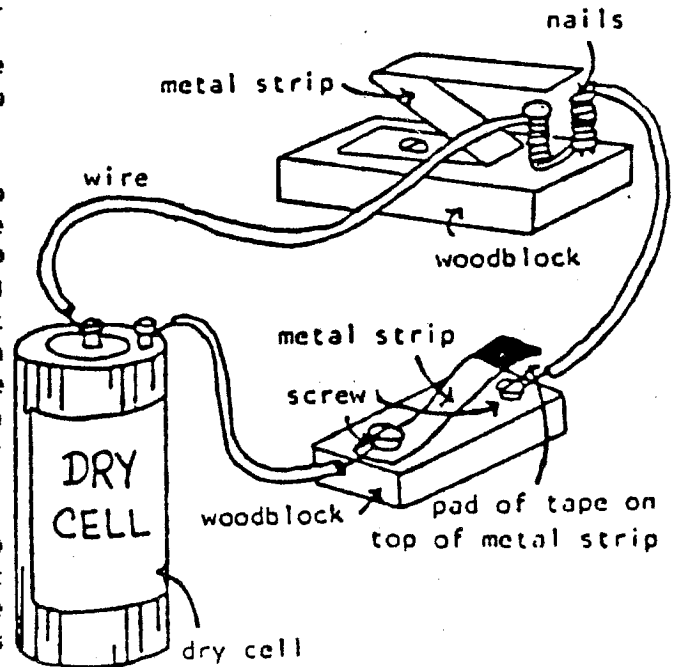
Materials:

Compass	1 lemon
Strip of copper	Strip of zinc
Stiff cardboard	
Small spool of magnet wire (#28 or finer)	

To make the galvanometer, cut a piece of cardboard as wide as the compass but long enough to fold up at the ends. Then cut and fold another piece the same as the first. Glue the two together to form a cradle.

Place the compass inside the cradle so that the N-S axis points toward the closed sides. Finally wind about 100 turns of wire around the compass and cradle right over the N-S axis. Twist the two ends to keep the coil from coming unwound. Trim both ends of the coil to about 12" in length. Then scrape 1/2" of enamel insulation off the wire tips.

Roll the lemon on a flat surface to break up the juices inside. The citric acid in the lemon is the electrolyte for the battery. Next make two slits and insert the copper and zinc strips. Be sure they do not touch inside the lemon. Connect the galvanometer to the electrodes and the compass should move.



OLD FASHIONED TELEGRAPH SET

Materials:

2 wood blocks	3 screws
1 dry cell battery	2 nails
Electrical tape	2 wires
2 metal strips cut from a tin can	

Assemble as illustrated. Bend the metal "Z" (sounder) so that it attaches itself to the nails when the key is pressed down.

After the boys have completed their old-fashioned telegraph set, they can have fun sending messages to each other.

FLASHLIGHT BULB

(Have adequate adult supervision when doing this activity)

Materials:

- 1 piece of scrap wood 4" x 4" x 2" thick
- 1 piece of scrap wood 2" x 2" x 4" high for upright stand
- 1 2-cell flashlight bulb
- 1 mount for bulb
- 1 piece of tin 2" x 3-1/2" for contact
- 2 wood screws (size 10)
- 2 pieces of 22-24 gauge solid insulated wire 12" long
- 1 piece of 22-24 gauge solid insulated wire 6" long
- Battery power source as telegraph without buzzer or contact

Nail piece of wood for upright to base from bottom (see diagram).

Attach bulb mount to upright. (Note: Drill pilot holes for screws.)

Put wood screw in upright below where contact is attached (see diagram).

Bend piece of tin to form two right angles (see diagram). Contact end should not touch base. Attach with wood screw.

Make battery power source as in telegraph without contact or buzzer. (The same power source as in the telegraph can be used - just remove wiring.)

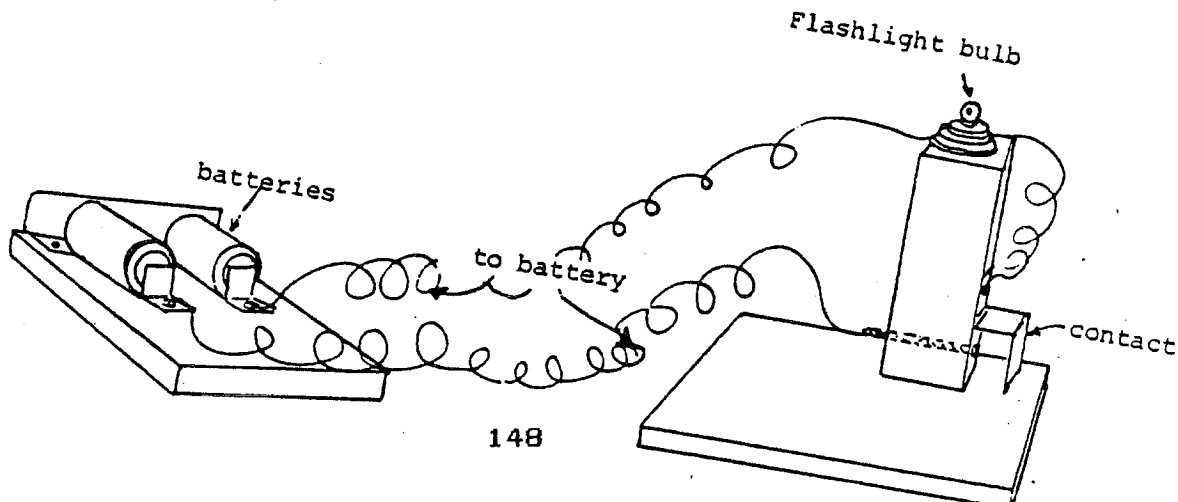
Strip 1/2" of insulation off both ends of all three pieces of wire.

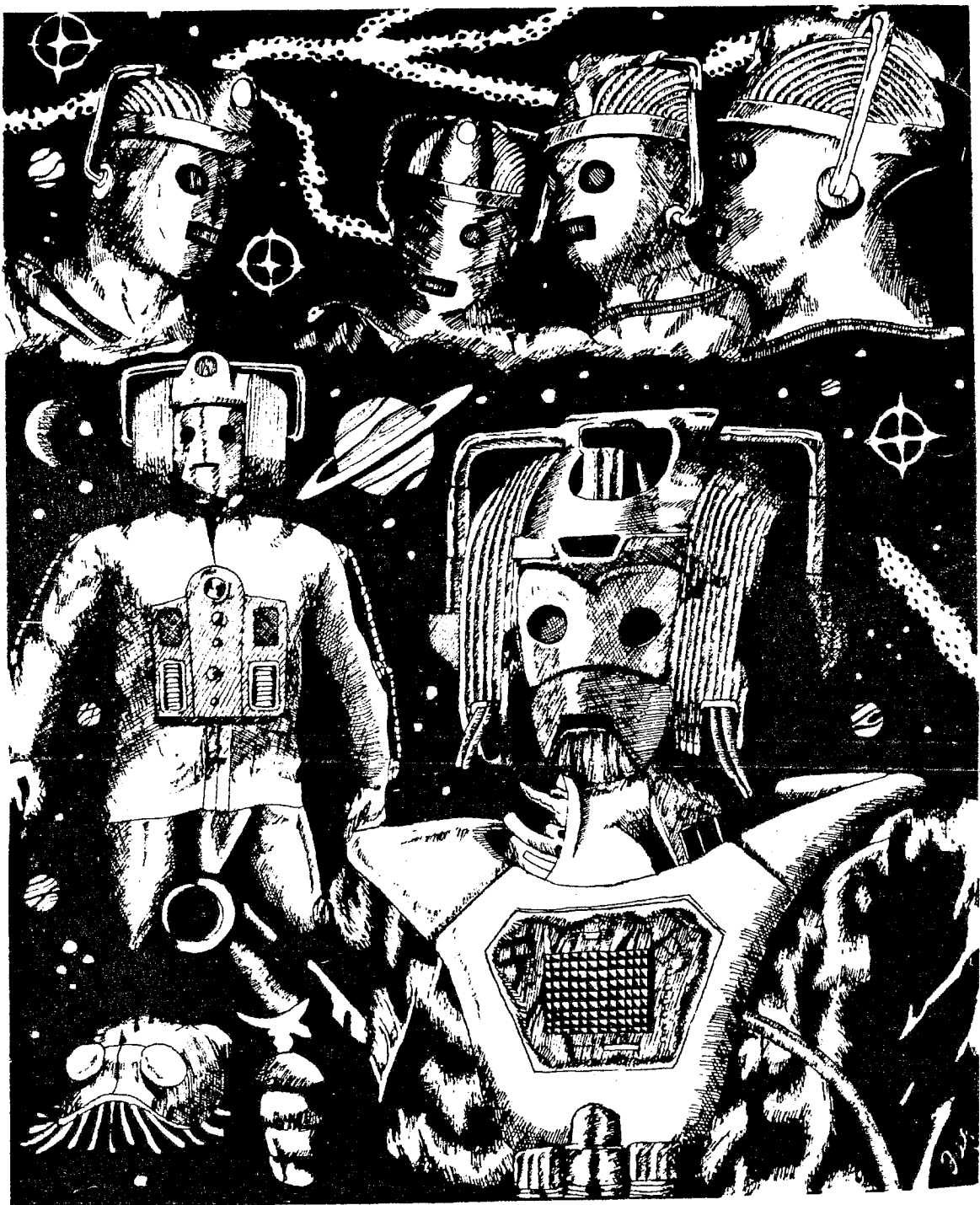
Attach one bare end of 6" wire to screw holding contact plate and wrap two or three times around screw. Tighten screw. Place other end in bulb holder so bottom of bulb will come in contact with bare wire.

Wrap one bare end of 12" wire around bulb threads. Screw in bulb. (2 wires in contact with bulb.) Wrap other bare end 2 or 3 times around screw in either battery contact. Tighten screw.

Insert one bare end of second 12" wire in hole for screw near base of upright. Tighten screw only slightly as it needs to stick out to come in contact with tin when it is depressed. Wrap other bare end 2 or 3 times around screw in other battery contact. Tighten screw.

When tin contact is pressed again screw, bulb should light up.





THE ICE WARRIORS

MARTIN F. PROCTOR



DOCTOR
WHO

Cub Scouts are boys and all boys are naturally curious creatures. The following activities and experiments are designed so the young scientist can ask questions and discover the answers for himself. Whenever possible, I have tried to indicate possible Cub Scout achievements and electives which may be satisfied by these activities.

When using the following activities, remember that most of the fun in science is the process of discovery. Allow the boys to discover the secrets, principles and laws of science for themselves. For this reason, each activity is titled in the form of a question. The boys should try to answer the questions HOW and WHY after they have performed the activity or experiment. This is the truest application of the Scientific Method. Ask the question, perform the experiment, and try to answer the question based on the information from the experiment.

These activities are just a few of many possibilities. At the end of this section is a list of sources which are available to the curious leader and boy. Go on, investigate, experiment, and use that all important scientists' tool, the imagination.

WHY DO I LOOK LIKE I LOOK?
(An experiment in heredity)

Why is my hair brown? Why are my eyes green? Will I be bald? When a child asks these questions, the answers can partly be determined by tracing the child's pedigree. Physical traits are carried from one generation to the next by chromosomes. The combinations of genes on the chromosomes partially determines what a person will look like.

For this project, the cub Scouts may write letters or call their relatives to determine which of their relatives have the trait which they are investigating. Some traits which are easy to follow are eye color, hair color (light, dark, or red), curly or straight hair, baldness, colorblindness, and attached versus free ear lobes. A pedigree constructed by my sons, Chris and Jimmy, is included as a guide. See Figure 1. Figure 2 indicates some of the common designations used in constructing human pedigrees.

A darkened circle or square indicates a person who exhibits the trait. When the Cub Scouts finish their pedigrees, ask them to make generalizations about how their trait is inherited.

Note: Although there are many possible traits to follow, only follow one at a time to make the pedigree manageable.

Advancement possibility: Bear requirement #8d - trace your family

Figure 2 - common symbols used in construction of pedigrees

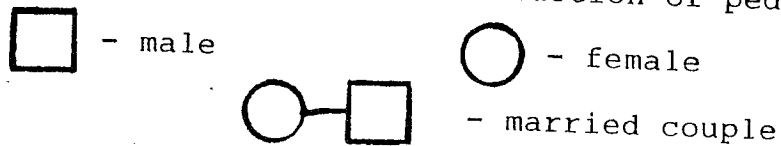
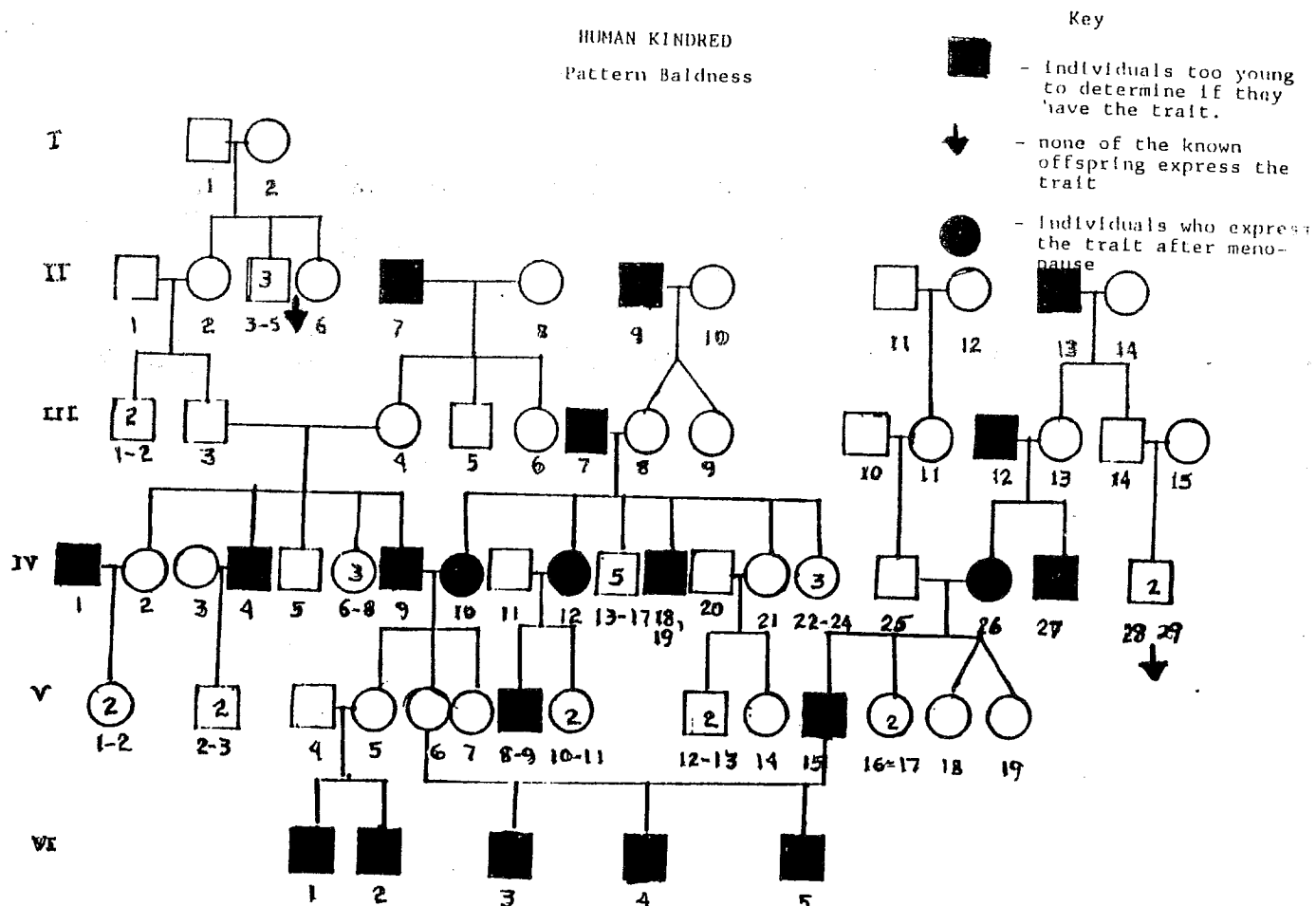


Figure 1 - a sample human pedigree following the trait of baldness



HOW DO YOU MAKE A MICROSCOPE?

Observing the world around us may involve complex and expensive equipment. Using an expensive microscope around boys requires daring (and of course a microscope). This inexpensive, yet functional, microscope is transportable and allows each boy to "own" his very own. It will also illustrate the principles of light which are used in microscopy.

Materials: a strip of metal a glass a small mirror
 some clay sticky tape a drill

Procedure: Under adult supervision, drill a small hole about 1/20" in diameter in the middle of your metal strip.

Bend the metal strip as shown in figure 3. The strip must be just a little wider than the diameter of the bottom of the glass.

Turn the glass upside down and tape the metal strip to it. there should be 3/8" between the glass and the strip. See Figure 4.

Prop the mirror up on some clay so that it reflects the light upwards. Then place the glass over the top.

Carefully drop some water into the hole in the metal strip. this will act like a lens to enlarge any object that you place beneath it, resting on the glass. See figure 5 for a diagram of the complete microscope.

Use the microscope to observe a feather, insects, a human hair, or any other small object of interest.

Advancement possibilities: Wolf elective #3a - Make something useful
 Craftsman activity pin - Make something out of metal and glass

WHAT COLOR DO YOU SEE?

After performing this experiment, ask the boys why they saw the ghost image. If they don't offer any reason, have on hand a few books dealing with the eyes (from the library). Let them do their own research. The ghost image will occur because the red sensitive parts of the eye have been temporarily "bleached" and they won't respond to the white light. The after image is caused by the blue and green sensitive parts functioning with the absence of the red.

Materials: bright red paint 2 sheets of white paper
 tape paint brushes

Procedure: Paint a large red "X" on one sheet of paper. Tape both sheet of paper, side by side on a wall. Have the boys stare at the red "X". (This experiment works best if you really concentrate on the "X".) Stare at the "X" for at least 20 seconds. After the 20 seconds, quickly tell the boys to look at the blank, white piece of paper. A bluish green "X" will become visible.

Advancement possibilities: Scientist activity pin - optical illusion

Figure 3 - Bend metal strip to fit the bottom of the glass

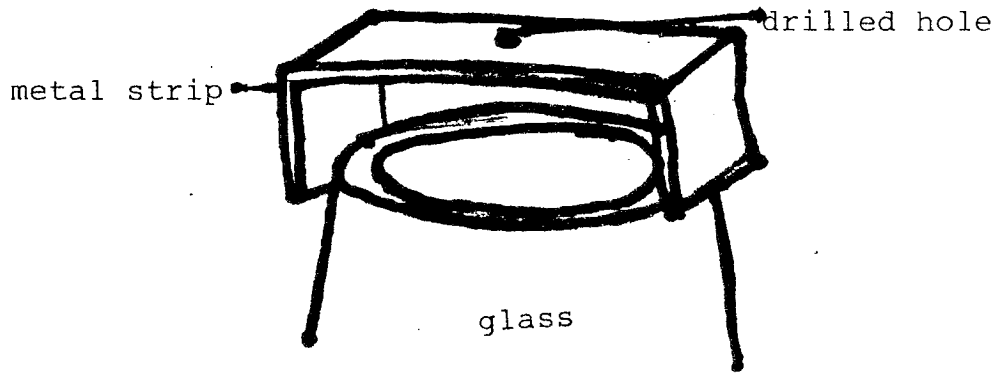


Figure 4 - Tape the strip to the glass

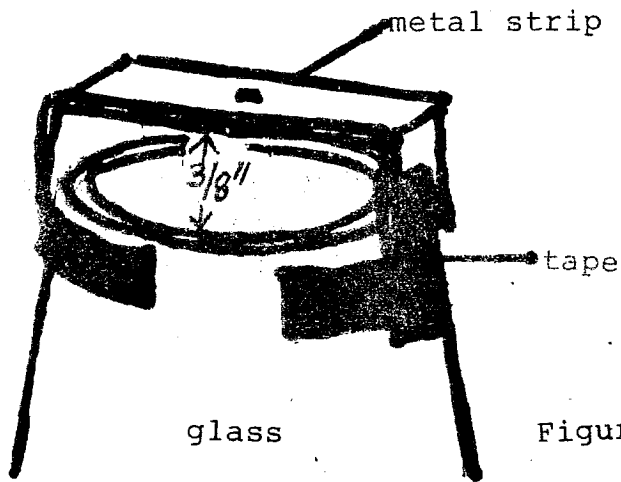
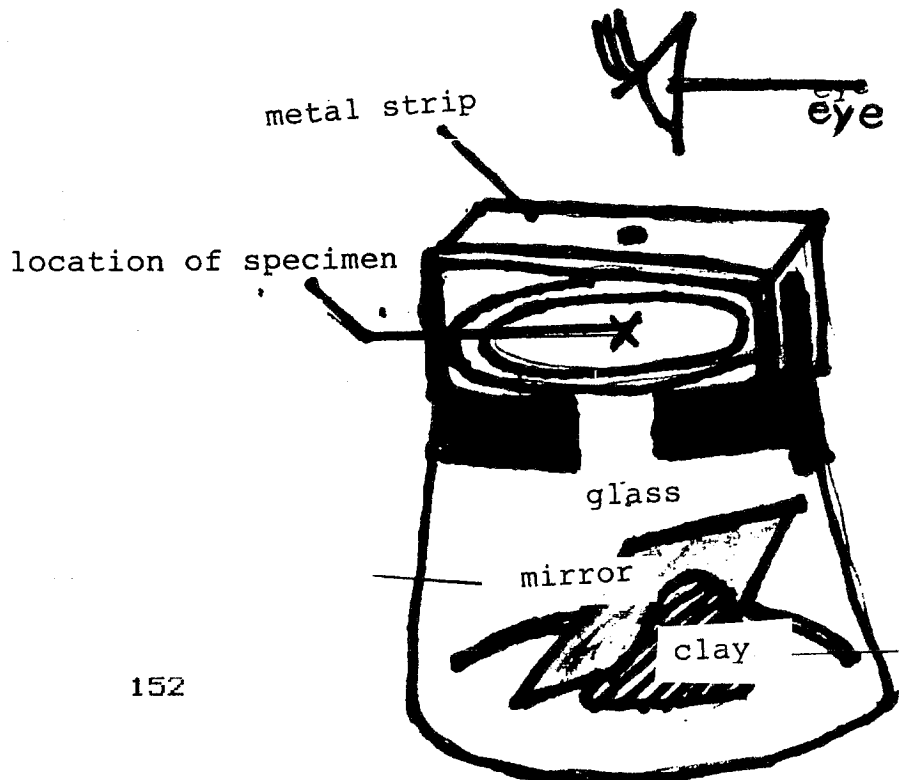


Figure 5 - The finished microscope



WHAT COLORS COMPOSE "WHITE" LIGHT?

Because we are used to working with paints, we think in terms of pigments and not colored light. When we mix all colors of paints we get black, but when we mix all colors of light we get white. If an object is white, it is because that object reflects all the colors of light. The following experiment will illustrate that white is perceived as the different colors mesh together.

Materials: cardboard pencil compass
 paints a long pin

Procedure: Cut a 6" disc of cardboard. Divide the disc with pencil lines into 51 equal parts. Paint the disc the following colors and proportions.

<u>color</u>	<u>proportion</u>	<u>color</u>	<u>proportion</u>
green	8	blue	9
indigo	6	violet	11
red	6	orange	4
yellow	7		

Place a pin through the center of the disc so you can spin it.

This reverses the color division in the process of light composition. As the disc revolves more rapidly the colors will no longer be distinct and will ultimately appear as white. Have the Cub Scouts experiment with their discs to see what different color combinations can be made to reflect certain colors.

HOW ARE MOON CRATERS FORMED?

Did you ever wonder why the moon is so full of craters but the Earth isn't? The Earth is surrounded by a shield against the meteors and other space debris, the Moon is not. This activity demonstrates the process of crater formation.

Materials: plaster of paris flat box or basin string
 sheet of aluminum foil sheet of plastic wrap
 pebbles or rocks of various sizes to about 1/2" diameter

Procedure: Cover the bottom of the box with layer of wet plaster of paris, at least 2" deep. Drop different sized rocks from a height of one foot. Note the shape of the crater created. Raise the height to 2'. Note the difference in the crater shape. Throw rocks at the plaster from various angles. Note the shape of the crater formed.

Cover the plaster using the aluminum foil as a shield. Keep the foil away from the surface by bending it over the sides of the box and tying it in place. Again drop rocks at the plaster. Repeat this procedure, only this time use plastic wrap as the shield instead of the foil.

Which substance acted as a better shield? Why?

HOW DO YOUR LUNGS INHALE AND EXHALE?

This activity simulates the workings of our own lungs. Allow the boys to build the model explaining what each part represents. The straw represents the bronchial tube and trachea, the small balloon, a lung, the bottle, our chest cavity, and the large balloon, the diaphragm. Let the Cub Scouts explain exactly what occurs when they push and pull up on the diaphragm.

Materials: plastic straw 1 large balloon 1 small balloon
clear plastic quart or 1/2 gallon jar tape
stopper which fits the bottle

Procedure: Cut a circle out of the large balloon so that it will fit over the bottom of the jar. Carefully cut out the bottom of the plastic jar. Stretch the circle of the large balloons over the bottom of the plastic jar. Use the tape to thoroughly secure the balloon to the bottom of the jar. Drill a hole through the stopper so the straw will snugly fit through the stopper. Push the straw through the stopper. Tape the small balloon onto the straw and place the stopper in the jar. The apparatus should look like Figure 6.

Pull the bottom balloon out. (What happens?) Push the bottom balloon in. (What happens?)

Based on this demonstration the Cub Scouts should be able to explain what happens to the diaphragm when we inhale and exhale.

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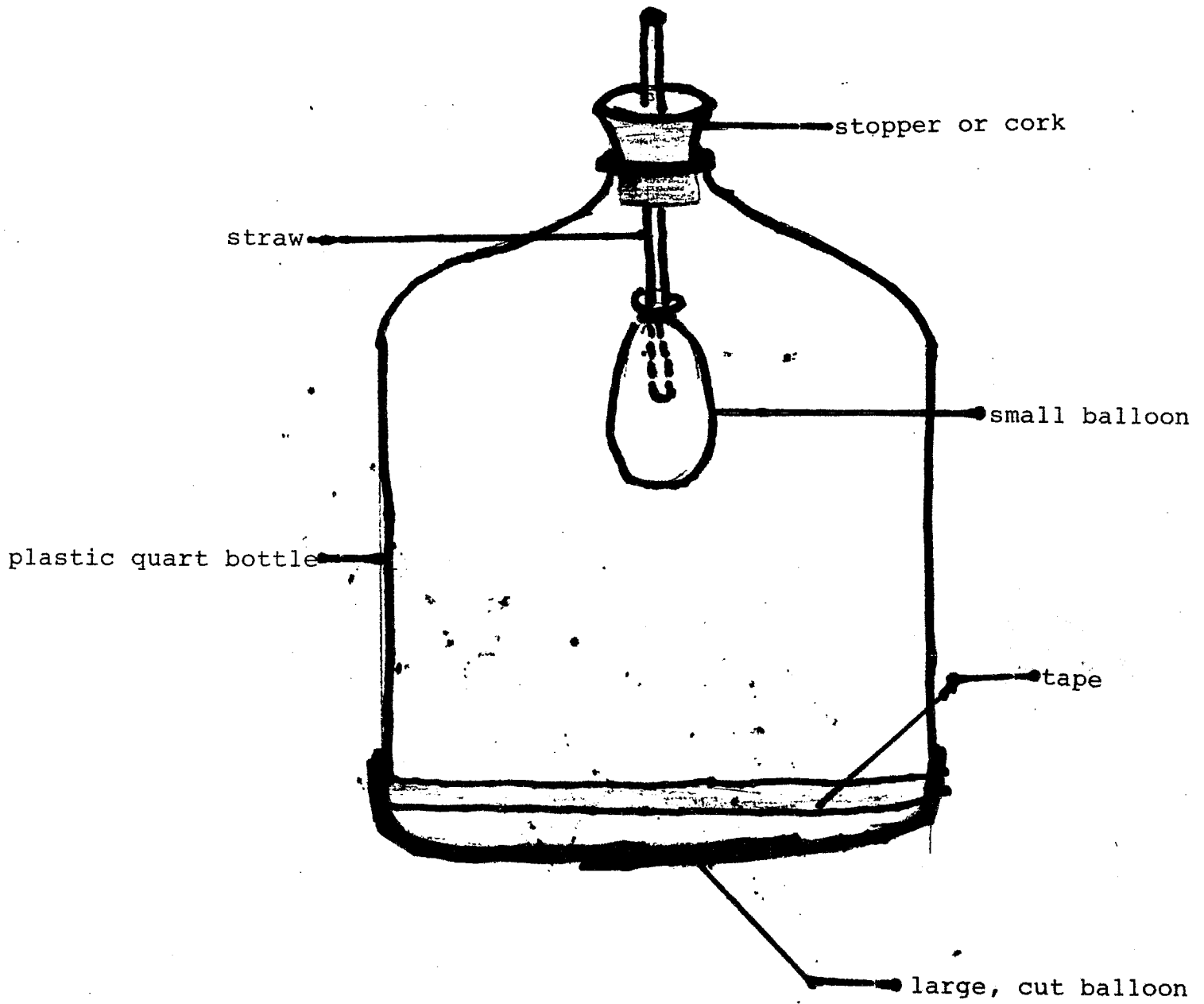
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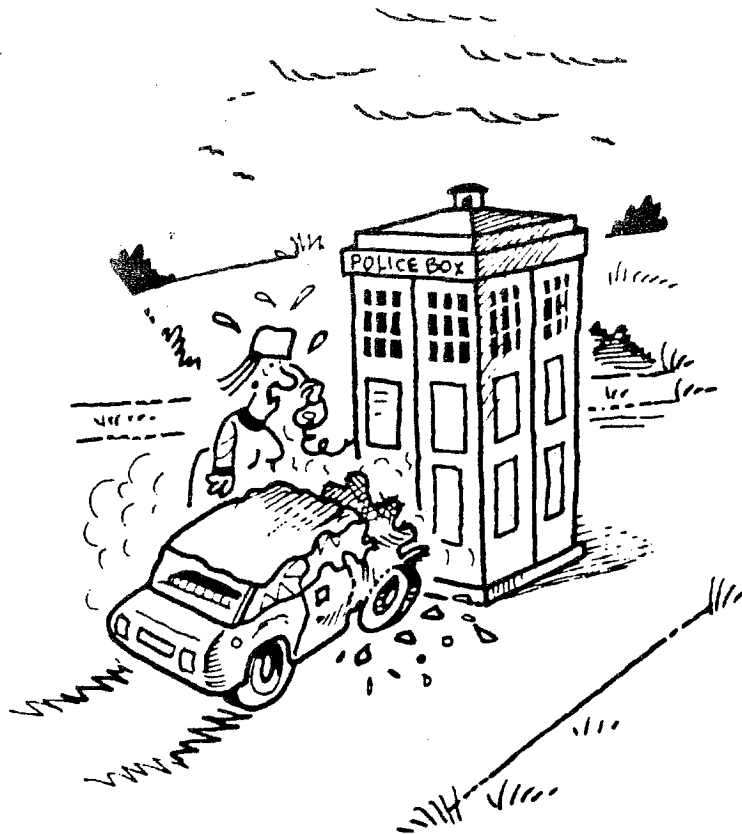
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Figure 6 - The demonstration lung apparatus



DOCTOR WHO



...and then this chap in a funny-looking
check coat came out and ran away...



SONGS FROM THE 1987 POW WOW BOOK

ALL THROUGH THE NIGHT
BATTLE HYMN OF THE REPUBLIC
CRAWDAD SONG
THE GARDEN
GO TELL AUNT RHODY
HE'S GOT THE WHOLE WORLD IN HIS HANDS
HOME, HOME ON THE RANGE
JOHN HENRY
O' TANNENBAUM
OLD ABE LINCOLD
OLD DAN TUCKER
OLD SMOKEY
OVER CAME ROVER
POP! GOES THE WEASEL
SKIP TO MY LOU
SO PECULIAR
STAR SPANGLED BANNER
12 HOURS OF HALLOWEEN
12 DAYS OF CHRISTMAS
12 MONTHS OF CUB SCOUTING
WABASH CANNONBALL
WE THREE KINGS OF ORIENT ARE
YANKEE DOODLE

SONGS FROM THE 1986 POW WOW BOOK

THE ANTS CAME MARCHING IN
BANANAS, COCONUTS AND GRAPES
BLUE JAY
BUMBLE BEE
COME A-HUNTING
CUB SCOUT MAGIC
THE DING-DONG SONG
DO YOUR EARS HANG LOW?
FLIES
GOD BLESS AMERICA
GORY, GORY
GRAND OLD DUKE OF YORK
GREAT BIG GOBS
A HALLOWEEN SONG
I DON'T CARE IF I GO CRAZY
I HAVE A DOG
I LIKE TO EAT APPLES & BANANAS
I LOVE THE MOUNTAINS
MY SISTER
PINWOOD DERBY SONG
POPEYE THE SAILOR MAN
PROPEL, PROPEL, PROPEL YOUR CRAFT
SILLY WILLY
SMILE SONG
THREE OPTICALLY DEFICIENT RODENTS
12 DAYS OF HALLOWEEN
WORMS

HAIL, HAIL, THE GANG'S ALL HERE

Hail, Hail, the gang's all here
Never mind the weather
Here we are together:
Hail, Hail, the gang's all here
Sure we're glad that you're here,
too!

Hail, Hail, the gang's all here,
We're a bunch of live ones,
Not a single dead one:
Hail, Hail, the gang's all here,
Sure am glad that I'm here, too!

WE'RE HERE FOR FUN

(Auld Lang Syne)

We're here for fun right from the start,
So drop your dignity:
Just laugh and sing with all your heart,
And show your loyalty.
May all your troubles be forgot,
Let this night be the best:
Join in the songs we sing tonight,
Be happy with the rest.

THE MORE WE GET TOGETHER

(Ach Du Lieber Augustine)

The more we get together,
together, together,
The more we get together,
the happier we'll be.
For your friends are my friends,
And my friends are your friends,
The more we get together,
the happier we'll be.

The more we get together,
together, together,
The more we get together,
the happier we'll be.
For you know that I know,
And I know that you know,
The more we get together,
the happier we'll be.

RECOGNITION SONG

(Farmer In The Deil)

Our honored guests are here,
Our honored guests are here,
Stand up now and take a bow (*stand*)
Our honored guests are here.

continue with: Tiger Cubs,
den leaders, Cub Scouts,
leaders, fathers, mothers,
sisters, den chiefs, Webelos

COMPUTER SONG

(Take Me Out to the ballgame)

8,654321
8,65432
777567931
555679031, oh

86544321
1324568, and it's
99946542568

GENIUS AT WORK

(Down by the Station)

Out in his workshop (1)
Early in the morning (2)
See the brainy genius (3)
Busily at work (1)

Building a computer (1)
Watch him turn the handle (4)
Buzz, Buzz, Flash, Flash (5)
Does not compute! (6)

(Actions)

1. Pound fist of right hand on left hand as if hammering.
2. Yawn and stretch.
3. Point to head to show brains.
4. Hold right hand as if grabbing a handle and crank.
5. Hold hands over ears while blinking eyes fast.
6. Hold hand on head as if head hurts with an 'oh no' look on face.

COMMERCIAL MIX-UP

(Farmer in the Dell)

1
Last night I watched TV
I saw my favorite show,
I heard this strange commercial,
I can't believe it's so.

2
Feed your dog Chiffon,
Comet cures a cold,
Use S.O.S. pads on your face
To keep from looking old.

3
Mop your floor with Crest,
Use Crisco on your tile,
Clean your teeth with Borateem -
It leaves a shining smile.

4
For headaches take some Certs,
Use Tide to clean your face,
And do shampoo with Elmer's glue
It holds your hair in place.

5
Perhaps I am confused,
I might not have it right.
But one thing that I'm certain of -
I'll watch TV tonight.

SMILE

(Auld Lang Syne)

1
A smile is quite a funny thing
It wrinkles up your face,
And when it's gone you'll never
find
Its secret hiding place.

2
But far more wonderful it is
To see what smiles can do:
You smile at one, he smiles
at you
And so wone smile makes two.

3
He smiles at someone since you
smiled
And then that one smiles back,
And that one smiles, until in
truth,
It gets hard to keep track.

4
And since a smile can do
great good
In showing that you care,
Let's smile a smile and not
forget
That smiles are always there!

THE BANQUET

(On Top of Old Smokey)

Our Blue and Gold Banquet's
The best one in town.
We celebrate Scouting
While gulping food down.

Cub Scouting's a pleasure,
And eating is too.
So pass the fried chicken,
Hurray, Gold and Blue!

BLUE AND GOLD TRADITIONS

(Jingle Bells)

While dashing all around
to prepare for Blue and Gold,
The boys made napkin rings
and placemats to behold.

The nutcups, they were neat:
the nametags were just right.
O what fun it is to have a
Blue and Gold tonight.

Blue and Gold, Blue and Gold,
Banquet time again,
Families gathered all around,
Ready to pitch in.
(Repeat)

Fried chicken and baked beans:
potato salad, too.
A piece of birthday cake:
enough for me and you.

Some people ate too much:
but we all enjoyed the meal.
The friendship that was there
was warm and true and real.

Blue and Gold, Blue and Gold
Banquet time is here,
Time to sing and celebrate
Cub Scouting's 51st year.
(Repeat)

THE DARING SPACEMAN

(When Johnny Comes Marching Home)

I'm a daring astronaut, hurrah, hurrah,
I'm getting ready to blast off, hurrah, hurrah,
The rocket takes me high in space,
My capsule is a most comfortable place,
To a space adventure, I am on my way.

I'm orbiting now around the moon, hurrah, hurrah,
I think I'll land here very soon, hurrah, hurrah,
I pitch and yaw and roll through space,
I've not seen these sights any other place,
I'm a daring spaceman. Won't you come with me?

Let's fly to other planets now, hurrah, hurrah,
come fly with me, I'll show you how, hurrah, hurrah,
We'll stop at Mercury, Venus, Mars,
At Neptune we'll take a good look at the stars,
What a lovely sight...the wonderful world of space.

WORLD OF TOMORROW

(My Bonnie)

Last night as I lay on my pillow,
And drifted off slowly to sleep,
I thought of the world of tomorrow,
These thoughts through my mind did creep.

CHORUS Bring back, bring back,
Oh bring back the old days to me, to me.
Bring back, bring back,
Oh bring back the old days to me.

A computer will do all my homework,
A robot will do all my chores,
If I spend the whole day just playing,
I fear that I may become bored.

CHORUS

My jet powered bike will be speedy,
I'll fly in my spaceship to Mars,
But what if I get lost in space,
And can't find my way through the stars?

CHORUS

My parents will have their own rocket,
We'll travel through space very quick,
I'm not sure I'll like that fast travel,
I may even get space sick

CHORUS

Our family may move to Venus,
I don't know what we would find there,
I'd sure miss my friends back on earth,
They're the best friends anywhere.

CHORUS

Dehydrated food for breakfast,
Dehydrated food for lunch,
Oh what I would give for a Big Mac,
and potato chips I can crunch.

CHORUS

SEE "CUB SCOUT SONGBOOK" FOR

"This Little Cubbing Light"

"Recognition Song"

"How Do You Do"

"Cub Scout Prayer"

"Bless Our Cub Scouts"

"Hello, Hello"

"Good Night Cub Scouts"

SPACE DERBY SONG

(Camptown Races)

1
Cub Scouts all join in the song,
Doo-dah, doo-dah!
Spaceship wire is mighty long,
Oh, doo-dah day!

2
Spaceships - red, blue, green
and grey,
Doo-dah, doo-dah!
Running on the wire today,
Oh, doo-dah day!

CHORUS Going to fly so fast,
Going to get ahead,
Bet my money on a blue spaceship,
Somebody bet on the red.

3
Spaceships have a lot of speed,
Doo-dah, doo-dah!
Rubberbands are all they need,
Oh, doo-dah day!

4
They're the pride of all the
lads,
Doo-dah, doo-dah!
Built by cub Scouts and their
dads,
Oh, doo-dah day!

I VISITED PLUTO

(On Top of Old Smokey)

1
I visited Pluto, my fortune to seek,
While I was there my spaceship
Started to leak!

2
It dripped on past Jupiter,
To Venus and Mars,
But when I reached Saturn,
I had to trade cars.

3
While stopping on Mercury
I found on one there,
So, I put it in high gear,
Plotted a chart for no-where.

THERE WAS AN ASTRONAUT

(Bill Grogan's Goat)

There was an astronaut they say,
Was oh so brave, blasting off one day,
His wife said, "This lunch please take"
But the brave astronaut, his head did shake.
"I cannot take any extra gear,
I'll not get hungry, don't you fear."
With these last words, he smiled and waved,
With many unknowns yet to be brave.

His wife she worried both day and night,
To think he'd starve on his first flight.
But this brave astronaut, so smart,
Knew something important from the start.
Upon the moon, where he did land,
He enjoyed a lunch that was so grand.
And he felt smart and very pleased
When he remembered the moon's green cheese.

CHICKEN SONG

(Turkey in the Straw)

Oh, I had a little chicken
And she would't lay an egg.
So I poured hot water up and down her leg.
Oh, the little chicken hollered
And the little chicken begged,
And the little chicken laid a hard boiled egg.

ADVERTISE

(Yankee Doodle)

The fish it never cackles 'bout
its million eggs or so,
The hen is quite a different bird:
one egg, and hear her crow!

The fish we spurn, but crown the hen:
which leads me to surmise,
Don't hide your light, but blow your horn:
it pays to advertise!

HERE WE SIT

Here we sit like birds in the wilderness
Birds in the wilderness, birds in the wilderness.
Here we sit like birds in the wilderness,
waiting to be fed.....

They fed us...
Great green globs of greasy grimy gopher guts,
Mutilted monkey meat, chopped up baby parakeets.
French fried eye balls, sitting in a pool of blood,

And I forgot my spoon...I'll use a straw.

BACKYARD ADVENTURE

(Clementine)

CHORUS In your backyard, in your backyard,
You can have a lot of fun.
If you look at what's around you,
You'll have fun 'til day is done.

1. Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds building their nests?
And been thankful for the trees?
2. After sunset, watch the stars shine.
Nature's wonders you can see.
Plant a garden, watch the corn grow,
They'll be food for you and me.

LEAP FROG

(Battle Hymn of the Republic)

CHORUS For leap frog they did play.
 They were only playing leap frog,
 They were only playing leap frog,
 They were only playing leap frog,
 (Repeat last line of verse)

1. As one red rooster ran up the road, the other red rooster ran down.
(three times and then chorus)

2. As one black bear backed up the hill, the other black bear backed down.

3. As one slick seal slid up the slide, the other slick seal slid down.

4. As one pink porpoise popped into the pool, the other pink porpoise popped out.

5. As one warm woolly worm wiggled up the walk, the other warm woolly worm wiggled down.

6. As one sly snake slid up the stake, the other sly snake slid down.

7. As one blue bat blew into the bowl, the other blue bat blew out.

8. As one eager eagle eased under the eaves, the other eager eagle eased out.

9. As one black bug bled blue-black blood, the other black bug bled blue.

THE TREE HOUSE

(Clementine)

In the backyard, in the backyard,
In a great big tall oak tree,
That is where we built our treehouse,
Hidden, so no one can see.

Secret codes, and secret meetings,
Just a few friends can belong.
No one knows our secret password,
Or our secret Cub Scout song.

If you're old enough, you can join us,
In our tree house, with the rest.
You can also be a Cub Scout
If you always do your best.

OLD MA NATURE
(Auld Lang Syne)

From east to west,
From north to south,
Ma Nature's backyard lies.
Discover things you've read about
Just use your ears and eyes.

THE INVENTION
(Farmer in the Dell)

1
I had a genius kit,
Thought lots about it,
I laid the pieces side by side
And examined them bit by bit.

3
A needle and some thread,
A nail without a head,
A piece of tire, a bit of wire,
And this is what I said:

5
I sewed and nailed and glued,
Until the thing I viewed,
Was something grand, you understand,
A mechanical dog that mooed!

2
A cork, a bolt, a screw,
A piece of wood, too,
A leather scrap, some furry nap,
And a little bottle of glue.

4
"I son't see how this mess
Can really quite express
My urge for building something
grand."
But now I must confess:

WHOOPS, YOU'RE A GENIUS
(All Around the Mulberry Bush)

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

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

ASTRONOMER'S SONG
(Yankee Doodle)

We've got our eyes upon the sky,
We watch the stars that shimmer,
The sun and moon are friends of ours,
We know their every glimmer.
Keep your eyes upon the skies
Watch the twinkling stars,
It's better than a TV show,
By Jupiter and Mars.

CUB SCOUT GENIUS

(Verses are spoken, a chorus is sung 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!*

1. I'll build my rocket in a minute.
Ten thousand people will fit in it:
We'll circle the moon on a two-hour cruise,
But first I'll have to clean my shoes.

CHORUS

2. I'll build a giant TV set
To show the monsters I will get
When I safari up in space
But first I'll have to wash my face.

CHORUS

3. I will cure the common cold
And fix you so you won't grow old.
Each virus I will kill quite dead,
But first I have to make my bed.

CHORUS

4. I'll dive down 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

5. I'll make a very special glue
For all the atoms they split in two.
I'll glue them back together again,
I'm late for school, so I can't say when.

CHORUS

6. I'll draw designs for unbreakable eggs,
For biteless dogs and unscratchable legs,
For unspillable milk and fire without smoke.
But I can't get going cause my pencil broke!

CHORUS

SEE "CUB SCOUT SONGBOOK" FOR

"A-Gardening We Will Go"
"Be Kind to Your Web-Footed Friends"
"Itsy Bitsy Spider"
"Sweetly Sings the Donkey"

ADVENTURE SONG

(Dixie Land)

Oh! I stuck my head in a little skunk's hole
And the little skunk said, "Well, bless my soul,
Take it out! Take it out!
Take it out -- remove it."

Well, I didn't take it out and the little skunk said,
"If you don't take it out, you'll wish you had.
Take it out! Take it out!"
Spshh!!! I removed it.

THERE WAS A BEE

(How Dry I Am)

1
There was a bee
Sat on a wall
And it did buzz
And that's not all.

2
There came a boy
With a big stick
He gave that bee
An awful lick.

3
And then that bee
That boy did sting
And it did hurt
Like everything.

4
And then that boy
Let out a yell
He lit for home
He's running still!

SOAP AND TOWEL

(Row, Row, Row Your Boat)

1
Soap, soap, soap and towel,
Towel and water please,
Busily, busily, busily, busily,
Scrub your dirty knees.

2
Shine, shine, shine your gear
With spit and polish and rag,
You'll feel better if you do,
Dirt is such a drag.

3
Comb, comb, comb your hair
Keep it clean and neat.
Don't forget the tuft at the back,
Those tangles you can beat.

4
Hang, hang, hang your coat
Don't leave it on the floor.
Tripping over heaps of clothes
Can really be a bore.

5
Clean, clean, clean your boots
Stand them in a tray.
Change into your indoor shoes,
And Mom will shout HURRAH!

BRUSH YOUR TEETH

(Row, Row, Row Your Boat)

Brush, brush, brush your teeth
Morning, noon and night.
See your dentist twice a year
And you will be all right.

HORSE FLY

(The More We Get Together)

1
Did you ever see a horsefly,
A horsefly, a horsefly?
Did you ever see a horse fly
A horse fly, fly, fly?

3
Pepper plant

5
Shoelace

7
Toothpick

9
Necktie

11
Eyelash

13
Eardrum

15
Carrot stick

17
Shoebox

19
Handshake

2
Did you ever see a boardwalk,
A boardwalk, a boardwalk?
Did you ever see a board walk,
A board walk, walk, walk?

4
Celery stalk

6
Hairpin

8
Eyedrop

10
Mothball

12
Yardstick

14
Ski-jump

16
Butterchurn

18
Football

20
Butterfly

I'M A NUT

1
I'm a little acorn round
Lying on the cold, cold ground.
Everybody steps on me
That is why I'm cracked, you see.

2
Called myself up on the phone
Just to see if I was home.
Asked myself out for a date,
Picked me up at half past eight.

CHORUS I'm a nut (click, click)
I'm a nut (click, click)
I'm a nut, I'm a nut, I'm a nut.

3
Took myself to the picture show,
Sat me down in the second row.
Put my arms around my waist:
Got so fresh, I slapped my face.

4
I can sing and I can dance,
I wear rattles on my
Oops, boys, take another guess,
I wear rattles on my dress.

IT'S A GRAND OLD FLAG

It's a grand old flag,
It's a high flyin' flag
And forever in peace may it wave.
It's the emblem of
The land we love
The home of the free and the brave.
Every heart beats true for the red, white and blue,
Where there's never a boast or brag.
Should auld acquaintance be forgot,
Keep your eye on that grand old flag.

ESKIMO SONG

VERSE A-ta-cola-micha-walkie
 A-ta-eda-micha-walkie
 A-ta-eola-micha-walkie

CHORUS *(paddling canoe with arms folded indian style)*

Ahky-tahky-umba
Ahky-tahky-umba
A-little-i-little-o-little-a

VERSE MOTIONS

Looks for the walrus - (shade eyes, palm up)

Sees walrus - (point arm)

Shoots walrus - (gun)

Lifts the walrus - (arms spread - grunt)

Waves to the village - (arm straight up - head against arm)

Greets wife - (arms spread, rub noses)

IT AIN'T GONNA RAIN NO MORE

CHORUS Oh, it ain't gonna rain no more, no more,
 It ain't gonna rain no more.
 So how the heck you gonna wash your neck,
 If it ain't gonna rain no more.

Oh, a peanut sat on a railroad track. Its heart was all a-flutter.
Along came the 5:05, Oops -- peanut butter.

O, a skinny old lady once took a bath. She didn't tell a soul.
She forgot to put the stopper in, and slid right down the hole.

A cow walked on the railroad track. The train was coming fast.
The train got off the railroad track, to let the cow go past.

A boy stood on the burning deck. His feet were full of blisters.
He tore his pants on a rusty nail, and now he wears his sister's.

Oh, there ain't no bugs on me, there ain't no bugs on me.
There may be bugs on some of you mugs, but there ain't no bugs on me.

I woke up in the morning. I glanced upon the wall.
The roaches and the bedbugs, were having a game of ball.

The score was six to nothing. The roaches were ahead.
A bedbug hit a home run, and knocked me out of bed.

Billy Sunday is a preacher. His church is always full.
The neighbors come from miles around, to hear him shoot the bull.

Well, the monkey swings by the end of his tail. And jumps from tree
to tree.
There may be monkey in some of you guys, but there ain't no monkey in
me.

Oh, a man was standing by a sewer, and by a sewer he died.
They took him to his funeral, and called it sewer-cide!

There ain't no flies on me, there ain't no flies on me,
There may be flies on some of you guys, but there ain't no flies on
me!

