



# Pow Wow 1988

Alamo Area Council  
San Antonio, Texas









# BOY SCOUTS OF AMERICA

ALAMO AREA COUNCIL

November 5, 1988

Dear Cub Scout Leader;

The 1988 Pow Wow of the Alamo Area Council is a great opportunity for you to build on your knowledge, skills and enthusiasm for the Cub Scouting program. What better theme than Cubbing Trails to lead the way to continue your Cub Scouting experience.

Many boys will benefit and grow, as you pass on to them what you experience today. Thank you for making this commitment of your time to take part in Pow Wow 1988.

Congratulations and thanks to Pow Wow Co-Chairmen Jodel and Joe Nix, members of the Steering Committee Joyce and Frank Spreng, Roy and Sherry Hefner, Richard and Alma Rosenfelder, Pow Wow book Co-Editors, Gerri and Mike Evans, and the members of the Pow Wow staff. They all have worked hard to make the Cubbing Trails Pow Wow one of the finest in the nation.

Sincerely,

A handwritten signature in cursive script that reads "Parvin Bishop".

Parvin L. Bishop  
Scout Executive







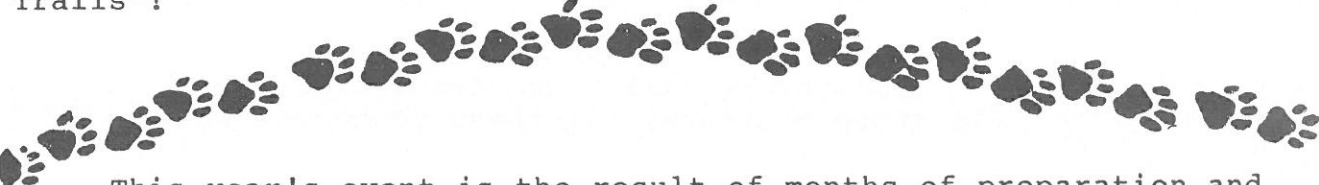


5 November 1988



Dear Cub Scout Leader,

Welcome to the 1988 Alamo Area Council "Cubbing Trails" POW WOW. As you spend this day on the Cubbing Trail with Scouters from other parts of the city and state, we hope you will put yourself in the "paw prints" of the Bobcat, Wolf, and Bear Cub Scouts, and the "footprints" of the Webelos Scouts. Your success as a Cub Scout leader will depend on your ability to see the cub Scout program through the eyes of the boys. Happy "Cubbing Trails"!



This year's event is the result of months of preparation and training. We, as co-chairmen, cannot claim the credit for the quality of this event or of this book. We were honored to head a steering committee who have worked hard to build a training and support staff and to gather and prepare information for your book. We wish to acknowledge those individuals:

STEERING COMMITTEE:

- **Frank and Joyce Spreng** - Vice-chairman and in charge of the POW WOW Book, among other duties.
- **Roy and Sherry Hefner** - in charge of registration and invaluable as computer experts to compile the POW WOW Book.
- **Richard and Alma Rosenfelder** - in charge of physical arrangements.

KEY STAFF:

- **Mike and Gerri Evans** - POW WOW Book Editors.
- **Tom Luebben** - Webelos Coordinator.
- **Paul Pharis** - Crafts Coordinator and Staff Instructor.
- **Betty and Wayne Varnum** - Blue & Gold Dinner Chairmen.
- **Fred Crooke and Marshall Kepler** - POW WOW Chief Coordinators.

Add to this list the entire POW WOW roster of instructors as are listed on the next page. There were many others who volunteered time and effort to make this event successful. 'Thank you!' to all of you.

(over)



There are three persons who deserve special thanks and recognition. **John Stauffer** has been our Boy Scout professional advisor. He has hung in with us when we were ready to drop from exhaustion and anxiety. Many thanks to **Brent Swensen** who designed our POW WOW patch and book dividers. With his artistic talents he put into pictures the ideas we could only see in our minds. And last but not least, **Lynn Ballard**, who could empathize with our efforts having been chairman of more than one POW WOW event. Lynn gave us the extra boost when we needed it and kept our spirits alive "in the midst of irksome tasks and weighty responsibilities."

In closing we share this prayer with you,

"I'VE SAID 'YES' ONCE TOO OFTEN"  
(Volunteer's Prayer)

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

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

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

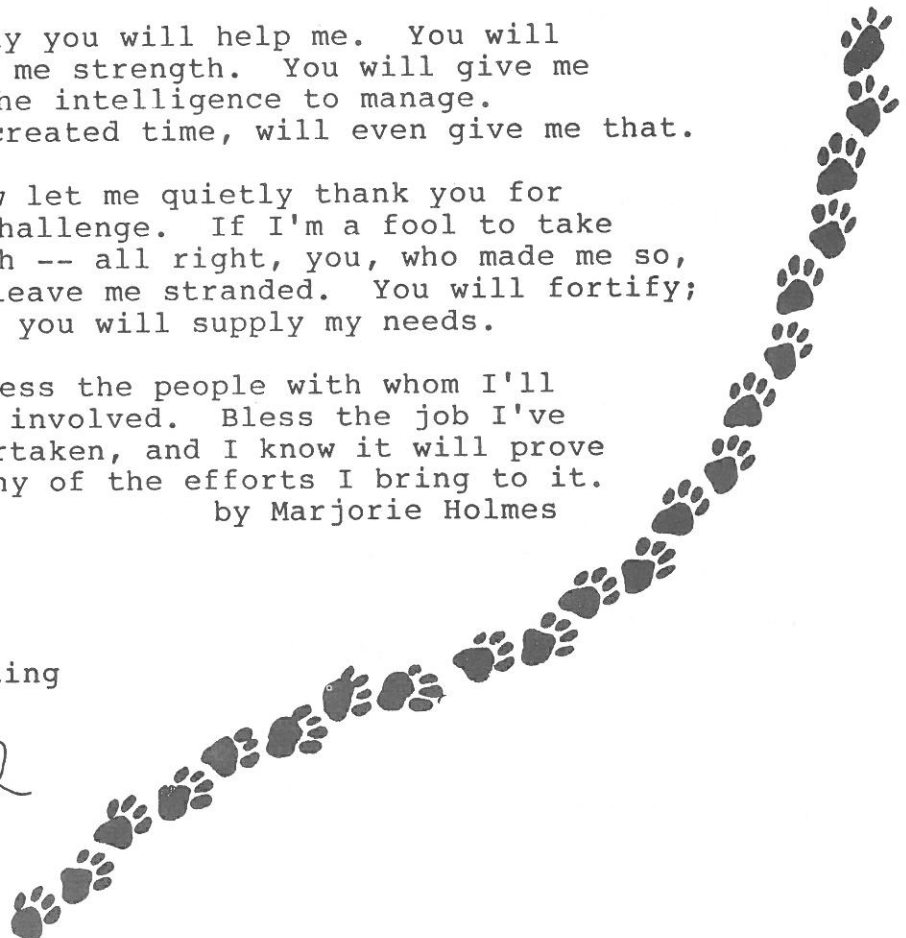
Only you will help me. You will  
give me strength. You will give me  
the intelligence to manage.  
You, who created time, will even give me that.

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

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

God Bless You  
and Good Scouting

*Joe & Jodel*  
Joe & Jodel Nix



## 1988 POW WOW COURSES

Songs (Course A)	Barbara Story Jim Harpin
Songs (Course B)	Marianne Marsh Bonnie Flarida
Consider Your Spouse	Maggie Luebben
Funding the Unit	Jerry Curry
Puppets	Mike Bowling Dolores Tamez
Cubs and Drugs	Barbara Gray Ray Rangel
Den Ceremonies	SAPD Project Cesta Ayers
Pack Ceremonies	Roger Sepulveda John Merklng
Games - Indoors	Pete Lair Valarie Dickerson
Games - Outdoors	Cecilia Sepulveda Vivian Voss
Parent Participation	Marion Hyatt Mike Glasgo
Cub in the Outdoors	Teri Glasgo Marie Crooke
Den Leader Survival Skills	Susan Lawrence Walter Durhart
Cubmaster Survival Skills	Steve Linick Mark Wabschall
Skits	Tom Riley Dagmar Riley
Cub in the Kitchen (Cooking)	Nancy Bradt Jane Smith
Camping	John Clark
Safety	Dennis McDonald Al McDougal
Sports	Gerri Stift Danny Stift
Flag Etiquette	John Finnegan Lynn Finnegan
Getting and Using a Den Chief	France Gelsone Gail Kepler
What Other Training is Available & Why Take It	Dr. Lawrence Smith
Cheers and Run-Ons	Lynn Ballard Ted Rohling
Fast Start Training	Bob DiMambro
Duty To God	Gene Horne David Lopez
Tiger Cubs - Big Ideas	Pam Herold Debbie Cooper
Advancements	Andi Barrows Dorothy Walther

**STAFF**



## 1988 POW WOW COURSES

Uniforming - Boys and Adults	Bill Schindler
	Sheila Mann
What Is a UC and How to Use It	Susan Clark
	Joe Farlow
Pack Position Interaction	Brenda Fuller
	Pauline Jellison
Discipline in the Pack and Den	Denise Havel
How to Run Large Packs	Dave Whidden
	Bill Wallace
Physically & Mentally Challenged Cubs	Skip Montgomery
<b>CRAFTS:</b> Game Chest	Jane Eichin
	Kym Marcelle
Blue and Gold Crafts	Vicki Shawcross Stevens
	Cheryl Street
Trash into Treasure	Nan Scott
Nature Crafts	Linda Jung
	Fred Scheben
Tie Slides	Jim Clifford
	Kathy McKee
Basket Weaving	Clemens Knuepper
	Ruth Knuepper
Leatherwork	Jeff Williams
	William Leis
	Tom Luebben
<b>WEBELOS:</b> Games with Activity Badges	
Two Year Program	Sara Guerrero
Planning Lad & Dad Outings	Jim McDonald
Interfacing with Scout Troops	Cam Bellamy
<b>MIDWAY</b> - Games and Creations	Karon O'Ferrall
	Joan Matis
<b>TRADING POST</b> - Books and Things	Karon O'Ferrall
	Joan Matis

November 5, 1988

Dear Cub Scout Leader:

The 1988 POW WOW Book "Cubbing Trails" is designed to be a reference library for the Cub Scout Leader. In this book you will find different ideas for ceremonies, crafts, games, and songs. Each month follows a specific theme, but the information given is only a guideline. With a little imagination they can be altered and copied to suite your individual pack's needs.

It has been a privilege for us to serve as your POW WOW Editors this year, but it was a job we could not have accomplished if there had not been so many people willing to work together to bring you this book. It has given us the opportunity to strengthen old friendships and make new ones. The friendliness and cooperation we have encountered brings to mind a favorite saying:

Don't walk in front of me...

I may not follow.

Don't walk behind me...



I might not lead.

Just walk beside me...

And be my friend.

We would like to take this opportunity to say "Thank you" to all those who have shared their ideas, offered suggestions, words of encouragement, and given many, many hours of their time in order to bring this book to you.

Your Friends in Cub Scouting,

 &   
Gerri and Mike Evans





For Your Information







## THE BOYS

Boys are the nicest things that ever happened to me ... those arrogant, self-assured, cocky little men - children who assume that all this great big world revolves around them.

Who else can carry half a worm, one crushed daisy, a piece of scrap metal, a three day old apple core, and two cents, all in one pocket?

Who else can take a bath without getting their shoulders wet, and wash for dinner without turning on the faucet?

Who else can be a firemen, swordfighter, cowboy, and deep-sea diver, all in the space of an hour ,, and then solemnly hold a funeral, complete with cross and box, for a shell off a turtle lost a month ago?

Who else can be cuter without teeth, meaner without malice, kinder without embarrassment, sillier without foolishness, and clean without neatness?

Me ... I like Cub Scouts ... THE BOYS! They smile when I need a smile; They tease when I'm somber; they keep me from taking myself too seriously. No, I don't wish that I were nine again. I just hope that somehow God will see to it that I always have someone nine years old in or near my house and heart.





**WHY I'M A LEADER?**

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

I'm a Leader because I want the world for your son and mine, to be a world he can shape and help shape; a world of love and laughter, where he can show compassion.

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

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

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

I want them to be the best they can be.

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

I am a Cub Scout Leader because I care.

LAUGHTER IS THE SHORTEST DISTANCE BETWEEN TWO PEOPLE.

CHARACTER IS WHAT YOU DO WHEN NO ONE IS LOOKING.

IT IS POSSIBLE TO CLIMB THE HIGHEST MOUNTAIN -- ONE STEP AT A TIME.

THE SECRET OF HAPPINESS IS NOT IN DOING WHAT ONE LIKES, BUT IN LIKING WHAT ONE HAS TO DO.

**DON'T FORGET HE'S JUST A BOY!**

Get to understand the lad -  
 He's not eager to be bad.  
 If the right he always knew  
 He would be as old as you.  
 Were he now exceeding wise,  
 He'd be just about your size.  
 When he does things that annoy  
 Don't forget he's just a boy.

Could he know and understand,  
 He would not need a guiding hand.  
 But he's not you and hasn't learned  
 How life's corners must be turned.  
 Doesn't know from day to day  
 There is more to life than play  
 More to face than selfish joy.  
 Don't forget - he's just a boy.

Being just a boy, he'll do  
 Much you will not want him to.  
 He'll be careless of his ways,  
 Have his disobedient days.  
 Willful, wild and headstrong, too,  
 Things of value, he'll destroy.  
 But reflect, he's just a boy.

Just a boy who needs a friend -  
 Patient, kindly, to the end.  
 Needs a leader who will know.  
 Take him with you when you walk.  
 Listen when he wants to talk.

His companionship enjoy.  
 Don't forget he's JUST A BOY.

IF IT'S NOT FOR THE BOYS, IT'S  
 FOR THE BIRDS.

A MAN IS TOMORROW WHAT HE  
 THINKS TODAY.

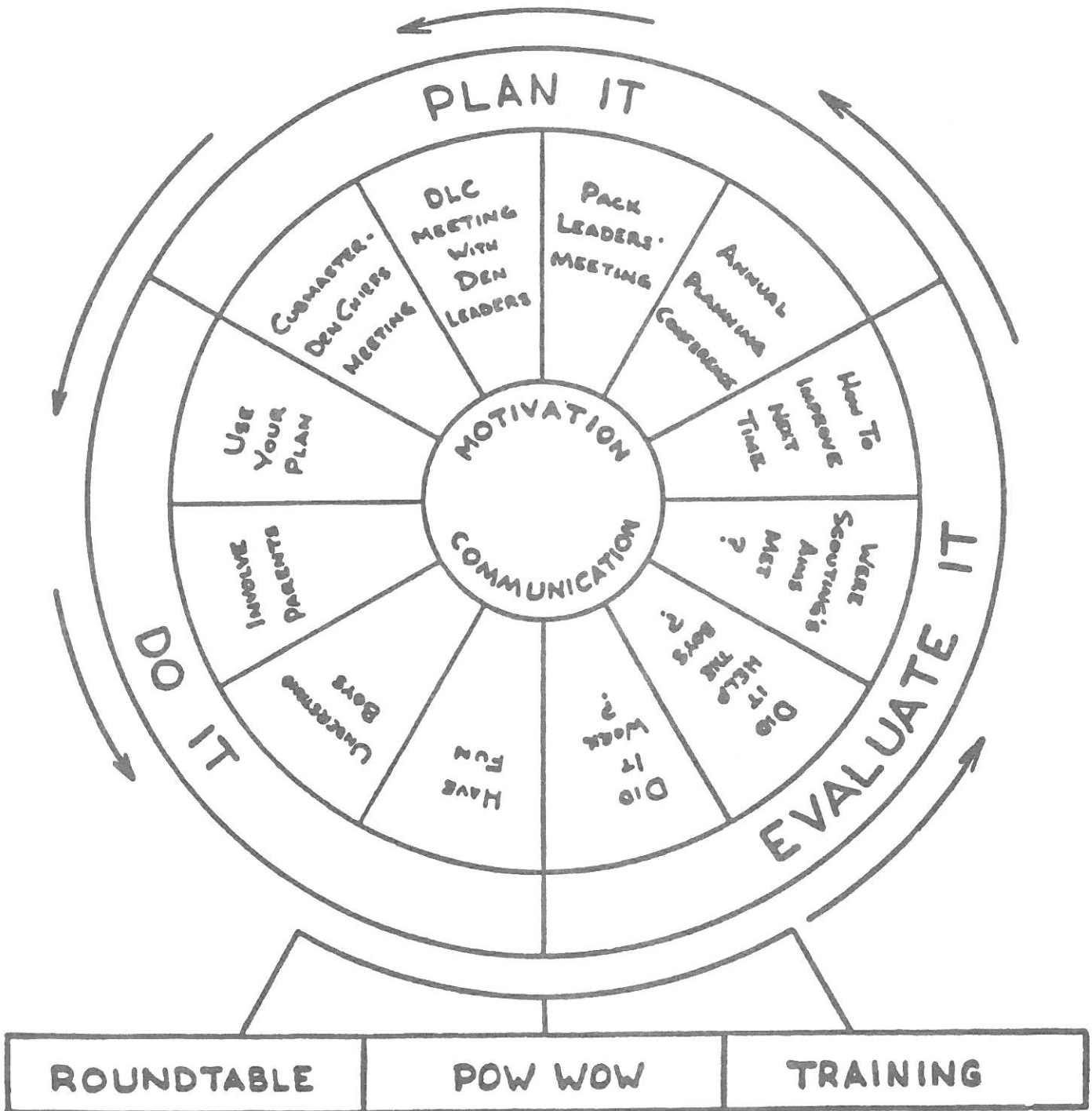
THERE ARE NOT EIGHT WONDERS OF  
 THE WORLD IN THE EYES OF A  
 CHILD: THERE ARE EIGHT MILLION.

PRAISE DOES WONDERS FOR A BOY'S  
 SENSE OF HEARING.

NO MAN STANDS SO TALL AS WHEN  
 HE STOOPS TO HELP A BOY.

YOU CAN GIVE A CHILD TOO MUCH  
 OF EVERYTHING EXCEPT YOURSELF.

# CUB SCOUT PROGRAM





### TODAY'S FAMILY

The Boy Scouts of America has a deep interest in the strength of the family. Its own aim to develop boys, young men and women into participating citizens possessing good character who are physically, spiritually, and mentally fit demands that the movement have an active concern for the family. A child's attitudes, personality and the foundation for emotional stability are formed at a very early age. The influence of the family is primary not only in the sense that it precedes the influence of others but also in the sense that it is of greatest importance.

Since personal development is one of Scouting's chief goals, it is important to cooperate with other major groups that also have a role in youth development. This suggests that those involved in Scouting may become a resource to a whole spectrum of organizations.

The world changes. Social norms change. Social pressures come from different directions. The family faces problems today that are far different from those faced by a family only two generations ago. The Boy Scouts of America is continually examining its relevance and effectiveness so that it remains useful as a support resource for the family.

### FACTS ABOUT TODAY'S FAMILY

- The traditional family represents about 7% of all families today.
- Single households grew from 11% of all in 1950 to 23% in late 70's.
- Before the end of this decade 50% of today's youth under 18 will live in a single parent family.
- Most single-parent families are headed by females, but those headed by males increased from 2% to 10% in the past three years.
- Dual-earner families are on the increase not only by economic necessity, but for self-fulfillment, too.
- 60% of mothers are in the market place rather than at home by the time their children are six years old.
- Divorce is still very high - 50% of those presently married get divorced. A high percent of divorced remarry, but this second marriage divorce rate is very high. U.S. annual divorce rate doubled between 1965 and 1976. 60% of divorces involve children.
- Most families in today's society are smaller.

(cont'd)

TODAY'S FAMILY CONT'D

- Importance of role of father as nurturer as well as disciplinarian is being recognized.
- Traditional family roles of parents are changing.
- In 1978 10% of children lived with one natural and one step-parent. By 1990 it is predicted that 15% will.

PROBLEMS TODAY'S FAMILIES FACE

- Joblessness
- 20% of population living in poverty
- Social pressure
- Lack of clearly defined values
- Lack of understanding about parental roles, meaning of parenthood.
- Budgeting time
- Family violence
- Substance abuse
- Elderly parents
- Rearing children
- Finding satisfaction in life
- Loneliness

SCOUTING SUPPORTS TODAY'S FAMILY WITH ...

- Specific programs
- Role models
- Surrogate parents
- Instrumental and incidental learning
- Survival skills
- Social network
- Facilities (camps for families, etc.)
- Activities, events

Cub Scouting has been based on the traditional family but now is faced with a great variety of family forms. Other types of families include adoptive, cohabitive, communal, extended, foster, same sex, shared, single parent and households headed by grandparents, aunts/uncles or siblings. Along with the traditional family these make up the structure of today's Scouting program.

The family, whatever structure it is, still provides the base of security for today's youth. The caring, sharing, the loving and the sense of belonging are what make good relationships. Along with the basic needs families face, they also must develop wholesome and strong personalities. It is with this in mind that Scouting helps the boy grow.



### WHAT IS A FAMILY?

A FAMILY IS people giving and receiving love. We seldom come straight out and say, "Son, I love you. It doesn't matter if I don't like what you do, I LOVE you."

A FAMILY IS people getting angry with each other, but still loving one another.

A FAMILY IS loving the differences about each other.

A FAMILY IS people talking and listening to each other ... communicating.

A FAMILY IS people caring about what happens to each other, and letting it show.

A FAMILY IS people laughing and crying without feeling ashamed of it ... expressing themselves naturally.

A FAMILY IS people sharing with each other and with others.

A FAMILY IS people reaching out instead of fencing in ... to each other and neighbors and friends.

A FAMILY IS a place for having fun, also for sharing sorrows and healing the hurts.

A FAMILY IS people giving strength to each other; caring and letting it show; leaning on each other; feeling loyal to each other; in other words-  
LOVING one another.

Good family life is never an accident, but always an achievement by those who share it.

### PREPARED FOR TODAY

PREPARED FOR TODAY workbooks are available for purchase at the Service Center. It is designed for today's "latch key" children. In one-parent families or those in which both parents are employed, the child is frequently home alone or in charge of younger siblings without adult supervision for a period of time.

PREPARED FOR TODAY can be a den project. The information the workbook teaches and provides is good for all boys whether or not they stay home alone.

In working through the booklet, the boy learns how to answer the phone when alone, what to do when a stranger comes to the door, meal planning and preparation and home safety.

There are sections on knowing the neighborhood as well as caring for younger children and helping around the house. The last section is a series of theoretical problems for the boy to solve. Each section requires some work by the child (much like the books of rank) that must be signed off by an adult.

This program is designed to fill a need created by changes in the modern family situation. Completing the workbook will give the child a real sense of accomplishment as well as teach him some very valuable skills.

### SINGLE PARENT SCOUTING

Since its beginning Scouting has changed and yet remained the same. The ideas and goals of family Scouting have not changed but some of the methods of achieving these goals have changed. Single parent families are among some of the changes in today's society that Scouting has adapted to. In order to better serve the aims and goals of Scouting each pack should be realistic and knowledgeable about the various families they are reaching.

Approximately 50% of today's youth will spend some time in a single parent family. Most single parent families are headed by women but more males are heading single parent households. Single parent households are from death, divorce, separation, desertion or choice. Sometimes one or both parents remarry so the children have to divide their time with two families. More often than not single parents don't choose to be that way. Just as traditional families, each single parent family is different and will have a varying set of morals and values.

Usually financial need is the greatest problem for one parent families. The cost of Cub Scouting is not excessive but some families must watch every dime. Try not to embarrass anyone because of lack of funds for den or pack activities. The pack budget can aid families with special money problems.

In single parent families, parental responsibilities are

often carried alone. Decision-making can be more difficult without another adult's assistance. Time scheduling might be more difficult also, and a parent can develop a "super parent" complex from trying to do too much and not saving time for him/herself. With work schedules and time needed for self, there often is not as much interaction and activity with the children. Cub Scouting can provide opportunities for fellowship with other adults and family activities which some single parents can't provide.

Many one parent families are more effective because they work harder at being a family. They communicate and don't take as much for granted. Because they must organize and structure their time better, children are given more or different responsibilities.

When giving these responsibilities it is important to give them all the needed information with a hefty dose of encouragement. Sharing the responsibilities of the household chores involves planning, talking, scheduling and decision making by all concerned. By taking an active role in their home life, children can learn the satisfaction of working and giving to other people.

Cub Scouts can learn to be more independent and responsible when adjusted to their family relationship. A parent needs to learn to allow the children to do those things they are capable of doing. (cont'd)



SINGLE PARENT CONT'D

By raising his self esteem when a child accomplishes a simple task, the child will become more self reliant and helpful. The PREPARED FOR TODAY workbook is an excellent opportunity for parents and children to develop trust in the child's ability to handle various situations.

Some of the family needs can be met in Scouting. The pack is like a big family where boys learn trust and respect for each other and for adults. They also turn to the adults for role models. The aims and methods of Scouting emphasize and support the basics that comprise a successful family. Since all families need community support systems, Scouting fulfills that need to all boys and families. Even though today's family moves every three years on the average, Scouting provides security and stability. Scouting is everywhere.

Here are a few practical suggestions to help leaders deal with single parent families:

Get to know the family situation of each Cub Scout. Discuss this privately and tactfully. Let them know the leadership cares but will also respect their privacy.

\* \* \*

Let the boy know the leaders understand the family situation and that it's O.K. Don't single him out. Treat him like the others.

\* \* \*

Let the parents know the pack is willing to work with them on scheduling activities.

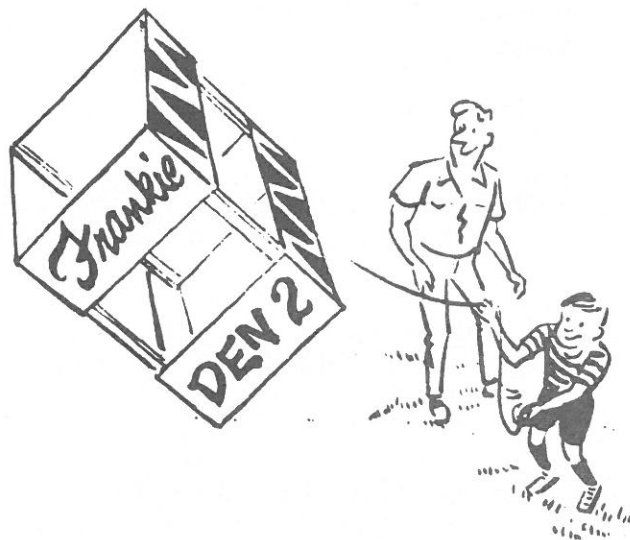
\* \* \*

Be aware of whom has custody when. Webelos sponsor and boy activities may at times cause discomfort or embarrassment in a one parent family.

\* \* \*

Involve the parent in den and pack activities. Encourage, but don't insist on their participation beyond reasonable limits.

Scouting can enrich the lives of the members of single parent families just as it enriches the lives of all Cub Scout families.



### FAMILY INVOLVEMENT

One of the major lasting benefits of the Cub Scout program to the boy and his family is establishing a strong family relationship.

When family members work with the boy and take an active part in the Cub Scout program, they get to know each other better. By doing things together, family relationships are strengthened.

Since Cub Scouting is a family program, the family has certain responsibilities. It isn't fair for leaders to expect cooperation unless they have made it clear just what is expected. Families should know about these responsibilities before, not after, the boy's application has been accepted.

Someone from the pack should visit the home, get to know the family, and discuss the Cub Scout program and purposes with them. Don't assume they know them.

Bring families fully into the Cub program. Here are some ways:

- Be sure parents are trained as soon as they join the pack.
- Keep the lines of communication open.
- Use Parent/Talent Survey sheet No. 7362.
- Give parents a pack calendar.
- Give parents a specific job in the den and pack. A request to do a specific job will get better results than a vague: "I'll be needing your help some time."

- When a boy is inducted into the pack, use the "parents' agreement" in the ceremony. This will impress the parents with their part in their son's Scouting progress. This agreement is found inside the front cover of the Cub Scout application. It reads: "We have read the Cub Scout Promise and the Law of the Pack, and we want our son to become a Cub Scout. We will try to assist him in observing the rules of the Boy Scouts of America and the chartered organization by  
(a) Helping him in the Cub Scout advancement,  
(b) Attending monthly pack meetings and by taking part in other den and pack activities,  
(c) Assisting den and pack leaders ."

- Have parent attendance award at pack meeting - Each den counts percentage of parents attending (figured on actual number of parents per boy). The den with the highest percentage wins the traveling trophy for that month.

- Require parents' presence when awards are presented. Make this clear at the beginning. The den leader should call the parent(s) to remind them that the boy is receiving an award at the next pack meeting, and their presence is required for the boy to receive the award.

- Hold a coffee for the dads - not to plan or raise money, but to generate some down-to-earth talk about what the boys are going to get out of Scouting.  
(cont'd)

**FAMILY INVOLVEMENT CONT'D**

- Hold a coffee for the moms-let them know what the Cub program has to offer. Generate some excitement about working with their sons in the program.
- Don't be afraid to tell the parents they are needed. Tell them it's the boy that benefits. He is what the Cub Scout program is all about!

**TRAINING PARENTS/GUARDIANS**

- Review the parent agreement on the Cub Scout application.
- Review the parents' supplement in the boy's book.
- Ask them to fill out a copy of the Parent Talent Survey sheet.

**FAMILIES CAN HELP**

There are many different ways parents can help. A few of these are listed below:

Den Meetings

- Furnish refreshments.
- Transportation for field trips.
- Help on den projects.
- Leadership for special activities.

Pack Meetings

- Attendance at meetings.
- Serve on pack committee.
- Lead a special activity.
- Provide transportation for pack trips.
- Support pack money-earning projects.

**PACK RESPONSIBILITIES**

The pack also has responsibilities to parents:

- To provide a well-planned, year-round program of activities in the den and pack, which meets the aims of Scouting, and more specifically, the purposes of Cub Scouting.
- To provide trained, qualified, and enthusiastic leadership for all activities.
- To provide training for parents and keep them informed.
- To provide activities which strengthen the family and give them opportunities to work and play together.

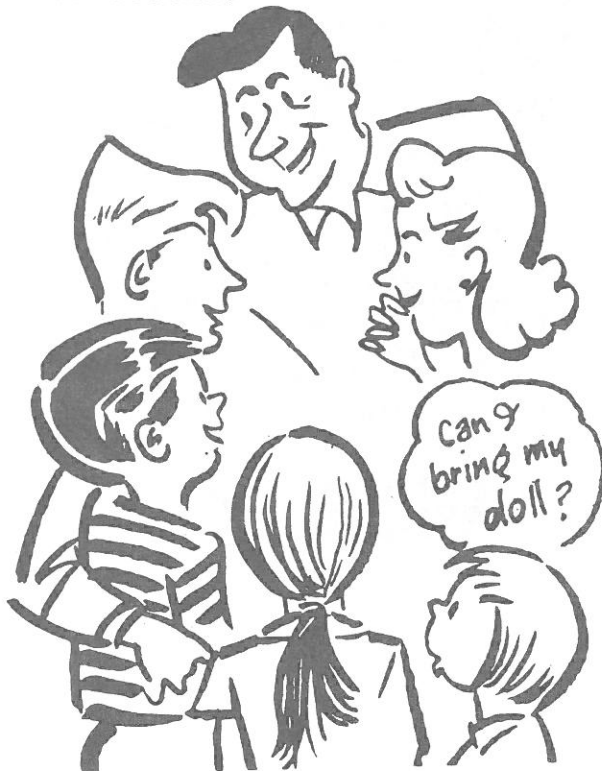


### PARENT ATTENDANCE AWARD

An incentive award offered to a Cub Scout's parents can be used to encourage attendance at a pack meeting. This can take the form of a ribbon for the den flag (available through BSA supply), a jar of cookies or candy for the winning den, or it can be a 'Cubby' award of some type.

A 'Cubby' award can be made out of many things. It could be an old bowling pin stripped and painted to look like a Cub Scout and each winning den will add something to the pin. A teddy bear with a Cub Scout neckerchief or complete uniform can be used.

No matter what form the parent attendance award takes, it will encourage parents to attend. The boys will be excited about it and encourage their parents to attend.



### CUB SCOUT FAMILY AWARD

An incentive award offered to Cub Scout families to encourage parent participation. Requirements to be completed are:

- The family attended all monthly pack meetings during the year and had a boy in the pack who advanced one rank during the year.

- The family served on at least one pack committee project during the year.

- The family recruited another family into Cub Scouting .

- The family assisted in one pack sponsored community activity.

- The family participated in a service project for the pack's chartered organization.

- The family assisted the Cub Scout in his required advancement to earn the Cub Scout/Webelos Scout Award.

The pack can decide if all or a required number of these requirements need to be completed by the family to be awarded the Cub Scout Family Award. This award is presented by the pack at the completion of the requirements. Certificates may be purchased at the Scout Service Center.

CREATIVE COMMUNICATIONS

Stop and count the many people involved in a Cub pack. Quite a lot isn't it? A lot of people who need to know what is going on, where, and when. A lot of individuals who have talents that can make the pack better.

The communication that goes on in a pack is very much like the roads in downtown San Antonio. Some streets are two way. Others are one way streets and unfortunately a few roads are closed for repairs.

At times information will be given to parents which is considered one way. An example of this would be the date, time, and place of the next pack meeting. This information is not something to be discussed, it is necessary information.

Some of the communication in a pack is two way. A den leader asks for ideas for a field trip and parents and other leaders give suggestions.

A road closed for repairs can create a big headache during rush hour traffic. A line of communication that is closed or not being used can create quite a headache for a Cub Scout pack.

These lines of communication must be held open between:

- the council and the pack
- the district and the pack
- the cubmaster and the pack leaders
- the sponsoring institution and the pack
- the pack and the community
- the leaders and the Cub Scouts
- the leaders and the parents
- the parents and the Cub Scouts

What are some of the problems that can occur if these lines of communication are not kept open?

A pack may not participate in a council or district activity because it was not informed of the event. A den may have a problem with program ideas for meetings yet never receive any help because none was offered nor was any asked for.

A Cub Scout may not receive his next advancement at the upcoming pack meeting because he did not share his record with the den leader.

A parent may no work with his son on advancement because of poor communication within the family.

(cont'd)





**CREATIVE COMMUNICATION CONT'D**

The list of possible problems caused by poor communication is endless. Some things that can be done to improve communication in the pack are:

- Take notes, don't trust to memory.
- Speak clearly.
- Listen to what others are saying.
- Plan and be prepared.
- Encourage the free flow of ideas and information between parents and leaders.
- Don't overload den leaders with constant communication to parents.
- Be consistent in communications to leaders and parents.
- Understand that others can interpret what was communicated in a way different from what was intended.

There are a variety of techniques that can be used to improve the communication within a pack. Some of the ideas are considered "one way", the simple transmitting of information. Other ideas are "two way", the exchange of ideas. This list is not exhaustive. Use your imagination and create a unique way of communicating in the pack.

**YEARLY CALENDAR**

Each year at the annual planning meeting the pack should set the monthly themes for the program for the next 12 months.

Along with the themes, the pack meeting dates, times, and places can be set. This information is vital and should be shared with every family in the pack as soon as it is available. While this type of communication is one way, it is important to share this information to increase the family's awareness of the pack activities.

**SURVEY SHEETS**

This communication device really falls in the category of information gathering. If a survey sheet is completed by each family then valuable information is in the hands of the cubmaster and den leaders. This makes it easier to communicate face to face. (Parent Talent Survey sheet is available at Scout Service Center.)

**NEWSLETTERS**

Is there a problem keeping leaders, parents or boys aware of what is going on? If so, a pack newsletter can help alert everyone to the events that the pack has scheduled and perhaps get volunteers for special events. A newsletter is a "one way" form of communication. It is valuable in that it can help pave the way for person to person communication. Newsletters can include den assignments for the pack meeting, coming events and other items of interest. Don't forget to thank people who have done some driving, made posters or done other helpful services. (cont'd)

**NEWSLETTERS CONT'D**

A newsletter can be passed to parents at the monthly pack meeting. If arrangements can be made in the pack budget then the newsletter can even be mailed to the home of each Cub Scout. While it will cost a few pennies, everyone will get the information.

**PERSON - TO - PERSON**

A leader both gets and gives information and must be able to do both of these well. Discuss things that are going to happen. Get feedback about past events. Measure success in terms of the job getting done and the degree to which instructions were followed.

One way a leader can get off to a good start with communication is to visit with the parents of each new Cub Scout. The time will be well spent. The family will know what to expect out of Cub Scouting and the leader will know what to expect out of the family.

One very wise den leader invited the parents to a den meeting. It was easy to share information and ideas that way. Parent participation in the den was great and so was the communication.

**POSTERS**

Posters helps tell what is going to happen or what has occurred. A den can use posters to tell what activity they have done when the event does not lend itself to display at pack meetings. The den may have visited the telephone company, had a nail-driving contest, practiced archery in the backyard or learned about astronomy, yet all the den has to display at the pack meeting are constellation views made out of soft drink cans. A poster can communicate to parents what the boys have accomplished more effectively than a display.

A poster can also place emphasis on an upcoming event more effectively than the pack newsletter. Making a poster showing the dates and other information about Cub Scout Day Camp may generate enthusiasm and interest about the program. Boys will read the poster while they won't read the newsletter.

**SKITS**

Communication that takes the form of "one way" does not always have to be in a written format. A skit about next month's bicycle rodeo will add more fun and variety to a pack meeting. It can help make others more aware of an upcoming event.

### PICTURES AND SLIDES

A picture is worth a thousand words. In September, to present the pack activities at School Night for Scouting, instead of saying what the pack does, show them with pictures and slides.

### NOTES

A note given to each boy as he leaves the den meeting can be very useful in communicating with parents. Personal information can be added with a P.S. at the end of the note.



### TELEPHONE

While the telephone is not as effective as person to person communication, it has the advantage of being expedient. The telephone can be used for last minute information, a between-meeting message or for asking a question. Please encourage parents and leaders that the telephone works both ways. The leader will call them about something and they should feel free to call the leader about a question.



I KNOW YOU BELIEVE YOU UNDERSTAND WHAT YOU THINK I SAID; BUT I AM NOT SURE YOU REALIZE THAT WHAT YOU HEARD WAS NOT WHAT I MEANT.

DEVELOPING YOUR SENSITIVITY

Communication begins with sensitivity. Make a decision today to start seeing, hearing, and feeling the world around you. Try these things:

1. When you wake up in the morning, look outside for something you have never seen before.
2. Listen for the first sounds you hear.
3. On your way to work, take alternate routes and notice new sights.
4. Look for small parts of nature that you may have missed, such as a baby bird, a rosebud, etc.
5. Listen to all sounds, loud and soft. Try to identify them and see their significance.
6. Take off your shoes and walk in the grass or through a puddle. If it has been raining, sink your toes into the mud. What does this experience remind you of in the past?
7. Walk in the warm rain.
8. Lie in the sun and let its warm rays say something to you.
9. Touch things you haven't touched in years - the velvety petals of a rose, the whiskers on your father's face, the back of a baby's little head.
10. Look into the faces of people. All people, young and old, have something to say to you.

### COMMUNICATING WITH KIDS

Communications begins at birth. At this moment, parents begin to teach their child to communicate. Those who begin early stand a better chance of having good communications when the child reaches the difficult adolescent years.

Remember that nothing replaces love. We must convince our children that they are loved. They must believe it and experience it. It is easy to convey this love to a baby by holding, caressing, and touching, but as the child grows older, it becomes more difficult. Somehow, when words become important to a child, parents forget the holding, caressing, and touching. It's as though parents feel they can only communicate one way at a time. Words take over in the parent-child relationship and sad to say, all physical affection is often left behind forever.

The love between parent and child must always be unconditional. I love you. I love you because you are you. I'll always love you. I love your good moments, your bad moments, your fears, your happiness. I love you when you succeed and when you fail. Unconditional love provides the security a child needs to be able to communicate.

### I'M GLAD YOU'RE HERE

Let the child know you're glad he's around. These are some ways to let a child know he's not wanted:

1. Never being home.
2. Not meeting your child's needs.
3. Not holding or touching.
4. Physical abuse.
5. Neglect.
6. Body language that says: 'STAY AWAY'.
7. Facial language that says: 'I DON'T LIKE YOU'.
8. Leaving the child alone a lot.
9. Letting him know he's too much trouble.

Children need a supportive climate which tells them you are glad they belong to you.

A SUPPORTIVE CLIMATE

As child grows and communicates, he needs the assurance that he can be himself. This provides freedom for him to experience things and express his feelings without fear of rejection.

Children want to please the adults in their lives. They get their recognition from them; they are dependent on them. It is important for parents to continuously provide a supportive environment. Fear of rejection, fear of being alone, fear of punishment, fear of failing, fear of uproar, fear of physical abuse, all are part of a defensive climate.

When a child tries to communicate and does not receive cooperation, he may get the idea that communication is impossible. He will be hesitant to begin a conversation for fear of a repeat of the hurts and failures of past communication attempts.

In a defensive environment, a boy is late for school and can't find his socks. His mother might say: "If you would put away your clothes, you'd know where to find them." In a supportive climate, the mother would say: "You look in that room, and I'll look in here."



IS THE KEY!



### WHY WE TRAIN LEADERS

Everyone 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 to driving a car. Think of the ways you benefitted and the satisfaction that you gained as a result of the training. In some instances you were taught by someone else. In others, you taught yourself. But the end result was usually an ability to do something that you could not do before.

Cub Scout leaders are trained to ensure that boys get a quality program and a fun-filled experience. People gain confidence from being given the facts and from being told what is expected of them. How effectively the Boy Scouts of America influences the lives of boys depends to a large degree on leaders and their understanding of the aims and techniques of their various jobs.

Cub Scout leader training is simply collecting what we already know about boys and organizing this information toward the purposes and methods of the Cub Scout program. Cub Scout Leadership development, then, has as one of its main purposes to inform and train leaders. Leaders who know the whys and hows of the program will be more effective in their roles and, as a result, Cub Scouts will be able to achieve the objectives of the program - training in character, citizenship, and personal fitness - while having fun.

There are many different leadership positions in the Cub Scout program. How well leaders understand the importance of their jobs and the methods of using the program to attract and benefit boys will be determined by the quality of training they receive.

Training helps leaders keep the various elements of the program in proper perspective. It helps them to understand that there is a difference between the Cub Scout program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet responsibilities and capable of giving leadership. The program is an accumulation of activities designed to help build these attributes in youth. Leaders should understand that badges, crafts, games, and trips are not an end in themselves, but instead, a means used to reach the objectives of the Cub Scout program.

Training helps leaders acquire knowledge, develop good attitudes and learn skills which are necessary to make their contribution to boys worthwhile. It shows them how to use the many resources available to provide the best possible program for the boys, and it gives them confidence as they carry out the program.

### UNIFORMING

The Boy Scouts of America has always been a uniformed body. Its uniforms help to create a sense of belonging to the largest organization of this type in the world. Uniforms symbolize character development, citizenship training, and personal fitness. Wearing a uniform gives youth and adult members a feeling of:

PERSONAL EQUALITY - It represents a democratic idea of equality, bringing racial, economic, religious, national, ethnic, political, and geographical differences in the Scouting tradition. The uniform with the insignia shows the wearer's 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 badges and insignia worn on the uniform.

PERSONAL COMMITMENT - It is a constant reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purposes of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.

PRIDE - A Cub Scout does not become uniform conscious overnight. Leaders and parents must recognize the importance of wearing the uniform correctly and set a good example which will influence the boys. All leaders should promote the wearing of the correct, complete uniform on all Scouting occasions.

### UNIFORM POLICY

The official uniforms are intended primarily for use in connection with the activities of the Scouting movement. The uniforms shall not be used:

- When soliciting funds or engaging in any commercial enterprise. This does not forbid B.S.A. members from participating in uniform, in local council-approved money-earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout Fair tickets, but may not be worn when selling candy or light bulbs as a pack money-raising project.)

- When engaging in a distinctly political endeavor.

- When appearing professionally in any entertainment medium without the specific authority of the executive board.

WEAR THAT UNIFORM

A uniform is like a smile,  
When wearing it you're right in style.  
Don't put it away for special times,  
For saving it would be just a crime.  
A funny smile is sure no shame,  
And neither is a patch or stain,  
So wear that smile and uniform  
For that is how a Cub is formed.

A leader is best when people hardly know  
he exists; not so good when people acclaim  
him; worse when they despise him.  
Fail to honor people, they will fail to honor  
you. But of a good leader who talks little,  
when his work is done, his aim fulfilled,  
they will say: "We did this ourselves".

- Loa-Tse, a Chinese philosopher

KNOWLEDGE BRINGS THE  
RESPONSIBILITY OF CHOICE.

YOU CAN TELL WHEN YOU'RE ON THE  
RIGHT ROAD. ITS UPGRADE.

THE WORLD IS FULL OF WILLING  
PEOPLE; SOME WILLING TO LEAD  
AND THE REST WILLING TO LET  
THEM.

THE MARK OF AN EFFECTIVE CUB  
SCOUTER IS TO SEE SOMETHING IN  
A MUD PUDDLE BESIDES MUD.

YOUR ONLY LIMITATION IS YOUR  
OWN IMAGINATION.

ANYBODY CAN GRAB A TIGER BY THE  
TAIL. YOU ONLY SURVIVE BY  
KNOWING WHAT TO DO NEXT.

WHEN ALL ELSE FAILS, FOLLOW  
DIRECTIONS.

PLAN YOUR WORK, THEN WORK YOUR  
PLAN.





GUIDELINES TO SUCCESSFUL PACK OPERATION

The following guidelines have been followed successfully by many packs. We suggest you use this as a check sheet to determine where your pack operation could be improved.

1. Required parent participation.
2. Trained Den Chiefs are desirable in the operation of the den.
3. There is a very definite emphasis on complete official uniform.
4. The hand clasp, salute, and motto are used repeatedly.
5. The recommended length of the den meeting is one hour.
6. There is a variety in our monthly pack meetings.
7. Each den has an active den dad.
8. Den leaders are two deep in each den. In other words, a den leader and an active assistant den leader.
9. The Cubmaster is the executive officer of the Cub Pack and is responsible for the operation and meetings of the pack and dens.
10. One assistant Cubmaster is responsible for recruiting and training Den Chiefs.
11. Our pack holds monthly pack leaders' business meetings.
12. The Cubmaster and assistant Cubmaster are correctly uniformed and wear their uniforms to each pack meeting.
13. Our Cubmaster has completed his/her basic training. Our pack requires that our Cubmaster complete training immediately after he/she has taken over the job as Cubmaster.
14. Our pack has a pack secretary who keeps our records.
15. Our pack has an elected treasurer to handle the financial affairs and keeps the financial records of our pack.
16. Our pack uses ceremonies in the induction of new boys and their parents and in the advancement of each boy as he advances in rank. We have graduation ceremonies for all 11-year-old cub Scouts.
17. We have at least one Webelos den in our pack.
18. The leadership and performance of our parents in the pack are recognized regularly.
19. Our pack presents advancements in rank to parents; and then the parents recognize their own sons by presenting them the awards.
20. Only the mother and the dad or guardian can pass their son on the Cub achievements and electives. The Webelos leader or someone assigned by him/her passes Webelos activity badges.
21. We are encouraging our Cubmaster and Pack Committee to serve two years or longer.
22. Our pack operates on the Pack Thrift Plan and all the parents have a voice in determining the budget of the pack.
23. We try to hold to the formula that the maximum membership in any den is no more than eight boys.
24. We encourage all our adults to attend training courses and Roundtables so they'll be better prepared to give direction in the operation of the Cub program in our pack.

MONEY \$ MAGIC

GOAL

Have fun, then gain experience and then make "lotsa bucks".

PREPARATION

Project chosen.

Personnel ready to help.

All involved have reviewed the 10 Guides to Money-Earning Projects.

BSA Unit Money-Earning Application is on file at the Council Service Center.

SEED MONEY

Reimbursement from Scout Country Fair ticket sales.

Aluminum Cans: recycle at Acco Waste Paper of SA or Pearl Recycling Centers or the Golden Goat.

Neighborhood Newspaper Nest-Egg: recycle at Acco Waste Paper of SA or Weyerhauser Paper Co.

Pack Garage or Yard Sale.

Goodie Gobbler Sale: baked goods, candy, lemonade, etc.

THE BIG TIME ...the show must go on ... no cancellations.

SCOUT BREAKFAST

Pre-sell tickets

Contact wholesale food distributors for whole or part donations (eggs, meat, bakery, pancake batter, juice, and condiments ... paper plates, cups, napkins, utensils, etc.).

Arrange for cooking and eating facilities plus setup.

Thorough cleanup after activity.

NEWSPAPER DRIVE

Contact door to door.

Advertise in church/school bulletins.

Compile list of donors and map out route.

Pick specific day and time to collect - be consistent.

Arrange storage area for paper collected.

Paper should be tied or placed in bags or boxes and marked "Cub Scout Pack #\_\_\_."

Prearrange a definite pickup spot at each home, must be located on owner's property.

Arrange a separate time for transporting paper from storage area to recycling company.

(cont'd)

MONEY \$ MAGIC CONT'D

THE BIG TIME GENERAL RULES

1. Be well organized and prepared for anything (rain, more people than expected, loss of volunteers, accidents, etc.).
2. Strive at all times for good public relations (send thank-you notes to donors, express gratitude for all involved, follow-through per details, promises, clean-up, etc.).
3. Wear uniform (if allowed by Council) with respect and be gracious, remembering the organization that you represent.
4. Make sure money received from project is placed in your Cub Scout bank account via you Secretary/Treasurer.
5. Compile listing of those hard-working participants who will then benefit when the money is spent.
6. Ensure that your project does not undermine any other neighborhood event or effort.
7. Use all kinds of contacts for the benefit of your project (work associates, friends not in Scouting, neighbors, and community resources). Today's friend may be tomorrow's Cub Scout volunteer!
8. Don't expect success all at once ... it kind of creeps up on you unaware.

THE KEY TO SUCCESS IS TO CLIMB  
THE LADDER INSTEAD OF SITTING  
AND WAITING FOR THE ELEVATOR.

DIG A WELL BEFORE YOU ARE  
THIRSTY.

THERE IS NO FAILURE UNTIL YOU  
FAIL TO KEEP TRYING.

IT TAKES COURAGE TO STAND UP  
AND SPEAK. IT TAKES EVEN MORE  
COURAGE TO SIT DOWN AND LISTEN.

SOURCES OF SUPPORT

1. PARENTS

- a. Transportation
- b. Telephoning
- c. Refreshments
- d. Instruction
- e. Leadership of activities
- f. Encouraging advancement

2. PACK LEADERS

- a. Past experiences
- b. Assistance in planning
- c. Special talent or skill
- d. Help in recruiting leaders or boys
- e. Leaders of activities

3. COMMISSIONER STAFF

- a. Uniform inspection
- b. Charter renewal
- c. Program assistance
- d. Help in recruiting leaders or boys

4. BOY SCOUT TROOP

- a. Leadership assistance on Webelos overnights
- b. Den Chiefs
- c. Webelos graduation ceremonies
- d. Webelos-to-Scout transition activities

5. SCOUT SERVICE CENTER

- a. Information
- b. Professional assistance
- c. Training

6. SCOUTING COORDINATOR

- a. Assistance from chartered organization
- b. Participation in pack activities
- c. Charter renewal

7. DISTRICT COMMITTEE

- a. Information
- b. Assistance, as needed
- c. Training/Monthly Roundtables
- d. Help in recruiting leaders/boys

SOURCES OF FINANCIAL SUPPORT

- 1. Pack budget
- 2. Den dues
- 3. Pack money-raising projects (approved by council)
- 4. Scout country Fair ticket sales

PERMISSION SLIP FOR FIELD TRIPS

Pack or Den # \_\_\_\_\_ is planning a field trip.

Plans have been approved by: \_\_\_\_\_  
(Pack Committee)  
and the Scout Council office.

Mr./Mrs. \_\_\_\_\_ is Cubmaster of the pack directly responsible for this trip. He will be glad to have you call him if you have any questions. His/her phone number is \_\_\_\_\_.

The leader in charge of this trip will be \_\_\_\_\_.  
His/her phone number is \_\_\_\_\_.

The pack will be gone \_\_\_\_\_ leaving on \_\_\_\_\_ from \_\_\_\_\_  
(date)  
\_\_\_\_\_ at \_\_\_\_\_ o'clock and returning on \_\_\_\_\_  
(place)  
\_\_\_\_\_ to \_\_\_\_\_ at \_\_\_\_\_ o'clock.  
(date) (place)

The cost for each boy will be \_\_\_\_\_ for \_\_\_\_\_.

This is to be paid one week before departure: \_\_\_\_\_.

Each boy will bring \_\_\_\_\_  
(list necessary equipment)

\_\_\_\_\_.  
In case of emergency, the leaders will call Mr./Mrs. \_\_\_\_\_

\_\_\_\_\_ (Address) \_\_\_\_\_ (Phone)  
who will immediately get in touch with the parents.

Pack Leader \_\_\_\_\_

-----  
(Tear off here and return to pack leader.) Date \_\_\_\_\_

My son \_\_\_\_\_ is in good physical condition at present and had no serious illness or operation since his last health examination. I shall make sure that he does not attend if he is not feeling well. I understand the cost will be \_\_\_\_\_. During the trip period, I may be reached at: \_\_\_\_\_  
(Address)

\_\_\_\_\_ (Phone)  
Any remarks: \_\_\_\_\_

Signature - Parent or Guardian \_\_\_\_\_



TRANSPORTATION CO-ORDINATOR RESPONSIBILITIES

- \* Organize pool of qualified drivers who:
  - \* are 18 or over
  - \* have current drivers license
  - \* demonstrate good driving habits
  - \* have had Defensive Driving Training
- \* Conduct annual orientation with all members of the pool:
  - \* review safety procedures
  - \* recommend personal auto insurance coverage prescribed by the BSA
- \* Make periodic checks for safe mechanical condition of vehicles being used to transport young people -- See Motor Vehicle Checklist. (See Page 30.)
- \* Give leadership in planning trips beyond your community, making sure BSA requirements are met (including the filing of a tour permit).

THOUGHTS IS ACTION IN REHEARSAL.

MORE DEPENDS ON WILL POWER THAN ON BRAIN POWER.

TOMORROW HAS BEEN POSTPONED BECAUSE OF LACK OF INTEREST.

MOTOR VEHICLE CHECKLIST

OWNER'S NAME \_\_\_\_\_ MAKE OF VEHICLE \_\_\_\_\_  
ADDRESS \_\_\_\_\_ MODEL YEAR \_\_\_\_\_ COLOR \_\_\_\_\_  
CITY/STATE \_\_\_\_\_ AUTO LICENSE # \_\_\_\_\_  
TELEPHONE (    ) \_\_\_\_\_  
INSURANCE COMPANY \_\_\_\_\_ AMOUNT OF LIABILITY  
COVERAGE \$ \_\_\_\_\_

MANDATORY CHECK:

1. Seat belts for every passenger? \_\_\_\_\_
2. Tire tread ok? \_\_\_\_\_ Spare? \_\_\_\_\_ Jack? \_\_\_\_\_
3. Brakes ok? \_\_\_\_\_
4. Windshield wipers operate? \_\_\_\_\_ Fluid in reservoir? \_\_\_\_\_
5. Current inspection sticker? \_\_\_\_\_
6. Headlights and turn signals operating? \_\_\_\_\_
7. Rearview mirrors? \_\_\_\_\_
8. Exhaust system ok? \_\_\_\_\_

ADDITIONAL SAFETY CHECK:

1. Flares for emergencies? \_\_\_\_\_
2. Fire extinguisher? \_\_\_\_\_
3. Flashlight? \_\_\_\_\_
4. Tow chain or rope? \_\_\_\_\_
5. First-aid kit? \_\_\_\_\_

DEN LEADER COACH

WHAT CUB SCOUTING IS ALL ABOUT?

What is Cub Scouting, anyway? Is it a baby-sitting service? Is it some sort of organized play group for boys? Is it just a program in which boys learn a few games and crafts to occupy their idle hours?

No, no, and no! Cub Scouting is much, much more. At the outset of the service as a Den Leader Coach or Den Leader, you would do well to get clear in your mind just what Cub Scouting is.

Simply put, Cub Scouting is a home- and neighborhood-centered program which parents, leaders, and institutions use to help in the growth and development of boys from 2nd to 5th grade. The program was developed by the Boy Scouts of America to support its broad objectives of character development, citizenship training, and mental and physical fitness. These have been restated and expanded to help everyone understand how Cub Scouting's methods (program and procedure) seek to effect these objectives for the Cub Scout age boys. You must understand them and bear in mind these real aims of Cub Scouting as you work with the leaders and boys if you are to be effective.

THE PURPOSES OF CUB SCOUTING

Cub Scouting is a program of the Boy Scouts of America for parents, leaders, and institutions to use with boys from 2nd through 5th grade for the purpose of:

1. Influencing the development of the boys' character and spiritual growth.
2. Developing habits and attitudes of good citizenship.
3. Encouraging good sportsmanship and pride in growing strong in mind and body.
4. Improving understanding within the family.
5. Strengthening the ability to get along with other boys and to respect other people.
6. Fostering a sense of personal achievement by developing new interest and skills.
7. Showing how to be helpful and do one's best.
8. Providing fun and exciting new things to do.
9. Preparing boys to become Boy Scouts.

These are the goals toward which you will strive to help the Den Leader. It goes without saying that all of this is in the background as you work with your Den Leaders. You can't be solemn and serious in working with boys, but as long as you are aware of the goals of Cub Scouting, they will affect everything you do with your Cub Scouts. (cont'd)

CONT'D

So far as the boys are concerned, Cub Scouting is fun and high adventure. If it isn't that, they quickly lose interest. But as you help the Den Leader provide the fun and adventure, keep in the back of your mind the thought that behind the fun there is a serious purpose.

It will be important for you to make the Den Leader understand that he/she is making one of the finest positive contributions to the community by serving as a Den Leader in Cub Scouting. You are not only dealing with boys but with parents, too. You are strengthening the life of your community by enriching the lives of the families who live in it. He/she is teaching boys to respect their homes and their parents. He/she is helping parents to understand their boys better by doing things with them. Few community services are more important than this.

The following pages will help you as a Den Leader Coach to be a super leader and to help you understand how you can be an asset to the cub Scouting Program. There is also some important material that will help you in training the new Den Leaders. You will find serving as a Den Leader Coach to be one of the most pleasant contributions you can make. You will be working with outstanding people, who will be counting on you to help them be the very best leader they can be. You will find them full of anticipation and enthusiasm. Their viewpoint will be fresh and sparkling. The leaders who work with such raw material cannot help catch some of these qualities themselves.

It's this sparkle which must always be evident in your leadership. Do not wear your feeling too close to the surface. Keep your sense of humor. Many things that at first glance seem very serious are actually funny. If you can, keep your leadership on a light-and-free level. It is likely that you as a Den Leader Coach will respond in the same way. Then everyone will get more fun out of Cub Scouting - and more serious benefits, too.

Of course, there will be some problems along the way. But you will find more than enough satisfaction to balance them. You'll get to know your leaders better. You'll be making the sort of home you would like to have and would want your leaders to have. You'll be helping your leaders build the life of your community. As you do these things your faith in other folks will increase as you see them working together on behalf of the boys.

Welcome to leadership in Cub Scouting - you opportunity!

### SUPER DEN LEADER COACH

There's no doubt that all the Den Leaders in the pack will find that the Den Leader coach is their best friend. Why? Simply because the Den Leader Coach has only one reason for existence in a Cub Scout pack: To help the Den Leader.

In most packs, the Den Leader Coach will be a woman, probably an experienced former Den Leader, but men also may serve as Den Leader Coaches. If your pack is new and has no former Den Leaders to call upon, a man or woman might be selected from among the pack's organizers and given special training to serve as Den Leader Coach.

### THE DEN LEADER COACH'S DUTIES

The Den Leader Coach has three prime duties:

1. To give immediate training to new Den Leaders.
2. To help all Den Leaders in the pack with their problems.
3. To help in recruiting Den Leaders.

It is evident from this summary that the Den Leader Coach can have a great effect on the operation of the dens in your pack. The Den Leader Coach also tries to aid in recruiting new Cub Scouts, keeps the Cubmaster informed on the conditions of the dens, suggests ideas for Den Leaders to try in their dens, helps with den records, encourages Den Leaders to take training, and promotes den parents' meetings.

### HOW THE DEN LEADER COACH WORKS

When there is a new Den Leader, the Den Leader Coach will make an appointment to visit them in their home and explain how Cub Scouting works and what the Den Leader's role is.

This visit will be an informal, friendly coaching affair before the first den meeting. This will give the new leader an idea of what to expect. The coach can help the Den Leader decide on a den meeting place in his/her home, and may have some suggestion on how to set it up and what will be needed.

The coach will explain the seven parts of the den meeting and why each is important, and will also help plan the details of the first meeting. The Den Leader Coach will be delighted to answer any questions that the Den Leader might have before the first meeting concerning where the Den Leader can get ideas, how to use such literature as the Cub Scout Program Helps, Scouting Magazine, and Boys' Life magazine, and how the advancement plan works.

(cont'd)



CONT'D

As a result of this visit, the Den Leader ought to absorb a great deal of basic Cub Scout methods and practices. Undoubtedly, the Den Leader Coach will offer to come to the first den meeting and help with it if necessary. The coach might even attend the second if the Den Leader feels he/she needs help.

The sole aim of the coach in all this is to get the Den Leader started with confidence and some knowledge of Cub Scouting.

#### HELPING ALL THE DEN LEADERS

Whether the Den Leader is facing his/her first den meeting or is a veteran of 6 months or even a year or two as Den leader, the Den Leader Coach may be helpful to him/her. Especially, if he/she has had long-and successful experience as a Den Leader, he/she will be able to offer ideas and successful suggestions on the den problems.

The Den Leader Coach helps all Den Leaders in the pack in two ways:

1. By regular monthly meetings, usually after the pack leaders' meeting.
2. By conferring with individual Den Leaders at any time.

During the regular monthly pack leaders' meetings, the Den Leader Coach and the Cubmaster work on detailed plans for each of the pack meetings for the next month.

After that meeting, most Den Leader Coaches hold a meeting of all Den Leaders in the pack, primarily to work out the specific details for each Den Leader's four den meetings. This is also the time when he/she may suggest new ideas for den activities, how to handle the problem boy, discipline in general, recordkeeping, using the pack library, the need for den parents' meetings. In fact, anything that might be helpful to the pack's Den Leaders.

This is also the time for the Den Leader to bring up den problems, except such things as handling a particular problem boy. That type of personal problem might best be left for a conference of the Den Leader Coach and the Den Leader alone.

If the Den Leader Coach is an old hand at Cub Scouting, his/her practical suggestions on all of these den problems can be invaluable to the leader. The coach will know the type of activities that work and which ones don't, will have experiences with discipline problems, and will know how to plan activities that combine the fun of Cub Scouting and its serious purposes.