What are the wettest animals in the world?
REINDEER

What do you call a frightened skin diver?
CHICKEN OF THE SEA

What goes ha-ha-ha thump?
A MAN LAUGHING HIS HEAD OFF

What kind of wood do people eat?
FISH STICKS

What do eskimos use to stick their houses together?
IGLOO (Ig-gluue)

THE HEARSE SONG

1
Do you ever think,
When the hearse goes by,
That some day you
Are gonna die?

3
Everything's fine
For about a week,
Until the coffin
Begins to leak.

5
Your eyes drop out
And your teeth fall in,
And the worms crawl over
Your mouth and chin.

2
The graveyard is
a lonely place.
They lay you down
And throw dirt in your face.

4
The worms crawl in,
The worms crawl out,
They crawl in through your stomach
And out of your mouth.

6
They bring their friends,
And relatives, too,
And boy! What a mess they can
Make out of you!

MICHAEL FINNEGAN

I know a man named Michael Finnegan.
He had whiskers on his chin-igin.
The wind blew them off, but they grew in again,
Poor old Michael Finnegan (begin again) --

I know a man named Michael Finnegan.
He went fishing with a pin-agin,
Caught a fish and dropped it in-agin,
Poor old Michael Finnegan (begin again) --

I know a man named Michael Finnegan.
Climed a tree and barked his shin-agin,
Took off several yards of skin-igin,
Poor old Michael Finnegan (begin again) --

I know a man named Michael Finnegan.
He kicked up an awful din-igin,
Because they said he could not sing-igin,
Poor old Michael Finnegan (begin again) --

I know a man named Michael Finnegan.
He got fat and then got thin again,
Then he died and had to begin again,
Poor old Michael Finnegan (begin again) --

How do you make a bed roll?
PUSH IT

Why did you just eat that dollar?
IT WAS MY LUNCH MONEY

What do you call a tailor when you don't know his name?
MR. SEW AND SEW

THE MUSICIANS

EVERY VERSE: clap in rhythm until chorus, in which imitate playing the instrument, visual - hold trumpet with left hand and wiggle fingers near mouth to press valves or keys; hold tuba with left hand and move right hand away from mouth to side and press keys; trombone held in left hand while right hand makes sliding motions out and back; for piccolo, both hands go up to right side of mouth, fingers wiggle with left palm facing in, right on facing out. On last verse, everyone becomes a conductor and leads the band.

I am a fine musician, I practice every day,
And people come from miles around, just to hear me play,
My trumpet, my trumpet, they love to hear my trumpet.
Ta-ra-ta-ta, ta-ra-ta-ta, ta-ra-ta-ta-ta-ta.

I am a fine musician, and I get lots of pay,
'Cause people throw me pennies, when they hear me play,
My tuba, my tuba, they love to hear my tuba.
Oom-pah, oom-pah, oom-pah, oom-pah, oom-pah-pah,
Ta-ra-ta-ta, ta-ra-ta-ta, ta-ra-ta-ta-ta-ta.

I am a fine musician, my music is so gay,
And everybody dances, when they hear me play,
My trombone, my trombone, they love to hear my trombone.
Dah dah, dah dah dah, dah dah dah dah, dah-dah,
Oom-pah, oom-pah, oom-pah, oom-pah, oom-pah-pah,
Ta-ra-ta-ta, ta-ra-ta-ta, ta-ra-ta-ta-ta-ta.

I am a fine musician, that's what the people say,
And all the children follow me, when they hear me play,
My piccolo, my piccolo, they love to hear my piccolo.
Dee, dee, dee, dee-dle, dee, dee, dee, dee-dle, dee-dle, dee, dee,
deedle, deedle, dee.
Dah dah, dah dah dah, dah dah dah dah, dah-dah,
Oom-pah, oom-pah, oom-pah, oom-pah, oom-pah-pah,
Ta-ra-ta-ta, ta-ra-ta-ta, ta-ra-ta-ta-ta-ta.

I am a fine musician, I practice everyday,
And if you'd like to play with me, I'll show you the way,
Come join me, come join me, just take a part and join me.
Ta-ra-ta-ta, ta-ra-ta-ta, ta-ra-ta-ta-ta-ta.
Oom-pah, oom-pah, oom-pah, oom-pah, oom-pah-pah,
Dah dah, dah dah dah, dah dah dah dah, dah-dah,
Dee, dee, dee, dee-dle, dee, dee, dee, dee-dle, dee-dle, dee, dee,
deedle, deedle, dee.

What do you call a duck that goes to school?
A WISE QUACKER

What kind of dots can dance?
POLKA DOTS

Why does electricity shock people?
BECAUSE IT DOESN'T KNOW HOW TO CONDUCT ITSELF

OH, YOU CANA'T GET TO HEAVEN

Oh, you can't get to heaven in a rocking chair
'Cause a rocking chair won't get you there
You can't get to heaven in a rocking chair
'Cause a rocking chair won't get you there
But I ain't gonna grieve, my Lord, no more
I ain't gonna grieve, my Lord, no more.

Oh, you can't get to heaven on roller skates
'Cause you'll rill right by St. Peter's gates
You can't get to heaven on roller skates
'Cause you'll rill right by St. Peter's gates
But I ain't gonna grieve, my Lord, no more
I ain't gonna grieve, my Lord, no more.

Oh, you can't get to heaven in _____'s car
'Cause _____'s car won't go that far
You can't get to heaven in _____'s car
'Cause _____'s car won't go that far
But I ain't gonna grieve, my Lord, no more
I ain't gonna grieve, my Lord, no more.

Oh, you can't get to heaven on a rocket ship
'Cause a rocket ship won't make the trip
You can't get to heaven on a rocket ship
'Cause a rocket ship won't make the trip
But I ain't gonna grieve, my Lord, no more
I ain't gonna grieve, my Lord, no more.

Oh, you can't get to heaven with Superman
'Cause our good Lord is a Batman fan
You can't get to heaven with Superman
'Cause our good Lord is a Batman fan
But I ain't gonna grieve, my Lord, no more
I ain't gonna grieve, my Lord, no more.

What is the largest piece of furniture in the world?
THE MULTIPLICATION TABLE

Were do moths go when they want to dance?
TO A MOTHBALL

What kind of house is the easiest to move?
A LIGHTHOUSE

What do you call a cow that wears a crown?
A DAIRY QUEEN

Why is your nose not 12 inches long?
BECAUSE IT'S NOT A FOOT

What's the best way to prevent infection caused by biting insects?
DON'T BITE ANY _____

WALLEYE
(Rawhide)

Trollin' Trollin' Trollin'
Lakes and streams are swollen
Fingers nearly frozen -- Walleye!

Bait em up, cast em out
Cast em out, bait em up
Bait em up, cast em out -- Walleye!

Gut em out, fry em up
Fry em up, gut em out
Gut em out, fry em up -- Walleye!

Find out where their schoolin'
Don't try an' understand em
Just set the hook and land em
Soon we'll be listen' to them fry

Gut em out, fry em up
Fry em up, gut em out
Gut em out, fry em up -- Walleye!

Bait em up, cast em out
Cast em out, bait em up
Bait em up, cast em out -- Walleye!

Trollin' Trollin' Trollin'
Lakes and streams are swollen
Fingers nearly frozen -- Walleye!

Through rain & wind & weather
Just set the hook and land em
Soon we'll be listen' to them fry

Bait em up, cast em out
Cast em out, bait em up
Bait em up, cast em out -- Walleye!

Gut em out, fry em up
Fry em up, gut em out
Gut em out, fry em up -- Walleye!

How did you break your arm?
PLAYING FOOTBALL WITH A TELEPHONE BOOTH
What?
I WAS TRYING TO GET THE QUARTER BACK

It's all around me! It's all around me!
WHAT'S ALL AROUND YOU?
My belt.

I see green, yellow, and blue spots in front of my eyes.
HAVE YOU SEEN A DOCTOR?
No, just green, yellow, and blue spots.

STAR TREKKIN'

REFRAIN Star trekkin across the universe
 On the Starship Enterprise
 Under Captain Kirk

 Star trekkin across the universe
 Boldly going forward
 Cause we cannot find reverse

There's Klingons on the starboard bow,
Starboard bow, starboard bow
There's Klingons on the starboard bow, Jim

REFRAIN

It's life Jim but not as we know it,
Not as we know it, not as we know it
It's life Jim but not as we know it
Not as we know it Captain

There's Klingons on the starboard bow,
Starboard bow, starboard bow
There's Klingons on the starboard bow, Gettem off Jim!!

REFRAIN

He's dead Jim and nothing can save him,
Nothing can save him, nothing can save him
He's dead Jim and nothing can save him
Nothing can save him Captain

It's life Jim but not as we know it,
Not as we know it, not as we know it
It's life Jim but not as we know it
Not as we know it Captain

There's Klingons on the starboard bow,
Starboard bow, starboard bow
There's Klingons on the starboard bow, Scrape em off Jim!!!

REFRAIN

Did you eat all the cookies?
NO, I DIDN'T TOUCH ONE
Well, there is only one left
THAT'S THE ONE I DIDN'T TOUCH

What kind of bird is that?
IT'S A GULP
I never heard of such a bird.
IT'S LIKE A SWALLOW, ONLY A LITTLE BIT BIGGER

(SINGING) Soap... Soap... Soap...
WHAT ARE YOU DOING?
Oh, just singing a few bars.

DON'T STICK YOUR FINGER UP YOUR NOSE

Don't stick your finger up your nose
Cause your nose knows its' not the place it goes'
You can blow it, you can sneeze it, but please.....
Don't stick your finger up your nose

Don't stick your finger in your eye
Cause it will only make you cry
You can blink it, you can wink it, but please.....
Don't stick your finger in your eye

Don't stick your finger in your ear
Cause it will cause you not to hear
You can bend it, you can pull it, but please.....
Don't stick your finger in your ear

Don't stick your finger down your throat
Cause it will only make you choke
It will make you look much thinner,
When you bring up all your dinner, so please.....
Don't stick your finger up your nose

At least not where anyone can see you

I was going to be a professional parachutist, but I had to quit.
WHY? WHAT HAPPENED?
Things just didn't open up for me.

Hey, what do you have in the bag?
(carrying bag) MILK
But you can't carry milk in a bag.
COWS DO
That's udderly ridiculous.
BUT AMOOSING

I saw a Cub Scout showing off on his bike.
WHAT WAS HIS NAME?
I don't know but it might be Frank.
WHY DO YOU SAY IT MIGHT BE?
Because hotdogs are always showing off.

Why are you pulling that rope?
(pulling rope) DID YOU EVER TRY PUSHING ONE?

There's been a robbery in my backyard.
WHAT HAPPENED?
Some clothespins held up a pair of pants.

You know, I once wanted to become a baker, but it didn't work out.
WHY NOT?
I couldn't raise the dough

(JABBING AT PERSON WITH PINE TREE BRANCH)
What are you doing?
JUST NEEDLING HIM

THREE SHORT NECKED BUZZARDS

Three short necked buzzards
Three short necked buzzards
Three short necked buzzards
Sitting on a dead tree

1st CHORUS Oh no! One has flown a-way - what a-shame!

Two short necked buzzards
Two short necked buzzards
Two short necked buzzards
Sitting on a dead tree

1st CHORUS

One short necked buzzard
One short necked buzzard
One short necked buzzard
Sitting on a dead tree

1st CHORUS

No short necked buzzards
No short necked buzzards
No short necked buzzards
Sitting on a dead tree

2nd CHORUS Oh look! One has re-turned - let us re-joice!!

One short necked buzzard
One short necked buzzard
One short necked buzzard
Sitting on a dead tree

2nd CHORUS

Two short necked buzzards
Two short necked buzzards
Two short necked buzzards
Sitting on a dead tree

2nd CHORUS

Three short necked buzzards
Three short necked buzzards
Three short necked buzzards
Sitting on a dead tree

STUNTS

Going on a bear hunt - GROUP MEETING SPARKLERS

Prisoner's escape - GROUP MEETING SPARKLERS

TIE A KNOT WITHOUT LETTING GO - Use a string about 3' long and grab each end with the opposite hands and untwist hands.

BLOW A FLAME TOWARD YOU - Hold a cardboard between you and a lighted candle. Blow against the card and the flame will be drawn toward the card and you.

I'M GETTIN' NUTTIN' FOR CHRISTMAS

I broke my bat on Johnny's head; somebody snitched on me.
I hid by frog in sister's bed; somebody snitched on me.
I spilled some ink on Mommy's rug; I made Tommy eat a bug;
Bought some gum with a penny slug; somebody snitched on me.

CHORUS Oh, I'm gettin' nuttin' for Christmas;
Mommy and daddy are mad.
I'm gettin' nuttin' for Christmas,
Cause I ain't been nuttin' but bad.

I put a tack on teacher's chair; somebody snitched on me.
I tied a knot in susie's hair; somebody snitched on me.
I did a dance on mommy's plants; climbed a tree and tore my pants;
Filled the sugar bowl with ants; somebody snitched on me.

CHORUS

I won't be seeing Santa Claus; somebody snitched on me.
He won't come visit be because; somebody snitched on me.
Next year I'll be going straight; next year I'll be good, just wait.
I'd start now, but it's too late; somebody snitched on me.

CHORUS

FROSTY THE SNOWMAN

Frosty the snowman was a jolly, happy soul,
With a corn cob pipe and a button nose and two eyes made out of coal.
Frosty the snowman is a fairy tale they say'
He was made from snow but the children know how he came to life one
day.

There must have been some magic in that old silk hat they found,
For when they placed it on his head he began to dance around.
Frosty the snowman was alive as he could be.
And the children say he could laugh and play just the same as you and
me.

Frosty the snowman knew the sun was hot that day,
So he said:

"Let's run and we'll have som fun now before I melt away."
Down to the village, with the broomstick in his hand
Running here and there all around the square saying:
"Catch me if you can."

He led them down the streets of town right to the traffic cop;
And he only paused a moment when he heard him holler "Stop!"
Frosty the snowman had to hurry on his way,
But he waved good-bye, saying:

"Don't you cry, I'll be back again some day."

I'M A CUB SCOUT LEADER

I'm a Cub Scout leader, as you can plainly see;
But if I weren't a leader, a (occupation) I would be.

BEAUTICIAN

Curl the hair and tease the hair
And tie it in a bow.

DOG

Oh golly, Oh gee,
I've got to find a tree.

COOK

Mash the hash
And throw it in the trash.

FIREMAN

Jump lady, jump lady,
oooooooooh, splat

HIPPY

Wow man, cool man
Far out, wow!

PIZZA MAKER

I love-a pizza, I love-a pie
I no like-a onions
Cause they make me cry.

STEWARDESS

Here's you coffee
Here's your tea
Here's your paper bag... oopsie.

CARPENTER

2 by 4
Nail it to the floor.

DOCTOR

Cut 'em up, slice 'em up
Sew the sucker up.

WINDOW WASHER

Climb the ladder
Wash the window, spit!

BIRDWATCHER

Hark! A lark!
In the park. Splat!

KARATE EXPERT

Chop, Chop
I'll break your dirty block.

WORM

Itchy, Itchy
Poison ivy.

PLUMBER

Plunge it, flush it,
Look out below!

ICE CREAM MAN

Gushy, ushy,
MMMMMM good.

MAD SCIENTIST

Egor, Egor
Fetch me a brain.

FOREST RANGER

Not there, not there,
Use the latrine.

The chorus is sung after each verse by everyone. To start, all are lined up in a row with their backs to the audience. The first person turns around, sings their occupation, all sing the chorus, and then he again turns so his back is to the audience. After the chorus, the second person turns to the audience and sings his occupation, after he has sung it through once, the first person turns to the audience and they both sing their occupations at the same time, followed by all singing the chorus. Then they again turn their backs to the audience and the third person faces the audience, sings his occupation through once, is then joined by the second person who sings his part, and then they are both joined by the first person who sings his. This continues until all parts have been sung.

STUNTS

CUT THE CIRCLE TRICK - Cut a 2" strip from a sheet of newspaper. Give the strip a half-twist and paste the ends together. Now cut the strip down the center lengthwise. You now have one circle. Now cut it down the center, now you have two circles linked together.

EGG WALK - Lead someone around a course of raw eggs on the floor on which you have newspaper laid out. The person is blindfolded and the eggs are changed for cracks and then the person walks back on the course.

FLOATING EGG - Put 1/4 cup of salt in a dish. Tell the audience it's magic powder which will make an egg float. Half fill a glass with water. Place an egg in it and it will sink. Take the egg out and stir the magic powder into the water. Put the egg back in it and it will float.

CARD AND COIN PUZZLE - Put a playing card on top of a glass. Snap your fingers against the card sending it sailing and the coin will fall into the glass.

KNEE DIP - Stand on one foot and grasp the other foot behind their backs with opposite hand. They should try to touch the bent knee to the floor and return to a standing position without losing their balance.

PICK IT UP - Stand with back against a wall, heels touching the wall. Try to pick up a coin without moving heels away from the wall.

WHIP CREAM SHAVE - Put a woman behind a man and bib the man. Blindfold the woman and put a spoon in one hand and whip cream in the other. First she must put the cream on his face and then she must shave his face with the bowl end of the spoon.

AKELA SAYS - This is the same as Simon Says and can easily be ended by saying "Jump Up" and then say they are all out because Akela didn't say to come down.

START OFF WITH A BANG - Give each person a balloon and have them blow up and the first person to sit on it and pop it wins.

MARSHMALLOW RACE - Place a marshmallow on the end of a string about 6" long. Each person grabs one end of the string and eats it until he eats the marshmallow.

ANAGRAM -- **NEW DOOR** - Give each team the letters to the word "NEW DOOR" and ask them to form on word using these letters. The answer is "ONE WORD".

AFTER YOU - divide the group into two or more teams. Give each team two small dishes of ice cream (cool whip, etc.) and two spoons tied together with a 6" long string. On signal, everyone starts to eat. First team finished wins.

MUMMY GAME - Give each team a roll of toilet paper. They are to cover their teammate with the paper as fast and completely as they can.

APPLAUSE

BALLOON YELL - Put hands to mouth and blow. As you blow hands expand to make balloon. Finally balloon breaks with BANG!

BEE APPLAUSE - Put arms straight out and pretend to fly around saying "BUZZ, BUZZ, BUZZ"

BIG CHIEF YELL - Make hands into fist and beat on chest 3 times like Tom Tom and give loud "UGH"

BOW & ARROW - Pretent to shoot arrow from box and yell "ZING"

DRUM APPLAUSE - Beat on legs and say "TAT-A-TAT-TAT"

FANFARE YELL - Raise hands like orchestra leader then lower them and say "TA-DA"

FROZEN CUB APPLAUSE - Wrap your arms around yourself and say "BRRRRRRRR"

GHOST APPLAUSE - Wail like a ghost 3 times "WHOOO, WHOOO, WHOOO"

GRAND APPLAUSE - Stomp feet 3 times, slap legs 3 times, clap hands 3 times and salute.

HANDKERCHIEF APPLAUSE - Throw handkerchief & while it's in air everyone claps; when caught they are quiet.

HEART AND SOUL - Pat palm of hand on one shoe and other on the heart.

INDIAN YELL - Slap hand against mouth 5 times and warhoop 5 times.

JOLLY GREEN GIANT - Ho, ho, ho.

KETCHUP APPLAUSE - Pound on bottom of ketchup bottle 6 times saying "POP, POP, POP, POP, POP, SQUISH"

LOCOMOTIVE APPLAUSE - Slap arm against leg (begin slow) gradually increase speed and then add whistle "WHOO - WHOO"

MOSQUITO CHEER - Slap yourself on neck, arms, legs, etc.

MOTORCYCLE APPLAUSE - Start with foot start, then take off with hands on hanlebars yelling "VROOOOOOOOOOOOOOM"

NUTTY HOWL CHEER - "CASHEW, CASHEW, CASHEW"

PACK YELL - Stand 'em on their heads, stand 'em on their feet! Pack (#) can't be beat!

POLE VAULT APPLAUSE - Stand 2 fingers of one hand on arm like legs. Have them run down arm to wrist and then leap into air, as you bring your hand down, CLAP!

RAILROAD SNEEZE - A-choo, A-choo, A-choo, A-choo

ROBOT APPLAUSE - Walk in place, stiff legs and arms, saying "DOES NOT COMPUTE!"

ROCKET APPLAUSE - Squat down and countdown, at 0 say "BLASTOFF" and jump up

SANTA APPLAUSE - Rub stomach and say "Ho, ho, hom merry Christmas"

SIX SHOOTER APPLAUSE - Point finger in air ans say "BANG-BANG"

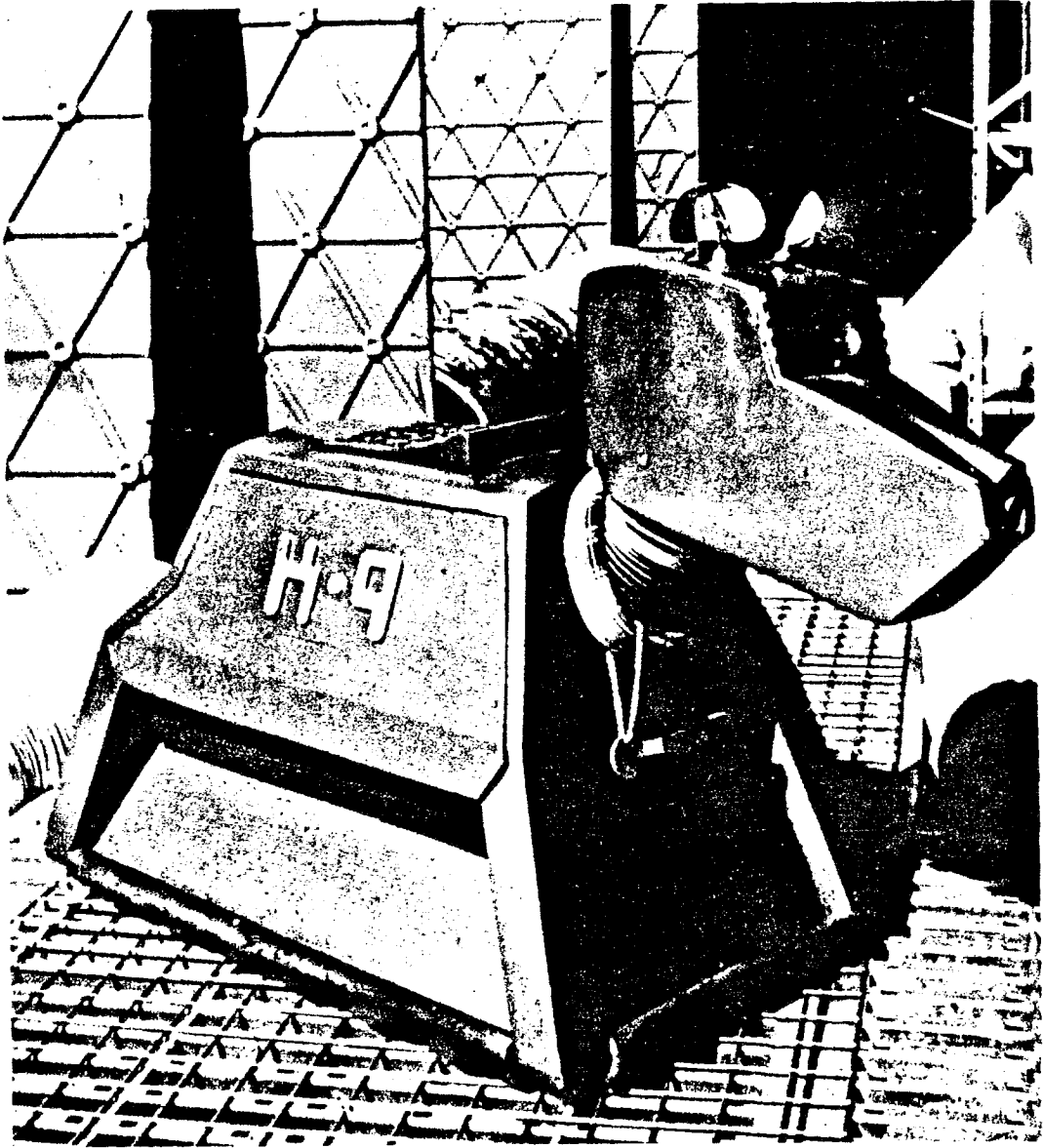
SPIDER YELL - Walk all 4 fingers on arm and scream "EEEEEEK"

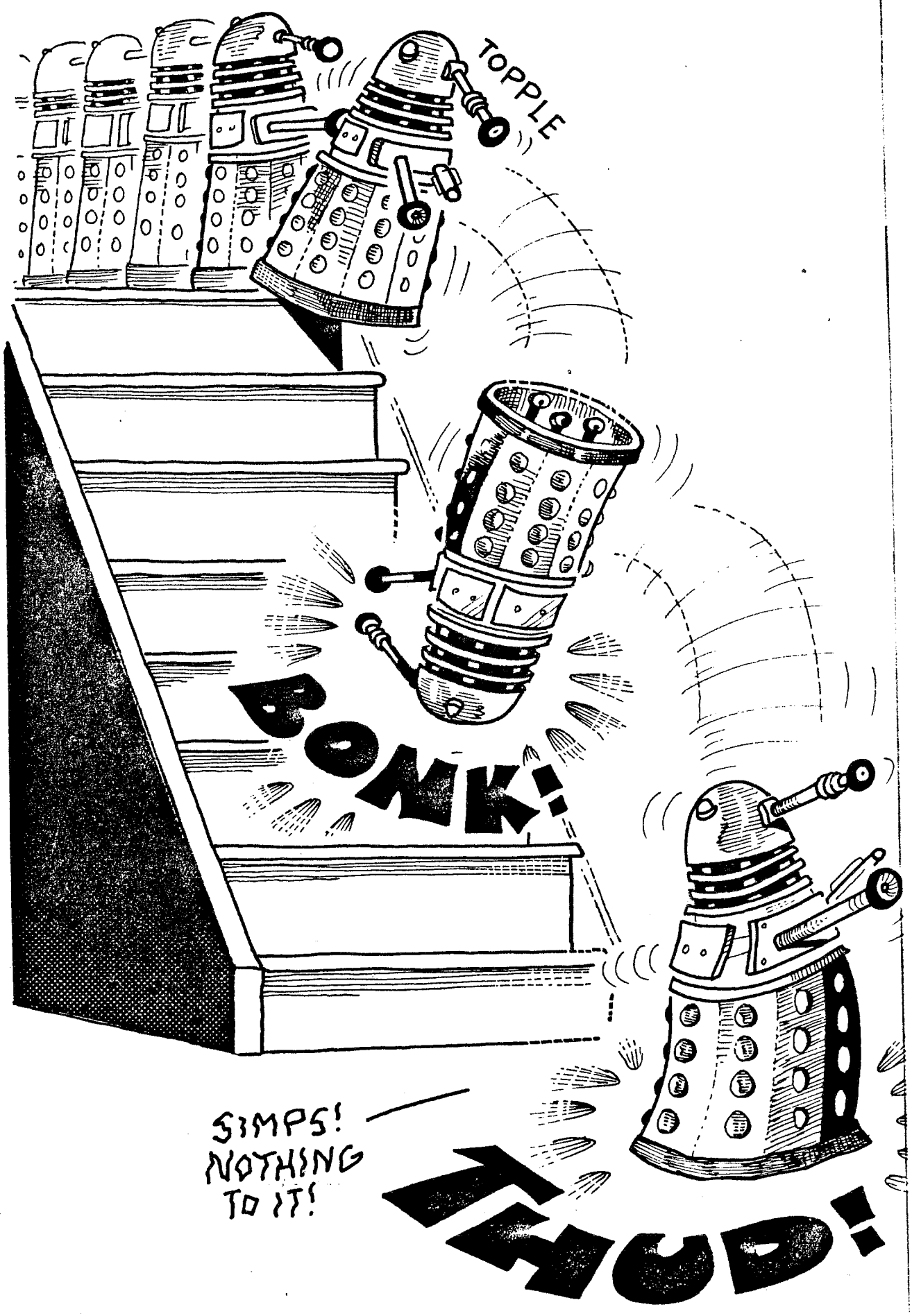
TURKEY APPLAUSE - Gobble, Gobble, Gobble. (rub stomach) "YUMMMMM"

UNITY YELL - Razzle, dazzle, never frazzle. Not a thread, but woll. All together, all together, that's the way we pull.

SONGS FROM THE 1988 POW-WOW BOOK

ADVENTURE SONG
ADVERTISE
ASTRONOMER'S SONG
BACKYARD ADVENTURE
THE BANQUET
BLUE AND GOLD TRADITIONS
BRUSH YOUR TEETH
CHICKEN SONG
COMMERCIAL MIX-UP
COMPUTER SONG
CUB SCOUT GENIUS
THE DARING SPACE MAN
DON'T STICK YOUR FINGER UP YOUR NOSE
ESKIMO SONG
FROSTY THE SNOWMAN
GENIUS AT WORK
HERE WE SIT
THE HEARSE SONG
HORSE FLY
I'M A CUB SCOUT LEADER
I'M A NUT
I'M GETTIN' NUTTIN' FOR CHRISTMAS
THE INVENTION
IT AIN'T GONNA RAIN NO MORE
IT'S A GRAND OLD FLAG
LEAP FROG
MICHAEL FINNEGAN
THE MORE WE GET TOGETHER
THE MUSICIANS
OH, YOU CAN'T GET TO HEAVEN
OLD MA NATURE
RECOGNITION SONG
SMILE
SOAP AND TOWEL
SPACE DERBY SONG
STAR TREKKIN'
THERE WAS AN ASTRONAUT
THERE WAS A BEE
THREE SHORT NECKED BUZZARDS
THE TREE HOUSE
WALLEYE
WE'RE HERE FOR FUN
WHOOPS, YOU'RE A GENIUS
WORLD OF TOMORROW





TOPPLE

BONKI!

THUD!

SIMPS!
NOTHING
TO IT!

STORYTELLING

The following notes are based on a quick reading of The Way of the Storyteller; Ruth Sawyer; Viking Press; New York; 10th printing; 1962; which also includes several stories for the beginning storyteller to work on.

I Storytelling, a Folk Art
Approached in 2 ways... those who wish to experiment on their own and those who wish specific direction.

The art of storytelling is within the teller to be drawn out, compounded by experience, creative imagination, and selectivity.

II Requirements of Storytelling
The Right Approach... the art of finding the words for what is experienced through the emotions, the senses, and the imagination. It cannot be intellectualized. It is not the same as a dramatic reading.

The teller must be lively.. to quicken the spirit of the audience. It is its' own form of music, dance, and drama. Our stories are our cultural inheritance.

It must be easy. Mastery of intricate innuendo and beguiling detail is not necessary for a story to be fresh and heart-felt, however, the teller must possess and be possessed by the story.

III Antiquity of Storytelling
This is our oldest form of collective memory and perhaps song, such as a simple chant. Possibly accounts of appeal to common childhood songs such as, "Never Laugh When a Hearse Goes By" or modern "rap" which is prominent in black communities.

Ancient people designated medicine men and shaman to be the custodians of their rituals, stories, and songs, as a recognition of the power held on their lives. History was augmented by imagination, and began to emerge as an entertainment as well.

IV Pattern for the Past
Every story dies a little when it is committed to paper, because it has a permanence that limits the teller and the reader. But the story is the recreation of the past, and so shapes our perception of the past and the future.

V Experience
Learning is the product of assimilation and giving.

Quieting the soul is necessary to open the self to the magic of the story.

Authenticity of the teller depends on the ability to assimilate the story into ones own background.

- VI Building of Background
The background of the teller and the tale are necessarily spiritual.

The stories are associated with the context within which they are heard.

Travel opens the door of possibilities.

Many artists imitate the patterns they have seen, few are truly innovative.

Understanding the people and the culture of the story brings authority to the story, and brings the proper reverence for detail and character which make the story come alive.

Keep a few key notes, share what you find, write one clear and original story each year.
- VII The Power of Creative Imagination
Creative imagination is a common thread of all humanity but consciousness of it varies in time and context. Is it geography, or a journey to a fantastic place?

Awareness of this creative spark is diminished through childhood, perhaps through formal education as much as through anything else.
- VIII A Technique to Abolish Technique
The voice is the instrument of the story and it must be "played" well in its tones, color and honesty. Good breathing is required. Good listening to others and to ones self is required. Laugh with an open throat and breathe from below the belt. Words must be clear, concise, and convey the emotional weight of the story. Do not memorize in minute detail. Picture the story and relate that picture in words.
- IX The Art of Selection
Selecting the right story for the moment is critical to success. It is based on knowledge of the stories, audience, and instinct. Not all stories are for all storytellers.

The folk tale is the easiest to apprehend because of its universal structure and strong, simple language.

Hero tales are the hardest because language demands and tempo are critical.

Short introductions or "set ups" are better. Digression must not be distraction, multitudes of characters and sub-plots create confusion. Strong, simple, vigorous language, used properly and well, will communicate the story more effectively to the listener's creative imagination.
- X Storytelling as An Approach to Children's Books and Readings
Some children would rather do anything before reading a book. The story creates laughter, curiosity and trust, which extends reality and curiosity.

STORYTELLING

Bibliography for Pow-Wow 1988 - "TREK TO THE FUTURE"

<u>Author</u>	<u>Title</u>	<u>Grade Level</u>
Abels, Harriet S.	<u>Silent Invaders</u>	3-5
Ames, Mildred	<u>Anna to the Infinite Power</u>	6-8
	<u>Is There Life on a Plastic Planet?</u>	5-7
Anderson, Margaret	<u>The Brain on Quartz Mountain</u>	3-5
Asimov, Janet	<u>Norby: the Mixed-up Robot</u>	4-6
Beatty, Jerome	<u>Matthew Looney...</u>	4-6
Byars, Betsy	<u>The Computer Nut</u>	4-6
Cameron, Eleanor	<u>The Wonderful Flight to the Mushroom Planet</u>	4-6
Carson, Hazel	<u>Peter and the Two-Hour Moon</u>	
Christopher, John	<u>Beyond the Burning Lands, series</u>	6-9
	<u>The White Mountains, trilogy</u>	6-9
Clark, Margaret G.	<u>Barney and the UFO</u>	5-7
Corbett, Scott	<u>The Donkey Planet</u>	4-6
Curry, Jane Louise	<u>Me, Myself and I: a tale of time travel</u>	
Curtis, Philip	<u>Invasion of the Brain Sharpeners</u>	4-6
French, Fiona	<u>Future Story</u>	
Hoban, Lillian	<u>Ready, Set, Robot</u>	2-4
Kroll, Steven	<u>Space Cats</u>	3-5
MacGregor, Ellen	<u>Miss Pickerell...</u>	3-5
Manes, Stephen	<u>That Game from Outer Space</u>	3-5
Morressy, John	<u>The Drought on Ziax II</u>	2-4
Marzollo, Jean	<u>Jed and the Space Bandits</u>	3-5
Nastick, Sharon	<u>Mr. Radaqast Makes an Unexpected Journey</u>	4-7
Slobodkin, Louis	<u>Spaceship Under the Apple Tree</u>	3-5
Slote, Alfred	<u>My Robot Buddy</u>	4-6
Snyder, Zilpha K.	<u>Below the Root</u>	5-7
Wilkes, Marilyn	<u>C.L.U.T.Z.</u>	4-6
Yolen, Jane	<u>The Robot and Rebecca and the Missing Owser</u>	3-5

Thanks to Marilyn K.Hemsey of the Wilmette Public Library for compiling this bibliography.

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| Baker, R.W. | <u>Poor Russell's Almanac</u> |
| Blair, Blair | <u>Half Horse, Half Alligator;
the Growth of the Mike Fink Legend</u> |
| Botkin, Benjamin | <u>A Treasury of American Anecdotes</u> |
| Botkin, Benjamin | <u>A Treasury of Railroad Folklore</u> |
| Botkin, Benjamin | <u>A Treasury of Southern Folklore</u> |
| Breneman, Lucille | <u>Once Upon a Time: A Story Telling Handbook</u> |
| Bryant, S.C. | <u>How to Tell Stories to Children</u> |
| Chambers, Robert | <u>The Book of Days</u> |
| Coffin, Tristan | <u>The Book of Christmas Folklore</u> |
| Coffin | <u>Folklore; from the Working Folk of America</u> |
| DeCamp, L.S. | <u>Lands Beyond</u> |
| Dorson, R.M. | <u>Buying the Wind; regional folklore in the U.S.</u> |
| Dorson, Richard | <u>America in Legend</u> |
| Emerson, L.S. | <u>Storytelling; the Art and the Purpose;
a manual on how to tell stories
with 15 typical stories to tell</u> |
| Goddis, Vincent | <u>American Indian Myths and Mysteries</u> |
| Goodreds, V.S. | <u>Good Stories and How to Tell Them</u> |
| Grinnell, G.B. | <u>Blackfoot Lodge Tales;
the Story of a Prairie People</u> |
| Humes, James | <u>Speakers Treasury of Anecdotes about the Famous</u> |
| Ives, Burl | <u>Tales of America</u> |
| Jones, Hathaway | <u>Tall Tales from Rogue River</u> |
| Katz, Elaine | <u>Folklore for the Time of Your Life</u> |
| Knapp, Mary | <u>One Potato, Two Potato...:
the secret education of American Children</u> |
| Lawson, M. | <u>Strange Sea Stories</u> |
| Massey, E.G. (editor) | <u>Bittersweet Country</u> |
| Power, Effie | <u>Bag o' Tales: a source book for storytellers</u> |
| Randolph, Vance | <u>Who blew up the Church House?</u> |
| Rugoff, M.A. | <u>A Harvest of World Folk Tales</u> |
| Sawyer, Ruth | <u>Way of the Storyteller</u> |
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American Rituals</u> |



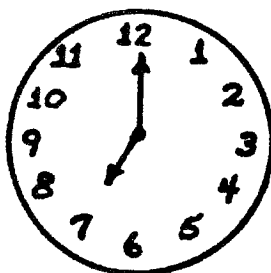
DEDICATION PLAQUE

[MOUNTED IN MAIN BRIDGE STBD TURBOLIFT ALCOVE]

USS ENTERPRISE
STARSHIP CLASS
SAN FRANCISCO, CALIF.
UNITED FEDERATION
OF PLANETS

*"... to boldly go
where no man has gone before."*

— from the Starfleet charter



IT'S TIME TO ...

BE SAFE ... PROTECT OUR CHILDREN

(Latch-key Program)

This program is designed to help the child be more self reliant. The booklet "Prepared for Today" is a workbook for the boy to use in gaining confidence while he is home alone or at other times when he must rely on his own judgement as to what action must be taken for a certain situation. The following topics are covered in the booklet.

Taking care of yourself when you are alone.

Helping your family deal with problems.

Stopping what might be an emergency.

Helping to care for younger brothers or sisters.

When he finishes the booklet, with adult supervision and help in learning the skills needed, he can get an award from Scouting and he will be PREPARED FOR TODAY!

RESOURCES

Application for local tour or camp permit - No. 4426
Big Prints (set of instruction charts for 6 activity badges) BL-61
Boys' Life Magazine
Scouting Magazine
Cub Scout program helps
Cub Scout songbook - No. 3221
Boy Scout songbook - No. 3224
Den advancement report - No. 3847
Den chief's den book - No. 3211
Games for Cub Scouts - No. 4392
Group meeting sparklers - No. 3122
Individual Cub Scout record sheet - No. 3827
Staging den & pack ceremonies - No. 3818
Webelos den activities - No. 3853
Den leader's book
Den meeting program (planning sheet)
Cub Scout water fun - No. 3220
Boys' Life reprint booklets:
26-037 swimming & waterfront activities
26-085 bike fun
26-023 Webelos Scout helps
26-025 fun with tools
26-026 stunts and skits
26-041 cooking skills and menus
26-042 hiking & camping equipment
26-043 handicraft
26-044 pioneering
26-046 toughen up
26-097 our heritage of freedom
26-047 showman activity badge
26-048 outdoorsman activity badge
26-049 sports tips
26-053 forester activity badge
26-054 naturalist activity badge
26-057 craftsman activity badge
26-079 engineer & traveler activity badges
26-084 indian lore
26-094 nature hobbies
26-095 bill of rights
26-099 law and justice
26-082 geologist & scientist activity badge helps
Most all the Boy Scout merit badge booklets
The Canyon Camp Campfire Companion (\$5.00)
C/O Blackhawk Area Council
P.O. Box 4085
Rockford, IL 61110
The sports program series
Your council office (service center)
Your supply outlets
Your Scouting catalogue
Your national office
Roundtables
Training

Experienced leaders strongly recommend keeping a den program resource file. Files could contain Boys' Life Reprint booklets, clippings from magazines, handouts from roundtables, pow-wows, etc.

YOUR IMAGINATION RESOURCES

Check at the library, book stores, rummage sales, thrift stores, used book stores, magazine shops; basically anywhere you can find printed materials. Don't forget to visit arts and craft shows.

Please, do not limit your investigations to those resources listed below, but by all means, do use them to get you started.

Animals Animals

Campfire and Council Ring Programs by Allan A. MacFarlan

Childrens Help Your Heart Cookbook American Heart Association

Clay-Dough Play-Dough by Goldie Taub Chernoff

Crafts 'N Things magazines

Cranium Crackers by Dr. Abbie Salny

Finger Friends (Book # 211) by Kappie Originals Ltd.

Finger Puppets by Laura Ross

Fun and Easy Things to Make by Alice Gilbreath

Fun Time Puppets by Carrie Rasmussen

Fun with Naturecraft by Avery Nagle and Joseph Leeming

Fun with Paper by Joseph Leeming #39-27670

Fun with Physics from Books for World Explorers, National Geographic

Fun with Puppets from Current catalogue #7105

Fun with Science by Mae & Ira Freeman #0-590-36008-6

Funny Magic by Rose Wyler & Gerald Ames

500 Games for the Whole Family compiled by Peter L. Cave
#0-448-02159-5

Get Away A Day Waukegan Public Library

Girl Scout handbooks & Campfire organization materials

Helpful Household Hints from Home Library

Highlights Creative Craft Series available through your school

Home Crafts for Kids (Book # 504) by Kappie Originals Ltd.

How Indians Use Wild Plants for Food, Medicine & Crafts
by Frances Densmore #ISBN 0-486-23019-8

Ideas..Puppets by Ideas

Indian Scout Craft and Lore (formerly titled: Indian Scout Talks)
by Charles A. Eastman ("Ohiyesa") #ISBN 0-486-22995-5

Indian Sign Language by William Tomkins

Jewelry and Papercrafts from Childrens Press #0-516-11803-X

The Little Witch series by Linda Glovach

The Make it Play it Game Book by Roz Abisch & Boche Kaplan

Make-up, Costumes & Masks for the Stage
by Ole Bruun-Rasmussen and Grete Peterson

More Magic Tricks by Judith Conway

Murphy's Law by Arthur Bloch

Old Fashioned Family Fun from Current catalogue #2650-9

Pack - 0 - Fun magazines

Paper Masks & Puppets by Ron & Marsha Feller

Pow-wow books - old and new books

Puppet Plays for New Creatures by Rick and Debe Weiss

Puppets...Friends at Your Fingertips by Imogene Forte (The Tabletop Learning Series)

Puppet Plays by Betty Foster

Reader's Digest

1001 Riddles compiled by George L. Carlson

Roundtable material - available to you each month

333 Science Tricks & Experiments by Robert J. Brown

Sharing Nature With Children by Joseph Cornell #ISBN 0-916124-14-2

Sneaky Tricks to Fool Your Friends by E. Richard Churchill

838 Ways to Amuse a Child by June Johnson #ISBN 0-517-06151X

The Wee Sing Silly Songs series from Price/Stern/Sloan

Why in the World? from Books for World Explorers, National Geographic

A World of Things to do from World Explorers, National Geographic

You Won't Believe Your Eyes from World Explorers, National Geographic

Youth's Frontier BSA publication #3620

UNITED STATES FLAG

This is the federal statute regarding the display of the U.S. Flag.

#175 - Position and manner of display

Section K - When used on a speaker's platform, the flag, if displayed flat, should be displayed above and behind the speaker. When displayed from a staff in a church or public auditorium, the flag of the United States of America should hold the position of superior prominence, in advance of the audience, and in the position of honor at the clergyman's or speaker's right as he faces the audience. Any other flag so displayed should be placed on the left of the clergyman or speaker or to the right of the audience.

1976 Amendment

Subsection K - Pub.L. 94-344, eliminated provisions relating to flag position when displayed on a staff in the chancel of a church or speaker's platform of an auditorium.

This means:

When displayed on a staff, the flag should always be on the speaker's right and on the left of the audience, with or without a platform.

If you would like further information about proper display of the U.S. Flag, they are:

Statute 173 - Display and use of flag by civilians; codification or rules and customs; definition.

Statute 174 - Time and occasions for display

Section a - Displays on buildings and stationary flagstaffs in open; night display

Subsection a - 1976

Section b - Manner of hoisting

Section c - Inclement weather

Subsection c - 1976

Section d - Particular days of display

Subsection d - 1976

Section e - Display on or near administration building or public institutions

Subsection e - 1976

Section f - Display in or near polling places

Section g - Display in or near schoolhouses

Statute 175 - Position and manner of display

Sections a through o

Subsection b - 1976

Subsection f - 1976

Subsection i - 1976

Subsection k - 1976

Subsection m - 1976

Subsection o - 1976

Subsection c - 1953

Subsection i - 1942

Subsection m - 1942

Statute 176 - Respect for flag

Sections a through k

Paragraph a - 1976

Paragraph d - 1976

Paragraph e - 1976

Paragraph i - 1976

Paragraph j - 1976

Paragraph k - 1976

Paragraph g - 1942

Statute 177 - Conduct during hoisting, lowering or passing of flag

Statute 178 - Modification of rules and customs by President

Statute 179 - Design for service flag; persons entitled to display flag

You can get this information in a more complete version by either visiting your local library or by writing your congressman.

SALUTING

Saluting when in uniform with your head covered or uncovered, either indoors or outdoors, stand at attention and salute with your right hand when:

- a) the national anthem is played
- b) the Colours are raised or lowered
- c) during recitation of the pledge
- d) as the flag passes by in a parade
- e) a flag-draped coffin is passing
- f) when taps is sounded at a funeral

Saluting when not in uniform during those ceremonies, stand at attention with your right hand over your heart. Men, if wearing a hat, remove it and hold it over your heart.

PROPER DISPOSAL

When the national flag is worn beyond repair, cut it into small pieces that will burn easily and completely on a modest but blazing fire. Be sure the flag is reduced to ashes, unrecognizable as a former flag.

COLOUR GUARDS

Consist of four people - #1 and #4 are the guards, #2 carries the national colours, #3 carries the colours of the organization.

To reverse its' direction, the colour guard pivots around in a line; they do not use an about face.

HOPE SEES THE INVISIBLE,
FEELS THE INTANGIBLE,
AND ACHIEVES THE IMPOSSIBLE.

IT IS EXTREMELY DIFFICULT FOR A BOY TO LEARN TO LIVE RIGHT
IF HE HAS NEVER SEEN IT DONE.

WHAT IS BLUE AND GOLD

The Blue and Gold is really a birthday dinner for the whole Cub Scouting program - held during February, the anniversary month of the Boy Scouts of America, organized in February, 1910. Cub Scouting was organized 20 years later in 1930. February is also the month that Abraham Lincoln was born, (February 12), George Washington (February 22), and Lord Baden-Powell (February 22). The packs' big celebration gets its' name from the Cub Scout colors. these banquets are held for the entire family. In 1980 the 50th anniversary of Cub Scouting was celebrated. Like all birthdays, this should be a memorable, colorful and funfilled event for the Cub Scout and his family.

For your Blue and Gold dinner, invite former leaders and other leaders from your district as well as officers of your chartered partner and your affiliated Tiger Cub group. Dens should sit together. Guests may either sit at a head table or scattered among the dens.

TIPS TO REMEMBER

* Set a time and place for your banquet. Most packs will have it in lieu of their February pack meeting. Your regular meeting place may not be large enough. consider rental fees, kitchen availability, restrooms, etc. when choosing another site.

* Decide on a serving plan. Will it be potluck, catered or by committee?. Keep costs as low as possible. When serving the food keep hot foods hot and cold foods cold. Try to have two serving lines if at all possible.

* Select a theme. It is easier to plan program and decorations around a set theme.

* Plan an exciting funfilled program. Work with the Cubmaster and make sure that everyone has a part and knows what his or her part is. Involve as many people as possible. This includes parents and boys as well as leaders.

* Send written invitations to guests outside of the pack. Examples are: officials of the chartered partner, Scout officials, Tiger Cubs or anyone else the pack may decide to invite.

* Prepare a written souvenir program. Plan a welcoming committee to distribute the program and name tags. Direct people where to sit and take dishes for serving if necessary.

* Have a cleanup committee selected. Leave your banquet place as clean if not cleaner than you found it.

FEW BURDENS ARE HEAVY WHEN EVERYBODY LIFTS.

DOING NOTHING IS VERY TIRING BECAUSE YOU CAN'T STOP AND TAKE A REST.

THE BANQUET PROGRAM

The agenda should be adjusted to fit your own packs' needs. Try to limit the total program time to one hour, not including the meal. Keep the program interesting and moving.

THE GATHERING PERIOD

Have displays, exhibits, and have games or something else to keep the younger children busy until the food is served.

OPENING CEREMONY

This should not be lengthy or elaborate.

INVOCATION

Given by a minister, a pack leader or a Cub Scout.

DINNER

Keep relaxed and don't rush.

WELCOME AND INTRODUCTIONS

The master of ceremonies will want to recognize special guests, the heads of the chartered partner, the pack leaders, etc. at this time. Keep comments short with plenty of applause.

SONGS OR ENTERTAINMENT

Dens may perform short skits or stunts. If singing, the whole group should join, it's usually best to provide copies of the words of songs to be sung. You'll want to include "Happy Birthday to Cub Scouting". Outside performers are another option, either professional or perhaps a local amateur group.

AWARDS CEREMONY

Make this a memorable, impressive and well executed part of the program. This is the part the boys and their parents have been waiting for.

RECOGNITION OF LEADERS

Present certificates of appreciation to pack and den leaders and to parents who have helped the pack. You might also want to recognize former Scout leaders in the audience at this time.

CLOSING CEREMONY

At this point in the program, the tone of the meeting should become more serious. Close with something inspirational or patriotic.

"GREAT IDEAS ARE BENEFICIAL
ONLY WHEN THEY ARE COUPLED WITH ACTION."

"YOU CAN ONLY DO SO MUCH...
BUT THAT'S BETTER THAN NOTHING AT ALL."

"WHEN YOU FOLLOW THE BOOK,
OTHERS WILL KNOW WHAT YOU'RE DOING, TOO."

WHY CEREMONIES?

To establish a regular plan to present awards promptly, as soon as possible after they are earned.

To provide high points in the advancement plan.

To focus attention on the accomplishments of Cub Scouts by awarding Wolf, Bear, and Webelos badges, Arrow of Light, activity pins and arrow points and recognizing parents at the same time.

To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.

To honor pack leaders by recognizing the den chiefs, den leaders, Cubmaster, assistants, den leader coaches, and pack committee.

To make visitors and guest welcome by making them a part of the pack program.

To provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized, but those watching.

To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest and a desire to help in the planning and staging of ceremonies.

To improve the meeting program by marking a beginning and end to both den and pack, helping provide a change of pace, indication when something important is coming up, and getting and maintaining control in meetings.

To help develop the theme of the month.

ELEMENTS OF GOOD CEREMONIES

Your ceremonies will be good and impressive if you:

Present them in a dignified atmosphere.

Make sure that they are well rehearsed.

Use props and costumes when necessary, and keep them simple.

Make the people to be recognized the center of attention. Make sure that everyone can see, as the ceremony has a message for them too.

Include plenty of action.

Use symbolism, as it appeals to the imagination.

"KEEP IN MIND THAT WHEN SOMEONE JUDGES CUB SCOUTING...
YOU MAY BE THE BAROMETER THEY ARE USING."

ATTITUDES ARE CONTAGIOUS.....
IS YOURS WORTH CATCHING.

HINTS FOR CEREMONIES

Here are some suggestions that may help in the preparation or production of your ceremonies. Many "old-timers" in Cub Scouting have a bagful, just ask. You'll be surprised at how many you can get. Try these.

Keep them simple.

Try to make it possible for every boy to have some part.

Emphasize action rather than words. Keep speaking parts to a minimum - boys seldom talk loud enough (on stage) to be heard. If necessary, use a public-address system.

Consider your audience. A ceremony that can't be seen or heard, can't be successful.

Pronounce names distinctly and correctly.

Allow the boys a chance to help in the planning; they can assist in building a prop, prepare the staging.

Prepare the awards and badges on the table ahead of time in the order that they will be presented. Nothing worse than to have people waiting to receive their award while you're looking around for it. What if you can't find it?

Pin on pin awards. Present badges. Hold plaques so that the audience can see the item - you read the inscription.

Notify those who are to be awarded of the day, time, and type of recognition to be presented. A den mother may want to have her hair done for the occasion, a Cub Scout may want to comb his hair and iron his uniform for the event, parents may want to take pictures. Understand that some people are extremely uncomfortable standing in front of groups, be conscious that you may do more harm than good if you force them to be recognized in front of the group.

Don't try to have mass ceremonies for the presentation of awards. Each boy is an individual and should be recognized as an individual. If the den is getting an award, make sure you announce to the audience the name of each boy, after all each Cub Scout did his best so that the den could do its' best.

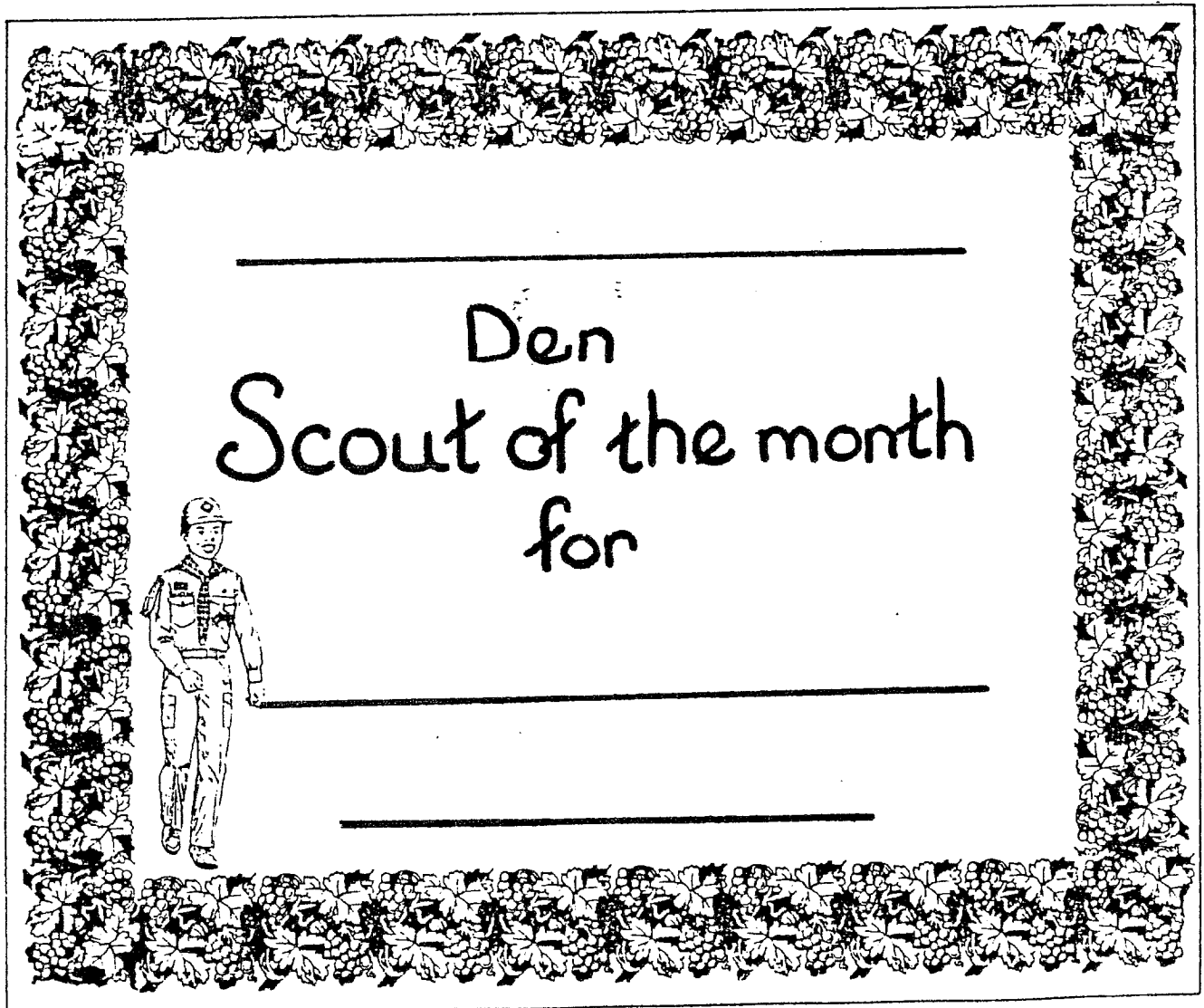
RESOURCES

Staging Den and Pack Ceremonies #3212
Cub Scout/Hebelos Scout Program Helps #7259
Your Flag #3188



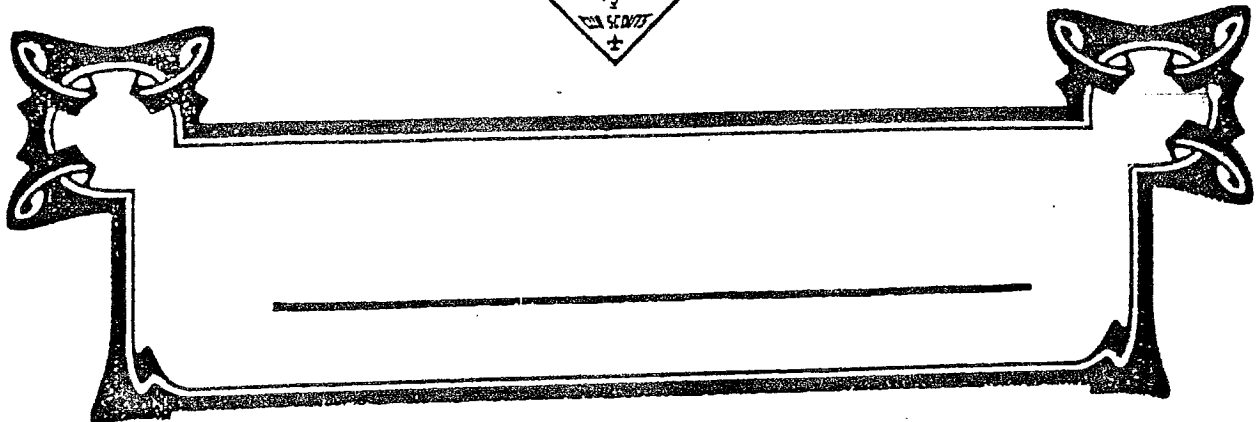
Hug Coupon

Good For One Hug From Any
Human Being

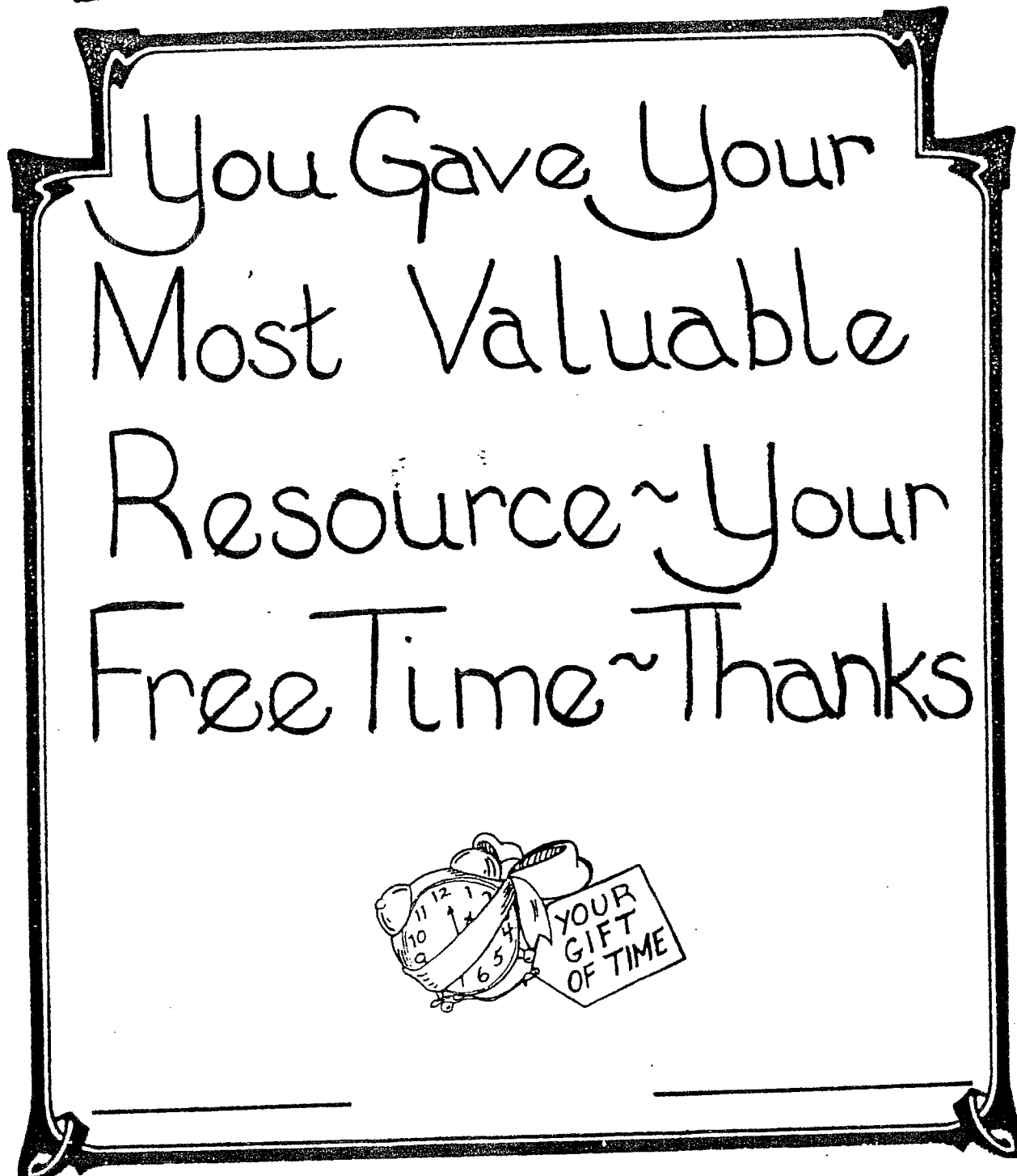
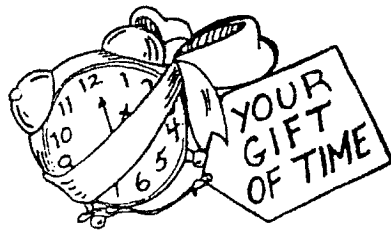


Den
Scout of the month
for





You Gave Your
Most Valuable
Resource ~ Your
Free Time ~ Thanks



UNIFORM

The Boy Scouts of America has always been a uniformed body. Its uniforms help to create a sense of belonging. They symbolize character development, citizenship training, physical and mental fitness. Wearing a uniform gives the youth and adult members a feeling of:

PERSONAL EQUALITY

It represents a democratic idea of equality; bringing people of different racial, economic, religious, national, ethnic, political, and geographical backgrounds together in the Scouting tradition. The uniform with insignia shows the wearers' activity, responsibility, and achievement.

IDENTIFICATION

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

ACHIEVEMENT

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

PERSONAL COMMITMENT

It is a constant reminder to every Tiger Cub, Cub Scout, Boy Scout, Varsity Scout, Explorer and adult counterpart of their commitment to the ideals and purpose of the Boy Scouts of America. It encourages them to take Scouting seriously because of the investment in uniforms by parents of the youth and by the adults themselves. It is a way of making visible members' commitment to a belief in God, loyalty to country, and to helping other people who need them. When properly and smartly worn, the uniform can build good unit spirit and, when worn on correct occasions, can attract new members. The leaders of Scouting - both volunteer and professional - promote the wearing of the correct complete uniform on all suitable occasions.

I WEAR A SCOUT UNIFORM

BECAUSE I am proud to be publicly identified with a movement like the Boy Scouts of America.

BECAUSE a true leader uses Example, not Precept, and I want to be that kind of leader.

BECAUSE the uniform levels us all. We're no longer rich or poor - we become Scouts and Scouters. A Scout is "...a brother to every other Scout".

BECAUSE the uniform reminds me that I am pledged to the same high ideals as those of the boys.

BECAUSE the uniform is a comfortable and practical costume for camping and all other Scouting activities. When I get into my good old Scout uniform, I feel like a regular Scout.

IT ISN'T WHAT THE BOY DOES WITH THE UNIFORM
BUT RATHER WHAT THE UNIFORM DOES TO THE BOY.

"Yes, this is a uniformed movement, and if you wear the uniform, wear it right!"

Easier said than done! When you look around the room of any assemblage of Scouters and/or boys, you're bound to find all types of interpretations as to what looks and is correct in uniforming for our movement. As a new (or experienced) leader, how do YOU know what is right and why is it important? The previous page states why our uniforms are important, and wearing them correctly is even more important. So you wear what your friends in Scouting wear, and just the way they wear it? Are they right? How do you know? Length of tenure in our movement doesn't automatically give YOU a guideline as to if that uniform is right or not. Why! Our uniform requirements change annually, ever so little, but if YOU don't watch closely, it wouldn't be long before you too were out of date, and a "general in disguise".

Your guide then is not the guy or gal next to your, nor the Scouter who looks like he/she knows what is right. Your guide is the annually published:

INSIGNIA AND CONTROL GUIDE - BOY SCOUTS OF AMERICA

REMEMBER - THIS PUBLICATION IS UPDATED APPROXIMATELY ONCE A YEAR AND EVERY UNIT SHOULD KEEP A CURRENT COPY IN THEIR PACK LIBRARY.

DRUG PREVENTION PROGRAMS A LIST OF PHONE NUMBERS FOR INFORMATION AND HELP

If you, or someone you are associated with has a drug or alcohol problem, this is a list you will want to have.

Drug Abuse Information and Referral Line National Institute On Drug Abuse: 1-800-662-4357. This organization can refer you to hotline numbers as well as send you the latest drug and alcohol information available.

Alcoholic or substance abuse addicts can call the following numbers.

Alcoholism Help Line: 1-800-322-5525

Alcoholics Anonymous: 312-346-1475

Cocaine Anonymous: 1-213-559-5833

Cocaine Baby Hotline: 312-908-0867 or 1-800-327-BABE

Cocaine National Hotline: 1-800-COCAINE

For general information about cocaine phone: 1-800-445-COKE.

Narcotics Anonymous: 1-818-780-3951

Family members who need help coping with a family members drug or alcohol problems can call the following support organizations.

ACOA (Adult Children of Alcoholics): 312-929-4581

Al-Anon/Al-A-Teen: 312-848-2707

COCANON: 1-213-859-2206

Naranon: 1-213-547-5800

Anyone with a substance abuse program and no medical insurance to pay for treatment to kick the habit may phone the state substance abuse number to find out about state funded programs: 312-917-3840.

"THAT'S NOT MY JOB"

This is a story about four people named Everybody, Somebody, Anybody, and Nobody. There was an important job to be done and Everybody was sure that Somebody would do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn't do it. It ended up that Everybody blamed somebody when Nobody did what Anybody could have.

A MEMORY IN A SHOESTRING

The observer - Chicago Tribune - December 30, 1984

Fifteen years ago, when I was a den mother for 10 Cub Scouts, all of them were normal, overactive boys - with the exception of Billy. He was the one who always lagged behind. At age 7, Billy could not even tie his shoelaces. He came from a large family and I assumed that no one had taken the time to teach him this simple task.

Through careful observation, I discovered that Billy was left-handed. I was blessed to be born ambidextrous. Within a short period of time I taught Billy to tie his own shoelaces, left-handed.

This summer, I was purchasing several 40-pound bags of peat moss for my garden. Because there was no one in sight to help me load the heavy parcels, I proceeded to perform the task myself. Suddenly, I was approached by a nice-looking young man. He offered to help me load the heavy bags into the trunk of my car.

I was very grateful for his assistance and when he had completed the task I turned to offer him a dollar. He smiled sweetly, and pushed my offering away. Familiar eyes looked directly into mine as he said, "You taught me to tie my shoelaces, left-handed. For that, I thank you!"

It was Billy, now a grown man. He had never forgotten the one tiny kindness I had given him. I found it hard to believe that Billy had remembered for so long. The simple fact that he did was a gift to me - one that no one shall ever take away.

Carol Tietz

COUNCIL ACTIVITIES

NOVEMBER

1 Popcorn Sales Began
19 Pow-wow 1988
21 Popcorn orders due
24-25 Thanksgiving

DECEMBER

3 Popcorn distribution
15 Popcorn money turn-in
16 Popcorn prize drawing
25 Christmas
26 Order of the Arrow banquet
30 Silver Beaver nominations

JANUARY

1 New Year's day
3 Eagle dinner
17 SME kickoff
24 Popcorn critique mtng.
25 Scout Show committee

FEBRUARY

5 Scout Sunday
11 Scout Sabbath
11 Train the trainer conf.
20 Washington's birthday
21 Scout Show committee mtng.

MARCH

4 Council dinner
22 Scout Show ticket kickoff
24 Good Friday
29 Scout Show committee

APRIL

8 Commissioners dinner
21-23 Webelos leader #6 and Boy
Scout leader #6 outdoor trn
26 Scout Show committee mtng.
27 Scout Show ticket turn-in

MAY

6 Scout Show
23 Good Scout dinner
24 Scout Show critique
29 Memorial day
31 Popcorn chrnm orientation

JUNE

19 Day Camp - wk.#1 begins
23-25 Lad & Dad weekend
26 Day Camp - wk.#2 begins

JULY

3 Day Camp - wk.#3 begins
4 Independence day
6-9 Cub Scout resident camp
10 Day Camp - wk.#4 begins
11-14 Cub Scout resident camp
17 Day Camp - wk.#5 begins
24 Day Camp - wk.#6 begins
31 Day Camp - wk.#7 begins

AUGUST

2-9 National Jamboree
7 Day Camp - wk.#8 begins

Each unit should have been provided with a few council calendars in their kick-off packages; if you need more, they are available at your service center. A more complete list of monthly council activities as well as a list of each individual districts monthly activities can be found on these calendars. Be sure to check these dates when planning your unit program, and before you go to the service center. Also keep an eye out for your "Scouting Around" monthly issues from the service center, they contain pertinent current information. The front pages are for the entire council and the inside pages are designated by each district. It is here (and at roundtables) that you will find any changes or updates to planned, or previously unplanned, council and district activities. So, before you use it to clean the fish or peel the potatoes, read it and make notes to your program.

FUNNY THING ABOUT IDEAS...
THEY DON'T WORK UNLESS YOU DO.

PACK PROGRAM PLANNING

SEPTEMBER

Cub Scout Corral
5 Labor day
11 Rosh Hashanah - J
21 Yom Kippur - J
24 Sukkoth - J

NOVEMBER

See and Do It Show
1 All Saints' day - C
8 Election day
11 Veterans day
12 National Food Good Turn
Day - distribute bags
19 Collect bags
24 Thanksgiving

JANUARY

Knights in Armor
1 New Year's day
1 Solemnity of Mary - C
6 Epiphany - U
16 Martin Luther King day

MARCH

Exploring Alaska
17 St. Patrick's day
19 Palm Sunday - C, P, M
20 Purim - J
24 Good Friday - C, P, M
26 Easter - C, P, M

MAY

Wheels, Wings, Rudders
3 Feast of the Ascension-C
14 Mother's day
29 Memorial day

JULY

Trails, Treks, Trips
4 Independence day
24 Pioneer day - M

OCTOBER

Cub Scout Citizen
1 BSA Photo Scholarship Awards
contest deadline
1 Scout energy day
12 Columbus day
15 Jamboree-on-the-Air
31 Halloween

DECEMBER

Holiday Magic
3 Chanukkah - J
8 Immaculate Conception - C
25 Christmas

FEBRUARY

Strong for America
5 Scout Sunday
5 Scouting Anniversary week
8 Ash Wednesday
11 Scout Sabbath
12 Lincoln's birthday
20 President's day
22 Washington's birthday
22 Baden-Powell's birthday

APRIL

Cub Scout Handyman
8 Buddha day - B
19 Passover - J
22 Scouting Environment day

JUNE

Akela's Council
8 Shabuoth - J
14 Flag day
18 Father's day

AUGUST

Outdoor Festival
2 National Jamboree
Fort A.P. Hill, VA
15 Assumption of the Blessed
Virgin Mary - U

C-Catholic, P-Protestant, J-Jewish, U-Orthodox, B-Buddhist, M-Mormon

WHEN A CHILD ASKS A DIFFICULT QUESTION,
INVENTION IS THE NECESSITY OF MOTHER.

SUSTAINING MEMBERSHIP ENROLLMENT

Scouting, like everything else worthwhile, costs money. Most local councils receive a portion of their operation budget from the United Way. They must raise the balance of their operation funds from other sources.

Sustaining membership enrollment (friends of Scouting in some councils) is a major source of income which supports Scouting. Many volunteers registered on the council, district, and unit level are sustaining members. Also, many interested citizens are sustaining members, even though they are not registered as volunteers.

The local council of the Boy Scouts of America and the district where your pack is located are organized to serve units and help youth members receive a quality program. Chartered organizations provide meeting place facilities and volunteer leaders to work with youth. These volunteer leaders depend upon the local council to provide program, camping and outdoor facilities, trained professional staff, and office services.

The council is led by outstanding volunteer leaders. They employ a professional staff to handle implementation of all phases of Scouting. The full-time professionals train volunteer leaders and help organize units. They also maintain liaison with chartered organizations, such as religious institutions, service clubs, PTAs, and other community organizations.

The local council also operates a service center where Scout leaders can obtain literature, insignia, advancement badges, and other materials. The service center maintains permanent unit records, provides information about Scouting, and produces various program aids for leaders.

These services are available because concerned parents and friends of Scouting provide support through sustaining membership enrollment, commonly called SME. A successful SME makes possible a strong Scouting program attractive to youth members.

The family enrollment is conducted by the pack committee and parents within the pack. A pack SME chairman is usually appointed when the pack is chartered. Annually a person is named to coordinate the SME campaign in the pack.

Usually during February or March, the family enrollment campaign has its kickoff. We inform parents of Cub Scouts about the SME campaign, provide them with enrollment cards, and they enroll as sustaining members.

While SME participation is a voluntary commitment for parents, many of them will enroll at a level in keeping with their ability and interest.. We hope you will support our council financially through the sustaining membership enrollment.

WE MAY NOT KNOW WHAT THE FUTURE HOLDS
BUT WE KNOW WHO HOLDS THE FUTURE.

RECRUITING DEN LEADERS

It is desirable to have a den leader and an assistant den leader for every den. That is, two-deep leadership. It provides security for the den and makes the den leader's job easier. The assistant serves as a backup in case of the den leader's absence. The assistant receives on-the-job training and gains experience. Usually, with this experience as a background, the assistant is ready and willing to move into the den leader's position when a vacancy occurs. This means that the den is always under the guidance of an experienced den leader. In this situation, recruiting is limited to assistant den leaders, who aren't quite so hard to find. It isn't always possible to have two-deep leadership for every den, but it is a good plan and worth working for.

The first step in recruiting den leaders is to kindle a spark of interest. If the den and pack programs are fun and emphasize family involvement, there are usually adult family members willing to help.

The next step is for den leader coaches to be alert. Meet the adult family members in the pack. Learn their interests and abilities. By knowing the people available, we can be more selective in our choice of den leaders. The den leader's job is one of the most important in the pack. A den leader needs certain qualities to be effective. Give careful thought to the selection of den leaders. Things will go much smoother if people know, or believe, you selected them because of their qualifications, not because they were the only ones to have volunteered.

Den leaders should like people because they will be working with them. Look for individuals who get along well with others. Look for those who have the ability to work with adult family members and get them interested in their boy's Cub Scouting experience. Den leaders should be able to offer helpful suggestions and guidance in such a way that adult family members will welcome their interest and concern. Look for individuals with steady nerves who can cope with behavior and discipline situations. Boys will be boys, lively and boisterous, and often mischievous. However, they respect an adult leader who is fair-minded and understanding.

Don't limit your search to parents of boys in the den. Grandparents make good den leaders, and many times other adult relatives or former leaders are willing to help. Often retired persons are eager for the chance to help. Consider all possibilities.

Before you invite the person to serve as a den leader, it is important to get the approval of the pack committee. Once you obtain that, the pack committee chairman may ask you to do the recruiting. Be sure the new den leader registers right away.

Once you have found the best person available, give the help needed to get started. Provide continuing support, encouragement, and training. Let it be known that you want to help him or her be successful in Cub Scouting.

TRAINING ADDS TO THE NUMBER OF ALTERNATIVES AVAILABLE TO THE STUDENT WITHOUT THE STUDENT NEEDING TO LIVE AS LONG AS THE TRAINER.

HELPING NEW DEN LEADERS

As soon as a new Cub Scout den leader joins the pack, provide a copy of "The New Den Leader" videotape #AV-015, or "The New Hebeios Den Leader" videotape #AV-016, and the "Cub Scout Leader Fast Start Viewer Guide" #AV-V22V6. Encourage the leader to view the videotape and study the guide during the next few days. Make an appointment to meet with the leader within a week to answer questions and clarify information. This should be done before the leader holds the first meeting. This informal meeting should last about an hour, depending on the leader's understanding and needs. Avoid going into too much detail on any one subject at this first meeting.

SUGGESTED AGENDA

Introductions

Spend a few minutes getting acquainted. Let new leaders know about your background and find out about theirs. Help them feel at ease. Make sure the leader has registered.

Questions

Ask if there are questions about the videotape or viewer guide. Discuss these as needed.

Cub Scout Leader Book

Show a copy of the *Cub Scout Leader Book*, pointing out those pages which are most helpful in this leadership position. Chapters 3 and 4 are a good place to begin. Encourage the leader to obtain a copy, or provide it, and begin studying. It will answer a lot of questions.

Leadership Responsibilities

Cover the following information, using the *Cub Scout Leader Book* as a reference:

- a. Responsibilities of the den leader
- b. Boy behavior and the den code of conduct
- c. How we recruit den chiefs and how they help the den leaders
- d. How the denner helps the den
- e. How to use the den records (provide samples)

Advancement

Briefly describe the advancement plan and call attention to the chapter on advancement in the *Cub Scout Leader Book*.

Family Involvement

Describe the family's role in Cub Scouting, explaining how family members can help the den and pack. Help plan a den family get-acquainted meeting.

Uniforming

Using the *Cub Scout Leader Book*, explain why we are uniformed and emphasize the importance of correct uniforming. Tell where to obtain uniforms.

Roundtable

Discuss the value of roundtables. Provide the date, time, and place of the next roundtable. Offer to meet the leader there or provide transportation if needed.

Cub Scout Leader Basic Training

Point out the specific ways that basic training will benefit the new leader. Provide the date, time, and place of the next training course and try to get a firm commitment from the leader to attend.

Wrap Up

Ask if the leader has other questions. Provide your name and phone number and show your willingness to help where needed.

In an article of the *American Health* magazine, March '88 issue, titled "The Immunity of Samaritans - Beyond Self", we were informed that in the body/mind economy, the benefits of helping other people flow back to the helper. Now research shows that doing good may be good for your heart, you immune system - and your overall vitality. The article was written by Eileen Ricketteller Growald and Allan Luks. The researchers found that doing regular volunteer work, more than any other activity, dramatically increased life expectancy (and probably vitality). Men who did no volunteer work were two and a half times as likely to die during the study as men who volunteered at least once a week. (The health benefits of volunteerism were less clear for women - perhaps because most women already spend a lot of time looking after other people.)

CUB SCOUTERS PLEDGE

As Cub Scouters charged with the responsibility of giving leadership to the youngsters in our den and packs, we feel a most peculiar obligation in this time to the ideals of service found in the Cub Scout program. Now, more than ever before in the history of our movement, the development of boys through character building and citizenship training activities reaches its highest significance. Therefore, we leaders of youth do earnestly pledge:

TO SACRIFICE immediate personal pleasures for the task of guiding our own children through the difficult days ahead;

TO BUILD our family life on a foundation of mutual inspiration, encouragement, respect, example, and discipline so that our boys will grow into manhood imbued with the principles of good citizenship;

TO INCREASE our efforts for youth regardless of numerous other duties, difficulties of the times, inconveniences of transportation, obstacles and excuses, lack of leadership, and demands on all sides;

TO BELIEVE and make others believe that we can, through Cub Scouting's great contribution, aid the Nation's welfare in it's capacity for strengthening family ties, for developing in our younger citizens, initiative, physical fitness, and a will to serve.

MOTIVATIONS TO TURN THOUGHT INTO ACTION

Step	Probability of Implementation
Hear an idea that you like	10%
Consciously decide to adopt the idea	25%
Decide when you will do it	40%
Plan how you will do it	50%
Commit to someone else that you will do it	65%
Have a specific future appointment with the person you committed to, at which time you will report to him whether you have done it	95%

BE AN EFFECTIVE COMMITTEE:

Establish goals
Plan, prepare, perform
Evaluate

Sooner or later, there comes a time in life when it's performance that counts.

NOT PROMISES . . .
Not possibilities... Not potentiality... But
P E R - F O R - M A N C E !

**DOING... PERFORMING... SCOUTING...
WHAT'S IN IT FOR ME?**

IF "PER-FOR-MANCE" IS HAPPENING...

Adult Leaders are...

Trained in the program - which is absolute fundamental "Step One" for Scouting to be of any value!

Tuned into Scouting's "heartbeat" because they attend roundtables where they obtain ideas, and enthusiasm and feel the Scouting spirit which is reinforced by...

Wearing the Uniform which states, among other things, "I'm a 100 percenter... be like me!"

Methodically using the myriads of Scouting's great resources to build character in boys, such as Duty to God, service, recognition, agendas, self-evaluation, comradeship, leadership and expanding one's interests.

Reminded monthly of the importance of measuring up to Scouting's Ten Tests and of the importance of rechartering timely, and recruiting new boys to the unit.

EVEN A TURTLE GETS NOWHERE UNTIL IT STICKS OUT ITS NECK.

**IDEAS, WHEN COMBINED WITH IDEALS,
CONSTITUTE THE GREATEST FORCE IN THE WORLD.**

**"EXAMPLE...
IT'S SOMETHING YOU CAN SEE."**

"A child is a person who is going to carry on what you have started. He is going to sit where you are sitting, and when you are gone, attend to those things which you think are important. You may adopt all the policies you please, but how they are carried out depends on him. He will assume control of your cities, states, and nations. He is going to move in and take over your churches, schools, universities, and corporations... the fate of humanity is in his hands."

Abraham LINCOLN

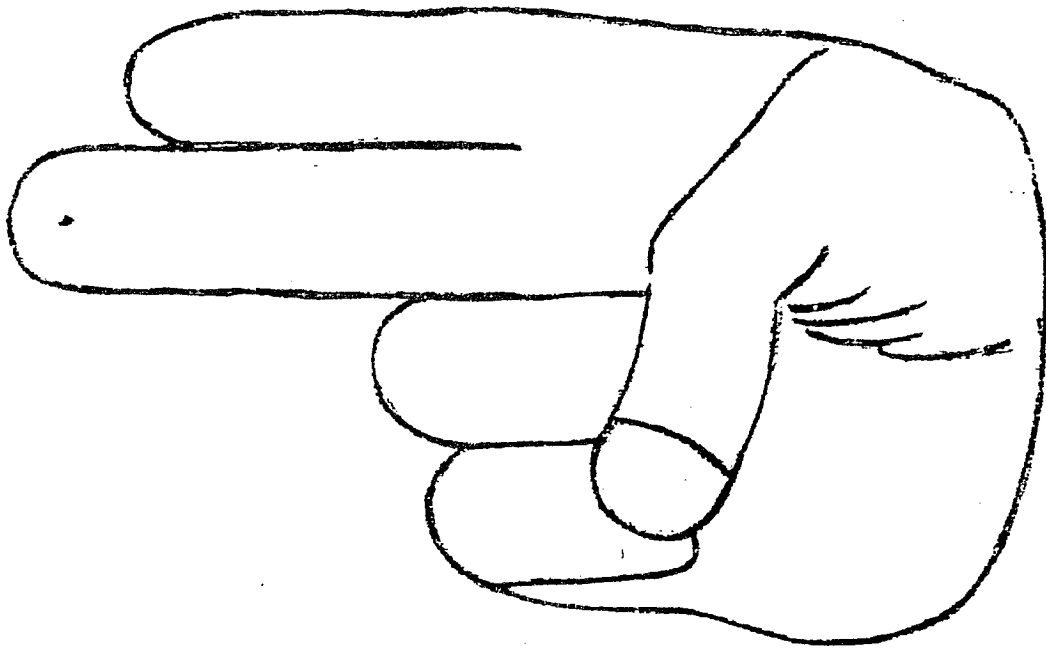
If you want him to rule according to your principles and beliefs, it is up to you to teach him those morals and values now.

A HUNDRED YEARS
 FROM NOW IT WILL
 NOT MATTER WHAT
 MY BANK ACCOUNT
 WAS, THE SORT OF
 HOUSE I LIVED IN,
 OR THE KIND OF
 CAR I DROVE. BUT
 THE WORLD MAY BE
 DIFFERENT BECAUSE
 I WAS IMPORTANT IN
 THE LIFE OF A BOY.

TRIM LINE

Trim, glue to a 4"x5 1/4"x1/4" Plywood stained or painted as desired. Spray with clear finish. For different effects, retype on light brown or green paper and make your own design for the edge.

I WAS THERE AWARD



Trace pattern onto 1/4 inch plywood using carbon paper. Cut on outline. Trace internal lines with a black felt marker or paint. Drill a 1/8 inch hole in middle finger. Spray with a clear finish. Use about 30 inches of yarn or ribbon to hang around neck.

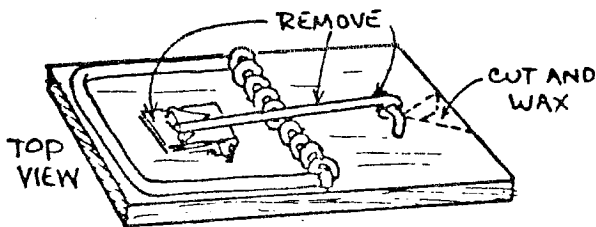
HELPING HAND AWARD

LE MOUSE 500

Le Mouse 500 is a mousetrap car! It is a mousetrap on wheels with built-in propulsion - something so simple and inexpensive that anyone can make one. The idea was conceived by some French Canadian Scouts from Ontario, and the instructions have been translated from French. They went to a "Youth in Action" Fair and were the hit of the show.

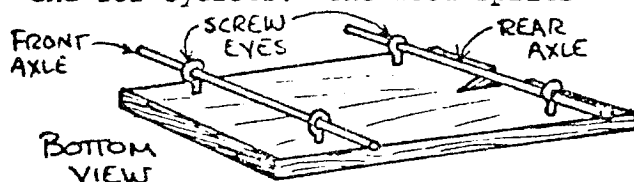
The simplicity of this racer fires the imagination. Greater momentum can be obtained from 2 to 4 inch diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble - maybe even mounted in a racer! Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind the cord the opposite direction and you have front-wheel drive. Patience and imagination are the key to success!

- a) Remove bait pan and hook arm from trap.
- b) Cut 1/2" deep notch at the rear axle line for easy winding of the string. (This will be at the op-



posite end of the snapper, and the slot should be rounded slightly and waxed or soaped.)

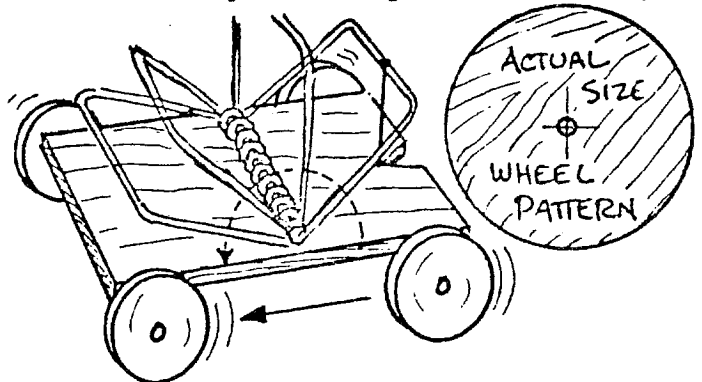
- c) Carefully measure 1/2" in from each end for eyelets. The wood splits



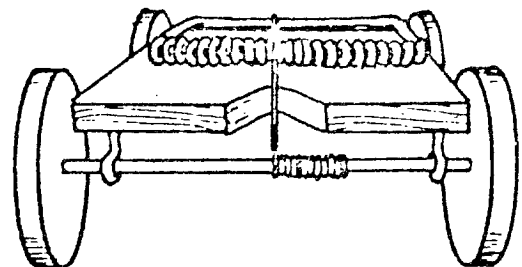
easily, so screw in the eyelets carefully.

- d) Insert wire axles through eyelets. Coathanger wire may be used. Sand wire if necessary for easy turning in eyelets; definitely roughen the axle where the cord will be wound to give it grip.
- e) Make wheels from wood, 1 1/4" diameter by 3/16" thick. They can be sawed from thin wood, or better, sliced from a dowel. Locate and drill center holes. The more accurate this is, the better your racer will run.

- f) Knot string onto snapper. Do not tie string to axle.
- g) Pull snapper back to its full extent and hold with thumb.
- h) Wind the string onto the rear axle until tight. (Best cord is Nylon, as it is springy. Cut with a hot soldering iron to prevent raveling.)

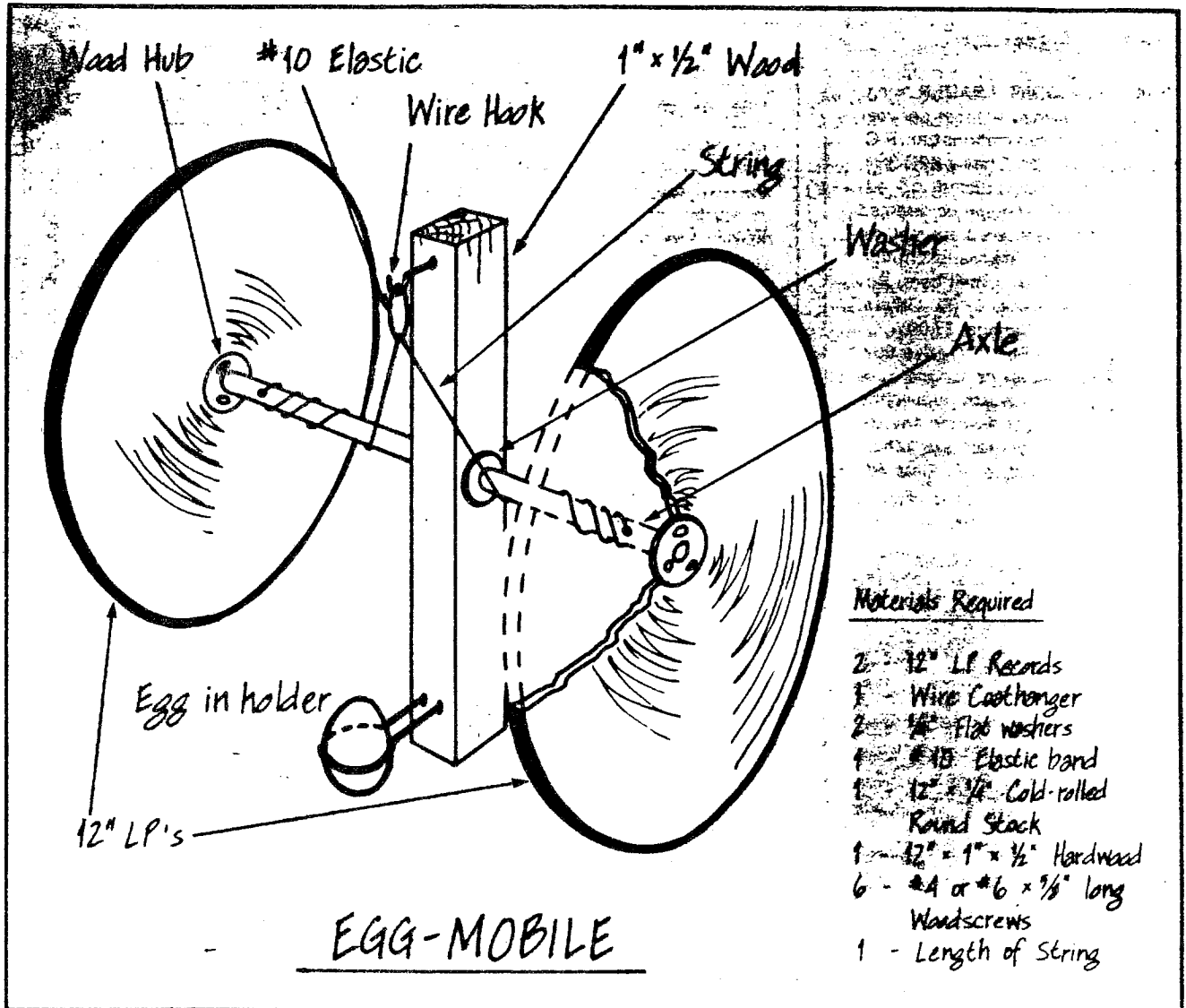


- i) Set the racer on a rough surface (not a waxed floor) and release.
- j) Racer should go over 8 feet. Perfect it until it does. Try winding cord backwards for front wheel drive.
- k) If enough boys are interested to build racers, mark a board as a race-track. Do not paint the track, as this makes it too slick.



Thanks to Jim Arnold, Grossmont District, for sharing this craft.

MARCH ~ AN 'EGG-CITING' MONTH



with Linda Florence, John Sweet, and Ed Abeele, ADC Scouts, Wellington District

What better month than March to present Ed Abeele's design for an Egg-Mobile! Why March? As you may recall, March 21, the day of the spring equinox, is the first of two Chinese Egg-Standing Days in the year (the other is the fall equinox, Sept. 22). To refresh your memory about Chinese Egg-Standing Day,

here's a description given by John Sweet.

"...there are said to be two days in the year, round about the noon-tide hour, Greenwich Mean Time, when the sun is crossing the Equator and day and night are equal, and the spinning earth achieves an unusual degree of equilibrium so that it is possible to stand a fresh egg on its rounded end on any flat surface and leave it in perfect balance for

quite some time before the spell works off and it topples over...

"...whatever you may be thinking, there can be no doubt that some eggs can be balanced by some people at that hour on those days, and we have had scores of letters to prove it. The only snag is that we have again been told that the same people have had no difficulty in repeating the performance with other eggs at other times on other days..."

What has this to do with Egg-Mobiles? Well, whether your boys research the egg-standing phenomenon this month, or build and race their own Egg-Mobile à la Ed Abeele's design, the activity probably will conclude with, as John Sweet puts it, "a modest fry-up"!

The plans provided and described by Scouter Abeele will build an Egg-Mobile similar to the model which won Guelph's 'First Annual Egg-Mobile Race' during Scout Guide Week 1980 (*Editor's Notebook*, the *Leader*, Nov '80). The race rules were simple: a vehicle, self-starting on a levelled surface and propelled by a #10 elastic band, was to transport a Grade A large uncooked egg as far as possible over a given course.

The course described is a smooth levelled surface 10 times as long as it is wide, with an incline on each end. An appropriate track 4' x 40' can be made from four sheets of 4'x8' plywood and two 4'x4' ramps inclined to a height of nine inches.

The Egg-Mobile, released near a ramp at one end of the track, travels back and forth along the track until it comes to a stop. Measure the total distance travelled to declare a winner.

BUILDING YOUR EGG-MOBILE

1. Start with two 12-inch L.P.'s. They must be exactly the same size so that your Egg-Mobile will run straight on the track. To assure this, clamp the discs together, and if one is larger than the other, use a file and sandpaper to bring it down to size. Just make sure you don't leave flat spots!

2. Cut the hubs from a piece of scrap 3/4" plywood either with a jigsaw or with a 2" diameter hole saw. The latter will give you a center hole for the axle. *Note:* Make sure

you square up the axle hole so that the wheels won't wobble.

Now align the hole in the hub with the hole in each L.P. and drill three small holes for woodscrews. Fasten the hub onto the wheel with the woodscrews. You might use some glue as well.

3. Finish a piece of 12"x1"x1/2" hardwood with fine sandpaper. Drill a 1/4" diameter hole about five inches from one end of the wood. Make this hole as smooth as possible because this is the bearing of your Egg-Mobile.

4. Make a hook for the elastic band and a holder for the egg from a wire coat hanger. Bend it to required shapes and leave the straight ends long enough that they will go far enough into the wooden bar to stay put. Drill holes for both pieces in the wooden bar. Don't make them too big.

5. Assemble the wooden bar onto the axle, which you should polish in the center to prevent excess friction. Slip two 1/4" washers onto the axle, leaving enough clearance between them and the wooden bar to prevent binding. Fasten the washers either with soft solder or with epoxy cement. The wooden bar should be able to turn freely in the center of the axle.

6. Prepare pins to anchor the ends of the string to the axle by fastening two small nails about two inches from either side of the washers. Either drill two small holes through the axle or fasten the nails with epoxy cement.

7. Fasten the wheels to the axle. Drill holes in the hubs about 1/64" or 1/32" smaller than the diameter of the axle. Put fast drying glue into these, and press the axle into the

holes until it is flush with the outside of the wheels. Make sure the wheels are square on the axle.

8. Make bowline knots on the ends of the string. Use trial and error to determine the length of the string, which will be different for each Egg-Mobile.

9. After the machine is assembled and the glue has dried, try it out. Put the #10 elastic band on the hook and slip the string through it. Slip the bowlines at the ends of the string over the pins in the axle.

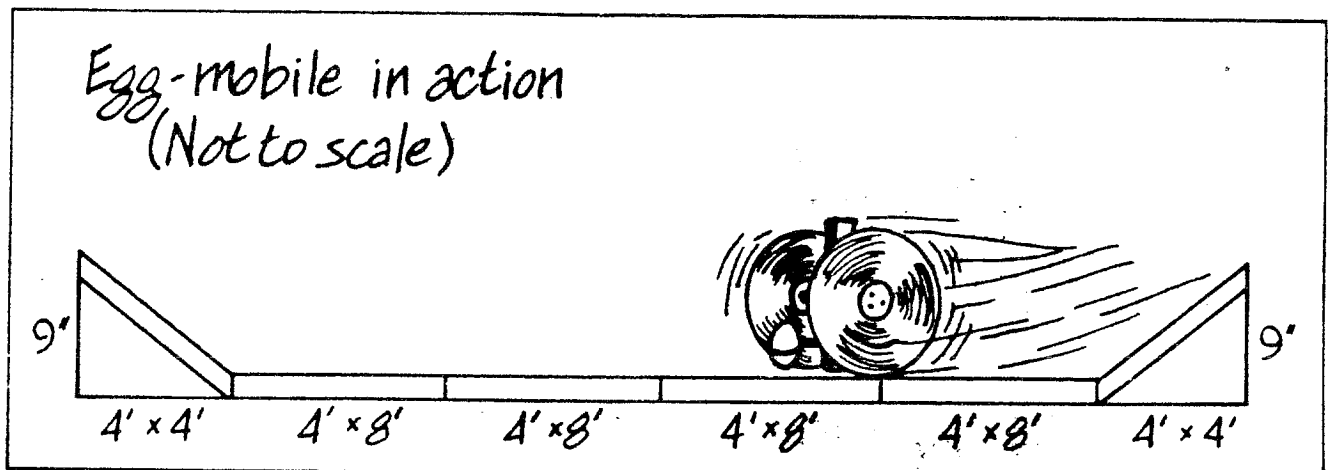
Now, wind the string around the axle by holding the wooden bar and turning the wheels until the elastic band is taut. Place the Egg-Mobile on a smooth, level floor and watch it take off!

I suggest you test your contraption with a hard-boiled egg — at least until all the bugs have been ironed out!

10. I hope that you had a good time building your Egg-Mobile, and that you will have an even better time racing it. I've provided only a simple, basic design, and I know you will use this example to invent new and improved Egg-Mobiles.

An Egg-Mobile Race is a good project to demonstrate for all of Canada during Scout and Guide Week, and perhaps we eventually might have a National Egg-Mobile Championship. Lots of luck with your project. Keep them rolling!

EDITOR'S NOTE: Designs for new and improved egg-mobiles, accounts and/or photos of egg-mobile construction and contests, and any other egg-mobile-related material will be welcome grist for the *Leader* mill. We ask all intrepid egg-mobilers to send us reports of their exploits for publication in future issues. A



ALARM BELL
(Just for Fun)

Equipment: 3 Alarm Clocks

Hide three alarm clocks in different places in a room. They are set to ring at intervals of 5, 6, and 7 minutes. Players are called into the room and must find the clocks before they ring.

BLOW IT OUT RELAY RACE

Equipment : Candle for each team, Box of Matches for each team.

Method: The competing teams are lined up in single file and about ten yards in front of each team is a candle.

On the word "go", no. 1 of each team runs forward with a box of matches, takes out one match, strikes it and lights the candle, blows the candle out, closes the matchbox, and runs back to his place, handing the matches to no. 2, who repeats the proceedings and so on until the whole team has lit and blown out the candle.

OUTLINE OR SQUIGGLES

Give everyone a pencil and paper and have them draw a wavy or zigzag line. Then tell the boys to exchange papers and make the line into a picture. Look for the funniest or most interesting picture.

ELECTRIC SQUEEZE

Have all players hold hands in a circle and designate one to be "it". He starts the shock going by squeezing the hand of the player to either the right or left of him. That player passes it on. The shock may move in either direction; at any time a player may send it back the other way. "it" watches the faces and hands of the players closely trying to detect the location of the shock. When he guesses correctly, the player caught, becomes "it".

WATER PISTOL PING PONG

Materials: Table - ping pong or smooth door or 4x8 ft. plywood
4 water pistols, ping pong ball.

Have line drawn on the table surface at the half way point. Two persons at each end of the table armed with a water pistol. the object is to propel a ping pong ball which is dropped in the middle of the table to either end to score a goal.

NATURE SQUARES

Equipment: Pencils, a sheet of paper for each player, marked off as shown in the chart.

Method: On signal, players fill in the spaces with the names of flowers, trees, birds, etc. The names on each line start with the letter shown on the left. At the end of ten minutes, time is called. Score one point for each correct answer. Score two points for each unusual answer not selected by another player.

Variation: Game may be played by omitting one or two of the suggested headings or by changing the nature objects to man-made objects, such as furniture, tools, streets, cars, buildings, etc.

	Flower	Tree	Bird	Animal	Insect	Reptile
B						
S						
C						
M						
L						

RAISIN RELAY

Equipment: A Saucer of raisins for each team, a toothpick for each player.

Method. the No 1 player on each team has a saucer of raisins. Each player has a toothpick. On signal, No.1 spears three raisins on his toothpick and feeds them to player no.2. Player No.1 then passes the Saucer to Player No. 2, who spears three raisins, and feeds them to player No.3. This continues until the last person in one team has eaten raisins and raised hand to indicate this. The first team finished wins.