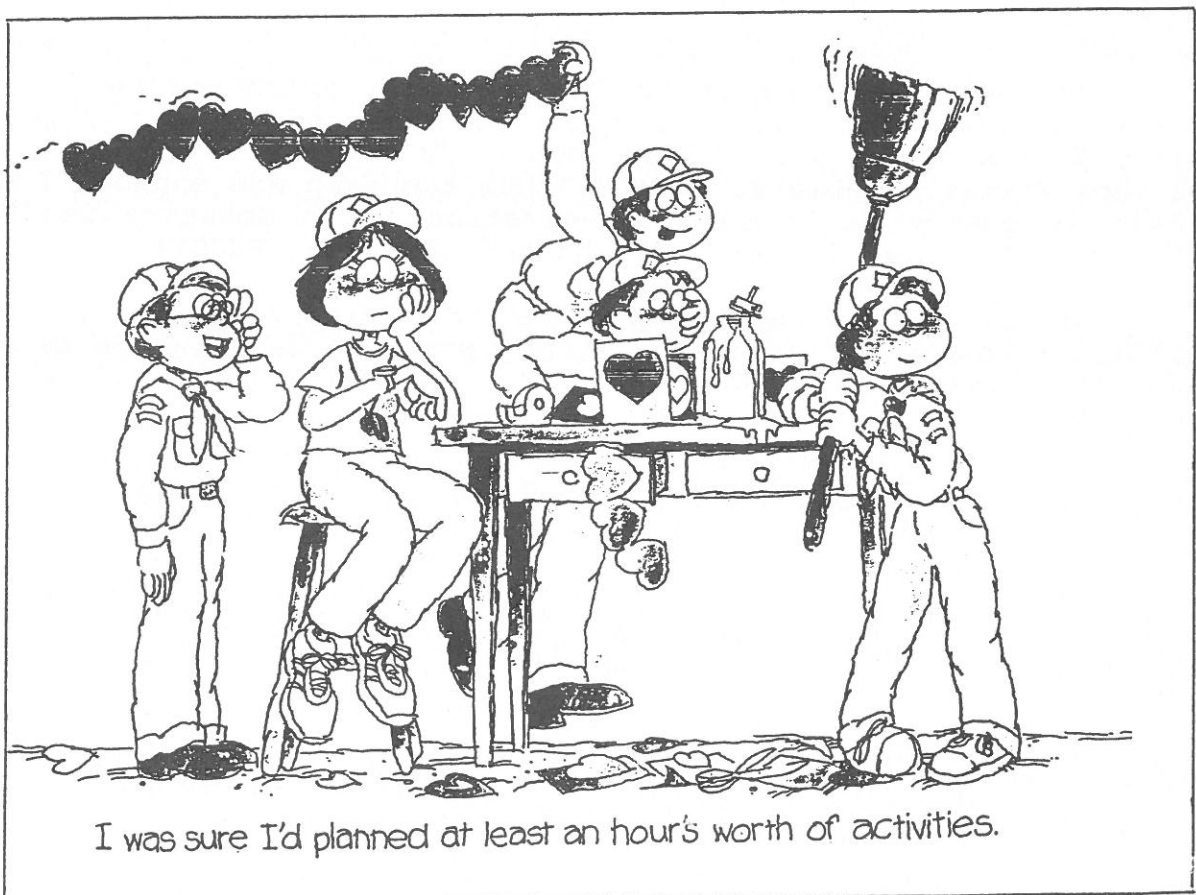
CONT'D

THE DEN LEADER COACH AND THE PACK

The Den Leader Coach serves as the Cubmaster's "right-hand man" in dealing with the dens. He/she is appointed by the Cubmaster and approved for the job by the pack committee.

In most packs the coach will be the recruiter of Den Leaders, although this job remains the responsibility of the Cubmaster. The coach may have recruited him/her and then met with the Cubmaster, and the other parents in the den when the former Den Leader left the den.

The coach has no direct responsibilities at pack meetings, but will be there to offer help to any Den Leader who needs it then or at any other time. There seems to always be plenty of things to do. Even though it may seem it is busy work, it is necessary to keep a den and pack running smooth. This is one of the most important things a Den Leader Coach will do in his/her job, is to help with the busy work.



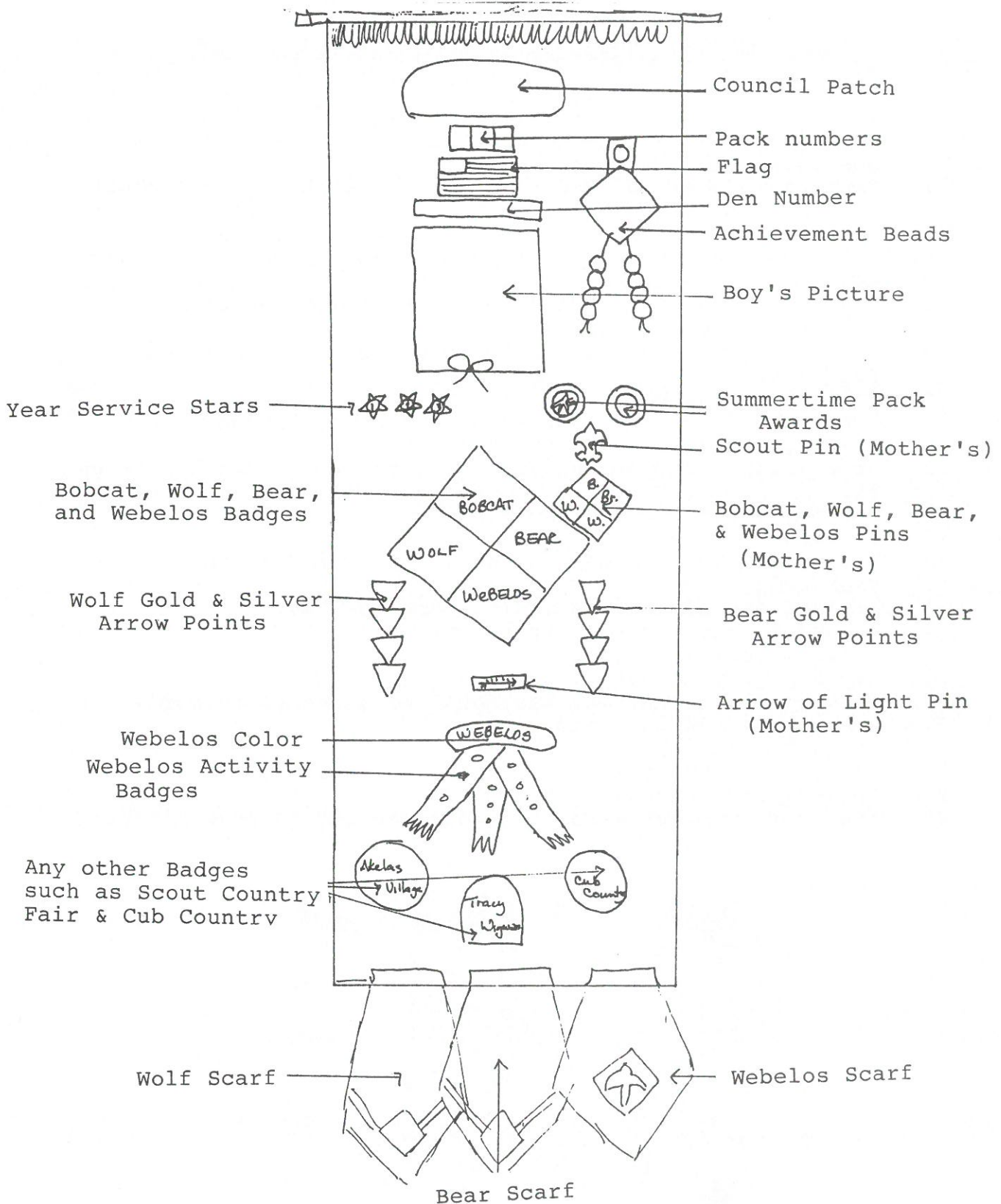
COMMENTS from some outstanding Den Leader Coaches are as follows:

"My Den Leader Coach activities have been fun and rewarding. I have only been in Scouting 6 months, so my learning is still going on. I love the leaders I'm working with. They have helped me learn my job and have given me the opportunity to help them with their jobs. Roundtable is an incredible experience. It is a place that teaches you all about how Cub Scouting is fun. I have felt love and acceptance there and I hope every person involved in Scouting has the chance to feel that kind of love and appreciation.

"I have gone to monthly planning meetings, and have been available for outings, Then there are the monthly Pack Meetings that we have for more fun and more activities. At our Pack Meetings we also hand out awards and banners for each boy that graduates from our Pack. I make the banners and the instructions are as follows: Blue felt 36 1/2" long and 9 1/2" wide. Two 10" pieces of fancy gold trim. A 15" piece of gold cord, and an 11 1/4" piece of a small dowel. We also pass out an instruction sheet for the mothers so she can help the boys put all of their patches and awards on their banners." (Instructions on following page.)

"A Den Leader Coach to me is an all around helper. It's nice to have that extra pair of hands around to help with the many duties in running a pack. When new leaders come to the pack I hope I will be able to give to them the help and support I have felt in coming in to this organization. Cub Scouting is 'FUN' and we have great leaders that helped us along. ENJOY!"

We can all be Super Den Leader Coaches if we put a little effort into our job. No one said it would be easy but we can all be the best if we want to try. WELCOME, SUPER DEN LEADER COACHES!



WAYS TO GIVE IMMEDIATE HELP TO A NEW DEN LEADER

1. Visit him/her in his/her home. Make him/her feel at home.
2. Use "Show and Tell" method rather than discussion, when possible.
3. Explain purposes of Cub Scouting ... what it's all about.
4. Show him/her where he/she fits in the over-all program.
5. Let him/her know what will be expected of him/her.
6. Assure him/her that you'll be available when he/she needs you.
7. Cover 7 steps of the Den Meeting - answer questions.
8. Explain resources, literature, where he/she gets help.
9. Cover pack meeting and DLC/DL meeting - purposes and results.
10. Explain Roundtable.
11. Guide and direct him/her as he/she plans his/her first meeting. Assist if he/she wants you.
12. Stress importance of parent involvement ... and how to get it.
13. Provide materials for him/her.
14. Provide behavioral tips.
15. Assure him/her he/she can incorporate his/her own creativity.
16. Arrange for him/her to visit a den meeting.
17. Encourage him/her to wear the uniform.
18. Explain dues and forms.
19. Explain advancement plan.
20. Keep in close contact, but don't be a "snoopervisor".
21. Provide continuing encouragement.
22. Build a friendship.
23. Provide him/her the opportunity for training.
24. Be receptive his/her ideas.
25. Listen to him/her - it will help you get to know him/her.





### WHAT IS A DEN CHIEF?

Somewhere between the innocence of Cub Scouting and the dignity of adult Scouting, there is a fascinating and very useful creature called the den chief. Den chiefs come in assorted sizes, weights, and colors and religions. but they all have the same purpose in life ... to help Cub Scouts and to enjoy the feeling of being needed and admired by younger boys.

The den chief is many different things to different people. To Mom, he's a uniform which must be washed every week, badges to be sewn on, lunches to be packed, mess kits to be scrubbed, and a lump in her throat when he marches by in the parade.

To Dad he's a source of pride, a pack of trouble, a constant stream of information, and a chip off the old block.

To a den leader he is an assistant, playing rough and tumble games with the Cub Scouts while he or she maintains his/her dignity, setting a good example, teaching the younger boys to do things ... always predictable and yet a constant surprise.

To the Cub Scouts HE is Scouting ... a peek into the future, a hero to worship, and a fellow with all the answer ... someone to imitate and admire.

Den chiefs are found in most every successful den ... in the middle of a game, helping with a ceremony, answering questions, showing how to do a craft project, encouraging

discipline, and in general, being very useful to the den leader.

A den chief is helpfulness with a boyish smile, discipline with a little impatience, courtesy with youthful fun all wrapped up in one young man. Den leaders need them, older sisters tolerate them, younger boys respect them, Scoutmasters teach them, parents support them, and Heaven protects them.

A den chief is a magical creature. You can be exasperated at him sometimes when he doesn't act like an adult, but then you remember he's just a boy. You can run a meeting without him, but you might as well admit that it's a whole lot easier when he is there. Might as well give up ... he is your helper, your assistant, your partner and your right arm ... a fun loving young man full of boy type ideas and action.

When you try to get along without him and your world tumbles down; everything seems to be amiss and all of your efforts seem to have been in vain ... he can make you feel ten feet tall with a few magic words like "Hi, I'm your den chief. I'm here to help you. What can I do?"

MY DEN CHIEF AND I

My heart sank at the sight of him,  
With his slim form, khaki clad;  
It's true he had a pleasing smile --  
He just couldn't be TOO bad.

But I'd pictured broader shoulders --  
A big chest with badges dressed;  
Here was another "little boy".  
Not much older than the rest.

We'd talked about plans for the den,  
The ideas were all mine;  
"I wanted this -- and I'd have that --"  
And he'd say, "Yes, Ma'am, that's fine."

Now one day I was feeling low,  
I disliked everyone;  
Especially active noisy boys  
Who would shout, laugh, and run.

I was going to send them home  
When my den chief stepped up to say,  
"If it's alright, I'll take over."  
Weakly I agreed, "O.K."

While one group played a game of ball,  
He taught knots to another,  
I sat entranced and gradually  
I saw him as a "Big Brother".

I'd been the one at fault, not he --  
I'd pushed instead of guided;  
And all my den chief's talents,  
I'd succeeded well in hiding.

At long last we'd become partners,  
Through fair and stormy weather:  
My slim, young, smiling den chief and I  
Have learned to work together.

# THE DEN AIDE:



## A TEENAGE LEADERSHIP RESOURCE FOR CUB SCOUTING

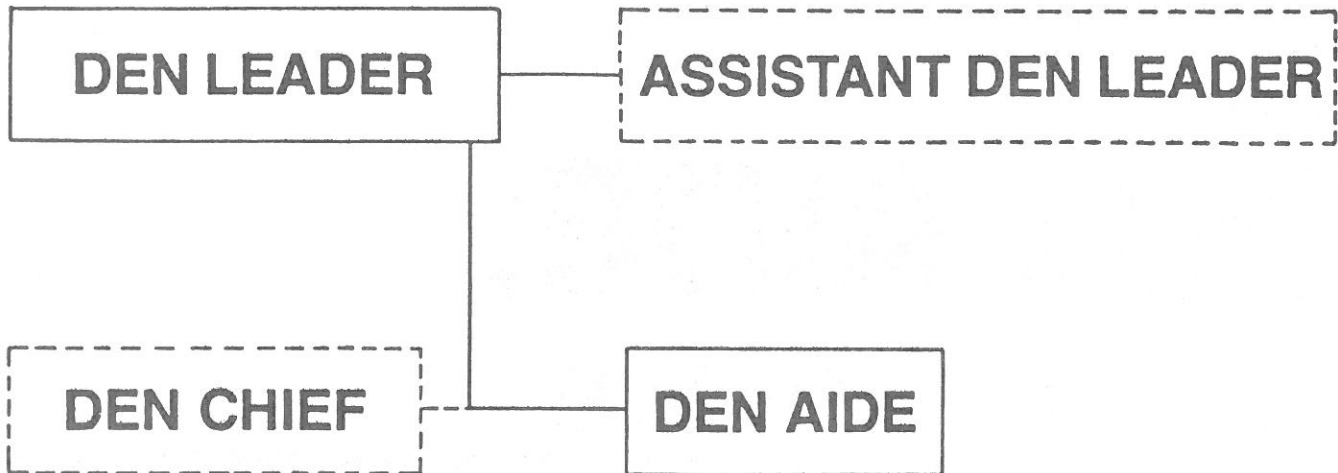
**WHAT?** The den aide is a teenage boy or girl, ages 14 through 17, who helps a den leader succeed in bringing the benefits of Cub Scouting to the members of the den. This new leadership role was approved by the Boy Scouts of America in June 1983.

Den aide leadership is optional with packs and used where needed and wanted. This is a nonregistered, nonmembership, position to be considered as a supporting role.

The den aide is a substitute for den chief and assistant den leader where neither den chief nor assistant den leader are available.

**WHERE?** While the den aide position is now available for packs anywhere, it is designed principally to strengthen Cub Scouting in rural and inner-city communities. The den chief method of operation will still be used in most other packs.

**RELATIONSHIPS** The den aide works under the direction of the den leader, assisting the leader in most aspects of successful den operation. Packs that have den aides usually do not find it possible to recruit den chiefs. In dens that have both a den aide and den chief, the den leader defines the duties of each. The den leader, den chief, and den aide work as a leadership team.  
(cont'd)



DEN AIDE CONT'D

JOB DUTIES

Particular assignment of tasks vary depending on the local pack's operation and the specific abilities of the individual persons working with the den. Den aides assist the den leader in most aspects of successful den operation. Field experience shows that in different ways the roles of the den aide and den leader complement each other.

Den aides have been effective by doing the following:

1. Helping Cub Scouts with achievement requirements, sometimes with group activity and sometimes through individual coaching.
  2. Providing needed individual help with craft projects.
  3. Helping to maintain order at meetings and helping to solve discipline problems.
  4. Leading games and sports activities.
  5. Playing with Cub Scouts and leading an informal activity before the den meeting starts.
  6. Making it possible to divide the den into smaller project groups.
  7. Helping with den and pack ceremonies.
  8. Leading songs.
  9. Helping to collect dues.
  10. Reading material to a den leader who cannot read English.
  11. Keeping records of attendance and advancement.
  12. Working informally with Cub Scouts between weekly den meetings.
  13. Helping to overcome language barriers.
- (cont'd)

DEN AIDE CONT'D

Some den aides also have served by doing the following:

1. Setting up and helping to clean up after meetings.
2. Serving refreshments.
3. Escorting Cub Scouts to the restroom.
4. Getting props for skits.
5. Providing a positive, caring, older-brother/sister-type relationship.
6. Escorting Cub Scouts and/or female den leader to and from meetings.

**SELECTION**

Den aides may be recruited from a variety of sources. The most natural source is a relative or neighbor. During field testing, the majority of den aides were teenage family members of Cub Scouts of leaders on the pack.

It is most effective to let the den leaders select teenagers they know and trust to assist them. They will usually recruit a relative or neighbor they think highly of and feel comfortable working with. Den aides may be brothers, sisters, cousins, or Cub Scouts. They may be sons, daughters, grandchildren, or God-children of leaders, etc. Family members are important for recruiting. Den leaders must be involved in the selection and final approval will be made by the pack committee.

**TRAINING**

Training can be accomplished better when den aides attend den leader training with their den leader. This arrangement helps to build a good team relationship between leader and aide.

In a stable, well-established pack den aides may be trained by pack leaders. Districts and councils with a large number of den aides may develop a training event specially designed for den aides.

**RECOGNITION**

Immediately acknowledge your den aide by presenting him or her with a special certificate available from the Cub Scout Division.

Cub Scout packs may also recognize den aides using their own creative items, such as special T-shirts, jewelry items, etc.

(cont'd)



DEN AIDE CONT'D

INSURANCE The comprehensive general liability insurance of the Boy Scouts of America provides protection for all Scouting personnel, whether or not they are registered, with respect to liability claims arising out of negligence in the performance of their duties in Scouting. Den aides are included. Cub packs enrolling leaders for unit accident insurance should include den aides in the number of persons insured. Councils with blanket accident policies should report the number of den aides to their insurance company along with other leaders and youth members.

WHY DEN AIDES The need for youthful assistance to the den leader was recognized at the inception of Cub Scouting in 1930 when the role of the den chief was developed. From 1922-1929, the den chief literally led the den. In a majority of today's inner-city and rural situations, the den chief idea doesn't always work. There is often a lack of registered Boy Scouts living near the den. Coordination of a troop with a pack to provide den chiefs may be difficult. In some widespread rural areas it is impossible. The pack and troop may be located too far apart or pack and troop leaders may not be compatible or the troop may not be able to give up qualify junior leaders to the pack. Even if a pack and troop are in the same chartered organization, the troop is often not able to provide den chiefs.

Consider these proven benefits for selected packs:

1. Den aides help to assure a week-to-week continuity of den meetings. A teenager does not always have the personal problems of an adult that can bring a pack to a screeching halt in a low-income community. In some instances, the den aide insures the actual survival of the den.
2. Den aides often bolster the confidence level of adults who lack confidence to be den leaders and are reluctant to work alone.
3. Often, den aides are more mature than den chiefs.
4. Den aides provide much needed assistance in running the den. One den leader recently said that since he got a den aide, he could stand back for the first time and get a perspective on what he was doing.


(cont'd)

DEN AIDE CONT'D

5. Serving as a den aide can be a valuable learning experience for teenagers. Some teenagers find it the most rewarding and constructive thing anyone has asked them to do.
6. Cub Scouting is a family program and the new den aide concept reflects a determination to include as many members of the family as possible. The den aide can become a positive role model and serve to further demonstrate the caring relationship of family members. Even if the den aide is not a family member, he or she can still provide a positive teenage role model. This concept, supported by research in recent years, has been a vital element in the Boy Scouts of America's philosophy of child development for a long time.
7. Young women 14 to 17 years old often have developed considerable experience and ability in working with younger children. This is often the case in some communities where financial and cultural characteristics may encourage it. It is particularly true where family survival may demand it.
8. The den aide helps to bridge the generation gap between Cub Scout and adult leader. The den aide may also serve as a cultural bridge between the boy and the leader.

ADDITIONAL HELP Contact the Urban/Rural Field Service or the Cub Scout Division at the national office.

The above information was taken from Scouting publication No. 13-546, 1983 printing.

<b>DEN AIDE</b>	<b>Certificate of Appreciation</b>
	To _____ For Special Leadership and Service
	Den _____ Pack _____
	ATTESTED TO BY DEN MEMBERS
	Date _____
	Cubmaster _____ Den Leader _____

COMMISSIONER SERVICE TO PACKS

The commissioner is the liason between the local council and Scouting units. His mission is to keep the units operating ay maximum efficiency. The commissioner maintains regular contact with the leader of the units. He counsels them on where to find assistance. He notes any weaknesses in programs and suggests remedies. The commissioner is successful when the units effectively deliver the ideas of Scouting to their members.

ROUNDTABLE COMMISSIONERS.

These are resource people and, through established monthly roundtables, provide program skills and other helps for unit personnel.

UNIT COMMISSIONER.

These Scouters are assigned to one or more packs (and/or troops) and are closely allied to those units on a service and counselor basis. The unit commissioner's service is based on a friend and counselor philosophy.

Knowing that Scouting happens to boys in packs and troops and knowing that the "healthier" the unit, the better the Scouting. The program of the Boy Sccouts of America, to help make and maintain healthy packs, provides for pack service in which the unit commissioner is the key figure. This Scouter helps make available to the chartered organizations and leaders the resoources of the district and the council in order that the objectives of Scouting may be realized.

The unit commissioner is a volunteer whose main responsibility is to give

service to the pack. The commissioner is not a pack servant. This person will not intrude in the pack's business, but is ready and willing to help when called upon. Whenever the commissioner spots signs of trouble in a pack, this person will help solve the problem amnd will constantly act as a quality control arm. Effective unit commissioners are team players, dedicated and enthusiastic supporters of the ideals of Scouting, fulfillers of promises, and personal examples of good citizenship. They can give you a considerable amount of help. Sometimes the unit commissioner will be aware that the pack needs assistance before the pack realizes it. In the instances that the pack needs help, and the commissioner isn't aware of it, don't hesitate to ask the unit's designated commissioner. The commissioner helps the pack by:

- \* Being a friend who helps the pack to be successful.
- \* Helping to solve problems and offering suggestions.
- \* Working with the pack committee and leaders of the chartered organization to maintain a good pack-troop relationship.
- \* Assisting at pack meetings, uniform inspections and other pack activities, as needed.
- \* Assisting with the pack's annual charter renewal.
- \* Providing practical support, such as people, equipment, materials.
- \* Visiting pack leaders' meetings, when invited, and assisting whenever possible.

(cont'd)

COMMISSIONER SERVICE CONT'D

Pack leaders should get to know the unit commissioner and feel comfortable in asking for help. Don't look only for praise of the pack's efficiency, but listen to the commissioner for the helpful observation which can strengthen the pack program.

If a pack does not have a unit commissioner, make it known to the district Scout executive, the district commissioner, or the district chairman that one is needed and the pack would welcome this help.

IT IS MUCH EASIER TO BE CRITICAL THAN CORRECT.

INTELLIGENCE IS THE CAPACITY TO WONDER.

THE WISHBONE WILL NEVER REPLACE THE BACKBONE.

MEN AND TIMES CHANGE ... BUT PRINCIPLES, NEVER.

THE SECRET TO LIVING IS GIVING.



# SCOUTING ~ ~

## A Better Way of Life For Youth With Handicaps

"The child is there...  
Beyond the hurt and the handicap...  
Beyond the defect and the difference...  
Beyond the problem and the probing...  
How can we reach him?  
How can we set him free?"

Scouting is for all boys who want to belong. The Boy Scouts of America recognizes that there are no standard boys - the kind who can be steered about like machines in exactly the same way, to have exactly the same fun, to learn exactly the same things from exactly the same instructions. Some need extra help from the leaders who are willing to give a little extra.

Scouting welcomes the handicapped boy and, in Exploring, the girl as well. There is no easy way to reach such youth, but they are "there". For Scouting, the desire to help is there because "the child is there".

Most young people with handicaps can function well in regular packs, troops, and posts. The association with able-bodied peers in Scouting activities provides the interaction necessary for healthy personal development and socialization.

There are some handicapped youth participating in our units now. More would join if they had encouragement from parents, peers, and Scout leaders. After all, handicapped young people want and need the same things as all other youth. Scouting does wonders to help young people feel good about themselves.  
(cont'd)



CONT'D

### HELPS FOR CUB SCOUT LEADERS WORKING WITH HANDICAPPED BOYS.

In nearly every community handicapped boys may be found who either live or go to school there, as well as an organization using Cub Scouting as part of their program for youth. You may be a den leader in one of these Cub packs which desires to serve handicapped boys. You need to know what help is available to make Cub Scouting possible for all boys.

The following publications of the Boy Scouts of America are essential: Cub Scout Program Helps annual or segments in Scouting magazine, and Boys' Life. These are available at your Scout service center or local council Scout distributor: Scouting for the Deaf, Leader's Book, Staging Den and Pack Ceremonies, Den Chief's handbook, Cub Scout Songbook, Group Meeting Sparklers, Parents' Supplement and the boys' books, Scouting for the Physically handicapped, Scouting for the Visually Handicapped, and Scouting for the Mentally Retarded. Cub Scouts books are also available in braille and large print, and on tapes.

Other program help is available from the district through roundtables, workshops, Cub Scout leader training, pow wows, and unit commissioner service.

Assistant leaders should be chosen from: parents of the boys, teachers and those who work in other organizations dealing with the handicapped, such as: Association of Retarded Children, Muscular Dystrophy, etc., or students from local schools majoring in social work or other fields related to the handicapped. Previous Scouting experience is an asset but not necessary.

### IDEAS FOR DEN LEADERS

Follow the theme as outlined in Cub Scout Program Helps annual or in the Cub Scouting segments (the parts of the annual as they appear in Scouting magazine), as closely as possible. How closely you follow the suggested program will depend on the capability of each boy in your den. Achievement is important to handicapped boys.

### ADVANCEMENT

The standard of advancement in Cub Scouting for all boys is the motto "Do Your Best." Success is vital to a boy's ego. As meetings progress, the leaders, through observation and personal contact with the boy, his parents, and/or teachers, can determine the capabilities of each Cub. Through this determination, guidelines for substitutions can be made, if necessary. Do your best to offer the advancement program as it is, so the handicapped boy can feel he is being regarded as a normal person.

### MUSIC

All handicapped children love music. Include as part of your program the singing of a simple Scout song or one that is suitable to the season. Occasionally include taped or recorded music. (cont'd)

CONT'D

### CRAFTS

Your Cubs will delight in making any object and showing it to others, e.g., plaster of Paris plaques and neckerchief slides. Place emphasis on items of seasonal nature.

### KISMIF - KEEP IT SIMPLE, MAKE IT FUN.

Include in your early meetings simple games and ceremonies, making sure that all participate. As you learn more about the abilities of your Cubs, games and ceremonies should become more complex or physical as warranted.

Suggestions for the first six months and thereafter:

- \* Establish close working relationship with the Cubmaster.
- \* Establish a close relationship with the pack committee through the Cubmaster or den leader coach.
- \* Create parent involvement in den and pack activities.
- \* Perform service projects for your sponsor and/or the community.
- \* Establish good relationship with other den leaders.
- \* Participate in district and council activities where possible.

### SCOUTING REGISTRATION POLICY

Registration of mentally handicapped boys beyond the normal age limits prescribed for Cub Scouting is provided for in Art.XVI, Sec. 5 of the Bylaws as follows: "In the discretion of the Executive Board, and under such rules and regulations as it may prescribe, registration of boys over age 11 as Cub Scouts...may be authorized." The sponsoring institution and the local council shall determine acceptance and assimilation with the group. This registration provision should be exercised with caution to avoid perpetuating childhood.

### FREQUENT RECOGNITIONS

A simple thing like applause, a ribbon or colored string, a star on a chart, for each accomplishment provides amazing motivation for the mentally retarded or handicapped. They generally need more incentives than other boys. Official Scout badges and insignia can only be given to those who have passed all the requirements for that particular rank or award. The immediate Recognition award should be an ideal incentive for advancement.

The Boy Scouts of America recognizes that there are no standard boys. Some boys need extra help from leaders especially prepared to give it. Handicapped boys need such attention.

### REMEMBER

A HANDICAPPED BOY IS MORE LIKE OTHER BOYS THAN HE IS DIFFERENT. CONCERN...PATIENCE...LOVE...UNDERSTANDING...are so NECESSARY...but the most important is TENDER LOVING CARE.

There are over 3,500,000 handicapped (mentally, physically, visually, audibly, and emotionally) youth of Scout age in the U.S.A. Let's join together to make Scouting possible for more of these boys.

**HELP IS OFTEN JUST A PHONE CALL AWAY:**

American Legion	Kiwanis
Ass'n for Children with Learning Disabilities	Knights of Columbus
Ass'n for Retarded Citizens	Lions
Church Groups	Masons
Council for Exceptional Children County Juvenile Probation Department	Mental Health Ass'n
Easter Seal Society	Muscular Dystrophy Ass'n
Goodwill Industries	Optimists
Jay-Cees	Red Cross
Jewish Community Center	Rotary Clubs
Junior Chamber of Commerce	Shriner's Hospitals
	Special Education /dept.
	United Cerebral Palsy
	YMCA/YWCA

These, and many other organizations often support Scouting for the Handicapped. Also enlist the help of former Scouts, college students, experienced and former leaders, senior citizens, religious leaders, college professors.

**SCOUTING FOR THE HANDICAPPED RESOURCES**

<u>Catalog No.</u>	<u>Item</u>
3839	Involving Handicapped Cub Scouts
3058	Scouting for the Mentally Retarded
3039	Scouting for the Physically Handicapped
3060	Scouting for the Deaf
3063	Scouting for the Visually Handicapped
	Scouting for the Emotionally Disturbed
12-119	Books for Scouts Who Have Learning Disabilities
12-165	Scout materials for the Visually Handicapped
12-170	We Stand Ready to Help the Mentally Retarded Boy
12-217	Thursday's Child
12-218	Classroom Cub Scouting
12-226	Kiwanis - Special Kind of Scout
12-227	How Scouting Helps Retarded Boys
12-228	A Classroom Bonanza
12-230	Sign Language for the Deaf
12-231	Puppet Programs

CHEERS AND APPLAUSES

**ARCHERY CHEER.** Mimic shooting an arrow. Then call out, "Bull's eye!"

**ARTILLERY CHEER.** Have everyone stand at attention. Now have them take a half step forward and grasp the cannon's lanyard. Let them jerk it backward and utter a swishing sound. Then all give a loud "BOOM" at the same time covering their ears.

**APPLAUD AND CHEER.** When leader raises right hand, the audience is to applaud. When leader raises left hand, audience yells or cheers. When leader raises both hands, they do both at the same time. Do the actions quickly and alternate them.

**BALLOON CHEER.** Make a fist. Put the thumb in your mouth and blow. Slowly open fingers to resemble enlarging balloon. Then flip out hand yelling, "Pop!" Or have air escape from mouth of balloon in a hiss.

**BANQUET CHEER.** "C'mon Gold! C'mon Blue! C'mon Cubs! C'mon through! Chow, chow, chow, chow!"

**BARBERSHOP APPLAUSE.** Clap hands as a barber would strop his razor, first rubbing your palms together, then stroking the back of your right hand across your left palm. Don't forget the barber's flourishes and finally, the first downward stroke on your face accompanied by a harsh scraping noise.

**GIANT BEEHIVE CHEER.** Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the humming gets quieter.

**BIG HAND APPLAUSE.** When leader says, "Let's give them a big hand" everyone in the audience holds up one of their hands with palm open.

**BILLY GOAT CHEER.** Pull on 'beard' three times. Each time you pull, yell "Baaa!"

**BLUE AND GOLD CHEER.** Divide the room in half. As you point to one side they say "Blue" and when you point to the other side, they say "Gold". When you point to both sides, they both say "Blue and gold." Vary the speed and direction you point.

**BOW & ARROW CHEER.** Make motion as if shooting an arrow and say, "Zing...zing...zing!". Pretend to release an arrow on each zing.

**BROKEN ARM CHEER.** Hold out your arm, hanging limp from the elbow and shake it.  
(cont'd)

**BUBBLE GUM CHEER.** Chew your gum a few times and then blow a BIG bubble. Clap your hands loud once, then peel off the gum from your face.

**BUCCANEER CHEER.** Hop on one leg, saying, "Yo, ho, ho, and a bottle of Coke."

**CHEESE GRATER CHEER.** Take the cheese out of the refrigerator, get the grater from the drawer, and while grating the cheese say, "Great, great, great, great... (The 'great' should increase in tempo and intensity.)"

**CLAM CLAP.** Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

**CLOWN CHEER.** Hold fingers at both corners of mouth and pull mouth up into smile and say, "Smile, everyone, smile!"

**COOKIE CHEER.** "Yummy, yummy, yummy!"

**CRACKER CHEER.** Pretend you have a cracker in your hand and crumble it saying, "Crumby, crumby, crumby."

**DEEP SEA DIVER CHEER.** "Blubb, blubb, blubb."

**DEN HOWL CHEER.** "Strawberry shortcake, Eskimo pop, Den \_\_, Den \_\_, Always on top!"

**DESERT CHEER.** Named after the yucca plant. Shout three times, "Yucca, yucca, yucca!"

**DRUM CHEER.** Beat on your legs and say, "Tat-a-tat-tat" 3 or 4 times, then beat twice on your stomach and say "Boom-boom!"

**DUCK CHEER.** Squat down and tuck hands into arm pits forming wings. Duck walk, saying "Quack, quack, quack."

**DUCK CALL CHEER.** Instruct in detail on how to hold hands to mouth. Then say, "Here ducky, ducky, ducky!"

**DYBS (DO YOUR BEST SCOUTS) CHEER.** Leader raises fist over head and brings it down hard as "DYBS" is shouted by the audience. (Number of "DYBS" according to accomplishments.)

**EAGLE CHEER.** Lock thumbs and flutter like wings and say "Cree, cree."

**EGGBEATER CHEER.** Bend knees and swing them in and out like beaters while putting hand on top of the head to hold handle and use other hand to turn beater crank.

**FANFARE CHEER.** Raise hands like an orchestra leader. Then lower hands and audience says, "Ta-da!" three times as you direct them.

**FIREWORKS CHEER.** "Skyrocket! Wheee (whistle) ... boom! boom!"

**FISH CHEER.** Open and close mouth several times. (No sound.)

**FLAPJACK CHEER.** Pretend to pry a spatula under a pancake, then throw it up into the air. Nod head up and down three times as if watching the flapjack flip, then catch it on the spatula.

**FLAT TIRE CHEER.** Start with a very loud "Sss sss s s sss " and gradually fade it out.

**FLEA CLAP CHEER.** Have everyone raise his hands over his head. Applaud by clicking the nails of the thumb and forefinger on each hand.

**FLOWER CHEER.** Like a flower blooming, raise part way up in your chair, look around and then stand up quickly, yelling,  
"SPRO-O-ONG!"

**FROZEN CUB CHEER.** Wrap your arms around yourself and say, "Brrr-rrr-rr-r-r-r-!"

**GO-CART CHEER.** Move hands in a down-hill motion and shout, "Swoo-sh."

**GRAND APPLAUSE.** Everyone is seated in his chair. All stomp feet three times, then slap legs three times loudly, then clap hands together three times loudly. Then all stand and shout "Rah! Rah! Rah!"

**GRAND SALUTE.** (Save for special honors.) Same as for Grand Applause with feet, legs, and hands. Instead of shouting when stand up, give the Cub Scout Salute as a group to the person you are honoring.

**HANDKERCHIEF APPLAUSE.** Throw a handkerchief up in the air with the instructions for applause to last until you catch it or it falls to the floor. Vary length of applause from long throw to short throw to NO throw at all.

**HOME RUN CHEER.** Simulate swinging a bat at a ball, shade your eyes with your hand and yell, "Thar she goes!"

**INDIAN CHEER.** Clap hands 5 times, shake both fists 5 times, strike mouth with hand and warhoop 5 times.

**JOCKEY CHEER.** Stand with legs slightly bent, cap on backwards. Clap your hands on thighs and bounce up and down to imitate riding a horse. Leader waves hands. All stop and yell, "Whoa!"



**JOLLY GREEN GIANT.** Say "ho-ho-ho" in deep voice.

**KETCHUP CHEER.** Pretend to pound on the bottom of the bottle six times, saying, "Pop, pop, pop, etc." On the sixth "pop", go "squish, uh-oh, too much!"

**LOCOMOTIVE CHEER.** Begin slapping your left arm slowly with your right hand. Gradually increase speed working down over the left palm, peering off into the distance. Imitate train whistle, "Whoo-whoo."

**MAGICIAN'S CHEER.** Stand and pretend to reach up sleeve...pull hand out and yell, "Sha-zam!"

**MAN-IN-THE-MOON.** Circle face with hands and say, "I eat green cheese."

**MARTIAN CHEER.** Say "Take me to your leader!"

**MATCH CHEER.** Pretend to strike a match on seat of pants. On second try it, lights, look at it, then shake hand and yell, "YEOO-OW!"

**MELTING ICICLE CHEER.** Hand fingers down and say, "Drip, drip, drip."

**MISTAKE CHEER.** Clap hands -- but miss.

**MOSQUITO CHEER.** With hands, slap neck, arm, legs, while saying, "Oooh, Aaah, Ouch!"

**MOTORCYCLE CHEER.** Start motor with foot, rev up and take off with hands out like on handlebars, yelling, "Varoom!"

**NAIL-POUNDING CHEER.** Start with a nail, drive it with a hammer, and hit your thumb "OUCH!"

**NEW PERSON CHEER.** "Welcome. welcome, welcome."

**NUTTY CHEER.** "Cashew! Cashew! Cashew!"

**OH - AH - E CHEER.** Everyone interlocks fingers, then extends the arms outward and make a large O and exclaim loudly, "OHHH!" Then the interlocked fingers are extended above the head with arm pressed close against the ears and exclaim loudly "AHH!" Now unlock the fingers, put them in the corner of mouth and then extend them wide to the sides, exclaiming loudly "EEEEEEEEEEEE!"

**OLD INDIAN CHEER.** "Um, Um, Ugh!"

**OSCAR MEYER CHEER.** "Hot Dog."

**OSCAR MEYER'S OTHER CHEER.** "Baloney!"

**PACK CHEER #1.** "Clap your hands (three times). Stomp your feet (three times). Pack \_\_\_ can't be beat!"

**PACK CHEER #2.** "Stand 'em on their heads! Stand 'em on their feet! Pack number \_\_\_ can't be beat!"

**PAPER BAG CHEER.** Make movements to simulate opening a paper bag, form the neck, blow it up, and pop it, saying, "Pop!"

**A PAT ON THE BACK.** Reach right hand way up over your head, then bend to the back at the elbow and pat yourself on the back (for a job well done).

**PAUL REVERE CHEER.** Pretend to ride a horse while moving up and down from chair and yell, "The British are coming!"

**PIRATE CHEER.** "Avast ye landlubbers! Walk that plank! Glub, glub, glub."

**PIZZA CHEER.** Flip a pizza in the air while saying, "Mama mia!"

**POLE VAULT CHEER.** Stand your two fingers of one hand on your arm like legs. Have them run down the arm to the wrist and then leap into the air. As you bring your hand down, clap!

**POPCORN CHEER.** With one hand closed, cover it with the other hand. Let the closed hand 'grow' from under the other hand, then spring the fingers open. Do this while saying, "POP! POP! POP!" slowly at first and speeding up as hand 'grows'.

**QUARTER POUNDER CHEER.** Reach deep into your pocket and pull out a 'quarter'. Put it in the palm of your hand and pound it with the fist of your other hand.

**'RAINBIRD' SPRINKLER CHEER.** With pointer finger on the side of your nose, slowly turn head from right to left while making a "Ch, ch, ch, ch" noise. Then move the head quickly from left to right making a "P-p-p-p-p-p" sound (or use "raspberry" sound).

**RAINSTORM CHEER.** Start by gently patting knees alternating to simulate light rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "Boom!" to represent thunder. Gradually decrease the hand clapping, then pat the knees as the storms subsides.

**RAM CHEER.** Lower head as ram and yell "CHARRRRGE --- thud!"

**ROBOT CHEER.** Walk in place, stiff-legged and stiff-armed, saying, "Does not compute, does not compute."

**ROUND OF APPLAUSE #1.** Audience claps while moving hands in a large circular motion.

**ROUND OF APPLAUSE #2.** Turn body around while clapping.

**RUDOLPH'S CHEER.** Put your thumbs to your head, fingers spread upward forming antlers, wrinkle your nose saying "blink, blink, blink."

**SANTA CHEER.** Rub your stomach while saying, "HO, HO, HO, Merry Christmas!"

**SATELLITE CHEER.** Move right hand in circle over head, opening and closing fist while saying, in a high voice, "Gleep, gleep, gleep."

**SEAL OF APPROVAL CHEER.** Place arms together from elbows to wrists, then slap hands together while barking like a seal.

**SIXSHOOTER CHEER.** Point finger in the air and say, "Bang-bang, Bang-bang, Bang-bang." Then blow 'smoke' from the 'gun'.

**SLEIGH CHEER.** Bob up and down on chair like riding in a sleigh and say, "Ting-a-ling" three times.

**GIANT SNEEZE CHEER.** Divide group into three sections. On signal, one group says, "HASHEE". Do this one after the other. Start slow, go faster and faster until everyone combines to one giant sneeze.

**COMMUNITY SNEEZE CHEER.** Divide group into three sections. One section is assigned "HASHEE", the second section "HISHEE", and the third section "HOSHEE". At the signal, they all shout at once, each his assigned word. The result is a grand wintertime sneeze.

**SOUL CHEER.** Announce that this cheer is for people who put their heart and soul into what they're doing. Pat the palm of one hand on the sole of your shoe and place the other over your heart. Do this three times.

**SPACESHIP CHEER.** Count down "10-9-8-7-6-5-4-3-2-1 Blast off!" using hand motions. Attain orbit and say, "Beep-beep-beep-beep."

**SPIDER CHEER.** Walk all four fingers on one hand up the other arm and then, when near face, scream, "EEEEK!"

**TARZAN CHEER.** "I like bananas (pantomime eating a banana), coconuts (throw coconut), and grapes (eat grapes). That's why they call me (yell next part), 'Tarzan of the Apes'."

**TELEGRAPH CHEER.** Tap two index fingers together and say, "Click, Clickety, Click, Clickety, Click."

**TIGHTROPE WALKER CHEER.** Have your arms out, pretending to balance yourself on a tightrope, lean to one side and go "Ahhh!" as you simulate falling.

**TONTO CHEER.** Leader yells, "Where does Tonto take his garbage?" and the Cubs yell in reply, "To de dump, to de dump, to de dump, dump, dump" to the rhythm of a running horse and in a sing-song manner, while clapping their hands to their thighs.

**TURKEY CHEER.** Say "Gobble, gobble, gobble," then rub stomach, saying "Yum, yum, yum."

**TYPEWRITER CHEER.** "Click, click, click, ding. Click, click, click, ding."

**V.I.P. CHEER.** Say "How do you do, How do you do, Mr. \_\_\_\_\_. We welcome you!"

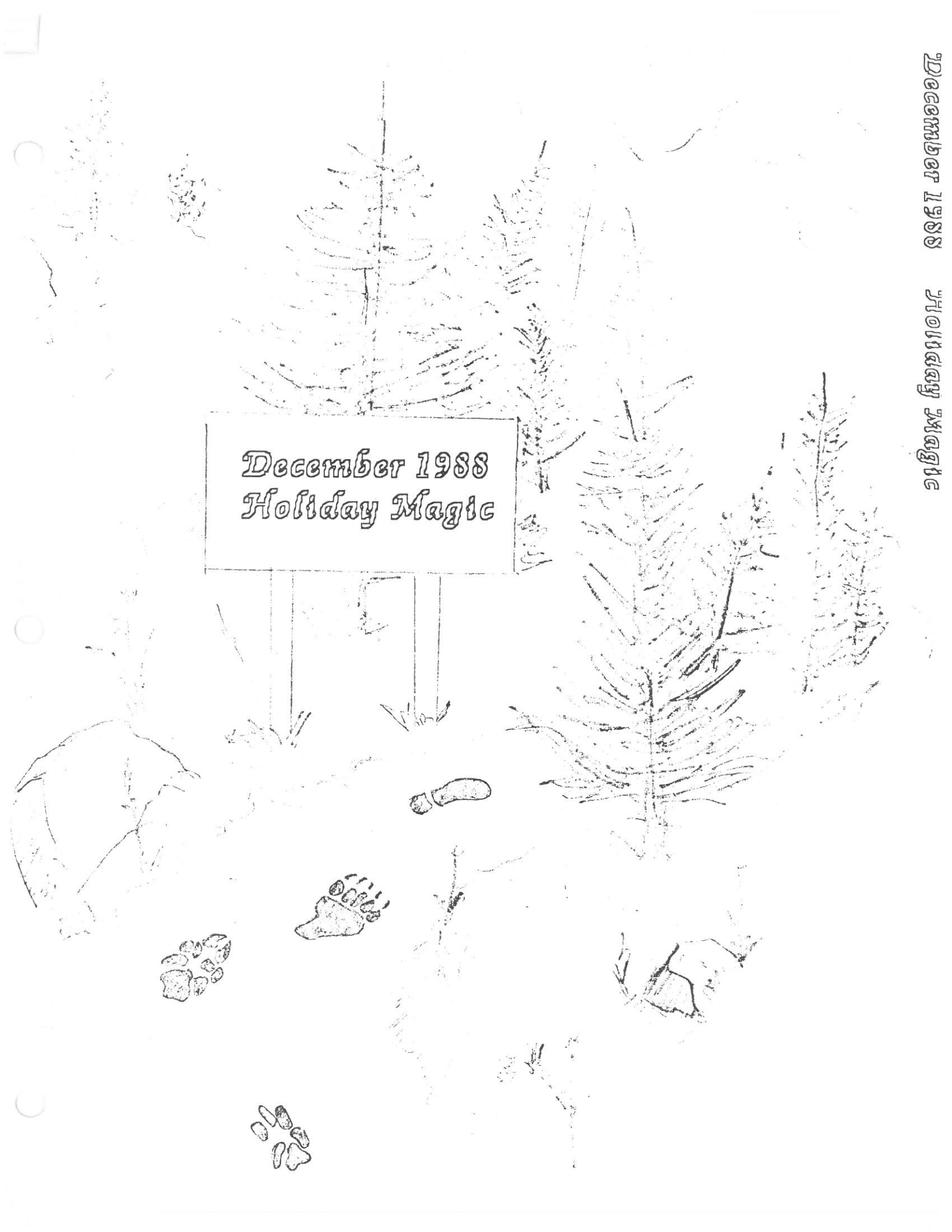
**WATERMELON CHEER.** Pretend to pick up watermelon from floor. Break open melon over knee. Hold piece like you would an ear of corn, move your head from left to right while moving watermelon right to left. When you reach the end of the row on the melon on the right hand side, pantomime spitting out seeds through puckered lips saying "ptui, ptui, ptui." Repeat two more times.

**WHALE CHEER.** Shake hand like a fish swimming and then bring other hand up like a spout and go "Phsssh."

**"WHAT ARE WE" CHEER.** At the beginning of the meeting tell the audience that anytime during the meeting you will say "What are we?" and they are to respond "One big, happy Family!", followed by a throat-slitting gesture and a loud guttural noise.

**WHIP CHEER.** Pretend to snap a whip and yell, "Yhaw, Yhaw!"

December 1988  
Holiday Magic







**DECEMBER LIGHTS CEREMONY**

CUBMASTER SAYS:

This is the season of lights. It is a time when the days are shorter and nights longer. Shopping centers are bright with Christmas lights.

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

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

Let us stand and repeat them together.

**CHRISTMAS TRADITIONS OPENING CEREMONY**

- 1ST CUB: THE CHRISTMAS TREE: The custom of decorating small evergreen trees at Christmas time began in Germany. However, it reached America before it arrived in England. The German settlers in Pennsylvania decorated the trees with lights, sweets and colored paper. This is how the Christmas tree became a part of our Christmas.
- 2ND CUB: THE CHRISTMAS WREATH: During the 16th century in Germany, branches of fir or spruce were intertwined in a circular shape. This symbolized the love of God which had no beginning or ending.
- 3RD CUB: THE POINSETTIA: This Christmas flower was discovered in Mexico in 1828 by Dr. Joel Poinsett. The people of Mexico and Central America call it "Flor de la noche buena" or "Flower of the Holy Night", because it reaches full bloom at Christmas.
- 4TH CUB: THE CHRISTMAS CANDLE: Medieval Christians believed that on Christmas Eve, the Christ Child wandered through town and countryside in search of those who believe in him. On that night they placed candles at their windows to guide him.

**CUB-BING CHRISTMAS**

C is for Cubbers, Cheerful and Bright,  
H is for Helpful, Healthy and Right.  
R is for Resources they like and we try to save.  
I is for Ideals they like to wave.  
S is for Scarf of yellow and blue.  
T is for Tying they learn to do.  
M is for Magic of which they all shout.  
A is for Akela our best Scout.  
S is for Something we always have to do.  
AND THIS BRINGS A MERRY CUB-BING CHRISTMAS TO YOU.

**CHRISTMAS OPENING CEREMONY**

Arrangements: Ten boys come on stage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn:

- 1ST CUB: Secrets! Secrets! In the air!  
Merry greeting everywhere! That's Christmas!
- 2ND CUB: Cedar boughs in every nook!  
Holly! Everywhere you look! That's Christmas!
- 3RD CUB: Christmas trees with baubles bright!  
Flashing in the candle light! That's Christmas!
- 4TH CUB: Hearth fires leaping high to show  
Faces in the firelight's glow! That's Christmas!
- 5TH CUB: Spicy smells of things to eat,  
Promising a welcome treat! That's Christmas!
- 6TH CUB: Bundles big and bundles small!  
And we must not look at all! That's Christmas!
- 7TH CUB: Little whispers all about!  
But we can't find one thing out! That's Christmas!
- 8TH CUB: Such a lot of things to do!  
Shopping trips and wrapping, too! That's Christmas!
- 9TH CUB: Time for fun and song and play!  
Just the year's most happy day! That's Christmas!
- 10TH CUB: Joy in all we have and do!  
Wishing joy for others, too! That's Christmas!
- ALL: So we gladly join to say  
Here's to wish you a merry day--That's CHRISTMAS!

### OPENING CEREMONY

PREPARATION: Each boy is asked in advance to bring an ornament for the pack Christmas tree. Later these ornaments will be donated to a needy family. Ornaments are placed on the tree as the boys arrive.

Cubmaster ask everyone to be seated. Suddenly an angel appears and says: "It's a beautiful tree, but something is missing. What could it be?"

Someone says: "Its the star!" The angel agrees and explaining that he brought a star from heaven to place at the top of the tree. As he puts the star in place, he explains: "The star was a signal for the Wise Men to start on their journey many years ago, and it guided them along the way. Let this star signal the start of our pack meeting tonight, and guide us in the Spirit of Scouting and of goodwill. (Angel disappears)

Cubmaster then leads the Pledge of Allegiance.

### CLOSING CEREMONY

PREPARATION: 9 Cubs enter each with a card with the appropriate letter on them.

C is for Christ, whose birthday we observe  
H is for Happiness to those who serve  
R is for Reverence and a prayer from above  
I is for Incense, a Wise Man gave in love  
S is for Snow, a blanket so pure and white  
T is for Time, as it stands still tonight  
M is for Mary, the mother of the babe  
A is for Answers, as we search for the light  
S is for a Star, shining brightly tonight.

Please join us in singing "Silent Night."

**CLOSING CEREMONY**

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

The recipe for a Wonderful Day is:

- 1 cup of Friendly words
- 2 heaping cups of Understanding
- 2 cups Milk of Human Kindness
- 2 heaping tablespoons of Time and Patience
- 1 dash of Gentle Humor
- 1 pinch of Spice of Life
- 1 drop of Warm Personality.

Measure words carefully; add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Cook with gas on the front burner.

Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. Works best with a good mixer.

**CHRISTMAS ADVANCEMENT CEREMONY**

**PREPARATION:** Have a Christmas tree with various colored lights. (This can be a cardboard tree with holes for the lights.) The bulbs should be unscrewed slightly so that they can be easily turned on at the proper time.

**CUBMASTER:** As we look at our tree this evening, we see that it is dark, with only one light on. (Screw in top light.) This is the light which represents the Webelos Arrow of Light Award.

Let us see if there are boys here tonight who can help light the way to the top of the tree, to the highest rank in Cub Scouting.

The first step along the Cub Scout trail is the BOBCAT. (Turn on light at the bottom. If there are any Bobcats to be inducted do it here.)

Once a boy has achieved this honor, he is ready to climb. There are 12 achievements to be completed for the rank of Wolf. Some of these require knowledge of the United States flag, of keeping strong, of safety and being useful to the family. The following boys have completed these requirements: (Call them forward--and any boys who have earned any arrow points.)

Thank you boys. We are now able to turn on the light representing the Wolf rank. (Turn on next light.)

As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult for the Bear rank. (Call forward any boys receiving Bear and Bear arrow points.)

These boys have helped us light our tree, but it is still not quite as it might be. Since they have received help from their parents and leaders, let us turn on a light for them, too. (Turn on another light.)

Now the boys have reached 4th grade or 5th grade and have more climbing to do. This last climb will bring them to the top of the tree and the coveted Arrow of Light. To reach there they must attain the Webelos Award. In order to reach the Webelos Award they must first earn activity badges. (Call forward Webelos who have earned their various activity badges.)

Thank you boys as you have learned throughout Cub Scouting you have helped to make the world brighter. (Turn on another light.)

(Continue on next page)

**CHRISTMAS ADVANCEMENT CEREMONY (Continued)**

And now the boys who have earned their Webelos badge and have begun to learn what Scouting really is. (Call these boys forward)  
(Light the next light)

Now our tree is complete. As you have seen, it has taken boys plus parents and leaders to complete it. With the same effort you have shown before, keep working for the highest rank in Cub Scouting. Congratulations to you and your parents for the fine work you have done.



THE BEGINNING OF IT ALL

SANTA: Ho-Ho-Ho

ELF OR ELVES: Hurry-Scurry

TOYS: Whee-ee-ee

Way back many years ago; in fact, so many nobody knows when, old SANTA had no ELVES to help him in his workshop, building TOYS for all the children in the world.

Poor old SANTA had to build the TOYS all by himself with occasional help from Mrs. Claus, who of course was kept busy with housework and cooking and such.

SANTA began to grow extremely weary from his big work load and longed for some help. Little did he know that help was close by in a neighboring village. For SANTA had been far too busy working in his workshop to be neighborly with anyone. It seems that in the village next to the North Pole workshop there lived a group of ELVES. Busy little fellows they were, indeed, for they were continually making TOYS. It seems this was what they did best, but they had stacks of TOYS just setting around and nothing to do with them.

One day, quite by accident, old SANTA discovered the ELVES. One of their rubber-band planes which they had been testing, flew so well that it landed clear in the next village outside SANTA's workshop. Needless to say when he discovered it and bent over to pick it up, he came face to face with the ELF who had come to retrieve his most prized possession.

So, as stories go, SANTA and the ELVES got together and made a contract. The result was that the ELVES moved in to live with SANTA at his workshop and help make the TOYS for all the children in the world.

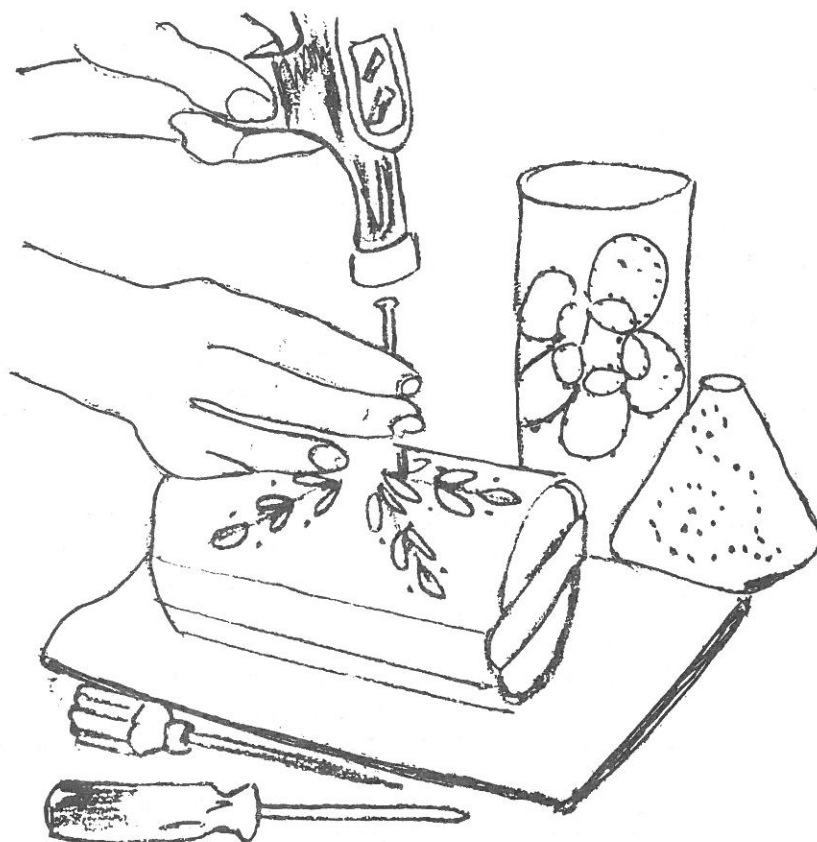
It seems that one little ELF was always so cheerful and spreading a wonderful feeling of cheer and happiness among the whole group. In fact, he was the one responsible for people thinking of ELVES as happy little fellows. His favorite expression while working on the TOYS and discovering something new was "Good Willikers!" This was an expression he dreamed up entirely by himself. That immediately became the little ELF's name, but soon was shortened to the nickname of "Good Will!"

So that was the beginning of the words "Good Will" meaning the spreading of happiness and cheer. Also that is how the ELVES began helping SANTA make all those wonderful TOYS for good little girls and boys all over the world. How about that?

### TIN CAN LANTERNS

Here is a clever way to make Christmas lanterns out of tin cans. With some grown-up help, it is an excellent craft for a group of scouts.

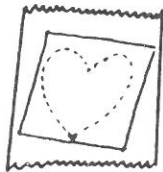
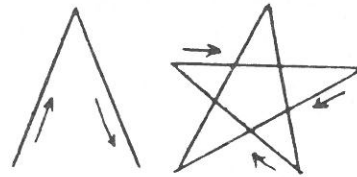
How to make them: You can use any size tin can, from dog food to fruit juice size. Fill each can with water to 1/4 inch below the rim and place it in the freezer for about two days, until the ice is very hard. Then cut a piece of heavy paper big enough to fit around the can and draw your design. Fasten the pattern around the can with cloth tape or masking tape. Place the can on an old, folded towel. Using a hammer and a nail, punch holes into the can along the lines of your design. If the ice starts to melt before you have finished, put it in the freezer, paper and all, and start on another lantern. A funnel inverted over the top of a can makes a good lid.



TISSUE PAPER DECORATIONS

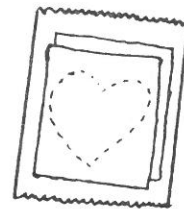
Materials needed: string, colored tissue paper, waxed paper, scissors, glue (in a small dish), a book, damp cloth, decoupage liquid or thinned white glue (optional)

Lay out two pieces of waxed paper and two pieces of tissue paper each about 6" square. Practice making designs, using a piece of dry string about 1/2 yard long. Decide on an easy one.



Soak the string in the glue and pull it between your fingers to wring out the excess, letting the glue drip back into its dish. Blot your fingers on a damp cloth; then QUICKLY, before the glue begins to dry, remake your design on one piece of waxed paper and cover it with one piece of tissue paper.

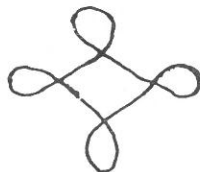
Flip the whole thing over on another piece of waxed paper, and peel off the first piece of waxed paper. Replace it with the other tissue paper so that your design is glued between two pieces of tissue paper. Flatten your design by putting a book on it for a few minutes.



Allow the design to dry completely. (Drying may take from 10 min. to 24 hrs. depending on glue, paper, and humidity.) When the glue is dry, trim the excess paper off 1/4-1/2" from the string, being careful not to cut the string!

If you wish, QUICKLY brush on a coat of decoupage liquid or thinned white glue with a wide paintbrush to make your ornament even more translucent. Stroke quickly in one direction only, just enough to glaze the tissue.

HINT: Use one piece of string. Little, separate pieces are harder to work with.



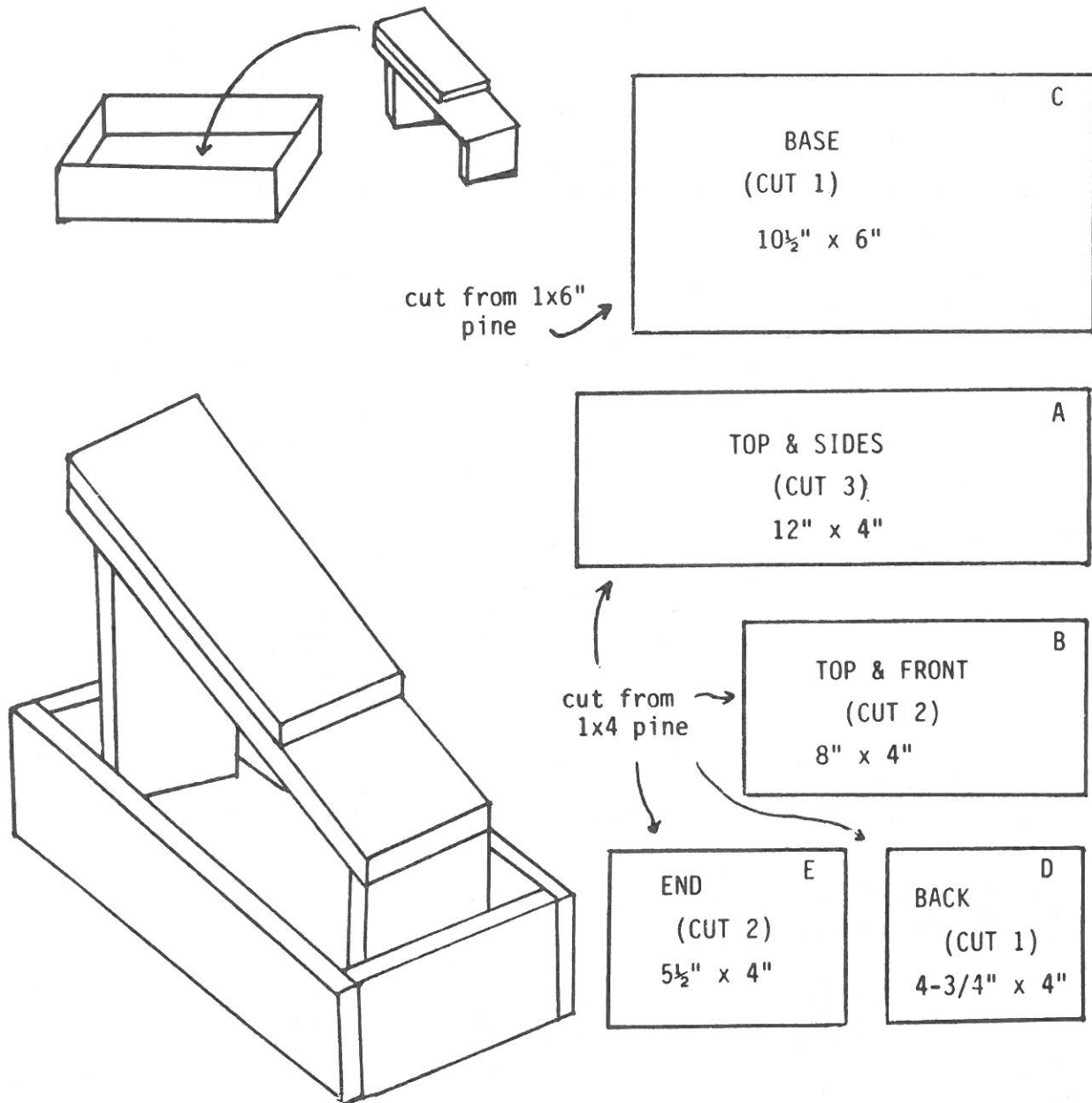
SHOESHINE BOX

This is a simple project which is very durable. It makes a good place to store your shoe shine materials.