RED POCKETS

As you are assembling today and meeting people you will notice that some amongst us are wearing red pockets someplace on the uniform. (3 inches square) We would like you to reach out and touch these pockets while introducing yourself. Try to determine what is inside the pocket and mark it in the appropriate space on this paper. Hold onto your paper as we will identify the items sometime during the day.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____

(Answers)

RED POCKETS

1. Rubber Washer Ring
2. Wooden Bead
3. Star Scout Pin
4. Top of Pen
5. Flashlight Lightbulb
6. Brazil Nut
7. 2 Nails
8. Key
9. 3 Lima Beans
10. Button Badge
11. Nut (Nut & Bolt)
12. 5 pennies
13. Dog Tag Chain(Key chain)

These are just the examples we used. Go to your junk drawer and see what treasures you can hide in a red pocket. This is a great mixer game.

CRUMPLE AND TOSS

Materials: A Newspaper, A cardboard Box; A piece of string.

This game is fun to play indoors, though a windy day out-of-doors might add to the excitement.

Each player is given a sheet of newspaper: at a given signal each player stands behind a starting line - indicated by the piece of string - and, using only one hand, crumples the newspaper into a ball. Standing in the same spot, he must throw this ball into a cardboard box, or basket placed at a ten-foot distance.

If the paper ball fails to land in the container, he must pick it up, return to his original place and toss it again.

The player whose paper ball first lands in the container is the winner.

MARBLE ROLL

Materials: A muffin tin; A box cover or breadboard; A large Book; Ten Marbles.

Place a muffin tin on table. Place a large book next to the muffin tin. Then take the box cover or breadboard (or any smooth flat surface) and lean it against the book. Place it so it will slant down toward the edge of the tin.

Each player gets a turn to roll ten marbles down the board into the tin. For each marble that lands in one of the cups which are next to the board, he scores one point; For each marble which lands in one of the cups in the second row of the muffin tin, he score two points.

Winner is the player who scores fifty points.

PAPER BAG BALL

Materials: A paper bag; Rubber band or piece of string; Two chairs: A piece of cord eight feet long.

Blow up a paper bag until it is nice and round. Then tie it tightly closed with a rubber band or piece of string, so that air will not escape.

Place two chairs back to back, about six feet apart. Tie a piece of cord from one chair back to the other chairback. You and your friend bat the paper bag ball back and forth with your hands, keeping it in play over the court. Whoever lets the ball touch the ground on his side of the cord loses a point to the other player. The player who first scores ten points wins the game.

UMBRELLA BALL

Materials: An Umbrella; A small ball.

Place an open umbrella on the floor. Make a line about ten feet away from the umbrella. Boys stand behind line and take turns tossing or rolling the ball into the umbrella.

Use a small heavy ball, like a golf ball, for this game. Do not use a ping-pong ball. You will find that when a hard ball lands in the umbrella it will very often roll out again. That's the fun of the game. You score a point each time your ball stays in the umbrella. Winner is the player who first makes twenty-five points.

TISSUE PAPER RACE

A piece of cardboard is given to each player for a fan, and a sheet of toilet paper will represent the "horse". Each piece of paper is marked with a number or color to distinguish it and to avoid arguments at the end of the race. The "horses" are lined up at one end of the room, and on signal the contestants begin fanning them madly with their cardboards to see which one can drive his horse to the opposite wall first. The horse that first touches the wall is the winner.

No fair using anything but your fan to guide or propel your horse.

TISSUE PAPER POLO

With two or three players on a side, this will prove an interesting, exciting and very active game. The equipment is the same as for the tissue paper race, except that there is only one sheet of tissue paper. This sheet represents the "ball".

The playing area must be fairly well cleared of furniture and a goal should be set up at each end of the room. The goal may be made by standing two books upright about a foot apart. The object of the game is to fan your sheet of tissue paper through your opponent's "goal posts".

CHAIR LEG QUILTS

Turn a chair upside down so that its legs stick out towards you at an angle. Establish a throwing line about 15 or 20 feet away from the legs of the chair. Each player in turn tosses 4 quilts at the legs, trying to make a ringer on each leg of the chair. If he makes a ringer on one leg, it scores 1 point; ringers on two different legs score 3 points; ringers on 3 different legs scores 6 points, while 4 ringers on four different legs scores 10 points. Two ringers on the same leg cost a player 10 points off his score. If he has no points at the time he must "owe" them until he can wipe them off. A hundred points is game.

AURA

Here's a one-on-one contest that's highly cooperative. You can't get it alone, but you can get it together.

Stand facing your partner at arms length. Touch palms and close your eyes. Now feel the energy you are creating together.

Keeping your eyes closed, drop your hands and both turn around in place three times. Without opening your eyes, try to relocate your energy bodies by touching palms again.

This game always makes it as a spectator sport and is wildly contagious besides.

QUICK DRAW

Here's a way to turn any spare moment into an instant B western.

We face each other, hands at our sides, until one of us starts the game by jerking his hands into either a finger pointing or a hands-up position. The other of us has to respond immediately - simultaneously, really - with the countermove.

Whoever starts the action tries to trap his partner into making the same move he did. When that happens, we switch roles and the stick-em-up action continues.

The best thing about Quick Draw is that it knows no time limits. Once we've initiated play, either of us is fair game for a sudden round, anytime, anyplace. We'll have to stay on guard at the bus stop, the supermarket, and the dinner table, and we can keep score forever.

TOE FENCING

To play, we face each other, holding hands. Then we try to tap the tops of each other's toes with our own. When one of us scores three hits, it's time to switch to a new partner.

The frenzy generated by Toe Fencing places a premium on honest self-refereeing - the name of the game is not Toe Stomping. Players should be equally armed - barefoot to barefoot, sneakers to sneakers, moccasins to moccasins, etc.

FOX AND SQUIRREL

You'll need three balls. Two of them should be similar - for the foxes - and the other, perhaps smaller and distinctly different, for the squirrel. The object of the game is for the foxes to catch the squirrel by tagging whoever is holding the squirrel ball with one (or both) of the fox balls. If two against one seems unfair, just wait. You'll find out how foxy squirrels can be.

Everyone stands in a circle and begins passing the fox balls from player to player. With a bit of practice, you should be able to get them all moving at top speed. Try out a few sudden sly reversals as well.

Now here's the tricky squirrel bit. We all know that foxes are quick, but squirrels are slick - and able to leap besides. That means you can only pass the foxes to the player next to you, but you can throw the squirrel across the circle. To keep everyone alert, call out "Fox" or "Squirrel" each time you pass one of the balls.

While there may be that tendency, the squirrel isn't always the favored underdog. You might detect the fox sympathizers by noticing who tosses the squirrel your way just as two foxes are converging on you.

SCHMERLTZ

To make your schmerltz, get a long cotton "tube sock" without a heel and a solid sponge rubber softball (about a dollar at variety stores). Drop the ball into the sock all the way to the toe, tie a knot just above the ball, and viola! You've got yourself a genuine Schmerltz.

Now take it to your local park and start tossing. The official Schmerltz toss is made by holding the end of the sock, twirling the schmerltz around underhand a few times and letting it sail when you've reached critical velocity. With a bit of practice, you'll be able to send it flying to your partner, streaming like a comet.

The only acceptable way to catch a Schmerltz is to grab it out of the air, one handed, by the tail only. You'll probably have to work on perfecting your catch, but once you get it down, you'll marvel at being able to snag what seems to be nothing more than the shadow of the leading ball.

There are probably some great games you could invent for your Schmerltz, but, like Frisbee, we've yet to get tired of simply playing catch with it.

CATCH THE DRAGON'S TAIL

You'll need a good sized area for this event, clear of sudden pits and immovable oaks. About eight to ten people line up, one behind the other. Now, everyone puts their arms around the waist of the person in front of them. The last person in line tucks a handkerchief in the back of his belt. To work up steam, the dragon might let out a few roars- fearsome enough, we wager to put Hydra to shame.

At the signal, the dragon begins chasing his own tail, the object being for the person at the head of the line to snatch the handkerchief. The tricky part of this epic struggle is that the people at the front and the people at the end are clearly competing - but the folks in the middle aren't sure which way to go. When the head finally captures the tail, who's the defeated and who's the victor? Everyone! The head dons the handkerchief and becomes the new tail, while second from the front becomes the new head.

Two dragons trying to catch each other's tails is formidable - and also a great game.

HUMAN PINBALL

All players except one stand in a circle, facing outwards. Spread your legs as wide as comfortable until your feet are touching your neighbors on either side. Everyone bend down and swing your arms between your legs. This is what it feels like to be a flipper.

The one non-flipper enters the circle as a movable target. The flippers try to hit him by knocking a volleyball or rubber play ball back and forth across the circle. Whoever hits the target gets one point and also gets to be the new target. Every time the ball goes out of the circle the target scores one point. (However, the target's only job is to avoid the ball. Only flippers can flip.)

Exactly what these points are good for is questionable, since everyone is entitled to as many "Free Games" as they want. And considering the circumstances, it's far more likely that the rushing blood would swell your head long before any phenomenal score could.

AMEBA HUG TAG (Race)

This variation on classical tag is a perfect example of how you can turn an old game into a new game. Play by whatever rules you're used to, but with one major exception, the only time a player is safe is when he's hugging another player. No fair for adults to carry small children around under their arms.

After playing for a while, make the game a little more communal - rule that only three people hugging are safe. Then try four, five, everyone. When you're all hugged together, why not get whoever is IT to join you and all have a go at Ameba Race.

Everyone join hands in a line or in a circle (break the circle and one person becomes the leader, walk in a circle making a circle maze that gets smaller and tighter everyone ends up hugging. This should be done slowly, so that no one gets hurt.

DOGS

Materials: A 6x9 card pinned on the back of each player. A crayon for each player.

Players form a line behind the leader. Each player tries to draw a picture of a dog on the card of the person directly in front. However, the leader keeps the line moving about the room, making it difficult for anyone to have much opportunity to draw. The group then decides which sketch most nearly resembles a dog.

THUMBNAIL SKETCH

Each person chooses a partner. During a three minute period, they try to learn five things about each other by asking and answering questions such as these: " Where are you from? " " What is your interest in Scouting?" "What is your name?" " What are your hobbies?" etc. Each person then gives a thumbnail sketch of the person they have just met.

CROSSING THE ICE

Equipment: Two sheets of newspaper for each team, each sheet folded to a size a little larger than a player's foot.

Method: A File Relay. The folded paper represents cakes of ice. On signal, No.1 of each team puts one piece of paper on the floor, steps on it, puts the other piece of paper ahead of him and steps on it. Then he retrieves the first piece, pushes it forward and steps on it. This continues until the player has reached the desired point and returned. Player No.2 then plays etc.

If the player steps on the floor instead of the paper, he falls in the water, returns to start line and tries again. Young players may put both feet on one paper, older players must not stand with both feet on the same paper at the same time. The first team finished wins.

BALLOON RELAY

Equipment: An Inflated balloon and a broom for each team

Relay teams sit in its own circle. A Balloon is placed in front of the team leader. On signal each team captain uses the broom to sweep the balloon around the outside of the circle and back to his original place. He hands the broom to the player on the left, who continues to sweep the balloon around the circle. All players take a turn. The first team to finish wins.

SNOWBALL ROLLING CONTEST

Equipment: Measure Tape.

Method: Each contestant makes his own snowball, not more than six inches in diameter. On signal, each player starts rolling his snowball, making it as large as possible within the allotted time. The player who makes the largest ball wins the contest.

TRACK MEET

Many events of an indoor track meet can be adapted to snow conditions. Popular relays can be run in the snow. Sled relays are fun - or relays on skis. If the snow is the right consistency for snowballs, the players might want to improve their throwing skills and throw snowballs at an improvised target. Long distance throwing could also be included.

SERUM TO NOME
(A Game for Snow)

Equipment: One sled for each team, packages marked "serum".

Method: Teams of nine, consisting of one driver and eight huskies, (sled dogs). (The game can be played with smaller teams and fewer stations, or larger teams and more stations.) The trail to Nome is laid out in four stations: A:B:C:and D. A pair of huskies for each team is stationed at each post. Drivers are at Station A with packages of serum. On signal, the drivers jump on sleds and are pulled from Station A to Station B by their huskies. At B, the dogs are changed and the driver is pulled to Station C. Dogs are changed again, the drivers proceed to Station D, change dogs and finally deliver serum to Nome. The team finishing first wins.

BUFFALO CHIPS

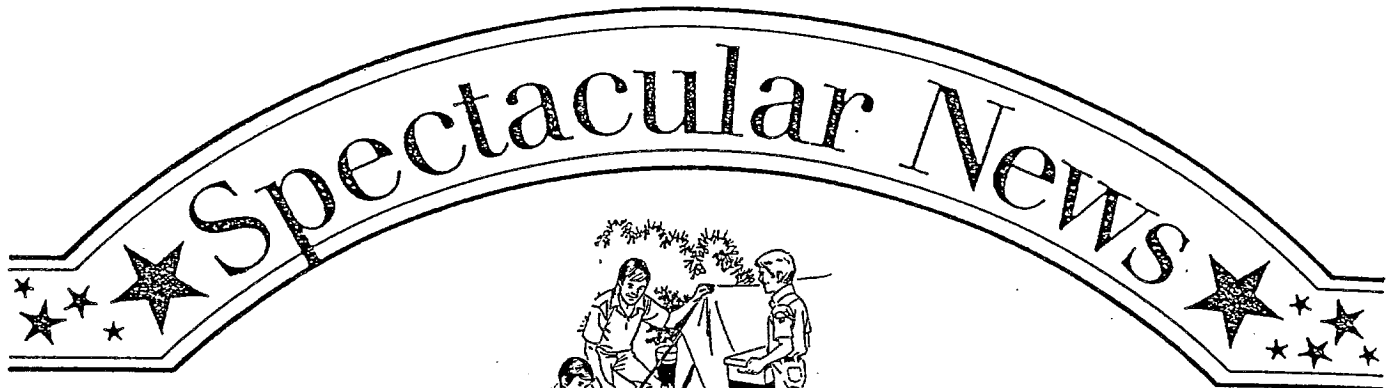
Equipment: Piece of paper in a pancake shape about 10", Music.

Players stand in a circle, each standing on a Buffalo Chip (a approx. 10" circle of paper or cardboard.) The music is started and the players move around, meanwhile one buffalo chip is removed from play. When music stops players find a Chip to stand on. Two people can share a chip. One Chip is removed each time the music stops, eventually ending with only one chip. All players try to stand on part of the chip while helping to balance other players.

IRISH WASHERWOMAN RELAY

Equipment: Chair, Sack, Clothes.
Formation: Lines of Couples.

Method: An old hat, coat, skirt or pants are placed in a paper sack, on a chair. Players are divided into couples in lines facing a chair. On signal the first couple in line removes the clothes from the sack. One will put on the clothes and then take them off. The other partner places the clothes back in the sack. They return to their group and the second couple removes the clothes from the sack, puts them on, takes them off, and puts them back in the sack, etc.



CUB SCOUT CAMPING AT MA - KA - JA - WAN



For all registered Cub Scouts and Webelos!

TWO SESSIONS:

July 9 - 12, 1989

July 12 - 15, 1989

Each session is limited to 200 Scouts and Adults

\$60.00 for each Scout attending.

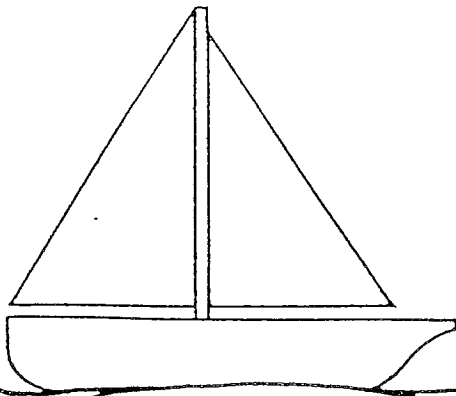
No charge for the adults

All Cub Scouts and Webelos attending will receive a free camp T-Shirt!

PROGRAM HIGHLIGHTS

**Swimming, Boating, Nature, Crafts, Games, Archery,
B-B Gun Range, Fishing, FUN!**

Pack Reservations will be accepted beginning February 1, 1989
at the Council Service Center.



CUB SCOUT CAMPING AT MA - KA - JA - WAN

Imagine the Cub Scouts and Webelos from your Pack camping under the stars at

Ma-Ka-Ja-Wan Scout Reservation.

Ma-Ka-Ja-Wan Scout Reservation is over 1500 acres located 25 miles northeast of Antigo, Wisconsin. This heavily wooded area has two major lakes to provide a variety of camp experiences for your Cub Scout.

The Northeast Illinois Council will offer two four day, three night sessions of Cub Scout camping in 1989. Ma-Ka-Ja-Wan will celebrate it's 60th Anniversary in 1989. Don't let your Cub Scout miss out on this great outdoor adventure and Ma-Ka-Ja-Wan's anniversary celebration!

The campsite will be home for the Scouts and leaders from your Pack while at camp. They will sleep in wide wall tents set on platforms with cots provided. All meals will be provided and served in the dining hall.

Adult leadership, over 21 years of age, is a must and who better to attend camp with the Cub Scouts from your Pack than a parent of each Scout. There is no camp fee for the adults who attend Cub Scout Camp!

Fun and adventure await all Cub Scouts and Webelos who will spend four days at camp. The program will enable the Cub Scouts to meet many requirements for Wolf and Bear achievements and electives. Webelos Scouts will meet many of the requirements for activity badges.

The cost for Cub Scout camping at Ma-Ka-Ja-Wan is \$60.00 per boy, per session. Remember there is no charge for adults. The fee includes program materials, camp patch, meals, health and accident insurance, general liability insurance for leaders, and a camp t-shirt for all Cub Scouts and Webelos!

Each session is limited to the first 200 Scouts and adults registered. Pack reservations for Cub Scout Camping at Ma-Ka-Ja-Wan will be accepted beginning February 1, 1989 at the Council Service Center.

Questions? Call your district Cub Scout Camping Chairman or the Council Service Center at 433-1813.

A MESSAGE ABOUT DRUG ABUSE

DRUGS:

A

Deadly

~~DANGEROUS~~

GAME!

This country is in the midst of a serious drug crisis. We are seeing kids—only 9, 10, or 11 years old—playing a deadly game of Russian roulette with their hearts, their livers, and in particular, with that most marvelous and delicate organ, their brains.

Our brains are better by far than any computer man can invent. Let's say you have a computer with 64K of memory, and you blow out half the circuits. That computer may still be able to perform some simple functions. But it's never going to be able to do the complex, sophisticated tasks it was designed to do. That's true of your brain, too.

That's why more and more kids, parents, and young adults are realizing that taking drugs is not just dangerous—it's deadly. By saying "No" to drugs, they're saying "Yes" to life and all the good things that can come from it.



Scott Baio



Antonio Smith



Julie Parisien



Art Monk



Peter Billingsley

Turn the page and read what these five superstars say . . . ►

Created in association with  and Champion International.

A MESSAGE ABOUT DRUG ABUSE



JULIE PARIISIEN. "Skiing requires complete concentration and quick reflexes. We've learned at school how drugs affect your mind and body. None of us at Burke use drugs because we know you can't take drugs and win."

At age three, Julie Parisien resented the fact that she had to stay inside with the babysitter while her older brothers, ages four and six, skied down the soft powder of many New England slopes. The next year she insisted on following behind them, and since then, little has stood between her and her skiing.

By age seven Julie was racing in local races such as the interstate Buddy Werner League for under nine, where she came in second. Each year after that for the next four years, she was either first, second, or third in the Maine state championships. At age 13, she skied for the U.S. Olympics in Italy for two years. Last year she was second in the eastern division championship.

Now, at 15, Julie follows a rigorous schedule at the 13-year-old Burke Ski Academy in East Burke, Vermont. The school is dedicated to the belief that students should not have to choose between serious academic interests and their commitment to ski racing.

Living in rustic cabins in the mountains, Julie and 65 other students have only a few firm rules—no grades (students are evaluated by their teachers and by themselves without the format of grades), no curfew, no drink, no drugs, no cigarettes, no lying, and no TV. And no high school prom.

Although some of the freedoms are tempting at first, students soon learn that taking advantage of these

only lessens their enjoyment of the benefits of being a top skier: if they stay out too late, they'll be too tired the next day. Self-discipline is the key.

Burke students don't "just get by"; the school places a high value on excelling, on being a community of dreamers and doers.

During the winter Julie has classes in the morning, skiing in the afternoon, plus an additional physical exercise such as weight training or a four-mile run. Weekends are full of races all over New England. There is never a vacation. Every September returning students must meet rigid physical criteria set down by the U.S. Olympic ski team; last year two students were sent home for failing to meet the test.

Burke promotes an unusually positive camaraderie among the students. The atmosphere is competitive but supportive; students learn to handle failure as well as success. If one of the students is having trouble, the other students will offer help, if the student wants it.

Through skiing Julie has learned how to compete—that you can compete and fail and it does not mean you are a worse person, or that you can compete and succeed and it doesn't mean you are a better person.

Julie's future plans include skiing for the U.S. ski team in the Olympics and going to college.

ANTONIO SMITH.

"As a member of the Young Astronauts program, I've just returned from the Soviet Union where I participated in the first youth exchange. I study very hard. There's no place in my life for drugs of any kind."

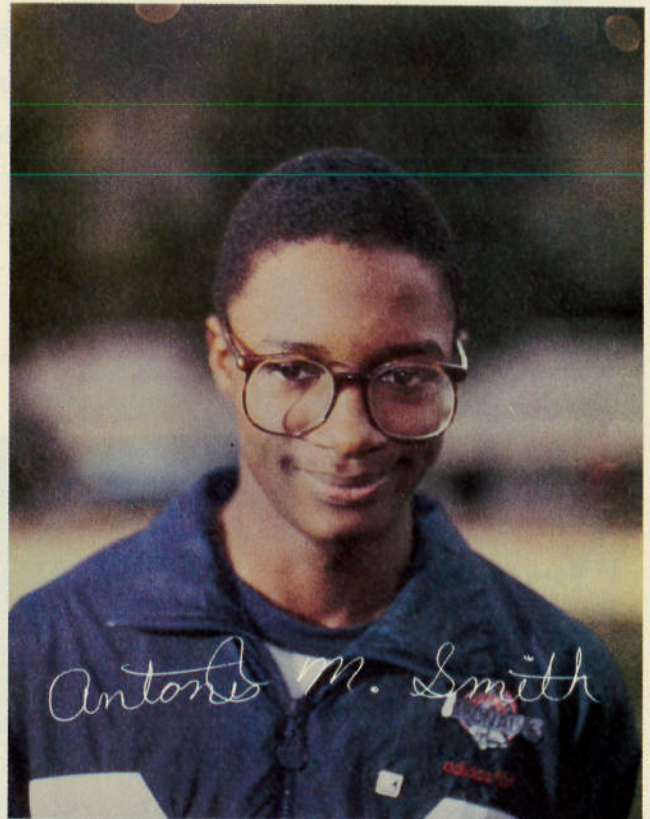
When the principal of Chicksaw Jr. High School in Memphis, Tennessee, called Antonio Smith into his office for "some sort of interview," Antonio didn't know that his answers to questions such as "Do you like to travel?" and "What do you think of outer space?" would win him a trip to Washington, D.C., to see the President.

Because of his "victorious" interview, a 3.8 grade point average, and his community activities, 15-year-old Antonio was selected to be the Memphis representative to the Young Astronauts program, launched by President Reagan in 1984.

The Young Astronauts program is a national educational program for elementary and junior high school students designed to promote the study of science, mathematics, and technological subjects. Conceived by syndicated columnist Jack Anderson, the program distributes "Adventure Activities" such as model rocket kits to participating schools. Each of the thousands of chapters nationwide is eligible to participate in writing, art, math, and science contests, with prizes sometimes including trips to Space Camp and shuttle launches. Young Astronauts like Antonio can also use their computers to access a high-tech electronic information system which keeps them informed on the latest happenings of the U.S. Space Program.

Young Astronauts pledge their best efforts "to improve my grades in science, mathematics, and related subjects, to learn about space and to help others towards these goals."

As president of his school's Young Astronauts program, Antonio is responsible for showing members computer programs from NASA and arranging science and technology activities. He and other future space explorers study the cosmic drama of the birth and death of a star by observing the Orion region of the sky. By using the Sky Travel program on a Commodore 64 or 128 computer, they find out what the Hunter Orion looks like throughout the night. They learn to "pilot" a gyro-



scope and to investigate the forces that cause a gyroscope to slow down.

But it's not just outer space that intrigues Antonio. Planet Earth holds considerable interest for this young man. This past summer he joined his school traveling club for a tour of the Western United States, including New Mexico, Arizona, and California. He recently took a two-week trip to the Soviet Union with 10 other Young Astronauts. The Young Astronaut-Young Cosmonaut Youth Exchange was a direct result of the Geneva Summit agreements between President Reagan and General Secretary Gorbachev. Antonio and other students toured Moscow, Leningrad, and Star City, the Soviet cosmonaut training facility.

Antonio, the youngest of four children, enjoys riding his bicycle, collecting stamps and foreign money, and sprinting around the track for his school team. (He has won awards for the fastest mile at two meets.) He sings tenor in his church choir, and is a member of the National Junior Honor Society.

He wants to be an astronaut or an engineer when he grows up.

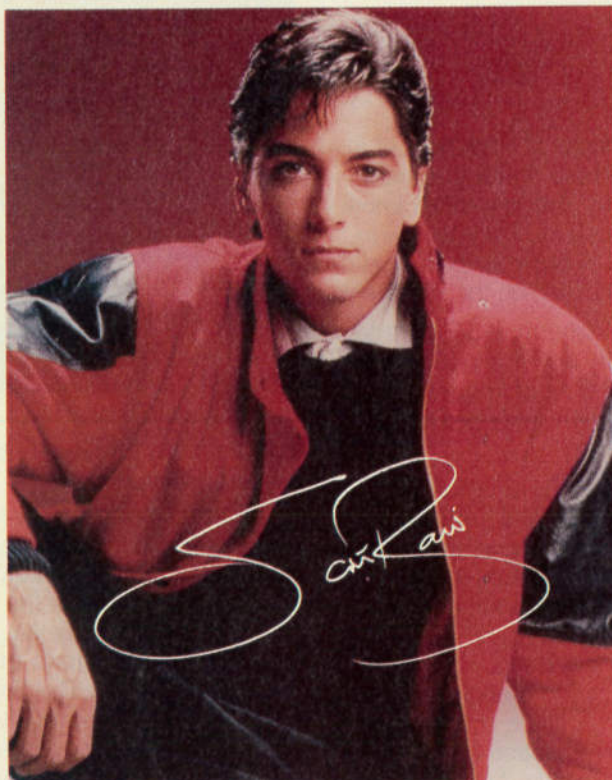
Scott Baio. "I'm 26 years old, OK, and to this day I've never even taken a hit off a joint. I've never done anything because I'm afraid . . . I'm chicken, so I stay away. And that's the only way—to stay away. So if someone approaches you, all you have to say is one little word—NO! You'll always be glad that you did."

When Scott Baio was only nine years old, he went to his parents and confidently declared, "I want to be an actor." "Sure, whatever you say," his parents replied, dismissing his young ambition. "But first finish your homework." They thought that might have ended the discussion right there. But it didn't. From that early beginning in Brooklyn, where he was born and raised, Scott has turned his desire to act into one of the most meteoric careers any young person in this country has enjoyed in many years. That career is now being topped off with a return of his series, "Charles in Charge."

Scott began his career in commercials, and at 13 got the big break that all actors, young and old, hope and pray for. He was singled out by the director from a herd of 2,000 competitive kids to play the lead in the movie, "Bugsy Malone." Scott's acting career was launched!

When producer Gary Marshall created the role of Chachi Arcola, the Fonz's nephew on "Happy Days," for Scott, he had no idea of the impact the young actor would have. Overnight Scott became one of the most popular members of the cast and continued to be an audience favorite for the eight-year run, receiving up to 5,000 fan letters a week. "Joanie Loves Chachi" was born in 1982.

In addition to his unique talent for comedy,



Scott has also proven himself as a serious dramatic actor in several television productions. He starred in the Emmy-nominated "Luke" and "The Boy Who Drank Too Much," a personal favorite of Scott's, where he played a teenage alcoholic. Other dramatic roles include the ABC-TV Afterschool Specials, "Stoned," which earned Scott an Emmy nomination, "Walk Don't Run," and "All the Kids Do It."

Scott's career continues to flourish as he moves from teenage roles into parts more befitting his own age—26. In addition to "Charles in Charge," he will be seen in the upcoming feature film, "I Love N.Y.," a

romantic drama with Scott playing a young photographer who falls hopelessly in love with the beautiful daughter of a famous celebrity. The film, scheduled for early 1987 release, boasts an all-star cast including Jennifer O'Neill, Christopher Plummer, and Verna Lisi.

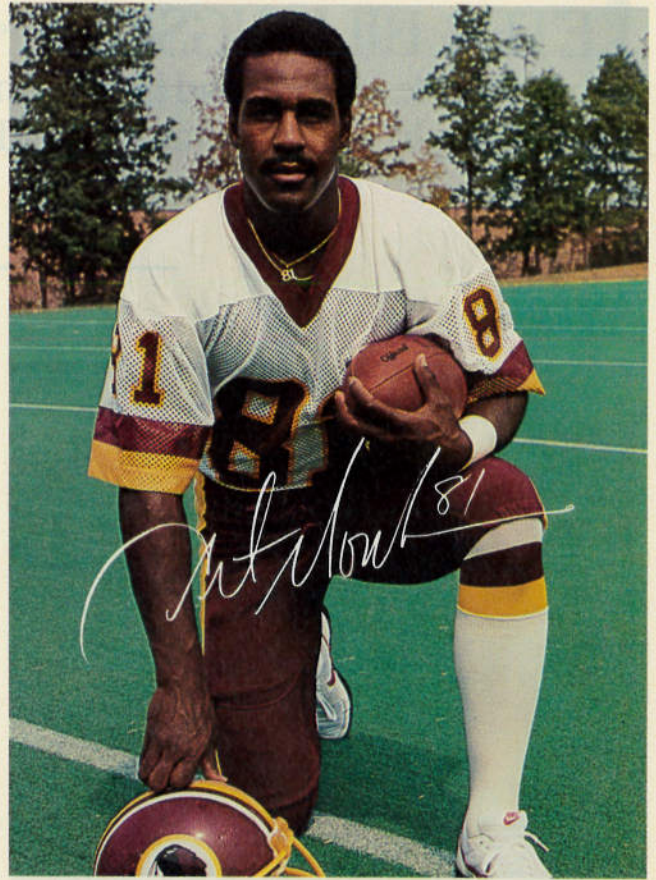
In his free time Scott devotes himself to his second greatest passion, sports. He has been an avid athlete since he was a child, collecting 15 trophies in all. His favorite is basketball and his favorite team is the Lakers. He also loves nice cars, especially his current black Corvette.

Scott has a definite nostalgic streak in his musical tastes. He loves the golden oldies of Frank Sinatra and Linda Ronstadt and has collected just about every Beatles record made.

ART MONK.

"As athletes we have to take on the responsibility to set good examples for our young people. Whether we like it or not, there are people out there who look up to us and really idolize us.

"I think we have to assume a responsibility to be good role models. Personally I don't use drugs. Drugs have never played a part in my life. I've always been concerned about my health and physical conditioning. All drugs will do is pull you down—hinder your performance."



If anyone should know what makes an athlete who wins—it's Art Monk. Selected by the Washington Redskins in the first round of the 1980 draft, Art Monk has been making and breaking the catching and running records for seven straight seasons.

Starting in 1980 he broke a Redskins rookie receiving record set back in 1964 by football's all-time leading receiver, Charley Taylor. He led the team in receptions in 1980, '82, '84, and '85, and in yards in 1980, '81, '84, and '85.

The end of the 1986 season marked the third year in a row—a team record—for gaining more than 1,000 yards each season. He's been named best receiver by his peers, the Associated Press, UPI, *Sporting News*, and *Football News*.

His seventh season with the Redskins saw the defenses of the opposing teams doubling their efforts to keep the ball away from him. And for good reason: his 1984 season was like no other that any other receiver ever had. In 1984, his very best season, he rewrote the NFL record book with his 106 catches. There went Charley Hennigan's 20-year-old record of 101. That year he played in the Pro Bowl. The Quarterback Club voted him Player of the Year, and the Redskins voted him Most Valuable Player. Coach Gibbs said of him, "I can't see how a receiver can be more valuable to a team."

And his 1985 season was right up there, too. His

91 catches led NFL receivers, bested only by Roger Craig's 92. He gained 1,226 yards, the third best in the league. In the last eight weeks of the season, he had six 100-yard games, catching 56 passes for an incredible 926 yards. In the December 15th game against the Bengals, in RFK stadium, he caught 13 passes to set a new Redskin record and to tie the NFL best for 1985.

Football experts call Monk, "sturdy." As the third best receiver in the conference, he has consistently averaged 50 yards per game for three years and in six seasons he missed only five games. Though he has had his share of battle scars—a sore shoulder and a twisted knee—sturdiness is his tradition. At Syracuse University he *never missed* a practice or a game because of injury in four years. In high school he was a national interscholastic champion in the 330-yard intermediate hurdles at White Plains High in New York.

Off the field, Art occasionally does TV broadcasts for the Superbowl. He enjoys spending time with his wife, Desiree, and his children, James Arthur, Jr. and Danielle. During the summer he operates a football camp for kids.

A MESSAGE ABOUT DRUG ABUSE

PETER BILLINGSLEY. "I have a very busy schedule dealing with my work, school, and family, and there's no place for drugs, drinking, or smoking in my life. I know the danger and damage they can cause."



Television audiences know him in the Hershey Syrup commercials and as co-host of the NBC-TV hit show, "Real People," where he has reported on go-cart racing and frog jumping. Moviegoers saw him in the MGM classic, "A Christmas Story," as Ralphie, the boy in Indiana in the 1940s whose earnest Christmas wish is a Red Ryder Carbine-Action, Two-Hundred Shot Range Model Air Rifle. He's shared the bill with such stars as Linda Evans, Teri Garr, and Michael Landon, to name a few.

Only 15 years old, Peter Billingsley has been a professional child actor since he was three. In those 12 years, he's made five television movies or specials and six motion pictures, including "Paternity" with Burt Reynolds, "Honky Tonk Freeway," and a horror film called "Death Valley." His latest movie, "Dirt Bike Kid,"

is a modern Jack-in-the-Beanstalk story, filmed in Dallas, Texas. Peter plays a young boy who is sent to buy groceries with the family's last \$50 and buys a dirt bike—which turns out to be magic—instead.

On TV he has sold hot dogs with Billy Martin, margarine with Reggie Jackson, and video games with Kareem Abdul-Jabbar. He's never had a professional acting class. Commercials are the toughest, says Peter, because directors "yell and scream, when all you're doing is talking to your fellow actors. You just have to ignore all that."

Off-stage, the blond-haired, blue-eyed kid with the horned-rim glasses is a typical teenager. The son of a financial consultant, he's a high school freshman. He likes science and computers and balances his work as an actor with the demands of school work.

He loves comic books, particularly "Thor" and "X-Men" ("When I turn 21, I'm going to donate \$1,000 to comics") and horror stories, and he loves sports—everything from football, basketball, and baseball to skateboarding, go-cart racing, and motorcycling. He's also a junior class golfer, having picked up the sport from his father. His handicap is 29 and he is giving serious thought to turning professional after college.

A native of Manhattan's upper East Side, Peter is the youngest of five children, all of whom have tried their hand at acting. His two older brothers and two older sisters (including actress Melissa Michaelsen) have all worked in television, either commercials, soap operas, or mini-series.

Peter lives in Phoenix, Arizona, close enough to the second hole of the next-door golf course that golf balls often land in the pool. It is far from the glitz and glitter of his Hollywood workplace. "I have regular friends in Phoenix," Peter explains, "and I'm just a regular guy to them. I don't see any of the money I make. It's all being put in a trust fund for me until I'm 21."

Although he likes Chinese, Indian, and Thai food (no eggplant, please), his favorite is pizza. When he grows up, he wants to "open up a pizza store where you can get the best pizza in the world!"—with no sardines, anchovies, or olives. "If I stay in show business," says Peter, "I think I'd like to write, produce, or direct like Ron Howard." He'd like to be in a thriller like a James Bond movie.

A MESSAGE ABOUT DRUG ABUSE

DR. SCHUSTER GIVES YOU THE ANSWERS

Dr. Charles R. Schuster, PhD, is the Director of the National Institute on Drug Abuse (NIDA). He is a recognized leading researcher in the field of drug abuse throughout the world. Prior to joining NIDA in Washington, D.C. in 1986, Dr. Schuster was Director of the University of Chicago Drug Abuse Research Center and a Professor of Psychiatry and Behavioral Sciences



in the University's medical school. Dr. Schuster's numerous works have been widely published. He received his PhD from the University of Maryland.

In a recent question and answer session with teenage adolescents, Dr. Schuster answered frequently misunderstood questions about the effects of drugs and their abuse.



**TRUE
OR
FALSE?**

Pressure from friends is impossible to resist.

FALSE! Sometimes it may seem really hard to disagree with a friend or a group. A group of kids might all agree that they like—or don't like—certain movies, or a sports team, or a teacher, or their brothers and sisters.

The group might even say that taking drugs is a smart, safe thing to do. And you're either dumb or a chicken if you don't want to try them.

But ask those same kids, individually, what they really think. You'll find that some of them—like you—don't agree with the group at all.

Say "No" if the group is pressuring you to try drugs. There's a good chance someone in that group will admit to you later that they want to say "No," too.

**TRUE
OR
FALSE?**

Some kids just aren't affected by certain drugs.

FALSE! There are probably kids around you who use drugs and who appear to be okay. But drugs wouldn't be called drugs if they

didn't change the way your body functions. And there's no such thing as a perfectly safe drug—even the drugs a doctor writes a prescription for.

Some of the harmful effects of smoking marijuana, taking amphetamines, or using other substances may take weeks or months or years to show up. And by that time, damage to the brain, the heart, or other organs may be permanent.

The effects of marijuana wear off in a few hours.

**TRUE
OR
FALSE?**



FALSE! The feeling of being high may last for only a few hours. But we now know that a person's ability to do complicated tasks can be affected for as long as 24 hours. Even if someone is smoking after school, he or she may eventually find it harder to concentrate during regular school hours.

There are also long-term effects which may never wear off. Marijuana smoke contains more of the cancer-causing substances and lung irritants than cigarettes do.

THC, the main mind-altering substance in marijuana, alters the hormones that makes adolescents develop into adults. THC stays

A MESSAGE ABOUT DRUG ABUSE

in the lungs, liver, brain, and reproductive organs for up to one month after one marijuana cigarette has been smoked.

**TRUE
OR
FALSE?**

**Heroin is
addictive, but
cocaine is not.**

FALSE! Cocaine becomes an addiction in many of the people who try it.

When people are addicted to heroin, or alcohol, or amphetamines, they go a little crazy when they can't get it. It's the same with cocaine addicts. They'll do just about anything to get drugs—things they wouldn't dream of doing if they weren't addicted—like lying and stealing.

**Smoking
cocaine is bad,
but snorting
it is okay.**

**TRUE
OR
FALSE?**

FALSE! Smoking pellet-sized rocks of cocaine, called crack, can be extremely dangerous and very quickly addictive. Snorting cocaine can be extremely dangerous also.

Of the hundreds of deaths per year caused by cocaine, 25% are from *snorting* the drug. Testimony in the investigation of the death of University of Maryland basketball star Len Bias shows that Bias was snorting cocaine—not smoking crack—the night he died.



**TRUE
OR
FALSE?**

**Amphetamines
and cocaine
make you
feel "high."**

TRUE and FALSE! For a few hours after taking amphetamines or cocaine, a person may feel on top of the world. The day seems sunny even if it's raining outside.

But used repeatedly, these drugs produce just the opposite effect. A person becomes more and more irritable and nervous. Often-times the person develops symptoms of schizophrenia. They may withdraw and behave in bizarre (crazy) ways. They may become paranoid (suspicious) and believe that the whole world is out to get them. They lose their sense of reality.

**The worst thing: if
you drink too much
you get sick and
have a hangover.**

**TRUE
OR
FALSE?**

FALSE! Throwing up might be the least of your problems. Chug-a-lugging large quantities of alcohol can cause death very quickly.

Remember, people who drive while they are drunk often kill or injure themselves as well as other innocent people.

**TRUE
OR
FALSE?**

**Driving stoned is
not as dangerous
as driving drunk.**

FALSE! Driving high is a deadly road hazard. Smoking marijuana affects many of the skills needed to drive, including coordination, reaction time, and perception.

To make matters worse, the pot smoker behind the wheel may *think* he is driving safely. Marijuana detected in the blood and urine of traffic accident victims suggests that many of these deaths are due to "drugged driving."

**You can get
all the way
through school
without trying drugs.**

**TRUE
OR
FALSE?**

TRUE! If you want to, you can, and there are people all around—parents, teachers, friends—to help you do it.

FACT: Immediate effects: loss of appetite, increased blood pressure, heart rate, breathing, and body temperature. Injuries:

THE BRAIN

Paranoia, aggressive behavior, hallucinations. Convulsions. Possible permanent brain damage.

THE HEART

May cause heart irregularity, heart attack.

THE LUNGS

Respiratory (breathing) failure.

THE LIVER

Hepatitis from injecting cocaine with nonsterile needles.

THE NOSE

Ulcers in the mucous membrane.

Take cocaine, you're insane.

Beware! Inhaling (sniffing) gasoline, paint thinners, glue, cleaning agents, lighter fluids can cause depression, drowsiness, headache, nausea, blurred vision, poor judgment, poor coordination, lead poisoning, bizarre behavior, coma and *death!*

anxiety, heightened fear that people are "out to get me." Violent and bizarre behavior. Injuries:

THE BRAIN

May cause permanent brain damage, speech and thought disturbances.

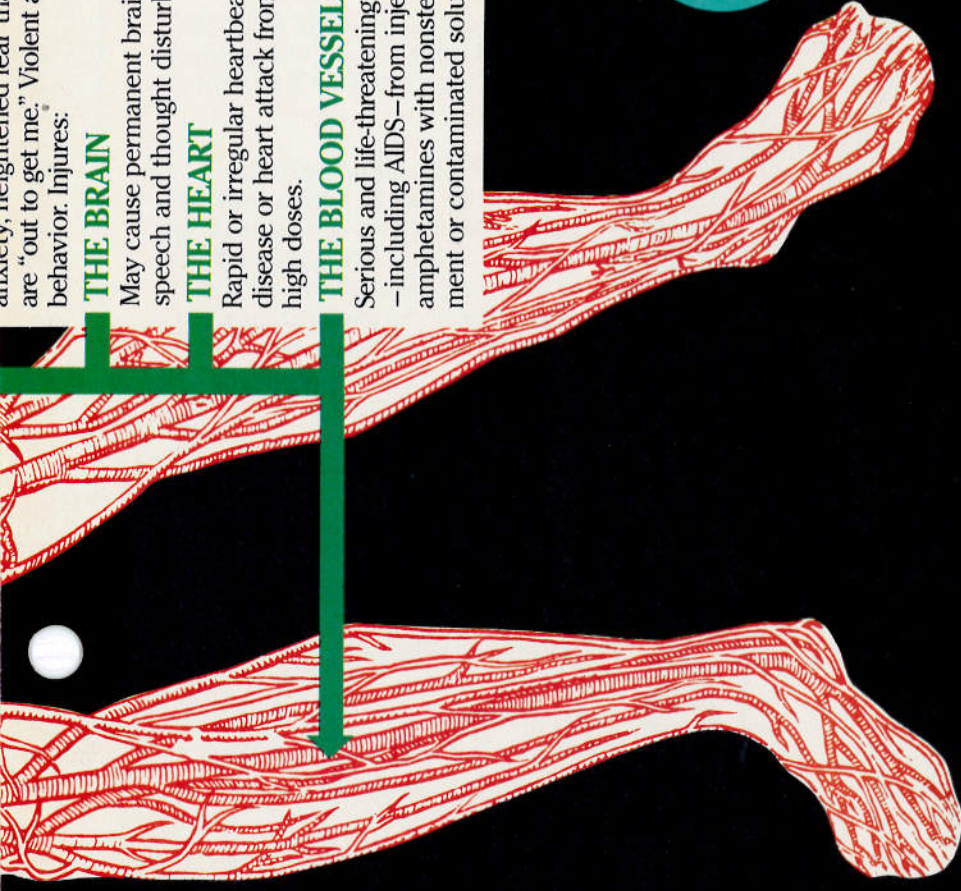
THE HEART

Rapid or irregular heartbeat. Heart disease or heart attack from injecting high doses.

THE BLOOD VESSELS

Serious and life-threatening infections—including AIDS—from injecting amphetamines with nonsterile equipment or contaminated solutions.

When you crash, you come down hard.



If drugs are so harmful why do so many young adolescents get involved with them?

There's no simple answer. Is it lack of knowledge or education? Is it stress? Environment? Social acceptance? Is it genetic? These are *some* of the reasons. Perhaps the most common *known* reasons are:

- **Peer Pressure.** The desire to be popular with friends, to be one of the gang, to be accepted.

- **Availability.** Drugs are available almost everywhere. Schools, concerts, meetings, even at home. (Alcohol, cigarettes, diet and other pills).
- **Curiosity.** A response to "a new experience" with many adolescents. The desire to experiment in new ideas and behavior.
- **Escape.** To free the mind of daily problems and conflicts; the hurt of growing up.

DR. TALBOTT GIVES YOU THE FACTS

Dr. G. Douglas Talbott, MD, is internationally known in his field. He serves as the Program Director of the Adult and Adolescent Chemical Dependence Programs (Drugs), in the Ridgeview Institute, Smyrna, Georgia. He is also President of the American Academy of Addictionology and Chief Medical Consultant for SAFE centers of Atlanta. Dr. Talbott has won numerous honors and awards and is widely published



throughout the medical field. He received his MD from Columbia Medical School in New York City.

Dr. Talbott and his Associate, Director, Dr. Harold Smith, work 24 hours a day treating adolescent drug addicts. They have helped hundreds of teenagers through the difficult, expensive, and prolonged program of rehabilitation. This is their advice.

1 You don't need to be a drug addict to die from drug abuse! Say "No!"



2 Marijuana smoking can alter your brain capacity, reduce your growth, your learning ability, your reflexes, your night vision, and damage your lungs. Say "No!"

3 Any drug abuse can lead to serious drug dependence. Say "No!"

4 Teenagers often think they cannot become addicted to drugs. Wrong! They can! Say "No!"

5 Family love, education, self-esteem (pride), and a belief in a power greater than self are the best weapons against drugs. Say "No!"

6 When it comes to their health, kids think they're "bullet proof." They're not! Say "No!"



7 WARNING! Drug use can start at any age. Say "No!"

8 Teenagers often say, "It can't happen to me." Wrong! There are an estimated 3.3 million adolescent alcoholics in this nation. Say "No!"

9 When kids sell drugs, they are already drug addicts themselves. Say "No!"



10 Drinking and drugs (marijuana, etc.) don't mix. It can be a deadly combination. Say "No!"

11 "Designer drugs" are extremely dangerous and very addictive—sometimes 1,000 times more potent than heroin. Say "No!"

12 A very high percentage of adolescents who "just have a beer or two" can quickly become addicted to alcohol.

So don't be tempted—just say "NO".



DAVID'S NIGHTMARE

AFTER SCHOOL, DAVID GOES TO THE FIELD WITH HIS FRIENDS, AND RUNS INTO TROUBLE . . .

HEY DAVID! STEVE'S GOT SOME GOOD DUST... WANNA SMOKE SOME WITH US?



NO THANKS GUYS — I DON'T DO THAT STUFF!

OH! SO YA THINK YOU'RE COOL? I BET YOU'RE SCARED!

YEAH!, YOU'RE CHICKEN! COME ON, THE STUFF'S REAL GOOD!

NO!



DAVID KNEW THEY DID DRUGS, BUT THEY NEVER APPROACHED HIM BEFORE.



HE DECIDES TO GO HOME.



I DON'T WANT THE GUYS TO THINK I'M CHICKEN — BUT I KNOW DRUGS ARE DANGEROUS!

HI MOM — WHEN'S DINNER?

DINNER WILL BE READY IN ABOUT AN HOUR.

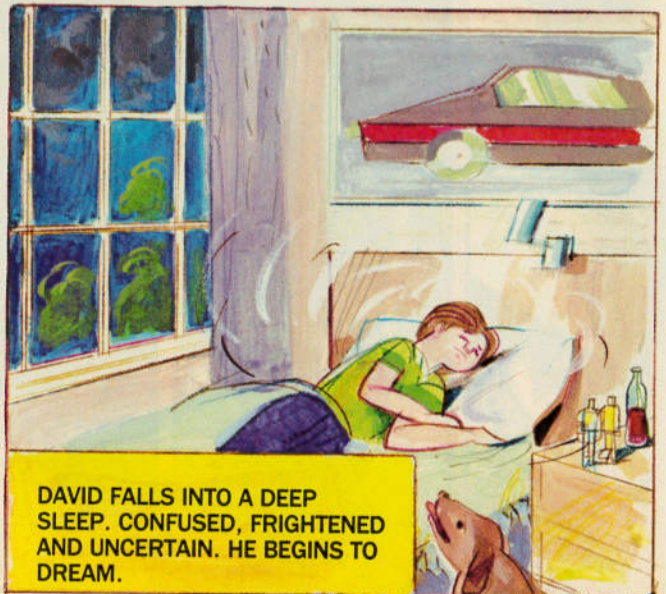


DAVID GOES TO HIS ROOM, TALKS WITH HIS DOG BARNEY.



RUFF!

WHAT SHOULD I DO, BARN? SHOULD I LISTEN TO WALLY AND STEVE?



DAVID FALLS INTO A DEEP SLEEP. CONFUSED, FRIGHTENED AND UNCERTAIN. HE BEGINS TO DREAM.

THE SHADOWS GROW DARKER AND LONGER AND THE WIND BEGINS TO HOWL.



SUDDENLY THERE'S A LOUD CRASH! (THE DREAM CONTINUES.)



IT'S AT THE WINDOW!
SOMETHING IS TRYING TO GET IN!

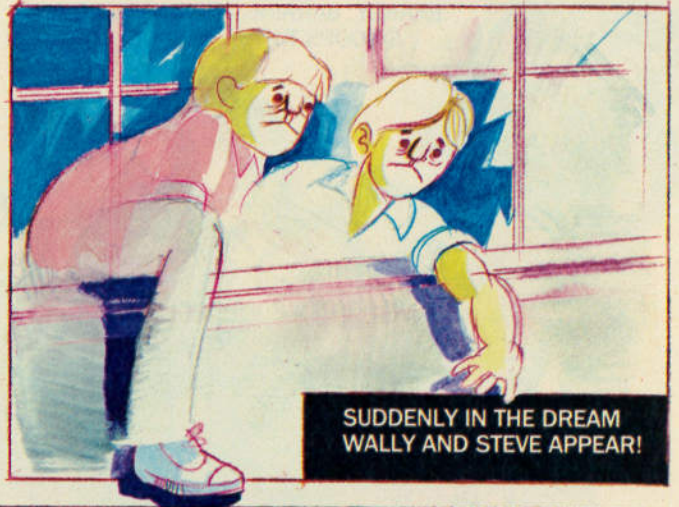


TWO CREATURES APPEAR!

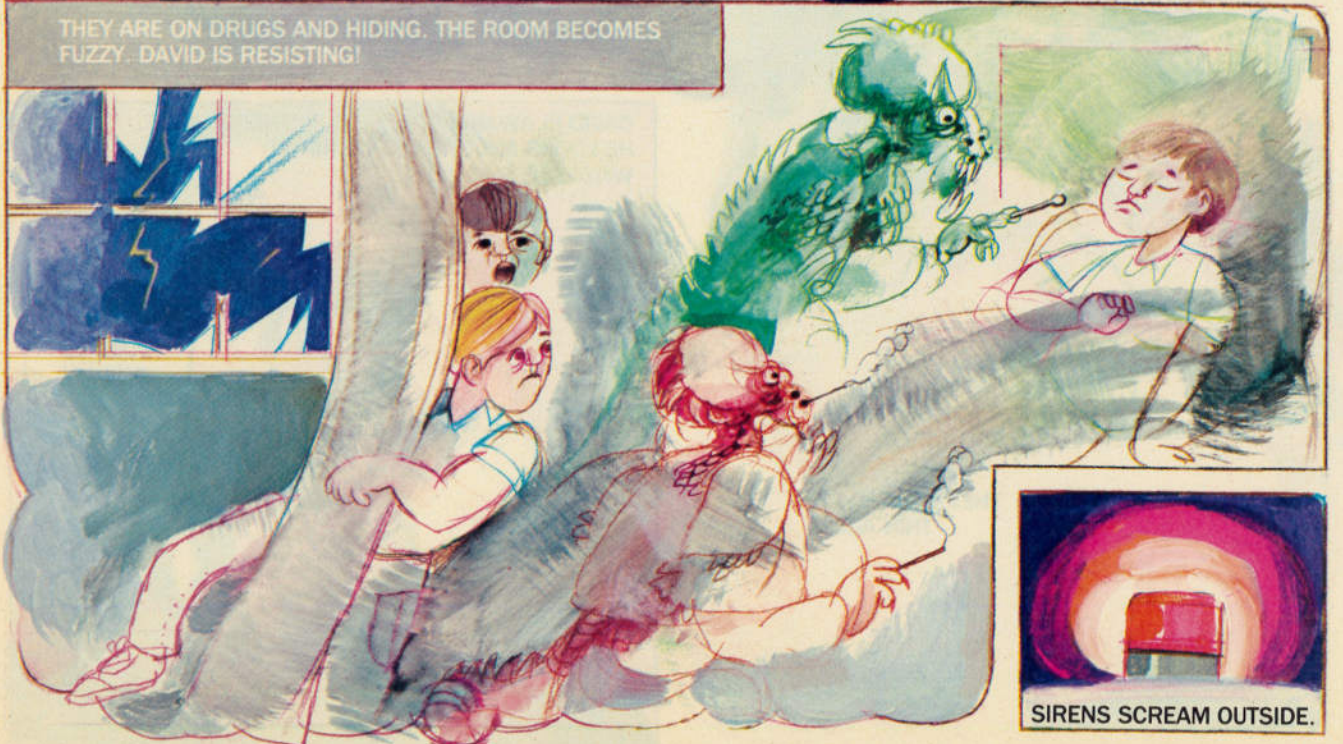




THE MONSTERS ARE SNORTING AND ROARING — AND SMOKING DRUGS!



THEY ARE ON DRUGS AND HIDING. THE ROOM BECOMES FUZZY. DAVID IS RESISTING!



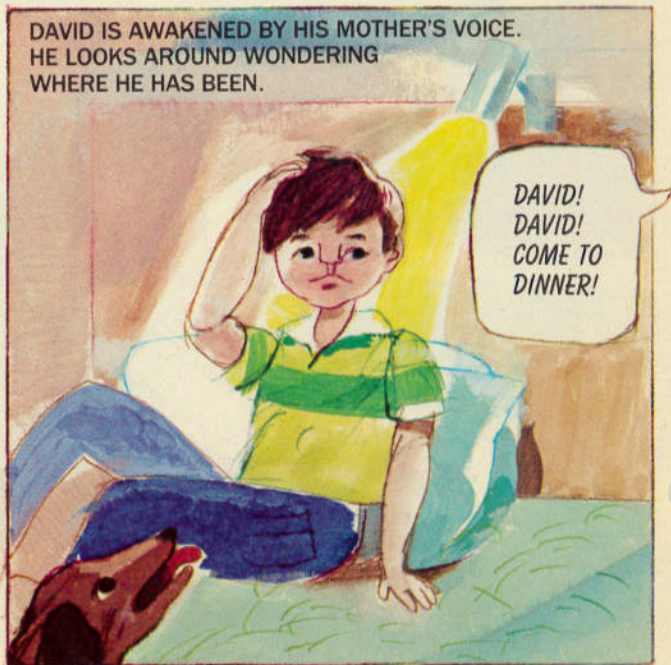


WALLY, STEVE AND
THE MONSTERS RUN AS
BARNEY, BARKING AND SNARLING,
SWOOPS TO THE RESCUE.

THE MONSTERS
SCREAM AND ROAR,
SWINGING
THEIR ARMS,
LEGS AND TAILS.

THEY VANISH INTO
THIN AIR!

DAVID IS AWAKENED BY HIS MOTHER'S VOICE.
HE LOOKS AROUND WONDERING
WHERE HE HAS BEEN.



DAVID!
DAVID!
COME TO
DINNER!



I WAS SCARED, I DIDN'T KNOW WHAT TO DO.
I DON'T WANT MY FRIENDS TO THINK I'M CHICKEN.



NEXT DAY AT SCHOOL HE'S APPROACHED AGAIN BY WALLY.



LATER THAT WEEK . . .



HIS FRIENDS STEVE AND WALLY ARE PICKED UP BY THE POLICE FOR USING AND SELLING DRUGS.

DO WHAT DAVID DID—JUST SAY “NO.”

A MESSAGE ABOUT DRUG ABUSE

FIRST LADY Nancy Reagan began her own anti-drug campaign in 1981 and has since become America's number one spokesperson against drug abuse.

THE WHITE HOUSE
WASHINGTON

January 27, 1987

To the Youth of America:

Yes, drugs are indeed a deadly game. They're a game that's played only by losers. And sometimes when they lose, they can't even say, "Wait until next year," because with drugs, sometimes there's no tomorrow. Be smart. Stay on the winning side with those who really know the score.

We're counting on you to help keep America strong and free by keeping yourself free from drugs. We want you to share in the good things our country has to offer. We want you to enjoy a happy, productive life.

Please. Just say "No" to drugs.

Ronald Reagan
Nancy Reagan



Through Nancy Reagan's work with the President's Drug Abuse Campaign, she has been instrumental in urging adolescents to refuse drugs by just saying "NO".



**TO HELP STAMP OUT DRUGS,
START A "JUST SAY NO" CLUB IN
YOUR AREA. FOR INFORMATION
AND YOUR FREE 4-INCH GREEN
STICKER, WRITE OR CALL:**

The Just Say No Foundation
1777 North California Blvd.
Walnut Creek, CA 94596
Or call,
1-800-258-2766
In California: 1-415-939-6666



"THREE STEPS TO SAY NO"

1. Find Out If What Your Friend Suggests Is OK

Sometimes you know right away if what a friend suggests is OK. Sometimes you know right away that it's wrong. But sometimes you have to ask your friend—and yourself—questions to find out if it is OK ("Is it safe?" "Is it legal?" "Could it hurt me?" "Would my parents approve?").

2. If It's Wrong, Say No

As soon as you know that something your friend suggests is wrong, say, "No, thanks." Then tell your friend why.

3. Suggest Other Things To Do

After you've said no and stated your reason, suggest other activities that are fun, healthy, safe, and legal.

© 1986 The Just Say No Foundation

1988 POW-WOW EVALUATION

We would greatly appreciate your thoughts regarding this years POW-WOW. Please complete this form before you leave today and deposit it in the evaluation box located near the exit. Thank you.

5 = EXCELLENT  4 = VERY GOOD  3 = ADEQUATE 
 2 = NEEDS IMPROVEMENT  1 = POOR 

SESSIONS:

Please indicate, on the lines provided, the sessions you attended and then rate, and comment on those sessions. Refer to the scale above when rating sessions and circle your response accordingly.

1.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

3.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

5.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

7.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

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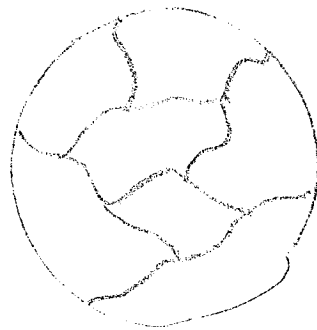
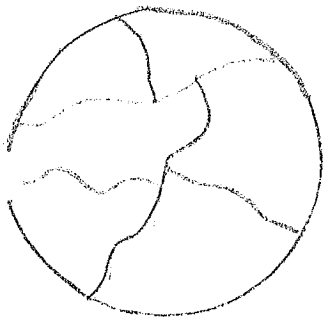
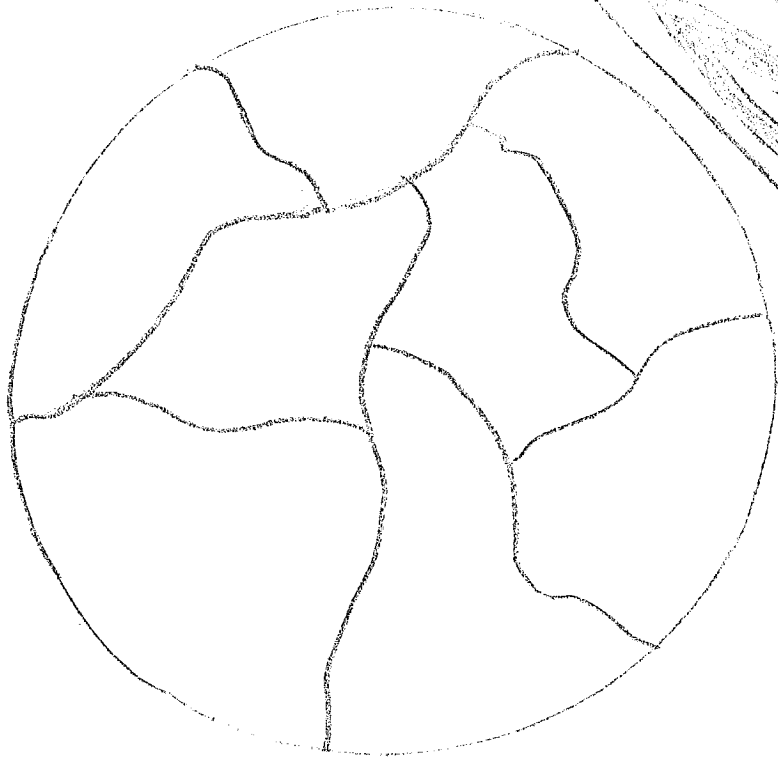
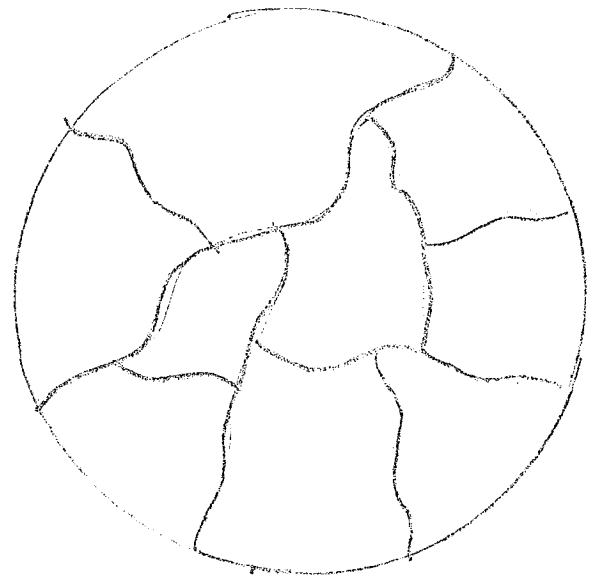
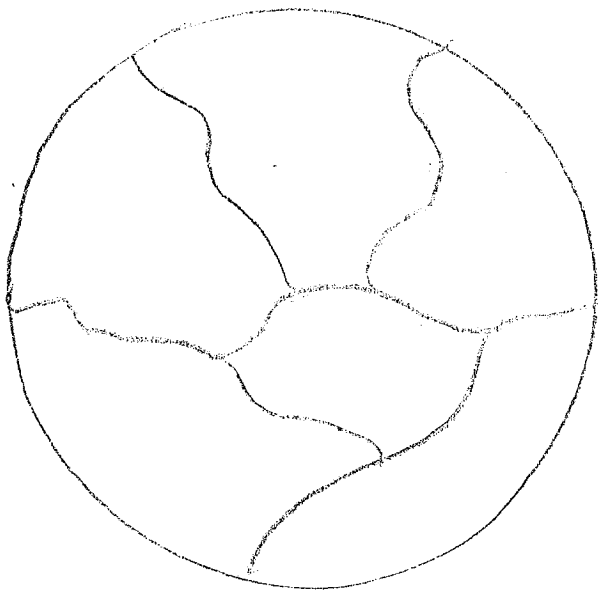
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DISPLAYS/EXHIBITS	5	4	3	2	1
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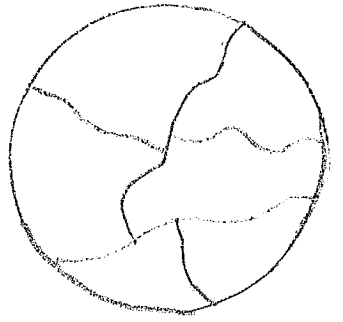
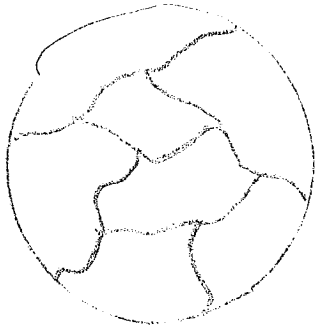
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DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
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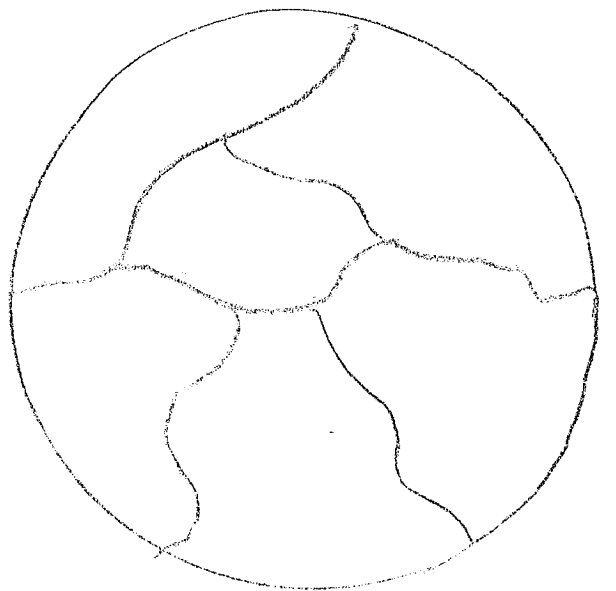
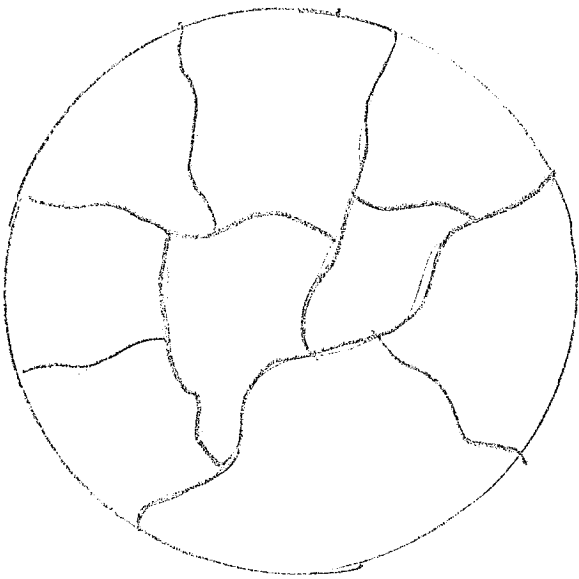
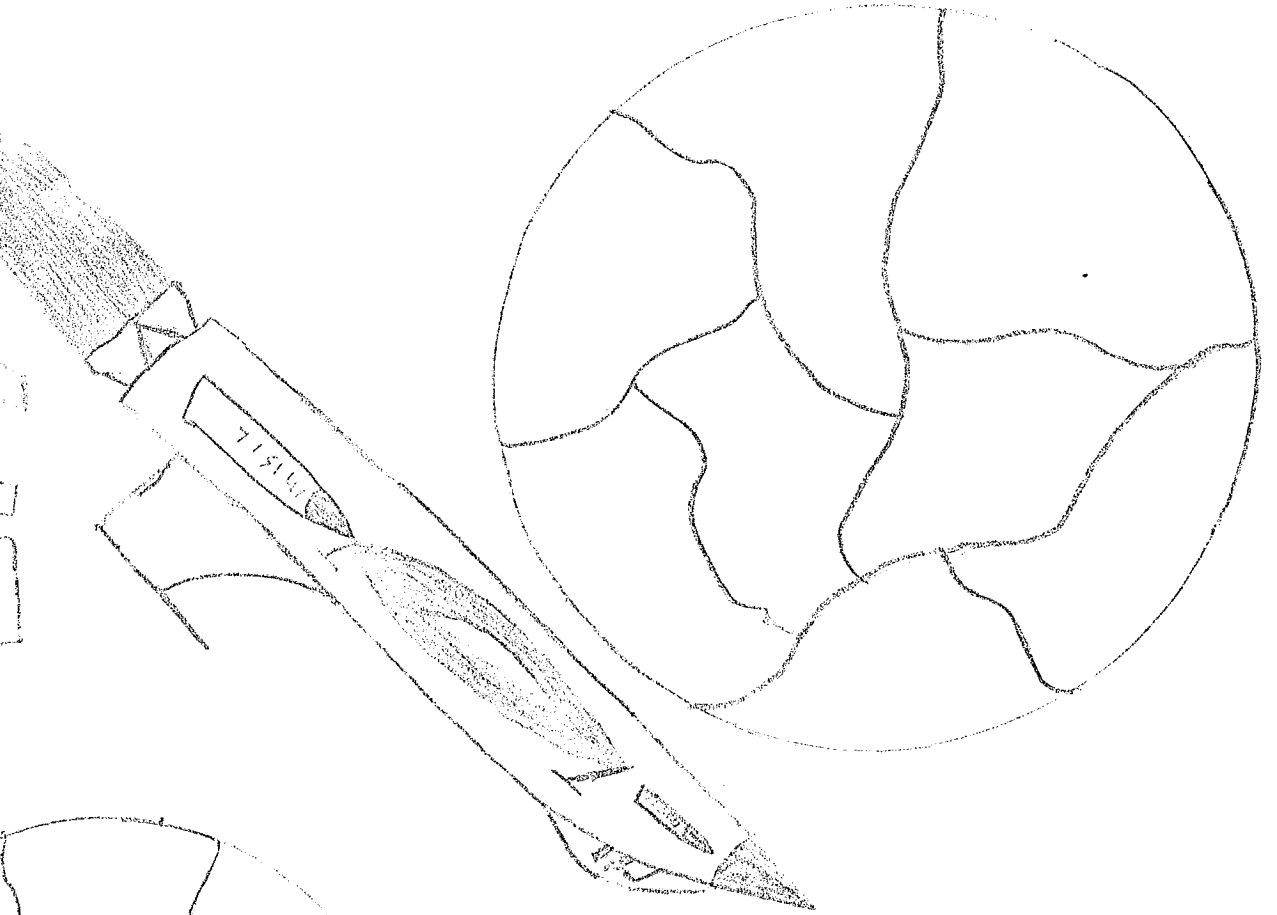
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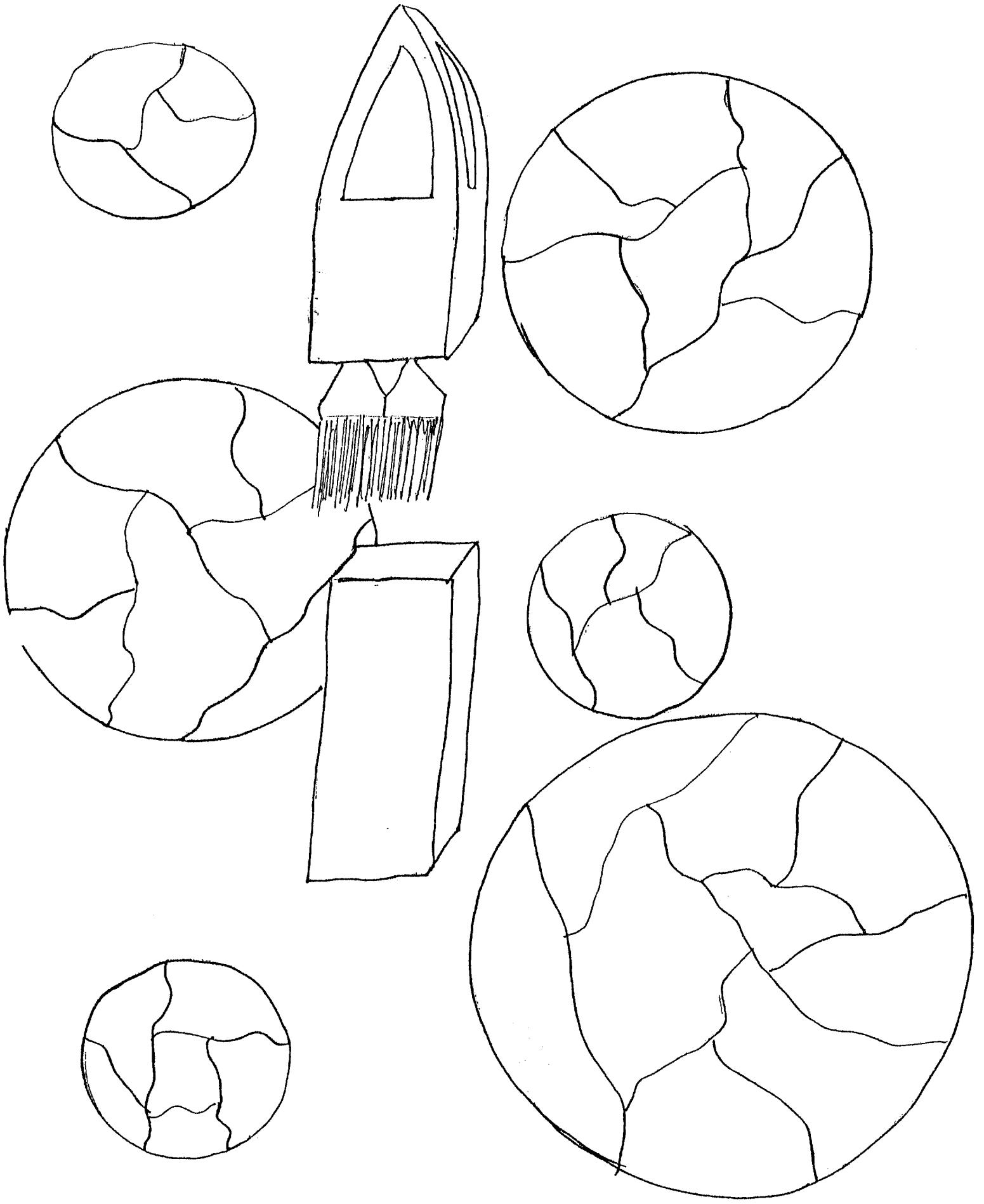
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DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1



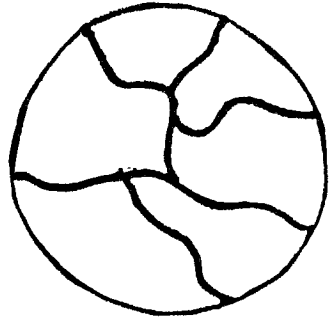
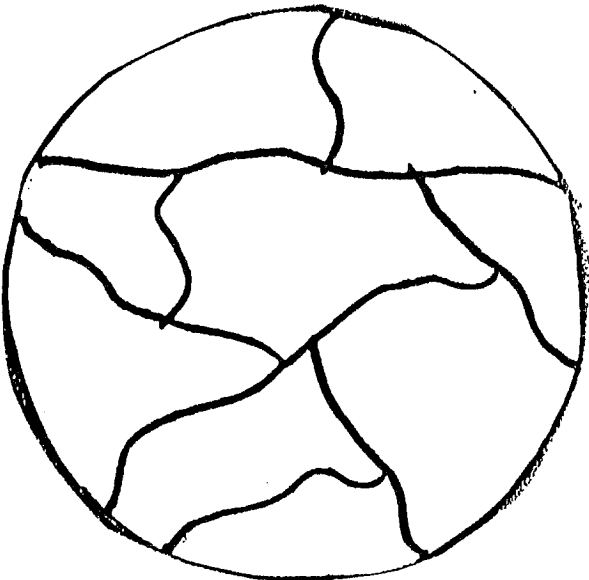
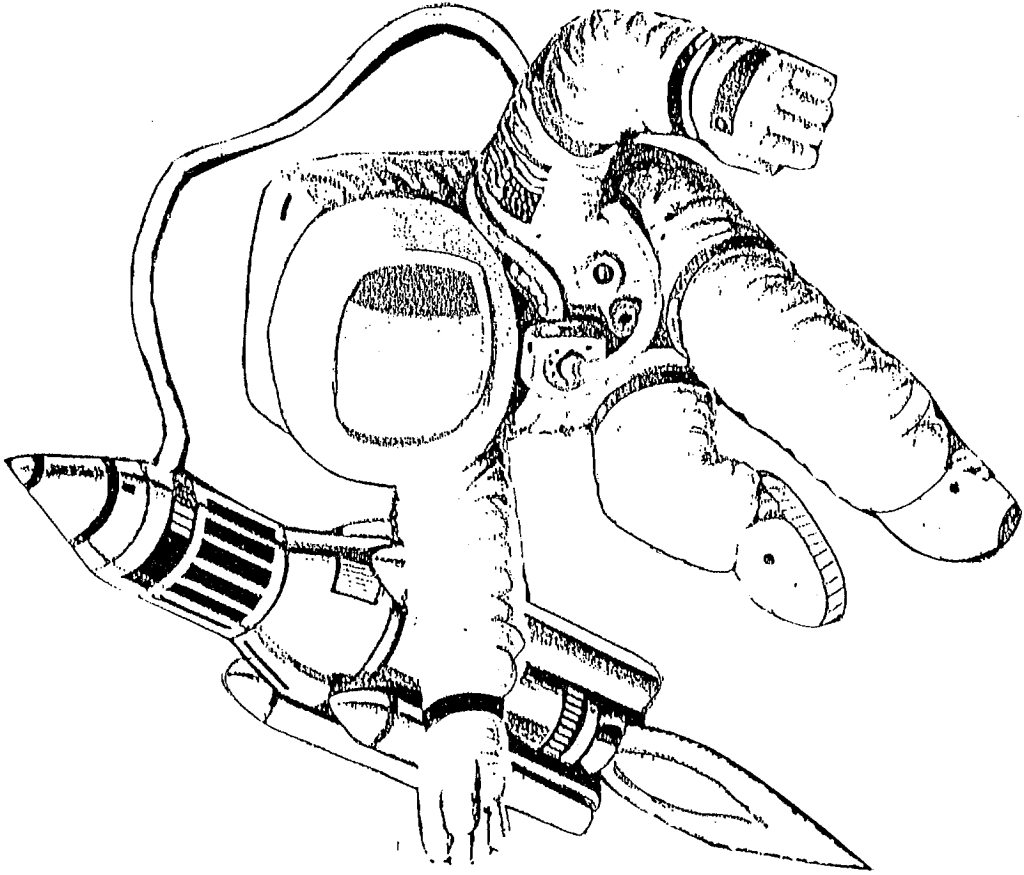
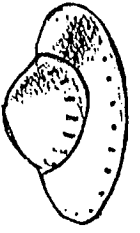
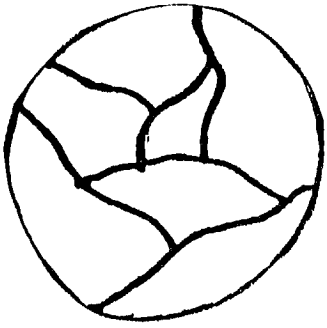


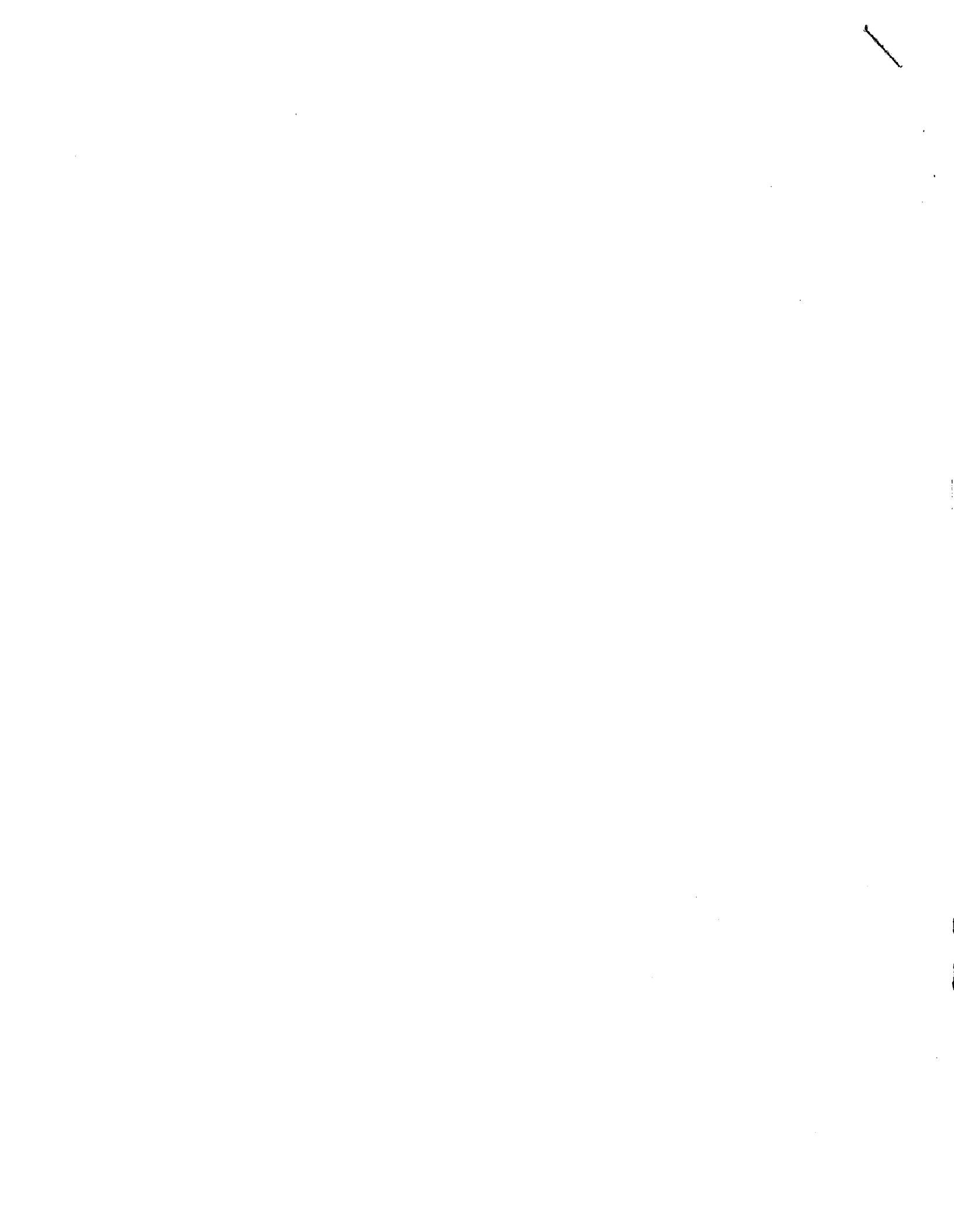
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DISTRICT

per-for'mance:

Something accomplished, the fulfillment of a promise or request.

RECORD

# OF REGISTERED BOYS																		
MONTH																		

COMMITTEE	LAST MONTH	LAST 12 MONTHS	DESCRIPTION	SCALE	# OF REGISTERED BOYS																								
					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
KEY LEADERS			1. TRAINED	0 to 100																									
			2. % ATTENDED LAST ROUNDTABLE	0 to 100																									
			3. % WEAR UNIFORM REGULARLY	0 to 100																									
			4. % EARNED ADULT ACHIEVEMENTS	0 to 100																									
PACK MEETING LAST MONTH			5. PREPARED AGENDA USED	0 or 100																									
			6. % BOYS ATTENDING	0 to 100																									
			7. % PARENTS REPRESENTED	0 to 100																									
			8. % LEADERS ATTENDING	0 to 100																									
			9. % BOYS IN UNIFORM	0 to 100																									
			10. % BOYS RECEIVING AWARDS	0 to 100																									
ADVANCEMENT			11. % BOYS ADVANCED ANNUALLY	0 to 100																									
			12. % ARROW OF LIGHT	0 to 100																									
COMMITTEE			13. ORGANIZED	0 or 100																									
			14. TIGER CUBS	0 or 100																									
			15. PACK PLANNING MEETING HELD	0 or 100																									
			16. MEMBERSHIP INITIATIVE	0 to 100																									
			17. ANNUAL PLANNING MEETING HELD	0 or 100																									
			18. SERVICE PROJECT	0 or 100																									
			19. COUNCIL / DISTRICT EVENT	0 or 100																									
			20. SUMMERTIME PACK AWARD	0 or 100																									
			21. % BOYS' LIFE	0 to 100																									
			22. % VIEWED YOUTH PROTECTION VIDEO	0 to 100																									
DENS INCLUDING WEBELOS			23. QUALITY UNIT AWARD	0 or 100																									
			24. DENS MEET REGULARLY	0 or 100																									
			25. % DENS WITH DEN CHIEFS	0 to 100																									
ALL			26. "WE HONESTLY TRIED FACTOR"	0 to 100																									
TOTAL				2600																									

Directly Promotes Quality Unit Objectives

10/12/88

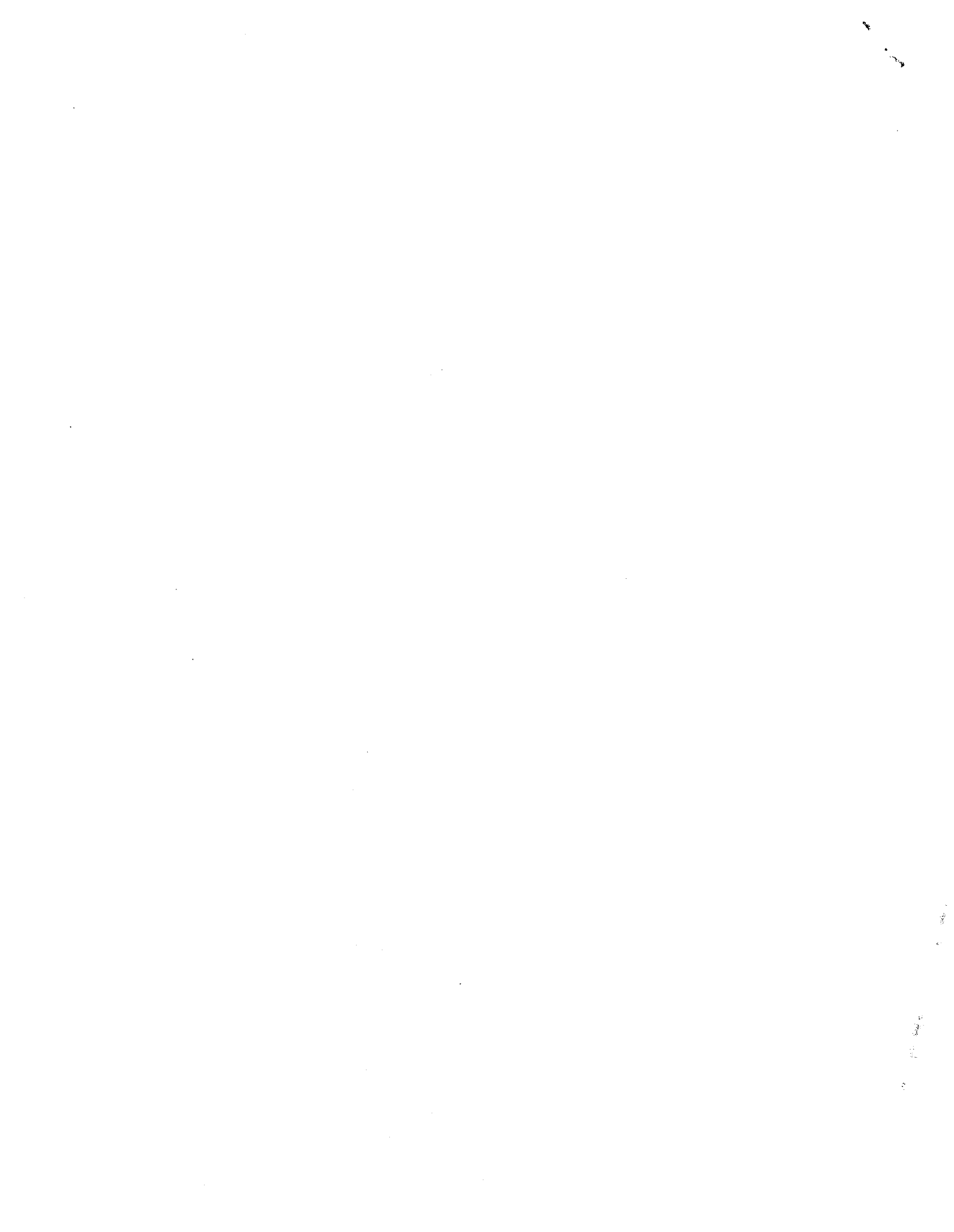
PLACE IN ZONE																		
AND DISTRICT																		

PACK NUMBER

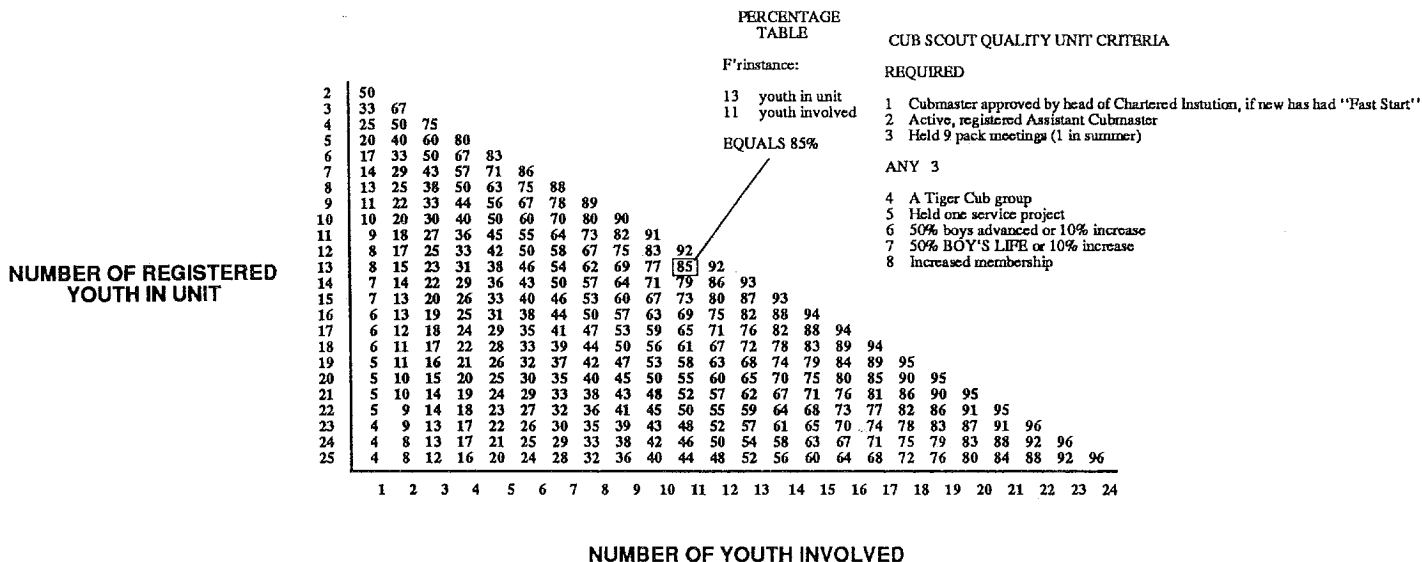
SPONSOR _____

CUBMASTER _____

ASSISTANT CUBMASTER _____



1. **TRAINED:** Committee Chairman, Cubmaster, Den and Webelos Leaders. Training is "Cub Scout Basic Training .
2. **% ATTENDED LAST ROUNDTABLE:** Key leaders as described on line 1
3. **% WEAR UNIFORM REGULARLY:** Key leaders as described on line 1, based upon standard Uniform Inspection Guide.
4. **% EARNED ADULT ACHIEVEMENTS:** % of Key Leaders with any 1 of 3: Scouters Key, Scouters Training Award, 2 Years Tenure.
5. **PREPARED AGENDA USED:** By Cubmaster at pack meeting last month.
6. **% BOYS ATTENDING:**
7. **% PARENTS REPRESENTED:**
8. **% LEADERS ATTENDING:** Key Leaders as described on Line 1.
9. **% BOYS IN UNIFORM:** Minimum of shirt and neckerchief.
10. **% BOYS RECEIVING AWARDS:** Beads, Arrow Points, Rank, Religious Award.
11. **% BOYS ADVANCED ANNUALLY:** Bobcat, Wolf, Bear and Arrow of Light.
12. **% ARROW OF LIGHT:** % of Webelos with 9 months tenure (only) who have earned the Arrow of Light.
13. **ORGANIZED:** At least 3 active members.
14. **TIGERCUBS:** Have or in process of organizing Tiger Cub unit with a trained Tiger Cub Organizer on the pack Committee.
15. **PACK PLANNING MEETING HELD:**
16. **MEMBERSHIP INITIATIVE:** Rate initiative taken to register ALL available boys in the neighborhood.
17. **ANNUAL PLANNING MEETING HELD:**
18. **SERVICE PROJECT:**
19. **COUNCIL / DISTRICT EVENT:** Such as Scout-O-Rama, Webelos Day Camp, Cub Scout Day Camp, District Pinewood Derby, Fun Run, etc.
20. **SUMMERTIME PACK AWARD:** To encourage continued pack activities in June, July and August.
21. **% BOYS' LIFE:** % of families receiving Boys' Life.
22. **% LEADERS VIEWED YOUTH PROTECTION VIDEO:** All registered Leaders and Committee Members.
23. **QUALITY UNIT AWARD:** We qualify and have applied for the Quality Unit Award.
24. **DENS MEET REGULARLY:** At least three times a month
25. **% DENS WITH DEN CHIEFS:** Den Chief Training can occur at the unit level.
26. **"WE HONESTLY TRIED FACTOR:** To what extent did we all "Do our Best."





PACK	CUBMASTER	ASSISTANT CUBMASTER	SPONSOR	DATE
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DISTRICT

per-formance

Something accomplished, the fulfillment of a promise or request

RECORD

	NUMBER OF REGISTERED BOYS			CUB SCOUT LEADER BOOK
KEY LEADERS	1. TRAINED	(2)	0 to 100	141-146
	2. % ATTENDED LAST ROUNDTABLE	(2)	0 to 100	143
	3. % WEAR UNIFORM REGULARLY		0 to 100	156-160
	4. % EARNED ADULT ACHIEVEMENTS		0 to 100	145
	5. PREPARED AGENDA USED		0 or 100	70
	6. % BOYS ATTENDING		0 to 100	68
PACK MEETING LAST MONTH	7. % PARENTS REPRESENTED		0 to 100	68
	8. % LEADERS ATTENDING		0 to 100	68
	9. % BOYS IN UNIFORM		0 to 100	68
	10. % BOYS RECEIVING AWARDS	(2)	0 to 100	151-156
ADVANCEMENT	11. % BOYS ADVANCED ANNUALLY	(2)	0 to 100	134-136
	12. % ARROW OF LIGHT	(2)	0 to 100	134-136
	13. ORGANIZED		0 or 100	131-133
	14. TIGER CUBS	(2)	0 or 100	31
COMMITTEE	15. PACK PLANNING MEETING HELD		0 or 100	66
	16. MEMBERSHIP INITIATIVE	(2)	0 to 100	3-4, 33
	17. ANNUAL PLANNING MEETING HELD		0 or 100	64-65
	18. SERVICE PROJECT	(2)	0 or 100	51
	19. COUNCIL / DISTRICT EVENT		0 or 100	88
	20. SUMMERTIME PACK AWARD	(2)	0 or 100	57, 174
	21. % BOYS' LIFE	(2)	0 to 100	115, 162
DENS INCLUDING WEBELOS	22. % LDERS VIEWED YOUTH PROTECTION VIDEO	(2)	0 to 100	
	23. QUALITY UNIT AWARD	(2)	0 or 100	02
	24. DENS MEET REGULARLY		0 or 100	12
	25. % DENS WITH DEN CHIEFS		0 to 100	144
	26. "WE HONESTLY TRIED FACTOR"		0 to 100	
TOTAL			2800	

PLACE IN ZONE	
PLACE IN DISTRICT	

DIRECTLY PROMOTES QUALITY UNIT OBJECTIVES

NOTE PERCENTAGE CHARTS AND MORE INFORMATION ON BACK

1

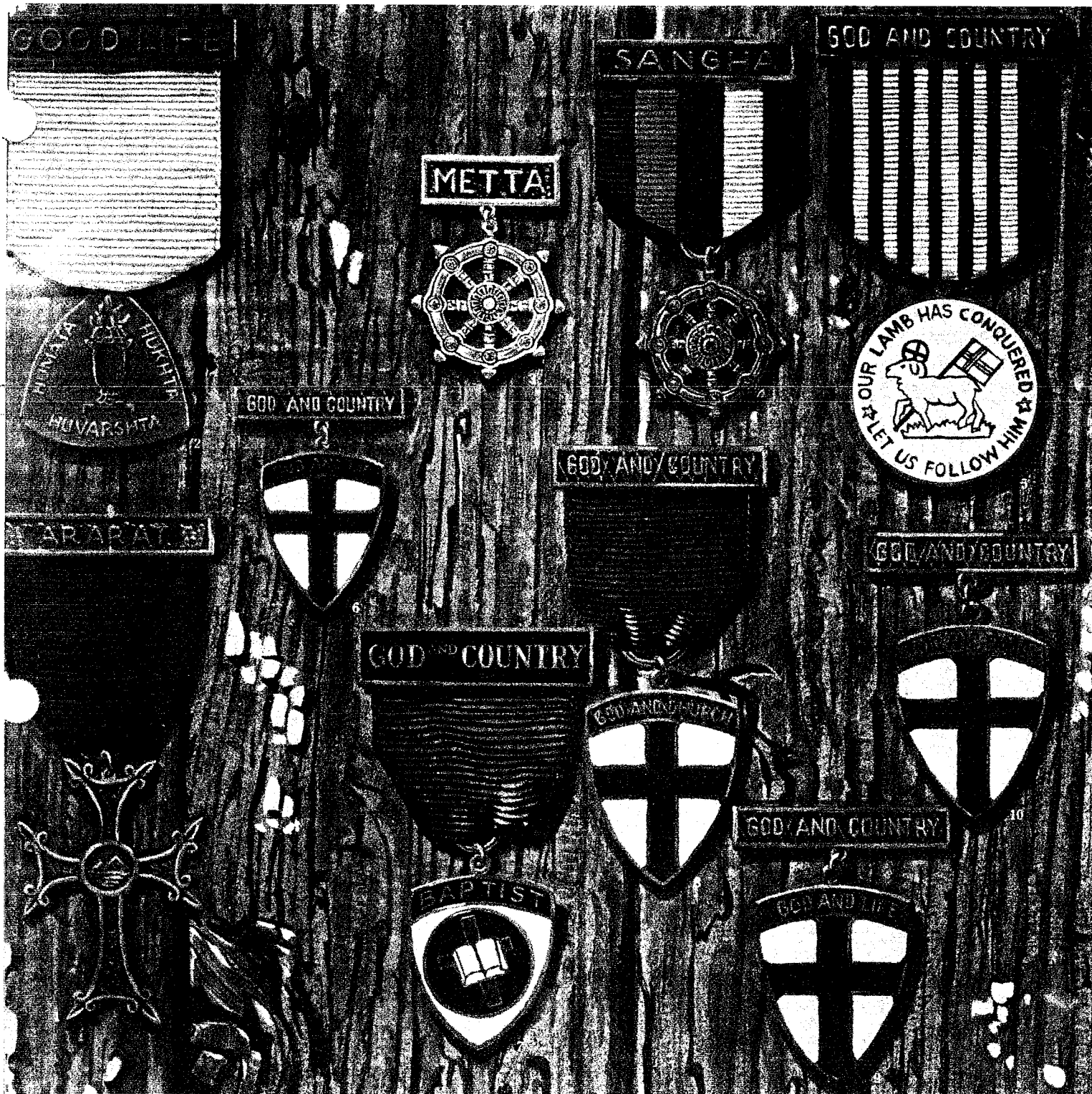
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PERCENTAGE TABLE	CUB SCOUT QUALITY UNIT CRITERIA REQUIRED
50	1 Cubmaster approved by head of chartered organization, if new has had "Fast Start"
33 67	2 Active, registered Assistant Cubmaster
25 50 75	3 Held 9 pack meetings (1 in summer)
20 40 60 80	ANY 3
17 33 50 67 83	4 A Tiger Cub group
14 29 43 57 71 86	5 Held one service project
13 25 38 50 63 75 88	6 50% boys advanced or 10% increase
11 22 33 44 56 67 78 89	7 50% BOY'S LIFE or 10% increase
10 20 30 40 50 60 70 80 90	8 Increased membership
9 18 27 36 45 55 64 73 82 91	
8 17 25 33 42 50 58 67 75 83 92	
7 14 22 29 36 43 50 57 64 71 79 86 93	
6 13 19 25 31 38 46 54 62 69 77 85 92	
5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95	
4 8 13 17 21 25 29 33 38 42 46 50 54 58 63 67 71 75 79 83 88 92 96	
3 6 11 17 22 28 33 39 44 50 56 61 67 72 78 83 89 94	
2 4 8 12 16 20 24 28 32 36 40 44 48 52 56 60 64 68 72 76 80 84 88 92 96	

13 youth in unit
11 youth involved
EQUALS 85%

NUMBER OF REGISTERED YOUTH IN UNIT

NUMBER OF YOUTH INVOLVED



These religious emblem medals are awarded to BSA youth who demonstrate spiritual growth and education through study of their faith.