The box is made of 1x4" pine except for the base which is cut from 1x6" pine.

The risers (B & C) need to be sloped on one end to fit the angle of the foot rest.

Assemble pieces with glue and finishing nails. Paint or stain as desired.



### HONEY COMB DECORATIONS

Here is an method of making unusually attractive party decorations or tree ornaments. For a bell use 12 Christmas cards about the same size and weight. Keep cards folded and cut half a bell shape. Use first card as a pattern. When all 12 are cut, staple the cut edges of each card together at the center. Join one card with the next by stapling one edge of each together, above and below the staple already there. Repeat with all 12 cards.

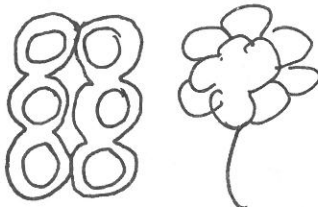
To complete the bell, sew, glue or staple together the folded edges at both top and bottom.

To make a diamond shaped ornament or ball simply cut half the desired shape from a folded card, as for the bell. Then continue as above, stapling the cards together in the same way.



### FROSTY PLASTIC RING FLOWERS

The plastic rings used in packaging soda pap can be cut apart to make lovely, lacy flowers. They'll have a frosty, wintry look that's just right for a centerpiece. For the petals, cut rings apart, so you have separate but complete rings. Overlap the rings and arrange them into a circle of petals, stapling together at center.



For the center of the flower, use a dome-type button, yarn pompon, or ball cut from ball fringe.

For the stem, use about two feet of florist's wire or stovepipe wire. Thread center of flower to middle of stem and bend stem in half. Slip ends of stem through petals, with the center of the flower on top.

Twist stem tightly together to hold petals in place. Cover with florist tape or narrow strips of crepe paper. Add artificial leaves.

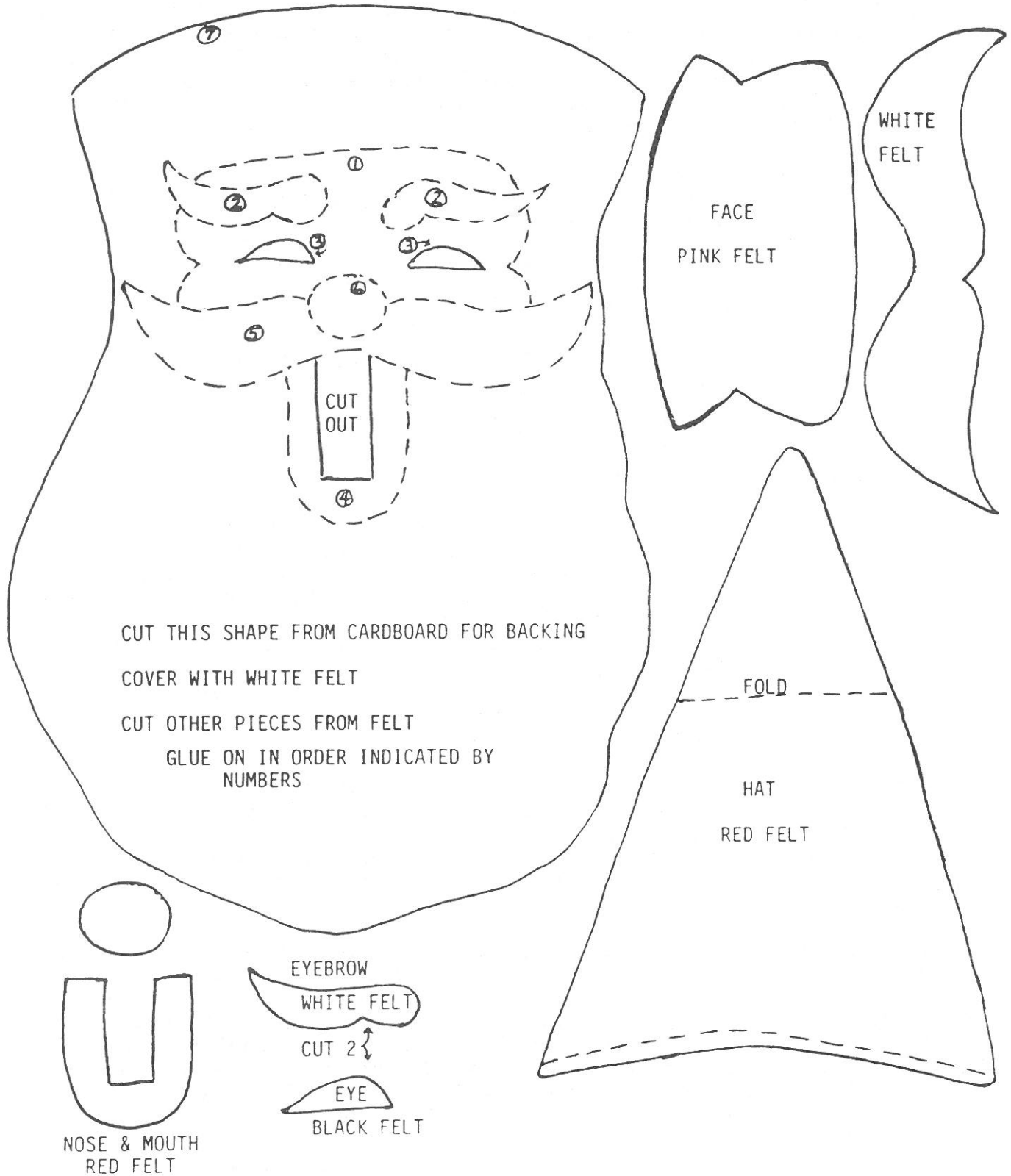
### SHELLS AND PLASTER

Flower candleholders, to accompany your centerpiece, are easily made with a jar lid, thick plaster of paris and shells.

Pour thick plaster into a lid and insert ends of shells, in petal-like fashion, leaving enough space in the center for a candle. Glue a narrow strip of felt around the base and add felt leaves, radiating from the base. To hold the candle in the center, drip wax and place the candle in the melted wax.

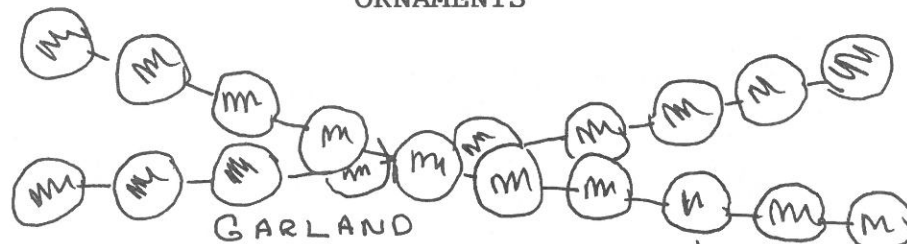


SANTA LIGHT SWITCH COVER





ORNAMENTS



**GARLAND:** Cut circles out of foil or colored paper and string together.

**BELL:** Use a plastic flowerpot. For a clapper, tie Christmas ball to string. Run string through hole in flowerpot. To keep clapper in position, knot string and add a button.

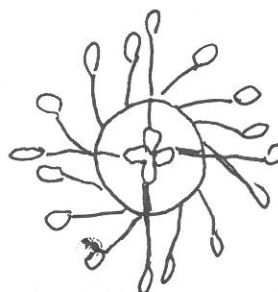


**SNOWFLAKE:** Cut a 1 1/2" cardboard circle. Glue on cotton swabs.

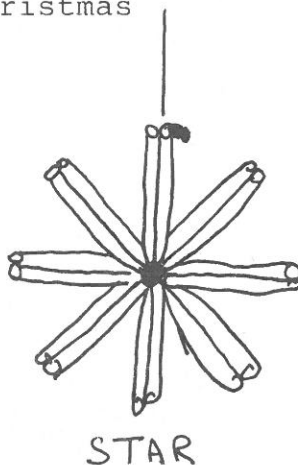
**DRUM:** Cover picnic-type saltshaker with paper. Trim with cord.

**REINDEER:** Paint spool. Add twigs for antlers. Christmas ball for nose.

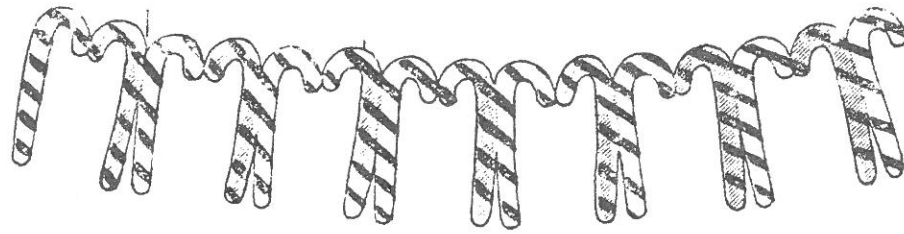
**STAR:** Glue pairs of straws together at centers to form X's. Tie together.



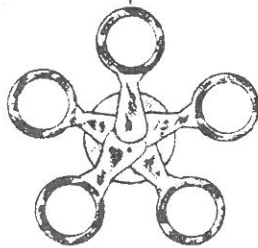
**CLOWN:** For suit and face, cover 5" cardboard roll with paper. Add paper for hat and gather at tip. Add paper feet and a Christmas ball for nose.



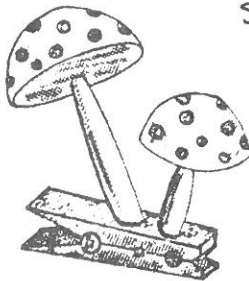
ORNAMENTS



CANDY CANES



STAR BURST



MUSHROOM



TEARDROP



SANTA

Paint and trim ornaments. Add features, as needed, and a hanger.

**CANDY CANE:** Fanfold long strip of paper. Draw candy cane with both edges touching fold. Cut out.

**STARBURST:** Cut a 1 1/2" cardboard circle and glue pop-top tabs around.

**TEARDROP:** Glue embroidery floss onto a nut. Add sequins and jewels.

**MUSHROOM:** Cut plastic pen case in half and glue onto clip clothespin. Cut a foam ball in half for tops.

**SANTA:** Cover toothpaste box with red paper. Glue on face, mittens and boots, cut from contrasting paper.

**WREATH:** Thread lace back and forth onto 7" wire. Twist to close.

**CAROLER:** Invert a paper cone. Cut tip and insert spoon for head.



WREATH



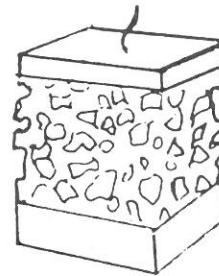
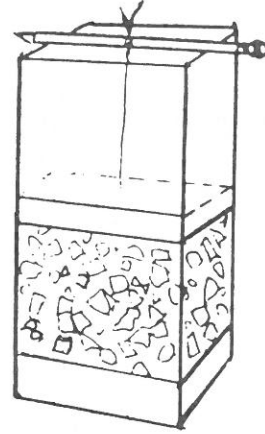
CAROLER

### CRACKED ICE CANDLES

Melt paraffin in double boiler or two cans fitted together, like a double boiler, over low heat and add color with crayon bits. Use any type of mold desired, such as a cardboard milk carton or paper "hot" cups (not styrofoam). Fasten wick in place. Pour a small amount of wax into mold and let harden.

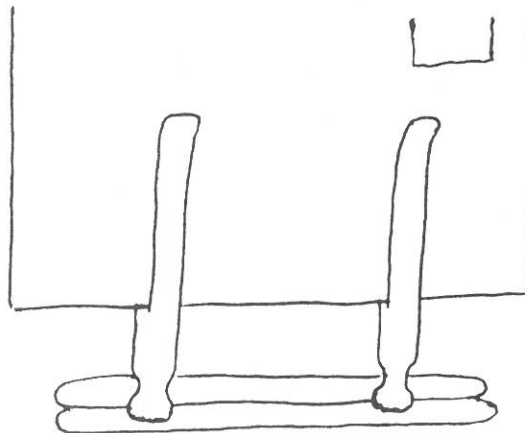
Make cracked ice by wrapping ice cubes in a towel and breaking them up with a hammer. Do not crush the ice. Put a liberal amount of cracked ice into the mold, taking care not to disturb the position of the wick. Pour colored paraffin into the mold until ice is covered to a depth of about 1/2".

Solid top and bottom layers of wax give your candle stability. When wax is hardened pour off the water and peel away milk carton or paper cup. The candle will have an interesting texture with a lacework of wax.



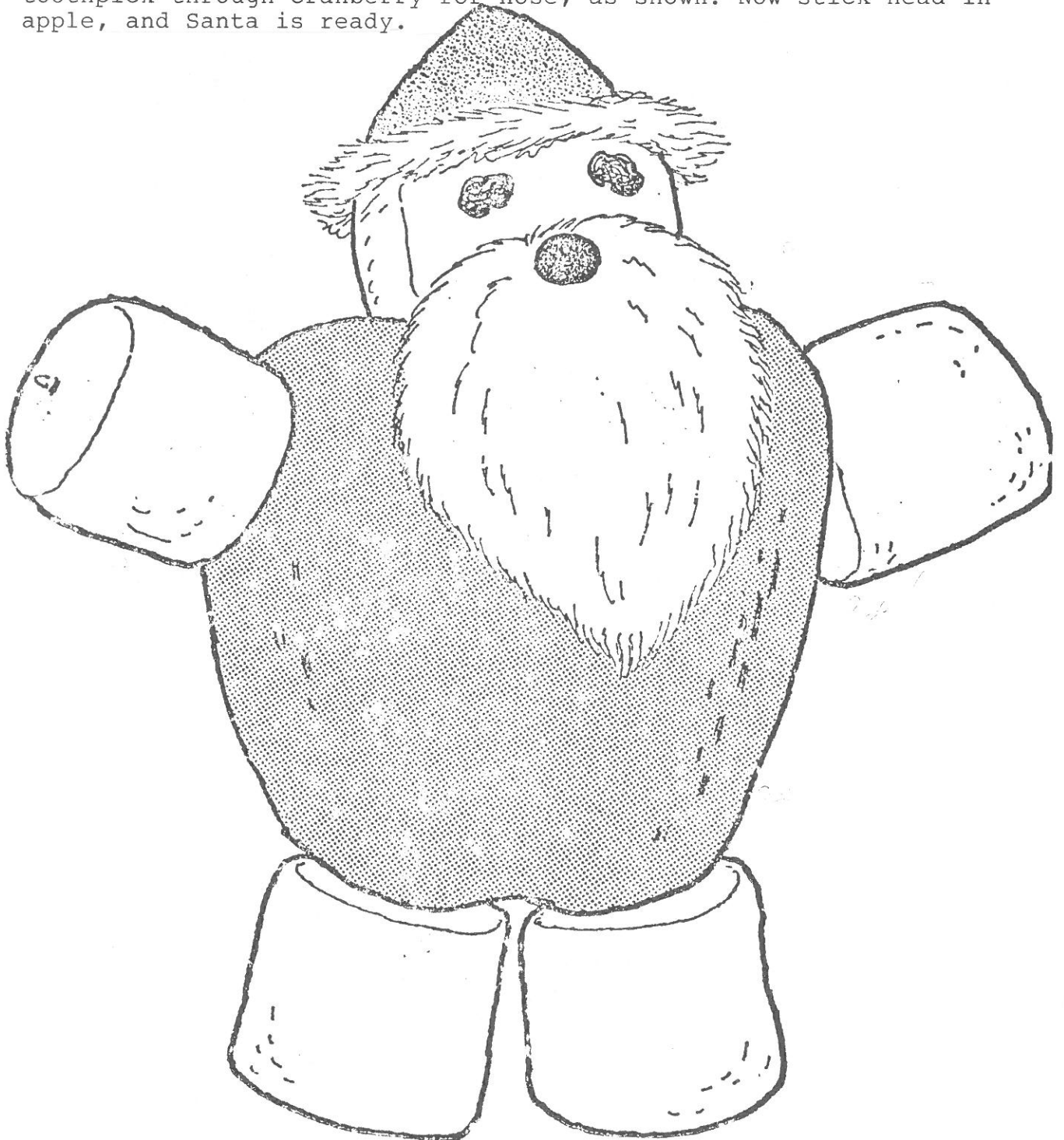
### CLOTHESPIN LETTER HOLDER

Glue two tongue depressors (or several popsicle sticks) together, side by side. Then glue two peg clothespins, upright at the ends, as shown. When the glue has dried, paint the letter holder a bright color.



GOOD ENOUGH TO EAT

This jolly Santa is made with a large red shiny apple. Stick a toothpick through a marshmallow and into the apple for each arm and leg. For head, put a marshmallow on a toothpick, add cotton for hat trim and a red gumdrop for hat. Add raisins for eyes. Shape a piece of white cotton for beard. Poke short piece of toothpick through cranberry for nose, as shown. Now stick head in apple, and Santa is ready.



THE RUNAWAY PRESENTS

Have 4 or 5 cubs inside boxes wrapped as presents. Have 2 cubs wrapping them saying:

Wrap and tie, Wrap and tie,  
I should have started in July.

Knotting, cutting,  
Smoothing, closing,  
Sealing, gluing,  
Pile 'em up.

Fold it right. Tie it tight.  
It's got to hold  
Till Christmas night.

Knotting, cutting,  
Smoothing, closing,  
Sealing, gluing,  
Christmas time!

Cub #1: Oh Dear! I've wrapped my foot.

Cub #2: I'll just get it out carefully -- smooth out this  
wrinkle and cover this bulge -- and everything's  
fine.

(Cubs leave)

Present #1: Now someone is leaning on my box! And I'm getting  
wrinkled.

Present #2: Can't you move over just a little?

Present #3: I can't. My knot's too tight!

Present #4: Well! I've got to move.

Present #1: Me too!

Present #3: Be careful. I'll slip if you move!

Present #2: Well! Hold on.

Present #1: Whoops!

(All fall down)

Present #1: I'm cramped.

Present #2: I'm squashed.

(continued on next page)

RUNAWAY PRESENTS (continued)

Present #3: I've got to get out!

Present #4: Watch where you're going.

Present #2: There's the door.

Present #1: Follow me!

Present #3: Wait! I'm coming too.

(Cubs enter as the presents run off opposite side of stage.)

Cub #2: Those presents ran right out the door!

Cub #1: We've got to get them. Help! Stop! Runaway presents!

(Cubs run out after presents. Presents return followed by Cubs.)

Present #1: Don't be angry Cubs. We're sorry we caused you so much trouble.

Present #3: You can say your wrapping verse and we can settle under the tree.

Cub #1: Won't you join us as we say ---

All Cubs and

Presents: Wrap and tie, Wrap and tie,  
I should have started in July.

Knotting, cutting,  
Smoothing, closing,  
Sealing, gluing,  
Pile 'em up.

Fold it right. Tie it tight.  
It's got to hold  
Till Christmas night.

Knotting, cutting,  
Smoothing, closing,  
Sealing, gluing,  
Christmas time!



**THE GIFT OF GOODWILL**

Arrangement: A group of eight Cub Scouts are gathered around, wrapping Christmas gifts. Each boy is wrapping a gift. Den chief enters.

Den Chief: Hey, guys! Let me see what each one of you are wrapping.

1st Cub: Gloves for my dad.

2nd Cub: An owl plaque for my mom.

3rd Cub: Oreo cookies for my little brother... so maybe he'll quit eating mine.

4th Cub: A doll for my sister.

5th Cub: Wind chimes for my mom.

6th Cub: Ink pens for my big brother. Then maybe mine will stop disappearing.

7th Cub: A lamp for my mom.

8th Cub: A lacy handkerchief for my grandmother. She likes to wave them goodbye.

Den Chief: Hey, you guys are really giving Good Will.  
(laughs)

All Cubs: We hope so. Aren't we supposed to do that year round?

Den Chief: Yes, but let me show you something that's quite unusual. (He takes a large piece of poster board and a marking pen. He calls on each boy in order to name the gift he is wrapping, and he writes the first letter on the board...such as G for gloves, etc. The result spells out Good Will, which he holds up for the audience to see.)

1st Cub: Hey, that's all right! We're giving Good Will separately together! (Looks at Den Chief)  
Figure that one out!

SOMETHING SPECIAL FOR CHRISTMAS

This skit could be used as a puppet play with shadow puppets. Characters could be cut from the comic strip in the newspaper and mounted on cardboard to make the puppets.

CHARLIE BROWN: Christmas is coming. Just think--Peace on earth,  
Goodwill to men.  
LUCY: What are you mumbling about, Charlie Brown?  
CHARLIE BROWN: Christmas and Peace on earth.  
LUCY: Good grief, Charlie Brown. Christmas is coming and I  
haven't written my letter to Santa. I want so many..  
CHARLIE BROWN: Lucy, wait! Christmas isn't just presents. It's  
being kind to one another and giving goodwill.  
VIOLET: Hi, Lucy! Hi, Charlie Brown! What's new?  
SNOOPY: Christmas, oh boy! Lots of goodies--candy, yum,yum.  
LUCY: Christmas is coming and I haven't written my letter  
to Santa.  
VIOLET: Christmas already!  
CHARLIE BROWN: Christmas means more than presents; it means Peace  
on earth, Goodwill to men.  
LUCY: Charlie Brown! You are so.....  
SCHROEDER: Hi, gang! What's new?  
LUCY: Christmas is coming.  
SCHROEDER: Already? Oh, my!  
VIOLET: We want to do something special for Christmas.  
CHARLIE BROWN: Yes, but what can we do to spread goodwill?  
LUCY: Nothing.  
SNOOPY: They could make me a Christmas basket.  
VIOLET: Well, we could sing carols and Schroeder could play  
the piano to help us practice.  
LUCY: Yes, that would be kind of fun.  
SCHROEDER: Well, I'll have to practice.  
CHARLIE BROWN: Let's all meet and practice at Schroeder's house.  
LUCY: Okay!  
VIOLET: Let's all sing "Silent Night."

(The curtain closes with all singing Silent Night)

THE BEST GIFT OF ALL SKIT

SCENE: All boys in den hurry onto stage with wrapped Christmas gifts in their hands, except one boy who comes in empty-handed. They greet each other and form a little group and all begin talking at once. They are on their way to school and each is taking a gift to the teacher. The one boy who does not have a gift in his hand has a big smile on his face. The others are frowning and grumbling and arguing about whose gift is biggest and best.

1ST BOY: (complaining about ribbon on gift coming off; he pulls at it and frowns)

SMILING BOY: Let me help. (he pretends to be straightening ribbon.)

2ND BOY: (in grumbling mood) I sure hope she gives me an "A" for giving her this dumb thing. (He holds his gift up for all to see and drops it.)

SMILING BOY: (runs over and picks it up and hands it to 2nd boy)

3RD BOY: (frowning terribly; he catches his finger in corner of his package and tears it a little; and he grumbles)

SMILING BOY: (pats 3rd boy on shoulder) That's all right. It's not noticeable.

4TH BOY: (grumbles) Why did my mom make me bring this dumb thing? (he trips and falls and sends package flying)

SMILING BOY: (picks up package and hands it to 4th boy)

(ALL TURN AND LOOK AT SMILING BOY)

ALL: Hey, where's your gift to the teacher?

SMILING BOY: I didn't have enough allowance to buy one.

1ST BOY: Hey, you're the only one who has been smiling and cheerful this morning. You're giving the best gift of all!

2ND BOY: That's right! He's giving Goodwill to everyone.

(With big smiles on their faces, they throw their packages down and leave stage saying:)

"WE'RE ALL GOING TO GIVE GOODWILL."

SOLVING A CHRISTMAS PROBLEM

As the curtain opens a Cub Scout is seated, head in hands by a Christmas tree, etc.

Seven other Cubs Scouts enter and speak to him as follows:

1ST CUB: What is really wrong with you,  
We've got a lot of work to do.

2ND CUB: Come on don't be so down,  
Your face looks terrible with that frown.

3RD CUB: Tell us why you are so sad,  
At Christmas time you should be glad.

4TH CUB: Maybe with Christmas so near,  
He's worrying about what he's getting this year.

5TH CUB: Come on and let us help you out,  
Cause helping others is part of being a Cub Scout.

CUB: (the one on stage at beginning of skit) (Jumps up  
with a big smile on his face and shakes hands and  
slaps on back of Cub #5)

That's it! That's it! Thanks, old Buddy.  
My thinking sure was pretty muddy!

6TH CUB: (All look puzzled at each other)

What did he do that made things right!  
I guess I'm just not too bright!

CUB: (the one on stage at beginning of skit) (Speaking to  
everyone with lots of expression and action)

I don't have money to buy my Mom a gift you see,  
But now I know I'll give her just helpful me!

7TH CUB: Boy I'm glad you've helped us all remember,  
The important part of that holiday in December.

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

SANTA'S PLIGHT

A den of Cub Scouts could act this out while a narrator stands at microphone and reads it, or it could be taped ahead of time.

Come listen my children,  
and you will hear,  
Of the annual ride  
of old Santa dear.  
On the 24th of December,  
every single year,  
He makes his famous ride,  
with his trusty reindeer.  
With a bag overflowing,  
with gadgets and toys,  
He personally visits  
all the girls and boys.  
And while he is there,  
he doesn't forget,  
Dear Mom and Dad,  
lest they should fret.  
So with excitement in their  
hearts, the family goes to  
sleep,  
Waiting for old Santa,  
down the chimney to creep.  
As they toss and they turn  
and fidget a bit,  
Down the chimney dark,  
Santa tries to fit.  
All at once the family awakens,  
with a mighty start,  
As their pulses beat faster  
in their throats are their  
hearts.  
For shattering through the  
quiet of the still  
dark night,  
Are the moans and groans  
from Santa in his plight.  
So up jumped the family,  
from their snug warm beds,  
While visions of catastrophe  
whirl through their heads.  
Father runs across the room,  
to peer up the fireplace,  
With Mom just behind him,  
looks of grief on her face.  
The children stand by,  
wringing hands in dismay,

What could have happened  
to Santa on his way.  
It soon became apparent,  
that Santa was struck,  
From his spot in the chimney,  
Santa they must pluck.  
But try as they might,  
they had no success.  
How would they ever  
get out of this mess.  
Then suddenly Father hurried  
up to the house top,  
And shoved Santa down  
with a great big kerplow!  
Then off the children  
scampered but returned  
in a jiffy,  
With a diet drink for Santa  
and a gift wrapped so nifty.  
With prompting from the  
children he opened the gift  
there,  
What a look of surprise  
as in the box he did stare,  
For there in the box,  
as cute as you please  
Was a little mouse,  
nibbling on cheese,  
Along with a note  
stating so clear,  
That he would eat snacks  
for Santa all year.  
Thus helping Santa  
to lose weight,  
So getting stuck in the  
chimney wouldn't be  
his fate.  
Then the children went back to  
bed full of such glee,  
While Santa made a resolution  
next year to slimmer be.  
Thus ends our story  
of Santa and his plight  
As he wishes you a Merry  
Christmas, and a very  
Good Night!

GETTING READY FOR CHRISTMAS

Each couplet may be recited by a different elf, or have just a few recite several couplets each. You can have as many as 13 elves, or as few as two. You'll also need a Santa, unless the optional ending is chosen. The actors each wear a sign saying, "Elf." They may also wear stocking caps. Santa should be in full costume.

1ST ELF: (looking at audience): We are Santa's elves, and it ought to be clear we've been making toys during most of this year.

2ND ELF: (tying a bow): A ribbon bow here, tied around this bear's neck--The toys all await the important last check.

1ST ELF: (waving a long list): Right here is a list of the good girls and boys who will be receiving these wonderful toys.

2ND ELF: (checking the list): A bike just for Greg--but something's amiss! He's eleven years old; much too big for this! (Points to tricycle.)

1ST ELF: Phil wants a fire engine, do not forget; (Looks at gift.) But inside this box is a new jumbo jet!

2ND ELF: And Maggie will think we are really outlandish; this doll tagged for her--why, it only speaks Spanish!

1ST ELF: On the rest of the gifts, the names are all straight. We've got to do something--before it's too late!

2ND ELF: There isn't much time, so lend me a hand--Switch all of the name tags--or we'll all be canned!

(The elves quickly change tags and rearrange gifts as the skit continues)

1ST ELF: Come on and work quickly, there's no time for play (Points offstage) Look there, out that window--I see Santa's sleigh!

2ND ELF: Stop all the talking and get out that list; (Points to list.) See if there's anything we might have missed.

1ST ELF: (checking list): Our problem's corrected--It looks like we're through. We sure are lucky our boss never knew!

(There's the sound of footsteps offstage.)

2ND ELF: I think Santa's coming--hear his steps on the snow? And I heard him say, "All you reindeers! Now, whoa!"

1ST ELF: Well, all is in order and thus ends our rhyme we finished our work in the St. Nick of time!

ALL ELVES: And now here he is, the star of our show, the jolly old gent who says:

SANTA: (walking on stage) HO! HO! HO!

Optional ending:

ALL ELVES: Our skit is all finished--it's time that we go and let all of you get on with YOUR show!

(At this point, begin the planned Christmas activities: Santa distributing gifts, the children singing carols, etc.)



### CHRISTMAS PRESENT RELAY

From four to ten players representing each side. The runners must run to a chair or table, untie, unwrap, retie, a Christmas package. They run back and touch the next teammate.

### WHO GETS THE PACKAGE

Have a Christmas present wrapped. Then tied with string, then inside another box, then wrapped, then tied with string, then inside a box, etc. etc. etc. Have all the boys sit in a circle. Play music---when the music stops, the boy with the package starts to unwrap, untie, etc. HE CANNOT TEAR THE PAPER OR BREAK THE STRING. IF HE DOES--HE IS OUT OF THE GAME. When the music starts the package must be passed swiftly from boy to boy until the music stops again. The boy who finally gets the package completely unwrapped gets to keep it.

### CHRISTMAS TREASURE HUNT

Each boy is provided with a small red Christmas stocking and is given a list of objects hidden around the room which he is to find. No boy is allowed to pick more than one of each of the objects hidden, such as those listed below. Give a prize to the one who brings back the largest number of treasures in a set amount of time. Some of the things that may be on the list are: unsharpened pencils, erasers, peanuts, lollipops, small toys, candy bars, etc.

### CHRISTMAS TOYS

Pin on the back of each players (adults make good players in this game) the name of some toy. Use the names of toys such as: jumping jacks, electric train, doll, teddy bear, toy gun, etc. Each player tries to learn what is on his back by asking questions. All questions must be answered correctly. He may ask, "Am I a jumping jack?" or any other question. When one has learned what toy he represents, he may take the name from his back, pin it on front, and retire from the game.

### SANTA'S BAG

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

**GIFT PASS**

The boys sit in a circle passing all the gifts to the right from hand to hand. When the music stops, each boy keeps the gift he then has in his hand.

**SANTA'S BOOTS**

Form teams in relay formation. Each team has two shoe boxes representing Santa's boots. On signal, each player in turn places his feet in the boxes and shuffles up to the turning point. He turns around and shuffles back to the starting point where the next boy tagged takes over the race. First team to finish is the winner.

**SILLY STOCKING**

Players line up in teams. In a paper bag, put 1 pair of stockings, 1 pair of cotton work gloves and a needle and thread. At the signal, the 1st players in each line takes out the gloves, puts on the stockings and tries to thread the needle. When this feat is accomplished the player replaces everything back in the bag and hands it to the next player in his line. The first team to have every player complete the task wins.

**UNRAVELING THE CHRISTMAS STOCKING**

Form two teams. Put up a sign with the word "STOCKING" in large letters so all can see it. The object is for the teams to guess a word, all the letters of which may be found in the word "STOCKING". Game leader reads a clue and the team members shout out word. Correct answer scores 1 point. Wrong answer minus 2 points.

CLUE	ANSWER
1. A small bed	Cot
2. A royal person	King
3. Something to spend	Coin
4. A useful metal	Tin
5. For a foot	Sock
6. A poem set to music	Song
7. What birds do	Sing
8. To do wrong	Sin
9. Where dishes are washed	Sink
10. Above a store door	Sign
11. Something a bee does	Sting
12. Covering for body	Skin

### PINNING ON SANTA'S PACK

The old game of pinning on the donkey's tail is adapted. You will need a large side view of Santa with a pack. Extra packs cut out of construction paper for each boy. The one who pins his pack in the most nearly correct place should be given some sort of award.

### TYING THE PACKAGE

Here's a funny relay that can be played either indoors or outdoors. You'll need two teams with 4 or more boys on each team. You will also need a ball of soft string for each team. Be sure that each ball contains the same length of string. The boys on each team line up side by side, and the two teams race each other. The first boy on each team is given a ball of string. Then, at the starting signal, the first boy holds on to the end of the string and hands the ball to the next boy. The next boy holds on to the string, and unwinds enough so that he can pass the ball along to the next boy. The ball is handed along the line, unrolling as it goes. When the ball is at the boy at the far end of the line, he hands the ball behind his back to the boy next to him. The ball is then passed, behind the boys, with each boy holding on as best he can, till the ball gets to the front of the line again, and starts handing the ball along towards the end of the line again. ---- The teams are wrapping themselves up by the string. The first team to get wrapped up and use all of the string wins.

Now you can have an untying relay with the same rules.

### THE SAME TO YOU

This is a lot of fun. Players are seated in a circle. One is in the center. He points to any player in the circle and says "Merry Christmas to you." The person thus addressed must say "The same to you" before the center player has finished the greeting. If the player addressed fails to reply, he takes the place of the center person. Also, if the person in the circle answers without the center player saying "Merry Christmas to you" he becomes the center player. The fun comes when the leader quickly points to someone in the circle without saying anything, and that person, anticipating the greeting, answers at once.

### GREEN BALLS

Give each boy five green balls as they arrive at the den meeting (may also be used as a pack meeting gathering activity). During the meeting, if anyone makes you say "yes" or "no" to a question, you give that person one ball. The object of the game is to get possession of as many balls as possible. Alert boys will find a way to answer questions without using the forbidden words.

### SNOWBALL RELAY

Boys are divided into relay teams. Teams line up at one end of room. At other end of room are hung two large Christmas stockings. Players must carry a paper snowball (or cotton ball) in a tablespoon and place it in the stocking, without touching it with their hands. If the snowball drops, it is replaced on the spoon and the boy continues the race.

### ICICLE HUNT

(Equipment: Pieces of string in varying lengths)  
Hide the icicles (strings). Have the boys hunt for the icicles. The winner is the player whose strings form the longest line when laid end to end, not the player who collects the most icicles (strings).

### PACK OF TOYS

Players arrange their chairs in a circle, facing clockwise. Each player is given the name of a Christmas toy. One player is "it". He walks around the inside of the circle and says, "Santa packed his bag and in it he put \_\_\_\_\_." The player representing the toy named immediately gets up and follows "it", all around the circle. Suddenly "it" says, "And the bag broke." All scramble for chairs. The player left without a chair becomes "it" for the second round.

### CHRISTMAS PRESENT SCRAMBLE

Unscramble the words below to find the names of Christmas presents wished for by every boy.

- |                                |                          |
|--------------------------------|--------------------------|
| 1. Clibyec (bicycle)           | 4. Deoml Rca (model car) |
| 2. Labl nad Tab (ball and bat) | 5. Sudrm (drums)         |
| 3. Tigaur (guitar)             | 6. Gaown (wagon)         |

WORD SEARCH PUZZLES

Words can be found  
horizontally, vertically,  
or diagonally.