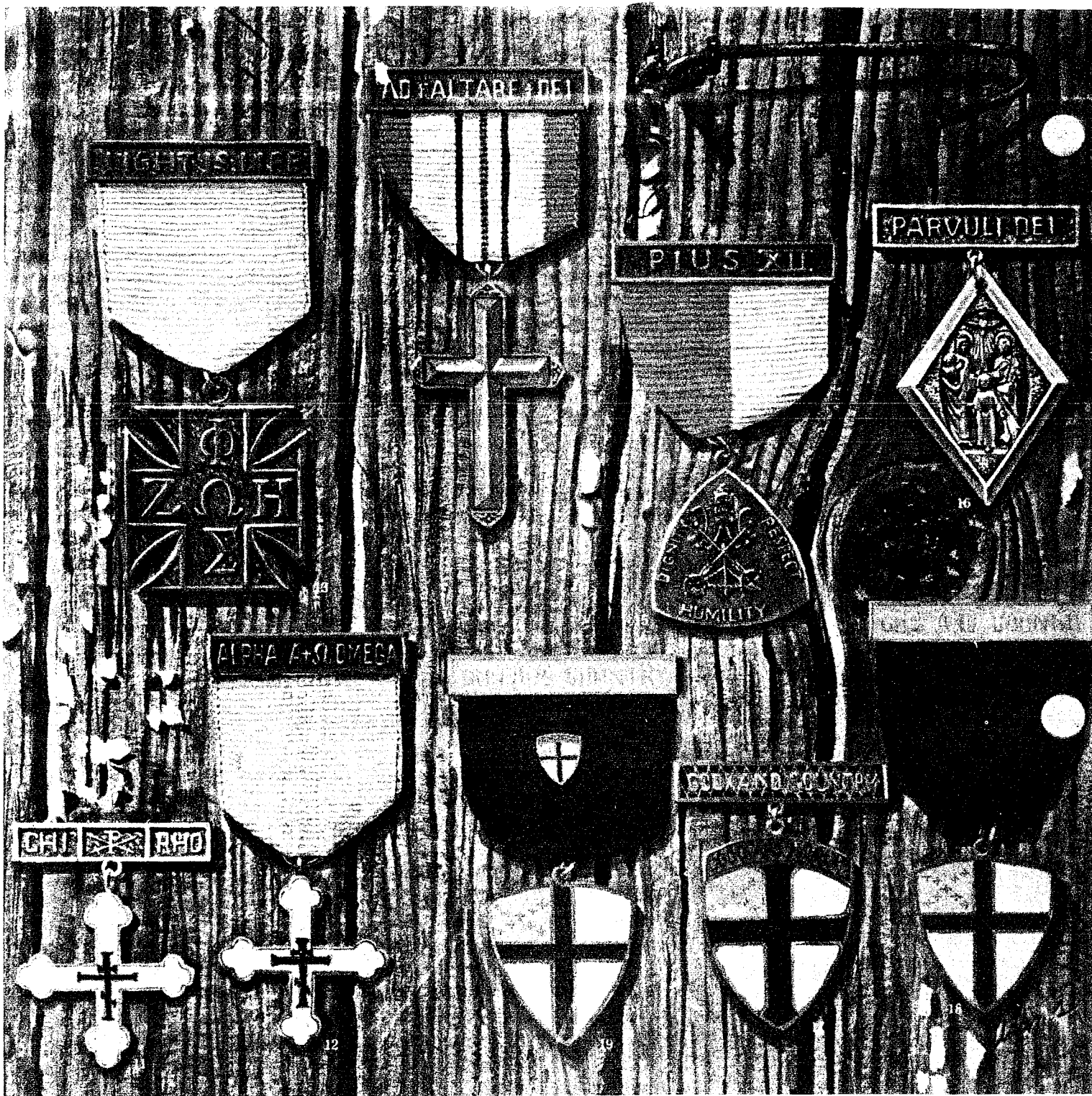
Duty to God

BY SCOTT DANIELS

ILLUSTRATIONS BY
NORMAN ADMAMS

For more than 75 years, "Duty to God" has been a fundamental principle of the Boy Scouts of America. It is a pledge recited by every Cub Scout in the Cub Scout Promise; Boy Scout in the Scout Oath or Promise; and Explorer in the Explorer Code. From Scouting's earliest beginnings its members have been encouraged to be faithful in the practice of their religion.

Since Scouting is nonsectarian it espouses no creed and favors no faith over another. Instead it provides programs and ideals that complement the aims of all religions. The result is that 49 percent of all Scouting units are chartered to



religious bodies.

One of the unique developments that have emerged from the partnership of Scouting with religious bodies is the religious emblem program. The idea to recognize those who demonstrate faith, observe creeds or principles, and give service originated in 1939 with the Roman Catholic Archdiocese of Los Angeles. After a program was developed by the National Catholic Committee on Scouting and approved by the Council of Bishops in Washington, D.C., a medal was created for presentation. It was called "Ad Altare Dei" a phrase derived from the Forty-third Psalm, "With Joy I come to the altar of God."

The Ad Altare Dei program provided a guide to other religious bodies as they created their own versions in accord with their concepts of spiritual education. The various programs have some general characteristics:

1. Requirements and emblems of recognition are developed by each religious body for its own constituents who are in Scouting.
2. No matter where a candidate gets his Scouting, he enrolls in the emblem program of his own faith and is instructed by his own priest, pastor, minister, rabbi, or other religious counselor.
3. Presentation of the emblem is made in the context of a religious service.
4. The Boy Scouts of America recognizes the Scout's achievement by permit-

11



'A Scout is reverent' is the twelfth point of the Scout Law. To earn an emblem, a Scout works with his minister, rabbi, pastor, priest, or religious leader.

ting him to wear the religious emblem on his uniform centered above the left pocket flap.

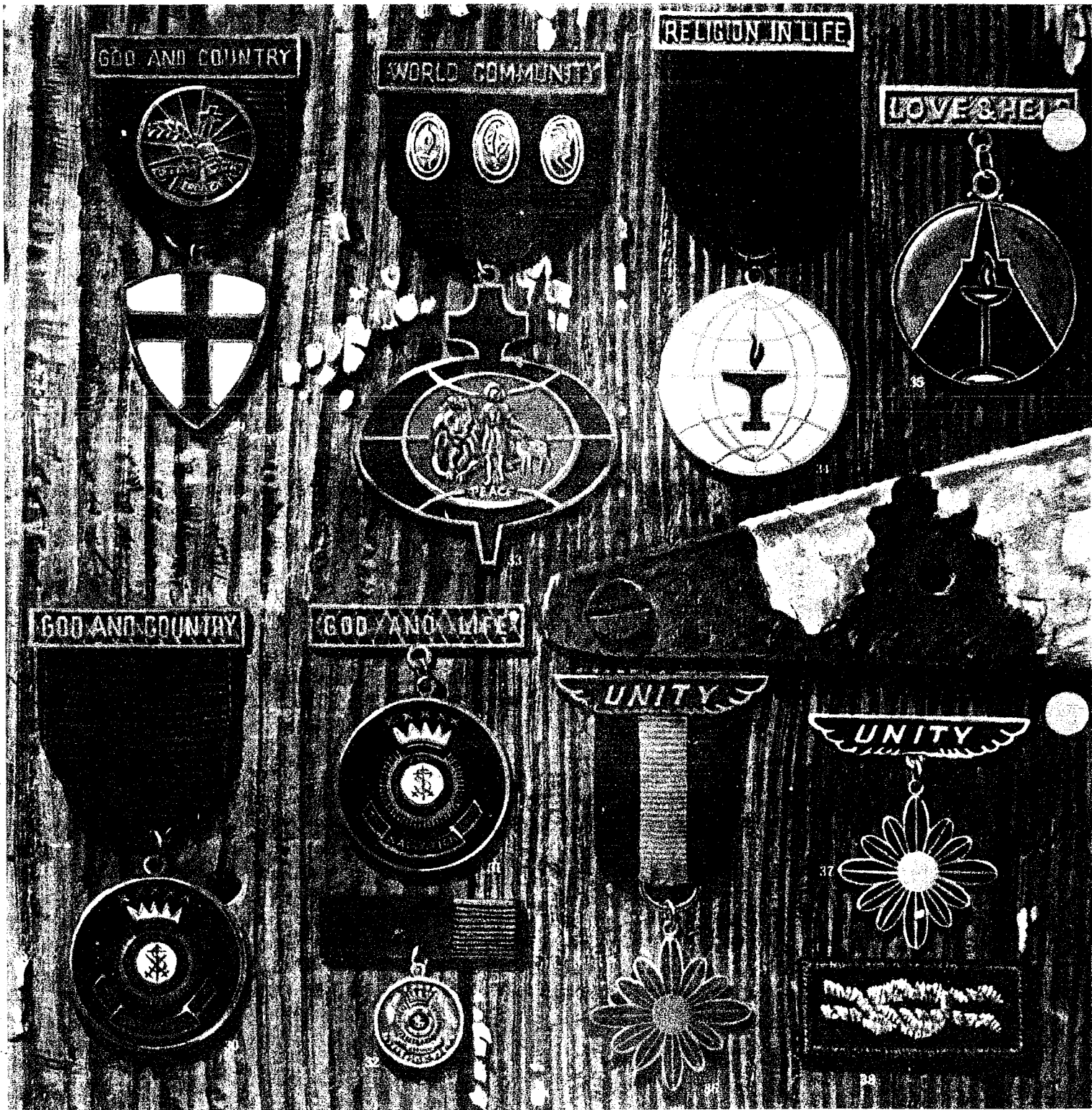
The first religious emblem program in the Protestant field was prepared and released in 1943 by the National Lutheran Committee on Scouting under the title "Pro Deo Et Patria" (For God and Country). In the same year the Jewish Committee on Scouting released an experimental program which was made available in 1944 and was entitled, "Ner Tamid" (Eternal Light). The God and Country program was developed in 1945 by the Protestant Committee on Scouting.

From these beginnings the religious emblem program has spread to many religious bodies, and expanded to include not only Boy Scouts but

also Cub Scouts and Explorers.

Generally a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that the candidate achieve a certain rank or have been in the unit for a minimum period before receiving the emblem.

Illustrations of the emblems and a summary of their requirements are given on these pages. For more information and requirement books write directly to the specific religious governing body or contact your local Scout council service center. Be sure to enclose sufficient money for postage and handling. The number appearing before the emblem name is the same number



found next to the emblem illustration.

1. **ARARAT** (Armenian Church of America). For Scouts and Explorers who have earned the First Class rank or have been in Exploring at least a year. Requirements cover church practices and history, Christian witness, world outreach, citizenship, fellowship, and service. Requirements are available from the Youth Director, Diocese of the Armenian Church of America, 630 Second Ave., New York, N.Y. 10016.

2. **GOOD LIFE** (Zoroastrian) For Boy Scouts. The purpose of this program is three-fold: to study the historical background of the early period of Zoroastrianism, to understand

the "Good Life" message of the prophet Zarathushtra Spitama, and, make an effort to live by His message and way of life in the 20th century environment. For more information write: The Zoroastrian Association of Greater New York, 249 Weyman Ave., New Rochelle, N.Y. 10805.

3. **METTA 4. SANGHA** (Buddhist). Metta is for Cub Scouts with at least three months service. Requirements cover the Buddhist shrine, ways of a Buddhist, Buddhist holidays, childhood and teachings of Buddha, and the search for Buddhahood. Sangha is for Scouts and Explorers who have the First Class rank or have been in Exploring for at least a year. The requirements cover observance

Duty To God (from page 25)

of the Buddhist faith and service. Requirements are available from Buddhist Churches of America, National Headquarters, 1710 Octavia St., San Francisco, Calif. 94109.

5. GOD AND COUNTRY (Moravian) For Boy Scouts, First Class rank or higher. This program involves study of the Moravian faith, witnessing, service projects, and a discussion of the church's involvement around the world and in the community. For more information write: The Moravian Church, Drawer Y, Winston-Salem, N.C. 27108.

6. GOD AND ME, 10. GOD AND FAMILY, 7. GOD AND COUNTRY (Baptist). For Cub Scouts, Boy Scouts, and Explorers who are Baptist. (For information on the Cub Scout God and Me and God and Family programs, please see Nos. 6 and 10, General Protestant.) God and Country (Baptist) requirements call for working with pastors in such areas as faith, witness, outreach, citizenship, and service. A service record book, No. 3024, and requirements, No. 3025, are available for 50 cents apiece from Program of Religious Activities with Youth (PRAY) P.O. Box 6900, St. Louis, Mo. 63123 or from your local Scout council service center.

6. GOD AND ME, 8. GOD AND CHURCH, 9. GOD AND LIFE, 10. GOD AND FAMILY (General Protestant). These awards are presented by various Protestant and independent church bodies. "God and Me" is for seven-year-old Tiger Cubs and eight-year-old Cub Scouts. "God and Family" is for nine- and 10-year-old Cub Scouts, "God and Church" is for 11- to 14-year-old Boy Scouts. "God and Life" is for 15- to 20-year-old Boy Scouts, Varsity Scouts, and Explorers. Requirements vary by program and denomination but include emphasis on relationships with God, family, the church, community, the world, and service. Workbooks with requirements are available from Program of Religious Activities with Youth (PRAY), P.O. Box 6900, St. Louis, Mo. 63123. *God and Me Combined Student/Counselor Resource*, No. 3603, \$2.50; *God and Church Counselor's Manual*, No. 3600, \$2; *Student's Resource*, No. 3599, \$2; *God and Life Combined Counselor/Student Resource*, No. 3601, \$2; *God and Family Counselor's Manual*, No. 3598, \$2; *Student Resource*, No. 3597, \$2.

11. CHI RHO, 12. ALPHA OMEGA (Eastern Orthodox). Chi Rho is for Cub

Scouts. Alpha Omega is for Boy Scouts and Explorers who have completed the seventh grade or reached the age of 13, but who are not older than 18. Requirements cover personal life, parish life, church organization, and service. Requirements are available from Orthodox Scouting Commission, 1345 Fairfield Woods Rd., Fairfield, Conn. 06430.

13. LIGHT IS LIFE (Eastern Rite Catholic). This is a five-step program for Boy Scouts with emphasis on the Holy Mysteries of Initiation, vocation study, Christian life style, and prayer. The requirements (Supply No. 3011) cost \$2.50 and are available from your local Scout council service center.

14. AD ALTARE DEI (Roman Catholic). For Boy Scouts who have been active in a troop for at least a year. Requirements are based on the sacraments and cover knowledge and observance of the faith and service. The Counselor's Guide, No. 3077, \$1.25 cents and Record Book, No. 3095, 40 cents, are available from your local Scout council service center.

15. POPE PIUS XII (Eastern Rite Catholic, Roman Catholic). For Explorers and high-school age Boy Scouts. (Roman Catholic Scouts must first earn Ad Altare Dei.) Requirements call for readings, discussions, and commitment to Christian life, vocation, responsibility to self and society, citizenship and response to faith. The requirements, No. 3076, are available for 70 cents from diocesan Scout chaplains or from your local Scout council service center.

16. PARVULI DEI (Roman Catholic). For Cub Scouts and Webelos Scouts. Requirements cover understanding Christian love, knowledge of the church and the home parish, and service. The requirements book, No. 3086, is available for 40 cents from diocesan Scout chaplains or from your local Scout council service center.

6. GOD AND ME, 17. GOD AND FAMILY, 18. GOD AND CHURCH, 19. GOD AND LIFE (Episcopal) (For information on the Cub Scout God and Me, please see No. 6, General Protestant.) God and Family is for nine- and 10-year-old Cub Scouts. Requirements include an understanding of the liturgy, church organization, the importance of prayer, and Bible study. God and Church is for Boy Scouts. The program discusses how God works with people, through Jesus Christ, and through scripture. Bible study and church doctrine are emphasized. Missionary work is discussed. God and Life is for older Boy Scouts,

Varsity Scouts, and Explorers. Candidates are encouraged to keep a Faith Diary to record notes about how God has been involved in the candidate's life that day. Emphasis is placed on understanding the concepts of sin and penance, Christian family life, love and service. For requirements write: Program of Religious Activities with Youth (PRAY), P.O. Box 6900, St. Louis, Mo. 63123. The Episcopal Church has prepared a supplement to the standard counselor's manual which will make each unit better suited to the Episcopal Church. It is also available from PRAY.

20. NER TAMID, 21. ALEPH (Jewish). Ner Tamid is for Boy Scouts and Explorers. Requirements cover Jewish home life, synagogue worship, Jewish studies, the American Jewish community, world Jewry, and service. *Ner Tamid Record Book*, No. 3182, \$1.25. Aleph is for Cub Scouts who have earned Bear rank and Webelos Scouts who have earned five activity badges. Both must have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage, and Israel. *Aleph Record Book*, No. 3184, 45 cents. Write: Program of Religious Activities with Youth (PRAY), P.O. Box 6900, St. Louis, Mo. 63123.

22. IN THE NAME OF GOD, 23. BISMILLAH (Islamic). In the Name of God is available for Boy Scouts and Explorers who have earned the First Class rank or have been in Exploring at least a year. The requirements cover experiences and service in the Islamic faith, practices, brotherhood, and participation. Bismillah is for Cub Scouts. This program asks Cub Scouts to attend religious services regularly, name the Holy



Books revealed to prophets by Allah Almighty, write a brief essay on the life of prophet Muhammed, describe the different religious holidays, and write a short report on a great American Muslim. Information and requirements are available by writing to: National Islamic Committee on Scouting, 130 East 40th St., New York, N.Y. 10016

24. DHARMA (Hindu) This emblem is a recognition to the Cub Scouts and Webelos Scouts for advancement in Hindu religious knowledge and spiritual formation. Its purpose is to help the boy become more aware of God's presence in his daily life, especially within his home and community. For more information write: North American Hindu Association, 43805 Hanford Rd., Canton, Mich. 48187

6. GOD AND ME, 25. GOD AND FAMILY LUTHERAN, 26. LUTHERAN LIVING FAITH (For information on the Cub Scout God and Me, please see No. 6, General Protestant.) God and Family Lutheran is designed to foster Christian growth in nine- and 10-year-old Cub Scouts. Working with an adult counselor, each participant explores his own identity and relationship with God, family, and the larger "family of God." Projects allow the learner to plan, carry out, and evaluate something personally meaningful and gain an increased sense of self-worth as a child of God. Lutheran Living Faith is for Boy Scouts and Explorers who have earned the First Class rank or have been in Exploring at least a year. Requirements cover projects in the Scout's faith, worship, witness, the church's ministry, and service. Local council service centers stock the God and Family (Supply No. 3597) and Lutheran Living Faith (Supply No. 3635) materials, or write: Youth Agency Relationships, Lutheran Council in the U.S.A., 360 Park Ave., South, New York, N.Y. 10010.

27. FAITH IN GOD, 28. ON MY HONOR (LDS "Mormon"). Faith in God is for Cub Scouts. The program requirements include regular church attendance, discussing the importance of prayer, tracing family tree, and writing about one's "Duty to God." On My Honor is for Boy Scouts and Explorers. The requirements are: to be registered in an LDS Scouting section for two years and to be worthy of the emblem as determined in an annual interview with the bishop. For requirement materials write: Church Distributions, 1999 West 1700 South, Salt Lake City, Utah 84104.

29. BOG I OJCZYNA God and Country (Polish National Catholic). For

Boy Scouts and Explorers, the program covers Christian spirit and faith, church participation and fellowship, Christianity in action, and church service. For requirements write: Polish National Catholic Church Committee on Scouting, Arthur Wyglon, 115 Heather Hill Dr., W. Seneca, N.Y. 14224.

6. GOD AND ME, 30. GOD AND THE SALVATION ARMY, 31. GOD AND LIFE, 32. SILVER CREST (Salvation Army). (For information on the Cub Scout God and Me, please see No. 6, General Protestant.) God and the Salvation Army is for Boy Scouts. The requirements ask how God works through His Son, people, and scripture; covers history and organization of the Salvation Army, both locally and nationally, and includes a service project. God and Life is for Explorers. Requirements include keeping a personal diary giving examples of faith from daily involvement with family, school, and work. Silver Crest is for nine- and 10-year-old Cub Scouts. Cubs are asked to know about Salvation Army history and its founder, recite doctrines, pray and read Bible daily, and complete service or education project approved by Cubmaster or corps officer. For requirements write: The Salvation Army, 120 West 14th St., New York, N.Y. 10011.

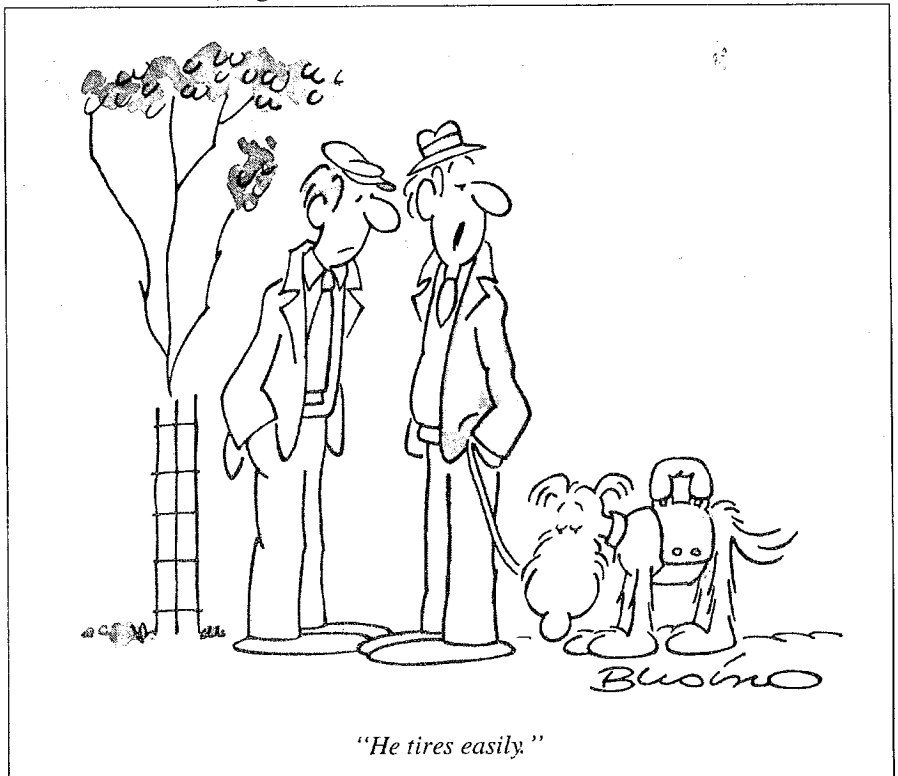
6. GOD AND ME, 33. WORLD COMMUNITY SERIES (Reorganized Church of Jesus Christ of Latter-Day Saints). (For information on the Cub Scout God and Me, please see No. 6, General Protestant.) Light of the World

is for Cub Scouts, Liahona is for Boy Scouts, and Life and World is for Explorers. Emphasis is on understanding the sacraments, Bible study, church history and organization, personal relationship with God, and service to others. For requirements write: Reorganized Church of Jesus Christ of Latter-Day Saints, The Auditorium, P.O. Box 1059, Independence, Mo. 64051.

34. RELIGION IN LIFE, 35. LOVE & HELP (Unitarian-Universalist) For Boy Scouts and Explorers. This program has three purposes: 1) To help Unitarian-Universalist young people acquire information about their faith—its beliefs, history, local and continental structure, and programs. 2) To help UU and other liberal religious youth to achieve meaningful experience in living their own faith. 3) To support and recognize the achievements of youth in UU congregations. Requirements are available from: Unitarian-Universalist, 25 Beacon St., Boston, Mass. 02108.

36. LIGHT OF GOD, 37. GOD IN ME (Unity) Light of God is for Boy Scouts. God in Me is for Cub Scouts. For more information write: The Association of Unity Churches, P.O. Box 610, Lee's Summit, Mo. 64063.

38. UNIVERSAL RELIGIOUS EMBLEM (all denominations). This square knot may be worn by Cub Scouts, Boy Scouts, Explorers, and Scouters who earned a religious emblem as a youth. It is Supply No. 5014 and is available from your local Scout council service center. ■



RELIGIOUS EMBLEMS

PHILOSOPHY OF BSA TOWARDS RELIGION

The history of the Scout movement gives the key to its purpose and success. There was Scouting in America before there was a "Boy Scouts of America". Many churches were using the Scouting program as a part of their ministry to the youth and families in their neighborhoods. Scouting developed as a "movement"; that is, it became a part of the churches' youth ministry.

These churches and their leaders with other community organizations helped to create the Boy Scouts of America:

- 1) To give unity to the program,
- 2) Provide support services for groups desiring to use their program.

During the first six years (1910-16) this movement became so popular throughout America that the Congress of the United States recognized Scouting's potential as an educational resource for churches and other groups interested in a positive program for youth. In 1916, the Congress, representing the people of the United States, granted a charter to the Boy Scouts of America to make the program available through community organizations.

Under the authority of its congressional mandate, the Boy Scouts of America issues two kinds of charters in each council area. One type of charter is issued to a church (or to a church related group) to use the Scouting program (one or more parts) under its own leadership to serve the youth and families for which it has concern and which will help it accomplish its own objectives.

The other type of charter is issued to a local Scout council:

- 1) To provide service to help the church be continuously successful in their use of the Scouting program, and
- 2) To extend an invitation to other churches to use the program interpreting how it will help them.

A Scout district has these same two responsibilities in that part of the council that it serves. It is the structure closest to the church, the families and the youth who benefit from the program; therefore, it is a most important part of the total Scouting structure. "A Scout district must help make Scouting happen in the churches."

RELIGIOUS EMBLEMS

It may be helpful to consider Scouting in two ways:

- 1) The program of the Boy Scouts of America - Cub Scout, Scout, and Explorer, designed to implant in youth desirable qualities of character, to train them in the responsibilities of participating citizenship, and to develop in them personal fitness - based on a belief in God.
- 2) The support service system of the Boy Scouts of America - district, council, area, region and national - all aimed at assisting the churches using that program.

This time-tested program has really worked - for more than 57 million lives have been directly touched by community organizations (mostly churches) of the United States through their use of the Scouting program by the Boy Scouts of America.

SCOUTING AND THE CHURCH

The fact that over one half of the Scouting units are sponsored by religious organizations reveals clearly that Scouting has a real contribution to make to the Church. Among its outstanding values are:

- 1) It provides a habit rather than a precept basis for morals. Living the Cub Scout Promise or Scout Oath is entirely different from hearing it read and discussed.
- 2) Its program is built around recreation which is educational. Scouting under church auspices gives the Church a chance to become the 'hub' of the wheel of a boy's recreation.
- 3) Scouting offers the Church a seven-day program, but leaves specific religious instruction to the church of the boy's choice.
- 4) It grips the boy's interest, holding him to the church by an added and powerful bond. It means more boys and later more men in the Church. In the Sunday School, it means more boys, more regularly and more permanently.
- 5) Scout morale and discipline bring a fine constructive tone to Sunday School discipline.
- 6) Scouting gives the Church an attractive task for holding adults in church work as Cubmasters, Scoutmasters, and other leaders.
- 7) Scouts were a powerful war-service force recognized by the United States government during both World Wars. These same useful powers await mobilization by the Church for various types of church service.

RELIGIOUS EMBLEMS

The Church today, as never before, has a need of recreational programs for boys. The Scout program is planned to fill this need. Through the charter, the authority for responsibility and leadership of a Scout unit connected with the Church is in the hands of the Church itself. This authority enables the Church to use the Scouting program in conjunction with its other programs for boys in a way so that there is no conflict of authority with a local council.

Many churches, vitally concerned about youth, do not understand Scouting as a resource program for them, but as something which they "sponsor" for the Boy Scouts of America. When Scouting is properly understood as a resource program for their ministry, churches will use it much more than they are now doing, and they will reach more youth than are now projected in the most optimistic of goals.

To achieve its ultimate effectiveness, therefore, the BSA must make a total commitment of its resources to helping churches serve youth.

RELIGIOUS PRINCIPLES BSA

Recognition of the spiritual aspect of a boy's life is of great importance as he participates in the Scouting program. This is done through opportunities to worship at summer camps, camporees, jamborees, and Scout meetings.

Boys are encouraged to observe religious practices in Scout activities which they have been taught at home.

When a boy becomes a Cub Scout, he makes a promise to "...do my best to do my duty to God and my country, to help other people, and to obey the Law of the Pack".

To put into perspective what is meant by "duty to God", it would be well to look to the Charter and By-laws of the Boy Scouts of America, Art. IX, Section I, Clause 1, which reads as follows:

The Boy Scouts of America maintain that no youth can grow into the best kind of citizen without recognizing his obligation to God. In the first part of the Scout Oath or Promise the member declares, "On my honor I will do my best to do my duty to God and my country and to obey the Scout Law".

The BSA does not define what constitutes belief in God or practice of religion. Religious instruction is a function of parents or the religious institution to which a member may belong.

RELIGIOUS EMBLEMS

The BSA expects a member to accept the religious principles stated in the Charter and By-laws, the Boy Scout Oath and Law, the Cub Scout Promise, the Explorer Code, and on the membership application.

These commitments are:

Belief in God

Reverence toward God

Fulfillment of religious duties

Respect for beliefs of others

The Boy Scouts of America is not a religious movement, and is non-sectarian in nature. It does maintain a close working relationship with authorities of all religious bodies on a national level. Although Scouting is non-sectarian, it strongly encourages religious loyalty on the part of its members. The BSA looks to each religious body to provide for the spiritual training of its members.

Religion should penetrate all Scouting - Scouting and religious principles should not be placed in separate categories - Scouting here, religion there; Scouting for weekdays, religion for Sundays.

A good Cub Scout learns to keep the Cub Scout Promise by living the Cub Scout Promise. He keeps himself physically strong by training and healthful activities. He also builds himself spiritually by putting into practice his religious training towards his neighbors and community.

It is of the utmost importance that we as leaders exemplify what we want the Cub Scouts under our leadership to follow. We need to build into all of our activities a reverence for all things. Included in these materials are some ideas for use in various circumstances, but this is just a start. A good leader is always on the lookout for new ideas and new material to use in meetings and other Cub Scout gatherings. Never overlook an opportunity to bring your activity under the heading of "Duty to God" - either by direct application (seeing a service project to the disadvantaged as an example of "love of neighbor" or following the example of the Good Samaritan) or by reflection and orientation (taking a moment out of a field trip to quietly and meditatively enjoy a beautiful vista of a sign of God's handiwork).

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The Boy Scouts of America is not a religious movement, and is non-sectarian in nature. It does maintain a close working relationship with authorities of all religious bodies on a national level. Although Scouting is non-sectarian, it strongly encourages religious loyalty on the part of its members. The BSA looks to each religious body to provide for the spiritual training of its members.

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A good Cub Scout learns to keep the Cub Scout Promise by living the Cub Scout Promise. He keeps himself physically strong by training and healthful activities. He also builds himself spiritually by putting into practice his religious training towards his neighbors and community.

It is of the utmost importance that we as leaders exemplify what we want the Cub Scouts under our leadership to follow. We need to build into all of our activities a reverence for all things. Included in these materials are some ideas for use in various circumstances, but this is just a start. A good leader is always on the lookout for new ideas and new material to use in meetings and other Cub Scout gatherings. Never overlook an opportunity to bring your activity under the heading of "Duty to God" - either by direct application (seeing a service project to the disadvantaged as an example of "love of neighbor" or following the example of the Good Samaritan) or by reflection and orientation (taking a moment out of a field trip to quietly and meditatively enjoy a beautiful vista of a sign of God's handiwork).

RELIGIOUS EMBLEMS

Here, then, are a few ideas to get you started, and some suggestions for times, opportunities, and activities which can lead Cub Scouts to a deeper understanding of "Duty to God".

- 1) Opening ceremonies are opportunities to introduce a thought or meditation which leads to focus on "Duty to God" - a prayer can be used at appropriate times.
- 2) If a religious flag is a symbol of a church that sponsors a unit, it should be included in flag ceremonies wherever and whenever appropriate to foster an association of "God and Country" in the thinking of Cub Scouts.
- 3) Service projects are wonderful opportunities to discuss the value of the Golden Rule, or love of neighbor, or the example of the Good Samaritan. The Scout should be encouraged to see what he is doing as more than merely "do-gooder-ism".
- 4) If your Scouts are sponsored by a church or are church-related, don't overlook the possibility of involving the priest or minister if he is willing to help out from time to time. Good relationships between the Church and the Scouts can benefit both. Many clergy are very good at working with boys, and can provide good role-models, and good friends to the boys..
- 5) If churches in your area observe Scout Sunday, why not make it a priority for your group to observe this day either with their families, or as a group if this is appropriate.
- 6) Ask for the advice of religious education workers and youth ministers to stimulate your own thinking about ways to help the Cub Scouts experience the meaning of "Duty to God and Country".
- 7) Refer to books on experiential learning, both of the secular and the religious sort. Avoid lecture and pietistic talk - emphasize experience, involvement, discussion and sharing as much as possible. The place for religious instruction is in the home and in the church - Scouts should be putting their religious beliefs and convictions into practice in their everyday life.

RELIGIOUS EMBLEMS

THE RELIGIOUS EMBLEMS PROGRAMS

From its beginning, the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath and Explorer Code all call upon boys to pledge themselves to do their duty to God. Scouting espouses no creed and favors no faith over another. Rather, it provides programs and ideals that compliment the aims of all religions, with the result that religious bodies are the single largest category of chartered organizations for Packs, Troops, and Posts.

All of the major churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts, and Explorers who demonstrate faith, observe their creeds or principles and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys (and young women in Explorers) who work with their religious leader or a counselor on a fairly demanding program of requirements which often takes a year or more to complete.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that he achieve a certain rank or progress award, or have been in the unit for a minimum period before he can receive the emblem.

A summary of the requirements for each emblem and the address to write for more information are given here. (Additional information can also be obtained from Religious Relationships Service, Boy Scouts of America, 1325 Walnut Hill Lane, Irving, Texas 75062-1296.)

Cub Scouts do their duty to God. All show this by practicing their faith. Some do special study and service that qualifies them for these emblems. Does your faith have an emblem? Your religious leader will help your Cub Scout qualify for it.

NOTE: These are not Scouting Awards. They are religious awards earned through and presented by the religious organization. Information and material can be obtained through the Council Office or listed religious group.

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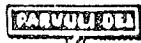
RELIGIOUS EMBLEMS

RELIGIOUS EMBLEMS FOR CUB SCOUTS



Aleph

ALEPH (Jewish) - For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage, and Israel. (Requirements, No. 3184, available from Relationships Service, BSA)



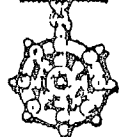
Parvuli Dei

PARVULI DEI (Roman Catholic & Eastern Rite) - For Cub Scouts and Webelos Scouts. Requirements cover understanding Christian love, knowledge of the church and the home parish and service. (Requirements, No. 3086, available from Relationships Service, BSA)



Silver Crest

SILVER CREST (Salvation Army) - For Cub Scouts with at least six months of service. Requirements cover Salvation Army doctrines and history, prayer, Bible reading, and service. (Requirements available from The Salvation Army, 120 W. 14th St., N.Y., N.Y. 10011)



Metta

METTA (Buddhist) - Designed to help Cub Scouts of the Buddhist faith deepen their faith and further their knowledge and practice of the Buddhist religion. Earned by Cub Scouts with at least 3 months of service, the Metta provides deeper understanding of the Buddhist shrine, Buddhist holidays, the childhood teachings of Buddha, and the search for Buddahood. (Information from Buddhist Churches of America, Nat'l Headquarters, 1710 Octavia St., San Francisco, CA. 94109)



Pro Deo et Patria

PRO DEO ET PATRIA (GOD & FAMILY) (Lutheran) - For 9 and 10 year old Cub Scouts and Webelos Scouts, Camp Fire Adventurers, and Jr. Girl Scouts. Requirements cover projects in the child's faith, worship, witness, the church's ministry and service. (Information from Dept. of Nat'l Youth Agency, Relationships, Lutheran Council in the U.S.A., 360 Park Ave., So., N.Y., N.Y. 10016)

RELIGIOUS EMBLEMS



God and Family

GOD AND FAMILY (Protestant) - For 9 and 10 year old Cub Scouts, under supervision of pastor, with parents or guardians involved in the home as counselors. Basic thrust is to help boys understand more deeply their faith as it relates to their home, and family relationships as they relate to the church. (Information available from P.R.A.Y., P.O. Box 179, St. Louis, MO. 63166)



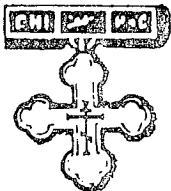
God and Family

GOD AND FAMILY (Episcopal) - Similar to above. (Information from P.R.A.Y., P.O. Box 179, St. Louis, MO. 63166. Specify Episcopal)



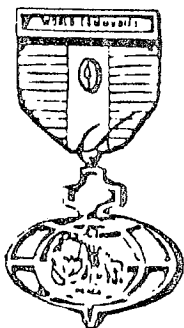
Faith in God

FAITH IN GOD (Church of Jesus Christ of Latter-Day Saints) For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible stories, geneological chart, leadership, and service. (Information from Church Distribution Center, 1999 W. 1700 So., Salt Lake City, Utah 84104)



Chi Rho

CHI RHO (Orthodox) - For Cub Scouts and Webelos Scouts. To help a boy become more aware of God's presence in his daily life, especially through things he does in his home and church. There is close cooperation between family and church by using parents or guardians and parish priests as counselors. (Information from Orthodox Scouting Commission, 1345 Fairfield Woods Rd., Fairfield, Conn. 06430)



World Community

LIGHT OF THE WORLD (Reorganized Church of Jesus Christ of Latter-Day Saints) - For boys between the ages of 8 and 11. Emphasis is on personal, family, and church relationships in activity-centered requirements. (Information from Reorganized Church of Jesus Christ of Latter-Day Saints, The Auditorium, Independence, MO. 64501)

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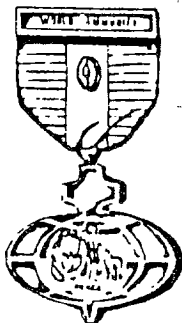
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RELIGIOUS EMBLEMS

The time taken to work on the religious emblem requirements is in keeping with the pace that the Cub Scout works on other achievements and electives in the Cub Scouting program. Ideally the Cubmaster and Den Leader are supportive of the boy's efforts in the religious emblem area. When all work for the religious emblem is completed, all signatures secured, and required interviews have been scheduled, the emblem should be ordered. It is in keeping with the fact that it is a boy-recognition that the Pack should pay for the cost of the religious emblem. Plans are then made for a suitable recognition of the Cub Scout for his efforts. In recognition of the Cub Scout's effort in earning the religious emblem of his church, the following ideas are suggested.

The boy should be recognized at Pack meeting. This should be done even if the boy is recognized in his church or synagogue. In this way, the boy receives a double recognition and other Cub Scouts are encouraged to work toward earning the religious emblem of their faith. At the recognition, mention should be made of some of the requirements that had to be done in order to complete the work.

The following is a sample of a recognition ceremony.

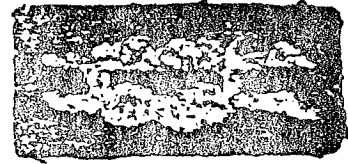
Tonight, one of our Cub Scouts will be recognized for a special achievement. In Cub Scouting, the boy promises to "...do my best to do my duty to God...". One of the achievements in the Wolf book directs the Cub Scout to learn about his church and something about religious emblems.

Tonight, _____ is being recognized for having done this. In order to receive this award, he has done (see brief description above). (Call the Cub Scout forward. Also, ask the parents to come up.) _____ has been awarded his emblem in church and he is also recognized tonight. Your parents are also congratulated because they helped you work on this project. Congratulations to _____ and to his parents.

RELIGIOUS EMBLEMS

Cub Scouts may now wear the religious emblems knot on their uniform. The medal is only worn on formal occasions.

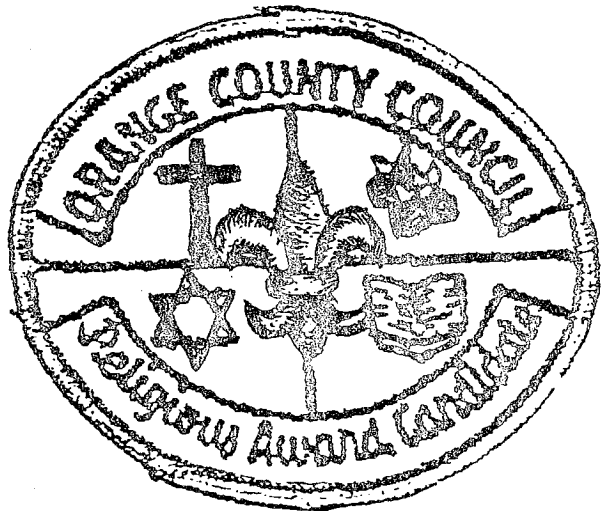
The National Insignia and Uniform Committee has authorized the wearing of the religious emblems square knot on the Cub Scout uniform.



The emblem is a silver knot on a purple background, No. 5014 and is to be worn centered above the left pocket of the boy's uniform shirt. Adults who earned a religious emblem as a youth may wear this same square knot.

A Cub Scout religious medal may not be worn on the Boy Scout uniform; however, a Boy Scout who earned a religious emblem as a Cub Scout may wear the square knot centered above the left pocket of the uniform shirt. The Cub Scout device, No. 51030, may be attached to indicate the award was earned as a Cub Scout.

The Orange County Council, in conjunction with the Interfaith Committee, has sponsored a patch for Cub Scouts, Boy Scouts, and Explorers who are working on their religious emblems. It may be worn as a temporary patch until the religious emblem is officially presented. For further information on securing the emblem for the religious emblem candidate, call the Scout Service Center (546-4990).



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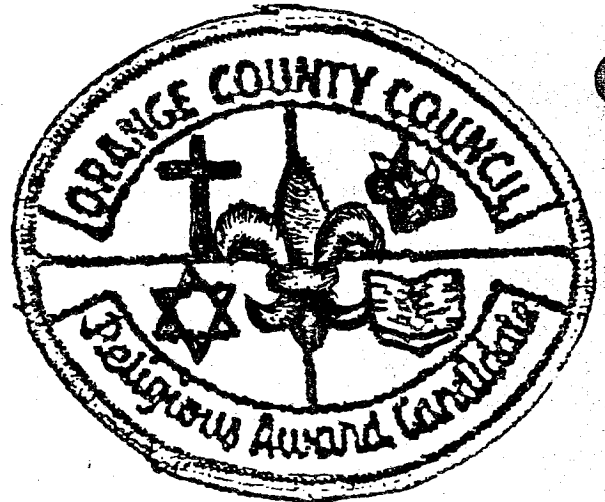
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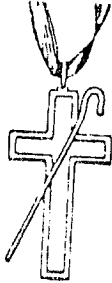
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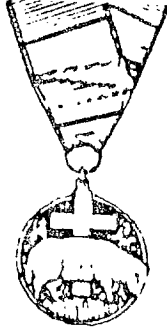
ADULT RELIGIOUS EMBLEMS

There are 7 religious emblems for adult Scouters as described below. These awards are presented for exceptional service to boyhood through Scouting. (For additional information, contact: Religious Relationships Service, BSA, 1325 Walnut Hill Lane, Irving, Texas 75062-1296.)



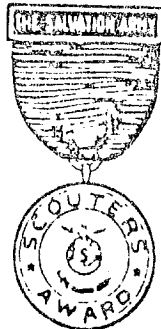
Good Shepherd

GOOD SHEPHERD (Baptist) - For distinguished service by Baptist laypersons and Pastors leading toward the spiritual, physical, mental and moral development of youth through service to the church and its Scouting program at all levels.



Lamb

LAMB (Lutheran) - For recognition of laymen and pastors who render exceptional service to boyhood through Scouting. (Information available from Office of Community Youth Agency Relationships, Lutheran Council of the U.S.A., 315 Park Ave., N.Y., N.Y. 10010).



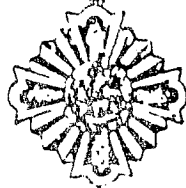
Scouter's Award

SALVATION ARMY SCOUTER'S AWARD - For Salvationist who give noteworthy service of exceptional character to the spiritual, moral, and physical development of boyhood through or in the Scout program in the Salvation Army. (Information available from Salvation Army Conference on Scouting, Salvation Army, 120 W. 14th St., N.Y., N.Y. 10011)



St George

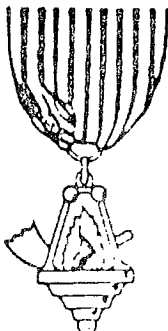
ST. GEORGE (Roman Catholic) - For outstanding contributions to the spiritual development of Catholic youth in the programs of the Boy Scouts of America.



SHOFAR (Jewish) - To recognize outstanding service by adults in promotion of Scouting among Jewish boys.

GOD & SERVICE AWARD (Protestant)

BRONZE PELICAN (Roman Catholic) - For outstanding service to Scouting and Catholic religious training given by the local Diocese to both men and women in Scouting.



Shofar

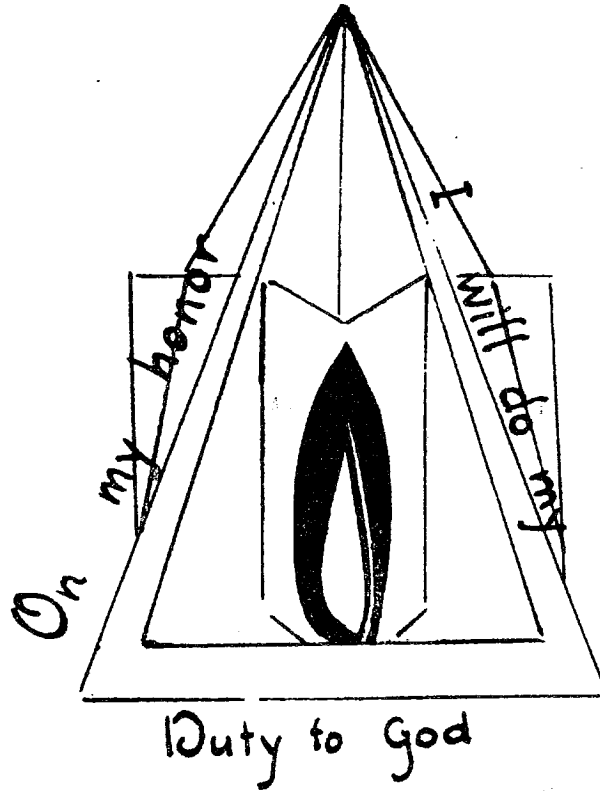
RELIGIOUS EMBLEMS

In support of the religious emblems programs for Cub Scouts, many of our church bodies have formed Scouting Committees which carry on activities to help Scouts of their faiths to earn the awards. Among the various activities are retreats, Scout Sunday services, Religious Emblems recognition ceremonies and Emblem Counselors training and displays to encourage boys of all ages to begin working on emblems.

You are encouraged to promote the Religious Emblems program and the following information will be helpful.

The Interfaith Committee of Orange County is comprised of persons interested in promoting religious emblems of any faith. It is open to both clergy and lay people. There are no special requirements but that you are interested in encouraging youth to know more and possibly work on the religious emblems. This program is seeking counselors, training and developing counselors and bring the details of a religious emblem program to any interested group.

A speaker bureau is maintained to make presentations to your unit. Contact the service center for the name of a person near you who will come to your unit meeting to make a presentation on the religious emblems programs.



RELIGIOUS EMBLEMS

CITIZENSHIP THROUGH SERVICE

America's youth have become increasingly service-minded. They don't want to talk about things - they want to take positive action.

In recent years, the action taken by youth has at times taken a destructive turn in high schools, on college campuses, and in our streets. However, regardless of what has happened as a result of these activities, their driving force is nearly always an idealistic urge to better our society and environment. Misguided and misled at times, a small minority of our youth has warranted publicity which seems to discount this national trend. An important fact for adult leaders to remember, however, is that the overwhelming majority of our youth are concerned and want to serve the organization to which they belong, their communities, and their nation.

Youth's increased desire to serve is of keen interest to the Boy Scouts of America, and should be to you as Cub Scout leaders. It means that every District, Pack and den has an increased reservoir of energy ready to be channeled into productive service. The question is: Are we smart enough to tap it?

Our challenge is to capitalize effectively on the increased enthusiasm of youth; to provide the inspiration, the know-how, the method and the projects. We must meet this challenge or lose an important opportunity to help both our boys and our country. Unguided, this reservoir of useful energy may flow into destructive channels. Guided, our Cub Scouts will have the satisfying experience of meaningful service.

One of the primary purposes of the Boy Scouts of America is citizenship training. From its beginning, the Scouting movement has tried to instill in boys qualities necessary for responsible, participating citizenship.

Service, best exemplified by the daily "Good Turn" that has long been a tradition in Scouting, starts with the individual. Cub Scouts are directed towards individual service by taking part in service projects planned by the den and Pack.

The Boy Scouts of America is synonymous with good citizenship, and good citizenship can best be exemplified by service in action. This premise can become a launching pad for your den and Pack.

Successful service projects don't just happen. No matter how badly it is needed or how carefully it is chosen, a service project can fail if it is not carefully planned and carried out. Cub Scouts must feel that the project is worthwhile and must be interested in it. It must be within their abilities and still challenge them. Every project should require the knowledge and skills of the boys, and get them personally involved. The results should be clear, and the boys given recognition for a job well done.

RELIGIOUS EMBLEMS

PRAYERS FOR CUB SCOUTING

It is sometimes difficult for us to offer up a prayer that fits Cub Scout situations that can be understood by both the boys and adults. Here are a few suggestions that can be used for various occasions and also learned by Cub Scout age boys. Perhaps they will help you express what you wish to say on occasions that call for your prayer.

AN INDIAN PRAYER

O' Great Spirit,
Whose voice I hear in the winds,
And whose breath gives life to all the world.
hear me! I am small and weak. I need your
strength and wisdom.

Let me walk in beauty, and make my eyes
ever behold the red and purple sunset.

Make my hands respect the things you have
made and my ears sharp to hear your voice.

Make me wise so that I may understand the
things you have taught my people.

Let me learn the lessons you have hidden
in every leaf and rock.

I seek strength, not to be greater than my
brother, but to fight my greatest enemy -
myself.

Make me always ready to come to you with
clean hands and straight eyes.

So when life fades, as the fading sunset,
my spirit may come to you without shame.

PRAYERS THAT BOYS CAN LEARN

O help me keep my Promise, God, and teach me to obey, and
show me what my duty is, to serve Thee every day. Amen.

Help us, dear God, to love Thee day by day, to do our duty and
enjoy our play; to keep our Cub Scout Promise the best we can,
and to do our best to help our fellow man. Amen.

RELIGIOUS EMBLEMS

PRAYERS FOR CUB SCOUT LEADERS

Teach us, dear God, to work together in cooperation and understanding. Open our eyes to the opportunities of our jobs. Inspire our thoughts, our words and deeds, that they may help our boys to know Thee better. In Your name we pray, Amen.

PRAYERS FOR DEN OR PACK MEETINGS

Dear God, Thou knowest how hard it is for us to do right. Help us to fight against wrong. Help us to be brave when we are afraid; to be cheerful when we are disappointed; to be pleasant when we feel angry. Help us always to tell the truth, even when it may be hard for us. O God, Thou art strong and Thou art loving. Help us we pray. Amen.

O God, the Giver of all good things, grant that we may be good Cub Scouts this day; not only to be good but also to do good by helping other people. Help us to do our best to live up to the Cub Scout Promise. We pray these things in Thy Holy Name, Amen.

Dear God, give us thankful hearts and keep us from grumbling and ill temper in our homes. Help us to get along with each other. Keep us cheerful when things go wrong and our plans are upset. May we grow in love and understanding of one another. Amen.

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

RELIGIOUS EMBLEMS

PRAYERS FOR DEN OR PACK MEETINGS

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

Dear God, we thank Thee for our homes and for all who love and care for us. May we ever be grateful for the good things we enjoy, not taking them for granted, but remembering always to give thanks. Help us to be thankful in all things. Amen.

Dear God, help us to do our best in all that we do. Help us to remember to put You first, others second, and ourselves last. Amen.

GRACES

God is great and God is good, and we thank Him for this food. By His hand we all are fed; Grant us, Lord, our daily bread. Amen.

We thank Thee for the morning light, for rest and shelter of the night, for health and food, for love and friends, for everything Thy goodness sends. Amen.

For food, for raiment, for life, for opportunity, for friendship and fellowship we thank Thee, O Lord. (Philmont Grace)

OPENING DEN CEREMONIES

A simple flag ceremony is probably used most often. However, it is good to change off and use other ceremonies to avoid having the Pledge of Allegiance become dull routine.

The Promise and the Law of the Pack are good to use once or twice a month to keep them fresh in the boys' minds.

You can use a roll call opening to go along with the month's theme. For Coyboys and Indians, you could have boy answer his name with the name of a famous character of the Old West. For Christmas, they could answer with their favorite family Holiday tradition. This type of opening is good for the first meeting of the month when you are introducing the theme. It helps to introduce and can suggest ideas for crafts and skits.

"I PLEDGE ALLEGIANCE"

According to the Bylaws of the Boy Scouts of America, the goals of the movement are character development, citizenship training, mental and physical fitness. Proper citizenship can't be taught without proper respect for our U. S. flag and our American heritage. Unless thought is given to it, the Pledge of Allegiance can become boring, disrespectful and slovenly to American citizens. Scouting magazine published a series of flag salute introductions to make the flag salute more meaningful. Here are some of them:

- Because we are thankful and appreciative of such leaders as Abraham Lincoln, let us salute the flag and at the same time remember the great Presidents of our great land.
- As we salute the flag today, let's remember George Washington, the Father of our Country, and the heritage of America.
- Because we are proud and appreciative of America's role in world leadership, let us now salute our flag.
- For the opportunities our country offers to the youth of America, let us now salute our flag, the emblem of our nation.
- For those who died that this nation might live, let us now salute our flag.
- We, the people ... that's what our flag stands for. Let us salute the flag.
- To secure the blessings of liberty to ourselves and our posterity is a challenge to all of us. Let us salute our flag.
- In the folds of our flag are enshrined every ideal, hope, and opportunity made possible because someone has lived. Let us salute the flag.
- The 31 words of the Pledge of Allegiance are among the best-known words in America. Let us repeat them now with meaning as we salute our flag.
- Our state is represented by one of the 50 stars on the U. S. flag. Let us now pledge allegiance to our flag as individuals and together for our state.

- The flag of the United States of America is the emblem of our nation, the leader of the free world. Let us now salute our flag.
- In peace and war our flag flies proudly, because Americans are not forgetful of others. Join me in saluting our flag.
- When you look at the flag, you can see the Constitution and the courts, the statutes and statute-makers, a soldier, a street-sweeper, a lawyer or a clerk. What do you see as we salute the flag today?
- Join me in saluting the flag of our country, the emblem of truth and justice.
- We live in a changing life, a life of moods and passions, a life of heartbreak and tired muscles ... but the flag stands fast. Join me in saluting our nation's flag.
- Our flag stands for all that we hope to be and have the courage to try for. Let us join in a salute to the red, white and blue.
- The flag represents song and fear, struggle and panic, hope and joy. Join me in saluting the flag of our country.
- Webster defines the word "flag" as a light cloth bearing a device or devices to indicate nationality or party. Show your nationality during our flag salute today.
- Thirteen stripes and 50 stars ... representing the Original Thirteen Colonies and our 50 States of today. Today, as in 1776, our flag is a rallying point for all Americans. Let us salute our flag proudly.
- Our flag has changed its form and design over the years, but it still causes patriotic feeling in Americans. Let us salute the flag of the United States.
- Today, let us salute the flag in honor of our Founding Fathers who had visions of today's America.
- When we realize what our flag stands for, it is with genuine enthusiasm we salute the flag of our country.
- Let us now salute our flag which represents over 200 million Americans in 50 states.

THE AMERICAN'S CREED OPENING.

As a variation on the Pledge of Allegiance to open a den or pack meeting, use The American's Creed. It reads as follows:

"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."

DEN YELLS

DEN YELLS are a good opening. Every den has its own yell that identifies it at a pack meeting or anyplace that Cubs gather. This needs to be practiced so that the boys can automatically give out with it when challenged to do so. You will find some examples in your How TO BOOK. A Den Yell composed by the Den Leader, the Den Chief, the boys, or all together, makes a special way to end a den meeting and does a lot for the feelings of unity and pride. Here are some suggestions:

DEN 4: The boys stand in a huddle, with their arms around each others shoulders and say: "Den four has more fun!"--but on the word fun, they all yell it and leap into the air.

DEN 2: The boys in a huddle(As above) begin to say very softly and then build to a shout: "Here's to Den 2, Here's to Den 2, etc."

Other ideas might be: Den 5 is really alive! Den 1 gets things done! Den 8 is great!

Rip 'em up! Scratch 'em up!
Tear 'em up and eat 'em.
Den 4
You can't beat 'em.
Y-E-O-W!!

C'mon Gold! C'mon Blue!
C'mon Cubs! C'mon through
Chow! Chow! Bow! Wow!
Den 6! Wow! Wow!

Rattle on a tin can,
Shinney up a tree,
Den 3
Teedle, deede, dee!

Applause Stunts
a. Clap 1,2,3,4--1,2--1,2,3,4,--1,2,--1,2,3,4--
1,2--1
b. Double clap, double clap, double clap and
clap twice--repeat twice, then one loud clap.

Hoo-rah! Hoo-ray!
Hoo-rah! Hoo-ray!
We're the Cub Scouts
Of the B.S.A.

Stand 'em on their heads,
Stand 'em on their feet!
Pack (or Den) Number Four
Can't be beat!

Chase 'em down the alley,
Run 'em down the street;
Den Number Three won't retreat!

Strawberry shortcake,
Eskimo pop,

Always on top.

Bink-a-lacka; bing-a-lacka; bing-bing-bing!
Ching-a-lacka; ching-a-lacka; ching-ching-ching!
Bing-a-lacka! Ching-a-lacka!
Who are we?

_____ Yes Sir-r-ee-ee!

Skyrocket!
Wheee(whistle)--Boom!
Aaaaah!

Pack _____!
Pack _____!
Pack _____!

D-Y-B. D-Y-B.
Happy, fair and game;
You do your best
And we'll do the same.

Clap hands 5 times, shake both fists 5 times.
Strike mouth with hand and warhoop 5 times.
Then yell name.

Den Achievement Ceremony. This ceremony was written to be used with a den doodle or it can also be adapted to use with the Den Achievement Wall Chart.

Set up den doodle in convenient spot in meeting place where all can see it. Have boys stand facing the den doodle in a circle around it or in a semicircle or line facing it.

Den Leader: We have a boy (or boys) today who is ready to add another achievement doodle to his string on our den doodle. He has been working hard and has passed off another Achievement in working toward his (Wolf or Bear) Badge.

If _____ will come forward now our assistant den leader, Mrs. _____ will present him with his doodle which he will then add to his string.

Assistant Den Leader: (Hands it to boy as he comes forward and faces boys.) She then says: Congratulations, (boy's name), you're doing fine on your Achievements. Keep up the good work!

Den Leader: O.K., fellas, while (boy's name) is adding his doodle to his string on our den doodle, our den chief _____ is going to lead us in our Den Achievement Pledge. (Assistant Den Leader helps boy stringing doodle if he needs it.)

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

We the boys of Den (den #),
Promise to do our best,
To keep working on our Achievements,
And to make our den stand out from all the rest!
(Teach this to the boys so they can learn it for use in the ceremony)

Den Leader: Now that (boy's name) has added his new achievement doodle to our den doodle, let's all give him _____ big Hows. (Match number of hows to number of achievement doodles added or number of boys adding doodles.) This simple ceremony could also be changed for variety and sometimes the boys could give their den yell in place of Achievement Pledge or could add yell on at end. Also a den song could be sung instead of pledge.

RANK ADVANCEMENT CEREMONY (DEN).

Cub Scouts who have completed 12 achievements and earned the Wolf or Bear rank receive their badges at a pack ceremony. But it's a good idea to recognize them in the den, too, with a simple ceremony as soon as they finish the 12th achievement.

Personnel—Den leader, advancing Cub Scout.

Equipment—Bead from Immediate Recognition Kit.

Den Leader—"Today (Name of Cub) gets his fourth bead for passing three more achievements for Wolf (or Bear) rank. Do you know what that means? It means that he has finished all 12 achievements for Wolf (or Bear). At our next pack meeting, he'll get his new badge. I think that's great! He'll wear his new Wolf (or Bear) badge on his left shirt pocket. And if he wants to, he can also wear this patch and bead on his right pocket." Attach bead to thong on Progress Toward Ranks patch.

"Keep working on advancement, (Name of Cub). That's the way you'll have the most fun in our den and pack.

DEN REDEDICATION CEREMONY. Explain to the den that Scouting was born in the U.S. on Feb. 8, 1910. So the following will occur at the den meeting nearest Scouting's birthday.

Leader:—"Does anyone know what 'rededication' means? It means that we renew our pledge to follow Cub Scouting's ideals. Every time we repeat the Cub Scout Promise or Law of the Pack, we are rededicating ourselves to those ideals. Scouting's birthday is a good time to do that. So now I'm going to ask Billy to lead us in the Cub Scout Promise. Let's think about what it means as we speak." (Say the Promise.)

DEN ADVANCEMENT CEREMONIES. The formal advancement of a Cub Scout in rank is held at pack meetings. However, there is no reason not to have a simple ceremony in the den. It can be as simple as calling a boy up front, explaining to the den what he has achieved, then having the boys congratulate him with a cheer. If your den has a den doodle, give him the privilege of tying to the den doodle whatever emblem you use to mark his advancement in rank. Also let him record his achievement on your **Cub Den Advancement Chart.**

DEN RECOGNITION CEREMONY RECOGNITION FOR NEW DENNER AND ASSISTANT DENNER

Three candles are on the table, one large, and two small ones.

The Den Leader lights the large one and says: "This light is our guiding light. It shows us the way to follow the Cub Scout Promise, the Law of the Pack, and the Motto."

The entire Den repeats the Promise, Law of the Pack, and the Motto.

The Den Leader then gives one of the small candles to the Old Denner who lights it from the candle she holds.

He then says to the new Denner, "Do you accept the light to help show the way to the Den? You will be responsible for always giving a good example, helping the Den Mother in every way, and in leading our Den."

New Denner accepts the candle and gives his promise to "Do My Best".

Then the Den Leader gives the second candle to the old assistant Denner who lights it from the candle she holds.

He then says to the new Assistant Denner, "Do you accept the light to show the way to the Den? You must give a good example, be prepared to take over the position of Denner in his absence, help the Denner and the Den Leader, and be keeper of the Den Diary and Den reporter."

The new Assistant Denner accepts the candle and promises to "Do My Best".

Den gives the Den Yell as the candles are blown out.

CLOSING THOUGHTS FOR DEN OR PACK MEETINGS

THE VALUE OF A BADGE - A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find that it wouldn't bring much money. The real value of the badge is what it represents ... the things you've 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 now. If these are 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.

THE LAW - Nations, states, communities, and even families have laws ... rules by which people must live in order to have harmony. Laws are based on your rights and the rights of others. If a law is broken, our freedom can be taken away. Every individual has laws too ... his personal moral standards ... the laws by which he lives. If those laws are broken, we are unhappy and disappointed in ourselves. You have promised to obey the Law of the Pack. By doing so, you'll have a much happier life and be respected by your fellow Cub Scouts, and be a citizen of whom your community and nation can be proud.

DO YOUR BEST - One of the hardest things for anyone to do is to stick to what he knows is right, while his friends are coaxing him or his enemies are threatening him to do just the opposite. A Cub Scout always does his best.

Work while you work, play while you play;
One thing at a time, that is the way.
All that you do, do with all your might;
Things done halfway are not done right.

"Don't Give Up"—To be good at anything you have to believe that you can do it and then practice it until you can. There's no easy way to become an expert. You have to keep at it, over and over. There may be times when you think you just can't make it, but don't give up because it seems hard. Few things are worth doing that are easy to do at first.

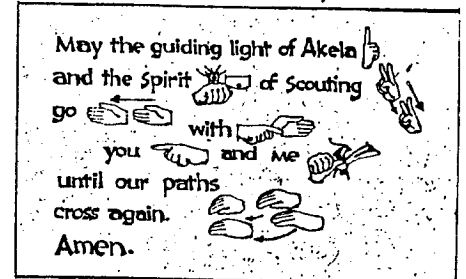
"Smile"—A smile costs nothing but creates much. It happens in a flash but the memory sometimes lasts forever. It is not be begged, bought, borrowed, or stolen, but it is something that is no earthly good to anyone unless it is given away. So, if you meet someone who is too weary to give you a smile,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

"Fitness"—A Cub Scout keeps himself strong and healthy, not just for his own sake but so that he can be a more useful citizen. When you are fit physically, you can be more helpful to those around you.

"Honesty"—Lord Baden-Powell, the founder of Scouting, had this to say about honesty: "Honesty is a form of honor. An honorable man can be trusted with any amount of money or other valuables with the certainty that he will not steal it. When you feel inclined to cheat in order to win a game, just say to yourself, 'After all, it is only a game. It won't kill me if I do lose.'

"If you keep your head this way, you will often find that you win after all. It's great to win, but if you can't win, be a good loser."

Cub Scout Prayer



OPENING OR CLOSING CEREMONY. Use this recipe as basis for ceremony.

- RECIPE FOR A WONDERFUL DAY**
- 1 cup friendly words
 - 2 heaping cups understanding
 - 2 cups milk of human kindness
 - 2 heaping tbsp. time and patience
 - 1 dash gentle humor
 - 1 pinch spice of life
 - 1 drop warm personality

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

INDIAN CLOSING

Ask everyone to stand. Cubmaster gives the words and demonstrations used in the ceremony. Then everyone joins in.

May the Spirit of Scouting----- (Boy Scout sign)
And the Light of Akela----- (Cub Scout sign)
Be with you and me----- (Point index finger)
Until our paths----- (Both arms out to sides)
Cross----- (Arms crossed)
Again----- (Cub sign on wrist, then on
elbow, then on shoulder)

INDIAN CLOSING

Form Cub Scouts, leaders, and parents into a huge circle and do the FRIENDSHIP DANCE. Everyone faces in and holds arms around neighbor's shoulders while doing a slow side-step dance to a one-two beat of the tom-tom. Close by repeating this benediction: "May the Good Spirit be with you till we meet again."

CLOSING CEREMONY

This Ceremony is to be given with Indian sign language while speaking the words. Have Cubs form a big circle and do the following:

"MAY THE GREAT SPIRIT (Use the Cub Scout sign on the forehead, and as the words are spoken, fingers make small circles upward as though smoke is going into the sky) BRING SUNSHINE (make sign for the sun - - index finger and thumb form circle and hold arm out to the right) INTO MY HEART (bring hand over to heart) NOW (both hands down along sides, with palms facing forward) AND FOREVER MORE (bring hands up from the sides with palms up) IN GREAT MEASURE (bring palms together and then apart as if measuring something)."

Indian Taps (Tune: Taps)

Great spirit come,
With beat of drum,
Journey now,
With each one,
Great spirit please,
Till each one,
Of our tribe,
Reach their tepees.

CUB SCOUT VESPER

Softly falls the light of day
As the sunset fades away,
Silently each Cub should say
Have I done my best today?

Have I kept my promise-true,
To our colors Gold and Blue?
Have I passed my cubbing test
And everthing to do my best?

GRAND SALUTE

Strike knees with hands 5 times
Stamp feet 5 times
Clap hands 5 times
Stand and salute

A CLOSING CEREMONY

A CREED (by Edgar Guest)

Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember when I'm tried,
The Sons, heroic, who have died
In freedom's name, and in my way
Teach me to be as brave as they.
In all I am, in all I do.
Unto our Flag I would be true;
For God and Country let me stand
Unstained of soul and clean of hand.
Teach me to serve and guard and love
The starry flag which flies above.

FLAG ETIQUETTE

In our Cub Scout Promise, we promise to do our duty to our country. First of all, this means to show pride in being an American. We can do this by respecting and honouring our American Flag at all times.

Our Cub Scouts need to be taught, and also to understand, the proper ways of: honouring our flag; respect for the Colours; and to be able to recite the Pledge of Allegiance.

A good place to do this is during Den Meetings. The Den Leader should be able to teach the boys the proper way to participate in the opening and closing flag ceremonies. The United States flag should be a part of every Den and Pack's equipment. Use it often to help Cub Scouts learn the proper respect for our flag.

A good resource for information is "Your Flag", it will tell you everything you wanted to know about our flag of the United States of America. You will also find information in: the "Wolf Book"; "Staging Den and Pack Ceremonies"; and the "Leader Book". All of these books are available at our Council Service Center.

The following are proper ways to honour the American Flag, conduct flag ceremonies, and the correct way to recite the Pledge of Allegiance.

The most important thing to remember is that when you display the American Flag, you give it the position of honour. It is to the *right* of other flags, *in front* of other flags, or *higher* than other flags.

What does *right* mean? *Right* is the flags own right. Imagine you are holding the flag in front of you. Stand so that you are facing the audience; with the flag in that position, *your right* is the flags own right. The American Flag should be to the right of the Pack or Den flag.

In front means *ahead* of or *first*. If there are two or more flags in a ceremony, the American Flag can be in the center as long as it is a little *ahead* of the other flags. If several flags are being carried in a parade, the American Flag is always the *first* one.

If you fly the American Flag along with other flags, you fly the American Flag *higher*.

In the United States, **NO** flag is ever larger or flown higher than the American Flag.

*Keep in mind:
RIGHT, FRONT, HIGHER
You'll never go wrong*

How do I salute the Flag?

A Scout in uniform salutes with his right hand. If he is wearing his uniform hat, he places his two fingers on the brim. If he is not wearing his uniform hat, he places his fingers over his eyebrow. See beginning of the Cub Scout book for diagram.

If someone is not in uniform, they salute by placing their right hands over their hearts.

If a male is not in uniform and is wearing a hat, he would, of course, remove the hat, and use it to cover his heart.

A Flag ceremony (Presentation of Colours)

If you plan to present the Colours as your opening ceremony; the flags, generally speaking, will be in the rear of the room. You will use one of the following examples for bringing in the Colours.

A Colour Guard usually consists of 4 people; #1 and #4 are the guards, #2 carries the American Flag and #3 carries the Pack Flag. In some Packs the remaining boys of the Den march in behind the Colour Guard in a double row. If the boys in the Colour Guard are wearing uniform hats, they do not remove them until they are seated, even in a house of worship.

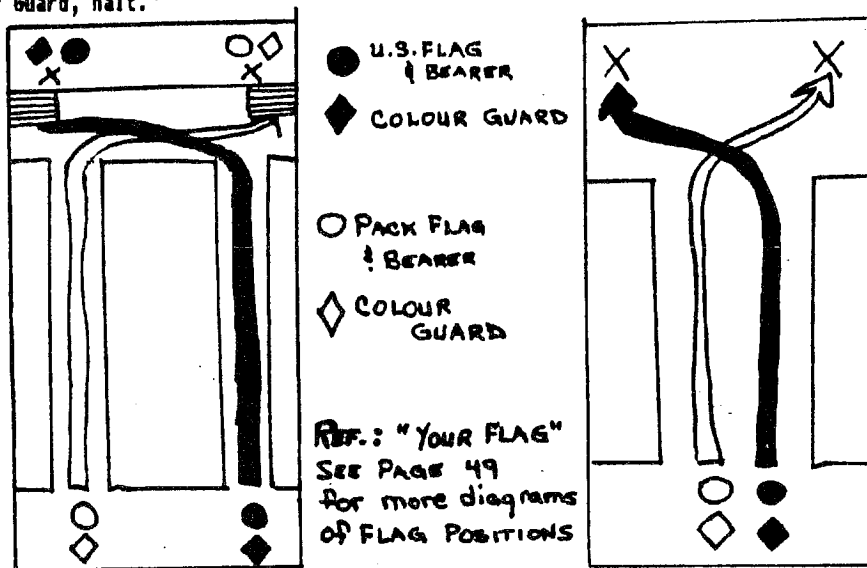
When the meeting is to be opened and before the flags move forward, the ceremony leader (caller) comes to the front of the platform and says:

"Attention, will the audience please rise. Den # [] will be presenting the Colours tonight. On command, will those Scouts in uniform salute, parents and guests not in uniform please put your right hand over your hearts."

"Colour Guard, present Colours."

"Colour Guard, forward march."

"Colour Guard, halt."



At this point, the Colour Guard stops at the front row of the audience.

"Post Colours."

The 4 boys in the Colour Guard are the only boys to move from this point. The flags cross with the American Flag first and closest to the audience.

Depending on the size of the flags and the size of the boys, the Pack will decide prior to the ceremony if the Colours are to be posted before the Pledge of Allegiance or after. It is generally advised to post the Colours before the Pledge. If the Colours are posted, the American Flag is put in its' stand last and the Colour Guard squares off to it, stands at attention and salutes the American Flag. If the Colours are not posted, the bearer of the United States Flag stands at attention but does not repeat the Pledge; the bearer of the Pack Flag dips his flag in salute but does not repeat the Pledge; the Colour Guard faces the United States Flag, salutes, and repeats the Pledge.

"Cub Scout salute."

"We will now repeat the Pledge of Allegiance."

"Two."

"Colour Guard, about face."

"Colour Guard, retreat."

"Colour Guard, dismissed."

The Pledge of Allegiance

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.

Did you know that most people recite the Pledge of Allegiance incorrectly? Let's draw attention to the phrase "*one Nation under God*". There is no comma, no pause mark between *Nation* and *under*. It is spoken in one complete unbroken phrase. Let's all learn to recite the Pledge correctly, so we are not taking God away from our Nation.

How to retreat the Colours

At the end of your activity you will want to "*retrieve*" (*retreat*) the Colours. To do this remember that the American Flag always goes out on its own right. The ceremony is basically a reverse of what you have already done.

The caller asks the audience to please rise while Den # [] retrieves the Colours.

"Cub Scouts Attention."

"Colour Guard, forward march."

"Colour Guard, halt."

"Retrieve Colours."

"Colour Guard, about face."

"Colour Guard, forward march."

"Colour Guard, halt."

"Colour Guard, dismissed."

To retrieve or retreat the Colours is to put the flag away until it is to be used again. To retire the Colours means you will not use that flag again.

An outdoor Flag ceremony

"Your Flag" contains a lot of information on outdoor ceremonies beginning on page 28. However, I would like to suggest the use of the following ceremony when camping.

FORMATION: The camp proceeds in a single file and forms a horseshoe around the flagpole and stands at attention.

"Colour Guard, advance."

The two flag raisers march, in step, to the flagpole. The remaining Colour Guard stand at attention in front of the flagpole. #1 carries the folded flag, #2 unfastens the halyard (flag rope) from the cleat on the pole. He must make sure the halyard is running freely.

"Display the Colours."

#1 loosens the folded flag and hands the hoist end to #2, #2 then attaches the flag to the halyard, #1 carefully unfolds the flag as #2 hoists the flag. They should be very careful not to let the flag touch the ground. If there is a problem one of the Colour Guard may assist in holding the flag as it is being hoisted briskly. As soon as the flag is at the top of the pole, #2 secures the halyard to the pole, steps back a pace, and joins #1 in the salute.

"Salute."

The camp salutes at the Colours when the first loop is fastened to the flag pole, and the salute is held until the flag reaches the top.

At that point you will have your ceremony. It can vary but may consist of the Pledge of Allegiance, Law of the Pack, Promise, etc.

"Two."

"Colour Guard, dismissed."

The Colour Guard does an about face and returns to their starting point in absolute silence.

"Cub Scouts, dismissed."

At the end of the day, you will retreat the Colours. To do this you will first have a closing ceremony, perhaps a thought for the day, a poem, or a song, then you will do your flag ceremony.

"Colour Guard, advance."

The Colour Guard salutes the flag after taking its position and before lowering the flag.

"Retrieve the Colours."

The flag is lowered slowly. The first two Colour Guards may step forward to catch the flag as it is lowered so it does not touch the ground.

"Salute."

At retreat, the salute begins when the flag starts down and is held until the second loop is loosened from the flagpole.

"Two."

FOLDING THE COLOURS

The flag is held by the Colour Guard with the blue field nearest the flagpole. It is folded lengthwise in half, then again lengthwise in half, folding the blue field underneath toward the outside. The last couple (farthest away from the pole) begins folding the flag in a triangle. This continues until the flag is in a triangle. The Colour Guard resumes its original position. One member of the first couple steps up in front of the Colour Bearer with the folded flag. It is placed in the Bearer's outstretched hands, so that it can be carried, point forward, then he returns to his position. The Colour Bearer does a right-about face; the other boys turn right and face in. The Colour Bearer walks forward between the lines; the first two Colour Guard fall in behind the Bearer and the rest follow. Colour Guard leaves the field ahead of the others.

"Colour Guard, dismissed."

"Cub Scouts, dismissed."

THE DEN MEETING

Oh no! What do I do now? If only my son had not looked at me in the special way and said "please, please if you do not do it no one will and I won't get to be a Cub Scout." Or was it because the recruiting person at the rally said, "I see your son has signed up for Cub Scouts, you do know that we don't have a leader for that den and" Whatever the reason for becoming a den leader (and there are lots of reasons), there is always the same question and the same "panic" over "What do I do now?" One of the goals of this session is to help you along the way to becoming a "Super Den Leader" and to give you some additional resources besides the ones given to you in training.

Speaking of training do you know why you should become a trained leader? No matter what you do someone requires training for anything that is to be done well. Think about the many different things you have been trained to do during your lifetime; everything from riding a bicycle or driving a car needed some form of training. Can you imagine what it would be like to drive a car and not know anything about the rules of the road or how a car operates. The same thing applies to the Cub Scout program. Cub Scout leaders and parents are trained to insure the boys that they will get a quality program and a fulfilled experience. People gain confidence when they know the facts and instructions on the procedures of the program. It is always helpful to know what is expected of you when you volunteer to do a job. How effectively the program operates after training depends, to a large degree, on the leaders and their understanding of the aims and techniques of their various jobs.

If a training session is not available before your first den meeting contact the Council Service Center, 2745 Skokie Valley Road, Highland Park, phone number 433-1813 and ask for your district executive; he/she will arrange for your district training chairman to do a "fast start" training with you. A "fast start" training does not take the place of basic training it simply does what it says, gives you a "fast start" or introduction into the Cub Scouting program.

Before your first den meeting you should go out and purchase a uniform. Why a uniform? We wear the uniform because it is a means of identifying ourselves openly with the principles to which we are all committed. The Scouting movement is built on positive values. As we wear the uniform we are openly identifying ourselves with those values where everyone can see us, out in the open. Boys and adults alike should take pride in belonging to such a movement and wear the uniform as it is intended. For more information on uniforming see Chapter 14 in the "Cub Scout Leader Book".

While you are out purchasing that new uniform you can get started on the materials you will need for your den meeting. If you do not wish to buy the basic books you will need, check with your pack committee to see if there is a pack library that will give you the books you need. If not check your local public library, in some areas they carry a current Scouting section. Listed at the top of the next page are the suppliers for Scouting uniforms and materials. The Council Service Center has all the books in stock but does not carry the uniforms.

You will need:

- Cub Scout Leader Book #3220A
- Cub Scout Leader How To Book #3831
- Cub Scout Songbook #3222
- Staging Den & Pack Ceremonies #3212
- Wolf Book #3234 or Bear Book #3228

These books will get you started and are only the beginning to a long list of materials that are available. Remember you don't need to get everything at once; take things slowly and remember KISMIF (Keep It Simple, Make It Fun).

Leonard's Men & Boys, LTD.
1734 Glenview Road
Glenview, IL 60025
724-9200

Leonard's Men & Boys, LTD.
1929-B Cherry Lane
Northbrook, IL 60067
272-9200

The Fell Company
595 Central
Highland Park, IL 60035
432-5300

Bast's
7 East Grand Street
Fox Lake, IL 60020
587-0414

Chandler's
630 Davis Street
Evanston, IL 60201
475-7200

Peanut Butter & Jelly, Inc.
2744 Sheridan Road
Zion, IL 60099
872-5558

J. C. Penny
Lakehurst Mall
Waukegan, IL 60085
473-0300

Abernathy's
506 N. Seymour
Mundelein, IL 60060
566-6832

Dunhams Sporting Goods
Lakehurst Mall
Waukegan, IL 60085
473-5100

Reuss Sport & Ski
335 Ridge
Wilmette, IL 60091
251-6444

Chicago Scout Shop
Franklin Street near Sears Tower
726-4085

It is a good idea to contact your Den Leader Coach, if she/he hasn't already gotten in touch with you. The Den Leader Coach provides immediate help for new den leaders. The Den Leader Coach will hold regular planning meetings to work out the details of next month's den meetings and the dens involvement with the pack meeting. Also, she/he may be able to help you make arrangement to visit another den meeting before you have your first one.

Next you will want to meet the parents and the boys in your den. You will need to find out the likes and dislikes of the boys in your den to help you out when you are planning your den meetings. Have the parents fill out a Parent Talent Resource Sheet so you will know whom to contact when you need help. Do not be afraid to ask for specific help from parents, they may not want the responsibility of doing things on their own but with direction from you and knowing exactly what is expected of them, they will be most helpful. Remember Cub Scouting is for families, it is not just a boy being in Scouting.

Since the success of Cub Scouting depends basically on the cooperation of the parents, it is a good idea to review their part in the program as you get started with your den. Cub Scouting is a program for Cub Scouts and their families with its activities and achievements taking place in the home under the guidance of and with the cooperation of the parents. One of the main purposes of the program is to bring the boy and his parents closer together.

When a boy joins Cub Scouting, the parents obligate themselves to these things:

1. to serve as leaders in the pack and den when called upon.
2. to attend pack meetings regularly with their son.
3. to attend den meetings as needed.
4. to help their son progress in Cub Scouts achievements and electives.

CREATIVE IDEAS

1. Divide the boys in pairs and give them a dish of ice cream. Give them spoons that are tied together with eight inches of string. The boys must eat their ice cream in pairs using the connected spoons. The first team finished is the winner.
2. Play "Indoor Olympics" on a cold or rainy day. Throw a balloon overhand as far as you can. (1 point per foot) Place a penny on a spoon and strike the other end (1 point per foot). Blow a feather as far down a table as you can (1 point per foot). Blow up and release a balloon for distance to a line in a designated direction (1 point per foot). Staple two paper plates together and throw overhand (1 point per foot). Wad up a handkerchief and throw it for distance (1 point per foot). Place a straw on a smooth floor and flick it (1 point per foot).
3. Make an obstacle course out of junk. Have each boy bring an item such as a box or old tire, a large board, some bricks. Let them set up the course. Provide a ball to bounce, a peanut to balance, and a whistle to blow, and you have instant fun.
4. Have the boys make gliders and have a glider flying contest.
5. Contact your local police and fire department to see what programs they have available for boys in your den such as fire safety, bike rodeos, Stranger Danger, Just Say No programs etc.
6. Find out from the local historical society what museums are in the area along with what programs they have to offer the boys.
7. Attend a college ball game, usually alot less expensive than professional.
8. Have a night meeting to study the stars and then follow it with a campfire and roasting marshmallows.
9. Play miniature golf, there are now several courses in the area. One in Zion on Sheridan Road, one in Mundelein on Rte. 45, one being built by Lambs Farm in Libertyville, one on Milwaukee Ave. south of Half Day at Aptakisic Road just to mention a few.
10. Have the boys put on a neighborhood circus. Let the boys do the planning and all the work with a little guidance from you.
11. Visit a local radio station, we are fortunate in this area to have radio stations in Waukegan, Highland Park, and at Lake Forest College.
12. Of course there is always the post office, city council office and municipal offices, county highway departments, county police departments, county court house, hospitals, local businesses, etc.
13. Make your own zoo for a day. Each boy brings his pet and has to give a small speech about it.
14. Have the boys make a game and then takes turn playing the games.
15. Have a pinewood derby where the boys make the cars out of cardboard boxes and the "wheels" are the boys.
16. Have a magic day, let the boys put on a magic show for a local kindergarten class or preschool.
17. Adopt a senior citizen, an orphanage, or a preschool for a month and do things for them.

18. Collect recycling materials, take to recycling center, then donate the money to the World Friendship Fund.
19. Make a meal for the local "soup kitchen" or adopt a shutin for a short period of time. As with any project, if it take too much time the boys lose interest or forget the purpose of the project.
20. Have the boys make a list of the animal tracks they see in their neighborhood for a week. If they do not recognize one have them make a plaster cast of it.
21. Do some conservation projects:
 - a. Combine a camping trip with a cleanup. With permission of the proper authorities, make and post anti - litter signs along a fishing stream, a beach, or a park.
 - b. Using iron - on tape, or indelible ink, decorate tshirts or sweatshirts with "Litter is Ugly", "Lug It, Don't Leave It", "I Stash My Trash", "Litterbugs are Bad", or other appropriate slogans that the boys come up with. Then have the boys wear them as a group in an area where they can be observed doing good deeds.
 - c. Have a contest for the most effective trash can design. Using any large containers, from ice cream cartons to clean grease drums, have contestants decorate them with the most compelling slogans and/or designs they can think of. Get the local authorities to give permission for the containers to be placed at sites where there is a litter problem.
 - d. Wearing your anti - litter shirts visit a playground and do a cleanup of the area.
 - e. Have the boys sort the litter as they collect it and take it to a recycling center.
 - f. Ask a local newspaper or radio station to co - sponsor a contest that will draw attention to the proper way to dispose of trash. Arrange to have a prominent community figure - a deejay, public official, athlete - put something into a litter basket each time he goes out. Offer a prize to the first person who asks him "Are you the pollution solution?"
 - g. Make litterbags to pass out at a holiday parade.
 - h. Have a half - time litter collection at a sporting event. Arrange for an announcement on the public address system. Pass through the crowd with large litterbags.

SIMPLE FILE SYSTEM

What do den leaders do with all the information, helps, crafts, freebies, books, booklets, instructions, etc. that clutter up their homes and garages? Pow wow books taking up space on a shelf are useless, but broken down into subject areas you have the beginning of a file system.

Most file systems are based on the alphabet. Type or neatly print commonly used titles on sticker sheets and place them at the top of your file folders. (Start with the next year's themes.)

As you locate material that you want to keep, place it in your MISCELLANEOUS file. It will be there when you are ready to take more time for filing.

Cub themes provide the ideal topics for your folders. When you find something that fits into an upcoming theme, put it into that file.

Don't be afraid to divide files that grow large or to discontinue those that are inappropriate. (Don't throw them out; just put them in the back or in a separate box. You'll need them the next week, for sure).

Use Xerox Boxes or Bankers Boxes for your files. They can carry the heaviest materials and are not expensive. Large sheets of construction paper make good file folders.

Small pictures can be mounted on construction paper with white glue. Don't use tape or rubber cement. Larger pictures should be mounted on poster board together so that pieces don't become lost. Flannel board pieces or specific craft directions or pattern pieces should be slipped into an envelope for the same reason.

THE HOW AND WHY OF CUB SCOUT ADVANCEMENT RECORD

WHY: It gives complete information on each boy. Take it to Pack Meetings and have it available at Parents Meetings to show parents how the boys have progressed. It's real helpful in answering the question: "Why didn't Johnny get anything at the Pack meeting?"

Pass the record sheets along to the next den leader; it will help her get acquainted with the boys.

It keeps all the information in one handy file.

It is easier for letting boys know what not to work on at home. Information is handy for preparing for den meetings and newsletters.

HOW: Go through the Advancement sheets and pick out topic items pertaining to boys interest, leaders ability, time permitting, and themes.

Write in Achievement number and item letters for Electives for the entire year.

Each month use outline plan for planning a month's worth of meetings or plan per Arrows.

Using these sheets and planning ahead will give the leader more time in a smooth running den and less time working on planning.

SAMPLE NEWLETTER

SMOKE SIGNALS FROM TEEPEE TWO

Den 2 welcomes new Bear Braves, Winston and Steve. That makes four Cub Scouts working on their Wolf badges and four working on Bear achievements or electives. This month's theme is Indian Chiefs.

- September 1st All Cub Scouts need to bring a large paper bag. We are going to make necklaces and start our costumes. Brennan has the opening flag ceremony. Don't forget.
- September 8th Today we'll work on our Indian drums and learn how to do an Indian dance.
- September 8th **** PARENT'S MEETING **** 7:00pm at the den leaders house. This meeting is required. No children please.
- September 15th Our special project will be feathered anklets and headbands. We hope to be in full costume by pack meeting time.
- September 22th Time to practice our skit and finish up the costumes for pack meeting.
- September 24th Gathering of the Tribes at Vista Grande School 7:00pm. All braves must be in costume and bring their parents. We are responsible for cleanup, so plan to remain for a few minutes to help clean up the tables and chairs. Lots of awards tonight!

SAMPLE DEN RULES & REGULATIONS

Den _____ is part of Pack _____ sponsored by _____.
We participate in all the pack and district activities and support the policies of the Northeast Illinois Council, Boy Scouts of America.

Meetings are held weekly at (time) at (place). A calendar will be provided at the first of every month to let you know about the events and any time or place changes. Cub Scouts should arrive and be picked up on time. Boys are to be in uniform. Cub Scouts need to bring their Wolf or Bear book with them and pay their dues every week.

Dues are 50 cents each meeting or \$2.00 per month even if a Cub Scout misses a meeting. Dues are used to pay for badges, craft materials, etc. Giving your Cub a special job to earn his dues money help him appreciate it a little more. Occasionally there is a special charge for a trip or activity or craft. This will not happen often and will be announced in advance.

Pack meetings are held on (date) at (location) once a month during the school year. During the summer the Pack Meetings are usually held on Saturdays and the times and dates will be announced in advance. Parents **must** be in attendance for a Cub Scout to receive an advance in rank award. We encourage the entire family to be in attendance.

Cub Scouts should complete at least one achievement each month in order to complete advancement in one year. Boys may work on arrow points before actually receiving the Wolf or Bear, but they will not receive them until after the main award is earned.

Parents are vital to the Cub Scouting program. Please spend a few minutes each week reviewing your Cub Scout's book and setting goals. Many projects are begun at den meetings, but it is up to the family to provide most of the opportunities for advancement.

SERVICE PROJECTS

Successful service projects don't just happen. No matter how badly it is needed or how carefully it is chosen, a service project can fail if it is not carefully planned and carried out.

The boys must feel that the project is worthwhile and must be interested in it. It must be within their abilities and still be challenging. Every project should require the knowledge and skills of the boys and get them personally involved. The results should be clear, and the boys should be given recognition for a job well done.

To help Cub Scouts understand the importance of natural resources and how to improve our environment you might consider some of these suggestions:

1. Provide nesting devices for wildlife: squirrel boxes, wood duck and mallard nest boxes, goose nests, etc. Check with state conservation department for more information.
2. Build and place bird feeders and maintain them throughout the winter months.
3. Provide litter bags for motorists. Contact a local business in your community to use as a distribution point. Have the boys make the bags from disposable medium size bags and decorate with a message and your pack number on them.
4. Organize a snow removal brigade: each boy takes turns clearing the snow or ice from the home of a senior citizen or shut-in.

Collect clothing for a family who has been in a fire or flood.

Collect toys for children at Christmas, candy at Halloween and Easter, and provide a party for a children's home on any of these holidays.

Send cards to a nursing home or children's home on each holiday for the year.

Adopt a senior citizen or nursing home for a period of time.

THEMES AND HOW THEY WORK

The secret of good planning for den activities is the wise use of themes. A theme is simply an idea or emphasis around which leaders plan things for the Cub Scouts to do from one Pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings all dens together at the pack meeting with skits, stunts, and handcrafts, all related to a single theme. If the dens are active during the month on a common idea, an interesting and entertaining pack meeting is the natural result because it reviews all the things the dens have done. Parents and Cub Scouts alike are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often den spirit is developed, even among the parents.

The theme for each month is provided in the book "Program Helps" (#7529-88). This book not only gives you the themes but ideas on how to use the theme in games, skits, crafts, projects, etc. You do not have to follow the theme in the month that it is suggested or you may decide that a theme for a particular month is not of interest to enough of the Scouts to do and therefore choose to create your own theme. Remember the book is a guideline and has been proven to be very effective.

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

These things should be kept in mind when planning monthly themes:

- a. They must have strong appeal for boys.
- b. They should offer variety so each boy can do the things he likes.
- c. They should instill the deeper values of Cub Scouting
- d. They should be fun.

Themes are simply the framework on which den activities are built. Each activity should have a definite objective in harmony with the aims and policies of Cub Scouting. It should contribute toward the development and maintenance of strong family relationships. And, it should be simple, within the capability and interests of both Cub Scouts and their parents.

SUPER DEN LEADER

By Christine Edwards

More intelligent than a dremel saw! Stronger than a can of dried plaster! Able to play a game at the drop of a craft! Look! Under the pop tops! Is it a Mom? Is it a Dad? Yes, it's SUPER DEN LEADER, disguised as a slightly normal adult, Super Den Leader leads the den in TRUTH, JUSTICE, and the AMERICAN WAY!

Super leaders are made, not born. Super leaders need not be outgoing, aggressive types. They do not need to have unlimited wealth nor a growing collection of "stuff" in the garage. Super leaders may have 10 thumbs when it comes to making a craft or even sign offkey. What makes them super leaders?

1. Super leaders are trained.

They take basic training as soon as possible after accepting the job. They take all opportunities to attend workshops and pow wows. They attend Roundtable every month. They learn by teaching others their skills.

2. Super leaders are organized.

They send out monthly newsletters to each family mentioning all dates of importance. They make use of a file system to keep track of all the theme and program materials they have acquired. They plan for an entire month at a time instead of meeting by meeting. They avoid other activities on den meeting day. They use the materials and plans available to leaders from the National Boy Scout office such as "Program Helps", "Boys Life Magazine", and activity books. They keep track of community and school events that might conflict with scouting activities. They make use of any leadership help that is offered by families or individuals.

3. Super leaders are always prepared.

They prepare 1 1/2 hours of activities for a 1 hour meeting! They anticipate where the problems might begin and try to eliminate them in advance. They have an alternate plan for every activity. They have all supplies and equipment ready BEFORE the Cub Scouts arrive.

4. Super leaders are positive and enthusiastic about each activity.

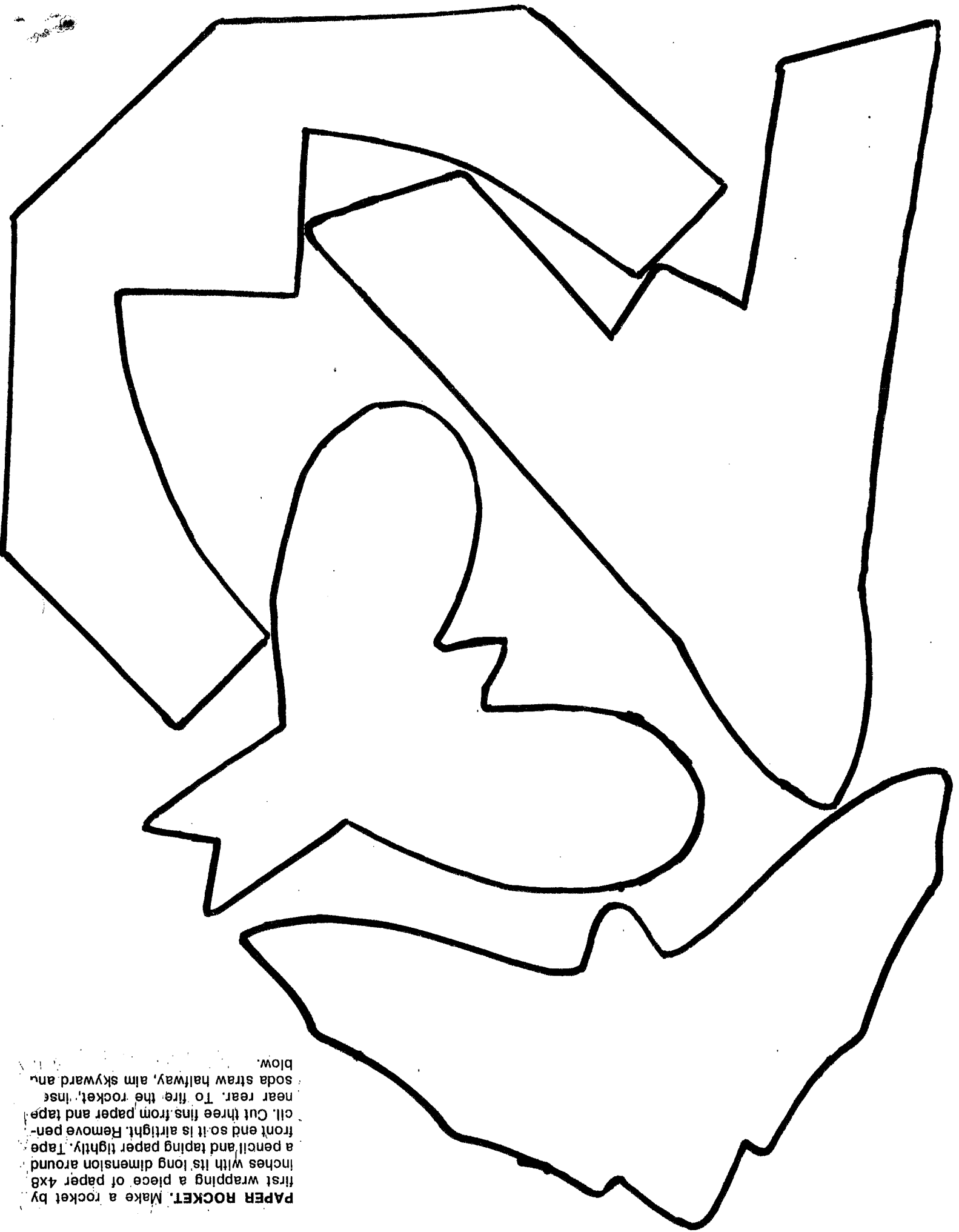
They learn and sing the silliest songs they can find, even if they can't sing well. They encourage the boys to do their own work and to "Do Their Best". They are good sports, even when being covered with whipped cream, wet sponges, or wood dust. They are not just doing a job. They are having fun along with the boys. They constantly encourage the boys to participate in activities, even if they are not good at that activity. They build the program in the eyes of the parents and the community. They volunteer their dens for special activities and service projects.

5. Super leaders are creative.

They do special things with and for their dens. They regularly present their Cub Scouts with instant recognition and awards. They use their own talents and skills in den activities. They always have a few magic tricks to keep things going.

6. Super leaders are loyal.

They demonstrate an obvious patriotism. They keep their word. They follow their religion.



PAPER ROCKET. Make a rocket by first wrapping a piece of paper 4x8 inches with its long dimension around a pencil and taping tightly. Tape front end so it is airtight. Remove pencil. Cut three fins from paper and tape near rear. To fire, the rocket, insert a soda straw halfway, aim skyward and blow.

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Yarns

'Upon the way people act in stories, he (the Cub Scout) is forming his judgment of the world's ways, of men's motives, of cause and effect.'

'A Leader can command rapt attention at any time by telling the Cub Scouts a story, and through it he can convey the lesson he wants to inculcate. It is the gilding to the pill which never fails — if the teller is any good at all.'

'It is important that you use good stories — for you may never know when one of your listeners may take a story and build a future on it.'

Storytelling goes back to the time of early man and then down through the ages of the ancient Chieftains, medicine men, wise men and troubadours. By the campfire, in the halls of ancient castles and the courts of kings and rulers, the storyteller was found. He could fire imagination and kindle emotion. He could sway his hearers, moving them to sadness or gladness or fanning their hatred into a flame of fury.

Our own Aboriginal culture abounds with legends from the Dreamtime.

Storytelling is not only a form of entertainment, it is a material way of teaching Cub Scouts many things including examples of good habits and good principles. It also serves to satisfy the Cub Scout's natural hero-worship tendencies.

Who can tell a yarn?

All the Leaders should take part in telling yarns to the boys. It is a valuable experience for the Cub Scouts to meet a variety of personalities presenting yarns in varying ways.

- Cub Scout Instructors, your District Cub Scout Leaders, District Commissioner and Group Leader can all do their part.
- Your Scout Leader can tell about a Jamboree he went to or about the time one of the Scouts fell into the grease pit at camp.
- A Patrol Leader can tell about a camp or hike he went on.
- The Cub Scouts themselves can tell stories and it is good experience and training for them.
- Visitors to the Pack may be willing to tell a yarn.

Yarn time

Yarns for Cub Scouts should only last about five minutes. If the yarn is really interesting and the teller is very good then ten minutes is usually the maximum. Although some boys will listen quietly for quite a while. As soon as one or two boys lose interest they become distractions for both the teller and the listeners.

Any time is yarn time BUT you must choose the theme to suit the occasion and then tailor the length of the yarn to the mood of the boys.

Here are some examples of occasions:

- At the start of a meeting Cub Scouts will listen quietly for three to five minutes while you tell a yarn to set the theme for the night and, in particular, the first game.
- After the first Pack game you can expect the boys to listen for up to five minutes while you tell a yarn which leads into the next game.
- After two or three active games the Pack will listen to a yarn or take part in a round-robin yarn which might last for up to ten minutes if the boys are all enjoying it.

- During Boomerang Instruction time, a yarn is ideal for illustrating the value of learning a particular skill.
- During the meeting when some boys have finished an activity and some haven't.
- The end of a program is usually ideal for a yarn but do not always slot it in at that time.
- At a Council Fire.
- At a Scouts' Own.
- At Pack Council.
- On an outing when you want the boys to rest for a while.
- On Pack Holidays, especially after lunch and at bed time, but at lots of other times too.
- At any time when you want to set the scene or the mood for a game or activity or when you wish to encourage some specific behaviour or ideal.

How to choose a yarn

The yarn should be simple, direct and virile with a strong dramatic plot to appeal to boys. Each incident should create a picture in the Cub Scout's mind. Here are qualities that Cub Scouts like in yarns:

- Action — something happening, excitement, danger.
- The heroic and noble qualities befitting a hero. Generosity, bravery and fairness.
- Animals — courageous pets, conflict of the wild animals, animal habits.
- Mechanical things — machines, planes, strange inventions. These have a universal appeal.
- Aboriginal legends that are intriguing and meaningful.
- Pioneer life has both historic and patriotic values.
- Travel and strange people. Here is a rich field of fact and adventure.
- Humour and fun — fact or fiction.

How to prepare the story

- Select a story that appeals to you. In this way, it is easier to put it over to the Cub Scouts.
- Read it over for general plot, getting clearly in mind the general scheme and atmosphere.
- Read again, noting characters, places, plot and situations that appeal to you.
- Make brief notes on a card or in your story book.
- Read again to revise the above points.
- 'Live the story' as you learn about it.
- Know exactly how to begin the story.

- Tell the story to yourself aloud or tape it and listen as you do other things.
- Tell the story to your family, the Sixers or a group of children to gain their reaction.
- Know exactly how to end the story.

How to tell the story

- Be sure that you and your audience are comfortable.
- Arouse interest by an attention-getting opening sentence or phrase.
- Gradually create the atmosphere of the story.
- 'Live the story' with your audience. In other words, forget yourself.
- Hold closely to the original prepared plan. Don't digress or you will be lost.
- Speak clearly, naturally and rather slowly, using good simple language.
- Use gestures if you are able to.
- Talk directly to any inattentive boys to win back their interest.
- Make good use of suspense, i.e. have the occasional pause, but just pause long enough to make listeners curious.
- When finished, stop talking.

Reading a yarn

Occasionally a yarn can be read. For example, you can read a book that you know the boys will enjoy, if you serialise the chapters over a few weeks.

If you are really worried about getting a story exactly right, and it is important to the story that it is in sequence, then you might consider reading it. Practise so that you can look up now and then, as this will help your presentation.

Where to look for the story

- The public librarian can refer you to all sorts of good books.
- Use personal experiences.
- Read, read, read articles in magazines and newspapers, books and pamphlets.
- The Wolf Cub's Handbook, Scouting magazines and so on.

Remember ...

The boys are not as critical of the way Leaders tell a yarn as we so often think they are. If you are not used to yarn telling then start with very short, very simple stories. After a while you will get to enjoy telling a yarn as much as the boys enjoy listening to one. Don't deny yourself or the boys the benefit of this very rewarding activity.

Stories and activities

Sometimes it is a good idea to follow a story with a game or activity directly relating to it. As you gain experience you will be able to do this for yourself but for the moment here are some examples included in this chapter. (There is also an example under 'Games' in Chapter 9.)