Christmas words

```

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

BELL  
CANDLE  
CANDY  
CAROLERS  
GOOD WILL  
HOLLY  
LIGHTS  
MISTLETOE  
NATIVITY  
PRESENT

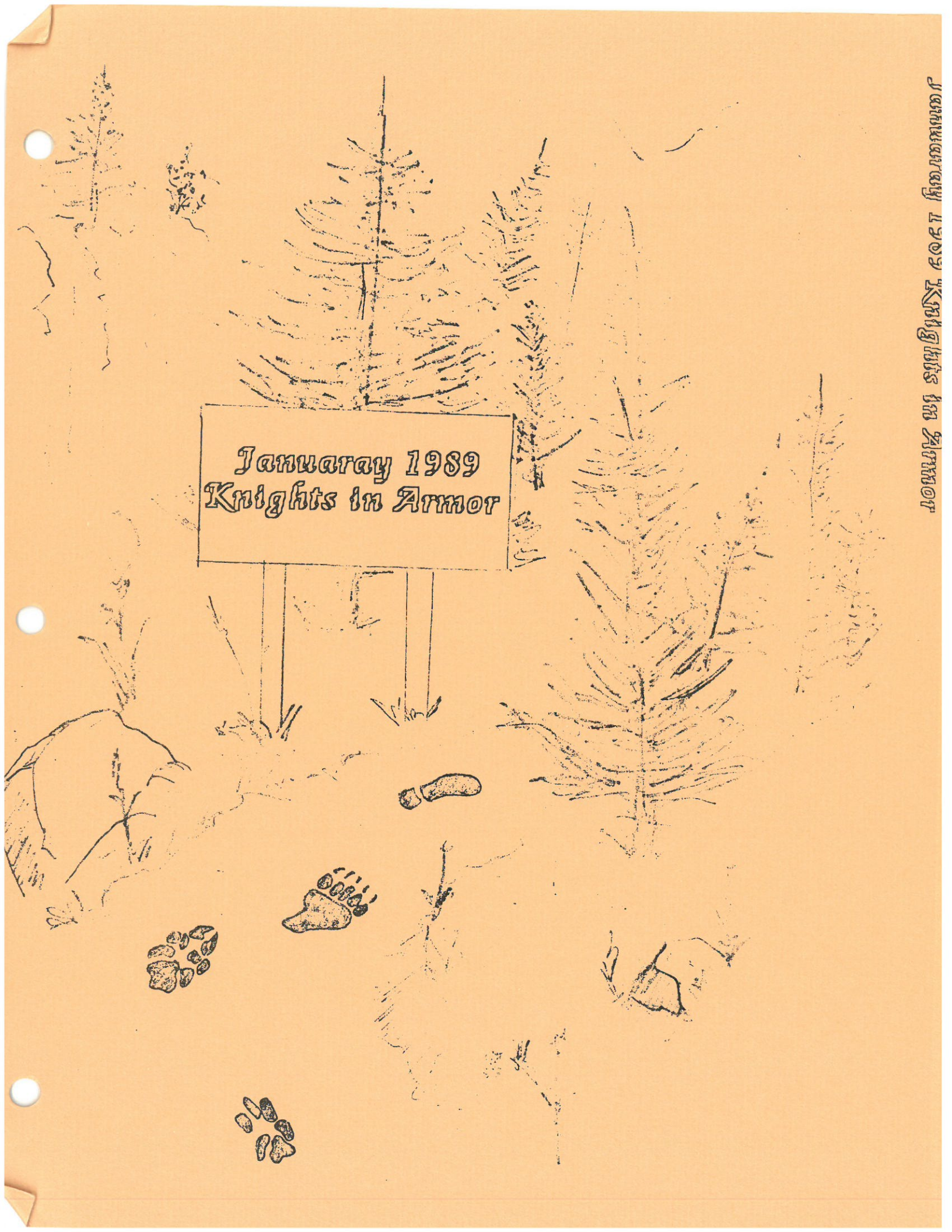
REINDEER  
RIBBON  
SANTA  
SLEIGH  
STAR  
STOCKING  
WREATH  
TINSEL  
TREE  
YULE LOG





January 1989  
Knights in Armor

JANUARY 1989 KNIGHTS IN ARMOR







**POW WOW '88  
CEREMONIES**

**KNIGHTS IN ARMOR**

**OPENING**

**CIRCLE OF KNIGHTS**

- Personnel: CUBMASTER in knights costume, READER, pack of Cub Scouts dressed as knights.
- Equipment: Knights' costumes, including shields and wooden swords, a scroll.
- Arrangement: Cub Scouts form a closed circle around CUBMASTER, holding shields in front of them and facing out.
- CUBMASTER: We, the Knights of the Round Table, are bound together in a circle of steel. Let the steel wall remind us to keep from our land and from our daily lives those things that are not in keeping with our code of honor. Now, Knights of the Round Table, place your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brothers.

(READER repeats the Cub Scout Promise written on the scroll. Audience is then lead in song "America.")

**OPENING**

- DEN CHIEF: To promote our theme, Knights in Armor, we have some special guests who have come all the way from King Arthur's court to be with us this evening. (4 or more Scouts in full or partial costumes)  
Sir Shawn!
- SIR SHAWN: I'm the best dragon-slayer in the land.
- DEN CHIEF: Sir Paul!
- SIR PAUL: I'm the best jouster in the country.
- DEN CHIEF: Sir Michael!
- SIR MICHAEL: I'm the best rescuer of damsels-in-distress in Camelot.
- DEN CHIEF: Sir Philip!
- SIR PHILIP: I'm the best crusader in all of Christendom. (Few seconds pause - Den Chief looks at two remaining boys in Cub Scout uniforms)
- DEN CHIEF: And what do you do best?
- 2 SCOUTS: (in unison) We do our best at everything!

CLOSING

- #1 - If I had been a knight of yore,
- #2 - I would have opened up the door
- #3 - For queens and ladies to pass through.
- #4 - I would have been trustworthy, true;
- #5 - I would have ridden giant steeds,
- #6 - Accomplishing noteworthy deeds!
- #7 - Today, there are no knights about,
- #8 - And so I have become a Cub Scout.

CLOSING THOUGHT  
CODE OF THE KNIGHTS

(From Lord Baden-Powell's "Scouting for Boys")

The Knight's patrol used to stick to him through thick and thin,  
and all carried out the same idea as their leader...namely:

Their honor was sacred.  
They were loyal to God, their king, and their country.  
They were particularly courteous and polite to all women  
and children, and weak people.  
They were helpful to everybody.  
They gave money and food where it was needed, and saved up  
their money to do so.  
They taught themselves the use of arms in order to protect  
their religion and their country against enemies.  
They kept themselves strong and healthy and active to be  
able to do these things well.

You Cub Scouts cannot do better than follow the example of the  
knights.

ADVANCEMENT CEREMONY

"KNIGHTS"

- PERSONNEL: Cubmaster and 13 Cub Scouts dressed as knights.
- EQUIPMENT: Knights sitting around a table and a ceremony board with 13 candles (Staging Den and Pack Ceremonies, pg. 80)
- CUBMASTER: As the knights of long ago had their code to follow so do the Cub Scouts. The Cub Scout promises to do their best, (knight lights candle) to do his duty to God and his country (knight lights candle), to help other people (knight lights candle), to obey the Law of the Pack (knight lights candle).

The Cub Scout follows the Law of the Pack. The Cub Scout follows Akela (knight lights candle). The Cub Scout helps the pack go (knight lights candle). The pack helps the Cub Scout grow (knight lights candle). The Cub Scout gives goodwill (knight lights candle).

As knights of yore preformed acts to earn recognition so do our Cub Scouts.

Bobcats are the new Cub Scouts just beginning to learn the Cub ways. (Knight lights candle.) Will \_\_\_\_\_ and his parents come forward.

Wolves are 2nd grade Cub Scouts who have just completed 12 achievements from their Wolf books. (Knight lights candle.) Will \_\_\_\_\_ and his parents come forward to receive this badge.

The 3rd grade Cub Scouts are referred to as a Bear and have completed 12 achievements from their Bear book. (Knight lights candle.) Will \_\_\_\_\_ and his parents come forward at this time.

When the young knight reaches the 4th grade, he enters the order of the Webelos. After being a member for 3 months and completing the requirements he receives the Webelos Badge. (Knight lights candle.) Will Webelos Scout \_\_\_\_\_ and his parents come forward.

The following knights are receiving the highest recognition that the Cub Scouts can give, the Arrow of Light. (Knight lights candle on top of the board.) In earning the award the Webelos Scout has been a member of the order of the Webelos for 6 months, learned the Scout Oath and the 12 points of the Scout Law and visited a Scout troop. Will \_\_\_\_\_ and their parents please

(continue on next page)

(KNIGHTS -- continued)

come forward. (Webelos Leader and Webelos Scout exchange salute and handshake.)

For all the support that you have given in Cub Scouting, Mrs. \_\_\_\_\_ we will present you with this Arrow of Light pin. And to you, Dad for your support this Arrow of Light certificate.

Congratulations, Webelos Scout \_\_\_\_\_ and may you soon be joining the Boy Scout troop of your choice. Good Luck.

#### SEVEN VIRTUES OF LIFE

Personnel: WEBELOS LEADER, WEBELOS DENNER, SCOUTMASTER, graduating Webelos Scouts and parents.

Equipment: Arrow of Light ceremonial board with seven candles, Webelos den poster, graduation certificates, Scout Handbook for each graduate.

WEBELOS LEADER (pointing to Arrow of Light ceremonial board): Webelos Scouts, the emblem you see before you represents the Arrow of Light award. You have completed the four ranks of Cub Scouting - Bobcat, Wolf, Bear, and the Arrow of Light - and are about to graduate into Scouting. The seven candles represent the rays in the Arrow of Light. As they are lighted by Webelos denner (name), you will hear how they stand for the seven great virtues of life.

1. WISDOM - Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.
2. COURAGE - Courage is not the quality that enables men to meet danger, without fear, it is being able to meet danger in spite of one's fear.
3. SELF-CONTROL - Self-control isn't limited to the control of one's temper, but control of one's self in all things: eating, playing, and even working and talking.
4. JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color, or creed.

(continued on next page)



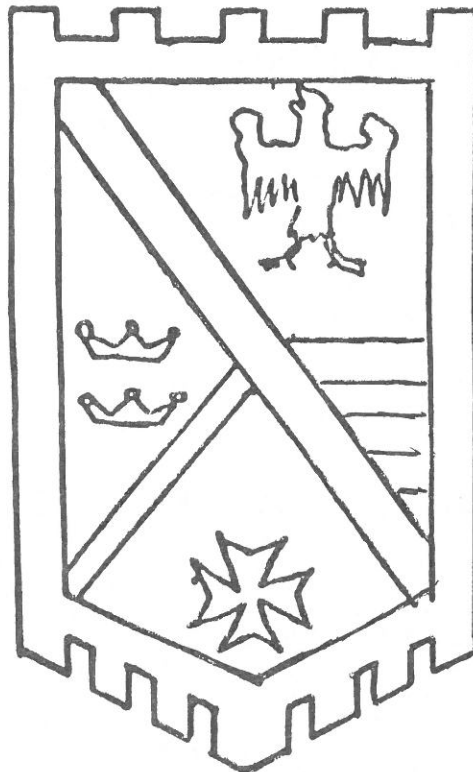
(Seven Virtues of Life -- continued)

5. FAITH - Faith is the conviction that something unproved by physical evidence is true. One 8-year-old Cub Scout said faith was when you turned the light switch - you knew the light would go on.
6. HOPE - Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.
7. LOVE - There are many kinds of love - love of family, love of home, love of fellowman, love of God, and love of country. All of these loves are necessary for a full life.

If you live by the seven great virtues you will become a happy man, and a happy man is a successful man.

It is now my pleasure to present you and your parents with your certificate of graduation and a copy of the official Scout Handbook.

At this time may I present Mr. (name), Scoutmaster of Troop (No.), who will accept you into the troop. I am sure he has a few words of welcome to you and your parents.



TOOLING FOIL KNIGHT'S HELMET

Tooling foil pans is a lot of fun and amazingly easy to do. When people see the results, it's hard to convince them it's so simple.

Enlarge the graphs and make paper patterns of the plume and helmet. On the patterns, add the lines as shown for the simple tooling.

To make the helmet and plume, you will need large foil pizza pans or oven liners. To transfer the patterns lay the foil on several layers of newspaper. Tape the paper patterns on top of foil. With the pointed end of a pencil, trace all the lines on the pattern; this should make an indentation on the foil that can be seen on both sides.

After transferring, tool each piece leaving the foil on the newspaper. When tooling foil, use a pencil with a blunt point (the broader the point, and the harder you push, the more depth your tooling will have). Begin at the center of the design (for example, on the helmet, start with the circle) and work toward the outside.

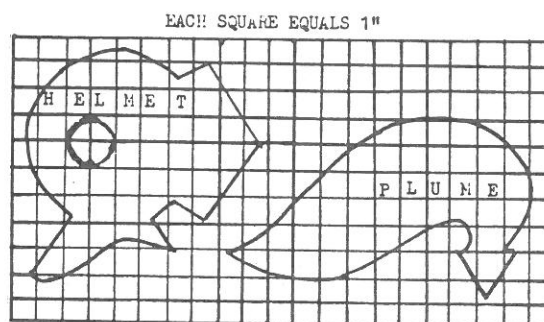
Starting with the simple tooling, tool the design from the front on the dotted lines and from the back on the solid lines. Go back and forth for added depth. When you see how simple it is, you may want to do the more detailed version. Just add the lines for "suggested additional tooling" the same way.

You can also antique the helmet. To antique, brush black paint over the entire surface; wipe off immediately with a soft cloth, leaving enough paint in the tooled areas for effect desired.

After you have tooled and antiqued each piece, cut them out and tape the plume to the helmet.

For a background for the helmet, paint or cover a piece of corrugated cardboard, about 18" square.

Attach the helmet to the background with straight pins. If you prefer to glue it, place pieces of masking tape on the back of the foil at the points of gluing.

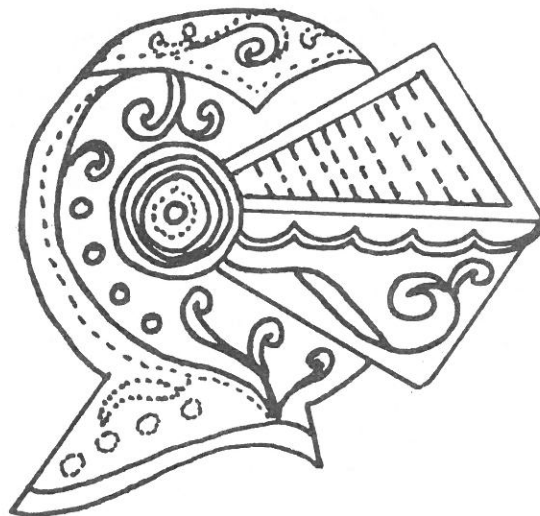
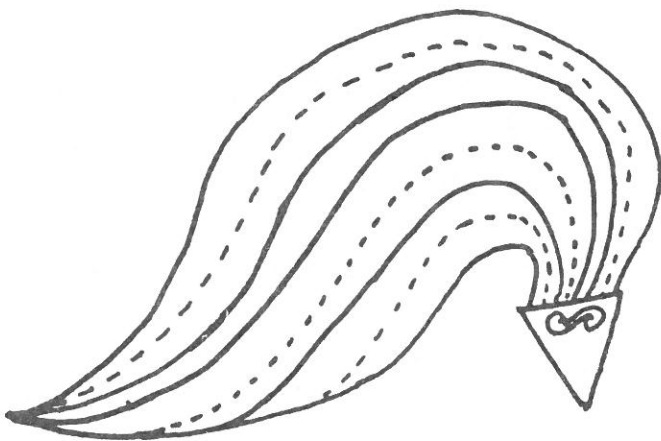
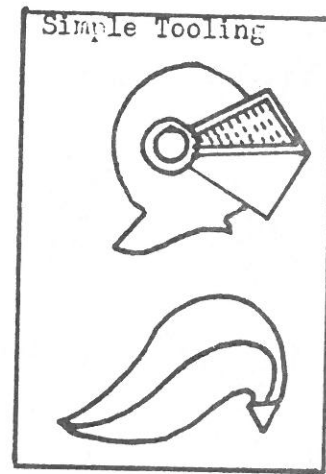


TOOLED FOIL KNIGHT'S HELMET

(continued)

KEY:

Tool on front -----  
Tool on back \_\_\_\_\_



Suggested  
Additional  
Tooling

KNIGHT TIE SLIDE

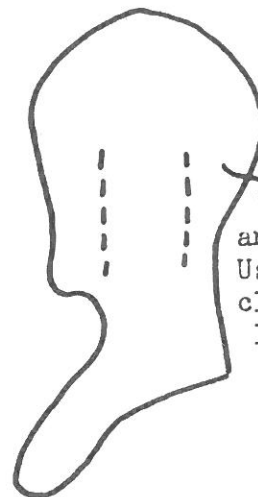
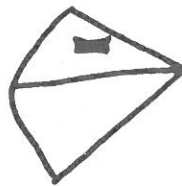


HEAD



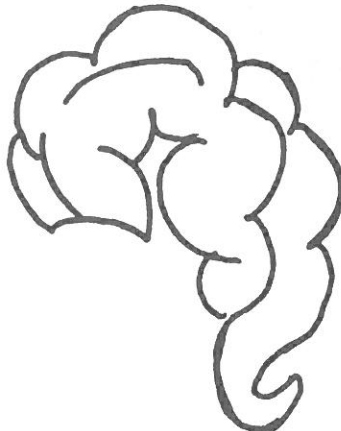
Cut 2  
from card-  
board

SHIELD



Cut slits  
and insert loop.  
Use either pipe  
cleaner or  
leather strap.

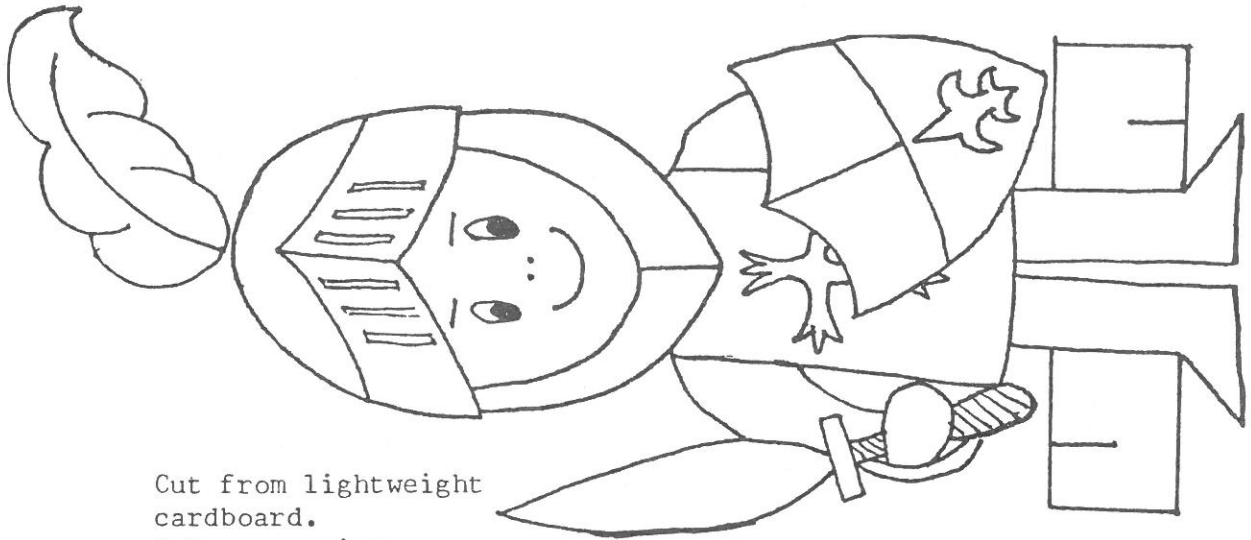
FEATHER



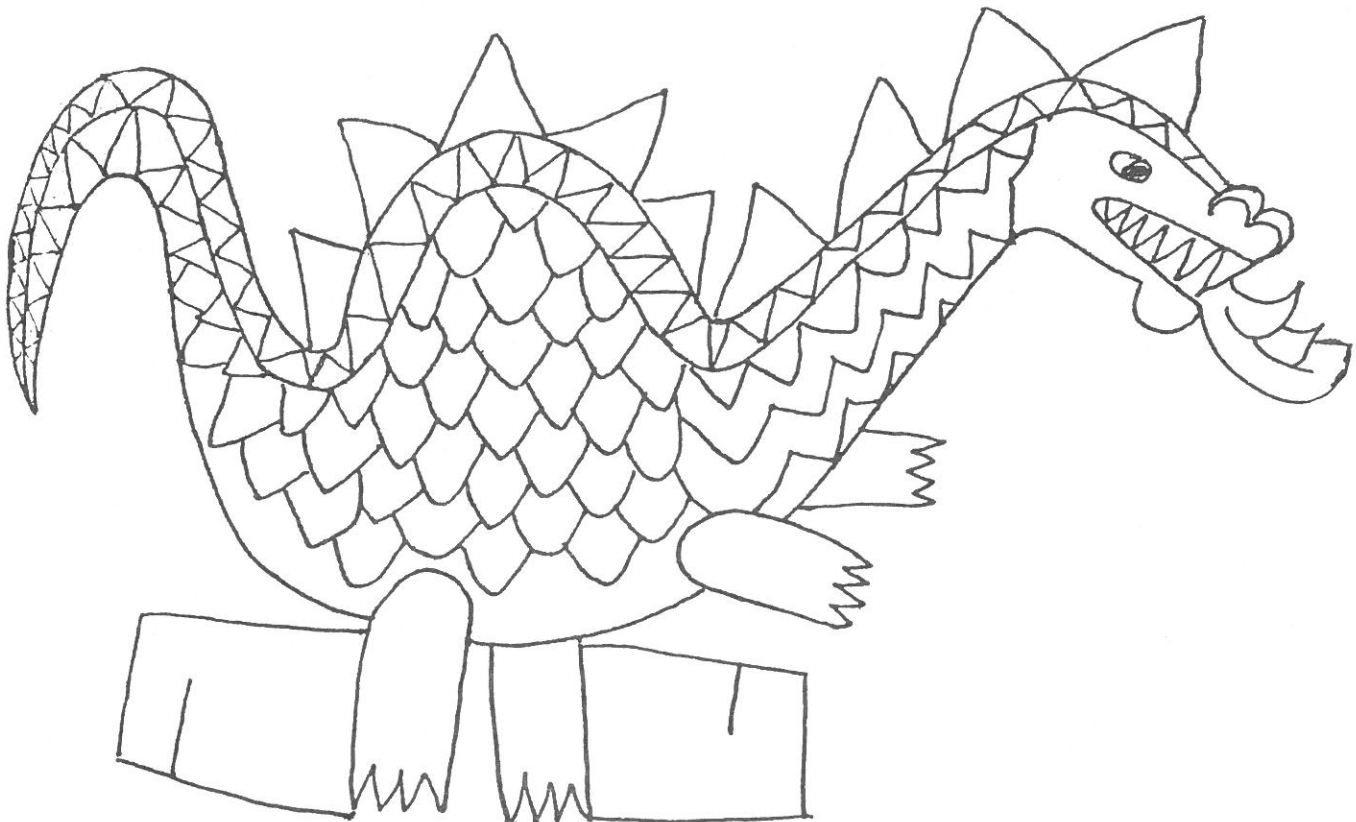
Cut head and shield from cardboard.  
Fold copper or aluminum over cardboard  
form. For heavier backing, glue two  
cardboards together.

For sword: Cut from copper or aluminum  
or use small plastic sword.

FINGER PUPPETS



Cut from lightweight  
cardboard.  
Color or paint.  
Fold tabs back.  
Interlock slits.  
Slip on fingers.



COSTUMES

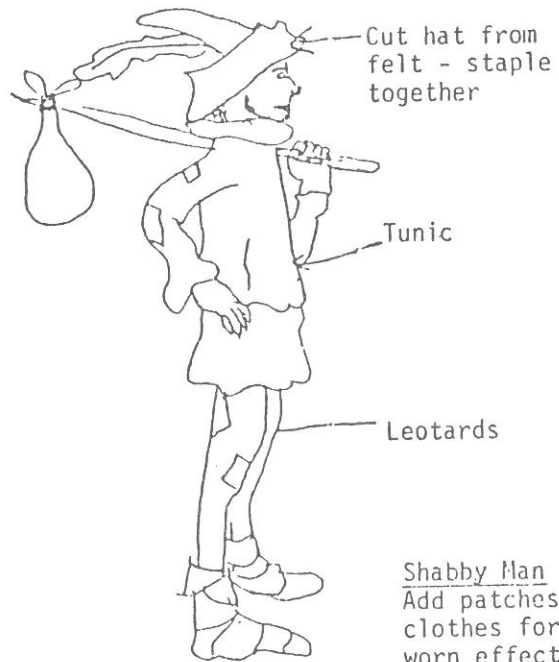


Stuffed sweat shirt

Red Cape

Skirt

King

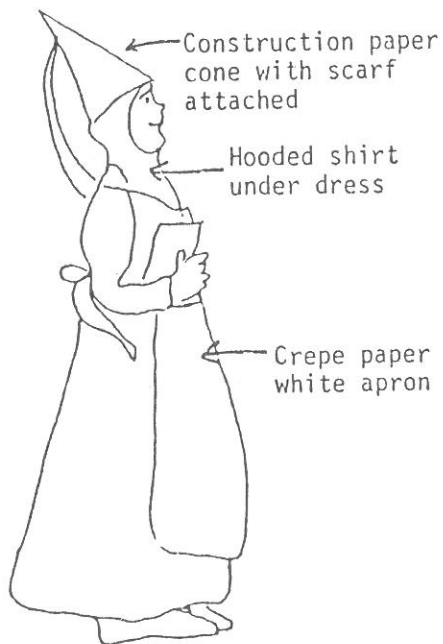


Cut hat from felt - staple together

Tunic

Leotards

Shabby Man  
Add patches to clothes for worn effect



Construction paper cone with scarf attached

Hooded shirt under dress

Crepe paper white apron

Cook

Dressed as man or woman



Spear - Broomstick or dowel, cardboard spear

Shield

Cut from construction paper, covered in tin foil

Could use a large sloppy dress with belt

Dad's socks

Knight



COSTUMES

For basic costume, use pajama bottoms, thermal underwear, uniform pants or leotards, with matching sox pulled up over pants and fastened with rubber bands.

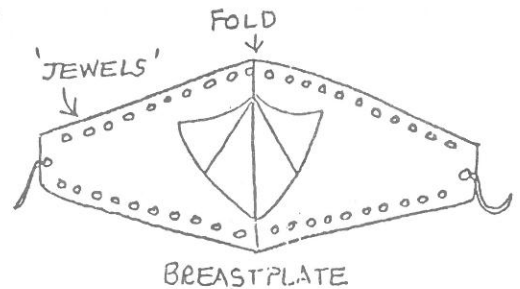
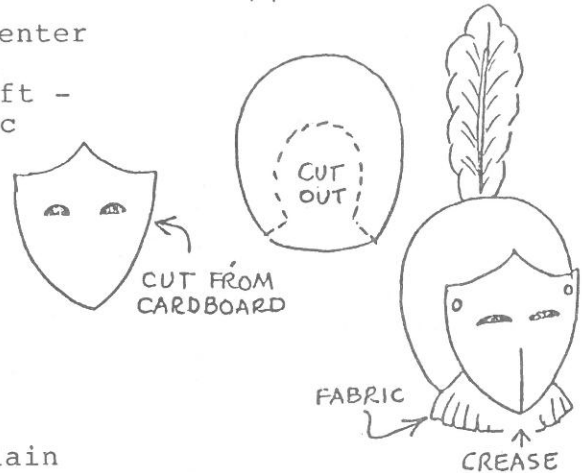
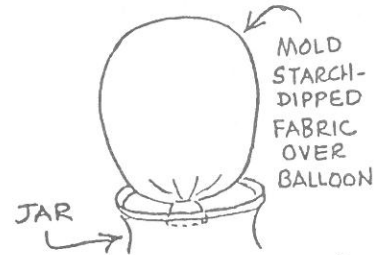
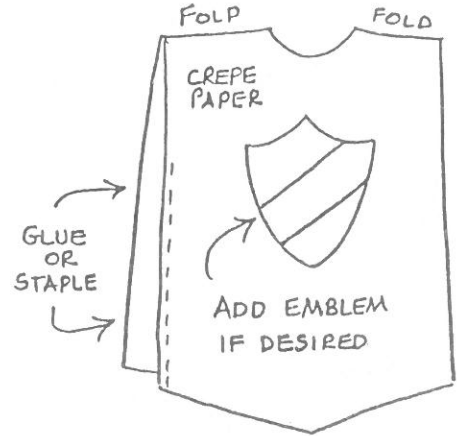
Tunic - Cut from fabric or crepe paper. Seam, glue or staple sides, leaving arm holes. Add coat of arms design, if desired, with magic markers or glue on construction paper emblem.

Helmet - Use lightweight sheeting or flannel dipped in full-strength starch and molded over a balloon. Inflate balloon larger than head size; rest balloon neck in wide-mouth jar while molding helmet. When dry, remove balloon and cut out face opening, curving sides as shown.

Cut face shield for helmet from lightweight cardboard, about 13" wide. Place helmet on head and curve face shield over face area. Shield can be attached to helmet with brass paper fasteners. Cut out slits for eyes. Make crease down center front. Paint with metallic paint. Add crepe paper plume with pipe cleaner shaft - or real feather if you have one. Fabric can be added to hang around bottom, if desired.

Epaulets - Use curved sides of two 1 pound oatmeal boxes. Remove top and bottom of box, cut down to 6" length. Run tape between the two across in front and back of neck. Paint as desired.

Breastplate - Cut from corrugated or plain cardboard. Make fold in center and cut to taper at ends, to fit around arms and hips. Attach bias tape ties at back. Paint with metallic paint. Add coat of arms or "jewels" (small rocks painted and glue on).

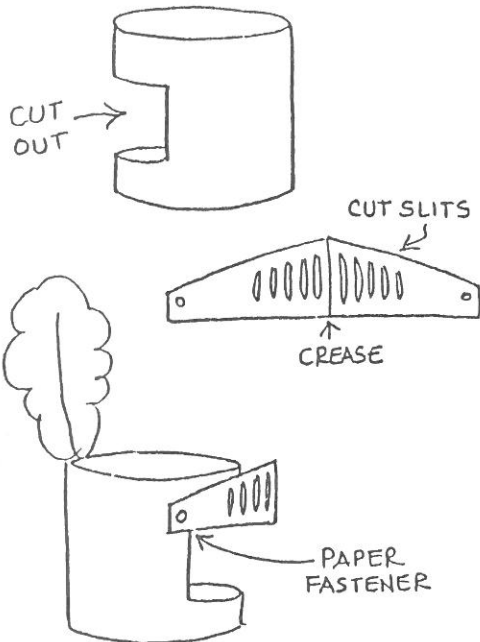
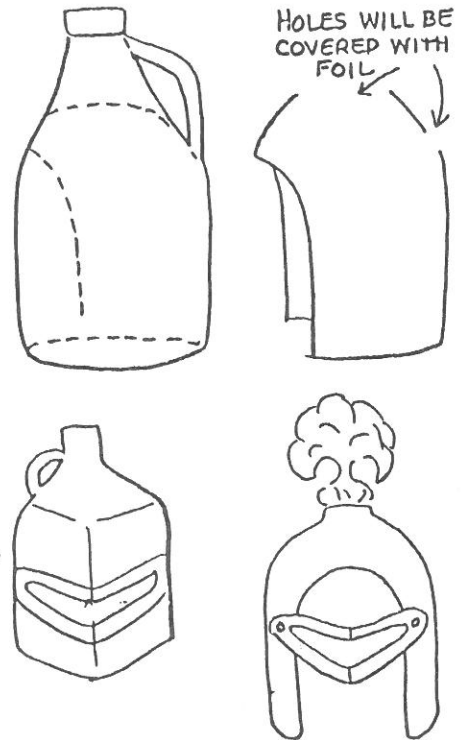


KNIGHTS HELMETS

For this helmet, use a round 1-gallon plastic bleach bottle (such as used for distilled water). Remove neck, handle, and bottom. Cut away an arch-shaped section from the side opposite the handle. (Make it big enough so the face can be seen.) Cover helmet with foil, taped on.

For visor, cut two sides from square bottle. the corner of the bottle gives the visor a perfect shape to permit lifting from the helmet. Either leave visor solid or cut out an opening in the center. Punch holes in the ends of the visor and side of helmet - fasten together with paper fasteners. (Tape ends of fasteners so the boys faces won't get scraped).

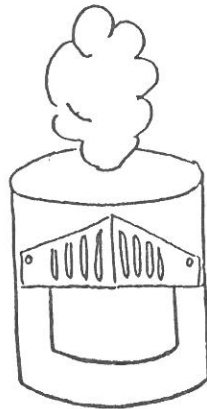
Add plume made from foil, crepe paper or construction paper.



Use a 3-gallon ice-cream carton. Cut out face opening. Spray paint silver.

Cut face-guard from cardboard. Cut out slits.

Fasten face-guard to helmet with paper fasteners.

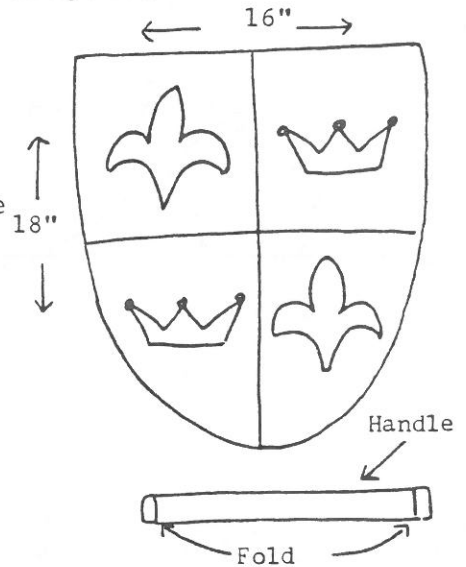


**SHIELD**

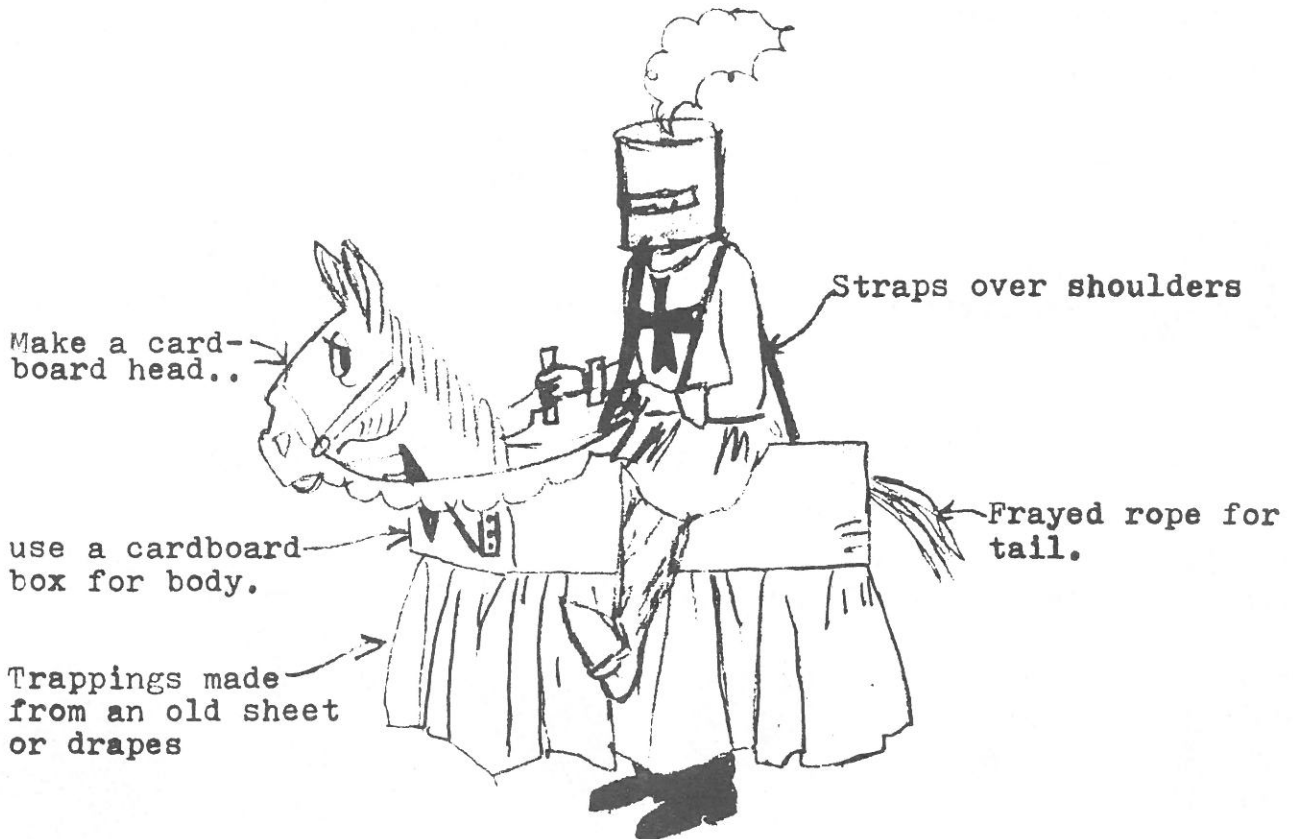
Every knight needs a shield while fighting dragons.

This shield is simple to make. A pattern can be cut from an 18" x 16" paper, then laid onto a piece of cardboard and traced by all the little knights. Glue string on the front of the shield to make design. Then cover with foil and tape on the back to hold foil in place.

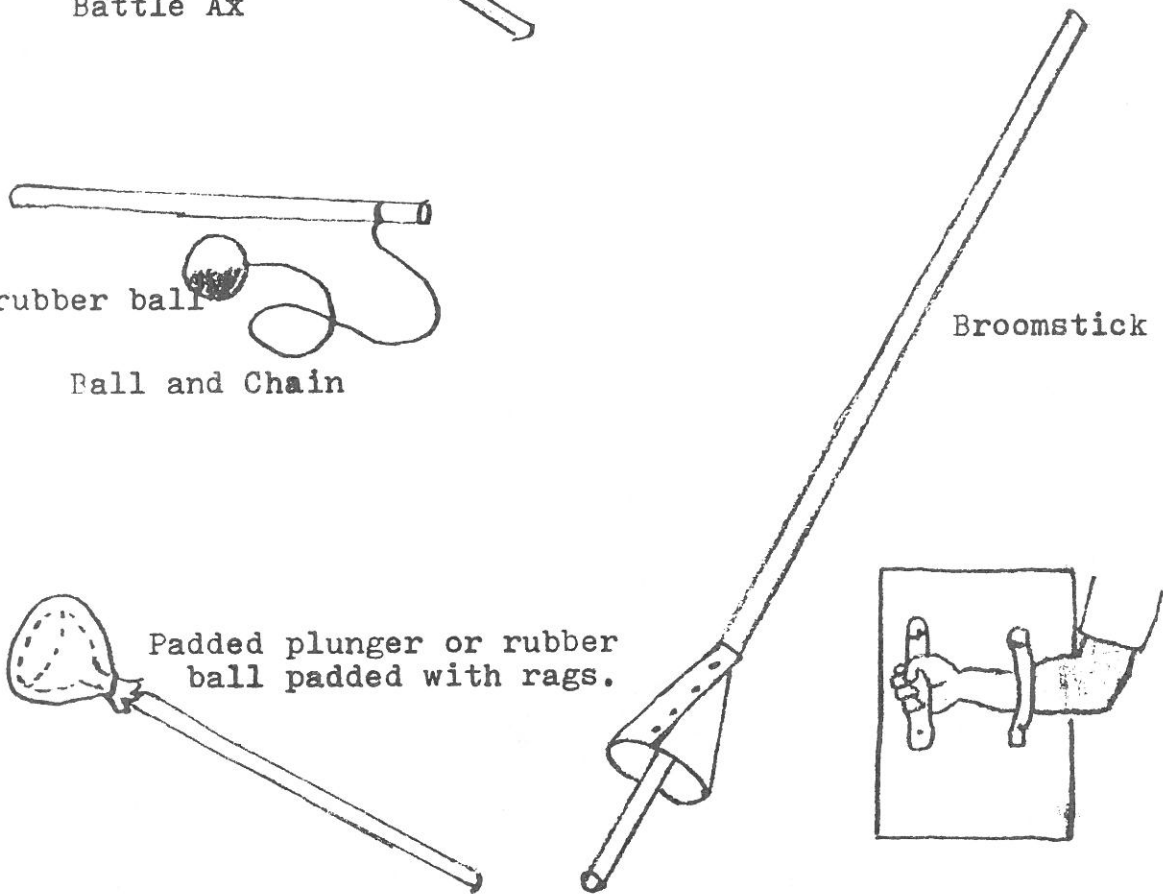
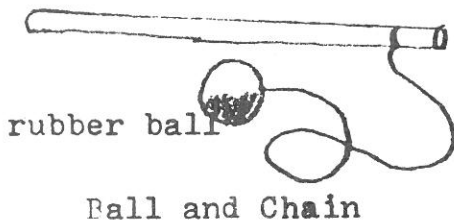
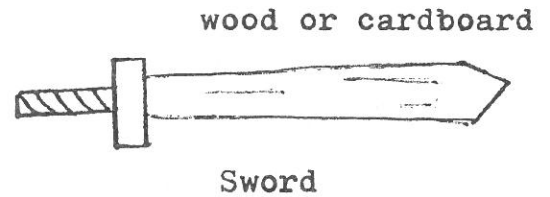
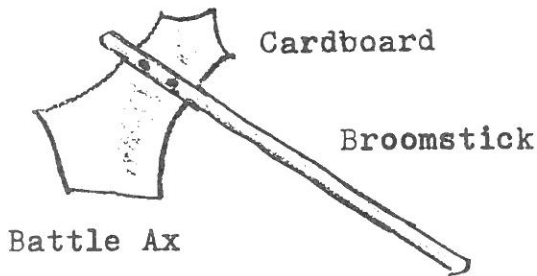
To add a handle cut a 2" x 12" piece of cardboard and glue to back.



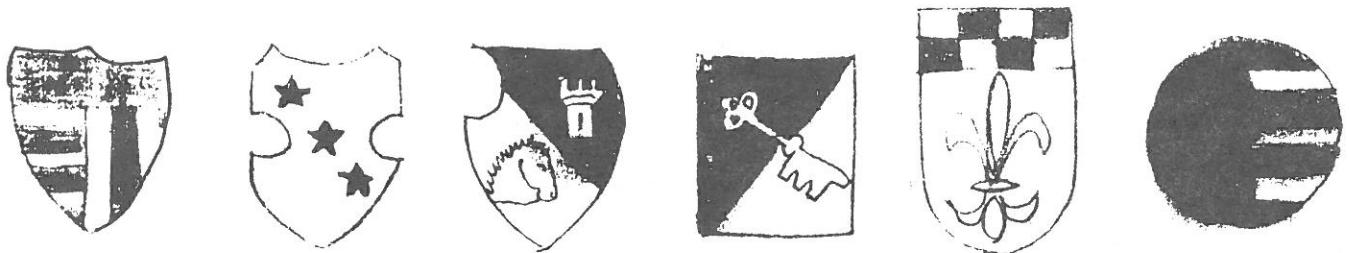
COME ON DRAGONS!



WEAPONS:



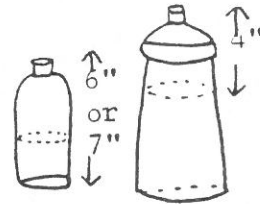
Shields: Make of heavy cardboard. Paint with a design of your liking. Make the arm straps from material or clothsline.



### URN-CANDLESTICK

This urn-candlestick--standing nearly a foot high--is a real beauty.

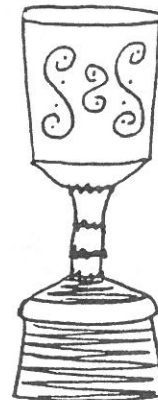
Make the base by using 4" from the top of a plastic detergent bottle--one with a fancy top. Cut a piece of cardboard to glue to the bottom. Reinforce it with masking tape, cut another (plain) bottle 6" or 7" deep.



To support the bowl or cup insert a rolled cardboard into both necks and glue.

Trim your urn-candlestick with macaroni, string, and buttons. Let dry. Then spray paint.

A drink of victory or a candle lit story of the many knights who were unable to slay the dragon, after a long day of knighthood.



### SWORD

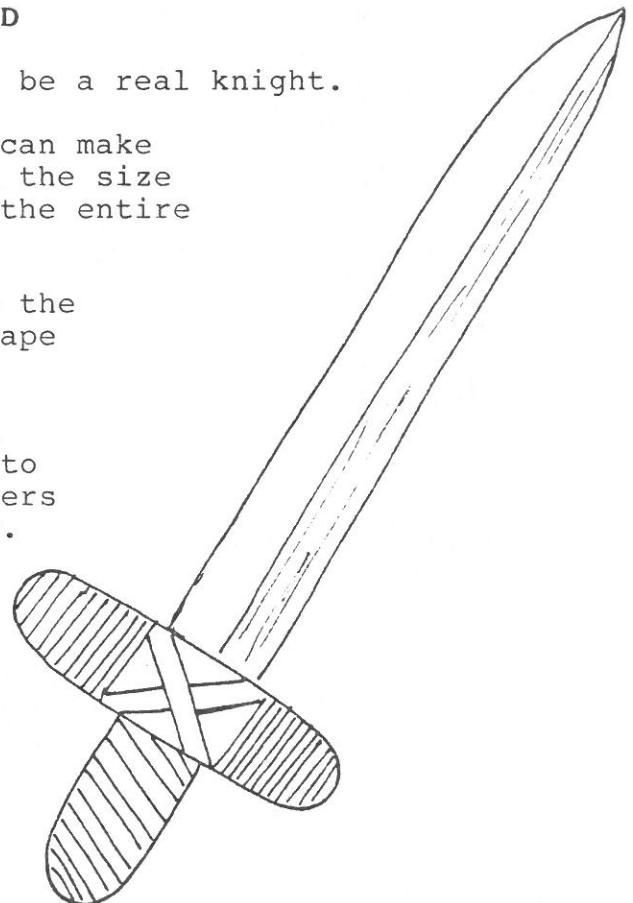
Every knight must have a sword, to be a real knight.

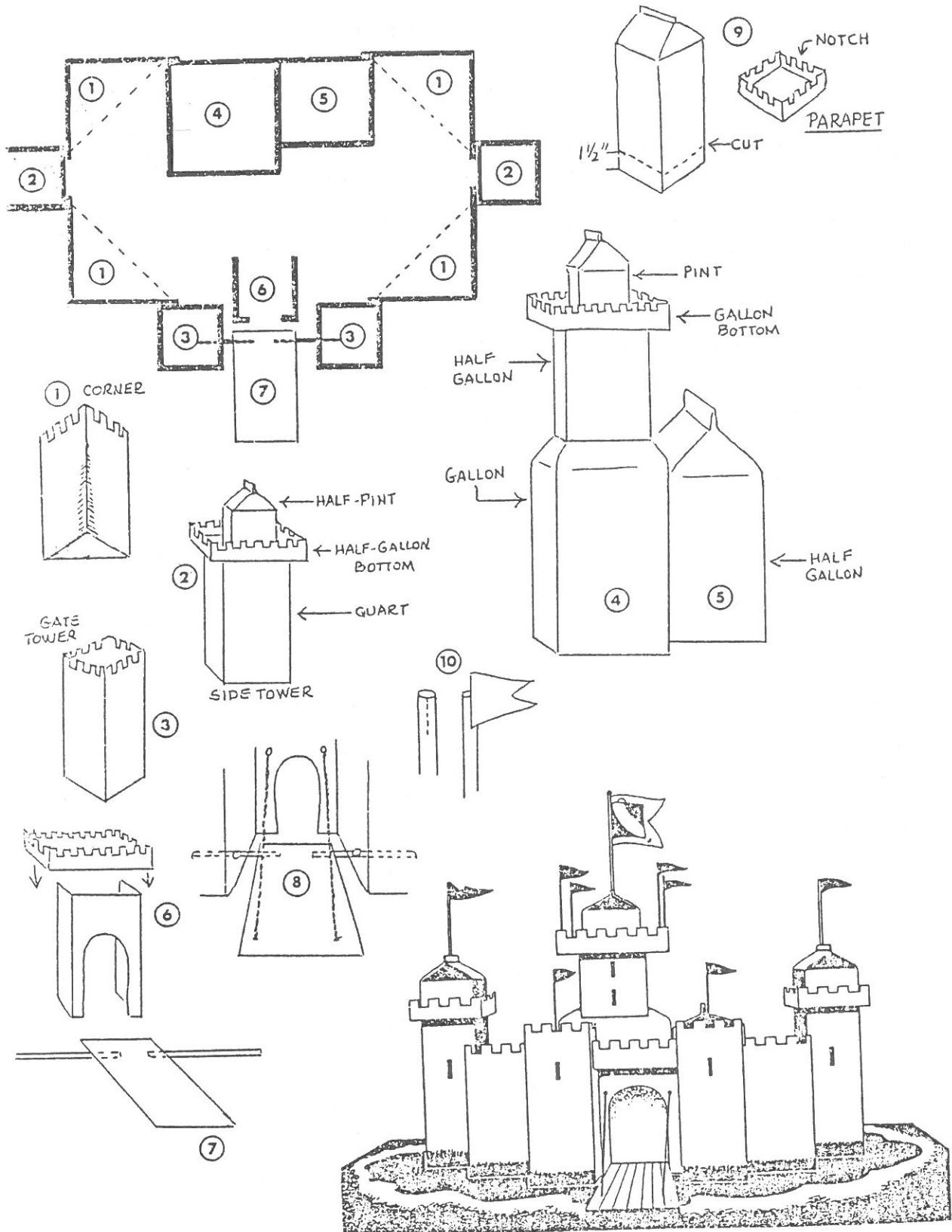
This is a very simple craft. You can make the sword any size. (Depending on the size of the cardboard you have.) Draw the entire sword on one piece.

Cover the blade with foil and wrap the handle with tape (black electric tape if possible).

If coming up with enough foil is a problem have the Cubs use crayons to color the sword, or use magic markers and give the sword a personal look.

When the knight has completed his sword go out and slay a dragon or two.







POP BOTTLE CAP KNIGHT

Collect about 70 pop bottle caps and some foil pans to make this knight for your "castle" wall. For a background, paint corrugated cardboard, about 18" x 24". For a smaller or larger knight, vary the number of caps and the size of the background.

On the back ground, sketch a stick figure as a guide for arranging the various parts. Before gluing, play around with the parts to get an idea where everything goes.

Spray bottle caps silver. For bent caps, cut rims on opposite side and bend over edge of table before spraying. Here are some possibilities for the various parts.

**Plumes, Breastplate and Leg Pieces:** Use bent caps.

**Arm, Waist and Knee Pieces:** Use flat bottle caps.

**Top of Helmet:** Use a 2 1/2" circle of foil.

**Helmet:** Bend a 4" foil circle.

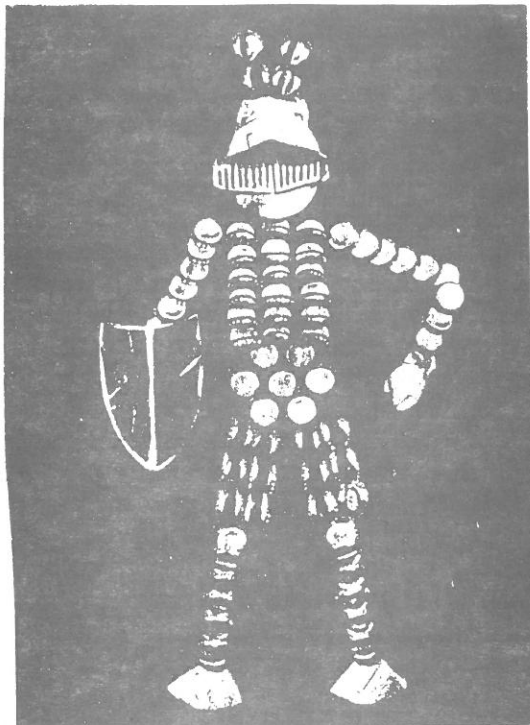
**Visor:** Use foil, about 2" x 5", tapered from center towards sides. Draw grill with a felt tip maker.

**Visor Top:** Cut a piece of foil to fit.

**Shield:** Use a 5" foil circle. Cut off one side and bend.

**Gauntlet:** Cut form foil pan.

**Foot Protectors:** For each, use 1/2 a 4" foil circle, bent in half.



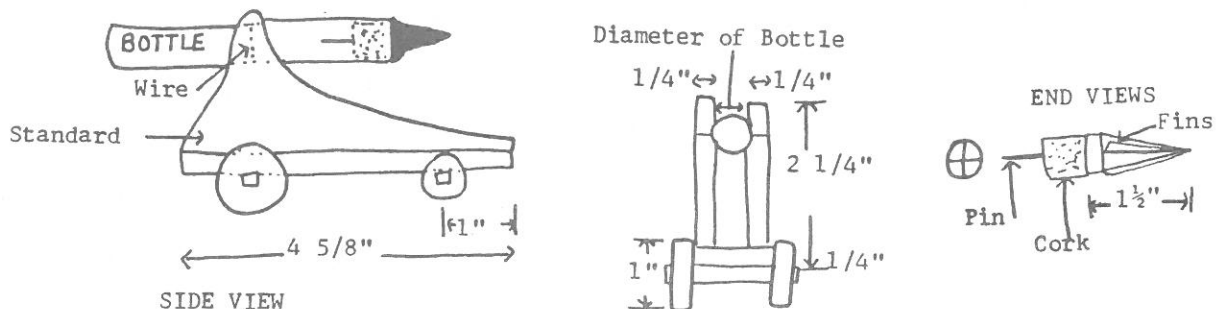
SODA CANNON

Here is an easily constructed toy cannon, which shoots it's shell thirty feet, accompanied by a loud report. It is harmless, costs nothing to make, and little brother will find it a perfect gift. The cannon consists of a small bottle, and its shell is a tightly fitted cork, while the charge is obtained by a little baking soda and a few drops of vinegar.

First obtain your bottle, which should be round to give the desired appearance of a cannon. Carve a cork or piece of wood into the shape of loading breech, as shown on the rear end of the cannon. This is glued in place. Wrap the middle of the bottle with any flexible wire, allowing both ends to extend out from the sides.

The cannon standard is made from 1/4" stock throughout. With a knife, cut out the two side braces, which are marked "standard" in the plan. The base is now cut, and an axle 1/4" square is nailed to the base 1" from each end. Wheels are solid wood and are attached to the axles by small-head brads. The cannon is now attached to the standard. This is done by driving small nails through each side brace, removing them, and threading the wire ends through the holes. Turn them down to secure them in place. This allows the cannon to be aimed up or down. The wire can be hidden by winding tape around the bottle over the wire. The bottle and standard are now given a coat of black gloss paint. The cork shell is made with four fins, as shown, which are cut from 1/32" wood. A pin is thrust through the cork so that its point extends 3/4" out. The fins are now glued to the cork by cutting small slots in the cork's end to hold them. The pin allows the shell to stick in the target, while the fins carry it in a true path. We are now ready to test our cannon. Fill the bottle half full of baking soda, pour about four drops of vinegar into the bottle and thrust the cork well in. Aim the cannon and in about two seconds a loud report will announce the fact that the shell is on its way. This is merely because of the gas formed by the acid and the soda. An eyedropper serves splendidly in loading the cannon with vinegar.

Ten to fifteen shots can be fired by adding vinegar to the soda after each shot, without using additional soda. The pin in the cork can be left off to insure against any possible accident.

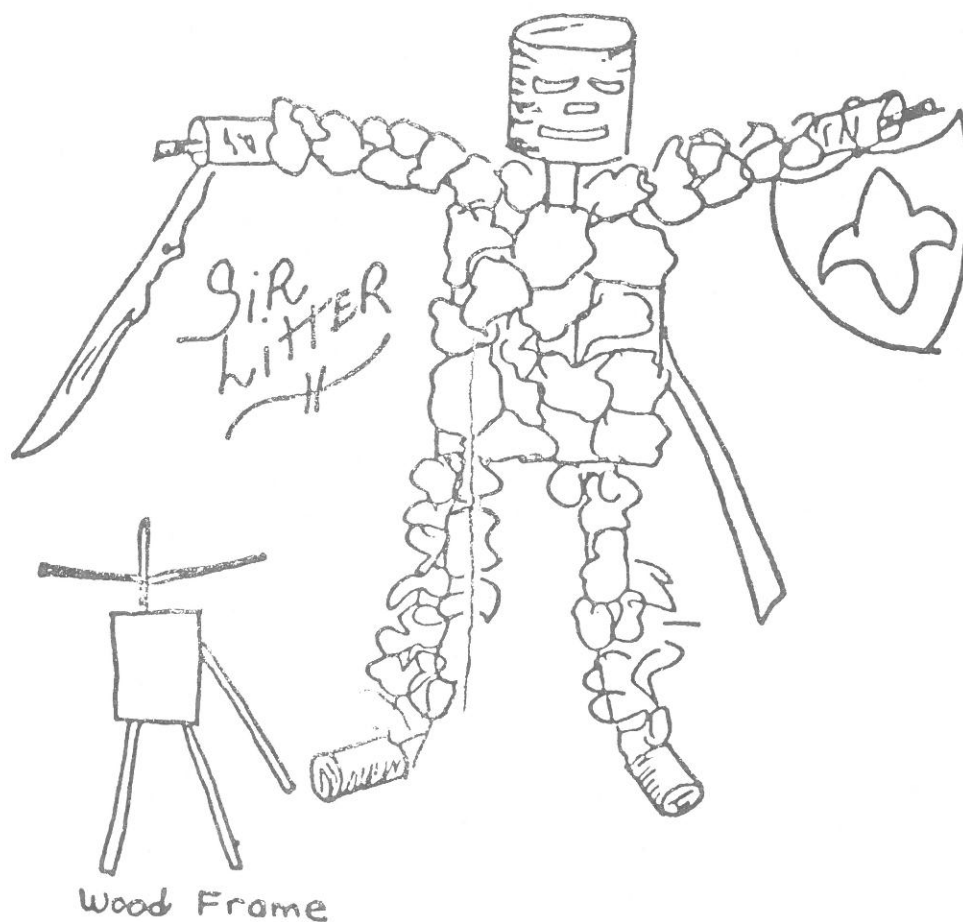


SIR LITTER

MATERIALS: Litter, tin cans, etc.  
1 3-lb. coffee can  
4 1-lb. coffee cans  
Poster board  
Wood frame  
Glue, stapler, string (for attaching litter)

Make a Knight in Shining Armor out of cans, litter and different types of grasses, sticks and twigs.

Make a wood frame, attach poster board to front. Head is made from large 3-lb. coffee can or any type of metal bucket. Hands are made from 1-lb. coffee cans as are feet. Punch holes in 3-lb. coffee can to give the effect of a knight's metal head cover. Attach head and hands to frame. (Holes can be punched in each side of hand cans and tied on.) Attach litter and cans to arm, leg and body areas until completely covered. Add a sword, made from a tree limb and a shield made from discarded cardboard, and Sir Litter will be ready to save the castle. This can be used as a den or pack project.



THE RELUCTANT KNIGHT AND THE MAGIC HERB

(A Pantomime Skit)

CHARACTERS: Knights (at least two in appropriate costume)  
Sir Quake-A-Lot (a seedy-looking Knight with bent sword)  
Messenger (pageboy type)  
Magician (Merlin-type with white hair, beard and flowing robe)  
Lady Gwendolyn (long robe, conical headdress with veil)

SETTING: Courtyard outside medieval castle. Courtyard is center left of stage, with woods indicated at right front. Road to Black Knight's castle is right rear. Narrator stands to one side of stage. As he narrates, the characters enter, pantomime and exit.

In days of yore, so we've been told, maids were fair and warriors bold. And when two Knights in battle sent, they'd fight as if on bloodshed bent. Then quick forgetting all their pain, they'd laugh and soon be friends again.

(Knights on horseback enter from opposite side; battle, knock each other down, laugh, get up and slap each other on back)

But there was one unknighthly Knight, with rusty sword, who wouldn't fight. He'd shiver and he'd shake a lot! So he was called Sir Quake-A-Lot. And though he had hope to win, he loved the Lady Gwendolyn.

(Enter Sir Quake-A-Lot. Others try to battle him. He shakes and tries to protect self and faints. Gwendolyn enters, walks across and exits. All knights sigh. Quake revives, sighs the most)

One day on horseback a Messenger arrived, who was more dead than was alive. "The Lady Gwendolyn" he gasped. "Has fallen in the Black Knight's grasp which of you knights will be the braver? Who will go and try to save her?"

(Messenger staggers on stage Knights rush to help. He pantomimes message; when he asks who will go, they point to each other, Quake-A-Lot stands and watches)

And then a voice with a slight quaver said "I will be the one to save her!" The other knights sigh in relief-Then stare at Quake-A-Lot with disbelief! "His brain hath kinks, methinks, one said, this lad hath holeth in his head."

(Sir Quake-A-Lot flourishes bent sword; pantomimes saving her. Other knights point at him, laugh slap their knees in laughter. Quake-A-Lot exits to woods. Knights exit opposite)

(continue on next page)

THE RELUCTANT KNIGHT AND THE MAGIC HERB (Continued)

As Quake-A-Lot approached the wood, he passed where a magician stood. He asked the magician to make him brave. The magician said "Tis this herb you crave, eat once a week forever more.....Thou wilt be coward never more!"

As quick, he did partake a lot, a change came over Quake-A-Lot. His biceps swelled, he beat his chest, his crooked sword, he neatly pressed. Into the wood to save his Gwen, and soon was heard a mighty din.

Back at Court, the knights mourned Quake when battle sounds the ground did shake. But suddenly to their surprise, two figures came before their eyes. The lovely Gwen on Quake's right arm, and Quake, the warrior, safe from harm.

The knights ran forth and did proclaim that Quake should have a brand new name. Sir Sag-No-More's his brand new start, then Lady Gwen gave him her heart. Then all in merriment did feast and laugh, and all lived happily ever aft. If you'd adore to Sag-No-More, we'll warn you at the finish; don't wish for a magician-just always eat your spinach.

(Quake-A-Lot gallops to woods, where Magician enters. They pantomime and Magician points to green bush, Quake-A-Lot picks and eats from bush.)

(Quake-A-Lot becomes strong man, beats on chest, bends sword straight, rushes off stage where mighty sounds of battle are heard. Mothers off stage beating on pots and pans.)

(Battle sounds off stage. Knights listen, shake heads sadly, weep and blow noses in lacy handkerchiefs. Enter Gwen and Quake in shiny armor, bright new sword.)

(Knights run to Quake, present him with a sign saying "Sag-No-More". Gwen hands him a large red paper heart, which she had concealed behind her. All knights slap each other on back, shake hands and sit on floor pantomime feast, joined by magician.)

All stand and bow.

THE KING

SCENE: The throne room of a royal palace. The king and queen are on their thrones. A table loaded with food is off to one side.

KING: (claps his hands. A servant comes onstage and bows. King shouts) I wish to be entertained! Bring on the royal comedians!

QUEEN: A royal prize shall go to the funniest act. (She gestures toward food table.) The funniest entertainer shall be permitted to dine at the royal table.

1st COMEDIAN: Yesterday I went to the apothecary. He told me, "If you want to get well, the BEST thing for you to do is to give up eating so much." I asked him what was the next best thing.

KING: (shakes head in discouragement) I've heard better than that on the royal television. Next!

2nd COMEDIAN: I went out to dinner last night. I complained to the page, "Say, you brought me a wet plate." He said, "That's your soup!"

KING: (holds his head in his hands) A laugh, a laugh, my kingdom for a laugh.

3rd COMEDIAN: You know, your majesties, I would be a great dancer if it weren't for two things.....My FEET!

KING: Where, oh, where can I find someone to make us laugh?

4th COMEDIAN: I have a new definition for Camelot...a parking lot in Arabia.

KING: (throws arms up in despair. Paces floor and groans) I, the handsomest and most intelligent king in all the world cannot find a laugh.

QUEEN: What did you just say?

KING: I am the handsomest and most intelligent king on earth!

(Queen and all the rest of players laugh.)

QUEEN: That's it! That's the funniest joke of all time! (Queen leads king to table laden with food.) Eat, oh, handsome and intelligent king.

KING: (meekly) Is this all I get for being so funny?

QUEEN: No, you also get to wash the royal dishes!

---

Skit at present is written for 7 players: King, Queen, Servant, 4 Comedians. More players may be added by adding more comedians with jokes. Boys' Life is a good source for the jokes. To make cast smaller, eliminate servant and 1 or more comedians.



DRAG-ON-AROUND

CHARACTERS: Dragon (with head boy and as many body pieces, as you need for the correct number of boys in the den, finishing with a tail piece.)

SCENERY AND PROPS: Cardboard bushes, Sword, flames, feather (large), marshmallow or wiener, red sock.

SETTING: Dragon comes on stage. Head boy stick red-socked hand out of mouth occasionally as if fire is shooting out. Dragon sneezes. Head boy tapes paper flames to back curtain, or brushes scenery as if it is being set on fire. All boys making up dragon sneeze together.

DRAGON: Oh, woe is me! Everybody hates me. Nobody likes me. (sneeze) I'm so miserable. I just keep sneezing and I can't help it. (sneeze) I just can't figure out what is wrong with me.....

SIR CUB SCOUT: (Enters, pulls out sword and waves it at dragon) All right, Dragon, if you have any last words, say them now. You have caused enough havoc.

DRAGON: (Sounding miserable) Oh, who are you? (sneeze) Why are you bothering me? Can't you see I have enough problems? I can't eat (sneeze). I can't sleep. I'm so tired.

SIR CUB SCOUT: I am Knight Sir Cub Scout and I have been sent from the Roundtable to take care of you. You ruined the countryside. You're not the only one who can't eat or sleep. Neither can anyone else - with you setting everything on fire.

DRAGON: Well take care of me, then. Find out what's the matter with me. I really mean no harm. I just keep sneezing and when I sneeze I breathe fire. I don't intend to do it.

SIR CUB SCOUT: I meant, I'm supposed to kill you. But I suppose it would not hurt if I could take care of your problem some other way. Lets see now (he looks over the dragon). Why here is the problem. (He pulls a large feather from dragon's nose.) Now, take a deep breath. (Dragon breathes deeply.) How do you feel now?

DRAGON: Oh, Sir Cub Scout, I feel so much better. I promise to be good. Perhaps you could find a job for me. I would like to help people.

SIR CUB SCOUT: I do have an idea. (He puts the marshmallow or wiener on his sword and holds it out as if to cook it over the Dragon's flame.)

(CURTAIN)

SPEAR THE RING Each boy need a lance made from a bamboo or pine pole, long enough, to fit under the arm. A small rubber ball is glued to the end of the lance as a safety guard. A heavy paper cone is glued on as a hand guard. You will also need the spin-target stand shown on page JAN-26.

Any number of boys can play. One boy at a time in full armor with shield and lance charges the spin-target stand and tries to spear the ring suspended from the cross-arm with the tip of his lance. Players get three tries.

KNIGHTS AND CHARGERS Two-man teams. A small boy without armor takes the part of a knight and rides the back of another boy on all fours who is the charger. The knight wraps his legs around the charger's waist, but he may not hold on with his hands. The charger may hold his rider's legs. Two or more knights struggle to unseat one another. Knights may push and pull one another with their arms but may not strike an opponent. Horses may push with their shoulders, but cannot use hands or feet. Last knight still astride wins.

AXEMAN You will need two axes make from broom handle or dowel, with a double cardboard axe head. (see illustration). And you will need one balloon for each player. Tape balloons to board or wall. First man from each team tries to break one of the balloons with his ax, then returns to start and passes ax to next player. The first team to break all its balloon and return to the start is the winner.

TO ARMS! TO ARMS! Two teams of four or more boys. Each teams' armor and weapons are mixed together and the boys sit on the floor. At the call "To Arms! To Arms!" both teams scramble to find their own weapons and armor. When each boy is fully "armed" he races to the finish line. First team to line up fully suited wins.

SWORD BALANCE RELAY You will need two swords cut from cardboard and several balloons. Divide players into two teams of four or more. Teams line up behind a starting line. The first boy holds a sword and balloon. At a signal, he blows up the balloon and ties it. He runs to the goal while bouncing the balloon in the air with the flat of his sword. Then he returns, bounces the balloon in the air, and passes the sword to the next player on his team. Once play has begun, the balloon must be touched only with the sword, or the last player to make the run must start over.

CATCHING THE DRAGON'S TAIL All players stand in a line, their hands on one another's shoulders. The first in a line is the head of the dragon, and last is the tail. The head tries to catch the tail by maneuvering the line around so that he can tag the end player. The line must not break. All other players do their best to keep the head from catching the dragon's tail. When the head catches the tail, the end player becomes the head.

KNIGHTHOOD The group is divided into two sides equal in number. These two lines stand facing the leader (or extra boy) who has a number of letters face down on the table. The leader picks these letters up, one at a time, and calls them. The players attempt to give the name of some article associated with being a knight which begins with that letter. For example, if the letter "S" was called, one of the two persons at the head of the line who first said sword or shield would win one point for his side. These two would then take their place at the back of the line, and the leader would pick up another letter. The side caught prompting should be penalized one point.

DRAGON HUNT One player is the Dragon and another is the Knight. The Dragon and the Knight stand in the center and the other players form a circle leaving enough space for a player to pass through. When the game starts, all the players forming the circle close their eyes and the Knight starts counting to ten. Meanwhile, the Dragon, tries to slip between two players. Anyone who hears the Dragon make a sound may point to where he thinks the Dragon is. If the Knight says the direction and is correct, the Dragon take a place in the circle. The Knight becomes the Dragon and the boy who guessed correctly becomes the Knight who counts to ten. If the Dragon succeeds in getting out without getting caught, he comes back into the circle and continues to act as the Dragon until someone points him out.

KNIGHTS IN THE ARENA Organize boys into teams of equal number and arrange in two lines facing each other 10 to 20 feet apart. Number the players as shown;

Team "A"	1	2	3	4
Team "B"	1	2	3	4

(If there is an extra boy, he can be the judge.) The leader calls one of the numbers. The two players with that number assume the jousting position with arms across their chests and standing on one foot. In this position, the two players hop towards each other, each trying to get across the line of the opposing team and each trying to prevent the other from crossing his own's team line. A player who succeeds in crossing the opponent's line without touching his upraised foot to the ground scores a point for his team.



February 1989  
Blue and Gold







### WHAT IS BLUE AND GOLD?

(An Opening Ceremony)

February is the month that Abraham Lincoln was born, February 12th is his birthday. It is also the birthday of George Washington, the Father of Our Country and Lord Baden-Powell, the Father of Scouting--both born on February 22nd. With all that we have to celebrate in the month of February, these birthdays are not the reason for our Blue and Gold Banquet, tonight. The Blue and Gold Banquet is a birthday dinner for the whole Cub Scouting program.

The Cub Scout program was begun in February 1930, just 20 years after the birth of Scouting in the United States. Our big celebration gets its name from our Cub Scout colors--blue and gold. Like all birthday celebrations they are supposed to be fun, colorful and memorable. And so, we begin tonight's Blue and Gold Banquet let us prepare for a big celebration.

### A BOY IN BLUE

Blue and Gold are the colors tonight,  
Boys in uniforms shiny and bright;  
We pay homage to our Cub Scout tonight,  
With smiling faces to left and right.

A Cubmaster who is loyal and true,  
Who works with parents and the boys in blue;  
In hopes that these boys will grow up to be  
Better citizens than you and me.

Den Leaders, too, in uniforms blue,  
Teaching Cub Scouts the need to be true,  
And working, singing, and playing with them;  
Striving real hard to make better men.

So all of you Cub Scouts in gold and blue  
The door to Scouting has been opened to you.

THE STORY OF THE BLUE AND GOLD

(Closing Ceremony)

PERSONNEL: Eight Cub Scouts

EQUIPMENT: Blue flannel board; cards for flannel board (TRUTH, SPIRITUALITY, STEADFAST LOYALTY, GOOD CHEER, HAPPINESS); yellow sun for flannel board.

CUB #1: Back in the good old days, the waving of school colors gave people a feeling of school pride and loyalty. Today the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.

CUB #2: (Pointing to blue flannel) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

CUB #3: (Placing "Truth" card in upper left corner of board) Truth means we must always be honest.

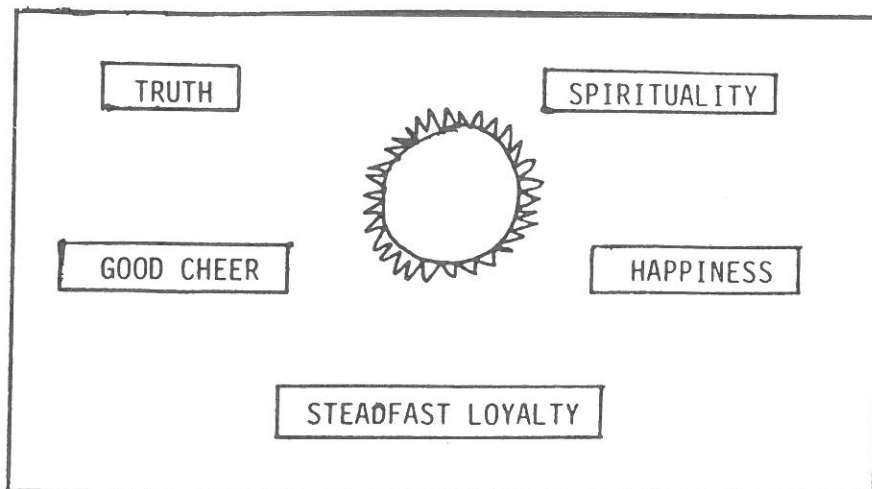
CUB #4: (Places card on board as pictured) Spirituality means a belief and faith in God.

CUB #5: (Places card on board) Steadfast loyalty means being faithful and loyal to God, Country and your fellow men.

CUB #6: (Places card) The gold stands for the warm sunlight.

CUB #7: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give goodwill.

CUB #8: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us remember our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.



INTERPRETATION OF THE CUB SCOUT PROMISE  
(Opening or Closing Ceremony)

ARRANGEMENT: 6 Cub Scouts hold cards, on which are printed parts of the Cub Scout Promise as shown below. Each Cub holds up his card in turn and reads the explanation given below.

I, \_\_\_\_\_ PROMISE

A promise is a solemn vow, where your good reputation is at stake.

TO DO MY BEST

Your best is giving all you've got when you have something to do..... and working on it with all your heart and with all the strength and devotion you have.

TO DO MY DUTY

To do the job; to meet the responsibilities; to do what must be done, not just half-way, but completely and fully so that you're proud of your work.

TO GOD AND MY COUNTRY

First, duty to God. Fulfill your religious responsibilities and uphold your religious beliefs. Second, duty to country. I know you've been told how lucky you are to live in a free country and I hope you are aware of what freedom means. You should try to be a good citizen.

TO HELP OTHER PEOPLE

To help...it doesn't say how much. It could mean saving a life or changing a tire or carrying a bag of groceries. To help other people...not just your own family. The best time to help is when you have to go out of your way to do it.

TO OBEY THE LAW OF THE PACK

So that we will all remember just what this law includes, will you please stand and repeat it with me?

(Boys lead audience in saying the Law of the Pack, giving Cub Scout sign)

THE REASON WHY MOST MEN DO NOT ACHIEVE MORE IS BECAUSE THEY DO NOT ATTEMPT MORE.....

**OPENING FOR BLUE AND GOLD BANQUET**

Print large block letters with permanent markers on 8" x 10" sheets of white cardboard--the word "Blue" in blue, "and" in black, and "Gold" in red. Add silver stars to the letters. Printing script on back of each card cuts memorization to a minimum.

B is for boys--Bobcats, Wolves, Bears, and Webelos.  
L is for leader--The Cubmaster who guides us.  
U is for understanding--we learn to help others.  
E is for excellence--we try to "Do Our Best".

A is for anniversary--Cubbing's \_\_\_th.  
N is for neighborhoods--where Cub dens meet each week.  
D is for Den Chiefs--Scouts who help us in many ways.

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

**CLOSING**

As we face each other around our Blue and Gold tables, let us silently thank God for the Cub Scout friendships we have been privileged to enjoy. Throughout our meeting tonight, the candle on your table has represented the spirit of Scouting. Look steadily at it for a moment (pause). Now close your eyes! Blow out the candle and open your eyes.

The image remains. So will the spirit of Cub Scouting stay with all of you, and this day of fun and good Cub Scouting never be forgotten. Thank you for being with us tonight.

CLOSING CEREMONY

(Have all the Cub Scouts and Webelos line up at the front of the room with a spotlight and the adults reading the following parts from the back of the room.)

ASST. CUBMASTER: Boys are the nicest things that ever happened to me...those arrogant, self-assured, cocky little men-children who assume that the great big world revolves around them.

DEN LEADER: Who else can carry half a worm, one crushed daisy, a piece of scrap metal, a three-day-old apple core, and two cents all in one pocket?

DEN LEADER: Who else can take a bath without getting their shoulders wet, and wash for dinner without turning on the faucet?

DEN LEADER: Who else can believe that right is right and wrong is wrong, and the good guy always wins in the end?

WEBELS DEN LEADER: Who else can be a fireman, sword fighter, cowboy, deep-sea-diver, all in the space of an hour....and then solemnly hold a funeral, complete with cross and box, for a shell off a turtle lost a month ago?

SEC-TREASURER: Who else can be a cutter without teeth, meaner without malice, kinder without embarrassment, sillier without foolishness, and clear without neatness?

COMMITTEE CHRMN: The world gains much in leaders and man power when boys grow up...but it loses something too...that magic feeling that comes with being nine! The feel of dust between bare toes and the ability to lie quietly while time stands still, to watch a minnow in a brook.

CUBMASTER: Me...I like Cub Scouts--the boys! They smile when I need a smile; they tease when I'm somber; they keep me from taking myself too seriously. No, I don't wish that I were nine again. I just hope that somehow God will see to it that I always have someone nine years old in or near my house and heart.

ALL: CUBS ARE THE NICEST THING THAT EVER HAPPENED TO ME!!!

CLOSING

This is an impressive closing for the Blue and Gold Banquet or any other type of dinner.

Personnel: Cubmaster, Cub Scout poem reader, person to turn off lights, audience

Equipment: Candles, one on each den's table

Arrangement: On each den's table a single lighted candle burns. All house lights are out.

CUBMASTER: Cub Scouting is a part of family life in 60 countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout motto. What is the Cub Scout motto?

CUB SCOUTS: Do Your Best.

CUBMASTER: As we face each other around our Blue and Gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise.

(ALL REPEAT CUB SCOUT PROMISE)

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say goodnight after Cub Scout (name) reads Edgar A. Guest's "A Creed."

CUB SCOUT: "Lord, let me not in service lag,  
Let me be worthy of our flag;  
Let me remember, when I'm tired,  
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."



"Rap" is a very popular part of our culture. The catchy beat usually wins instant approval of the boys. The fact that their favorite athletes have done videos featuring rap doesn't hurt the concept. A skit such as this requires the boys to learn their parts thoroughly and you will also need a cassette tape with a rap beat recorded.

## THE BLUE AND GOLD SHUFFLE

We are the Bears, a-suffling through,  
We're all here with a message for you.  
So sit right down and listen awhile  
The (Den no.) Bears will show you their style.

\_\_\_\_\_ is the name,  
I want you to see,  
All these guys  
Are in the Bear den with me.

### Chorus, ALL

We are the Bears, We're loud and bold.  
Were welcoming you to our Blue and Gold.  
And we aren't here,  
To cause you no trouble,  
We're just here to do  
The Blue and Gold shuffle.

\_\_\_\_\_ is the name and I'm here to say,  
I'm the best looking Bear in the pack today.  
I'm smooth as ice and slick as glass  
Those other poor boys ain't got no class.

I'm \_\_\_\_\_ as you can see,  
Those other big boys got nothing on me.  
I worked in my Bear Book all year long,  
That's why I'm up here a-doing this song.

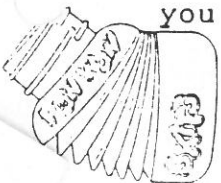
### Chorus, ALL

\_\_\_\_\_ is the name,  
I'm saying out loud.  
I'm doing my best,  
To make my mom and dad proud.

\_\_\_\_\_ is the name,  
I'm a good looking guy.  
I'm tall and blond  
And I'm not to shy.

### Chorus, ALL

\_\_\_\_\_ is the name,  
I want to say.  
I'm very glad  
you all came today.



BLUE AND GOLD ANTHEM

Tune: America

Oh, Blue and Gold  
Our colors bold,  
Long may you guide our way  
Blue from the sky,  
Gold from the sun,  
Shine down on us today  
Oh, Blue and Gold,  
Our Blue and Gold,  
Stand proud for all to see  
May God look down,  
With n'er a frown,  
On Cub Scouts loyal to Thee.

BLUE AND GOLD MARCHING SONG

Tune: Davy Crockett

Blue is the color of the sky  
above.  
And blue in the flag of the  
land we love.  
Reminds us of God and our  
country free.  
Giving us a lesson in loyalty.

Chorus: Loyal, Cub Scouts are  
loyal.  
To God and country fair.

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

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

BLUE AND GOLD TRADITIONS

Tune: 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.  
Oh what fun it is to have a  
blue and gold tonight.

Chorus: 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  
all enjoyed the meal.  
The friendship that was there  
was warm and true and real.

CUB SCOUT PRAYER

Tune: Tannenbaum

Lord in this evening hour I pray  
For strength to do my best each  
day.  
Draw near to me that I may see.  
The kind of Cub that I should be.  
In serving others, let me see,  
That I am only serving thee. Bless  
me, oh Lord, in Thy great love,  
That I may be a better Cub.



**AWARDS CEREMONY**

- Props: All awards have been individually wrapped in blue and gold paper and ribbon as birthday gifts.
- Setting: Narrator presents ceremony from front of room with 3 stacks of "Birthday Gift Awards" on the table in front.
- CUBMASTER: Tonight being the birthday of Scouting and Cub Scouting; it's time to give presents so we won't be tardy.

Our first presents go to Cubs that are new. So we would like to award Bobcat badges to these few. (Read names and give each a "Birthday gift.")

To celebrate their efforts and save time we'd like to award Wolf badges to these Cubs combined. (Read names and give each a "Birthday gift.")

Our last group of Cubs to be recognized tonight, richly deserve this gift by right. The Bear badges they've earned take time and attention, and work on their part too numerous to mention. (Read names and give each his "gift.")

(Webelos badges should be presented the same way.)

Enjoy these small gifts from Scouting that you've worked to achieve. But remember, a gift is much richer by far---when you give instead of receive. So please give what you have learned of Scouting to others---share a little Scouting with all of us.

**OTHER ADVANCEMENT CEREMONY IDEAS**

Make a large "birthday book" using an old wallpaper sample book. Cover the book with blue and gold paper. Fasten awards on the left hand page and opposite each award, write the statement to be read as it is presented.

Make a large paper mache birthday cake. Use whipped soapsuds for icing on the cake. Before the soapsuds harden, insert candles. Candles can be lit before the presentation of awards and blown out after the ceremony.

### THE STORY OF THE CUB SCOUT COLORS

(An Advancement Ceremony)

Blue and Gold Banquet is always a good time to present awards and advancements. Have the boys really work on their advancements so they can receive them at the Blue and Gold Banquet.

PERSONNEL: Akela, two Indian Braves, a Narrator.

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

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

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

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second brave leaves. Then, both braves return immediately. One carries a bottle of blue water and the other a bottle of yellow water that were located just outside the room. They come in and kneel, one on each side of the fire, and hold up the bottles of colored water for everyone to see.)

AKELA: (orders first brave) Pour some of the beauty of the sun into our council mixing pot. (The brave with the yellow water pours some of it into the large pot containing dry ice, being careful not to pour the water into the small container. The water causes the

(Continue on next page)

THE STORY OF THE CUB SCOUT COLORS (continued)

dry ice to smoke more, and it seems as if the pot is boiling faster. Akela signals the second brave.) Pour some of the beauty of the sky into the council mixing pot. (The rapidly boiling action starts again. Then raising his right hand, Akela speaks.) From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer. (Then Akela stirs the pot, reaches in, and pulls a Cub Scout neckerchief from the small container. He holds the neckerchief open so everyone can see it, and speaks.) And that is why the Cub Scouts use the colors blue and gold. Now let us meet the Cub Scouts and parents that helped us keep the blue and gold of Cub Scouting alive and growing this month. (Akela stirs the pot again and takes out the boys' awards from the small container in the middle. Boys and parents are called forward to receive them.)

RE-AFFIRMATION CEREMONY

This ceremony is used to annually re-affirm each parent's and boy's understanding and beliefs in the ideals of the Cub Scout program.

CUBMASTER: Families of Pack \_\_\_\_\_, we are gathered together to re-affirm you as members of this Pack and a part of the Cub Scout program and the ideals of the Cub Scout program.

Will the following boys and their parents please come forward; and may I ask that your Den Leaders and members of the Pack Committee remain in your seats as witnesses to this re-affirmation ceremony. (Read the names.)

Is there anyone who can show just cause why these boys and their parents should not continue as a part of this Pack family?

(PERSON IN AUDIENCE): I wonder if the parents know what they are committing themselves to, as well as "their son."

CUBMASTER: Parents, you are once again agreeing to support your child in the Cub Scout program.

(Continue on next page.)

**POW WOW '88  
CEREMONIES**

**BLUE AND GOLD**

RE-AFFIRMATION CEREMONY (continued)

CUBMASTER: Please repeat after me:

"AS A PARENT OF A CUB SCOUT  
I WILL HELP MY BOY LIVE UP TO THE CUB SCOUT PROMISE AND  
OBEY THE LAW OF THE PACK.  
I WILL WORK WITH MY BOY ON HIS ACHIEVEMENTS AND PROJECTS.  
I WILL ATTEND THE PACK MEETING AND HELP AS NEEDED TO MAKE  
THE PACK GO."

And now will all of our Cub Scouts step forward and repeat after me?

"I, (their name), TAKE YOU PACK \_\_\_\_\_, TO BE MY LOYAL CUB SCOUT FAMILY, TO WORK WITH AND PLAY WITH FOR THE NEXT THREE YEARS. FOR MY BOBCAT AND WOLF, FOR MY BEAR AND MY WEBELOS, IN GOOD TIMES AND BAD, SUNSHINE AND RAIN, IN DEN MEETINGS AND PACK MEETINGS TILL MY GRADUATION DAY."

Do you Pack \_\_\_\_\_, accept these boys and their parents once again as members of our family?

WITNESSES: Yes, we do!

CUBMASTER: And then by the power vested in me as Cubmaster of this Pack and as a loyal and faithful representative of Boy Scouts of America, I am once again proud to re-affirm you boys and parents as members of this Pack and of the Cub Scout program.

I hope that you will remember always what it is that you have pledged to do and will do your best at doing it. CONGRATULATIONS!  
(Give the Cub Scouts handshake to all re-affirmants)

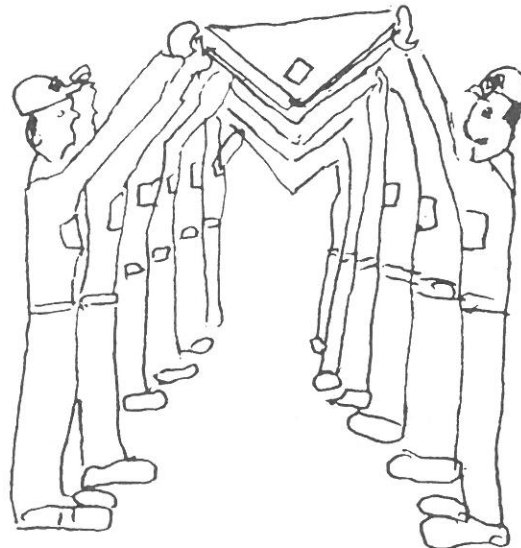


**NECKERCHIEF ARCH CEREMONY**

Boys form a line facing each other, remove their neckerchiefs, and hold it in their right hands. At a signal they hand the loose end of the neckerchief to the boy facing them. All neckerchiefs are raised to form the neckerchief arch. Inductee passes under the arch.

The arch may be formed as part of a ceremony to:

Induct new boys into the pack OR  
Honor boys receiving awards OR  
Honor Pack leaders OR  
For Arrow of Light Ceremony OR  
etc.



**OTHER LEADER AWARDS**

The Blue and Gold is a good time to honor the Unit Leaders who dedicated their time to the Pack. The Den Leaders should be recognized, as well as, Committee Chairman and all committee members. Such award ideas are:

LIFE SAVER AWARD	(a pack of life-savers)
TOP BANANA	(plastic banana)
BRIGHT IDEA AWARD	(a light bulb)
HOLDING IT TOGETHER AWARD	(a rubber glove)
STUCK ON SCOUTING AWARD	(bottle of glue)
IMPORTANT LINK (for Scouting Coordinator)	(a link of chain)

A SCOUTING STORY

HISTORY: "Way Back Then" (index fingers point different directions.)

SCOUTS: "Be Prepared" (Give Scout sign)

CUB SCOUTS: "Do Your Best" (Give Cub Scout sign)

This is a story you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING which is celebrated in February every year, and Johnny's CUB SCOUT Den Leader had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so CUB SCOUT Johnny called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY because he was so well prepared. At least, he thought he was prepared when the day began. The lunches had all been packed and put in the backyard tent. When CUB SCOUT Johnny went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper all over the backyard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. "Oh boy" thought Johnny, "I thought I would make a well-prepared SCOUT but I wasn't prepared for this!"

After new lunches were made, the boys took their hike. It was a great success CUB SCOUT Johnny felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But, Alas! When bedtime arrived, the tent slumped down in a heap because it had not been put up right, and the sleeping bags were muddy from Scampy's dirty paws, and the batteries in the flashlight were dead. CUB SCOUT Johnny hung his head and said: "Boy, have I got a lot to learn about the SCOUTS. Gosh, I sure hope today's events aren't recorded in HISTORY.

So Johnny learned in one day how much he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den Leader told him that is what CUB SCOUTING is for...to teach boys to Do Their Best and to Prepare them to become SCOUTS.

WHAT A CUB SCOUT WEARS ON HIS UNIFORM STORY

Teach the audience the following actions to be given in response to words

HOUSE:	Hands over head in a "V"	BEDROOM:	Hands in front in "V"
CLOSET:	Show length and width with hands	UNIFORM:	Hands start at top of head and move down toward toes.
CUB SCOUT:	All Cubs stand and salute	BADGES:	Make circle with thumb and finger
SERVICE STAR:	With one finger each hand make and "X"	ARROW POINTS:	Using two hands make a triangle and point downwards
ARROW OF LIGHT:	Make a triangle with two hands and point to the right.		

Tonight we're going to show what we know about the Cub Scout uniform and the different badges. Now that you've learned the actions, just follow along with me.

This is the HOUSE where a CUB SCOUT lives. This is the BEDROOM that's in the HOUSE where a CUB SCOUT lives. This is the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the CUB SCOUT who wears the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the Bobcat BADGE, that when a boy joins, is worn on the left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Wolf BADGE which a CUB SCOUT earns to wear on his left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Bear BADGE which a CUB SCOUT earns to wear on his left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the SERVICE STAR that he earns every year and wears above the pocket where he wears his Bobcat, Wolf, and Bear BADGES on his UNIFORM. And this is the ARROW OF LIGHT which is the highest award a CUB SCOUT can earn, and is worn centered on the pocket flap of the same pocket where he wears his other BADGES on his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

Now look. You're all wearing your UNIFORMS. It's not hanging in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

BLUE AND GOLD

(Audience Participation)

BANQUET---Let's eat (rub tummies)  
CUBMASTER--Sign up! (Cub Scout sign)  
CUB SCOUT--Yippee! (jump up and down)  
DEN LEADER--Oh, dear! (hands on top of head)  
DEN DAD--Not again! (both hands to side of head)  
PARENTS--Us, too! (points to self)  
COMMITTEE CHAIRMAN--Thank heaven! (hands to ceiling)

Blue and Gold time has come again. CUB SCOUTS and DEN LEADERS had to come up with ideas for the BANQUET to please the CUBMASTER. They also had to stay within their budget to the COMMITTEE CHAIRMAN'S delight. They made invitations for the PARENTS, and centerpieces for the table with the help of the DEN DAD.

When they arrived at the BANQUET, their PARENTS were happy with the decorations the CUB SCOUTS had made. When the awards were presented, the DEN DADS and the DEN LEADERS received thanks for jobs well done. The CUBMASTER and the COMMITTEE CHAIRMAN were also rewarded; and then EVERYONE decided it was the nicest BANQUET they had had so far.



INVITATIONS



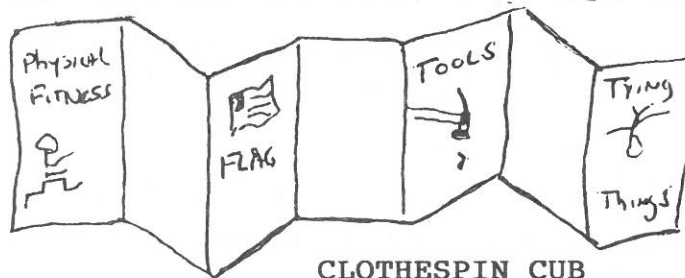
Cut the cloth the size of banner. Have enough at top to fold over the rod. Cut out the design and outline on the cloth. Paint with markers or paints and insert the dowel for hanging.

**MATERIALS:** Colored construction paper, fine line markers or pens, thin dowels cut in 5 inch lengths and glue.

Cut paper in 4" x 10" pieces fold in half. Notch the top, put dowel on fold and glue. Put writing on first. Make the zig zag at bottom.

ACCORDION TABLE RUNNER

5" x 7" cards can be colored. Each boy makes drawing of a certain achievement. When all are done, then tape together for center of table.



CLOTHESPIN CUB

Paint a clothespin to resemble a Cub Scout. Cut out two paper arms, and glue them to the sides, facing outward. On a small piece of paper, print the boy's name and glue the paper in the Cub's hands. Glue the Cub to a cardboard circle securely, so that the Cub will stand erect. For a favor, you can tape the Cub to a nut cup, with one leg in and one leg out of the cup.



### CUB SCOUT TREE

Materials: 1 bare branch  
40 - 3" blue chenille bumps  
8 - 3" gold chenille bumps  
2 yards of 3/4" gold velvet ribbon  
3 - 1" plastic foam balls  
1 yard gold cord  
8 gold corsage pins  
6" plastic foam disc  
4" plastic foam ball  
30 gauge wire  
tacky glue  
blue felt  
gold acrylic paint



Cut 4" plastic foam ball in half and glue one half to center of disc. Paint.

Cover edge of disc with 21" of blue felt.

Push and glue branch into center of 4" ball.

Scout Body: Cut bump chenille into two pieces with 2 bumps. Fold one 2-bump piece in half. Wrap second 2-bump piece around legs to make arms. Glue and push juncture into 1" plastic foam ball (head).

Scarf: Put a gold bump piece around the neck and have the ends cross in the front.

Hat: Coil a blue bump chenille piece into a circle and glue to top of 1" ball.

Tie 4" of gold cord to gold head pin. Push into top of hat. Hang Cub Scout from tree branch. Bend arms into "cute" position.

Tie bows using 9" of ribbon. Wire onto tree.

### CUB SCOUT NAME CARD HOLDER

Materials: yellow acrylic paint      5 bumps of 3" blue chenille  
1 1/4" plastic foam ball      1 bump of 3" gold chenille  
1 pr. 6 mm wiggle eyes      tacky glue  
spring-type clothespin

Paint the clothespin yellow. Make the Cub Scout as in the instructions above.

Glue to clothespin. Insert name card.



### INDIAN HEADBAND

Paint the guest's or Cub's name on a real feather or one made from paper, printing the letters vertically. Fold a strip of paper, 1 1/2" x 6", into a ring, gluing to hold. Glue the name feather to the inside back of the ring. You can add a nut cup of goodies inside the ring for a favor. For a name tag, just pin the feather to clothes.

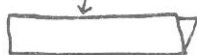


### CORSAGES AND FLOWERS

#### TISSUE FLOWERS

You need some yellow or blue facial tissue, pipe cleaners. Open a tissue and fold it in the opposite direction to the natural fold. As carefully as you can, tear the edges of tissue to give a ragged appearance. Gather along center to make the tiniest gathers you can. Push gathered center into the doubled pipe cleaner and twist pipe cleaner. Separate tissues where there is double thickness, so that flower is formed. Add a festive ribbon and you have a corsage, or the flowers can be used in a centerpiece.

Tear edges



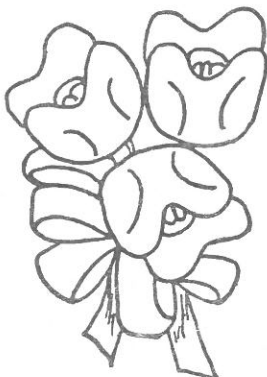
Gather center



Knot



Pipe Cleaner

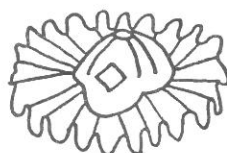


#### EGG CUP CORSAGES

Use colored egg cartons if available, otherwise use regular pulp cartons and paint with acrylic paint. Each flower is an egg cup with the sides cut into rounded petals. Knot the end of a gold pipe cleaner and insert the other end through the center of the flower. This gives you a flower center and also a stem. Combine several flowers by twisting stems together and add a bow.

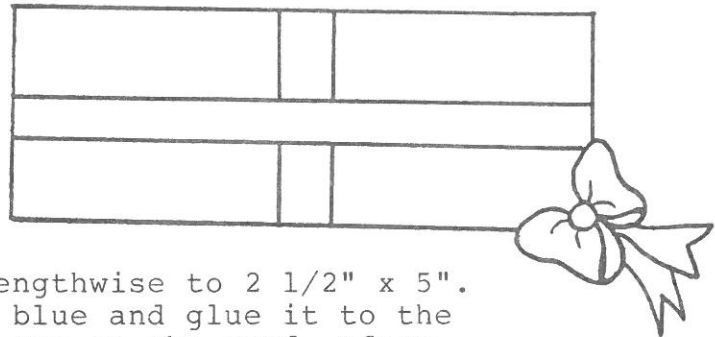
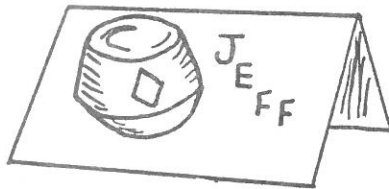
#### CUB SCOUT HAT CORSAGE

Make a Cub Scout cap by cutting and shaping the cup section of an egg liner as shown. Paint cap blue and add yellow stripes and details with crayon or paint. Make a ruffle from strips of net or crepe paper, 1 1/2" wide, glue to circle of yellow construction paper 3" in diameter. Glue Cub Scout cap to center of ruffle and add a pin at back of circle. You can also use 1/2 of a small styrofoam ball for the cap, adding a construction paper bill on the hat.



For the "Birthday" theme you might decorate your table like a big "present" and use a birthday cake as a centerpiece.

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

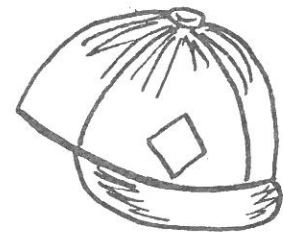


**CUB SCOUT CAP**

Fold a 3" x 5" index card lengthwise to 2 1/2" x 5". Paint a screw-on bottle cap blue and glue it to the card. Paint the brim of the cap on the card. After the paint dries, paint on gold trim or glue on gold braid. Print the guest's name on the card. For a name tag, cut the card to a smaller size and pin to clothes. If you're making corsages for the mothers this would be nice to make for the fathers.

**CUB SCOUT CAP PLACE MARKER**

Take a 2 to 2 1/2" hollow rubber ball. Cut it in half. Rub the inside with a small amount of oil. Fill each half ball with plaster of paris. Let it dry and then unmold. Cut a piece of cardboard to fit the flat side of the mold and glue together. Remember to seal plaster before painting. Paint hat and visor blue, strips yellow. Glue on emblem to front of hat. Glue a button on top to finish. This can also be made using styrofoam balls cut in half. The larger balls could be used for centerpieces.



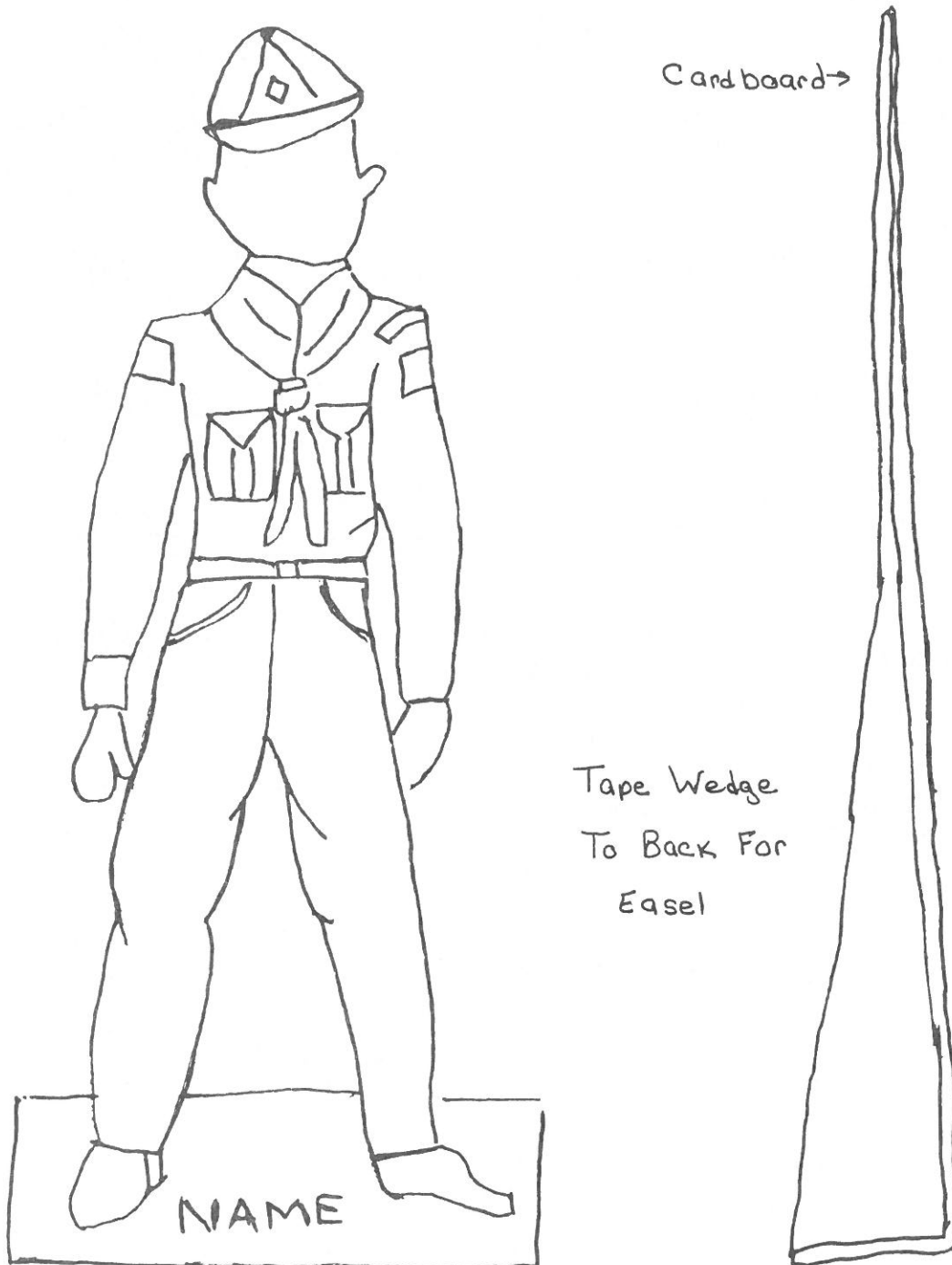
**SCOUT SIGN**

Trace your right hand on a piece of paper, and cut out the paper hand. Bend down the little finger and the thumb, gluing the tips together. Fold and glue a strip of paper, 1 1/2" x 6", into a ring. Glue the wrist of the hand to the inside back of the ring. Print the guest's or Cub's name on the ring. For a favor, place a nut cup of goodies inside the ring.



PLACE CARD

Trace onto light blue construction paper. Paste onto cardboard then cut out with scissors. Cut out photo of Cub's head and paste over the face.



POP BOTTLE AKELA AND CUB SCOUTS

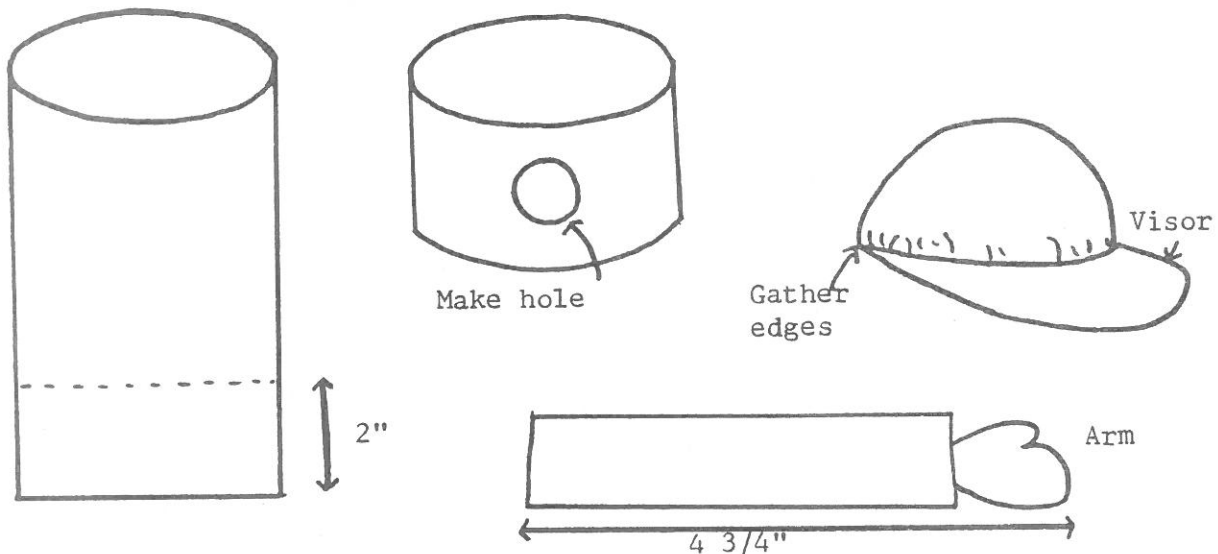
Make Akela and Cub Scouts out of pop bottles for a clever Blue and Gold centerpiece. Then set Akela in the lead, with one, two or three Cubs following after him. The instructions for making Akela can be found on the next page.

To make each Cub Scout, you'll need a 10 ounce bottle, an oatmeal box, cardboard, heavy paper, yarn, crepe paper, paint and glue. For the body, paint the bottle. For the head, cut the oatmeal box down to 2" high, as shown. Make a cardboard circle to fit over the opening at the back of the head. Make a hole in the side of the head, as shown, and paint. Set the head over the neck of the bottle. Add facial features. Glue yarn around head for hair.

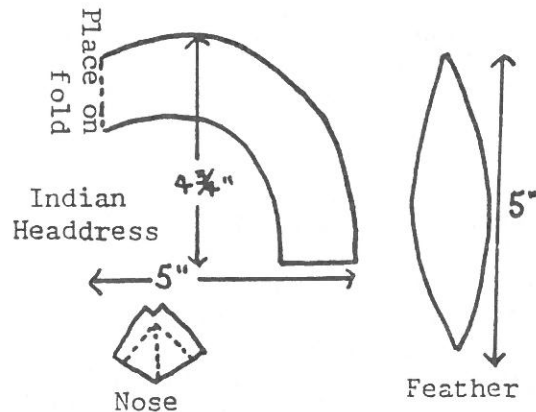
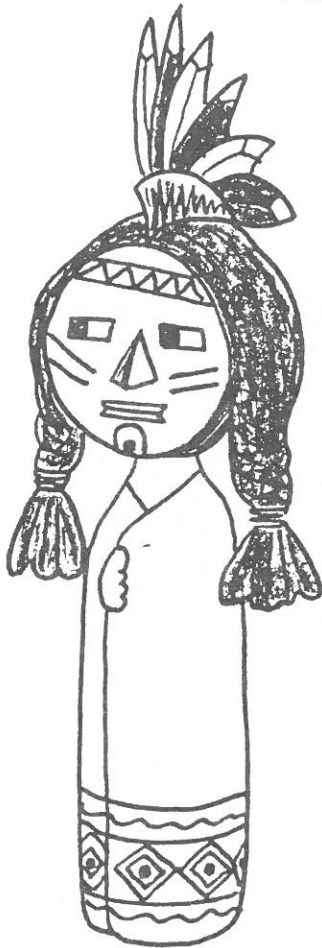
For a hat, cut a circle of crepe paper. Gather the edges together to form a cap, and tape gathers in place. Add a crepe paper brim, as shown. Glue to the Scout's head.

For a scarf, make a triangle from crepe paper, and tie around the neck.

Following the pattern, cut arms and hands from heavy paper. Glue near the top of the bottle. Glue paper feet to the bottom of the bottle.



FOLLOW AKELA TABLE CENTERPIECE



For Akela, you'll need a quart-size pop bottle, cardboard, heavy paper, yarn, paint and glue.

Paint the quart bottle to look like a blanket wrapped around a body. Paint the neck and one hand, as pictured. Use paint or colored paper to add designs to the blanket.

For the head, cut a strip of cardboard, 3" x 18". Glue the ends together, forming a ring. Trace the ring onto cardboard, and cut two circles of cardboard the size of the tracing. Glue the circles to the ring, forming the front and back of the head.

Make a hole in the cardboard ring, so that it will fit over the bottle.

For hair, cut 30 pieces of yarn, 24" long. Tie the yarn in the middle, and glue to the top of the head.

From heavy paper, cut a nose, as shown. Fold the nose in half and glue to the face. Add other features of heavy paper and paint.

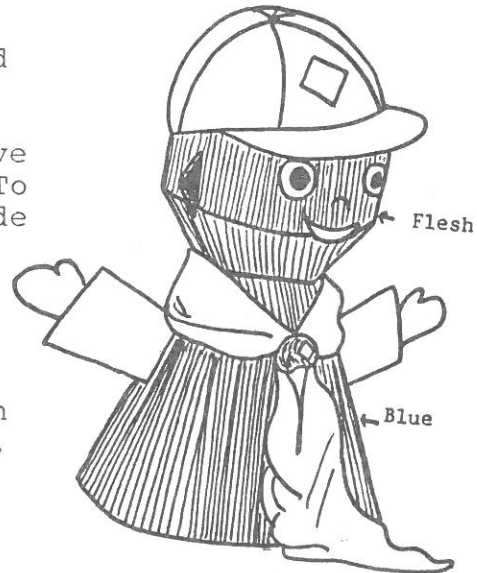
For a headdress, cut a base from heavy paper, as shown. Glue paper or real feathers to the base. Glue to head.

CENTERPIECES

PAPERBACK SCOUT

You'll need paperback books, paint, heavy paper, glue and string. After finishing the Scout, you'll need a real Cub Scout hat, neckerchief, and a neckerchief slide.

To fold the head and the body, remove the covers on the paperback books. To make folding easier, mark the outside edges of each entire book (X's on illustration below) with a pencil. Mark the inside edges of the fold (black dots on illustration below) by making pinholes through as many pages as possible. Fold each page in steps, as shown by the broken lines.



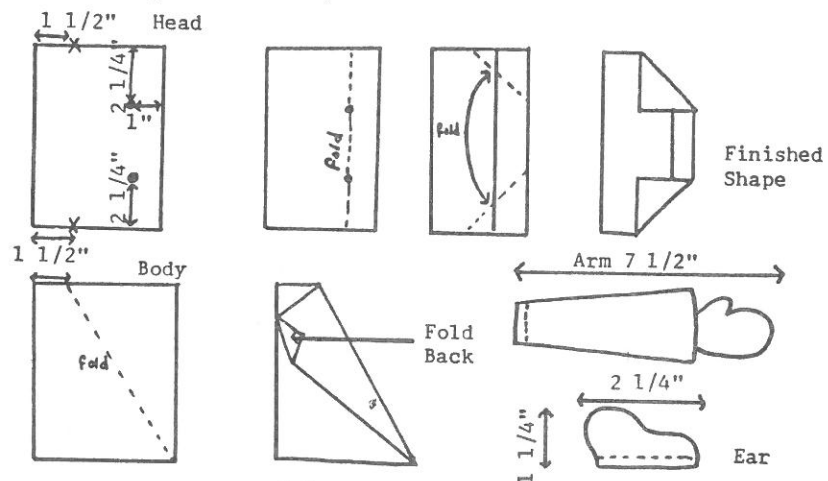
For the head, remove the covers of two 150-page books. Mark and fold each page, as shown. After folding each book, tie the two books together at their center pages with string, and paint.

For the body remove the covers of two 250-page books. Mark and fold each page, as shown. After folding each book, tie the two books together at their center pages with string, and paint.

For each ear, cut heavy paper, 1 1/4" x 2 1/4", as shown. Glue each ear between two pages at the side of the head.

For each arm, cut an arm and hand from heavy paper, following the diagram. Glue between two pages at the side of the body.

Glue the head to the body. Add paper facial features. Dress this paperback Scout in his Banquet best, and he's all set to be the hit of the evening!



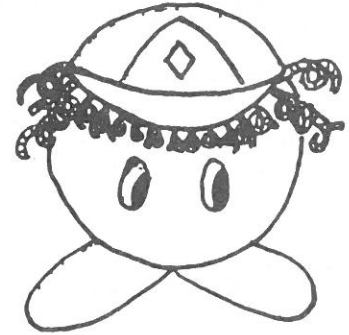


### CURIOUS CUBBY CENTERPIECE

This centerpiece will add a note of whimsy to your Cub Scout Banquet.

Wrap a 6" foam ball with 1/2" wide strips of pink crepe paper. Cut the feet from a foam meat tray and pin it to the bottom of the ball.

Make the hair out of curled package ribbon, and pin it to the top of the ball. Glue on felt or heavy paper eyes.



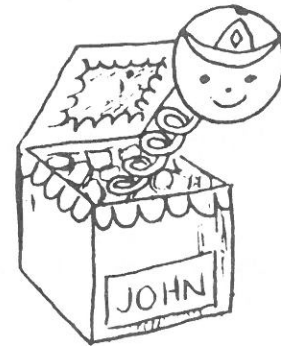
For a hat, cover a pot pie tin with blue crepe paper. Add a brim of blue construction paper. Glue on yellow paper details. Pin the hat in position.

NOTE: Matching favors can be fashioned by following the same instructions but using a smaller size foam ball for the head and an egg carton cup for the hat.

### CUB-IN-THE-BOX FAVOR

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

From heavy paper, cut a Cub Scout face and cap. Paint on the features. Glue the head to a 12" pipe cleaner which has been wrapped around a pencil in order to form the coil. (Naturally the pencil is removed once the coil has been made.) Glue the other end of the pipe cleaner inside the box at the bottom.



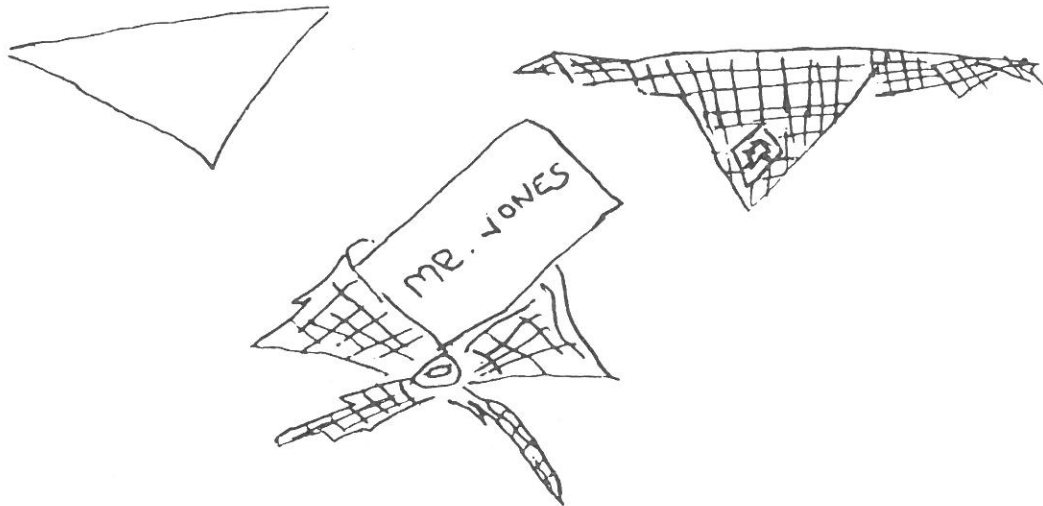
Add tissue paper to the bottom of the box as a filler, and then add nuts, mints or candies, as desired.

NOTE: A centerpiece similar in design can be made using a bigger Cub, a large foam ball and about 3 feet of wire wrapped around a 4" bottle in order to make it coil.

**MINIATURE NECKERCHIEF PLACE CARDS**

A colorful place card to make for den or Webelos den at your Blue and Gold is to buy some gold napkins and use a blue marker to decorate them for the Cub Scout dens. For Bears, you could even use light blue napkins. Webelos would use red napkins and then mark them with blue and green markers appropriately.

Once decorated roll it like a neckerchief and bring the ends together and bend a brad paper fastener around it to look like a neckerchief slide. Glue a small colored emblem on the back, then set it up and insert a small card with the guests name written on them.

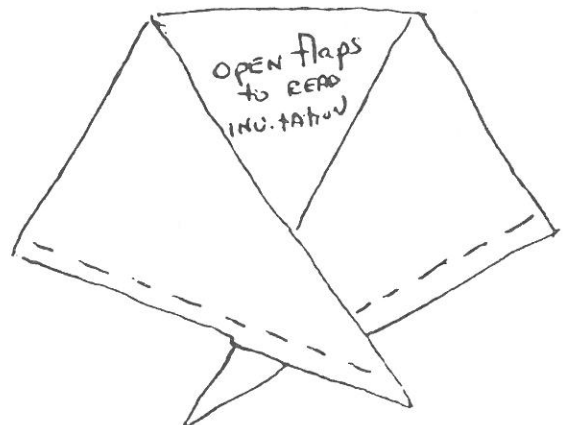


**NECKERCHIEF INVITATION**

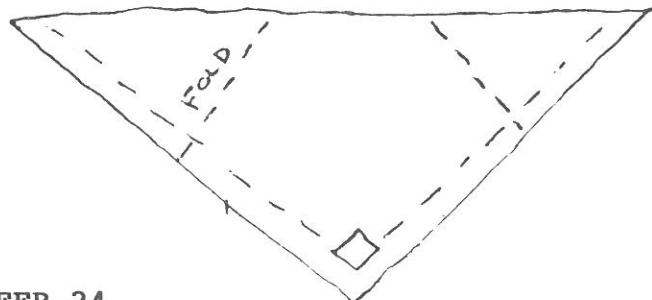
**MATERIALS:** Yellow construction paper, pens or fine line markers.

Cut paper as shown in illustration #1. Write the following information such as:

- TIME:
- PLACE:
- DATE:



Fold invitation as shown in illustration #2.



SPIRIT OF BADEN-POWELL SKIT

(The narrator is the "Spirit of Lord Baden-Powell" the Founder of Scouting. He may be a Den Chief in full uniform with a campaign hat. Each of the Cub Scouts dress as described.)

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

1ST CUB SCOUT: (he enters carrying a Bible) "We take turns praying in our dens. I like to wear my uniform to church (Synagogue) on Scout Sunday (Sabbath). Nearly half of all the packs in America are sponsored by religious bodies or organizations."

2ND CUB SCOUT: (he enters in full dress uniform) "The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty, gold for good cheer and happiness."

3RD CUB SCOUT: (he enters carrying Wolf Scout Book and Kipling's Jungle Book.) "Early Cub Scout ceremonies in England were based on Kipling's Jungle Tales. When Cub Scouting was organized in 1930, Indian themes were used."

4TH CUB SCOUT: (he enters carrying a woodcraft project) "Cub Scouting means fun. We have lots of fun. But I like making things we can play with or that follow our theme."

5TH CUB SCOUT: (he enters carrying a nature collection) "I like to go on hikes and collect things for my nature collection or the den museum."

6TH CUB SCOUT: (he enters carrying a buddy burner) "I like to go on picnics. We sure do like to eat! This is the cook stove I made."

7TH CUB SCOUT: (he enters carrying an American flag) "I am proud to be an American and salute our flag. I also like to see our pack flag (point to it) because I know I am part of Scouting. I belong!"

NARRATOR: "Yes, I represent the past...the present. These boys are Cub Scouts NOW, they are the men of tomorrow. They will help to preserve our American Heritage."

If a skit is planned as entertainment during your Blue and Gold Banquet the following would be a good one to use.

**"HOW SCOUTING BEGAN"**

- AKELA: Boys, do you know who started Scouting?
- CS #1: Some guy from England.
- CS #2: Baden-Powell.
- AKELA: His name was Sir Robert Baden-Powell.
- CS #3: He wrote a book during the war between England and the Dutch.
- AKELA: What was in the book?
- CS #4: Things about tracking, stalking, and living outdoors.
- AKELA: It was called "Aids to Scouting."
- CS #5: It was a book full of tricks for a small army to outwit a big army.
- AKELA: What kind of tricks?
- CS #6: Things like he saw the other armies do...like this (stepping real high). He slipped over at night to see what they were doing.
- AKELA: What were they doing?
- CS #6: Walking over barbed wire. Baden-Powell came back and had his men step high without barbed wire.
- CS #7: And he planted boxes of sand to make the other armies think he had land mines.
- CS #8: He won the war by tricking the big army with just a few men.
- CS #1: All the kids read his book and they started to play a game.
- CS #2: This gave him an idea to write his "Scouting for Boys."
- CS #3: Isn't it great for us to have so much fun just because of Sir Robert Baden-Powell.

BLUE AND GOLD ACHIEVEMENT PARADE SKIT

The Cub Scouts can make puppets from Jello boxes covered with blue and gold paper. One puppet is made to look like a Boy Scout. As each puppet says his part, A Cub Scout holds up one large board insignia poster for the appropriate rank. Insignia poster sets are available.

- 1ST CUB SCOUT: I'm a little Bobcat  
As you can plainly see,  
I've learned by Law and promises.  
So a full-fledged Cub I'd be.
- 2ND CUB SCOUT: Now I am a Wolf Cub  
With a gold arrow too,  
Soon I'll have a silver one  
To sew on my shirt of blue.
- 3RD CUB SCOUT: I'm in my second year now,  
And a Bear Cub I've become  
I've even earned some denner stripes,  
When you work, they'll give you one.
- 4TH CUB SCOUT: A Cub Scout is what I am  
We try and lead the way  
To show the Cubs behind us  
How to act and work and play.
- 5TH CUB SCOUT: Webelos is the name for me  
And now it is the time,  
They teach us to be Boy Scouts,  
And the dads keep us in line.
- 6TH CUB SCOUT: At last I am a Boy Scout  
And my Cubbing days are done,  
As when I think back the last three years.  
It really has been fun.
- 7TH CUB SCOUT: Once I was a box of Jello  
Setting in a store,  
When a lady came and bought me  
And took me out the door.  
She used me in a salad,  
And I thought my life was doomed,  
When she threw my in a basket  
Where the other trash loomed.
- Then a little Cub Scout  
Came and rescued me,  
And told me a puppet I was going to be  
Then started teaching me a puppet game.

"C" Stands for COURTESY. A Cub Scout is courteous. He is courteous to his elders, his friends, his teachers and especially his parents. He is courteous in all that he says and does.

"U" Stands for UNITY. When a boy joins a pack he becomes a member of a den, too. He does not work alone but with other boys. He learns to get along with others.

"B" Stands for BRAVERY. The Cub Scout is courageous enough to stand up for the things that he thinks are right, honest and fair play, thereby making the world a better place in which to live.

"S" Stands for SERVICE. A boy not only does service to himself while he is a Cub Scout, but he also serves others. He helps spread goodwill.

\*\*\*\*\*


"G" Stands for giving...It's always good to give.  
"I" Stands for intentions..May mine always be right.  
"V" Stands for valiant...A trait of great might.  
"E" Stands for earnest...From beginning to end.  
"S" Stands for sharing...This makes me a friend.

#### THE SINGING DEN LEADERS

CAST: All the den leaders in your pack.

STAGING: The den leaders stand in a semi-circle around the microphone. They can start each stanza in unison, with the appropriately attired den leader merely stepping forward, or that den leader can start the stanza with the others joining in after the first line.

SONG: "I've Got That Cub Scout Spirit" , pg. 35, Cub Scout Song-book.

PROPS: An ace bandage, a phony arrow () , or an arrow out of cardboard, crutches, a paintbrush and some old clothes covered with paint splotches (tempera paint on old Levis works well)

1ST DEN LEADER steps forward, her head wrapped in an Ace bandage. She sings, "I've got that Cub Scout spirit up in my head," and is then joined by the other den leaders, to finish the stanza.

2ND DEN LEADER steps forward with the phony arrow "through her heart" (or the cardboard arrow taped at a 90° angle to her heart). She sings, "I've got that Cub Scout spirit deep in my heart." The others join in to finish the stanza.

3RD DEN LEADER steps forward. She is on crutches. She sings, "I've got that Cub Scout spirit down in my feet," and is joined by the others.

4TH DEN LEADER steps forward. Her clothes are covered with paint, and she carries a paint brush. She sings, "I've got that Cub Scout spirit all over me," and is joined by the others.



**BIRTHDAY GAME**

Boys line up in teams, relay style. Each team has two shoe boxes representing birthday presents. On signal, each player in turn places his feet in the boxes and shuffles up to and around a chair at opposite end of room. He shuffles back to starting point where the next boy takes over. First team finished wins. The boxes could be kicked, pushed by the forehead, or rolled to change the relay.

**STIFF UPPER LIP**

This is a relay race in which a card is used, and it must be passed up and down the line. There are, of course, two groups of equal number in these lines and they should stand facing each other. The player at the head of the line starts the game by holding a card between his upper lip and nose without the use of his hands. He must pass it on down the line. The hands must not be used unless the card is dropped in which case it may be picked up with their hands. The side that passes the card up and down the line in the shortest time is declared the winner.

**SCOUTS ARE ALIVE**

A leader is chosen and begins by saying "Scouts are alive." The group says, "How do they live?" The leader says, "They live doing this" and starts moving a hand. The group does the same. The leader repeats "Scouts are alive." The group repeats "How do they live?" The leader says, "They live by doing this" and begins to move a foot while continuing the hand movement. The group must do the same. Each time the leader asks, the group responds and a new action is added until the leader says, "Stop." A new leader is chosen and the game begins again.

**PARTNER TAG**

Everyone except a runner and a chaser takes a partner and goes anywhere in the room. The partners lock arms, keeping their other hands on their hips to make a handle. The runner tries to tag the chaser. The chaser is safe if he can hook onto any couple. If he does, that makes three in a row, and the player on the opposite side of the chaser must drop off and become the new chaser.

**BALLOON BALL**

Played just like volleyball except we use a balloon. The following are fouls:

1. Hitting the balloon with the fist.
2. Stepping on or over the service line when serving.
3. One player hitting the balloon twice before it has been returned.
4. Catching or carrying the balloon instead of hitting it.

We use a heavy string or a rope and fasten pieces of paper to it for our net.

CUB SCOUTING WORD SEARCH

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

NATURE  
DEN  
HIKING  
PACK  
SAFETY  
SCHOLAR  
SPORTS  
TOOLS  
ACHIEVEMENT  
AKELA  
ARROW OF LIGHT  
ARROW POINTS  
AMERICA  
WEBELOS  
BEAR  
BICYCLE SAFETY  
BOBCAT  
BSA  
BLUE AND GOLD  
WOLF  
SCHOOL NIGHT  