Use the Jungle Books and particularly the Mowgli stories, for they form the background of Cub Scouting. The longer stories can easily be told in serial form. Then go on to the other Jungle Book stories which exemplify character such as:

- The White Seal
- Rikki Tikki Tavi
- The Miracle of Purun Bhagat
- Toomai of the Elephants

The Cub Scouts may like to hear some Jungle Songs and Maxims such as:

- The Law of the Jungle
- Night Song of the Jungle
- Hunting Song of the Seeonee Pack
- Morning Song in the Jungle

To emphasise the Cub Scout's 'Duty to God' ... there are Bible Stories and other religious stories:

- Joseph and His Coat of Many Colours
- David and Goliath
- Israelites Passing Through the Red Sea
- The Fall of the Walls of Jericho
- The Good Samaritan
- The Good Shepherd and the Lost Sheep
- The Prodigal Son
- Stories of the Saints

Read from 'plain English' versions of Bible stories.

And then there are:

- Stories from Uncle Remus — by Harris
- Wild Animals I Have Known — by Seton
- Stories of Robin Hood
- Knights of the Round Table
- Kingsley's 'Heroes'
- Treasure Island

Draw also upon nature stories and the host of story books available in bookshops and libraries.

Cub Scout grin

A grin has been a trade-mark of Scouting from the early days. B.-P. himself called it a 'Scouting gadget', and a very important one too. He would tell a story about it and sometimes show a sketch as well.

This is the story.

'There is a very curious-looking gadget that

we in Scouting should all have and can make for ourselves.

It looks like this.



For one thing it can help ease the pain if you have met with an accident, and can help you feel better if you are ill. You will see lots of advertisements for clothes, hair styles, cars and other such things which are supposed to make you look good. But they all cost a lot of money and usually don't work as well as you would like. With the help of this gadget you can make yourself look good in a few seconds. And what's more, it doesn't cost any money.

'It has yet another wonderful power. By showing it to other people you can make them forget their troubles, improve their looks and be happy. You can set the fashion and everybody you meet in the street or anywhere else will be inclined to follow your example.

You can make it your crest or trade mark. And as its motto, use the words, "Put it on and keep it on".

What is it?

A big Cub Scout Grin.



The Spirit in the Bottle

Once there was a poor woodcutter with one son. He wanted to send his son to school but could not afford it, so he decided to teach him how to be a woodcutter too.

One day as his father was resting at lunch time, William went off for a walk. He heard a voice calling, 'Let me out! Let me out!'

After looking carefully for a while William found a dirty glass bottle lying under an old tree. Sitting hunched inside it, was a tiny little creature, not very good looking at all. 'What are you doing in there,' asked William. 'Let me out and I'll tell you,' it shouted, banging on the side of the bottle. William took out the cork and the little creature shot out and puffed up into a huge, ugly monster.

'I was put in that bottle as a punishment a hundred years ago,' the monster shouted, 'Now I am going to kill you.'

'I wouldn't have let you out if I'd known that,' said William to himself. Then he had a thought.

'How do I know you are who you say you are? I don't believe anyone as big as you could come from such a tiny bottle.'

The monster was very annoyed. 'Don't you just,' he yelled. 'I'll show you.' And with that he shrank and squeezed back into the bottle. William grabbed the cork and pushed it firmly into the top of the bottle.

'I'm not going to let you hurt people,' he said. 'Just you stay there for another hundred years. Next time you might not be so mean.' And he went back to his dad.

ABORIGINAL LEGEND

The Black Kangaroo

Once there was an enormous black kangaroo called Kuperee. He killed many brave men and all were afraid of him.

Burdamuk, the leader of one tribe, owned a magical axe of great power. Yet, although he was too old to use the weapon against the kangaroo he would not lend it to anyone. Then finally the old man's two eldest sons talked him into lending them the axe.

The brothers searched and found the camp of Kuperee. There were many bones from his victims. They climbed into the leaves of a nearby tree and hid waiting for Kuperee to come back. When he did they threw their spears but the kangaroo had very thick skin and the spears did no damage.

With a roar of fury, Kuperee charged into the trunk of the tree where the brothers were sheltering, hoping to uproot it. He had almost done it when one of the brothers leaned out and hit the kangaroo with the magic axe. It killed him instantly.

Filled with joy at their success, the brothers ran back to tell their father and his people that they could all hunt without fear and camp in peace beside the billabongs.

ABORIGINAL LEGEND

The Theft of Fire

There are many legends about how attempts were made to destroy fire, so that man would again have to live in hardship and darkness. This story is about Unwala the crab-man, Mulara the bat-man and the rainbow-man Kanaula.

Kanaula the rainbow-man had made a large catch of fish and arranged a corroboree to celebrate. Unwala chanted the songs, Mulara led the dances and Kanaula blew the didjeridoo.

But so many friends came that the corroboree lasted a long time and the rainbow-man got tired of blowing the didjeridoo. So he made up his mind to stop the corroboree by jumping into the sea with the fire-stick which gave light to the dancers. When Unwala the crab-man saw what was happening he cast a spear, which passed through the wrist of Kanaula and kept his hand above the water long enough for Mulara to grab the fire-stick and throw it onto some dry leaves. The leaves, bursting into flame, saved the world from darkness without fire. Kanaula then went into the sky and became the rainbow, Mulara made his home in the trees and Unwala turned himself into a large crab and went to live in the swamp.

ABORIGINAL LEGEND

The Echidna

Echidna was a very old man who lived apart from his people and did not leave his bark hut very often. No one knew where he collected his food. He was too old to hunt yet he seemed to eat very well. Echidna had a terrible secret. He ate young men he killed after getting them to visit him. But like most people with evil secrets he was found out. His people were horrified. They surrounded Echidna and wounded him many times by throwing spears at him. They stuck in his back, and his arms and legs were broken too. Badly wounded Echidna crawled away and hid until his wounds had healed. When he came out of the hollow log where he had hidden his hands and feet were changed into strong claws. But neither he nor his wife could pull the spears from his back. One can often see Echidna crawling slowly along, his back bristling with spines, the spears of long ago. And should he be disturbed, Echidna will quickly bury himself in the soft earth, for he still remembers the punishment he once received.

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Damper

In Australia we tend to think about damper as being an original outback recipe. But is it so? How did damper come to be?

First, we have to know a little about using flour for that is the main ingredient of damper. The cave dwellers discovered how to make flour by grinding the wheat with stones. Then they mixed water in and made flat cakes which they cooked on stones heated in the fire.

We don't know for sure, but probably quite by accident they found that when the flour and water mixture was left in a warm, dark place it began to grow. We know that the yeast in flour fermented and the gas bubbles pushed the flour into a round shape. When baked, we have bread with all its little holes. This bread is called 'leavened' which means that it rises. 'Unleavened' bread is always flat. The early settlers brought the name 'damper' with them when they came to Australia. To them a damper was a snack, something you ate between meals to 'dampen' the hunger pains. It was often a bun, cake, scone, biscuit, or bread — something made from flour.

When out in the bush, these early settlers did not have time to wait for the dough to rise, so they mixed it up and cooked it straight away. How did they do it? Well, someone would go to the creek for water, carefully carrying it in a billy. The flour that they always carried was measured out and water added to make a stiff dough. This would be patted into a large cake shape.

Next, a hole was scraped in the hot ashes of the fire and the damper went in. (No tin-foil like we have today.) There it would stay, covered with ash, until the outside was crisp and brown. Whoever was on cook duty would then break the damper into large pieces and it would be eaten with a good, strong, hot brew of tea. Sometimes, if they were lucky, the men might have a bit of jam to spread on it. In the early days, damper had many names. 'Devil-on-the-coals', 'brownie', 'dorkum', 'bunghole', and 'wopidown' are just a few. Sometimes it was called 'nightmare' because people got indigestion if they ate too fast or it was not cooked properly.

Activity: Damper cooking — use either this method or long sausages of dough wrapped around a stick (a 'twist').

The Legend of the Chopsticks

In Korea, there is a legend about a native warrior who died and went to heaven. 'Before I enter,' he said to the gatekeeper, 'I would

like you to take me on a tour of hell.'

The gatekeeper found a guide to take the warrior to hell. When he got there he was astonished to see a great table laden with the choicest foods. But the people in hell were starving. The warrior turned to his guide and raised his eyebrows.

'It's this way,' the guide explained. 'Everybody who comes here is given a pair of chopsticks one and a half metres long and is required to hold them at the end to eat. But you just cannot eat with chopsticks that long if you hold them at the end. Look at them, they miss their mouths every time, see!'

The visitor agreed that this was hell, indeed, and asked to be taken back to heaven straight away. In heaven, to his surprise, he saw a similar room with a similar table laden with very choice foods. But the people were happy. In fact, they looked radiantly happy. The visitor turned to the guide. 'No chopsticks, I suppose?' he said.

'Oh yes', said the guide, 'they have the same chopsticks the same length and they must be held at the end as well. But you see, these people have learned that if a man feeds his neighbour, his neighbour will feed him also.'

Activity: Visiting Hell and Heaven

You will need:

Two sticks per Cub Scout, long enough to reach from armpit to 10cm beyond fingers. Not too heavy or thick.

OR Rolled newspapers to reach from armpit to finger tips only. (Not being able to bend the elbows, but allowing finger manipulation is less frustrating for the boys).

OR

Two sticks, 1½ metres long per Cub Scout. (This is much more difficult and dangerous). Small biscuits or grapes, sweets etc. for the feast.

Tables.

String, wool or material to bind 'chopsticks' in place.

How to play

Each boy has his chopsticks attached to his arms. First he is guided around the den to the laden tables of hell. Each Cub Scout is to try to feed himself.

When that obviously won't work, their guide offers to take them to heaven. As they take the track to heaven, ask the Cub Scouts to say a silent prayer for those who do not get enough to eat for whatever reason. Then to the tables of heaven, where they feed each other in true brotherhood . . . and to the satisfaction of their stomachs.

10

The Time Machine

The following words must all be used in your story. They may be used in any order that you wish. You have ten minutes. Ready? Set? Go!

Verbs	Nouns	Adjectives
Munch	Marshmallow	icky
whip	Time machine	slimy
Zork	Mantrawrinkle	sunny
Shake	Drum	mushy
slide	Sam	green
Fly	Odor	
Listen		
Tempt		
Kick		
Yell		
Fall		
Mooch		
Surround		

The Time Machine

The following words must all be used in your story. They may be used in any order that you wish. You have ten minutes. Ready? Set? Go!

VERBS

Creep
Bounce
Blink
Snore
Taste
Ignore
Squeeze
Race
Attack
Wag
Kiss
Sneeze
Limpick

NOUNS

Broccoli
Time machine
Club
Torkwattle
Bob
gas

Adjectives

Salty
crisp
red
smelly
gross

THE TIME MACHINE

The following words must all be used in your story. They may be used in any order that you wish. You have ten minutes. Ready? Set? Go!

VERBS

munch
race
kick
bask
nepple
swim
swing
blast
leap
twirl
slurp
mangle
smile

NOUNS

time machine
Melvin
liver
tent
bicycle
gulpenot

ADJECTIVES

crude
purple
vicious
calm
weird





Youth Protection Guidelines for Cub Scout Leaders

Youth Protection Guidelines for Cub Scout Leaders

Introduction

“The pack helps the Cub Scout grow” is an important part of the Law of the Pack. It is the heart of the program designed to assist elementary school-age boys develop the attributes of good character, personal fitness, and citizenship. It is in the spirit of helping the Cub Scout grow that this Youth Protection training has been developed for Cub Scout leaders. It is part of a training program initiated for all adult members of the BSA.

Stories of child abuse are encountered almost daily in newspapers and on television. As participants in one of the largest youth-serving programs in our nation, it is inevitable that some of our leaders will have contact with abused children. If that occurs to you, we want you to be prepared to react in a way that will help the child and that is in accord with the laws of your state.

Anytime that you suspect child abuse in the Cub Scout program, you must contact the Scout executive. The Scout executive in each council has initiated contact with the proper authorities and established procedures. Your Scout executive will be able to guide you in the proper steps to take.

As you participate in this training program, you will also notice that another concern being addressed is the protection of our volunteer leaders. The policies and procedures that have been established by the Boy Scouts of America are intended to address the health and safety concerns of the youth

membership as well as to minimize leadership exposure to situations that could lead to unfounded allegations of abuse.

At the conclusion of the training, you should be able to identify the four kinds of child abuse and recognize some of the physical and behavioral indicators. There will be a discussion concerning the characteristics of child abusers—with emphasis on child molesters. The purpose of this is to enable chartered organizations and unit committees to make informed selections of unit leadership. Program policies and procedures will be reviewed to enable units to conduct their activities in a safe and proper manner. We also address how to respond should a child disclose abuse to you.

Kinds of Child Abuse

There are four kinds of child abuse:

- Child neglect is defined as omission of the child’s basic needs—physical, environmental, emotional, nutritional—that are necessary for a child’s physical and emotional well-being.
- Emotional abuse involves verbal or nonverbal violence toward a child that gives the child the message that he is “not good” and never will be. The caretaker is under stress, has little impulse control, and lashes out at the child.

- Physical abuse involves physical violence toward a child where the parent or caretaker is not in control, is under stress, or has little control over impulses. Such maltreatment may be due to excessive corporal punishment. It could also occur in situations such as initiations or hazings. Often it is the transference of adult anger into physical aggression against the child.
- Sexual abuse or sexual molestation involves any sexual act between a child and an adult or a young child and a significantly older child. Such acts may range from fondling to sexual intercourse. The child is powerless and not in a position to responsibly consent to sexual interactions.

Children with handicaps often become “target children” for all kinds of abuse. Their handicapping conditions may increase parental frustrations, resulting in neglect, emotional abuse, and physical abuse. Vulnerability to sexual abuse is increased due to physical or mental conditions perceived by the abuser to increase the child’s helplessness. Such a child also may respond to affection, which the abuser is more than happy to provide.

We should be aware that, while the majority of reported child abuse involves family members, child abuse may happen in any situation in which children are active—school, church, athletic programs, and, unfortunately, in Scouting. To be able to help children who may be abused, we need to be able to recognize the indicators of abuse and know what action to take.

Normal Development

Boys of Cub Scout age are going through physical, socioemotional, and intellectual changes that Cub Scout leaders need to understand. It is through knowledge of normal development processes that significant deviations may be noticed. Such deviations are common in children who have been abused.

Physical Development

Boys of this age group are growing. They are usually energetic and have large appetites. They are developing motor skills—both gross motor and fine motor skills. There is an emphasis on physical achievements such as excelling in sports. There is

increased coordination and strength. While these processes are occurring, they are not occurring at the same rate in all boys. Some children who mature rapidly or who are “late bloomers” may become the subject of ridicule from other children as well as from adults who, perhaps unconsciously, focus attention on physical differences.

Socioemotional Development

Boys in this age group sometimes appear to have split personalities—they can be very independent and self-assured and at other times be childish and very silly. Success at school has a strong influence on how he views his self-competence. The peer group emerges as an important influence at times, causing conflicts between parents’ values and those of peers. He enjoys playing with other boys or can enjoy being alone. During this period of life he has a strong sense of fairness and fair play.

Intellectual Development

Boys of Cub Scout age are very task oriented. They enjoy projects such as those included as achievements in the Cub Scout recognition program. This age group has learned a basic verbal structure and enjoys jokes and puns and uses languages creatively. This age group likes to make up stories, plays, and puppet shows and to demonstrate the ability to deal with the abstract. Questions are highly fact oriented and will address how, why, and when. Success is measured in ability to learn basic academic skills—reading, writing, and arithmetic.

General Signs of Childhood Stress

Children who are experiencing stress may exhibit behavioral signs of that stress. These indicators may be caused by child abuse or may be caused by other kinds of stress. When present, it can be assumed that the child is in need of help to resolve the source of the stress. Such help may be available from the school, mental health clinic, or other community program.

The following are signs of general childhood stress:

- Bedwetting
- Crying for no apparent reason
- Immature or regressive behavior
- Clinging behavior
- Aggressive behavior
- Withdrawal
- Substance abuse
- Inability to concentrate
- Unexplained aches and pains
- Running away
- Depression
- Talk of or attempts at suicide
- Sleep disturbances or nightmares
- Frequent illness

These signs of general childhood stress may be caused by any number of factors, such as a pending or recent divorce, death of a family member or pet, school problems, or peer relations. In helping the child address the cause of stress it is often helpful to make a statement to the child that “reflects” what you believe the child is going through. For example, “Is something bothering you, you seem so sad today?” Such a question provides an opportunity for the child to talk about his problem without depending on the adult to prejudge the cause of the stress.

Signs of Child Abuse

Abused children may display either physical indicators or behavioral indicators of their abuse. Some children will evidence of both physical and behavioral indicators.

Signs of Emotional Abuse and Neglect

It is extremely difficult for a lay person to detect emotional abuse and neglect with any degree of certainty. The physical signs are subtle such as lagging behind in physical development, or habit disorders such as thumb sucking, biting, or rocking. The neglected child may show up at den or pack meetings inappropriately dressed, lacking in personal hygiene, and be consistently hungry.

Behaviorally, the emotionally abused and neglected child may display signs of childhood stress. There may be other explanations for this stress, so Scout leaders should be cautious about jumping to conclusions.

Signs of Physical Abuse

All active children of Cub Scout age will experience a normal amount of physical injury, generally minor in nature. There are distinct differences between normal “wear and tear” on children and the bodily signs of physical child abuse. These indicators are unusual bruises, burns, breaks, lacerations, and abrasions.

- **Bruises.** A child who has been physically abused may have bruises on areas of the body on which bruises would not normally be present. If abuse has been repeated, the bruises will have different colors, indicating different stages of healing. Bruises may have distinctive shapes, indicating the weapon used to attack the child.
- **Burns.** Abuse may be indicated by cigar or cigarette burns, especially on the soles of the feet, palms of the hands, back, or buttocks. There may be immersion burns caused by hot liquids. These would be characterized by glove- or sock-like burns or doughnut-shaped burns on the buttocks. Dry burns show a clearly defined mark left by the instrument used to inflict them, for example, electric iron, radiator grate, or burner. Another kind of burn common in child abuse cases is caused by ropes used to tie up the child. These most commonly will be found around the wrists, ankles, and neck.
- **Fractures.** Unexplained fractures should be cause for concern. A child who has multiple fractures in various stages of healing is almost certain to have been the victim of child abuse. Other signs include swollen or tender limbs and spiral fractures.
- **Lacerations and abrasions.** While it is common for children to suffer from occasional lacerations and abrasions, these are usually on the leading edges of the body’s planes, for example, knees, elbows, palms of the hands. Lacerations and abrasions on the backs of arms, legs, and torso as well as the external genitalia are highly suspect, as are human bite marks, especially when they are recurrent and appear to be adult size.

A child who is physically abused is likely to display manifestations of general childhood stress even after the physical scars have disappeared.

Signs of Child Sexual Abuse

In some cases there may be physical signs of sexual abuse of the child. Such signs include difficulty in walking or sitting; torn, stained, or bloody underwear; pain or itching in the genital area; bruises or bleeding in external genitalia; venereal disease; pregnancy.

Behavioral signs are likely to appear over a longer time, they may be more noticeable. Specific behaviors indicating the possibility of sexual abuse are:

- Age-inappropriate understanding of sex
- Reluctance to be left alone with a particular person
- Persistent and inappropriate sex play with peers or toys
- Prostitution
- Wearing lots of clothing, especially to bed
- Drawings of genitals
- Fear of touch
- Abuse of animals
- Masturbation in public
- Nightmares or night terrors
- Apprehension when subject of sexual abuse is brought up
- Cross dressing

No single indicator is proof that a child is being abused. It is, however, a reason to look more closely at the child's behavior and to consider the possibility of abuse.

Child Abusers—Who Are They?

Research has shown that child abusers come from all walks of life, from all ethnic and economic groups. Based upon the case studies that have been made, many who abuse children do so out of ignorance of proper disciplinary techniques, thereby inflicting emotional or physical abuse.

Den leaders and Cubmasters should be careful in administering discipline so that when discipline is necessary within the Scouting program, it is constructive and encourages development of positive values and behavior. Any use of corporal punishment or discipline that is demeaning or involves verbal abuse is not permitted in the Scouting program.

Special attention should be given to the responsibilities given to youth leaders for controlling Cub Scouts—for example, denners and den chiefs. Having such responsibilities can develop important leadership skills, but guidance concerning appropriate discipline should be clearly given and at no time should any form of physical punishment be permitted to be used by youth leaders.

In addition to inappropriate disciplinary techniques, physical abuse may be caused by initiation rites or hazing—both of which are prohibited in Scouting. Physical abuse may also occur when demands are made that exceed the physical capability of the member. Cub Scouting should provide the opportunity for physical development on the part of the Cub Scout. However, Cub Scouts should have the opportunity to build their bodies and skills in preparation for undertaking physically demanding tasks and should never be encouraged to undertake a potentially hazardous task without appropriate safety measures and supervision.

Child Sexual Abuse

Unlike physical abuse of a child, which may be accidental and is nearly always situational, child sexual abuse is a premeditated act and a growing concern of all youth-serving programs.

Myths About Child Molesters

Child molesters defy the stereotypes we have created. It would be easy if we could look at a child molester and identify him or her by physical or behavioral traits. Unfortunately, this is not possible. There are a number of common myths about individuals that molest children. A study of 148 convicted child molesters done in 1978 by A. Nicholas Groth, Ann W. Burgess, H. Jean Birnbaum, and Thomas Gary identified several common misconceptions concerning pedophiles. (A pedophile is a person whose preferred sex object is a child.)

- **Myth No. 1: The Child Offender Is a Dirty Old Man.** The study documented that nearly three-quarters of the subjects in the study were under 35 years of age and that 82 percent of the subjects were younger than 30 years old at the time of their first offense.
- **Myth No. 2: The Offender Is a Stranger to His Victim.** This study and several others have demonstrated that the molester is known to the child and to the child's family. Often the molester is in a position of authority, such as a school teacher, pastor or priest, or relative.
- **Myth No. 3: The Child Molester Is Retarded.** The convicted offenders in this study showed no significant deviation from the general population when tested on standard intelligence tests. Subjects were found to be generally competent, otherwise law-abiding, well-educated individuals.
- **Myth No. 4: The Child Offender Is Alcoholic or Drug-Addicted.** Despite allegations by child molesters that they sexually abused their victims because of intoxication, Groth found that the overwhelming majority of his subjects (98%) were not drug abusers and that less than one-third were alcohol dependent.
- **Myth No. 5: The Child Offender Is Sexually Frustrated.** Groth found that approximately half of the subjects in this study were married, thereby having other sex outlets available. The study determined, in fact, that sex contact with children was occurring even while other adult contact was taking place.
- **Myth No. 6: The Child Molester Is Insane.** Most professionals agree that only a few child molesters suffer from psychosis. Groth's study validated this, but because his subjects came from a normal prison population, his study is flawed in this respect. Severely psychotic individuals would have been sent to an institution for the criminally insane.
- **Myth No. 7: Child Offenders Progress Over Time to Increasingly Violent Acts.** There is no evidence that a child molester will increase the violence or become physically harmful to the child. There may be a progression, however, toward increasing familiarity and gradual encroach-

ment toward increased sexual participation with the child. Physical harm could be a real possibility if the child molester perceived the threat of exposure by the child.

- **Myth No. 8: Children Are at Greater Risk of Sexual Victimization from "Gay" (Homosexual) Adults than from "Straight" (Heterosexual) Adults.** This study showed that more than half of the men in the sample selected only female children as their victims. Twenty-one percent of the convicts selected both boys and girls to victimize and 28 percent selected only boys. Groth states, "It is a faulty assumption that if an adult male selects a young boy as a victim that this constitutes a homosexual orientation on the part of the offender... Offenders attracted to boy victims typically report that they are uninterested in or revulsed by adult homosexual relationships and find the young boy's feminine characteristics and absence of secondary sexual characteristics appealing."

By realizing that these are myths, Cub Scout leaders should understand that child molesters have the same general characteristics as the rest of the population and it is not an easy task to identify the individuals who constitute a risk to our children.

Avoiding Child Sexual Abuse in the Cub Scout Program

The key to conducting a safe Cub Scout program is in the quality of the adult leadership. In our quest to provide the environment for the development of character, citizenship, and personal fitness, we must examine the aspects of the Cub Scout program that may provide an opportunity for children to be abused and minimize those opportunities.

David Finkelhor, noted researcher on child abuse, states that there are four preconditions that must take place for child sexual abuse to occur:

1. There must be an offender with the motivation to sexually abuse.
2. The offender must overcome internal inhibitions against abusing.

3. The offender must overcome *external* inhibitions against abusing.
4. The offender must overcome resistance by the child.

Note: Three of the four preconditions refer to the adult offender. This is why we should make every reasonable effort to obtain quality leadership.

Obtaining Quality Leadership

For more than three-quarters of a century of existence of the Boy Scouts of America, our adult, volunteer leadership has been, and continues to be, perhaps the greatest asset of our movement. There have been many instances in which our high standards for adult registration have been challenged and withstood the challenge. Being a registered leader in the Boy Scouts of America is a privilege, not a right. We have a responsibility to assist our chartered organizations and units to recruit the quality of adult leadership in keeping with the best tradition of the Scouting program.

There is no sure way to detect a person who will be a child molester. Because these individuals seek legitimate contact with children, the Scouting program constitutes an attractive target to obtain access. It is important that the task of recruiting leadership be taken seriously and be done carefully. The more that is known about the person—his or her experience with children, and motivation for wanting to be a registered leader in the Scouting program—the better the decision will be. Often, there is a temptation to short-cut the established procedures for selecting leaders. Consider the risk and ask if our young people don't deserve a better effort.

The Boy Scouts of America provides excellent guidelines for chartered organizations to use in securing unit leaders. By following these steps and by checking references on past leadership experience our membership standards can be maintained. It is also important to know the registration status of every participant in a Cub Scout event in order for these membership standards to be enforced effectively.

Establishing External Obstacles to Abuse

The Boy Scouts of America has established program policies that serve the dual purposes of protecting the youth members as well as providing leaders protection from unfounded allegations of abuse. Some of these are summarized below:

- Two adults (two-deep leadership) are required for all trips and outings for Cub Scout packs and dens. Additional leadership may be required based upon the size of the group, its skill level, anticipated environmental conditions, and overall degree of challenge.
- One-on-one activities between adults and youth members are not permitted.
- "Secret" organizations are not recognized by the Boy Scouts of America and are not permitted as part of our program.
- Adult leadership needs to respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They also need to protect their own privacy in similar situations.
- It is important to encourage parental participation in Cub Scout activities—on the pack committee, as assistant Cubmasters and den leaders, by accompanying the unit on outings.

The Cub Scout pack or den may need to develop creative methods to help units provide adequate supervision of activities. Webelos dens may need to coordinate joint camping trips to share leadership and meet the leadership requirements. There is no reason to believe that protecting our members—both youth and adult—will hamper the delivery of a quality Cub Scout program.

Creating Resistance to Abuse by the Child

After we do everything we can to ensure that the youth who are involved in Cub Scouting have the best leadership possible, we need to provide them with information that helps them resist the advances of a molester. Interviews with molesters indicate that any show of resistance by a child is

generally enough to discourage any further attempts with that child. The Boy Scouts of America continues to develop materials for members and their parents that accurately provides information enabling children and their families to protect themselves. In order for sexual abuse to be successful, secrecy must be maintained. For this reason, children need to be told that if *anyone* asks them to keep a secret or touches them in private areas of their bodies, they should "yell and tell."

How to Deal with Disclosure of Child Sexual Abuse

An almost universal reaction of adults when discussing the subject of child sexual abuse is questioning how the child can allow the adult to perpetrate molestation and then not disclose the abuse. Dr. Roland Summit, noted psychiatrist and authority on the impact of sexual abuse on the child victim has developed the Child Sexual Abuse Accommodation Syndrome. The five categories of this syndrome are:

1. *Secrecy.* Secrecy is a necessary condition for a child to be sexually abused. It is through secrecy that the child is both intimidated and comforted. The abuser will often state to the child that, "This will be our secret" or even, "If you tell anyone, I'll kill you," or "I'll kill your dog." A clear message is given that if another person finds out about the molestation, something bad will happen. On the other hand, the child can take some comfort in the notion that if no one finds out, everything will be all right.

The average child, according to Dr. Summit, never asks and never tells. Based upon surveys of adult survivors of child sexual abuse, the majority never told anyone during their childhoods of their molestation. They feared blame and retaliation.

Dr. Summit states, "Unless the victim can find some permission and power to share the secret, and unless there is some possibility of an engaging, nonpunitive response to disclosure, the child is likely to spend a lifetime in what comes to be self-imposed exile from intimacy, trust, and self-validation."

2. *Helplessness.* Adults are given inherent power

over children in our society. We are comfortable with the idea that the child molester is the stranger hanging out around playgrounds and have given children the power to resist strangers. We are less comfortable—in fact, very uncomfortable—with the fact that a child is three times more likely to be sexually molested by a trusted adult than by a stranger. In such relationships, the child has no power to consent, particularly if the offender is one to whom the child must look for food, clothing, and shelter.

3. *Entrapment and Accommodation.* For the child within a dependent relationship, sexual molestation is typically not a one-time occurrence. In such a case, the child will learn to accommodate or adjust to the abuse. Part of the accommodation will be to levy self-blame and accept misplaced responsibility for the molestation. The male victim is likely to turn his rage at his helplessness outward in aggressive and antisocial behavior.
4. *Delayed, Conflicted, and Unconvincing Disclosure.* As previously mentioned, the majority of child sexual abuse is never disclosed. Disclosure is usually the outgrowth of overwhelming conflict with the abuser, incidental discovery by a third party, or sensitive outreach and community education by youth-serving agencies. In the case of conflict between the child and molester, often the complaint is disregarded due to the circumstances in which it was made. A child of any age is faced with skepticism when complaining of sexual molestation. An adolescent may be faced not only with skepticism but humiliation and punishment.
5. *Retraction.* When faced with the disbelief of the adults to whom he has turned for help, the normal thing for the victim to do is to withdraw the allegation and restore the lie—that the abuse did not take place.

The Child Sexual Abuse Accommodation Syndrome is presented in order to provide the basis for establishing guidelines on how to react should a disclosure of child sexual abuse be made to you.

With educational programs and the growing awareness by children of sexual molestation, you may have a member of your Cub Scout pack or den tell you that someone has molested him. If this

happens, we want you to be prepared to help the child. Follow the guidelines below if a child indicates that he or she may have been the victim of abuse or exploitation:

DON'T panic or overreact to the information disclosed by the child.

DON'T criticize the child.

DO

- *Respect the child's privacy.* Take the child to a private place, away from other children but visible to another adult. Reassure the child that you are concerned about what happened to him and that you would like to get him some help. Do not promise to keep his secret, as it will be necessary to make a report to the Scout executive. The Scout executive will advise you of your responsibility to report to child protective services or to a law enforcement agency. You may want to ask if he has talked with his parents about it—if a parent is not the alleged abuser.
- *Encourage the Cub Scout to tell the appropriate authorities.* You may do this by making sure that the child feels that he or she is not to blame about what happened. Tell the child that no one should ask him or her to keep a special secret and that it is okay to talk about what happened with appropriate adults—that the child will not be blamed.
- *Keep it strictly confidential.* Discussing allegations of child abuse with others may result in a law suit for defamation of character. Take your guidance from the Scout executive or the child protection authorities to whom you reported.

Reporting Requirements

Anytime that you suspect child abuse in the Scouting program, you are required to inform the Scout executive.

Each of the 50 states, the District of Columbia, and the U.S. territories has different reporting requirements. Many of these jurisdictions require child care professionals to report suspected child abuse, and, in some states, reporting laws have been interpreted to require reporting by adults in volunteer child care positions. You should be aware of your responsibilities for reporting suspected child abuse. This information is available from your local Boy Scout council.

No state requires that the person making the report to have proof that abuse has occurred prior to making the report, only that it is suspected. The intent of most state laws is clear—they expect suspected child abuse to be reported as soon as it is suspected. Failure to do so may result in civil or criminal penalties.

Concern is often expressed over the potential for criminal or civil liability if a report of abuse is made that subsequently is found to be unsubstantiated. All states provide immunity from liability to those who report suspected child abuse. The only requirement that states make is that a report be made in "good faith." Some states make the presumption that a reporter is making the report in good faith.

As a volunteer in the Scouting program, you are cautioned that you are not an investigator, and that the investigation of allegations of abuse is best left to the trained investigator. Action on reports of suspected child abuse will be facilitated by working through the Scout executive, who has established a working relationship with the administrators of the child protective services program and law enforcement agencies in the council.

The Boy Scouts of America will not tolerate any form of child abuse in our program and will take all necessary steps to remove any offenders from membership in the BSA.

Each state has an agency designated to be the central reporting authority for child abuse within that state. The staff of these agencies may be available to provide additional information to Cub Scout leaders and may be available to assist with training sessions. Additional sources of assistance can be provided by the National Center on Child Abuse and Neglect (NCCAN), P.O. Box 1182, Washington, DC 20013.

Northeast Illinois Council

Boy Scouts of America

**NORTHEAST ILLINOIS COUNCIL
CHILD ABUSE REPORTING GUIDELINES**

If you suspect child abuse or neglect call 1 - 800 - 25ABUSE
(252-2873), anytime 24 hours a day.

Be prepared to provide:

1. The names and addresses of the child and his parents or other person having custody.
2. The child's age and condition, including any evidence of prior injuries or disabilities and
3. The name of the suspected abuser and their relationship to the child, as well as any other information that you believe would be helpful in establishing the cause or proof of abuse and the identity of the abuser.

Also call the Scout Executive of the Northeast Illinois Council, John Cadwallader, at 1-312-433-1813 during normal business hours (9-5 Monday thru Friday).

Any person making a report in good faith will have immunity from any liability, civil or criminal, according to Section 9, of the Abused and Neglected Child Reporting Act of the State of Illinois.

"Any person who knowingly transmits a false report to the Department commits the offense of disorderly conduct under subsection (a) (7) of Section 26-1 of the Criminal Code of 1961. A violation of this subsection is a Class B misdemeanor, punishable by a term of imprisonment for not more than 6 months, or by a fine not to exceed \$500 or by both such term and fine."

JDS:djs
5/2/88

Boy Scouts of America Youth Protection Awareness Quiz

- T F** 1. Child abuse is more common to ethnic groups and lower socioeconomic levels.
- T F** 2. One-third to two-thirds of the cases of child sexual abuse never get reported.
- T F** 3. There are four kinds of child abuse: neglect, emotional abuse, physical abuse, and sexual abuse.
- T F** 4. Child abuse is almost always an isolated incident rather than a pattern of established behavior.
- T F** 5. In cases of child sexual abuse, more than three-quarters of the reported cases involve a relative or family friend or someone else whom the child knows well.
- T F** 6. Many abused children grow up to be abusive adults.
- T F** 7. The Scout executive must be contacted any time that abuse is suspected in the Scouting program.
- T F** 8. The Boy Scouts of America has developed program policies designed to protect youth members from child abuse as well as to provide protection to the adult leadership from unwarranted accusations of abuse.
- T F** 9. As many as one in seven boys will be sexually molested before the age of 21.
- T F** 10. Fewer than 500 children each year die due to child abuse.
- T F** 11. Victims of abuse can nearly always be identified due to the clear-cut nature of the signs of abuse.
- T F** 12. Child molesters seek legitimate access to children, often through programs such as Scouting.
- T F** 13. If a child discloses abuse to an adult, it is important to reassure the child that he is not to blame.
- T F** 14. Sixty percent of rapes reported by adolescents are committed by acquaintances or dates.
- T F** 15. Children seldom lie about being sexually abused.
- T F** 16. Young people under the age of 18 commit an insignificant percentage of the sexual assaults.


Boy Scouts of America Youth Protection Awareness Quiz


Answer Key



- F** 1. Child abuse is more common to ethnic groups and lower socioeconomic levels. (Studies have shown that child abuse happens throughout our society without regard for race, ethnicity, or economic status.)
- T** 2. One-third to two-thirds of the cases of child sexual abuse never get reported. (The reasons for this are discussed in the handout materials for unit leaders.)
- T** 3. There are four kinds of child abuse: neglect, emotional abuse, physical abuse, and sexual abuse.
- F** 4. Child abuse is almost always an isolated incident rather than a pattern of established behavior. (Abuse may begin as an isolated incident; however, in many cases it becomes a pattern of behavior.)
- T** 5. In cases of child sexual abuse, more than three-quarters of the reported cases involve a relative or family friend or someone else whom the child knows well. (This fact demonstrates clearly why "stranger danger" warnings are inadequate.)
- T** 6. Many abused children grow up to be abusive adults. (The fact that a child has been abused does not automatically mean that when grown he or she will become an abuser. It has been noted that nearly all abusers were victims of abuse when a child.)
- T** 7. The Scout executive must be contacted any time that abuse is suspected in the Scouting program. (The Scout executive in every council is responsible for initiating contact with the appropriate authorities and developing a plan of action for dealing with suspected child abuse. Any Scouting leader suspecting abuse **MUST** contact the Scout executive for guidance.)
- T** 8. The Boy Scouts of America has developed program policies designed to protect youth members from child abuse as well as to provide protection to the adult leadership from unwarranted accusations of abuse. (Adherence to the policies of the BSA for conducting Scouting activities is important for both youth and adult members.)
- T** 9. As many as one in seven boys will be sexually molested before the age of 21. (Sexual molestation is not an uncommon occurrence, and we may encounter victims of molestation in Scouting programs.)
- F** 10. Fewer than 500 children each year die due to child abuse. (The actual number is 3 to 4 times this number.)
- F** 11. Victims of abuse can nearly always be identified due to the clear-cut nature of the signs of abuse. (As will be discussed, many of the signs of abuse are subtle.)
- T** 12. Child molesters seek legitimate access to children, often through programs such as Scouting. (Due to the nature of their sexual perversion, such individuals require access to potential victims.)
- T** 13. If a child discloses abuse to an adult, it is important to reassure the child that he is not to blame. (Anytime that abuse occurs it is the adult that is at fault.)
- T** 14. Sixty percent of rapes reported by adolescents are committed by acquaintances or dates. ("Date rape" is being reported in increasing numbers.)
- T** 15. Children seldom lie about being sexually abused. (Research reported in the March 1987 "Journal of Interpersonal Violence" states that only about 8 percent of cases studied were fictitious and three-quarters of these were generated by adults.)
- F** 16. Young people under the age of 18 commit an insignificant percentage of the sexual assaults. (Young people in this age group account for a large percent of sexual assault cases.)


1988 POW-WOW EVALUATION

We would greatly appreciate your thoughts regarding this years POW-WOW. Please complete this form before you leave today and deposit it in the evaluation box located near the exit. Thank you.

5 = EXCELLENT 

 4 = VERY GOOD 

 3 = ADEQUATE 
 2 = NEEDS IMPROVEMENT 

 1 = POOR 

SESSIONS:

Please indicate, on the lines provided, the sessions you attended and then rate, and comment on those sessions. Refer to the scale above when rating sessions and circle your response accordingly.

1.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

2.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

3.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

4.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

5.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

6.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

7.

CONTENT	5	4	3	2	1
DISPLAYS/EXHIBITS	5	4	3	2	1
PRESENTATION	5	4	3	2	1
INSPIRATION	5	4	3	2	1
SESSION LENGTH	5	4	3	2	1

5 = STRONGLY AGREE 4 = AGREE 3 = NEUTRAL 2 = DISAGREE 1 = STRONGLY DISAGREE

PHYSICAL ARRANGEMENTS:

Refer to the scale above when rating physical arrangements and circle your choice.

- | | | | | | |
|--|---|---|---|---|---|
| 1. Were facilities adequate? | 5 | 4 | 3 | 2 | 1 |
| 2. Were room arrangements satisfactory? | 5 | 4 | 3 | 2 | 1 |
| 3. Were directions sufficient to locate sessions? | 5 | 4 | 3 | 2 | 1 |
| 4. Were the registration areas sufficient for the registrants? | 5 | 4 | 3 | 2 | 1 |

Comments: _____

BLUE AND GOLD BANQUET:

Refer to the scale above when rating the Blue & Gold Banquet and circle your choice.

- | | | | | | |
|---|---|---|---|---|---|
| 1. Did you like the food? | 5 | 4 | 3 | 2 | 1 |
| 2. Would you consider bringing your own lunch? | 5 | 4 | 3 | 2 | 1 |
| 3. Did you enjoy the program? | 5 | 4 | 3 | 2 | 1 |
| 4. Did you enjoy the entertainment? | 5 | 4 | 3 | 2 | 1 |
| 5. Did the arrangement give you ideas for your Blue & Gold? | 5 | 4 | 3 | 2 | 1 |
| 6. Was there a continuity in the activities? | 5 | 4 | 3 | 2 | 1 |

Comments: _____

PLEASE RATE THE FOLLOWING: (Refer to scale on 1st page)

THE POW-WOW BOOK (content) 5 4 3 2 1

Comments: _____

OPENING CEREMONIES 5 4 3 2 1

Comments: _____

CLOSING CEREMONIES 5 4 3 2 1

Comments: _____

POW-WOW (overall) 5 4 3 2 1

Comments: _____

SUGGESTIONS FOR NEXT YEAR:

1. What other sessions would you like to see presented at POW-WOW?

2. If any, what session(s) would you like to see eliminated?

3. What can be done to improve next year's POW-WOW?

4. What would you like to see included in next years' POW-WOW book?

NEXT YEARS' POW-WOW

I WOULD BE WILLING TO HELP

NAME: _____

TELEPHONE: _____

DISTRICT: _____

PACK #: _____

- | | | | |
|---------------------------|----------------------------------|---------------------------|--------------|
| RESEARCH [] | TYPING [] | PHOTOCOPYING [] | ART WORK [] |
| MATERIALS DONATION [] | PROMOTION [] | COLLATING BOOK [] | |
| SESSION LEADER/HELPER [] | SESSION SPECIALTY: _____ | | |
| FOOD [] | REGISTRATION [] | PHYSICAL ARRANGEMENTS [] | MIDWAY [] |
| ENTERTAINMENT [] | OPENING & CLOSING CEREMONIES [] | | |
| OTHER: _____ | | | |

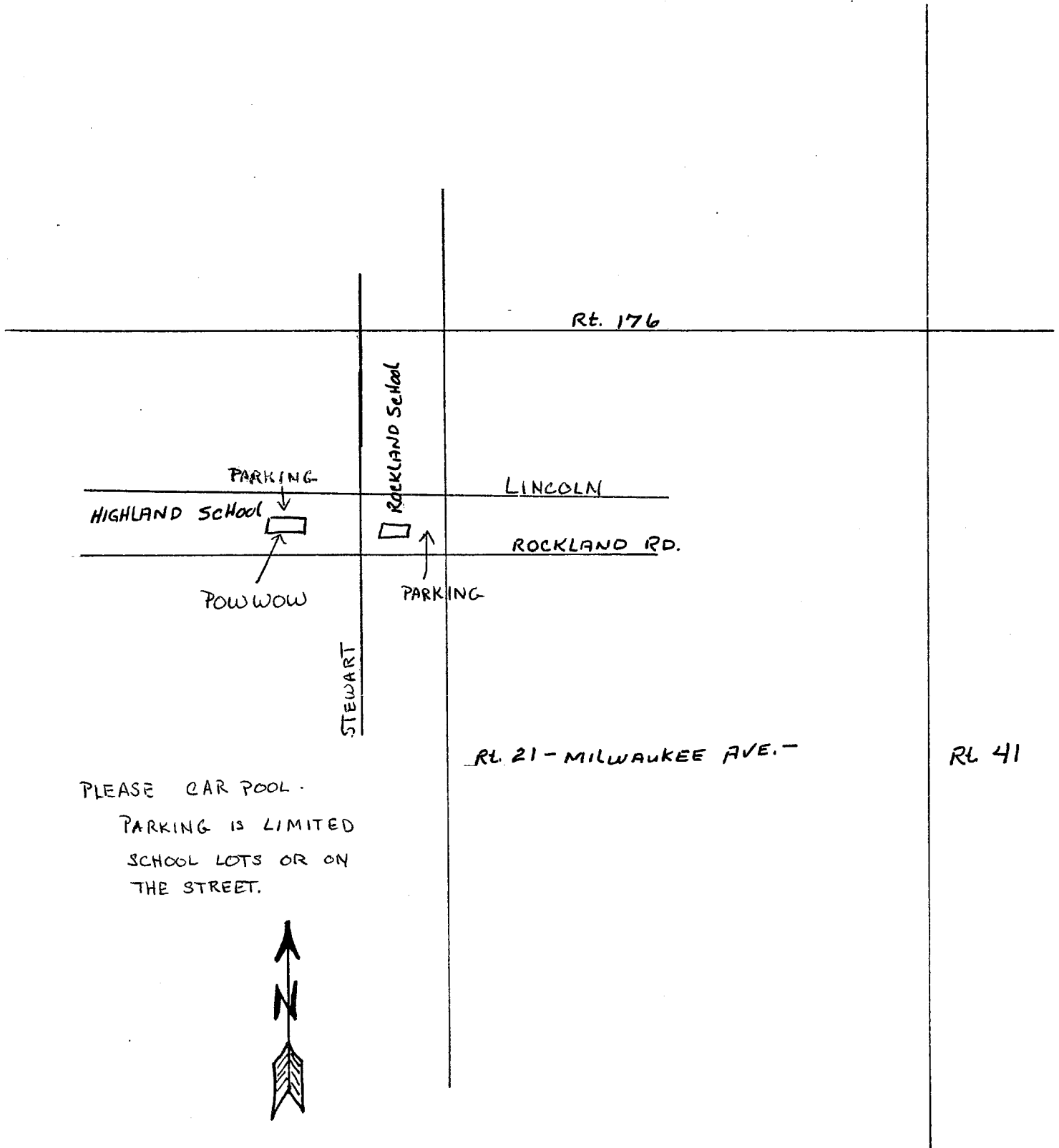
WHAT: *M.I.L. 17!*

WHEN: *MARY ANN ROUNDS*

8:30 AM TO 4:15 PM

WHERE

BERTYVILLE, ILLINOIS



PLEASE CAR POOL.

PARKING IS LIMITED
SCHOOL LOTS OR ON
THE STREET.



REGISTRATION

POW-WOW November 19, 1988
Highland School, Libertyville

NAME _____

DISTRICT _____

ADDRESS _____

PACK _____

TOWN/ZIP _____

POSITION _____

PHONE _____

FEE PAID _____

Below is a schedule of sessions being offered at this years Pow-Wow. Review the session descriptions on the reverse side. Then circle ONE session in each time period. Every effort will be made to fulfill your choices. If sessions become crowded, schedules will be rearranged to best accommodate all participants.

The fees sent to the service center are \$10.00 if received by October 30th; \$11.00 if received by November 10; and \$12.00 at the door. NO PHONE RESERVATIONS WILL BE ACCEPTED. Registrations received without fee will be returned. Return this whole sheet to:

Northeast Illinois Council
BOY SCOUTS OF AMERICA
2745 Skokie Valley Road
Highland Park, IL 60035

		8:30	9:00	9:30	10:15	11:00	11:45	12:30	1:30	2:15	3:00	3:45	
REGISTRATION	D			Crafts(A)	Crafts(A)	Crafts(A)	Crafts(A)		Crafts(A)	Crafts(A)	Crafts(A)		
				Crafts(B)	Crafts(B)	Crafts(B)	Crafts(B)		Crafts(B)	Crafts(B)	Crafts(B)		
				Crafts(C)	Crafts(C)	Crafts(C)	Crafts(C)		Crafts(C)	Crafts(C)	Crafts(C)		
					Games		Games		Games		Games		
	P			Pack Pizazz			Pack Pizazz			Pack Pizazz	Pack Pizazz		
					Skits & Puppets			Skits & Puppets		Skits & Puppets	Skits & Puppets		
				Den Meeting			Den Meeting			Den Meeting		Den Meeting	
				WEBELOS Den	WEBELOS Den			WEBELOS Den			WEBELOS Den	WEBELOS Den	
	N				WEBELOS Cooking	WEBELOS Cooking				WEBELOS Cooking		WEBELOS Cooking	
					WEBELOS Transition	WEBELOS Transition				WEBELOS Transition		WEBELOS Transition	
				Committee Oper. (A)	Committee Oper. (B)			Committee Oper. (C)			Committee Oper. (C)		
					Drug (A) Awareness			Drug (B) Awareness			Drug (A) Awareness	Drug (B) Awareness	
	G			Handicap Awareness			Handicap Awareness			Handicap Awareness	Handicap Awareness		
				Indian Lore			Indian Lore			Indian Lore		Indian Lore	
				Resources	Resources			Resources					
					Story Telling			Story Telling			Story Telling	Story Telling	
			Young Scientist			Young Scientist			Young Scientist		Young Scientist		

TREK TO THE FUTURE POW WOW 1988

Session descriptions: Each session is forty minutes in length and will be offered at least two times during the day.

1. CRAFTS: Find how to make something worthwhile out of inexpensive or scrap materials. Gain skills, confidence, and ideas to use in your own dens. (A) Table-top crafts; (B) Crafts with power tools; (C) Projects using hand tools.
2. GAMES: Learn a variety of games. Find out how to select the right game for the right occasion. Learn the skills needed to become a successful game leader.
3. PACK PIZAZZ: Find out how to put some sparkle into your program with simple songs and stunts that the Cub Scouts will enjoy.
4. SKITS & PUPPETS: Learn how to teach your Cub Scouts the basics of dramatization and watch their imaginations bloom.
5. THE DEN MEETING: Learn useful techniques for planning and running Wolf and Bear den meetings. Included in this session is flag etiquette and what the boys in your den should know about it.
6. WEBELOS DEN PROGRAM: The how-to of a Webelos den, activity badge fun. Lad and dad campout planning. Den leader responsibility.
7. WEBELOS COOKING SKILLS: Camp cooking can be fun and eatable. An experienced Scouter guides you through the mysteries of how to live the good life in the out-of-doors.
8. WEBELOS TO SCOUT TRANSITION: If any of the Webelos Scouts in your pack did not become Boy Scouts, then this is a session for you. Discover how to have a successful transition.
9. COMMITTEE OPERATIONS: Session participants will break into buzz groups and discuss: (A) Membership, Religious Awards; (B) Activities, Fund Raising; (C) Planning for a Blue and Gold dinner, and Tiger Cubs.
10. DRUGS...A DEADLY GAME: Added in 1987. We can beat drug abuse by building self-esteem and providing role models for the boys to follow. ****THIS IS RECOMMENDED FOR ALL PACKS****. (A) First time; (B) Attended in 1987.
NOTE: At the close of 1987, the statistics showed a 20% drop in the use of Cocaine, by school aged children. This has in part been attributed to programs like this which help our young people make sound judgement about drugs.
11. HANDICAP AWARENESS: The Boy Scouts of America has accepted the challenge to reach youth of all abilities. Learn some of the ways you can help meet this challenge.
12. INDIAN LORE: Learn how Scouting makes use of our American Indian Heritage and how it fits into your program.
13. RESOURCES: Where can I... if you have ever found yourself asking this question then this one's for you. Sessions: (A) Council connection; (B) Religious awards; (C) People and things.
14. STORY TELLING: Techniques and demonstrations of this very intriguing skill are waiting for you to take to your den and pack meetings.
15. YOUNG SCIENTIST: A successful addition from last year. Learn elementary projects that you can use in your den meeting.

ALSO AVAILABLE AT THE POW-WOW

TRADING POST: A selection of BSA materials and resources will be available for purchase.

YOUTH PROTECTION: This two hour orientation is a must for all adult leaders.



1950

IT'S GETTING
MORE AND
MORE DIFFICULT
TO HOLDY ON
WHERE NO
MAN HAS
GONE
BEFORE!