LEARN TO SWIM  
CEREMONY  
CODES  
COLLECTIONS  
CRAFTSMAN  
CUB SCOUT  
WHITTLING  
PHYSICAL FITNESS  
CONSERVATION  
DAY CAMP  
ELECTIVE  
FLAG  
GAMES

GAMES FOR BLUE AND GOLD

COMPLETING QUOTATIONS

This is a good game to play at your Blue and Gold Banquet. Distribute copies of the questions to the guests as they come in. Fill in the missing word to complete these quotations.

Sweet as _____	Sugar
Hard as _____	Rocks or nails
Light as a _____	Feather
Sly as a _____	Fox
Sore as a _____	Boil
Still as a _____	Mouse
Fit as a _____	Fiddle
Neat as a _____	Pin
Proud as a _____	Peacock
Stiff as a _____	Board
Busy as a _____	Bee
Slick as _____	Glass

GO FORTH

Give everyone a pencil and paper when he arrives. Tell him to "Go Forth" and get acquainted with 20 people, to ask them their names, and to write them on his paper. When all have their 20 names, ask everyone to tear them off and give each slip of paper to the person whose name is written. Check to see how many can rid themselves of all their names.



March 1989  
Exploring Alaska





OPENING CEREMONY

Print large black letters with permanent markers on 8" x 10" sheets of white cardboard. Printing script on back of each card cuts memorization to a minimum.

- A - "A" is for Alaska
- L - "L" is for "the Great Land"
- A - "A" is for "Anchorage" the capital of Alaska
- S - "S" is for the snow
- K - "K" is for "King Salmon" the state fish
- A - "A" is for America's 49th state.

OPENING CEREMONY

- E - "E" is for Eskimos
- S - "S" is for "Sitka Spruce" the state tree
- K - "K" is for the "Kodiak Bear Moose"
- I - "I" is for "Igloos"
- M - "M" is for "Mt. McKinley" the highest mountain in North America
- O - "O" is for the "Sea Otters"

CLOSING CEREMONY

The Big Chief asks all hunters to stand and join him in speaking and using Indian sign language.

- |                       |   |
|-----------------------|---|
| "May the Great Spirit | (Make Cub Scout sign. As words are spoken, fingers make small circles upward as if smoke is drifting to the sky.) |
| Bring sunshine        | Make sign for the sun - index finger and thumb form circle, hold arm out to right.                                |
| Into my heart         | Place hand over heart.  |
| Now                   | Put both hands along sides, palms facing forward.   |
| And forever more      | Bring hands up from sides, palms up.  |
| In great measure."    | Bring palms together and then apart as if measuring.  |



ESKIMO PRAYER CLOSING

Cubmaster or Master of Ceremonies dressed in Eskimo costume....

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

ESKIMO CLOSING

To be read by Cubmaster or Master of Ceremonies in full Eskimo costume. (It will be more impressive if the room is darkened and lit only by an artificial campfire. Cubmaster can have his arms folded in front of him, chest high, with a card concealed that he can read.)

THE TWENTY THIRD PSALM

The Great Father above is a shepherd chief.  
I am His and with Him I want not.  
He throws out to me a rope, and the name of the rope is Love.  
He draws me to where the grass is green and the water is not  
dangerous, and I eat and lie down satisfied.  
Sometimes my heart is very weak and falls down, but He lifts it  
up again and draws me to a good trail.  
His name is Wonderful.  
Sometime - it may be soon, it may be longer - He will draw me  
into a place between the mountains. It is dark there, but I  
will not draw back.  
I will be afraid not, for it is there between these mountains  
that the Shepherd Chief will meet me and the hunger I have  
felt in my hear through this life shall be satisfied.  
Sometimes He makes the Love rope into a whip - but afterwards He  
gives me a staff to lean upon.  
He spreads a table before me with all kinds of food.  
He puts His hand upon my head and all the tired is gone.  
My cup He fills until it runs over.  
What I tell you is true. I lie not.  
These trails that are ahead will stay with me through life and  
afterwards I will go to live in the big tupek of the  
Shepherd Chief forever.

AMEN..

HOW THE ESKIMOS STARTED IT ALL

CHIEF: "Akela"  
HUNTER: "Kayak-a-dak"

Come join the CHIEF...around the council fire so bright,  
As he tells you the tale, of a HUNTER...and his plight,  
He had a problem which caused him some doubt.  
But that ingenious HUNTER...figured it all out!  
It seems the nights, go so chilly indeed,  
That for a shelter, the HUNTER...found a need,  
So he sat right down, and thought what to do.  
Then set about, to make his dream come true.  
But when the CHIEF...noticed, the HUNTER...not around,  
He set about to see, if he could be found.  
There on the far edge of the village was he,  
Working as busy as he could be,  
"What are you building," the CHIEF...then cried,  
As he stooped over, and looked inside.  
The HUNTER...then answered, with a grin so big,  
As he said, "You see I must keep my igloo warm--you dig?"  
With that the CHIEF...laughed, as he stepped in the door,  
"A tupek," he said, "This home shall be called evermore."  
And then a storm, soon blew right their way,  
Causing the tupek to shake and crumble.  
The CHIEF...when frightened, spoke in a Canadian accent,  
As these words he uttered, as for the door he went,  
"Young HUNTER...zee tupek eet ees an igloo, I say,"  
"Call it what you want, CHIEF... have it your way."  
So be it tupek or igloo, the Eskimo's abode,  
They serve the same purpose so our story is told!

SKIT: HEAP BIG CHIEF BIG HEART

Choose someone to play the star--Heap Big Chief Big Heart. Pick a narrator to introduce the skit: "Heap Big Chief Big Heart, or Heap Big for short, is a chief with a heart as big as Alaska. He's given his braves everything. And, as yet, has asked nothing in return. Let's listen as our braves sing Heap Big's praises." Braves serenade Heap Big in a sing-song style chant. Here's a starter on your chant: "Heap Big's heart is as big as Mt. McKinley. Heap Big! Heap Big! He's our Chief!" Go ahead and add verses, comparing Heap Big's heart to other great wonders of nature. Toward the end of the chant, Heap Big suddenly raises his hand for silence. All is quiet. Heap Big speaks, "Me, Heap Big, out to get braves' scalps! Terrified, braves dance about wildly, chanting in unison: "Heap Big Chief Big Heart Big Indian Giver! Heap Big Chief Big Heart Big Indian Giver! Heap Big Chief Big Heart Big Indian Giver! The end.

ESKIMO ORNAMENTS

SEA MAMMALS TOOTH NECKLACE

Materials:

Self-hardening clay, nail, sandpaper, string or heavy cord  
about 15" (37.5 cm) long.

1. Model animal "tooth" shapes from self-hardening clay. The shapes should be irregular and uneven, as shown in Fig. 1. You will need about forty shapes that are approximately 1/2" (1.25 cm) wide.
2. Use a nail to make a hole for stinging the teeth for your necklace before the clay hardens (Fig. 2). Be sure the holes are large enough to thread the string or cord through them.
3. Allow the clay to harden. Sand any rough edges.
4. String the teeth on the cord. When you have strung enough teeth to make a necklace, tie the cord together.

IVORY HUNTING HAT ORNAMENT

Materials:

Tongue depressor, Exacto knife, sandpaper, felt-tip marking pens, nail.

1. Use the Exacto knife and sandpaper to shape the tongue depressor into the form shown (Fig. 1).
2. Draw and eye and sun disk design at the upper and wider end of the form you have made (Fig. 2).
3. Decorate the length of the stick with the design motif shown (Fig. 3).
4. Make a nail hole in the top of the ornament. This is for tying the ornament to a hunting hat.

ESKIMO ENGRAVING

Materials:

Clean, dry pieces of bone with all sinew removed (ask your butcher to save the bones and cut them for you), sharply pointed long nail or awl or other sharp engraving tool, piece of charcoal or cork, safety matches, paper towels, pencil, scrap paper.

1. Boil bones for one hour and then remove the marrow. Clean, wash, and dry them completely.
2. Plan your design on paper with a pencil, following the basic contours of the bone, as in Fig. 1. Notice where it is long, or thin, or wide, or curved, etc. Try to tell a simple adventure story using stick figures (for example, boy, girl, house, boat, fish under waves, carrying fish). Or, write your name and draw a geometric design. Straight lines are easier to make than curves.
3. Scratch your designs into the bone, as in Fig. 2. If any sinewy fibers arise alongside your line while you are engraving, remove them with your fingernails.
4. Rub charcoal or soot from burned cork into the scratch lines. Rub across the surface of the bone, as in Fig. 3. This will force the color into the grooves of the lines.
5. Use a paper towel to wipe across the bone to remove the excess, leaving only the color in the lines.

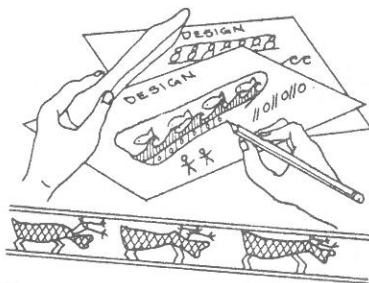


Figure 1

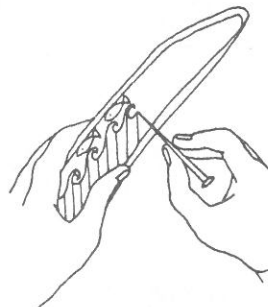


Figure 2

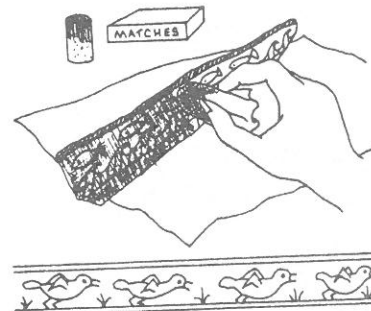


Figure 3

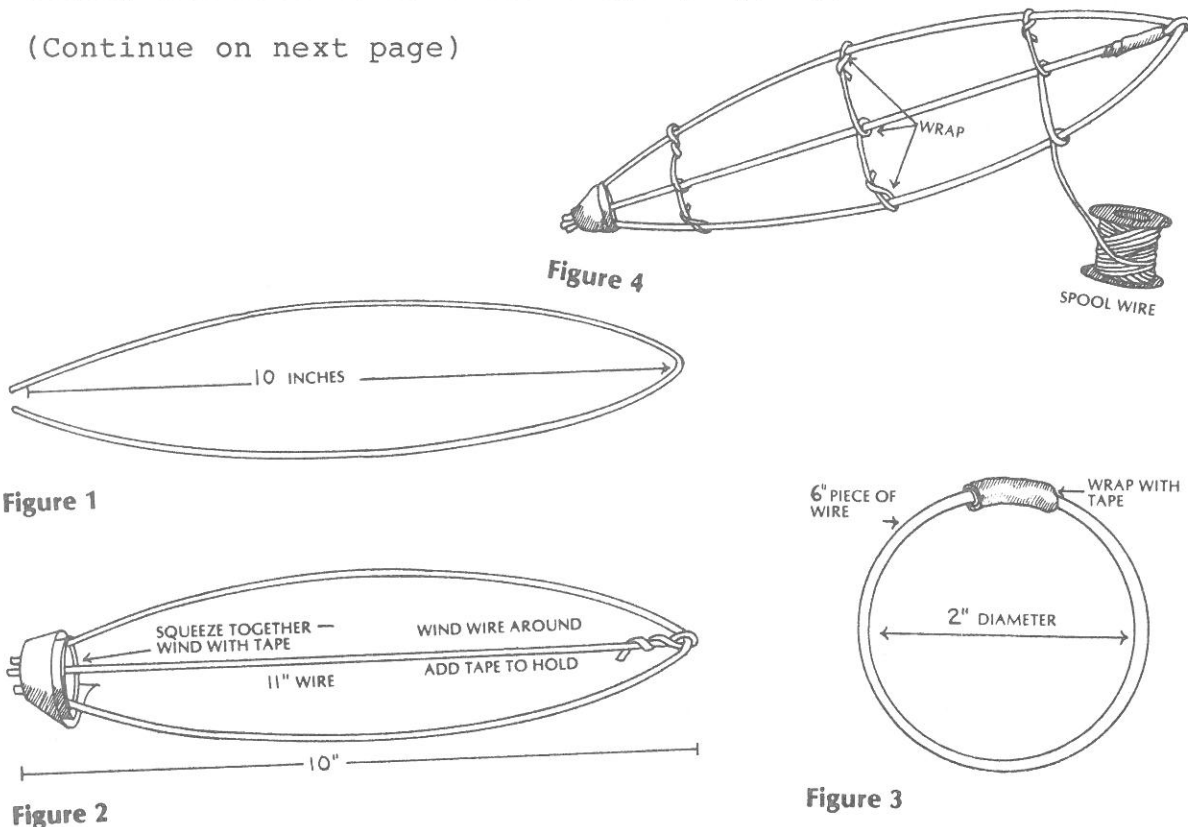
A WATERPROOF KAYAK

Materials:

Flexible, strong wire such as electrical wire or coat hanger, wire cutters, plastic-coated cloth tape 1 1/2" (4 cm) wide, scissors, tape measure or ruler, thin spool or thread wire, wooden tongue depressor or ice cream stick, jackknife (optional), felt-tip markers.

1. Use the wire cutters to cut one strip of heavy wire or coat hanger 20" (50 cm) long and another strip 11" (28 cm) long.
2. Bend the 20" (50 cm) strip in half (Fig. 1) so that each leg is 10" (25 cm) long. The wires should bow out in the center and taper at each end.
3. Fit the 11" (28 cm) length down the center of the two legs. Wrap about 1" (2.5 cm) of its end around the center bend. Tape the join to hold it in place, as in Fig. 2.
4. Make a seat hole by cutting a 6" (15 cm) piece of heavy wire and bending it into a hoop with a 2" (5 cm) diameter (Fig. 3). Overlap the ends slightly and tape them to hold.
5. Use spool or thread wire to form a cross bracing on the underside of the kayak. Wrap wire around and between each of the three legs. Repeat this at several intervals. This makes the kayak strong and lets it hold its shape (Fig. 4).

(Continue on next page)



(Continued from page 6)

A WATERPROOF KAYAK

6. Fasten the seat hoop between the two side legs of the kayak with spool wire. The hold should be positioned slightly back from the center, as shown in Fig. 5: 6 1/4" (16 cm) from the front end.

7. Put tape over the wires holding the hoop to the sides. Add spool wire to make a cross brace on the top of the kayak between the side legs just in front and just in back of the seat hoop (Fig. 5).

8. Make a "skin" for the kayak out of cloth tape. Cut a strip of tape 1 1/2" (4 cm) wide and 11" (28 cm) long. Put the tape sticky side up on a table and lay the kayak on its side along the tape (Fig. 6).

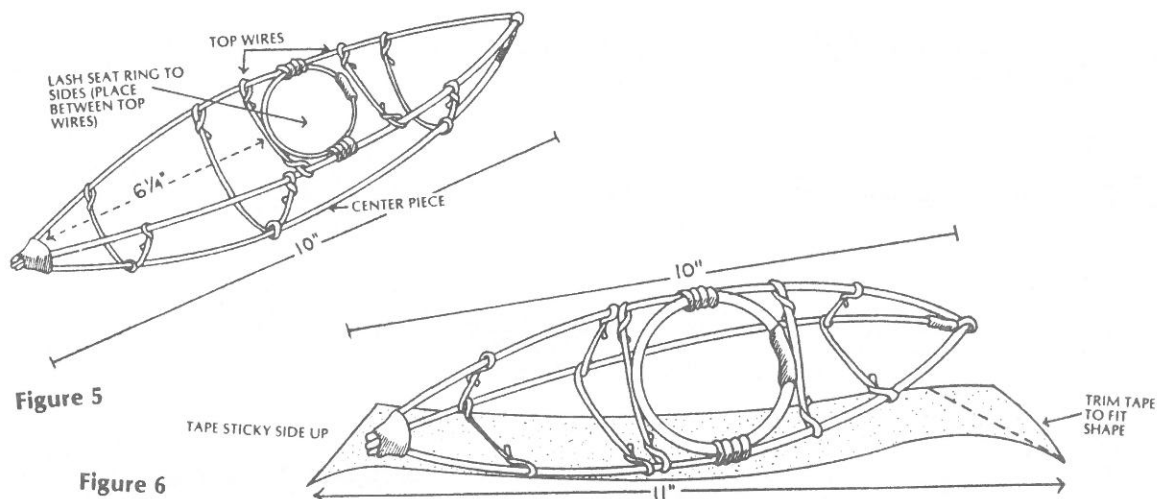
9. Cut off the end angles of the tape to conform to the shape of the kayak.

10. Press the edges of the tape over onto the wire frame. Smooth the edges.

11. Repeat this taping procedure on the other side of the kayak (Fig. 7). The side tape should overlap slightly along the bottom center rib. Be sure that all tapes overlap slightly and that there are no holes where the framework shows through. If the kayak is taped properly, it will be waterproof and will float.

12. Cover the top of the kayak frame with tapered pieces of tape cut as shown (Fig. 8). Press the edges of the tape flat and smooth them down over the sides of the kayak. Cut center sections to fit around the seat hoop as shown.

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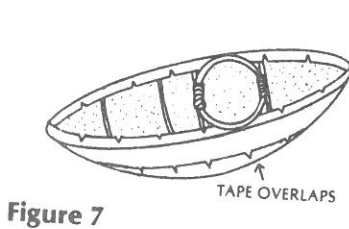
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**A WATERPROOF KAYAK**

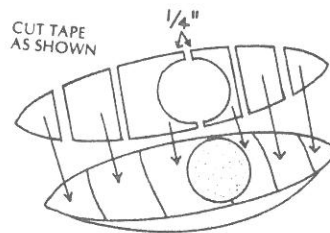
13. To cover the seat hoop, cut a 6" (15 cm) length of tape. Fold down one third of the width onto itself. Press the sticky sides together, leaving one third of the sticky surface exposed (Fig. 9). Wrap this piece of tape into a ring with the sticky side out (Fig. 10).

14. Set the tape ring down into the seat hoop with the sticky edge of the tape facing down and against the wire hoop. Press the tape against the wire hoop. The folded tape edge should stick up, making a raised lip (Fig. 11).

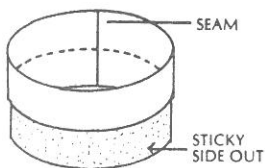
15. Whittle a paddle from a wooden tongue depressor or ice cream stick. Use permanent ink felt markers to decorate the kayak and paddles with designs (see Fig. 12).



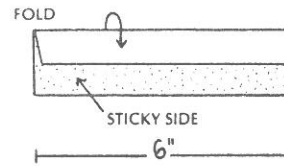
**Figure 7**



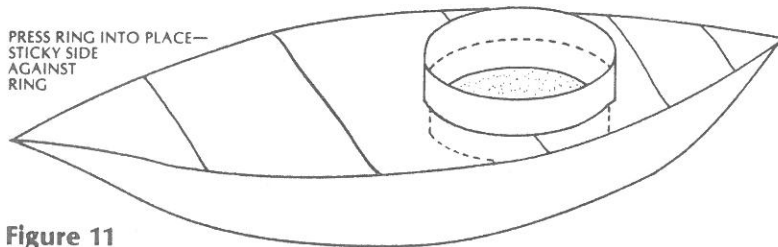
**Figure 8**



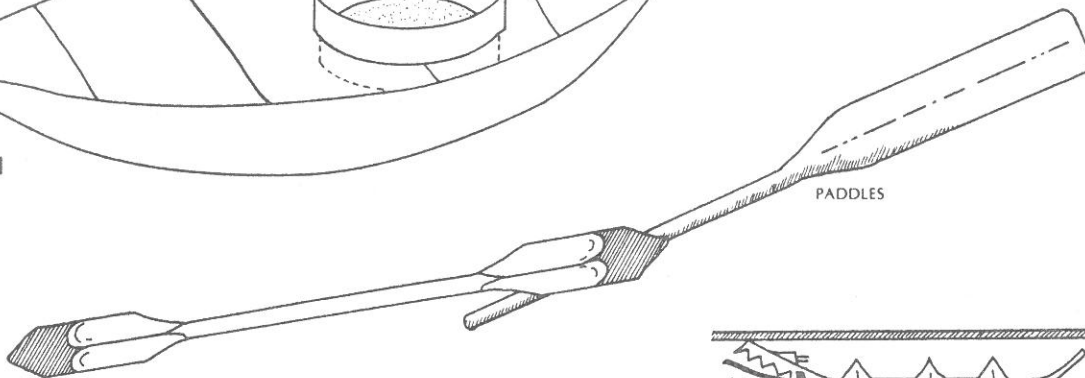
**Figure 10**



**Figure 9**



**Figure 11**



**Figure 12**



ESKIMO MASKS

Materials:

Salt dough (see box), colored feathers, bits and scraps of wooden sticks (optional), modeling tools or toothpicks, plastic knife, sandpaper, glue, tempera paints paper, pencil.

1. Use paper and pencil to plan your mask. Select a specific motif--a character designed to make you laugh, the face of an owl, bird, fish or whale, or a half-man, half-animal face, such as the one shown in Fig. 1. The mask should be about 12" (30.5 cm) long and 7" (18 cm) or 8" (20.5 cm) wide.
2. Prepare the clay, then build up the basic form.
3. Use tools to model the features. Be bold and simple. Avoid small details, as in Fig. 2.
4. Poke toothpick hole in the rim so you can later glue on feathers.
5. Let the clay dry thoroughly.
6. Sand the rough edges.
7. Paint your mask.
8. Decorate the outer edge of the mask by sticking in or gluing feathers and bits of wood shaped like wings, paws, tails, or teeth (see Fig. 3).

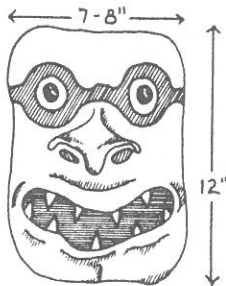


Figure 1



Figure 3

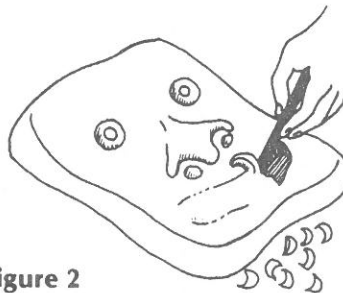


Figure 2

BEAR AND WHALE SOAP CARVING

Materials:

Large cake of soft bath soap, butter knife, pencil, paper.  
Any size cake of soap will do, but the largest size is easiest to work with.

1. Decide which animal to carve. Our examples are bear and a whale, both based on authentic Eskimo carvings. Select an animal hunted by the Eskimos.
2. Draw a sketch of the side view of the animal on the largest side of the soap (Fig. 1). On the other side of the soap, draw the animal as it would look from that side: rear, face and front, right side, left side, and top view (Fig. 2).
3. Use the knife to cut out the largest form revealing the basic shape of the body (Fig. 3).
4. Work all around the sides, cutting away a little at a time, to make a three-dimensional figure (Fig. 4). The body will have a blocklike look, but it should have rounded edges and a form clearly recognizable from all sides.
5. Use the tip of the knife, a pencil, or a toothpick to engrave the fine details. Make tiny lines to show fur, claws, nostrils, eyes, teeth, fins, etc.
6. You can add color to these lines by drawing over them with a felt-tipped pen.



Figure 1

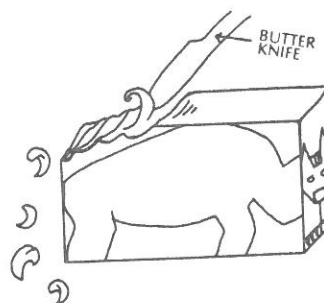


Figure 3

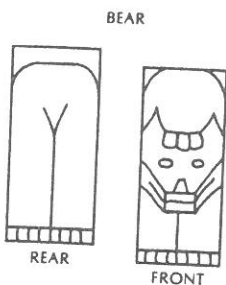


Figure 2

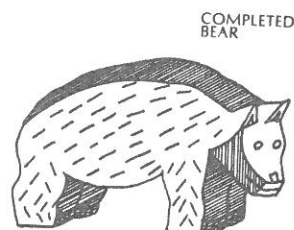


Figure 4

ROTATING BALLS ("ESKIMO YO-YO")

One popular Eskimo ball game uses two small leather balls on strings, attached to a handle, or tied together with a knot. The object is to rotate the two balls in opposite directions at the same time. This is also sometimes known as Eskimo yo-yo.

Materials:

Cotton fabric or soft animal hide, scissors, needle and thread, string, two small pebbles or two pennies or bottle caps, cotton batting or poly fiberfill.

1. Make two circles of cotton fabric or soft animal hide each 5" (12.5 cm) in diameter, as in Fig. 1.
2. Cover two pebbles or pennies with cotton and wrap them separately in each 5" (12.5 cm) circle of cloth or skin (Fig. 1).
3. Overlap the edges of the circle and stitch them down, to make a ball shape, as in Fig. 2. The ball does not have to be perfectly round to work.
4. Cut two lengths of string, one 26" (66 cm), the other 30" (76 cm).
5. Use about 10" (25 cm) of each piece to tie around a cloth ball as if you were wrapping a gift with ribbon (Fig. 3). The string crosses the ball in two directions. It is then knotted to itself. The rest of the length hangs loose.

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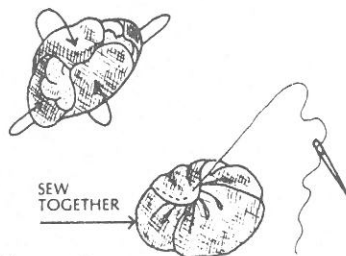


Figure 2

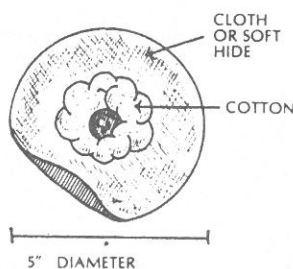


Figure 1

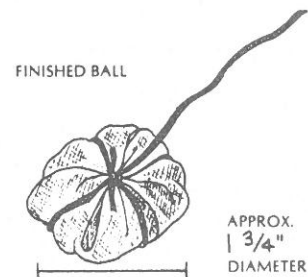


Figure 3

(Continued from page 11)

ROTATING BALLS

6. In a few places, sew the string onto the ball's cloth covering using an overwrap stitch (Fig. 4). This will secure the string so it does not slide off when the balls are swinging.

7. Hold the loose string ends and knot them together (Fig. 5). One string with a ball should be about 14" (35.5 cm), the other about 18" (45.5 cm). Be sure that one string is longer than the other, even if the dimensions are not exact.

HOW TO PLAY (Fig. 6:

Hold the knotted end of the string in your hand, and move it so that the balls rotate in opposite directions. This is easier said than done! There is a secret to it. Begin by holding the short string aside and rotating the ball with the long one alone first. When it is moving well, send the second ball in the opposite direction, all the while keeping your hand moving up and down. Never rotate your hand or the balls will rotate in the same direction.

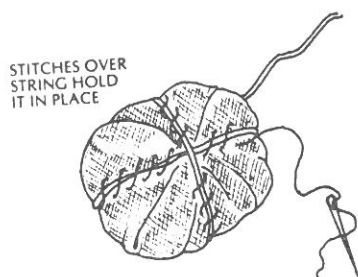


Figure 4

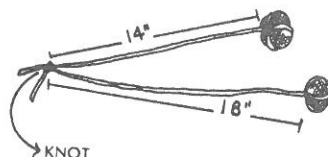


Figure 5

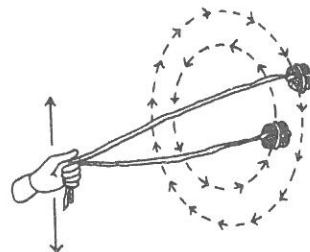


Figure 6

AJEGAUNG (HOLES-AND-PIN GAME)

Another game of skill is called ajegaung. This is the holes-and-pin game, played by tossing an object with holes in it into the air and catching it by one of its holes on a pin. This is the Eskimo version of the medieval court jester's cup and ball on a string. The object caught used by the Eskimo is often the dried bleached skull or pelvis bone of a small, with a pin made of bone. Sometimes small ivory animal carvings are used.

Materials:

Piece of rectangular or curved medium weight wood (e.g. a strip of shingle) or heavy corrugated cardboard or thick plastic, string, and unsharpened pencil, rubber band or tape

1. Prepare a piece of wood, cardboard or plastic with holes. It can be any shape and size, although it should be about the size of your hand or fist. It should be heavy enough to have some weight when tossed into the air. The holes should be large enough for your "pin" to pierce them easily (see Fig. 1). An unsharpened pencil makes a good pin.

2. Tie one end of a string through a hole in your object, and another end to the "pin". Secure the string on the "pin" by wrapping it with a rubber band or bit of tape (Fig. 2).

3. Hold the "pin" in your hand with the point up. Toss the hole-panel into the air. Try to catch it as it falls by piercing one of its holes with the pin (Fig. 3).

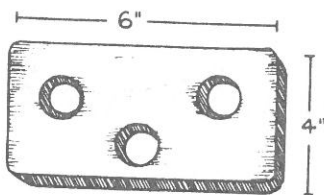


Figure 1

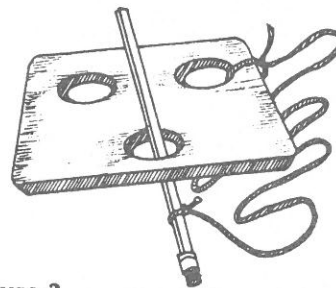


Figure 3

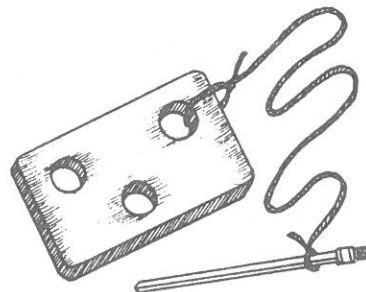


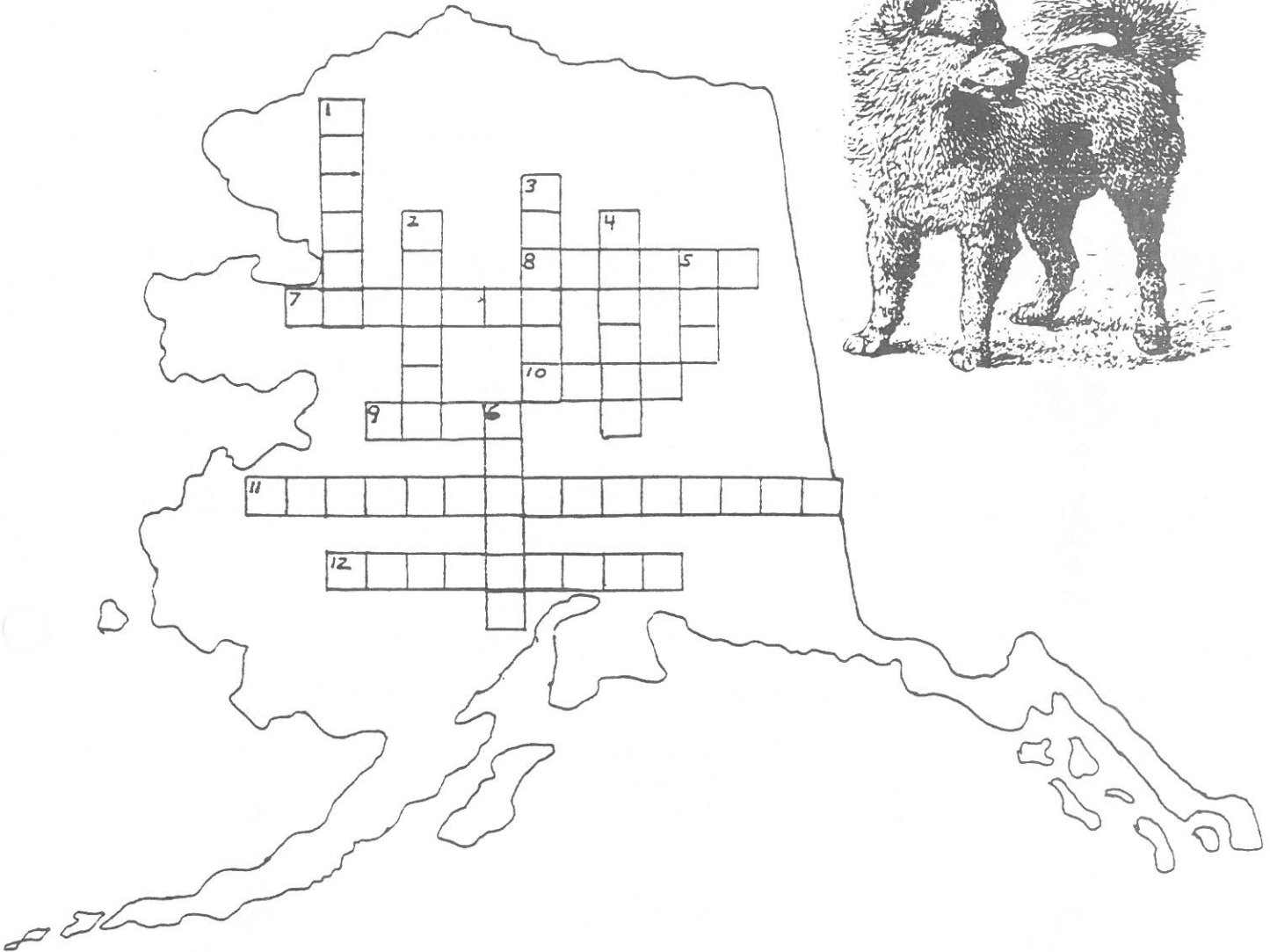
Figure 2

THERE'S MORE TO THIS THAN MEETS THE EYE

Hidden in these sentences are twenty special words commonly associated with Alaska. There are people, places, animals, and things. The letters of the words are in correct order, but not always linked in one word: BE ARthur's buddy!

1. The car I bought is blue.
2. Go into the den; a light is on.
3. To Sal, money was important.
4. She made errors in everything she did.
5. Charlie had a go at canoeing.
6. Al, ask a friend to join us.
7. Get off, Jordan! You're dirtying lacier pillows with your shoes!
8. Dad, all she epoxied was the shower.
9. Jane's kimono was found under Margaret's wheelbarrow.
10. Major Gray lingered over the chutney.
11. Growing old gracefully is the whole point, Hope.
12. Your accomplishments pale utterly when compared with mine.
13. Doris spiked the ball over the net.
14. Hustling its puppies, the mother dog hurried into the kennel.
15. The County Fair banks on fair weather for its June opening.
16. Please, Warden Jones, give me time off for good behavior.
17. Be ringing the bell when the church door closes.
18. Scamper, Ma, frost is predicted for tonight!

(Answers are found on the last page of this section.)

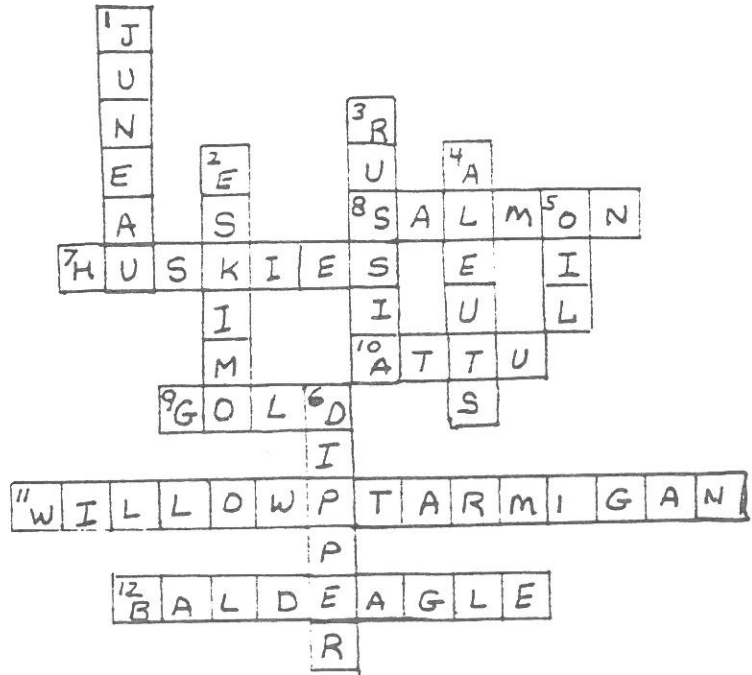


1. Capitol of Alaska
2. Native Alaskan
3. Who sold us Alaska
4. Eskimos who settled in the Aleutian Islands
5. Fossil fuel found in Alaska
6. Big -----, large constellation
7. A breed of dog used to pull sleds.
8. Large red-fleshed fish
9. Yellow metal found in Alaska
10. Western most Aleutian Island
11. Alaskan state bird
12. Symbol of America



ANSWER TO CROSSWORD PUZZLE

ALASKA



THERE'S MORE TO THIS THAN MEETS THE EYE, (answers)

1. caribou
2. Denali
3. salmon
4. deer
5. goat
6. Alaska
7. fjord, glacier
8. Dall sheep
9. Eskimo Barrow
10. grayling
11. gold, Point Hope
12. Aleut
13. pike
14. Tlingits
15. Fairbanks
16. Seward
17. Bering
18. permafrost

(If you found the twenty-first word, you get an extra point!)



April 1989  
Cub Scout  
Handyman





OPENING

- STAGING: Narrator, eight Cub Scouts with props. Cubs pantomime as their portion of script is read.
- CUB #1: (Enters with light bulb over head)  
Any kind of project begins with an idea. It can come from a book, a magazine, a store or a friend. And sometimes the best ideas come from ourselves.
- CUB #2: (Enters with a pattern)  
An idea needs a plan or pattern to make it a reality. Prior planning and following instructions reduces wasted time and confusion.
- CUB #3: (Enters with tools)  
Using the proper tools is essential to make the job easier. Misuse of tools makes the job impossible. Use the tools as they were designed to be used.
- CUB #4: (Enters with pocket knife and sharpening stone)  
Take proper care of your tools -- Keep them clean, repaired and sharp. Dull or broken tools are dangerous!
- CUB #5: (Enters with a piece of wood)  
Proper materials are as essential as proper tools. Sometimes substituting the wrong material could ruin a project.
- CUB #6: (Enters with a clock)  
Don't hurry. Take your time and do the job correctly. Anything worth doing takes time and patience.
- CUB #7: (Enters flexing his muscles)  
Labor and effort are necessary, too. Most projects take more effort than originally planned. The more effort, the more pride in the accomplishment.
- CUB #8: (Enters and points to other Cub Scouts)  
All of these things are important. They determine if the resulting project is good or bad. The success of the project depends on the idea, tools, materials, time and effort. The results should be enjoyable.

CLOSING CEREMONY

STAGING: Lights dim, four Pack Leaders with candles.

LEADER #1: (lights candle)  
What do we plant when we plant a tree?  
We plant the ship which will cross the sea.  
The mast, the keel, the beam and the knee;  
We plant a ship when we plant a tree.

LEADER #2: (lights candle)  
What do we plant when we plant a tree?  
We plant the house for you and me.  
The beams, the rafters and siding, all parts that  
be;  
We plant a house when we plant a tree.

LEADER #3: (lights candle)  
What do we plant when we plant a tree?  
A thousand things that we daily see!  
Pinewood Derby cars, paper and tools,  
So we can learn and be no fools,  
We plant the staff for the Flag of the Free,  
Yes, we plant all these things when we plant a tree.

LEADER #4: (lights candle)  
But what do we plant when we plant a lad?  
With the help of his mother and his dad,  
We plant a Cub who'll become a Scout,  
We plant ideas that will round him out,  
The skill, the games, the joy to be had,  
We plant a Scout when we plant a lad.

ALL SCOUTERS: What do we plant when we plant a lad?  
We plant a Scout when we plant a lad!

CLOSING THOUGHT

"Our bodies are wondrous multi-tools: if taken care of they will last many, many years and will accomplish innumerable jobs. Hammers, saws, pliers and all of the rest of man made tools make jobs a lot easier. Like the body, if taken care of and used properly, they will last many years. So always remember to use a tool properly, safely, clean it when done and put it in a safe place after use. That way your tools like your body will last a long, long time."

ADVANCEMENT CEREMONY

STAGING: Worktable to side of Awards table. Candles and rank posters on table. Cubmaster on stage. Another pack leader in work clothes enters carrying tool box.

CUBMASTER: Well, hello, who are you?

PACK LDR: Hello, I'm Woody the Carpenter. I have skill but no work.

CUBMASTER: Well, let's see (pause). I think I can use your help. There is a work table for you; set up your tools.

PACK LDR: (Sets up tools, has a sign "Woody the Carpenter at work" to hide what he is doing.) I'm ready, what do I do first?

CUBMASTER: I need a Bobcat plaque.

PACK LDR: (Starts to saw, hammer, etc.--hands out a rough-cut board with a Bobcat rank on it.)

CUBMASTER: Woody, that is a fine job. This is just like a Bobcat; it has been roughly cut, but there is no question it's a board not a tree. A Bobcat has also just been cut, his skills and crafts are rough and just starting to develop. But he has taken the first step in Cub Scouting. We can see the difference just as we can see the difference in this board and a tree.

PACK LDR: Will the following Cub Trade School Students and their shop teachers please enter the lumber yard. (Reads Bobcat names)

CUBMASTER: (Places board by Bobcat poster and lights candle.) Parents, I have the honor of giving this Rank to you so you may present it to your sons. Let's see, Woody. I guess what I need next is a Wolf plaque.

PACK LDR: (Starts to saw, hammer, etc.--hands out a clean-cut square board with Wolf rank on it.) Will this do?

CUBMASTER: That certainly will do, Woody. A Wolf is very much like this piece of wood, clean and squarely cut. A symbol of a good clean job, but still basic and has a long way to go beyond the Bobcat.

PACK LDR: Will the following Cub apprentices and their parents please come down to the shop. (Reads names)

(Continue on next page)

**POW WOW '88  
CEREMONIES**

**CUB SCOUT HANDYMAN**

Advancement Ceremony (continued from last page)

CUBMASTER: (Places board by Wolf poster and lights candle) Parents, I give you the Wolf badge to present to your sons.  
What next? (pause) I know, Woody, I need a Bear plaque.

PACK LDR: (Saws, drills, hammers, etc.--hands out a board squarely cut and edges routed, but not sanded or stained, with a Bear rank on it.) I think this is what you want.

CUBMASTER: Woody, you've done it again! This is like the Bear Cub Scout, a lot of effort and accomplishment has gone into this, but, it's not quite completed yet. A Bear has accomplished many things on the trail of Cub Scouting yet he is not at the end and his training is not complete.

PACK LDR: Will the following Cub journeymen and their foremen parents join us on the job. (Reads names)

CUBMASTER: (Places board by Bear poster and lights candle) Parents, please present the Bear badge, the third rank of Cub Scouting, to your sons.  
Woody, I know what I need now, the Webelos plaque.

PACK LDR: (Saws, hammers, paints, etc.--hands out a finished plaque with Webelos rank on it.) This is my best.

CUBMASTER: Woody, you certainly have done a fine job. This plaque is just like the Webelos Scout. His skills, crafts and accomplishments are essentially completed. His Cub Scout trail has only a few steps remaining.

PACK LDR: Will the following master craftsmen Cub Scouts and their parents join us here. (Reads names)

CUBMASTER: (Places plaque by Webelos poster and lights candle) Parents, you have the honor of presenting the Webelos rank and the activity badges to your sons.

Just as the skills and accomplishments were shown on these pieces of wood tonight, the skills and accomplishments of these Cub Scouts were evident as they progress along the Cub Scout trail.



ADVANCEMENT CEREMONY

PERSONNEL: The Crazy Craftsman: dressed in work clothes with all sorts of tools tied, taped and hanging all over his body. He should carry some type of tools box, inside of which are cardboard cutouts of tools with the boys' names and awards attached.

NARRATOR: "It is now time to recognize those Cubs who have worked hard last month and earned awards. Tonight we have a surprise guest who will assist us with the awards ceremony. It is my pleasure to introduce the Crazy Craftsman." (Crazy walks on stage: one arm pantomiming pounding with a hammer and the other arm sawing.)

"It's good to see you again - e-r-r-r-r-, what are you doing Crazy?"

CRAZY: "I'm just staying in shape for my next project."

NARRATOR: "Crazy, it is my understanding that you have the awards for the boys."

CRAZY: "I sure do, right here in my trusty, dusty tool case." "As I call your names, come forward." (Reach in tool case, pick out award, call off name and award earned and hand to boy. Boys are to remain up front.) (After last award handed out.) "Boys, always remember: once you start a project, give it your best and make sure that you complete it." "That is a sketch for success."

BILLY BUILDER-THE GENIUS

SAW: "Zip, Zip"  
HAMMER: "Bang, Bang"  
NAILS: "On the head"  
BILLY BUILDER: "If I had a hammer" (in tune)  
ROBOT: "Does not compute - Does not compute"

One fine day, young Billy Builder \_\_\_\_\_ had nothing to do. So he decided to build a robot \_\_\_\_\_ with nothing but a hammer \_\_\_\_\_, a saw \_\_\_\_\_ and some nails \_\_\_\_\_. He decided that his robot \_\_\_\_\_ should be very large, so it would require many nails \_\_\_\_\_, and much hard work. Billy Builder \_\_\_\_\_ drew his plans, picked up his hammer \_\_\_\_\_ and reached for the nails \_\_\_\_\_. He started to work, day and night, and he wore out saw \_\_\_\_\_ after saw \_\_\_\_\_. His hammer \_\_\_\_\_ was worn out, and the robot \_\_\_\_\_ was still not finished.

Ten years past and Billy Builder \_\_\_\_\_ was still at work; hammer \_\_\_\_\_ and saw \_\_\_\_\_ busy for days on end. Finally, after many years of hard work, Billy Builder \_\_\_\_\_ had run out of nails \_\_\_\_\_ and his last saw \_\_\_\_\_ was dull; and his last hammer \_\_\_\_\_ was broken. But his robot \_\_\_\_\_ was complete. It stood 35 feet tall and was a work of art!

Now the moment had come for Billy Builder \_\_\_\_\_ to activate the mechanism that would make him famous. His name would go down in history as a genius. He laid down his saw \_\_\_\_\_, and what was left of his hammer \_\_\_\_\_. Pushing aside the remaining bent nails \_\_\_\_\_, he made his way to the robot's \_\_\_\_\_ controls. He pushed a button and waited. The robot \_\_\_\_\_ said: "Should your name be linked to this project, I will deny any knowledge of your existence, and I will completely self-destruct in 5 seconds."

WHEN TO STOP AND GO

GO: "Zip-Zoom"  
STOP: "Scree-eech"

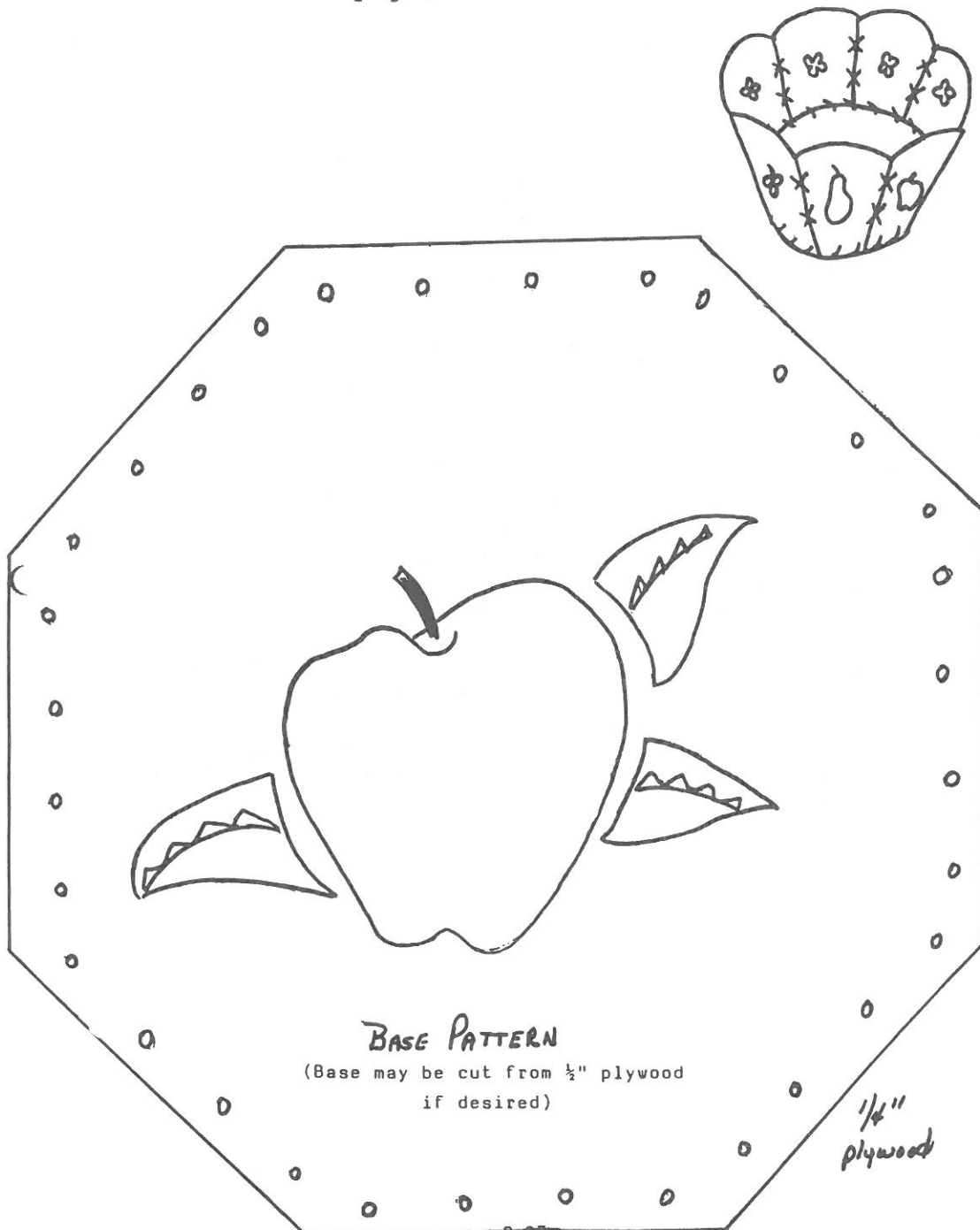
Once there was a boy who was always on the go.  
And how to make things he really did know.  
He's spend hours and hours in his dad's workshop,  
Never wanting to take time to ever stop.  
He'd fiddle with this and tinker with that,  
Making many things go for he never just sat.  
One day he decided a robot he'd create.  
One that would stop and go in a manner so great.  
So the boy worked hard for many a day,  
Never taking time out even for play.  
Off to the workshop he'd go in a hurry.  
Never did he stop in his hectic flurry.  
He banged and he nailed and soldered and wired,  
Until the hour was late and he was so tired.  
Never once did he think to stop in making his robot;  
Only to go full-speed ahead until the right combination he got.

Then finally at last his project was done,  
And now with his robot he could have lots of fun.  
He called to his friends to come watch his thing go.  
He could switch to fast or even to slow.  
He switched it to go right before their eyes,  
And the robot took off much to their surprise,  
But what a disaster, and oh, what a flop,  
For the boy forgot to put in a switch for the stop!  
So needless to say that robot - his test run did flunk,  
For he ended up in a heap - just a mere pile of junk!  
Everything in this world should get up and go,  
But there's a time to stop, which is important to know.  
So now that our story's all told, it's time now dear friends,  
To bring this story to a stop and an end.

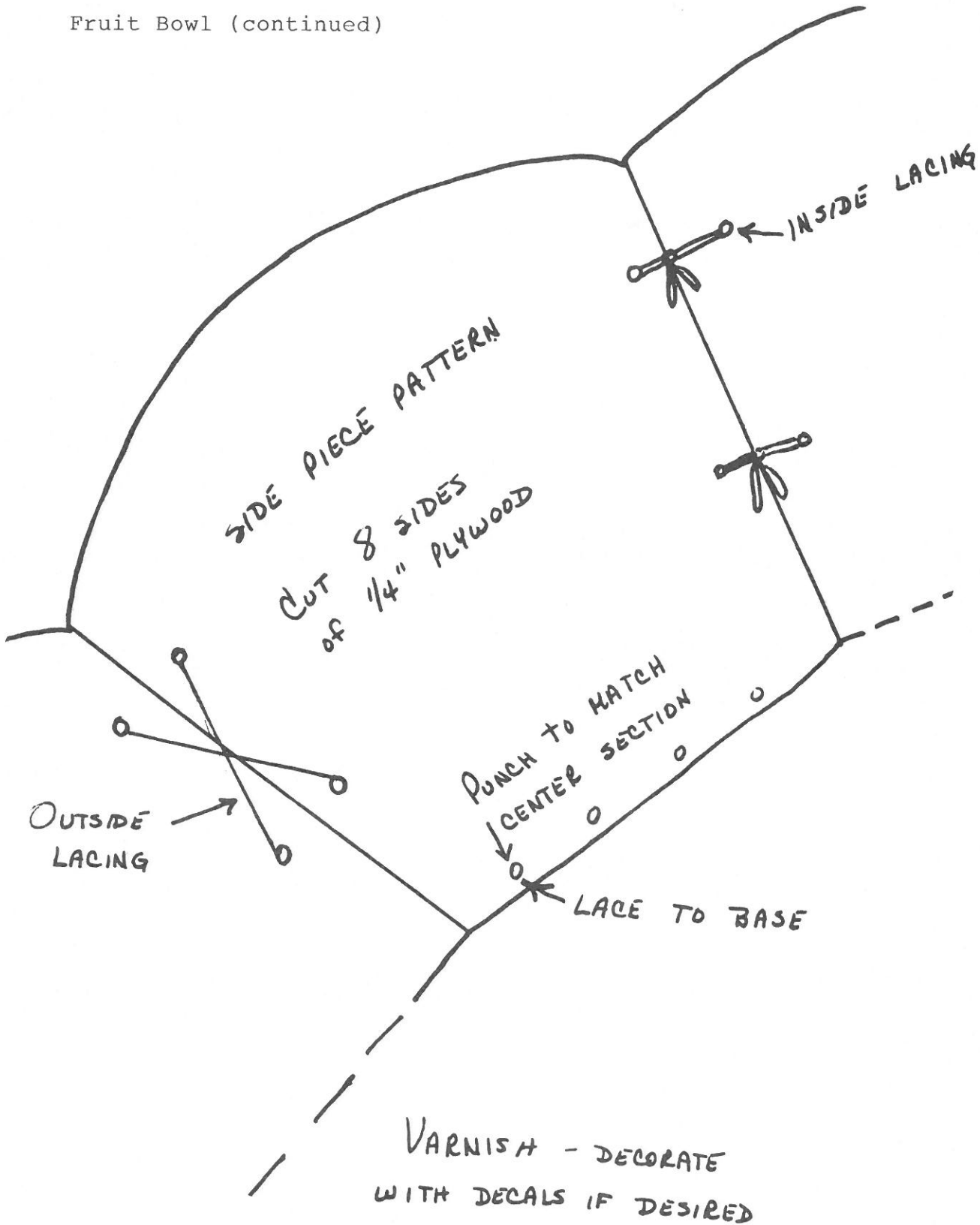
FRUIT BOWL

Here is a favorite gift item. From this pattern, cut 8 side pieces from 1/4" plywood and one from the base pattern. Drill holes as shown and lace with plastic. To finish, varnish then apply fruit or flower decals, if desired.

(Continued on next page)



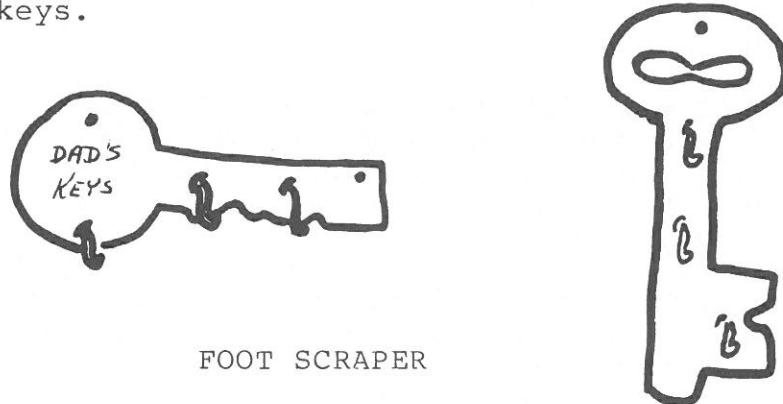
Fruit Bowl (continued)





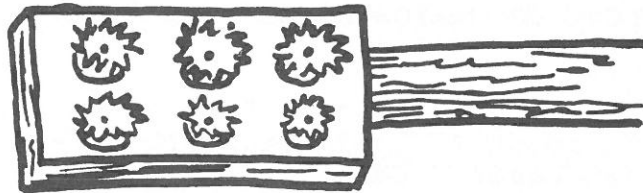
KEY HOLDER

Draw a key on wood, (to the size you need) and cut outline with a coping saw. Drill a hole at the top for hanging. Sand wood down to a smooth finish, then paint or varnish. Insert screw hooks for Dad to hang his keys.



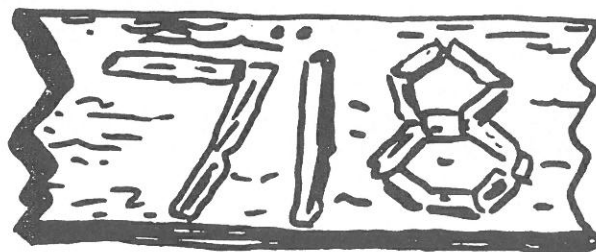
FOOT SCRAPER

Use a piece of wood 6"x4"x1/2" thick. Nail a heavy paint stick or strip of wood to one side. Nail six soda pop bottle caps, fluted side up, to the other side. On the handle, write "To a Favorite Gardener".



HOUSE NUMBERS

Use a piece of wood about 12" wide, 6" long. Saw irregular, triangular shaped pieces out of each end to make the wood look rustic. Hunt around for some sturdy twigs, and saw them into pieces to form the numbers you need. Whittle the ends into wedge shape if they overlap. Drill a hole at the top for hanging.





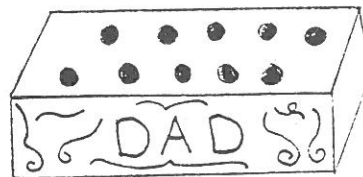
POW WOW '88  
CRAFTS

CUB SCOUT HANDYMAN

DRILL BIT HOLDER

Materials needed:

- 1 piece of 2"x2" 8" to 10" long
- drill
- paint
- wood burning tool



Sand the wood with fine sandpaper until it is smooth. Drill a row of holes in the top, 1/2" from the edge and about 1 1/2" apart; the holes are 1" deep. Make a second row of holes between the first, 1/2" from the opposite edge.

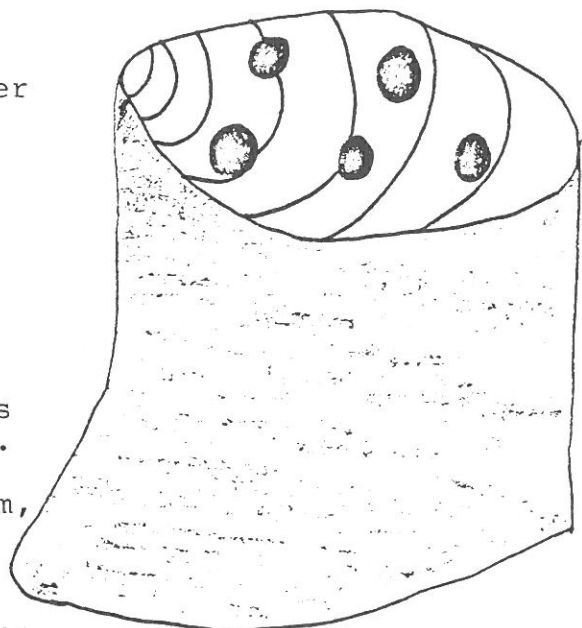
Paint decorations on the front of the holder, or use a wood burning set to give the holder a rugged finish. The drill bits are stored in the holes.

This would make a handy Valentine's Day gift or Father's Day gift for Dad.

PENCIL OR CRAYON HOLDER

Materials needed:

- Pieces of a branch 2" to 3" in diameter
- about 4" long with bark intact
- Sandpaper - 80 grit
- Scrap material (felt is best)
- Glue
- Scissors
- Drill with bits large enough to accommodate pencils or crayons



With the assistance of a Den Dad or the Den Leader, have boys drill 4 to 6 holes in top of branch for pencils or crayons.

Sand the block on the top and the bottom, making sure the wood is smooth.

Place a piece of fabric under the holder and trace around it. Cut the piece of fabric and glue it to the bottom of the holder and it is ready to use. Or you can peel off the bark, sand the sides, and finish with a stain and wood sealer.

TIC-TAC-TOE GAME

Materials Needed:

Scrap wood 4" x 4"  
Wooden matches with firing ends cut off  
Magic Markers (2 colors)  
1 piece of scrap felt or other material  
Drill with 3/16" bit

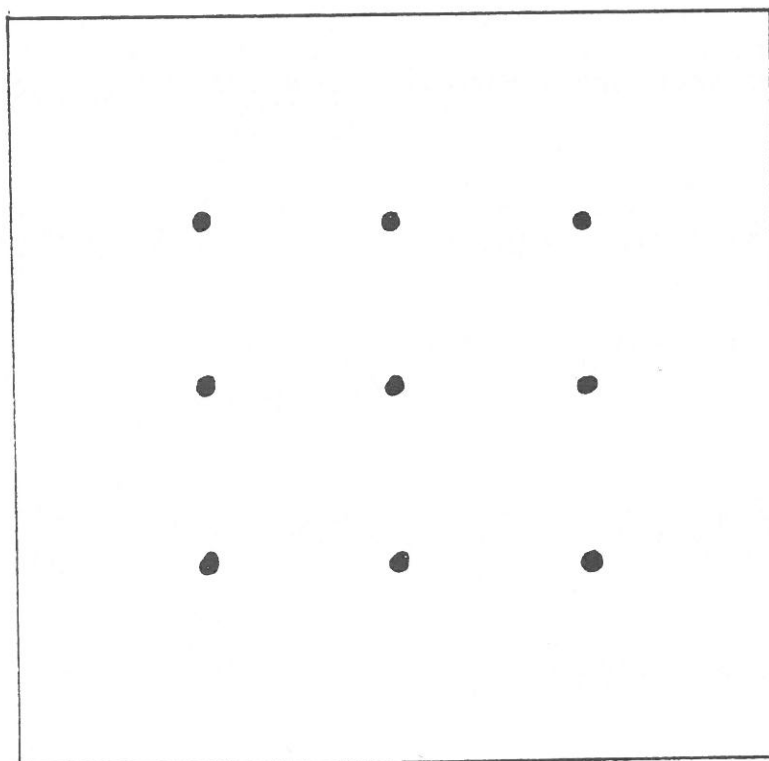
With hole spacer placed on the piece of wood, put a pencil mark at each hole.

Use a drill to drill holes through wood. Cut the felt to size and glue to bottom of game board.

Color the match sticks two different colors and the game is ready to play.

Good activity for gathering time.

Hole Spacer



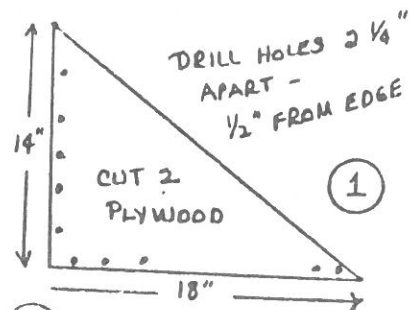
WOODEN BIKE RACK

Your Personal Bike Rack: If you have a workshop, you may have all the materials for this bike rack on hand. Scrap lumber can be obtained at your local lumberyard at little or no cost. You will need:

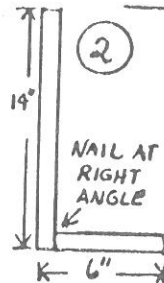
- a piece of 1/2" plywood 14" x 18" (for medium-weight bicycle with 24" wheels)
- a two-foot length of 1"x2" wood
- an 18" length of 2"x8" wood
- No. 6 flat head screws 1-1/4" long
- Six-penny nails

White glue or powdered resin glue  
Varnish or paint  
Hammer, screwdriver, saw, Drill

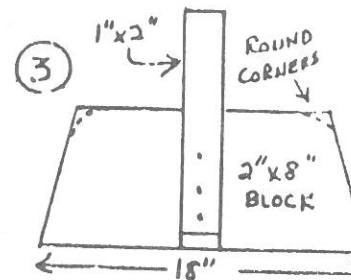
1. Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.



2. Cut the 1"x2" pieces. Nail the two longest pieces at right angles.

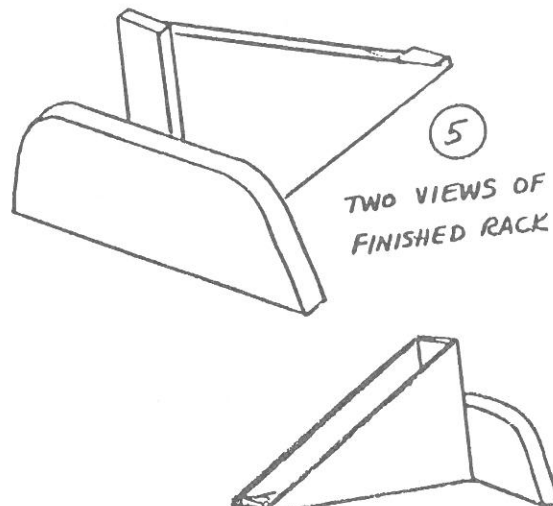
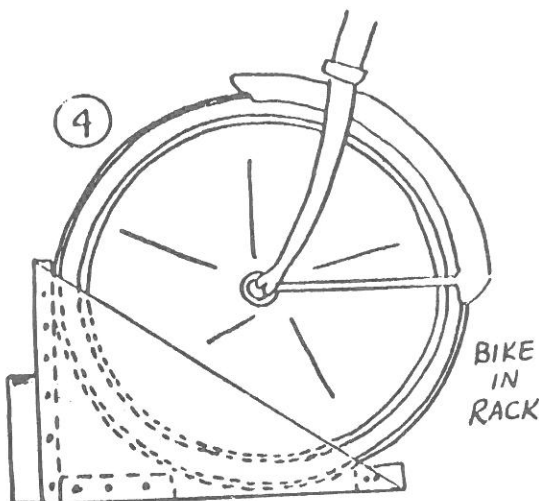


3. Cut the 2"x8" piece. Attach the nailed 1"x2" with screws. Paint or varnish the 1"x2" now. (NOTE: the right angle is fastened to the 2"x8" with screws from the inside.)



4. Fasten the plywood triangles in place with screws through the pre-drilled holes. Don't forget the small piece of 1"x2" that joins the tops of the triangle.

5. Sand and complete paint or varnish job.



TOYS

MATERIALS:

Wooden clothespins  
Pipe cleaners  
Carpet tacks  
Small nails  
Poster paints  
Sandpaper

TOOLS:

Hammer  
Coping saw  
Pocket knife  
Paint brush

Construction: Very carefully cut the clothespins with a coping saw. Smooth the sides with sandpaper. Shape tails for fly, airplane and crocodile with a pocketknife. Fasten pipe cleaners to clothespins by making a loop in the pipe cleaner and hammering tack through center of loop. Paint clothespins whatever colors you wish.

MULE: Use 4 clothespins. Head--use one whole pin. Legs--saw knobs off two pins. Body--one "leg" of clothespin sawed off as shown on the next page. Use two 3" pieces of pipe cleaner for neck and tail. Use five carpet tacks to attach legs to body, neck to head and body, tail to body.

GIANT FLY: Use one clothespin. Cut off one leg. Use two 4" pieces of pipe cleaner for legs and feelers. Attach to body with two carpet tacks.

AIRPLANE: Use three clothespins. Fuselage--one clothespin with one "leg" sawed off. Wheels--two sawed off knobs. Wings--one long piece. Tail--one short piece. Use four tacks to fasten wings and tail to fuselage. Use two small nails to fasten wheels to plane. Tack on pipe cleaner for propeller.

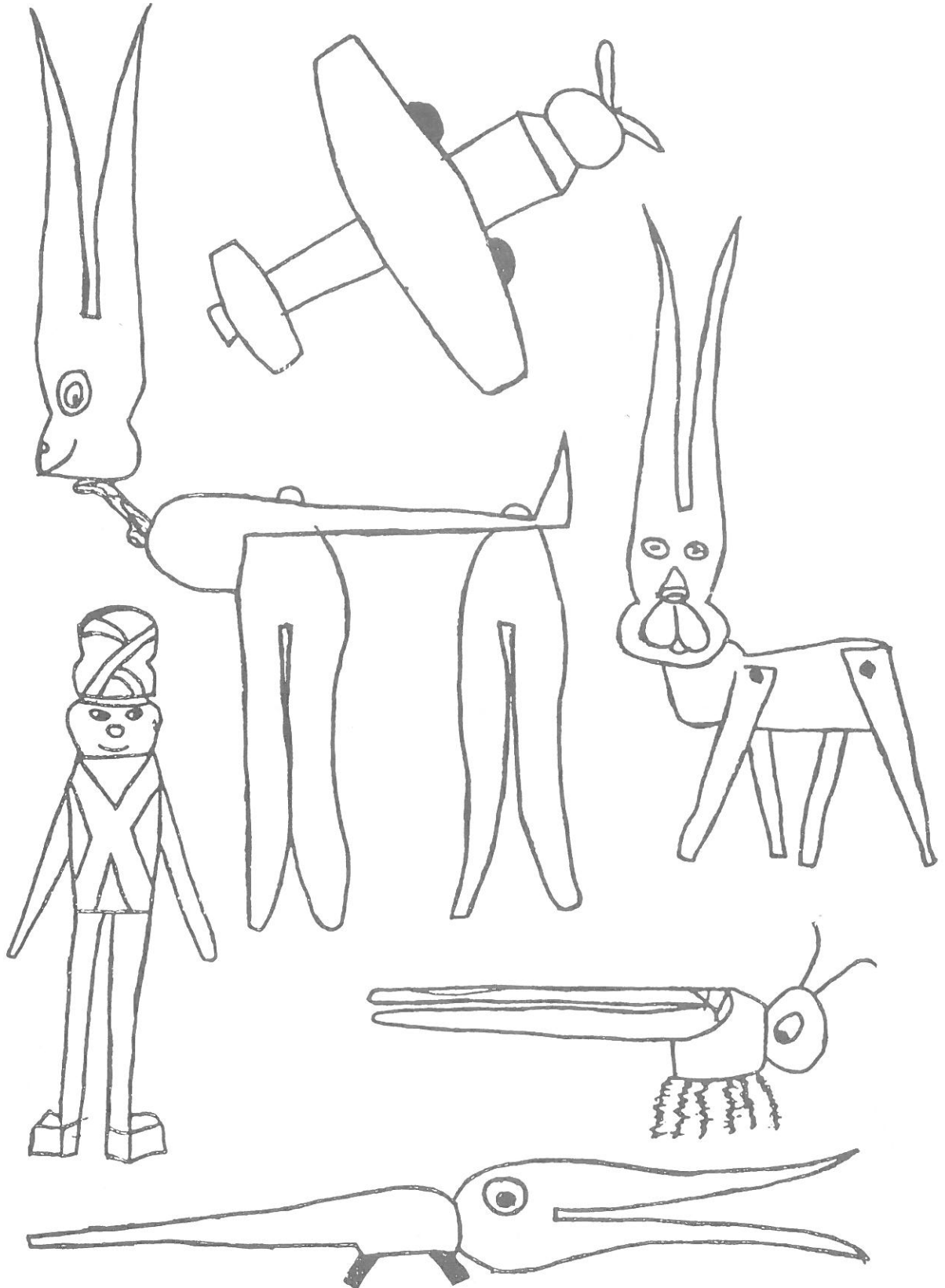
TOY SOLDIER: Use two clothespins. Body--use entire clothespin. Hat--use long knob. Arms--one leg of clothespin cut in half lengthwise. Feet--parts of second clothespin. Use five tacks to attach arms to body, hat to head, feet to legs.

CROCODILE: Use two clothespins with the knobs cut off. Tail--saw one pin in half lengthwise. Head--second clothespin cut in half from top to 1/2" above point where clothespin divides. Use two 3" pieces of pipe cleaner for legs. Use three tacks.

REINDEER: Use two clothespins. Body--top half of one clothespin. Head--entire clothespins upside down. Legs--two clothespins ends slit in half. Use five tacks to attach head and legs to body.

(pictures on next page)

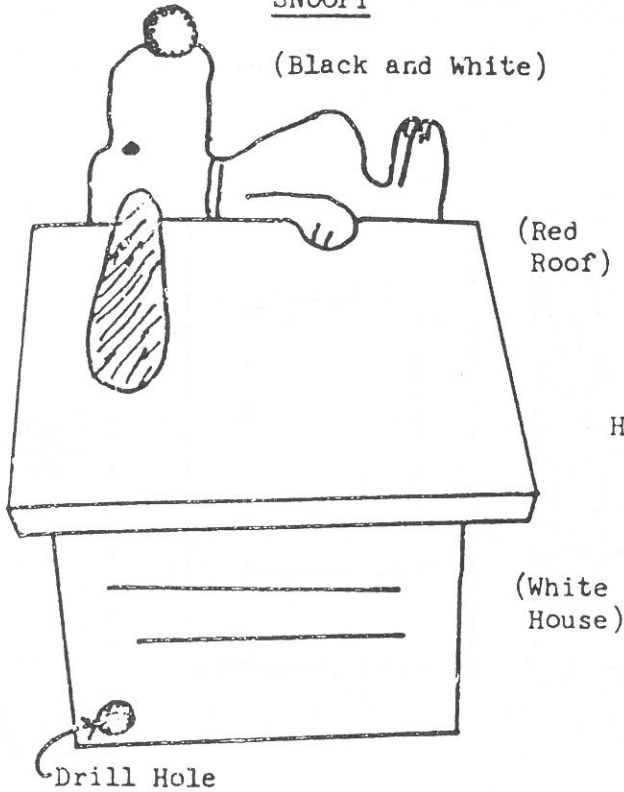
PATTERNS FOR CLOTHESPINS TOYS



WOODEN KEY RINGS

SNOOPY

(Black and White)

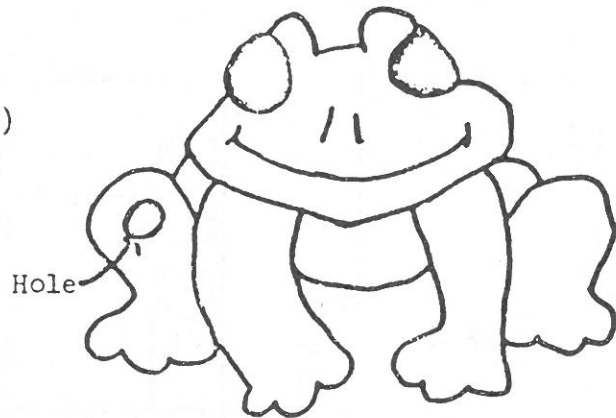


(Red Roof)

(White House)

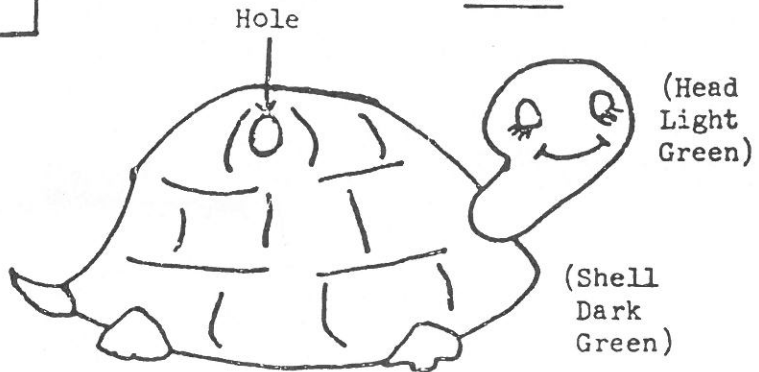
FROG

(Green and Yellow)



Hole

TURTLE



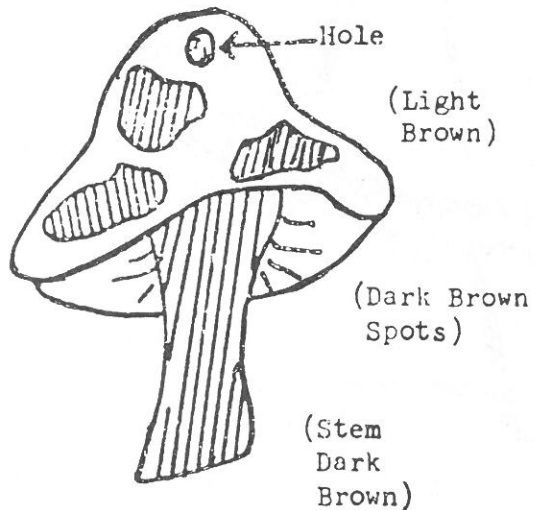
Hole

(Head Light Green)

(Shell Dark Green)

Cut from 1/8" plywood  
Drill hole for chain  
paint.

TOADSTOOL



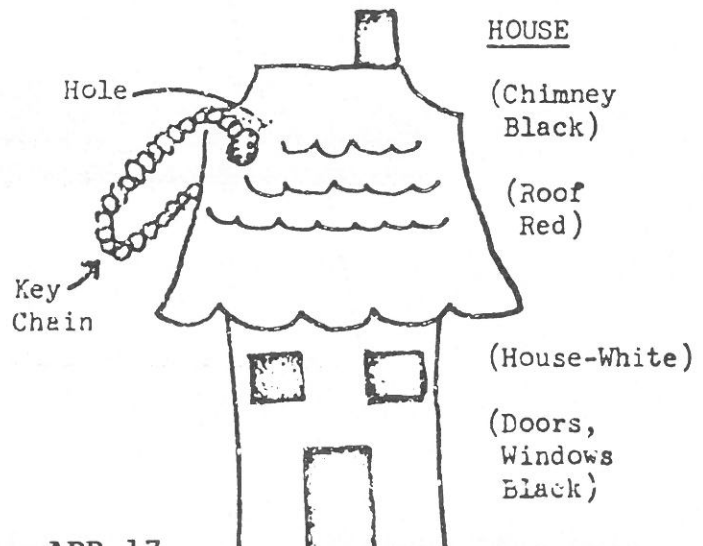
Hole

(Light Brown)

(Dark Brown Spots)

(Stem Dark Brown)

HOUSE



Hole

(Chimney Black)

(Roof Red)

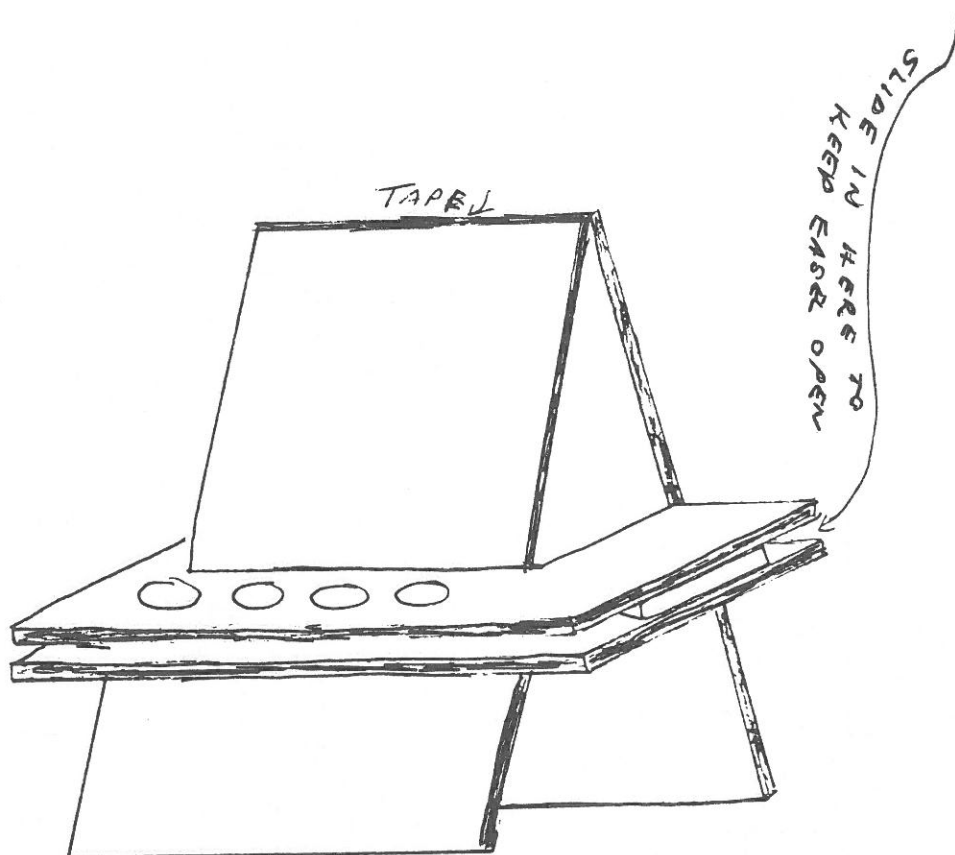
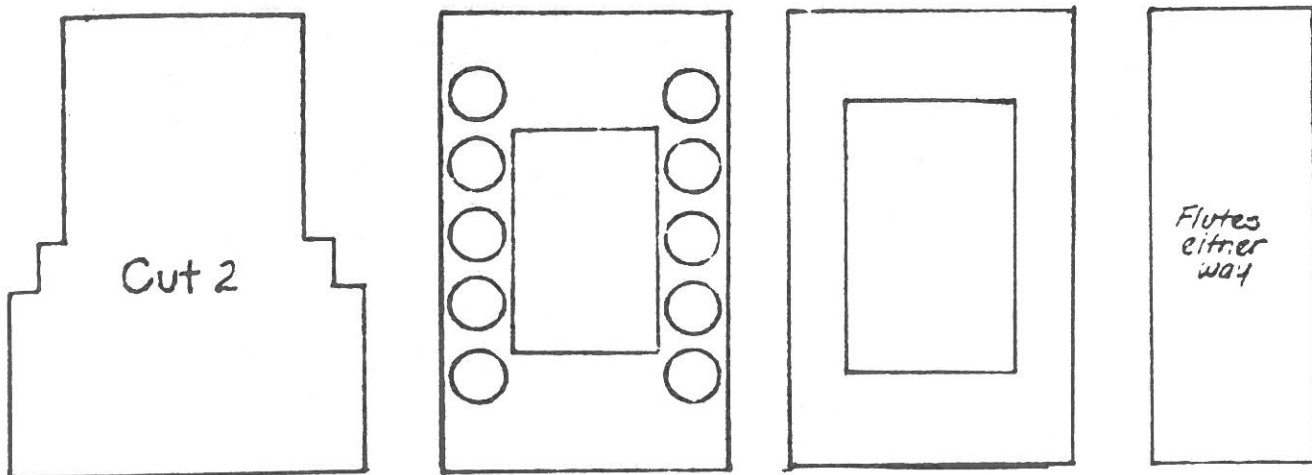
(House-White)

(Doors, Windows Black)

Key Chain

MAKE AN EASEL

Paint your way to creativity with a triple-wall cardboard easel.



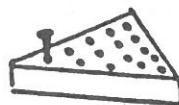
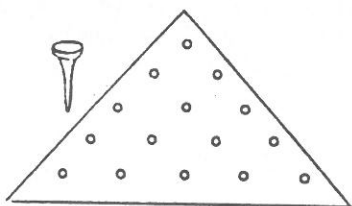


ONE-MAN CHINESE CHECKERS

Cut board from 1" x 4" or 1" x 6" lumber. Mark off 15 equally spaced holes as shown. Drill holes with 1/8" drill.

Use 14 golf tees, placing them in the holes, with one hole left vacant.

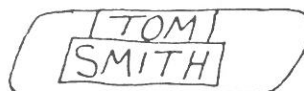
Object of the game is to jump the tees and remove them from the board. Only one tee can be jumped at a time. The winner is the one who leaves the least number of tees on the board.

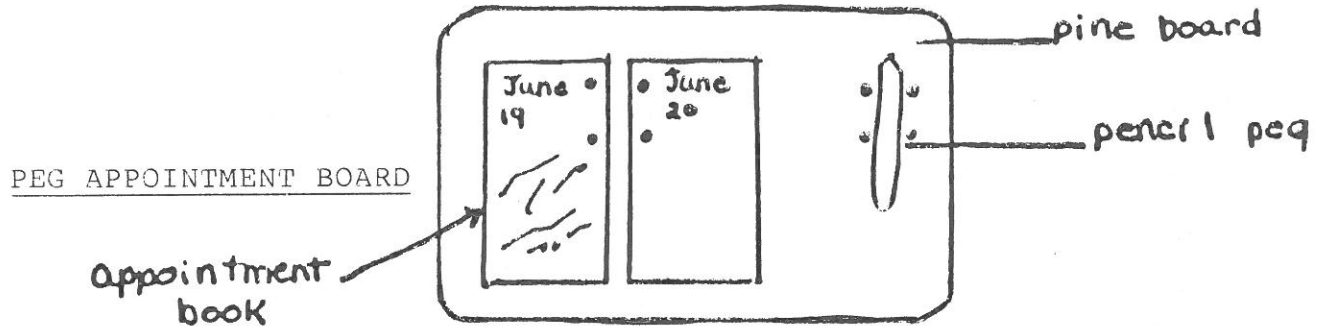


METAL NAME TAG

MATERIALS: One 7/8" x 2" sheet metal; large safety pin; solder; soldering iron; dymo tape machine; steel wool.

1. Have the boys clean the sheet metal with steel wool.
2. Heat metal and melt puddle of solder in center with iron or torch. CLOSELY SUPERVISE THIS ACTIVITY!
3. Position pin in molten solder.
4. Have boys write their name with dymo tape machine and stick to tag front. Make sure front is clean of oil, otherwise tape will not stick.
5. Wear it on left pocket flap.



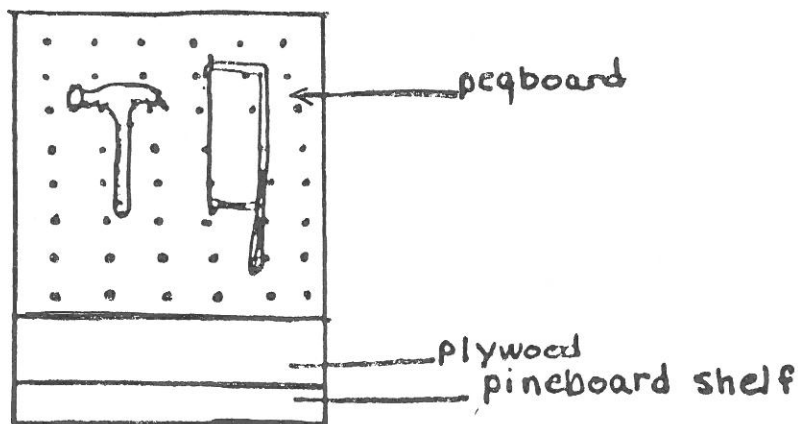


PEG APPOINTMENT BOARD

Sand the corners round on a 1" x 8" x 1' pine board. Position appointment book page on board. Mark holes for paper and pencil pegs. Drill holes for 1/4" pegs and glue the pegs in place. Use approximately 3" pegs for book pages and 1-1/2" pegs for pencil.

TOOL BOARD

Screw a 15" x 16" pegboard to a 16" x 19" piece of 1/2" plywood using 3/8" spacers between to allow air space for the hooks. Glue a pine board 1/2" x 16" to base of plywood and nail through the back.

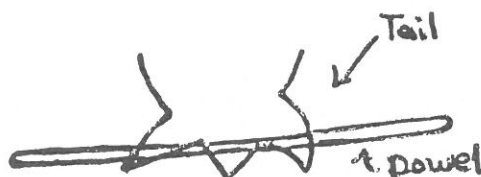
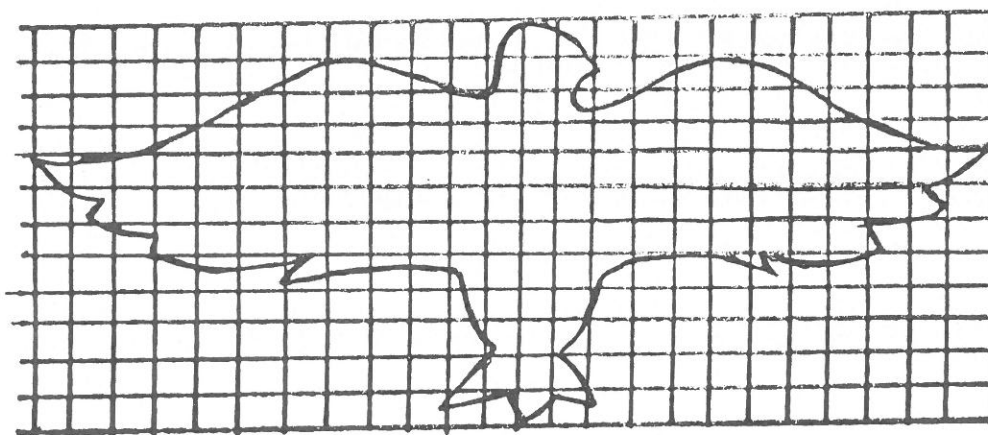


TIE RACK or TOWEL HOLDER

- Materials:
- Pine wood - 25" wide x 13" high
  - Jigsaw
  - Sandpaper
  - 16" wooden dowel
  - 2 screw eyes
  - Wood stain or brown shoe polish (can type)
  - Paint
  - Ballpeen hammer
  - 1 can spray varnish

Enlarge the graph pattern to make your pattern as shown on a piece of paper. Trace pattern onto wood and cut it out with jigsaw. Sand all edges. To achieve a textured effect on the body, wings, and tail, hammer these portions with the ballpeen hammer striking at random. Wipe the hammered sections and dowel with brown shoe polish (can type) to achieve wood stained appearance--or use wood stain. Paint the head portion and paint on feathers. Spray with spray can of varnish so the color will not rub off on the tie or towels later in humid weather.

Glue the dowel across the tail. Screw in screw eyes at the top of each wing for hanging.

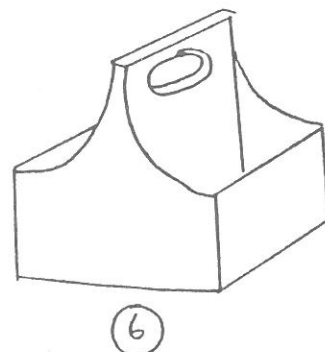
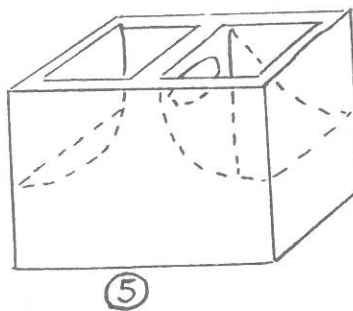
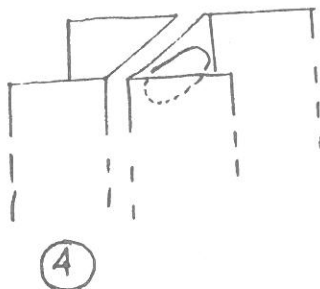
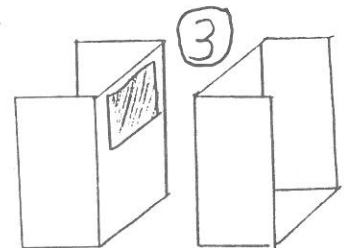
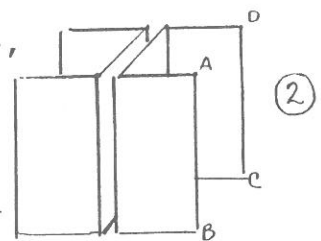
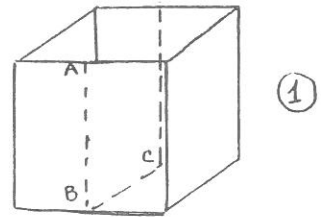


TOTE BOX

Materials: Two grocery cartons of the same size, masking tape, glue, scissors or knife.

Directions:

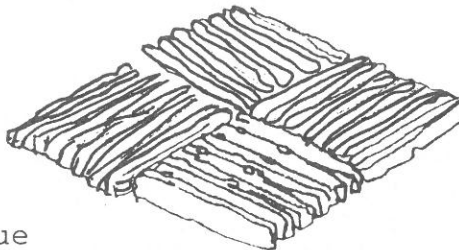
1. Cut along center of box - A to B to C to D. (See figure 1)
2. Turn sides to meet in center. (figure 2)
3. Place a sheet of shirt cardboard in the top center section of middle divider to strengthen the hole for the handle, gluing it in place, and gluing the rest of the two sides together at the same time. (figure 3)
4. Cut out section through all thicknesses for carrying handle. (figure 4)
5. Place completed center section into the second carton. It will be a tight fit. You may need to trim it slightly, but keep that tight fit.
6. Cut on dotted line as shown in figure 5, to shape the sides of the tote box.
7. Your box may be finished with masking tape on the raw edges where the two boxes meet and around the handle hole. Paint if you like.



These Tote Boxes can be made with almost any size boxes, depending on how big you think you want your finished product. They will carry a lot of weight, but you may not be able to handle it. The boys might like to make one for their mothers. It is a good way to carry around cleaning supplies and even Dad might like one for his workshop or garage.

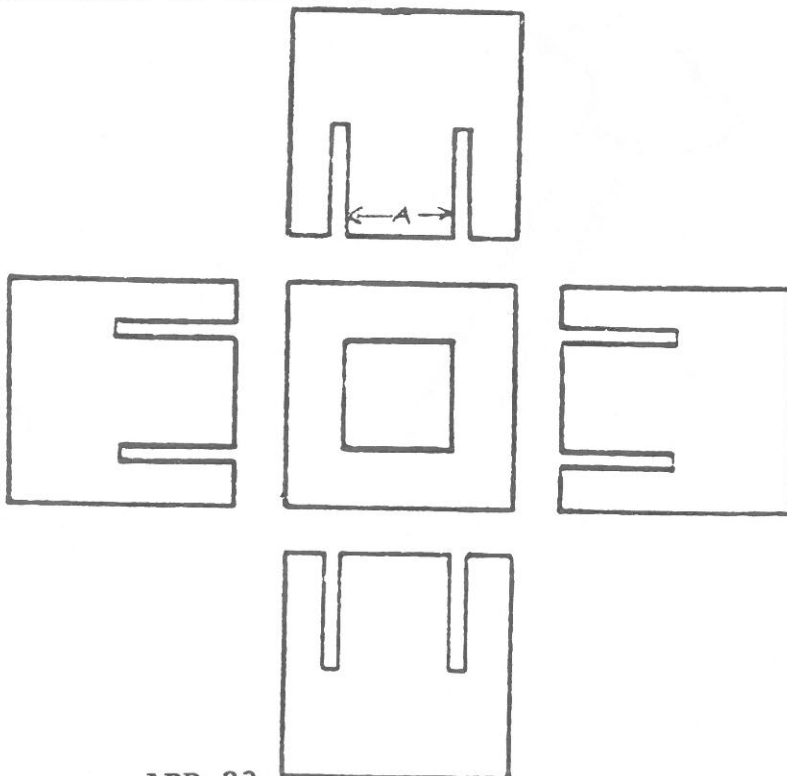
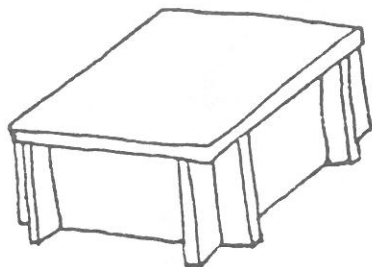
PATCHWORK TRIVET

A very attractive trivet is simple to make. Remove the wire springs on 24 clip clothespins. Glue the halves together, making 24 pairs. Glue together with outsides back to back. Glue six pairs into a square. Make four squares. Then, glue the four squares together, alternating them as illustrated, to make the patchwork trivet. Paint or varnish the trivet.



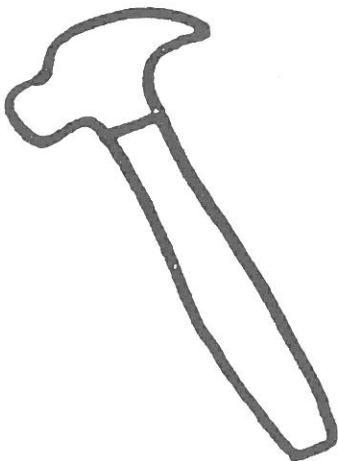
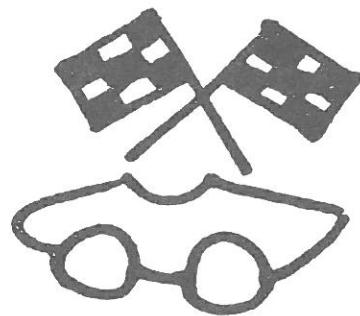
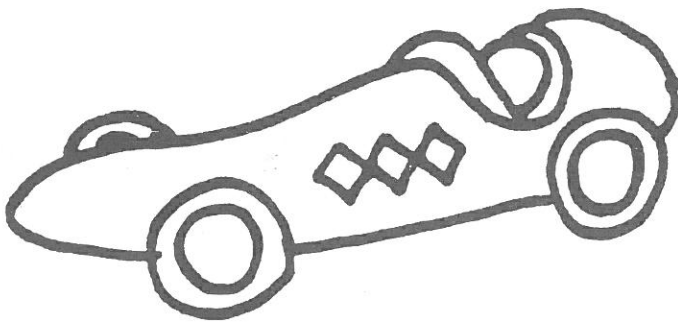
MAKE A STOOL

1. Cut five squares of equal size out of triple-wall cardboard.
2. Cut two slots running with the flutes in each of 4 squares.
3. Cut a square that measures the same as the distance between the slots. Glue on the underside of the 5th square in center.
4. Assemble cross slotted sides. Glue top on, smooth side up.
5. May be painted or decorated as desired.



SUN CATCHERS

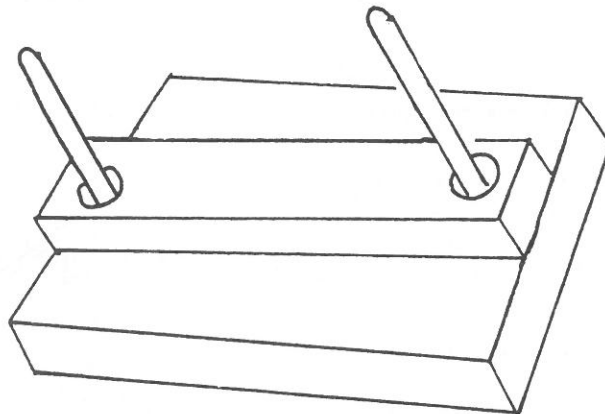
Draw design on paper, trace on heavy plastic sheet and cut out. Tear tissue paper in colors appropriate for design into small pieces. Brush Elmer's Glue-All on a small area on the back of the plastic shape. Place a piece of tissue on the moist glue and then brush a thin coat of glue over the tissue. Repeat with more tissue overlapping as you go. Add details on the front with a marker. Punch hole, insert string, and hang in window.



NAPKIN HOLDER

MATERIALS NEEDED: One - 1" thick pine, 2" x 9"  
One - 1" thick pine, 8" x 9"  
Two - 3/8" dowel rods, 5" long  
Drill and bit  
Sandpaper  
Wood glue  
Stain

1. Sand all edges.
2. Center 2" x 9" on top of 8" x 9" boards.
3. Using 3/8" drill bit, drill hole about 3/4" - 1" from each end through both boards. Be sure not to let the 2" board move until both ends have been drilled.
4. Enlarge the holes in the 2" x 9" to 1/2". This will allow top to slide freely on dowel rods.
5. Glue dowel rods in holes on 8" x 9" board.
6. Stain and when dry lift top board and place napkins under it to hold.

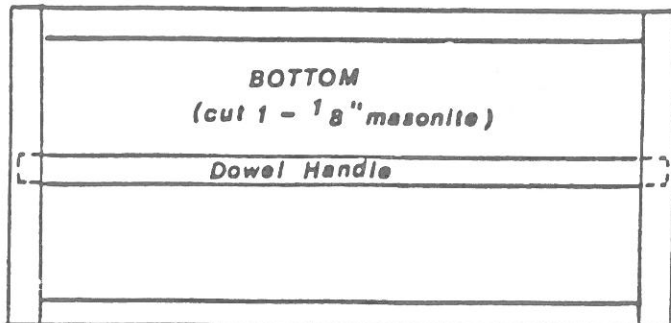
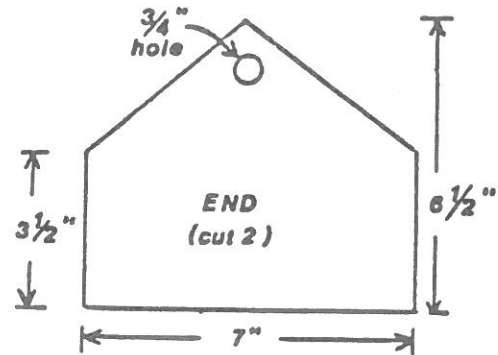
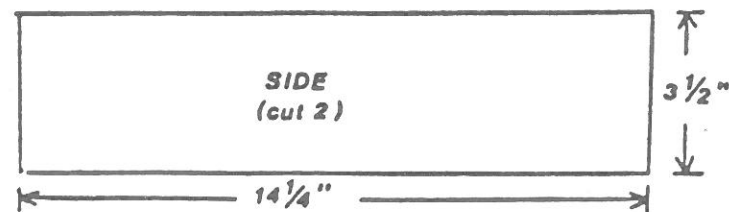




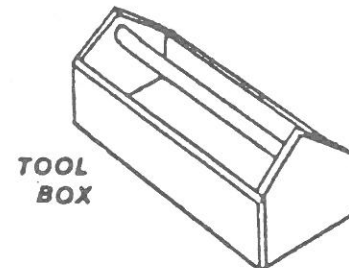
TOTE TRAY FOR TOOLS

MATERIALS: Ends - two 3/4" pine, 6 1/2" x 7"  
Sides - two 3/4" pine, 3 1/2" x 14 1/4"  
Bottom - 1/8" masonite, 7" x 15 3/4"  
Handle - 3/4" dowel, 14 7/8" long  
Nails - eight 1 1/2" for sides  
fourteen 1" for bottom

1. Cut two ends as shown in illustration.
2. Drill 3/4" holes, 1/2" deep in each.
3. Cut two sides and nail with side pieces on inside of ends.  
Be sure holes face inside on ends.
4. Insert handles in holes before nailing on second end.
5. Nail on bottom.
6. Sand smooth and shellac or paint.



TOP VIEW

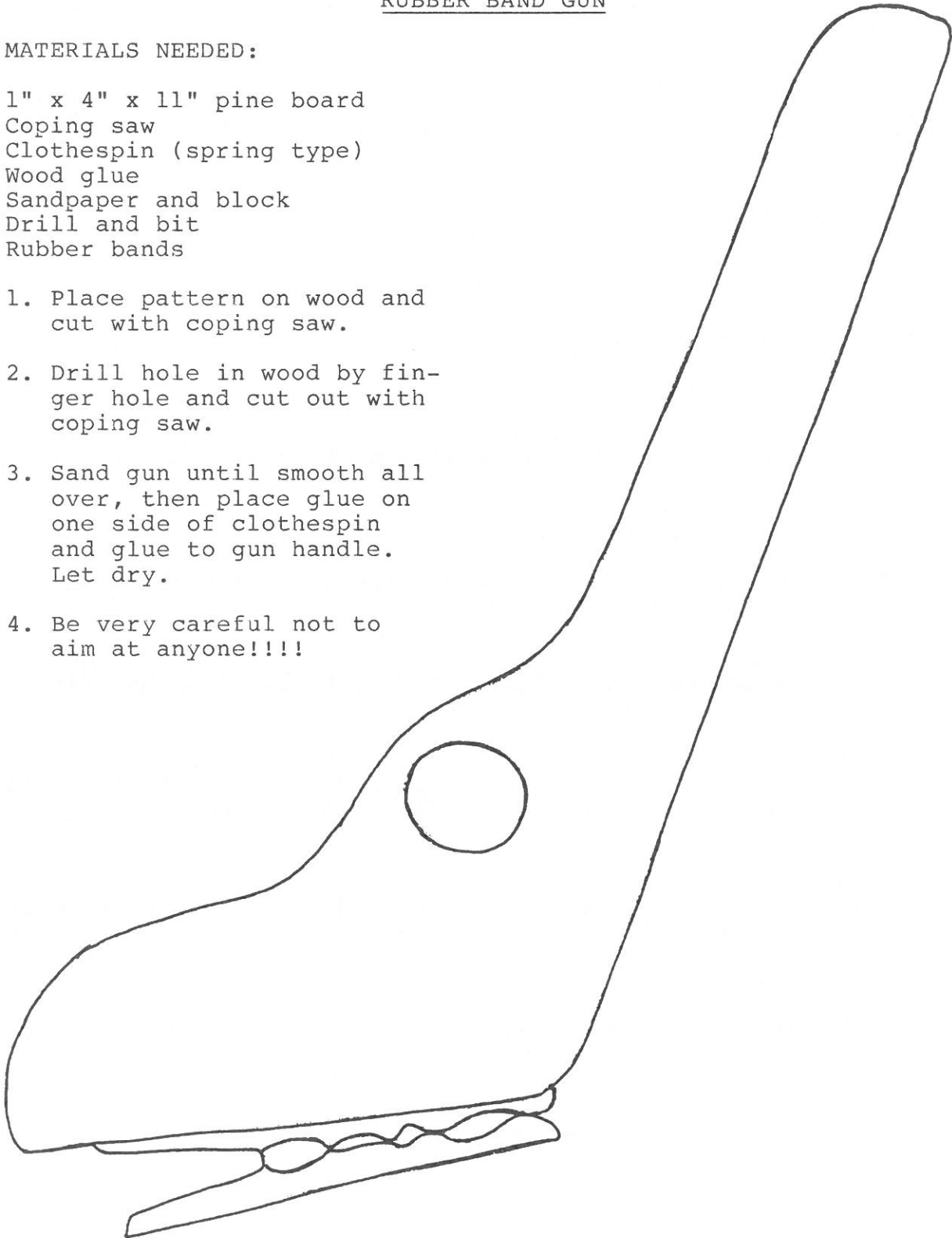


RUBBER BAND GUN

MATERIALS NEEDED:

1" x 4" x 11" pine board  
Coping saw  
Clothespin (spring type)  
Wood glue  
Sandpaper and block  
Drill and bit  
Rubber bands

1. Place pattern on wood and cut with coping saw.
2. Drill hole in wood by finger hole and cut out with coping saw.
3. Sand gun until smooth all over, then place glue on one side of clothespin and glue to gun handle. Let dry.
4. Be very careful not to aim at anyone!!!!



PROFESSOR WOODENHEAD'S FACTORY

- PERSONNEL: Professor Woodenhead (dressed with big glasses and slide rule), plus 2-5 boys (inside factory).
- PROPS: 2-4 pieces of short lumber; small piece of furniture (wooden stool); factory (couple of large cardboard boxes - T.V., refrigerator, etc., painted to look like a machine); various items for sound effects; a log.
- SETTING: Boys are inside factory with finished furniture, sound effects equipment, and lumber. Professor is standing by the machine.
- PROFESSOR WOODENHEAD: "My name is Professor Woodenhead and I have just invented a new, small portable furniture factory. Would you like to see how it works?" (Punch button or throw switch to start machine.)
- BOYS: "Chug-chug, whir-whir, chop-chop." (All the time making sound effects of a machine.)
- PROFESSOR: "First I take a log and place it on the conveyor belt." (Boys pull log inside.)
- BOYS: "Chug-chug, puff-puff, chop-chop." (Make machine sound effects. After a few seconds, slide out the rear of the factory the lumber.)
- PROFESSOR: (Goes around to rear of machine.) "Veerrrrryyy Guuuut." (He picks up lumber and walks around to the front of the machine.) "Now I place the lumber on the conveyor belt."
- BOYS: "Chug-chug, whine-whine, puff-puff." (Make sound effects. After a few seconds push out of the rear of the machine the finished furniture.)
- PROFESSOR: "And now for my final demonstration."
- BOYS: (When the professor says the word demonstration you immediately walk the machine off of the stage.)
- PROFESSOR: "Wait----come back here." (Shrug shoulders.) "I guess I made it too portable."
- NOTE: Place box(es) lengthwise on floor and cut out the bottom. If using more than one box, tape them together.

COUNTED OUT

- CUB 1: Ten busy fingers  
carving a design --  
One let the knife slip,  
and then there were nine.
- CUB 2: Nine busy fingers  
pounding on the gate --  
Down came the hammer,  
and then there were eight.
- CUB 3: Eight busy fingers  
pointing to heaven --  
One touched a socket,  
and then there were seven.
- CUB 4: Seven busy fingers  
piling up sticks --  
One played with matches,  
and then there were six.
- CUB 5: Six busy fingers  
fumbling at a hive --  
One got a bee sting,  
and then there were five.
- CUB 6: Five busy fingers  
liking to explore --  
One picked some nettles,  
and then there were four.
- CUB 7: Four busy fingers  
chopping at a tree --  
Slip! Went the hatchet,  
and then there were three.
- CUB 8: Three busy fingers  
dishing up the stew --  
One touched the stove lid,  
and then there were two.
- CUB 9: Two busy fingers  
fooling with a gun --  
Bang! Went a bullet,  
and then there was one.
- CUB 10: One busy finger  
reaching for a penny --  
Down came a footstep,  
and then there weren't any.

ALL: Ten wounded fingers with tears in their eyes  
wished they'd been careful before they got wise!

The Little Block of Wood that Could

CHARACTERS: Cub Scout, block of wood, several Scouts costumed as pinewood racers.

SETTING: "Block of wood" Scout is standing on stage alone as "racers" whiz back and forth across the stage. Scout is off stage, stage left.

BLOCK: (As racers whiz by) Oh, you're so sleek looking...I wish I could be a racer.

RACER #1: (Stopping next to block) You can be just like us if you want to.

RACER #2: (Stopping next to others) Sure, we were blocks of wood once.

RACER #3: (Stopping next to racer 2) Yeah, and now look at us. ...Fast...(speeds off)

RACER #2: Sleek...(speeds off)

RACER #1: And unique...(speeds off)

BLOCK: (Looking at other cars) Oh, I wish it were so...I'd just be so happy if I could be fast (tries to move but can't) sleek (tries again) and unique (gives up).

SCOUT: (Entering from left) There you are...I've been looking for you all over! (Walks to block)

BLOCK: Hey guys, come look what's happening to me!

(Racers gather around Scout and Block as Scout takes out a large cardboard knife and begins taking pieces of wood block off revealing racer costume beneath)

BLOCK: I think you guys were right...I can become a racer...I can, I can!

SCOUT: Just a few more pieces..there. Now, some paint (uses large paint brush) Just right!

BLOCK: (Excitedly, as everyone moves back to let audience see) Look at me...look at me...I'm fast (zips across stage)...I'm sleek (crosses to other side) and I'm unique!!! And all it took was a little Scouting to make the difference.

NOTE: Narrator could read parts as Scouts pantomime.

Tower Building

Boys take turns putting blocks of wood on tower until tower tumbles. See how many blocks of wood can be used before tower falls.

Stilts

Boys walk on stilts. Count the number of steps each is able to take before falling.

Magnet Race

Nails on board for each team. Each team has a magnet. First player on each team picks up a nail with magnet and walks to finish line and back. He lays nail back on board and next players goes.

Tool Box Sort Out

Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws, etc., to be sorted. The first boy to sort by size in the proper places in the 'tool box' wins.

Nail Driving Contest

Give each boy a hammer and five nails. On the word go, they are to nail all five nails completely into a round log, 4" in diameter. First one finished is the winner.

Board Sawing Contest

Give each boy a small hand saw and a 2" x 4" board. On word "go" each boy is to saw board in half.

Nail Game

Players work in pairs. Provide each team with a nail, board, and hammer. First Cub drives the nail into the board. Second Cub tries to pull it out with hammer. First team to do this wins.

Twenty Questions

Each boy has five minutes to write down twenty things it takes to build a house. Not what is in the house, but what it takes to build it. First one to get 20 items wins.

Wood Block Race

Divide boys into 2 teams. Give first boy on each team 2 blocks of wood. The runners advance by putting one block down, stepping on it, then the other and then reaching back for the first block to place it ahead for the next step. Go a marked distance and return passing blocks to next boy in line. First team to finish wins.

UPSET TOOL CHEST

The tool chest has been upset, and we must get it back in order. The following is a group of tools with the letters scrambled. Can you straighten them out?

- |                 |                |
|-----------------|----------------|
| 1. UREL         | (Rule)         |
| 2. AWS          | (Saw)          |
| 3. LANI         | (Nail)         |
| 4. MEMHAR       | (Hammer)       |
| 5. ELRWOT       | (Trowel)       |
| 6. ALNEP        | (Plane)        |
| 7. CAREB        | (Brace)        |
| 8. ITB          | (Bit)          |
| 9. RCSEW VIRDER | (Screw Driver) |
| 10. VELEL       | (Level)        |
| 11. CEHNRW      | (Wrench)       |

NAME THE TOOL

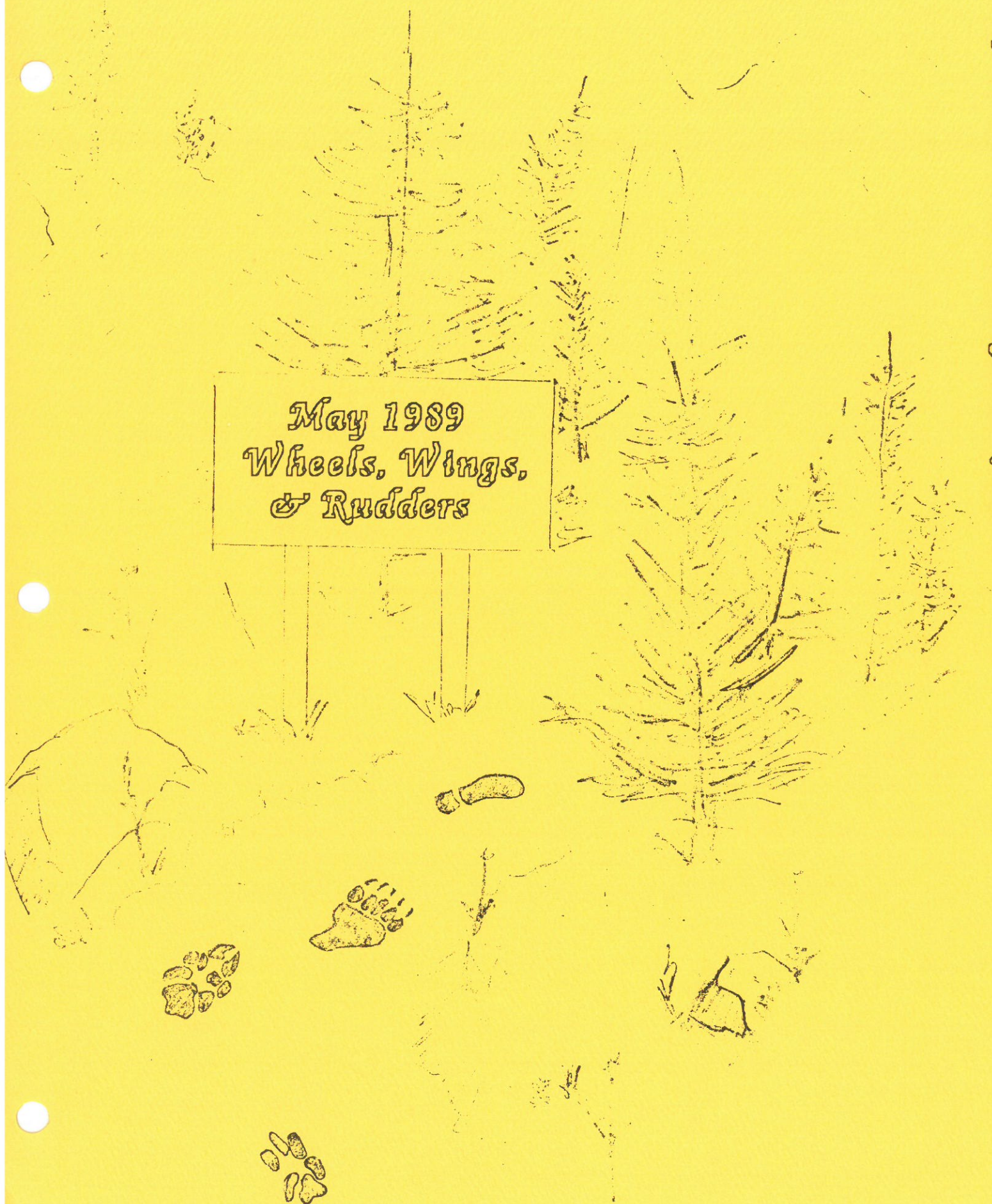
Give the name of a tool for the answers to these questions:

- |                                    |         |
|------------------------------------|---------|
| 1. King of a country.              | (Ruler) |
| 2. Something you travel or fly in. | (Plane) |
| 3. A party snack.                  | (Nuts)  |
| 4. A part of your toe.             | (Nail)  |
| 5. What a pirate buries.           | (Chest) |
| 6. What a dentist uses.            | (Drill) |



May 1989 Wheels, Wings, & Rudders

May 1989  
Wheels, Wings,  
& Rudders







**OPENING**

The United States has much to be proud of. One of the many things we can be proud of is the fact that America was first on the moon where Old Glory was placed as evidence of this eventful day. This indeed is something for all of us to be proud of. As we all join together in the Pledge of Allegiance to our flag, let us be thankful for the courageous astronauts of America who helped make it possible for our flag to be flown on the moon, so that someday some of our own Cub Scouts may be able to leave their footprints on the moon, too. Please rise now and join me in the Pledge of Allegiance.

**CLOSING THOUGHT**

Many a Cub Scout I'm sure  
Has dreamed of becoming an astronaut,  
And we should always remember  
That these dreams are not for naught,  
Most of our present astronauts  
Were Scouts when they were young.

The Training that this program gives  
Has praises to be sung.  
Just as the men in space exploration  
Tackle their jobs with a courageous, firm hand,  
We should tackle our earthbound problems  
To make this a better land.  
As we preserve our environment  
By increasing our knowledge each day,  
Using courage and imagination  
In the Scouting-Astronaut way.

**CLOSING**  
**(To be read by a Cub Scout)**

What did it feel like, astronaut, as you flew into outer space?  
Did you mind being so cooped up in such a tiny place?  
Did the stars have points? Did the clouds race by?  
Did they bump into you as you sailed?  
Did you feel like a kite when the string breaks away  
And it loses its balancing tail?  
Could you hear the wind as it whistled by? Is the world really  
big and round?  
Were you scared, astronaut? Were you happy and glad  
When you walked again on the ground?

**ADVANCEMENT**

Just as an airplane or automobile motor that has been standing over night needs a little warming action to be gradually tuned and ready for the real going--in somewhat the same way do Cub Scouts need to learn the things that make them ready for their days in Scouting, their days in Exploring and their days as an adult.

For this reason the Cub Scout program was begun in 1930. The things that you will learn and are learning in your days as a Wolf and Bear will prepare you for days as a Webelos and later Scouting.

Many of you have begun to tune your own engines and we would now like to recognize you.

(Continue with the awards presentation as it naturally would be done.)

**OPENING**

**AWARDS**

**CLOSE**

Try tying the opening, awards and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant airline.

For a pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air Lines flight number (your Pack number) is ready for boarding. People board, (Cub Scout flight attendants check tickets) and all are seated and fasten their seat belts.

The Captain (Cubmaster announces the destinations of this flight and wishes all a pleasant trip.) The aircraft takes off, flies all around the United States, landing at various cities to see a skit by that nationally famous Den 1, or to sing a song led by the Den 4 singers.

For the awards, the airplane lands at various places to see famous people (brand new Wolves, etc.) takes off and lands somewhere else. The Captain might present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (that was the closing).

This can be modified to railroad, if desired.

**PINEWOOD DERBY ADVANCEMENT CEREMONY**

CUBMASTER: In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in Cub Scout rank.

The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers in our Cub Scout Advancement track. Will the following boys and their parents please come forward.

The green flag symbolizes those drivers who have qualified for a Wolf position on our Advancement track. The green flag represents the start of a race and these boys have certainly gotten a head start in the race. Because your parents were helping you and cheering for you, we would like them to come forward and present the badge to you.

The red flag indicates that a driver is more experienced in handling his car and is moving up among the track leaders. Do not confuse this flag with the one that stops a race. Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you and we would like to honor your pit crew as well so will you please bring them with you.

The white flag tells us that the driver has but one lap to go to reach the checkered flag---the Arrow of Light. He has learned to manage the turns, jams, and upsets. Will the following Webelos Scouts come forward to receive their activity badges. Many a driver wins because of the support given by his pit crew. Not only have your parents been a vital part and so too has your pit chief, your Webelos Den Leader, so we would like to have all of them join you as you receive these badges.

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to bigger races---the Indianapolis 500, which is Scouting. Will the following boys come forward to receive the highest track record--THE ARROW OF LIGHT. This is the only badge in Cub Scouting which may be worn on your Scout uniform. May I congratulate you on earning this award and encourage you to wear it with pride at all times.

(This ceremony is particularly impressive if the various flags are available and especially if they have been used in the Pinewood Derby race.)

### PINEWOOD DERBY ADVANCEMENT

Use the Pinewood Derby track and the awards actually to be presents to the boys. If available attach a symbol of the various ranks to the side rails of the track. These should be attached in ascending order---Bobcat, near the bottom--then Wolf, Bear, Webelos, and Arrow of Light. If a boy is graduating into a Scout troop, have a Scout Badge at the top.

At appropriate places on the track, have the badges the boys will actually receive taped to the track. (NOTE: Equipment must be prepared immediately after the Pinewood Derby, while the derby chairman is making the awards presentations.)

CUBMASTER: We've all had a great time tonight watching the Pinewood Derby cars race down this track. They really speed downhill, don't they?

Well, you can go uphill on this track, too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelos and the Arrow of Light.

Some of our Cub Scouts have been climbing this course, and now we're going to show how far they've gotten. Will the following Cub Scouts who have made the climb as far as the Wolf please come forward with their parents.

(When boys and their parents have assembled, remove their awards from the track and have the parents pin the badges on. Do the same for Bear badges and arrow points.)

Have the Webelos Den Leaders take over for the activity badges and Webelos badges. The Cubmaster should be involved in the Arrow of Light and troop graduation.

### DERBY TIME OPENING CEREMONY

(Use 9 Cubs each with a letter D E R B Y T I M E)

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

T Thinking hard about the competitions our cars must go through.

I In just a short while the race will begin.

M May all the best cars win.

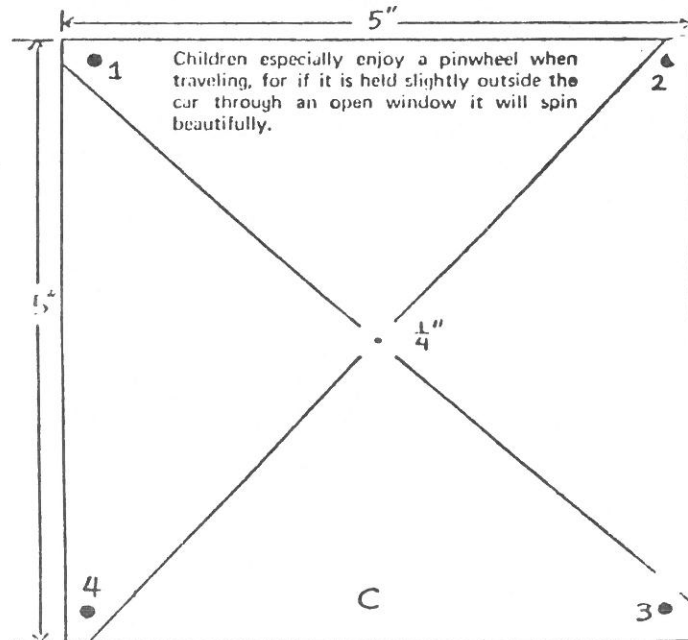
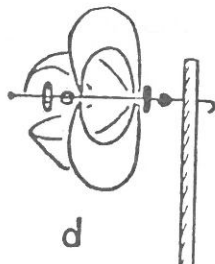
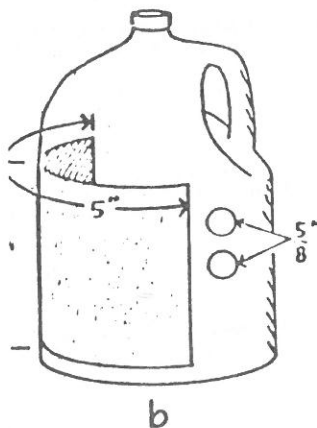
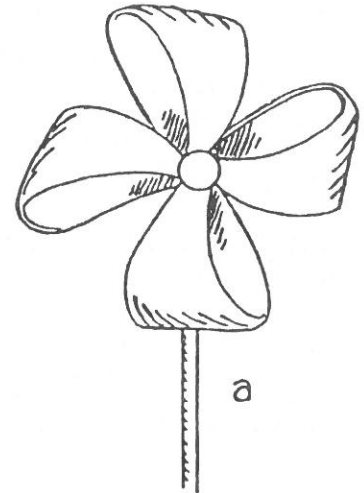
E Everybody please now rise as we say the Pledge of Allegiance to our flag and then the races will begin.

PINWHEEL

Materials Needed: Plastic jug (gallon size), 2 inch heavy pin (or thin nail), 2 wooden beads (approximately 3/8" diameter), 3/8" dowel or stick (at least 12" long), paint or felt-tip marker (optional).

HOW TO MAKE:

1. Cut jug (b): 5" square and 2 discs (5/8" wide).
2. Cut square (c), making certain to leave 1/4" at center uncut.
3. Punch hole in center and at corners (c).
4. Punch hole in center of discs from step 1.
5. Decorate if desired.
6. Put onto pin in this order: disc, bead, corners of pinwheel (in the order they are numbered in fig. (c), center of pinwheel, disc, and bead. Push point of pin through end of dowel (d), bending back point against dowel.
7. Slightly squeeze fins of propeller so it clears stick when it moves.





SODA STRAW AIRPLANE

A soda straw airplane is made of a soda straw, paper and small strips of cardboard for weight. Tools needed are a razor blade, scissors, and a pencil. Cut a piece four inches long from the straw (Fig. 1). Then cut from paper, the wing, stabilizer and rudder according to the pattern shown in Fig. 1. The wing is  $4\frac{1}{2}$ " long, the stabilizer is  $2\frac{3}{8}$ " long and the rudder is 1" high. Next make slits in the soda straw to receive the wing, stabilizer and rudder. To do this, use the razor blade.

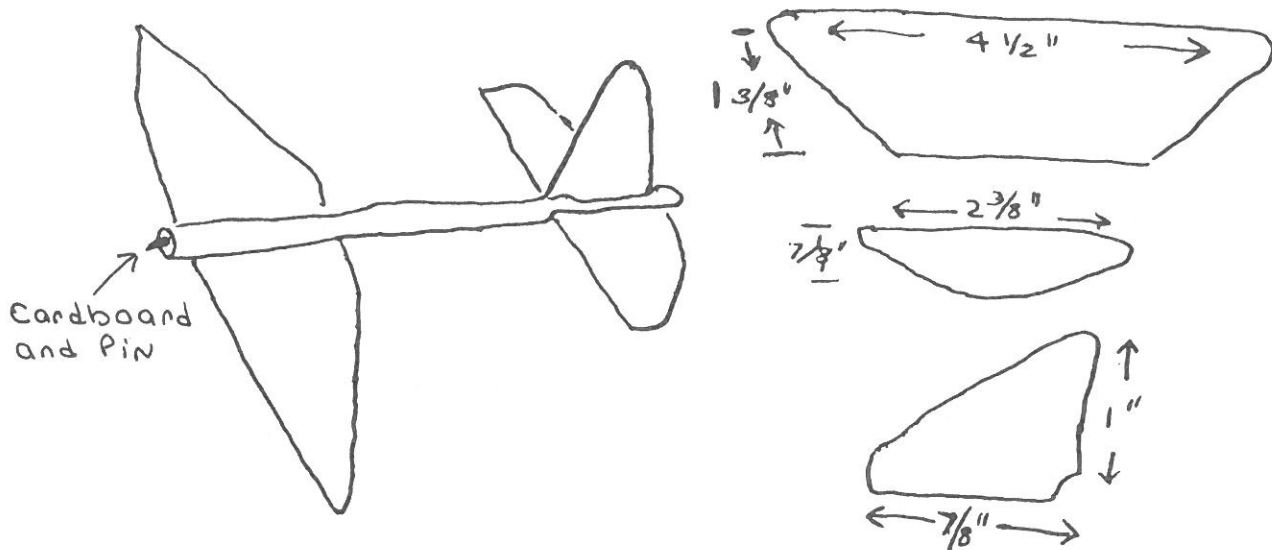
Starting about  $\frac{3}{4}$ " from the front end of the straw, make a slit  $1\frac{3}{8}$ " long straight through the middle of the straw for the wing to slide into. Measure back about an inch and make an identical gash about  $\frac{7}{8}$ " long for the stabilizer to slide into. Make a slit just about on top of the stabilizer cut for the rudder to fit into.

Slide the wing, stabilizer and rudder into the proper slits and the assemble plane will appear as in Fig. 2.

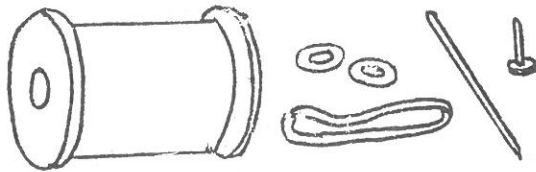
Send the plane into a test glide, and if its tail is heavy (as it probably will be), put some weight in its nose. The weight consists of an inch long sliver of cardboard that will fit snugly into the end of the soda straw.

If in the first test glide the nose proves too heavy, add the weight to the tail of the plane in the same manner. Put as much weight as needed for smooth gliding. To make a stunt plane, follow the same procedure, but vary the weight. Throw the plane harder. If the cardboard strips don't provide enough weight, stick a pin into the cardboard (Fig. 2).

To launch the plane, take hold of it anywhere on the straw and throw it forward hard or easy, according to the performance you want. It's fun to have several of these planes (some straight gliders and others built for stunting).

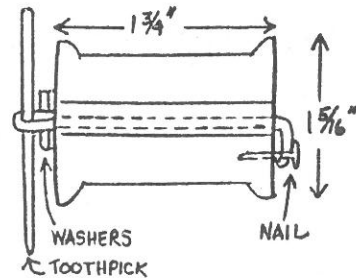


MOTORIZED BUGS THAT GO!



- For the motor, you'll need:
1. A large spool- 1 3/4" long with 1 5/16" diameter.
  2. Two washers
  3. A thick rubber band as long as spool or slightly shorter.
  4. A toothpick or match stick
  5. A small nail (or small screw)

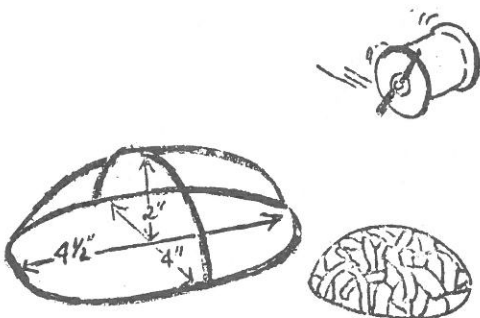
Put the motor together this way: Push the rubber band through the spool opening. Drive the nail into the spool end to hold one end of the rubber band. Push rubber band through washers and secure the band in place with the toothpick. Scrape paper off spool ends and wax lightly for easy spin. You power the motor by winding up the rubber band with the toothpick. When it's wound, set the spool on the floor and let it go.



Make the basic body shell as shown. Make a wire frame. Cover with paper mache strips. Let dry overnight. The bottom rim must be smooth so the bug will slide along easily. Paint with tempera and decorate.

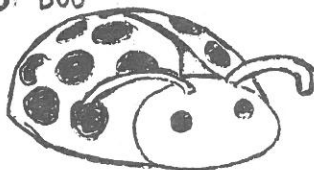
The body is not attached to the spool motor. Wind the motor, put it down, set the body shell over it... and let it go!

-Boys' Life Magazine



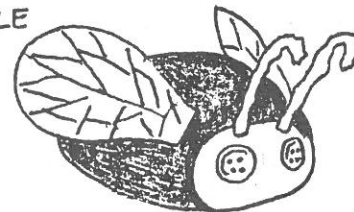
WOLF: Elect. 9

LADY BUG



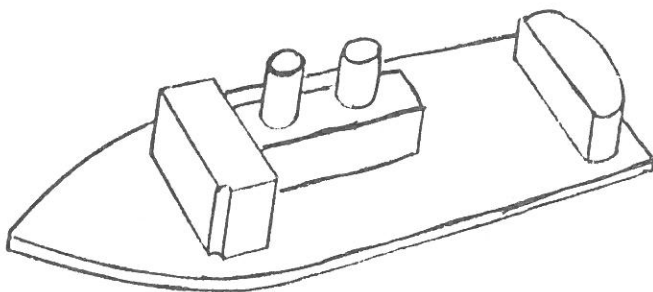
Glue on half a pipe cleaner for each feeler. Glue on beads for eyes. Body is painted red with black spots.

BEEBLE

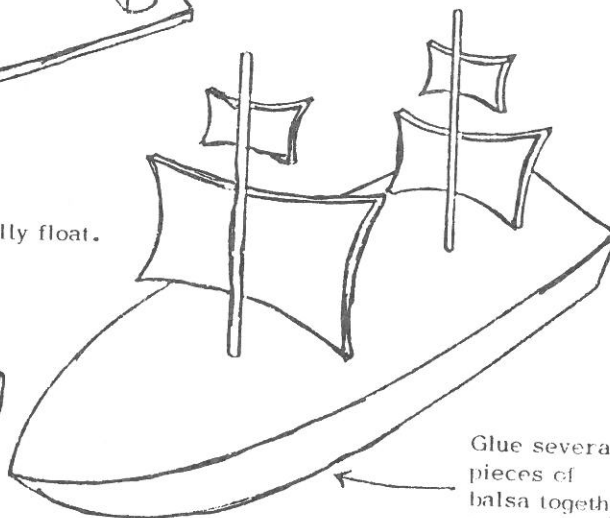


Wings are cut from waxed paper. Feelers are pipe cleaners. Eyes are buttons.

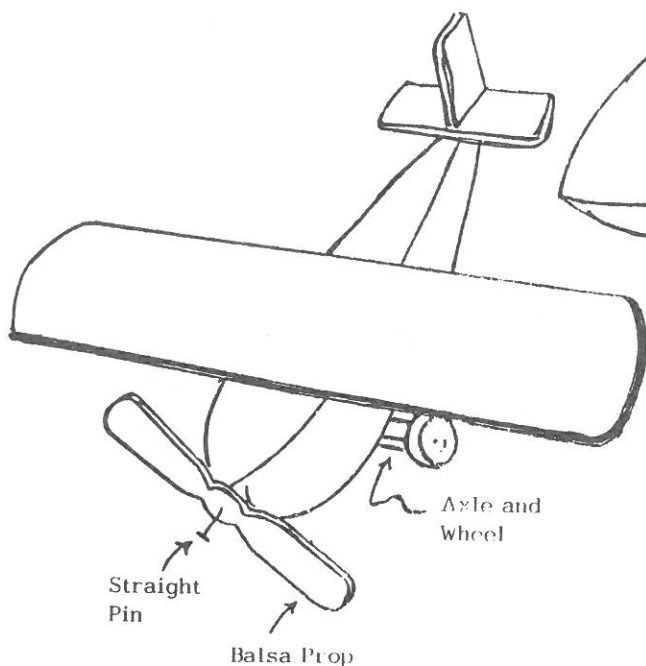
MODELS



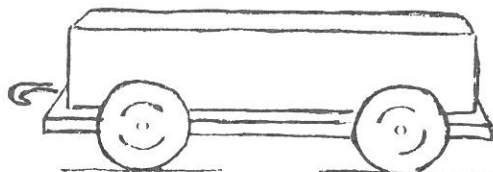
BOATS. These are fun too. They will really float.



Glue several pieces of balsa together for thick hull.

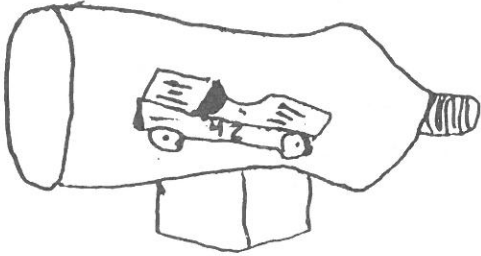


AIRPLANES. Many models and sizes can be made. Use solid block for body; shape and sand. Flat top of body allows wing to rest securely. Glue pieces in position and pin until dry if desired. Prop can be cut from sheet of balsa or shaped from block. Straight pin will secure prop to body and permit free spinning.



TRAILER OR BOX CAR. Use flat sheet for bottom platform. Design your own shape for upper portion. Cut into shapes of tanker, box, stock cars, etc. Push in hook, made from hairpin or paper clip, and adjust to fit on engine or truck.

### CARS IN BOTTLES



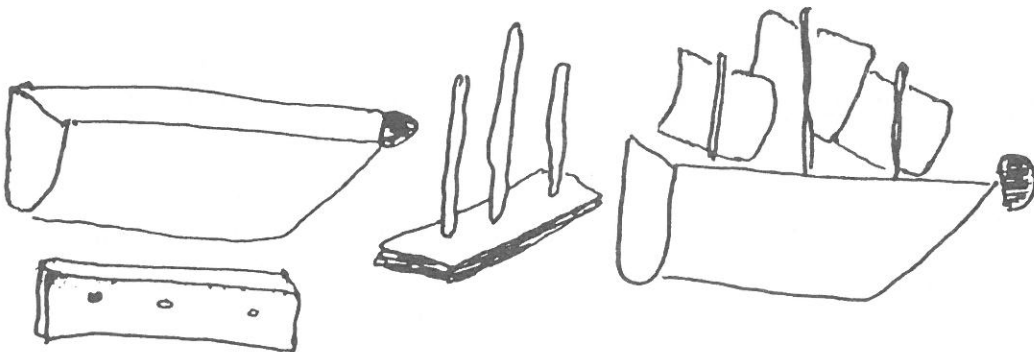
Car models will attract more attention, and stay dust-free, displayed in plastic bottles. To make each display, you need a clear plastic bottle large enough to hold your model, an opaque plastic bottle, plaster, a large screw and some clay.

Using a kitchen shears or a small saw, cut off and save the bottom of the clear bottle. Cut a hole in the center side of the bottle to insert a screw. Cut the opaque bottle down to 2" high for a stand. Cut curves in the sides of the stand so the clear bottle will fit on the top. Fill the stand with plaster and place the clear bottle on top so the screw sets in the plaster; let set. Insert and glue a wad of clay inside the clear bottle. Set the car on top. Apply glue to the cut edges of the bottle and replace the bottom; hold till dry.



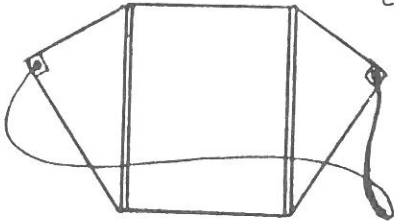
### BLEACHED BOTTLE BOAT

1. Draw a line from the base of the handle on a bleach bottle down, across the bottom, back to handle on the other side. Then pierce a small hole with a heated needle and lightly follow this line. Then using a razor blade cut the bleach bottle.
2. Use a block of wood that will fit inside the bleach bottle. Drill 3 holes in the wood just wide enough for dowels, glue and put taller one in the center.
3. Put wood with dowels, inside hull and add paper sails.



### WIND-SLED KITE

Materials needed: plastic garbage bag, two drinking straws, tape, hole punch, string, and scissors.



Cut the shape shown in the diagram from the plastic bag. Glue the drinking straws in place as shown. Put a piece of tape on each side point and punch a hole through both the plastic and tape (to reinforce the holes).

Tie one end of string through each of the holes. Tie a loop in the center to attach a long flying string.

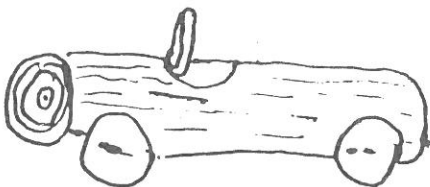
Cut two narrow streamers from the remaining parts of the bag and tape them to the kite. (Add more streamers if the kite dives or spins.)

Be sure to fly the kite in a safe place, far away from any power lines.

### RACING CAR

Use a thick twig, about 3 inches long. By whittling it down this will begin to take shape.

First taper the front of the racer. Carefully not shaving off too much. Shave off just enough to make it round. Then round off the main part of the body taking off any notches and buds.



Carve out an opening for the seat. Hammer in tacks for the headlights. Glue in place a plastic lid (or half circle of paper) for the windshield.

Glue on four buttons for the wheels. If you prefer a thick slice of log will work for the wheels as well. Finish the project by painting or varnishing.

**AWARDS FOR PACK CONTESTS**

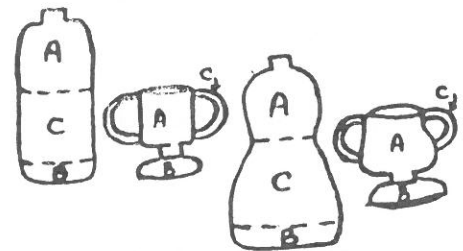
The thrill of winning and the tears of defeat can be equalized by the presentation of awards to each participant; but this can be expensive. Why not make your own--or better yet--let the Cubs do it. Use the suggestions here or invent some of your own.

GLUE CAP LOVING CUP

Remove the entire cap from an Elmers Glue-All bottle. Then remove the orange twist off portion of the cap; invert and replace on stem. Spray with metallic paint. Try inverting other bottle caps.

PLASTIC BOTTLE LOVING CUP TROPHY

Cut plastic bottles as shown. Invert part B and cut hole in center. Fit neck of bottle on part A in hole. Cut handles from part C. Staple top and in slit cut in side. Paint as desired and letter.



MEDALS

Use either wood or plaster discs. Paint as desired. Glue on felt back with safety pin as shown. Letters can be painted on with felt markers, or glue on alphabet macaroni.

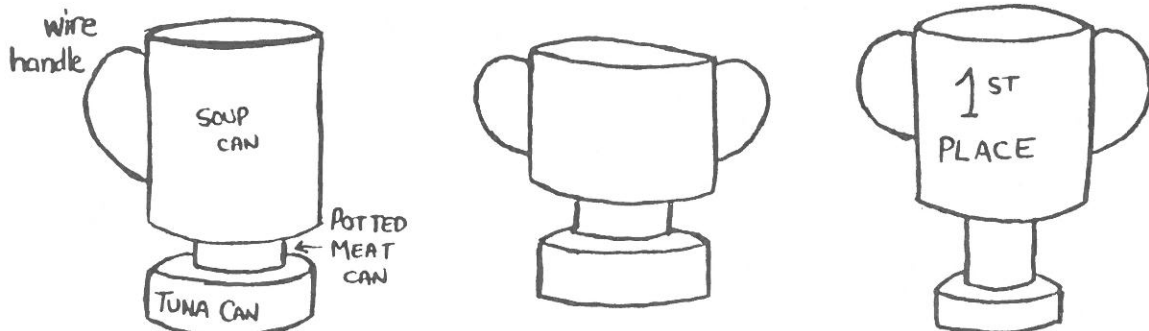


WALL PLAQUES

Wall plaques can be made using any shape wood, painted or stained, with alphabet macaroni letters glued on.

TROPHIES

Make your own trophies, using an assortment of different size and shape tin cans. Glue cans together with epoxy. If you wish, cover with a coat of paper mache. Then spray paint gold or silver.



THINGS THAT GO

This is a question and answer skit. Two sets of answers are given and should be used according to whether you wish the skit to be serious or silly. A Cub can read each riddle and another Cub may answer, or the audience can be asked to guess the answers.

1. I can run fast. I have four legs. My fuel is oats. Last year a friend of mine won the Kentucky Derby. What am I?  
A. A horse  
A. Two oatmeal-eating Cubs who have a horse for a friend.
2. I run on boy power. I run on the streets, never on sidewalks. I have two wheels. I have spokes and pedals. What am I?  
A. A bicycle  
A. Two unicycles
3. I have 4 wheels. I usually have an air-cooled rear engine. You can spot me on sight. I run on sand. What am I?  
A. A dune buggy  
A. A Volkswagen that ran off the road in the desert.
4. I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have a lot of chrome. What am I?  
A. Chopper or motorcycle  
A. Two "souped-up" unicycles
5. I have a horn. I have two bright eyes. I have four wheels. I run on the street. What am I?  
A. A car  
A. A unicorn on wheels on a highway
6. My horn goes "toot-toot". My engine goes "choo-choo". I don't always have the same number of parts. What am I?  
A. A train  
A. A Cadillac with a problem
7. I fly through the air with the greatest of ease. I have a nose and two big wings. What am I?  
A. A plane  
A. A trapeze artist with wings
8. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water, in various speeds. What am I?  
A. A boat  
A. A beginning water-skier
9. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find me some cheese. What am I?  
A. A rocket  
A. A two-ton hungry mouse



MILESTONE IN TRANSPORTATION

Here's a skit that has a special added attraction - - the audience can join in the fun as they try to guess the famous names in transportation history.

To present this verse skit, you can use 10 Cub Scouts - The Den Chief for the Narrator and a Cub Scout to deliver each verse. If you have fewer in the den, they can recite more than one verse. If the verse is too long, print on posters, and give the answer so you can be ready if all else fails. Print the name large enough on the placard for the audience to see clearly. Attach the answer to the Cub Scout's back, and turn around for the answer. No costumes or scenery is required.

1. We bet you don't know our name, but we first gave man his wings, as we soared aloft in a balloon and made men feel like kings! Who are we?  
Answer: MONTGOLFIER BROTHERS
2. Until I came along and helped, fast boats were just a dream. For I got rid of sails and oars; I gave the boat its steam! Who am I?  
Answer: ROBERT FULTON
3. I gave to life its "ups and downs," so many men would say. The elevator makes tall buildings possible today. Who am I?  
Answer: ELISHA OTIS
4. As people peddle down the street, from grannies to little tykes, they all owe me a debt of thanks, 'cause I invented bikes! Who am I?  
Answer: PIERRE LALLEMENT
5. As trains crisscross the continents, my humble head is bowed. "Father of the Locomotive" is the name of which I'm proud. Who am I?  
Answer: GEORGE STEPHENSON
6. As soon as you say "airplane," our name quickly comes to mind; but when we started, pilots were quite difficult to find! Who are we?  
Answer: WRIGHT BROTHERS
7. Though I did not invent it, I played a major part in mass producing autos, I'd say, I gave the car its start! Who am I?  
Answer: HENRY FORD
8. "Father of the modern rocket" is the title I enjoy. So when he takes you to the moon, remember, that's my boy! Who am I?  
Answer: ROBERT H. GODDARD
9. I'll have a fuel-less motor that will hit the marketplace, and stop pollution of all kinds and go faster into space. Who am I?  
Answer: YOU!

ROCKETS AWAY!

SCENE 1:

1ST CUB: I have some boards in my backyard. Let's make something.  
2ND CUB: I can get some nails.  
3RD CUB: My Dad said I can use his hammer and tools if I'm careful.  
4TH CUB: My brother has an old steering wheel in the garage. I'll get that.  
5TH CUB: How would you like a compass and some other good stuff?  
6TH CUB: I can get some tail pipes for the exhaust.  
1ST CUB: What can we use for fuel?  
2ND CUB: Gasoline, kerosene or sterno.  
6TH CUB: I'm not allowed to use any of that stuff.  
3RD CUB: I have an inner tube.  
4TH CUB: O.K. guys, let's all meet in Jack's yard in half an hour.  
5TH CUB: I'll bring some food.

SCENE 2:

(background noise - hammering, etc.)

1ST MOTHER: I wonder how the boys are doing. Imagine! A rocketship.

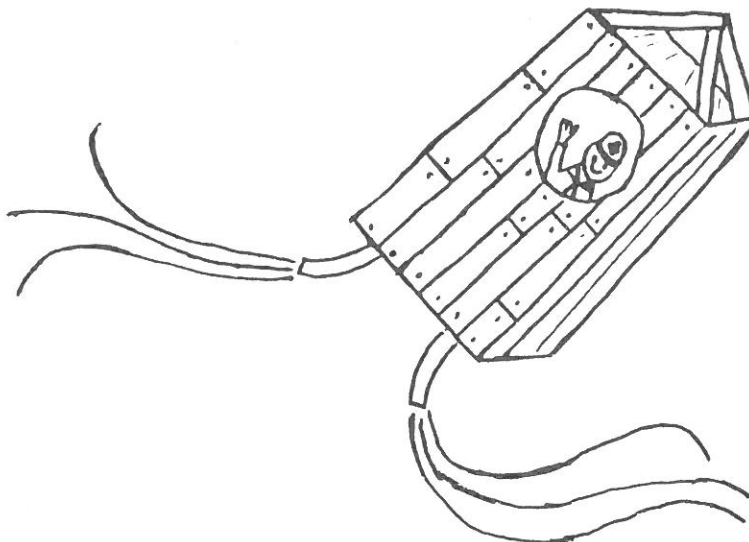
2ND MOTHER: Ha, ha. Well, it kept them busy for a long time.

(in background all boys yell "Bye Mom" or "Tell my mother goodbye.")

MOTHERS: Oh, sure! Bye boys, have a nice trip. Ha, Ha.  
(loud noise in background. Curtains begin to blow.)

1ST MOTHER: Look! They're leaving!

2ND MOTHER: Oh, no! Come back boys, come back!  
(Mothers run offstage after Cubs.)



THE WORLD OF TRAVEL

This is a narrated skit, with five boys pantomiming and carrying props representing different kinds of travel. The props may be made from cardboard. As the appropriate paragraph is read, the prop is displayed and moved across the stage. At the closing, all the props are brought back and placed together as the final paragraph is read. The last paragraph could be read by all the boys together. Costuming would add interest, but is not necessary.

Here's a fact that we might as well face, it's a trait of the whole human race, to long to be free, to travel and see the world and each interesting place.

So when on a trip you decide, there's no telling how you will ride, but of one thing we're sure, you'll go, kill or cure, regardless of what may betide!

A man who was rather a dreamer always travelled around on a steamer, when he took a trip, he went only by ship, it suited his courtly demeanor.

(Boy enters with cardboard steamer and transports it across stage.)

For this ride you should have a knack, which, unfortunately, most of us lack, back and forth you will sway, as you ride on your way, seated high on an elephant's back.

(Boy in elephant costume sways across stage.)

There once was a man, we've been told, who had to pass through snow and cold. When all else did fail, took a sled with a sail, and his trip was a job to behold.

(Boy enters with sled which has a sail on it.)

In blizzards or wintry gales, going our way almost never fails. In sunshine or rain, depend on a train, chugging merrily over the rails.

(Boy enters with cardboard train prop and chugs across stage.)

(continue on next page)

THE WORLD OF TRAVEL (Continued)

Before planes or trips to the moon, some travelers took a balloon. They all waved goodbye, as they rose toward the sky, but they came back that same afternoon!

(Boy enters with large cardboard balloon.)

Now folks, if we've set you on fire; and travel's your burning desire; with no more delay, step right up and say which vehicle you want to hire.

(All props brought back on stage.)

CURTAIN

THE TRAIN

When skit is presented Cub Scouts come on stage each holding a large cardboard picture of appropriate train car. Large pieces of cardboard from office furniture stores, refrigerator cartons, etc., could be used opened flat, the inside or plain side used. Den Leader or other adults could sketch train, and Cub Scouts could paint with tempera or marks-a-lot pens. Or Cub Scouts could simply march across stage with appropriate signs hung around necks describing cars.

ENGINE: This is the engine that represents our Government that keeps us on the right track.

COAL CAR: This is the coal car that represents the people who supply the energy to run our Government.

GONDOLA CAR: This is the gondola car that represents the open minds of the people who supply the energy to run our Government.

TANK CAR: This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.

BOX CAR: This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.

CABOOSE: Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people that run our Government.

This train is unique, in that it runs on FREEDOM, the freedom that has made this country the strong nation that it is today.

(The engine could have a small American flag posted in a proper place, and the caboose could bear the Scout emblem. The other cars can be decorated appropriately.)

**CARS, CARS, CARS**

Have each Cub Scout hold a sign with the name of the car which they are reading or a large picture ad for the car.

NARRATOR: The favorite transportation in America, we feel,  
is Henry Ford's invention, the automobile. We all  
have our favorite, that you will know as we show  
you our cars....now on with the show!

TOYOTA: I am a Toyota, oh so small  
wind me up and I can crawl,  
drive me out to the end of town,  
then pick me up and turn me around.

CADILLAC: I'm a shiny Cadillac  
driving to the store and back,  
I can purr so quietly,  
you can sleep while riding in me.

V. W.: I'm a little V. W. bug,  
so loveable....just give me a hug.  
Drive me up the hill so slow,  
then down the other side I'll go.

DODGE: I'm a Dodge with lots of class,  
built for many a lad and lass;  
I can go most any place,  
and I hold my own in any race.

OLDSMOBILE: The merry Oldsmobile, I'm called,  
with all the latest, I'm installed;  
shiny things are here and there,  
so you can drive me anywhere.

CHEVROLET: I'm a Chevy, plain and neat,  
I have a very comfy seat,  
I'll perform for all who ask,  
doing every little task.

NARRATOR: This story has a moral,  
it's more important to know  
where you're going,  
than to get there quickly.

### SPOKE

This is a good game for large numbers. Arrange the players in lines of equal number--as spokes in a wheel--all facing toward a common center. Run around the outside of the wheel and tag the last player on any spoke. (The object of the game is to NOT be the last player on any spoke,) The last player tags the one ahead of him and each player in turn tags the one ahead of him until the first player is tagged. At this point, all the players in this spoke run around the circle and reform the spoke. The last one on the spoke now becomes "it" and the game begins anew.

### DO YOU KNOW CARS?

This will make an excellent gathering activity for Pinewood Derby night.

Each of the definitions below describe a car. Can you name them?

- |                                      |            |
|--------------------------------------|------------|
| 1. Our 16th President                | (Lincoln)  |
| 2. River in New York                 | (Hudson)   |
| 3. First colony in New England       | (Plymouth) |
| 4. Indian Chief                      | (Pontiac)  |
| 5. Theater in which Lincoln was shot | (Ford)     |
| 6. A spotted horse                   | (Pinto)    |
| 7. A hawk                            | (Falcon)   |
| 8. A motherless calf                 | (Maverick) |
| 9. A wild horse                      | (Mustang)  |

### PAPER AIRPLANE RACE

Give each boy a sheet of paper. Have them quickly fold them into paper airplanes. They must then put their name on them. They then step up to a line and fly them. The one going the farthest is the winner.

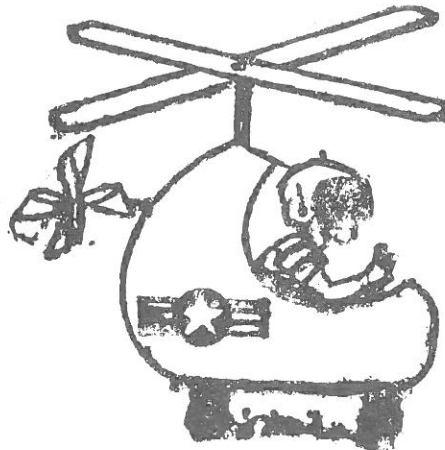


AIR ROUTE: Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls "All aboard for \_\_\_\_\_ Plane from Oklahoma City to Boston." The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city which has not been assigned to anyone, thus causing confusion and excitement.

BAGGAGE CAR RELAY: Have the dens line up for a relay, each with a suitcase filled with the following clothing: dad's old hat, trousers, shirt, jacket or overcoat. On signal, the first boy in each den races with the suitcase to the center of the room, dons the clothing, then scrambles back with the suitcase to the starting point. He then takes off the clothes and repacks it in the suitcase. The second boy repeats the performance and so on until all have finished. The first den through is the winner.

AUTO TRIP: Players are seated in a circle. Each one is given the name of parts of a car, such as: tires, tank, starter, hood, etc. The storyteller tells a story of an auto trip. "We got out the old jalopy; and had the "tank" filled with "gas".....etc. As each part is mentioned in the story the player representing that part gets up and runs around his chair. When the storyteller yells "BLOWOUT", everyone must leave his seat and find a different one, including the storyteller. The person left without a chair becomes the storyteller.

RUNAWAY TRAIN: This is a den or pack tag game. It may be played by individual dens or the pack. Designate one Cub Scout as the locomotive. He will be "it." The rest of the boys will be runaway cars. The object of the game is for the locomotive to catch the runaway cars. When caught, they hook on behind the locomotive. The game continues with all of the boys trailing along behind until all the boys are caught.



### HOW DID THEY GO?

Each of the fictional characters below made a famous trip. By what means of transportation did they travel?

1. Casey Jones (locomotive)
2. Three Wise Men of Gotham (bowl)
3. Cinderella (pumpkin coach)
4. Hans Brinker (ice skates)
5. Huckleberry Finn (raft)
6. Phinneas Frog (balloon)
7. Eliza (foot)
8. Winken, Blinken and Nod (wooden shoes)
9. Ulysses (ship)
10. Butcher, Baker,  
Candlestick Maker (tub)
11. Owl and the Pussycat (beautiful pea-green boat)

### RAFT RACE

Teams line up in relay formation. The first boy in each line is the "Skipper" and he stands with his feet on separate pads of newspaper. The second boy is the passenger, and he stands on the same pads with the skipper. On a signal from the leader, the skipper bends over and takes hold of the pads, one in each hand. By shifting their weight and sliding the papers forward the two boys maneuver themselves to the goal line without stepping off the pads. On reaching the goal line, the passenger picks up the pads of paper, turns back to his team, and brings the next boy across the river. The first team to cross the river wins.

### SUBMARINES AND DESTROYERS

Players are divided into two groups. One group is called the submarines and tries to keep a balloon in the air, away from the destroyers, who try to burst the balloon with their feet or hands. No sharp articles can be used. After the balloon is broken, the players change teams and start again with another balloon.

### OCEAN WAVE

Players are seated on chairs in a circle. There is one vacant chair. A player is standing in the center. He yells "Slide left", or "Slide right" and the players who are seated must move in that direction to fill the vacant chair as it appears next to them. The player in the center, "It", dashes for the vacant seat and keeps on after it until he finally gets it. The location of the vacant seat is constantly changing, for the players move into it as it comes next to them. If "It" gets a seat, and the call has been "Slide left", the player to "It's" right must become the next "It."

### SPLASHDOWN

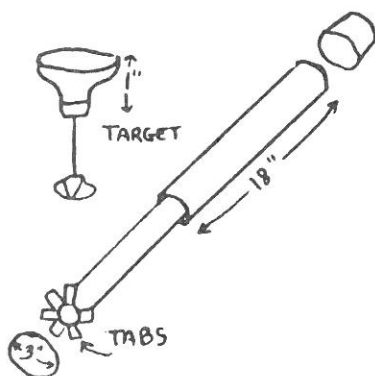
The object of this game of skill is for players to try to land a space capsule in a floating target, set on the surface of a pool of water. Players who succeed, win a prize. Players should stand about seven feet from the target splashdown.

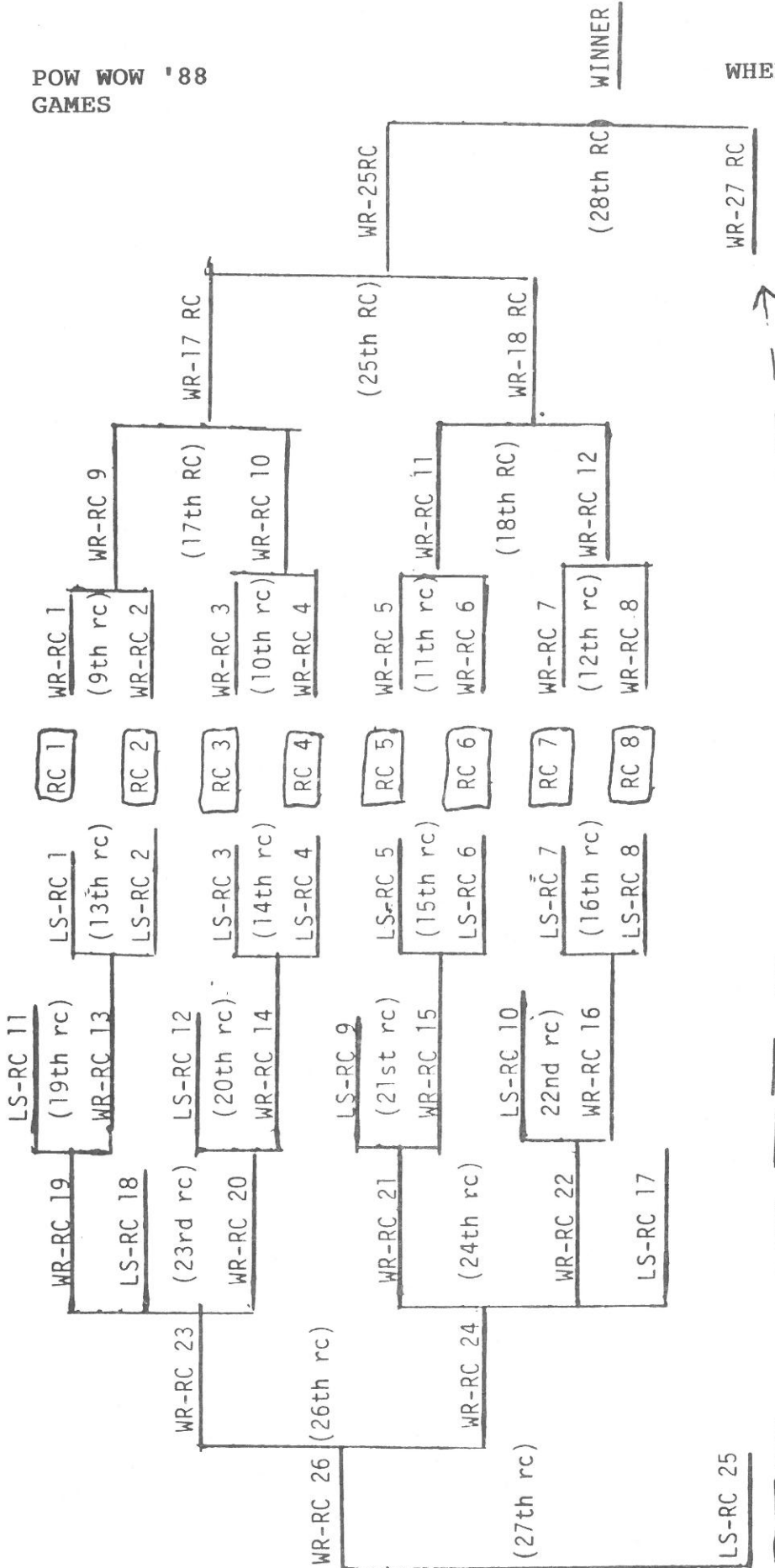
For the water, use a plastic swimming pool or large tub. For the floating target, use about 1" from the top of a large round plastic bottle, with the cap on. Tie one end of a string - the string should be as long as the water is deep - to the cap on the bottle. Tie the other end around a rack, to be used as a weight. Drop the weight in the center of the pool, leaving the target floating.

For the ejector to blast off your space capsule, use two cardboard rolls - one long narrow roll about 26" long that will slide easily back and forth inside another shorter, wider roll about 18" long. Cut tabs in one end of the long roll; bend the tabs out and glue a cardboard circle. This will act as a stopper on the bottom end of the roll.

To get ready to play, place a waxed paper cup (space capsule) on the top of the shorter roll, then place short roll, with cup in place, on the open end of the long roll.

Grasp the short roll with one hand and pull the long roll back slightly with the other hand; then give the long roll a good whack to send the space capsule shooting into space on its way to the target splashdown. Anyone who hits the target wins a prize.





WINNER

DOUBLE ELIMINATION CHART

The above chart is recommended use for all types of derbies in order to give all cubs two chances during the race.

The code for the chart is:

- RC --- RACE (the number following will tell the race number)
- WR --- WINNER (WR-RC 5 would mean the winner of race #5)
- LS --- LOSER (LS-RC 11 would mean the loser of race #11)



June 1989  
Akela's Council







### INDIAN OPENING

Personnel: Den Chief, a den of Cubs.

Equipment: One large candle, enough smaller candles for each cub. The den chief is in the center, surrounded by the Cubs. The candles are lit and the lights are out.

The den chief says, "For thousands of years people have gazed at the stars. They have formed pictures of kings, queens, men, maidens, animals, and monsters from the stars. The bright star or north star has been the guiding star for travelers. Let this candle represent the north star and guide us on our travels to fun and adventure."

(The lights are turned on and the large candle remains burning through out the duration of the pack meeting.)

### OPENING CEREMONIES

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

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

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

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

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

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

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

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

**INDIAN CLOSING**

Good Night Cub Scouts (Using Plains Indian Signs)

- GOOD** Right Hand palm downward moves up-sweep from waist to right shoulder level, outward)
- NIGHT** Both palms together, under left cheek, head inclined left.
- CUB** Thumb and index finger form circles, held at top edge of head, one round ear on each crown of head - puff cheeks. Precede with "tiny" - pinch above.
- SCOUT** Right hand shades eyes, as in scouting position in the Plains.

**AN OPENING OR CLOSING TO BE USED BY THE CUBMASTER**

The Pueblo Indians used a phrase, Pin pe obi, look to the mountain top. As you move through life keep your gaze fixed on that mountain top and you will feel life's hurdles melt beneath your feet. What ever of life's challenges you may face, remember, always look to the mountain top for in so doing you look into greatness.

If you remember this and let no problem, however great it may seem, discourage you nor let anything less than the mountain top distract you, then you shall be able to cope with life's everyday trials and endeavors, regardless of size.

**INDIAN PRAYER CLOSING**

Cubmaster or Master of Ceremonies dressed in Indian costume

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

**CLOSING**

Form group into a huge circle and do the friendship dance. Everyone faces in and holds arms around neighbor's shoulders or waist 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."

INDIAN CLOSING

To be read by Cubmaster or Master of Ceremonies in full Indian costume. (It will be more impressive if the room is darkened and lit only by an artificial campfire. The Cubmaster can have his arms folded in front of him chest high, with a card concealed that he can read).

**THE TWENTY THIRD PSALM**  
(American Indian Version)

The Great Father above is a shepherd chief.

I am His and with Him, I want not.

He throws out to me a rope, and the name of the rope is Love.

He draws me to where the grass is green and the water is not dangerous, and I eat and lie down satisfied.

Sometimes my heart is very weak and falls down, but He lifts it up again and draws me to a good road.

His name is Wonderful.

Sometime - it may be soon, it may be longer - He will draw me into a place between the mountains. It is dark there, but I will not draw back.

I will be afraid not, for it is there between these mountains that the Shepherd chief will meet me and the hunger I have felt in my heart through this life shall be satisfied.

Sometimes He makes the Love rope into a whip - but afterwards He gives me a staff to lean upon.

He spreads a table before me with all kinds of food.

He puts His hand upon my head and all the tired is gone.

My cup He fills until it runs over.

What I tell you is true. I lie not.

These roads that are ahead will stay with me through life and afterwards I will go to live in the big tepee of the Shepherd chief forever.

Amen

**CLOSING THOUGHTS**

**THANK YOU** (Hold up a card with the words THANK YOU printed on it). Two simple words. Two important words that tell someone else that you are appreciative, courteous, and thoughtful. We do many good turns for others... but do we always take time to thank others for a good turn done for us? Let's all remember that a sincere "thank you" is your way of expressing gratitude for a good turn received. Remember to say "thank you".

**A SMILE** A smile costs nothing, but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours. No one needs a smile quite as much as a person who has none left to give.

**AUDIENCE PARTICIPATION**

**INDIAN FEATHER PASS**

" This ice breaker is a must for "breaking" a crowd up.

Purchase very small, light feathers from a handicraft shop (inexpensive)

Line group into two equal numbered lines and explain the object of this stunt is to pass the "Indian Feathers" from one to the other until they are passed from the first to the last person and back again (you can not close your hands). The team who has any (or the most) Indian Feathers wins.

**GOOD LUCK**

Cubs can practice this in the den meeting - then complete against mom and dad at the pack meeting . . . .

**ADVANCEMENT CEREMONY**

**PROPS** Artificial campfire; Akela costume; tom-tom.

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

**AKELA** Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council.  
**(Cubs come forward and are seated)**  
Our medicine man (Awards Chairman) is here, so it is time for the council to begin.

**TOM-TOM BEATS**

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

**AWARDS CHR** (Reads names of boys to receive awards)  
**AKELA** Mighty Warrior, how far along this trail did these braves travel?

**AWARDS CHR** (Name of boy) has passed the twelve achievement tests to Wolf Valley and also did a fine job of hunting, for he has earned a gold arrow. (Name) after crossing Bear Ridge, hunted well enough to earn a gold and silver arrow. (Name) and (Name) are working their way up Webelos Peak and have earned activity badges in \_\_\_\_\_ and \_\_\_\_\_. **ADAPT THE ABOVE TO FIT AWARDS TO BE PRESENTED.**

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

**AWARDS CHR** (To boys) Can you truthfully say you have followed the Cub Scout Promise and have tried to Do Your Best?  
**CUBS** (Answer Yes)

**AKELA** Will each of you tell us of one of your accomplishments along the trail. (Each boy tells of one achievement or elective. I am satisfied you have Done Your Best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes sound cooperation in your tepees among your families. Without their help, hunting along the Trail of the Golden Arrow of Light would have been very difficult. Mighty Medicine Man, have you brought suitable awards for these fine hunters?

**AWARDS CHR** I have (He presents awards) (Boys return to seats)

INDIAN ADVANCEMENT CEREMONY

YOU WILL NEED A campfire  
Washable red paint  
Tom Toms

Chief                      Cubmaster or Master of Ceremonies  
Indian Guides    Den Chiefs  
Indian Braves   Cub Scouts  
**(ALL IN COSTUME)**

Chief stands in front of room   Arms folded, head  
down on arms.  
(Que card may be hidden on arm etc)  
TOM TOMS BEAT LOUDLY       (As Chief speaks Tom Toms  
soften their beat.)

CHIEF           Indian Braves come gather around the council fire.  
(Cubs come forward and sit around fire.)

CHIEF           Raising arms and head   Hail O might warriors. Hail  
to parents and family. We gather at this council  
fire to honor our braves who have worked many moons  
to earn an award tonight. They have tracked the  
deer and found the buffalo. They have followed many  
trails. Everyone is proud of their achievement.  
**(TOM TOMS STOPS WITH TWO LOUD BEATS.)**

CHIEF           O Indian Guide tell us who in your tribe is worthy

DEN CHIEF       Reads name and award to be given.

CHIEF           Brave, \_\_\_\_\_ bring your parents before the  
council fire. Now stand before your chief. (As Cub  
stands in front of the Chief he daubs a small amount  
of red paint on his forehead with his thumb.)

Indian brave \_\_\_\_\_, our council fire burns  
bright because you are so diligent and brave. It is  
an honor to present you with your \_\_\_\_\_ award.  
Receive it and go with good health.

AFTER AWARDS are presented TOM TOMS beat and Chief folds arms and  
bows head.

**BEAR ADVANCEMENT**

PERSONNEL Cubmaster, Cub Scout, Parents and Den chief

EQUIPMENT Bear badge and certificate, and straight pin.

CUBMASTER Cub Scouts and parents, tonight we want to honor those Cub Scouting families who are advancing in rank Den Chief (Name), one of the Cub Scouts in your Den is ready to receive his bear badge this evening. Is that right? Will you please escort Cub Scout (Name) forward.

(Name), we're really glad that you've reached the Bear rank in Cub Scouting. It's one more step up the ladder. (Give handshake). are your parents here with you?

CUB SCOUT Yes Sir, they are.

CUBMASTER Den Chief (Name), will you escort Mr. and Mrs. (Name), forward so they can take part in our ceremony? We are glad to have you here tonight. (Shake Hands). We want to tell you how much we appreciate the cooperation which you have given. Without it your son might not have reached his bear rank. Cub Scouting is a family program and that means not only your son is advancing to the Bear rank, but that the whole family has taken another step upward, too.

As Cubmaster, I haven't earned the privilege of presenting the badge to your son, so I am going to give it to you, Mr. (Name), and ask you to present it to your son. (Father does so, both congratulate him). Now will all the Cub Scouts in the audience stand and give (Name) a hand for the fine job of advancement he is doing.

Will the parents and guests stand and recognize Mr. and Mrs. (Name), for their son's honor?

I'm sure we're aware of the contribution made by (Name), his Den Leader. Will he/she stand and be recognized.

**(ALL APPLAUD)**



**COMPASS AND INDIAN**

- Personnel Akela (an adult) operator of spotlight; tom-tom beater; a Cub Scout, a Boy Scout, and an Explorer (each in uniform); Cub Scout, or Adult, dressed as an Indian.
- Equipment Indian tom-tom; spotlight; large cardboard compass board painted blue in east, gold in south, silver in west, with large cutout Scout badge at north; and 8-10" candle with a strip from the side of a safety match box wrapped around its base; a wooden arrow painted gold with wooden safety matches taped to tip.
- Arrangement Compass board is supported by a small easel, and a candle is inserted in center. Room darkened. A tom-tom beats offstage, a spotlight swings around room, venturing on compass board.
- Akela We look to the compass for our guide. We find at the north and Indian with his spirit of adventure. (Indian enters, carrying arrow, and stands behind compass board.) We find at the east a Cub Scout bringing his eagerness like the dawn of a new day. (Cub Scout enters and stands at the right of compass board.) We find at the south a Boy Scout with his boyhood dreams alive with Scout action. (Boy Scout enters and kneels in front of compass board.) We find at the west an Explorer, only a step from manhood, whose adventures enable him to carry into his adult life the ideals of Scouting. (Explorer enters and stands at left of compass board.) We read the compass, we set the course trained leadership will not lose the trail. Look again, the "light of Scouting" burns (the Indian places his gold arrow to the candle, scratching the wooden safety matches against the strip from the match-box side, and lights the candle.) Now, will everyone please join me in singing GOD BLESS AMERICA as the lights remain off.

**THE ELECTRIC CAMP FIRE HAS BEEN LIT**  
(Ceremony that is not soon forgotten)

The lights go out, the bright fire is lit, and in come the Cub Scouts. They walk in single file, slowly, and with dignity as much dignity as boyscan muster. Their arms are folded, and their costumes are worn with great pride. Many are made of burlap, with tar paper washers for decorations. Some are made elaborate with fringe and Indian designs.

(continued.....)

POW WOW '88  
CEREMONIES

AKELA'S COUNCIL

The boys stalk in, circle the fire, and stand at attention facing the fire, until a large bang on the tom-tom signals them to sit cross-legged on the floor. The Cubmaster comes forward, dressed in an Indian blanket and headdress.

"Let the Chiefs bring forward those who would become Wolves in the Tribe."

A Den Chief brings forward a Cub Scout who is to receive his Wolf badge.

"Akela, this member of the Tribe seeks his Wolf badge."

"Cub Scout Jones, you have followed wisely the path from Bobcat to Wolf. You have done much good hunting and if the Tribe is ready, we will present you with your Wolf badge."

Cub Scouts answer, "We are ready."

"Then let the father and the mother of this Tribe member enter the Council Circle."

(Father and mother come forward.)

"It is you who have guided this member of the Tribe to the honor which he is about to receive. Cub Scout Jones, always follow these guides wisely for they can point your way through life. I, Akela, request you to present this Wolf badge to your son."

The boy's dad and mother join in presenting the badge and congratulating their son. Other badges (Bear, arrow points, Webelos activity badges, etc.) are also awarded and finally we have come to the end of the Achievement Council.

"Just before we close our council, I have one more award, I would like the Little Chiefs, the Denners, to bring forward their Den Coup sticks. Now I am going to tie on the coup stick of each Den, a feather for each Cub Scout who has passed and Achievement this month.....And now let each Den form its own Living Circle."

The Dens form their Living Circles and the Cubmaster challenges them:

**"DO YOUR BEST!"**

The Cub Scouts answer, **"WE'LL DO OUR BEST!"**

HOW TO MAKE A TOM-TOM

Materials Needed Large coffee can or 2 large plastic bleach bottles



Leather thong, plastic lacing or twine  
2 wood dowel sticks 1/2" X 10" (for beaters)  
2 large wooden beads  
Leather or old inner tube  
Bright colored paint - acrylic or enamel  
Feathers  
Felt or art foam (to cover beaters)

Directions

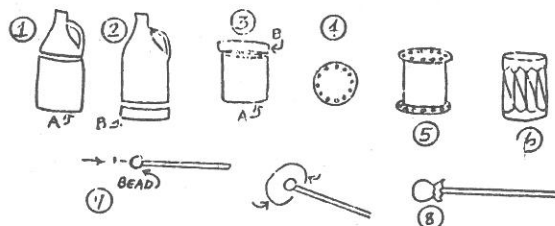
1. Tom-tom maybe made from either a large coffee can or two large plastic bleach bottles. When using bleach bottles, cut top off one bottle, leaving 6 1/2" to 7" height. (see Figure 1). You will find that the plastic cuts more easily if it is warmed first by filling bottle with hot water. Pour out water and cut with sharp knife or razor blade while plastic is still warm. Now take second bottle and cut off bottom 1 1/2". (Figure 2). Discard top and use only short bottom piece. Force this over the open end of the other cut-off bottle, so you have a drum with both ends covered. (Figure 3)

2. Draw Indian designs on the sides of the drum. Paint and let dry.

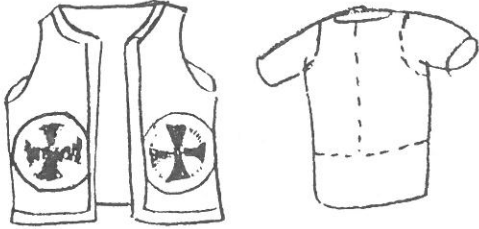
3. Cut two circles of leather or old inner tube about 1/2" larger than top of tom-tom. Make holes with a leather punch or ice pick, around the edge of both pieces of leather. (Figure 4) Be sure they match up and you have the same number of holes in each piece of leather.

4. Place drum between two circles of leather or inner tubing. (Figure 5) Loosely weave lacing up and down through the holes in the leather. After you have it all laced together, tighten the lacing gradually all the way around so that it is not lopsided. (Figure 6)

5. Beaters: Fasten wooden bead to one end of dowel stick with a small tack and glue to secure. (Figure 7) Now place a piece of felt or art foam over the bead and fasten the ends by wrapping with a wire or chenille stem. (Figure 8)

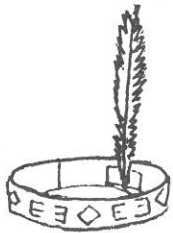
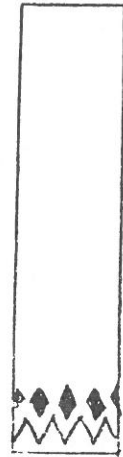
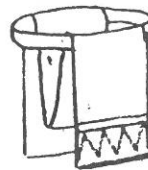


Indian Crafts



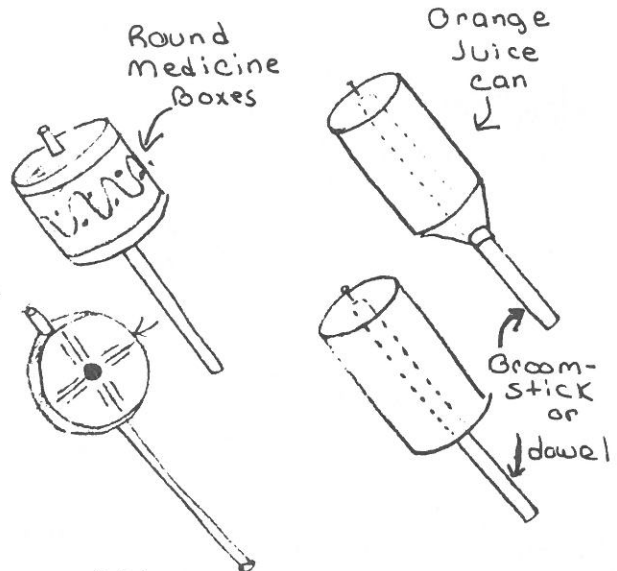
Vest can be made from burlap or cut from an old T-shirt. Decorate with Indian designs. Use crayons or felt tipped pens..

Breechcloth - the length should be as long as the boy is tall. Decorate with simple Indian designs. It should be slightly longer in back than in front when worn. Loop it over a belt to make it fit.

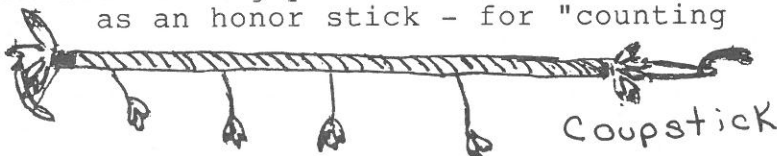


Headbands - cut a strip of heavy paper, corrugated cardboard or ribbon, measure to size of head - add real or paper feather and decorate.

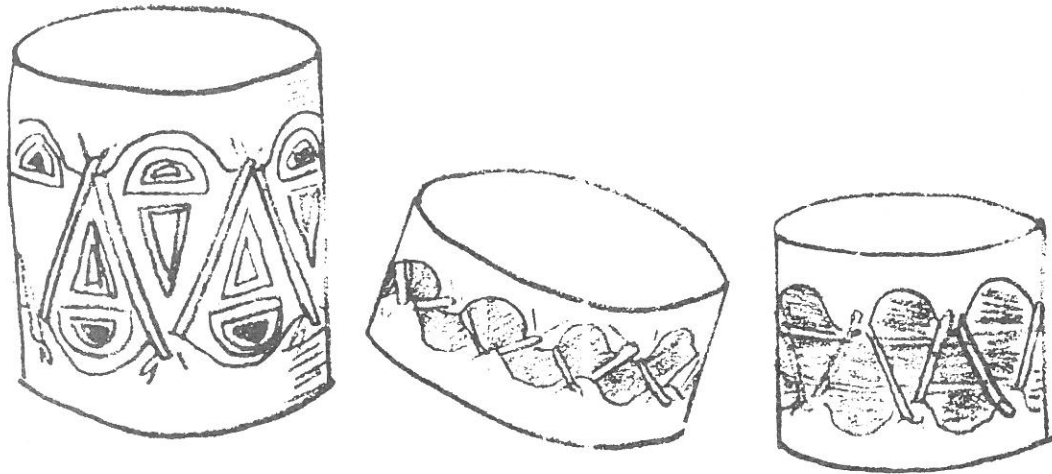
Rattles - may be made from boxes, tin cans, plastic bottles. Put pebbles, dried beans, dried peas inside for noise. Use a dowel or broomstick for handles.



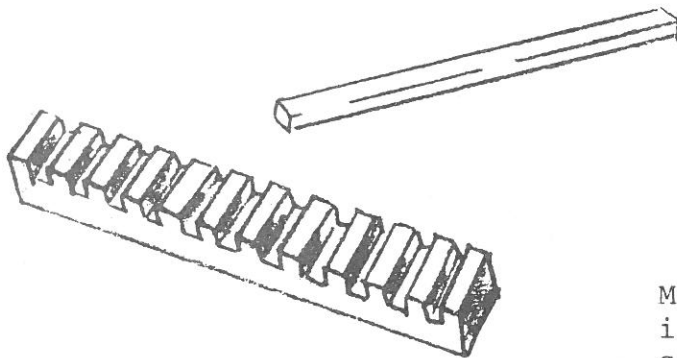
Coupstick - a long slender staff resembling a spear but lacking point. Indians used it as an honor stick - for "counting



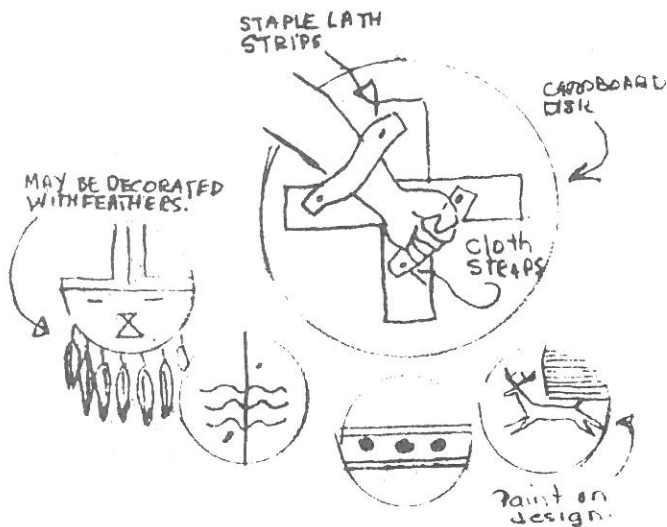
coupe" in battle - this is, for striking or touching an enemy. AS such it was harmless, for the highest honor went to him who touched a living enemy with it.



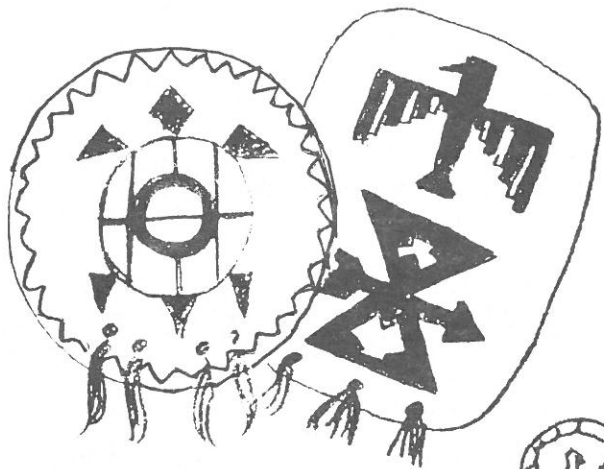
Tom-tom - Can be made from a # 10 cans, hat-boxes, cheese-boxes, coffee cans, oatmeal boxes or ice cream cartons. Small ones can be made from cardboard tubes and spools. Cut ends out of cans. The sounding covers may be made of old inner tubes cut and stretched over cans or cover with a piece of muslin, lace on container and shellac. Decorate to your liking.



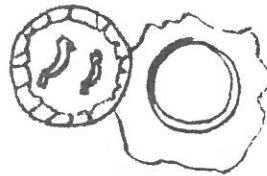
Moraches - notch a stick as in illustration. Take a smooth stick and rub over the notches



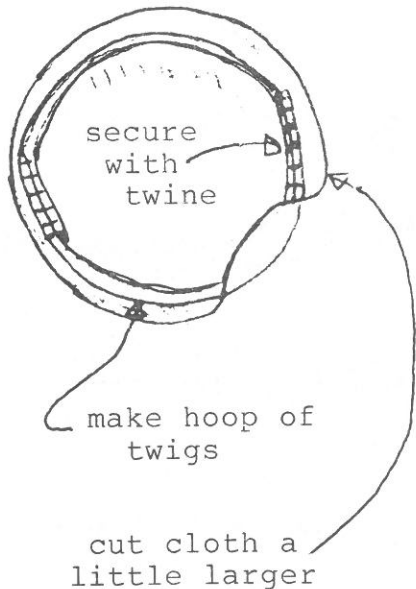
Shield - cut out a 20" circle from heavy or corrugated cardboard. Nail strips of lath on back for added strength. Use cloth strips for arm and hand straps. Decorate with Indian symbols.



Special shields resembling the war shield were used in ceremonies. They were made of thin buckskin. The decoration or medicine symbols were very important; they gave the owner his power. Use heavy cardboard with leather or cloth for the arm straps.



Design ideas.

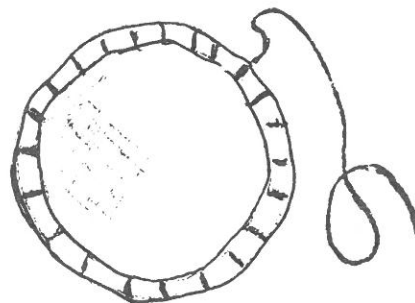


secure with twine

make hoop of twigs

cut cloth a little larger

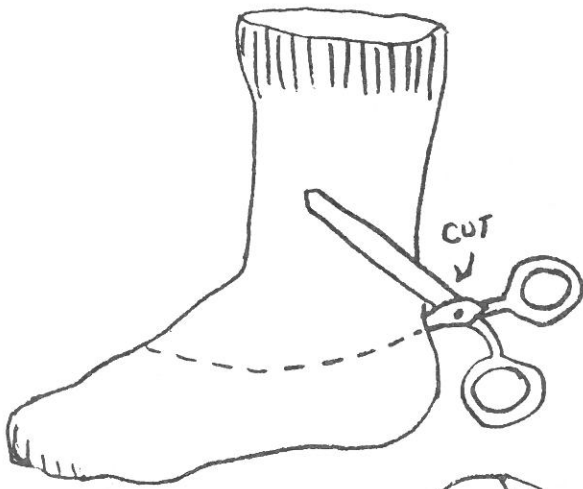
More authentic shield: cut a piece of cloth a little larger than hoop made from twigs. Lace cloth to hoop and then shellac. When dry paint on design of your choice.



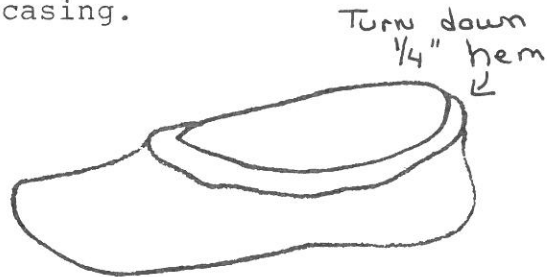
INDIAN MOCCASINS

All you need to make these moccasins is an old pair of socks, a pair of scissors, needle and thread, shoelace, safety pin, and beads for trimming.

Cut away the top part of the sock as shown in illustration. Fold a 1/4" hem on outside of sock to make a casing for a drawstring. Starting near center front, sew the bottom edge of the casing closed. Leave an opening in the center front large enough to insert the drawstring.

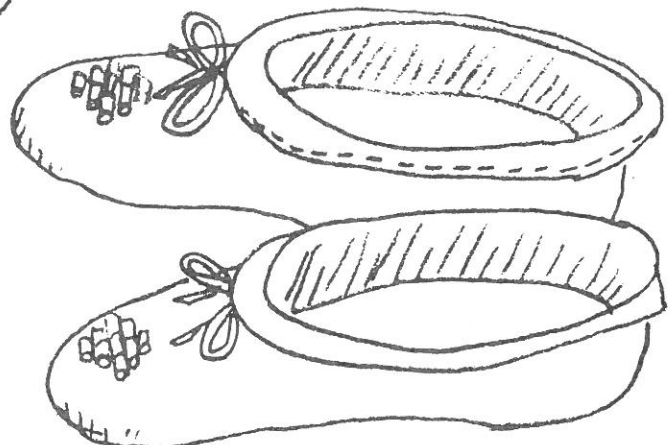
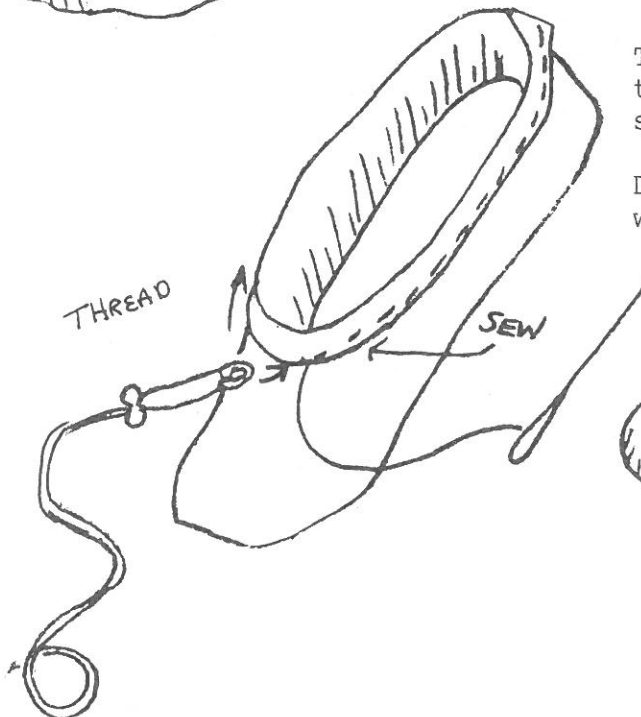


Use either an old shoelace or a piece of colored yarn for the drawstring. If you tie it to a safety pin, it will be easier to thread through casing.



Try on the moccasin and pull the drawstring so it fits snugly.

Decorate toes of moccasins with colored beads.





### TROPHY SKIN

Here is an early-to-make, authentic looking trophy skin which any Cub Scout will be proud to have hanging in his room. During his Cub experience, during his Cub experience, duplicates of his badges and pins can be hung on the skin and when he joins Scouting, he can continue to display duplicates of his honors.

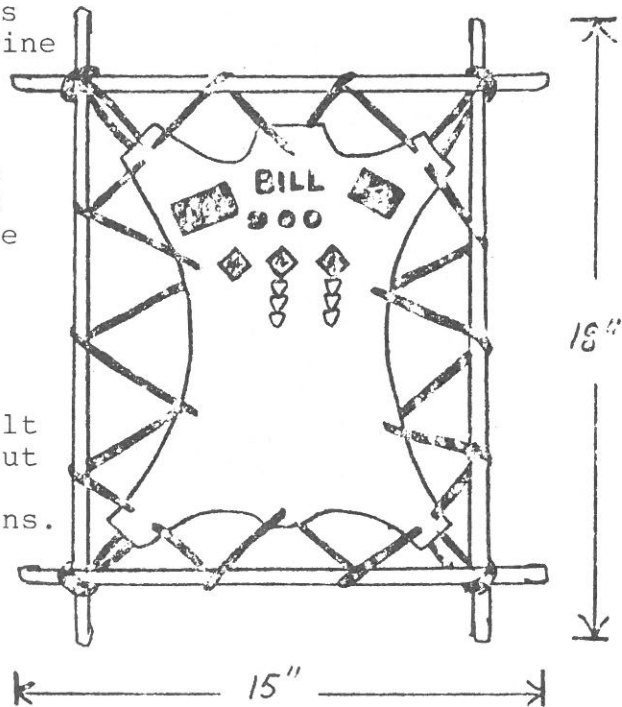
Materials needed 13 X 16" piece of leatherette, suede or other similar material  
Two 18" dowels or sticks  
Two 15" dowels or sticks  
Four 12" pieces hemp twine or rawhide lacing  
one 90" piece hemp twine or rawhide lacing  
Four 12" pieces bell wire

**Instructions:** Notch the four pieces of wood 1" from both ends. Be sure the notches are on the same side of each piece of wood.

Bind the four pieces of wood together with the wire (as shown in illustration) making the joints as tight as possible. Cover with twine or lacing.

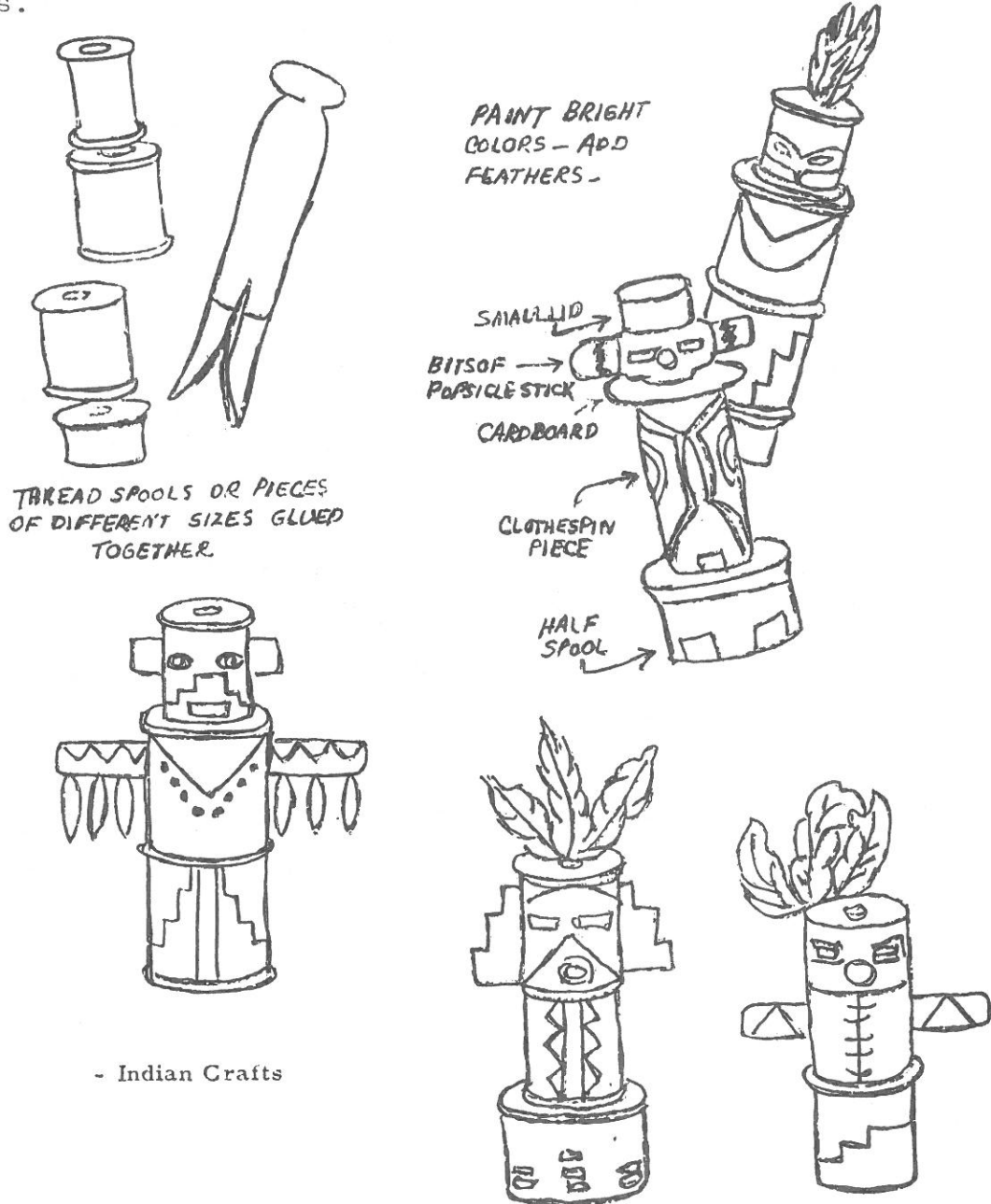
Cut leatherette in shape of skin. Punch holes around edges. Tie it onto sticks temporarily with cord to hold it in place while you lace through the holes with lacing. When it is laced securely, cut holding cords.

Boy's name can be painted at the top or letters can be cut from felt and glued on. He might like to put his pack and den numerals on the skin as well as his badges and pins.

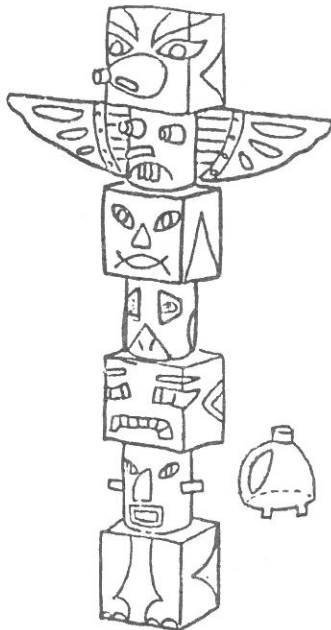


KACHINA DOLLS

The Hopi Indians carve dolls of their gods and spirits. They believe that the Kachinas are people who visit them during the first part of the year. During that time the men wear costumes and masks to represent them and perform dances in their honor. They make dolls which are miniatures of the Kachinas they represent. These dolls are given to the girls as gifts during the dances. There are between 200 and 250 different Kachinas. They are not worshipped as gods, but are simply toys or used as decorations for the pueblos. Authentic Kachinas are carved from wood, but Cub Scouts can make them easily from cardboard rolls or spools.



TWO TOTEMS



**Giant Totem** - Use 3 round ice cream cartoons (3 gal.) alternated with 4 11" high cardboard boxes. To weight Totem, fill a 3 lb. coffee can with plaster and insert a 6 foot stick or pole in plaster. Allow to set. For bottom section, remove top flaps from square carton and invert it. In center, cut a hole so it can be slipped down over pole. Flaps on remaining cartons should be taped shut. Cut holes in top and bottom of each and slip down over pole. For features, parts can be cut from plastic bottles; or use paper drinking cups or nut cups.

Glue on parts and paint.  
Use bright colors.

**Macaroni Totem**

For base, use 16" cardboard roll, about 1 7/8" diameter. Glue a 5" circle of cardboard to one end for the base. Work from the base up when gluing on macaroni. Base can be covered with short sections of straight spaghetti to give a grassy effect.

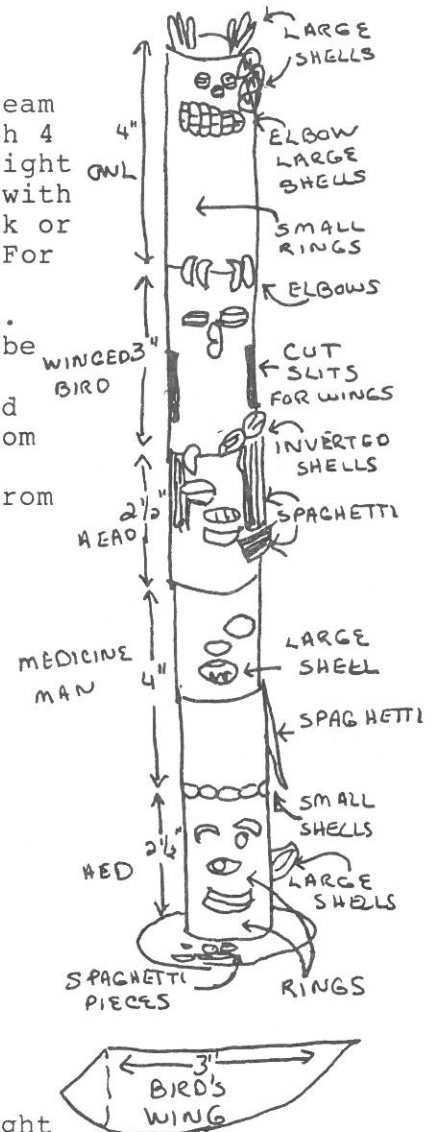
Bottom head is covered with small macaroni rings with a row of small shell macaroni glued around top of head.

Medicine man head has a row of 2" piece of straight spaghetti, placed vertically and overlapping the shell macaroni. Remainder is covered with small macaroni rings.

Next head - lower half is covered with 1 1/2" pieces of spaghetti running horizontally. Top half of pieces are glued to pole and bottom half extends. Remainder of head is covered with pieces of straight spaghetti running vertically.

Both sides of wings are covered with straight spaghetti pieces broken to fit. A row of small shell macaroni is glued across top of wings. Body of bird is covered with small shells, open side facing out.

Owl has large shells for ears, small shells for eyes and a small shell for his beak. Large shells and elbow macaroni make bottom of his head.  
Paint bright colors.



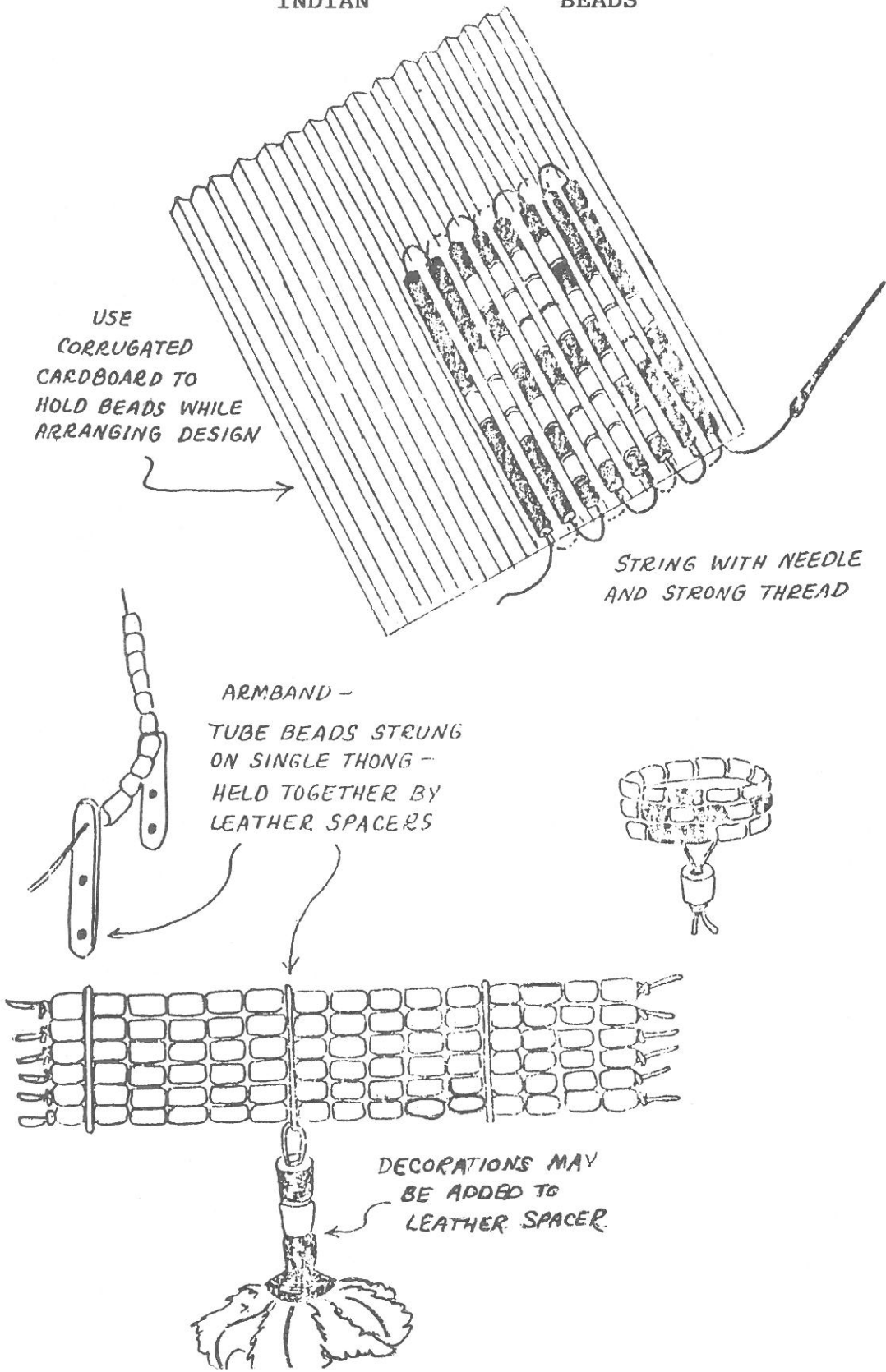
INDIAN BEADS

USE  
CORRUGATED  
CARDBOARD TO  
HOLD BEADS WHILE  
ARRANGING DESIGN

STRING WITH NEEDLE  
AND STRONG THREAD

ARMBAND -  
TUBE BEADS STRUNG  
ON SINGLE THONG -  
HELD TOGETHER BY  
LEATHER SPACERS

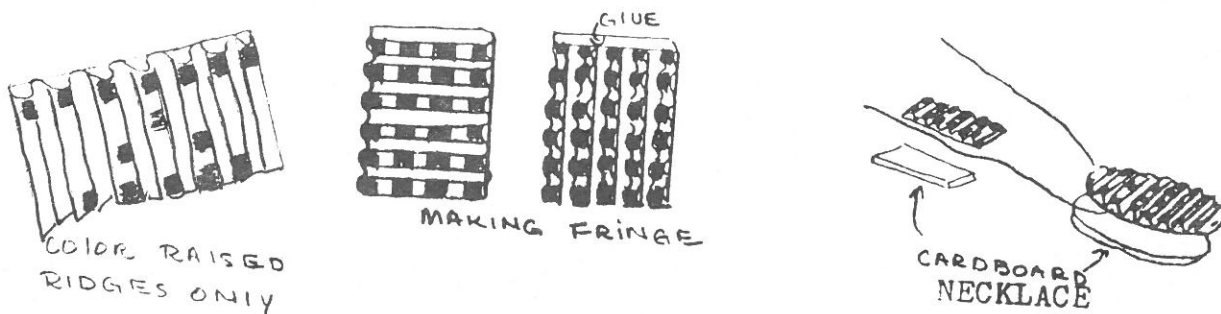
DECORATIONS MAY  
BE ADDED TO  
LEATHER SPACER



CORRUGATED CARDBOARD BEAD WORK:

All you need are brown corrugated cardboard and felt marking pens poster paints or crayons.

Beadwork is done on raised portions of the cardboard with markers. For best results, use bright colors for design, black for borders, and white for background. When working along a single corrugation, make beads with dabs of pen. Leave space between, so beads stand out.. When working across many corrugations, use a ruler as a guide to make a row of beads quickly.



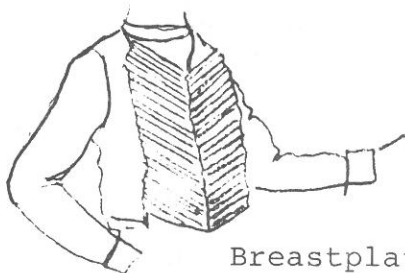
Headress: With corrugations running up and down, cut a headband about 1 1/2" deep. Do bead design and glue ends together. Put real or paper feathers in openings in corrugations at the top.

Necklace: Cut pieces in any shape desired. Decorate with beading. Make a cardboard backing, slightly smaller in size, for each piece. Using ribbon, assemble necklace by gluing ribbon between the necklace piece and backing.

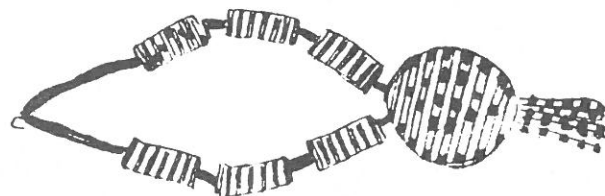
Bands: Arms or leg bands are made the same as headband, except strip should be 3" longer than wrist or ankle measurement to slip on easily.

Breastplate: Cut two pieces of corrugated board large enough to extend from 2" below shoulders to the waistline, and shaped as shown. Glue on any further decorations desired and tape together on underside. Attach colorful cord to upper corners to hang around the neck. Add ties to bottom to fasten breastplate to your belt.

ANOTHER METHOD OF PREPARING CARDBOARD: Rub a black crayon over the surface, coloring the ridges. Then cut colored drinking straws top desired size and glue between the ridges.



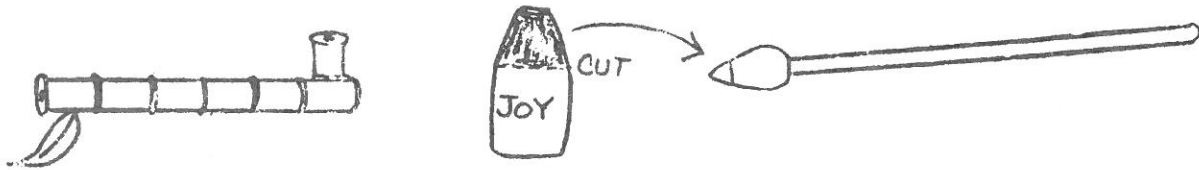
Breastplate



Necklace

PEACE PIPE

Glue empty sewing thread spools together, end to end. Glue one spool on top for bowl of pipe. Paint with tempera paint. Add a feather for decoration.



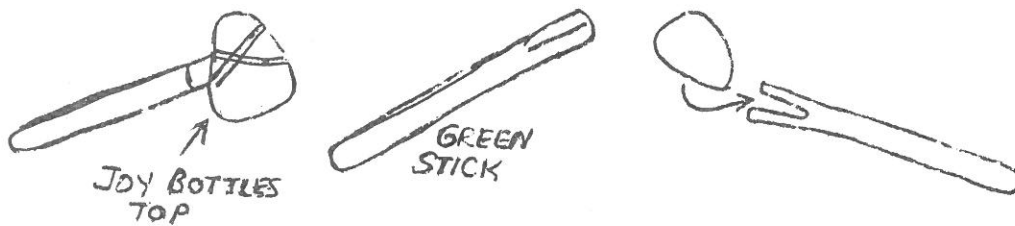
SPEAR

Cut the top from a Joy bottle. Insert a broomstick handle. Make homemade modeling dough and fill bottle top. This will help hold the handle in place. Shape dough with hands to make spear point. Let dry until hard. PAINT.

TOMAHAWK OR INDIAN CLUB

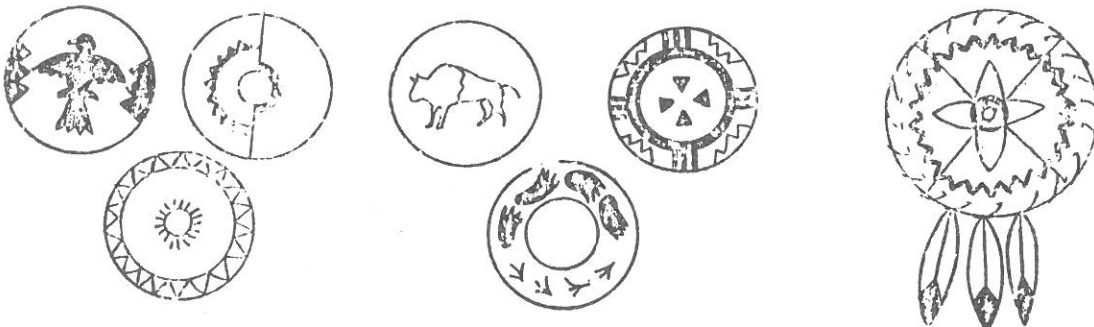
Follow instructions for making spear, except fill the bottle top full without inserting handle. When dry, lash handle on with twine. Be sure to lash it on tightly so it won't come off.

Another method of making a tomahawk is to split a green stick far enough to hold a rock. Slip a flat, long rock into the slit and lash with heavy cord or binder twine.



INDIAN SHIELDS

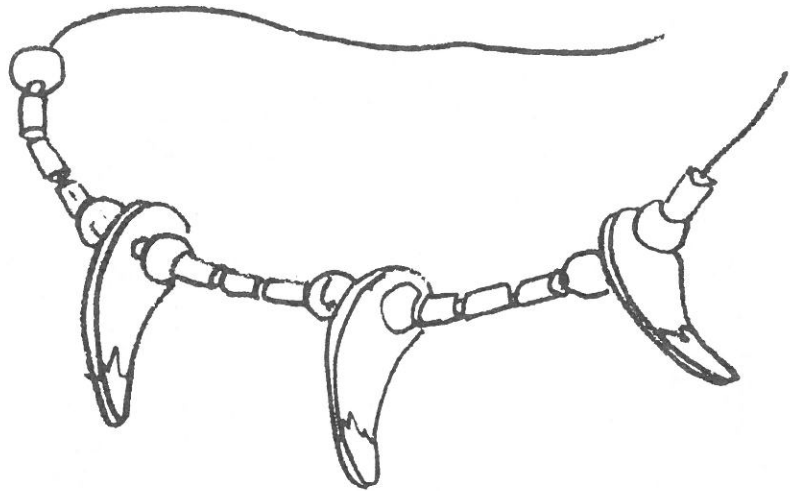
Cut circle from heavy cardboard, wood, or use the lid from a 5 gallon metal container. For wood or metal shields, nail a wood handle on the back. For cardboard shields, tape a cardboard handle on the back. Paint the front and decorate with Indian designs, such as the ones below. Lace around edge with colored yarn and add feathers if desired.



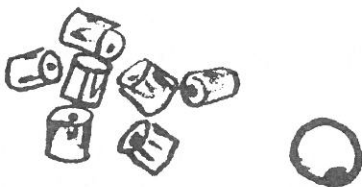
BEAR CLAW NECKLACE

String beads and claws on plastic lace or braided cotton cord at least 24" long.

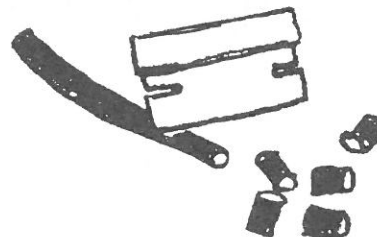
Space as shown. Tie lace ends together when length long enough to slip over head.



Cut bear claws from thin wood, heavy cardboard or plastic bottle. Cut 7 pieces and drill or punch holes on top as shown. Paint with enamels or lacquers.

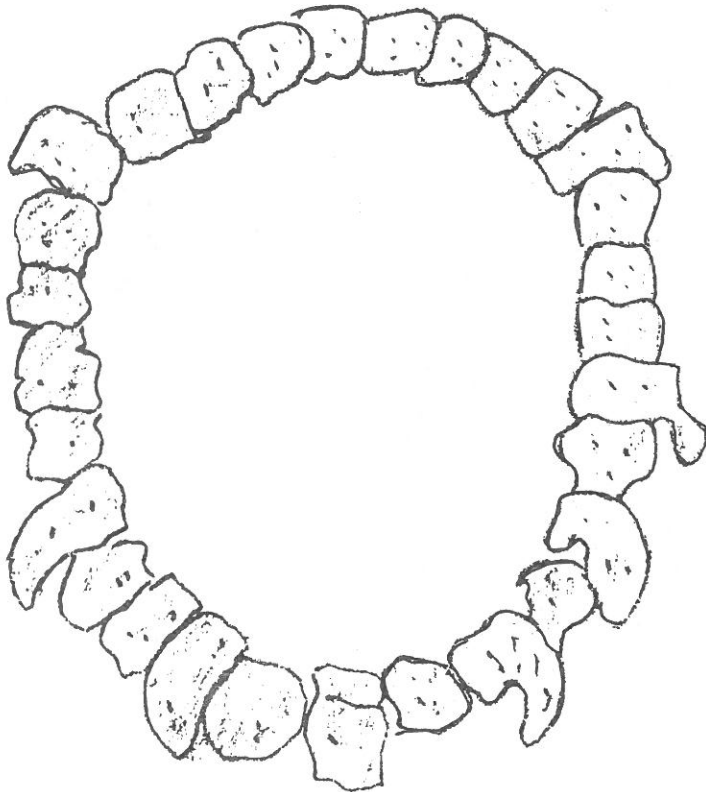


You make your own beads from plastic tubing which is stripped off of electrical wire or you may purchase bamboo, tile or wooden beads from you craft dealer.





TURQUOISE JEWELRY



Make Crepe Paper Clay (recipe below) using Turquoise Blue Crepe paper. Form beads from clay with your fingers. With a tapestry needle make a hole through each bead. When beads are thoroughly dry, string with needle on heavy thread.

CREPE PAPER CLAY - 1 fold of Dennison Crepe Paper, 1 T salt, add to 1 cup flour (approximately). Water. Cut crepe paper into tiny confetti-size pieces. Place in mixing bowl. Add enough water to cover crepe and allow it to soak until soft. Drain off excess water. Add enough flour to make a stiff dough. Knead mixture until flour is all blended in with the crepe paper.

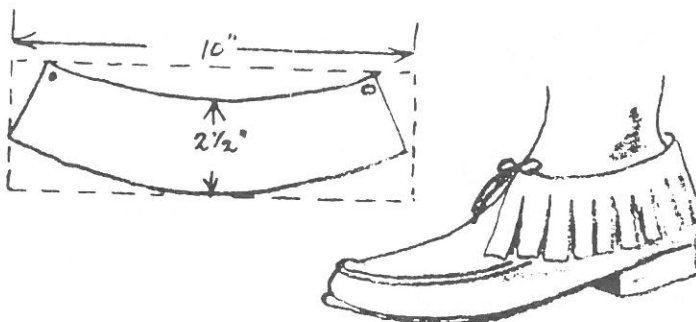
It is a good idea to coat the beads with shellac or acrylic spray when beads are dry.

More Indian craft ideas may be found in the Boys Life Reprint 84, Golden Book - Indian Craft and Lore, Pow-Wow Series Craft Book, Bear and Wolf Cub Scout Book.

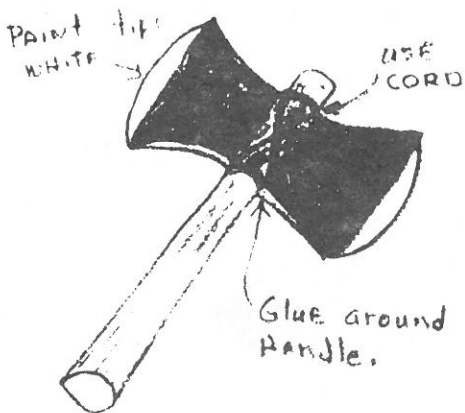
**POW WOW '88  
CRAFTS**

**AKELA'S COUNCIL**

Turn a shoe into an Indian moccasin. Make fringed moccasin flaps from heavy material such as felt or leather or leatherette. Fringe or decorate as you wish.

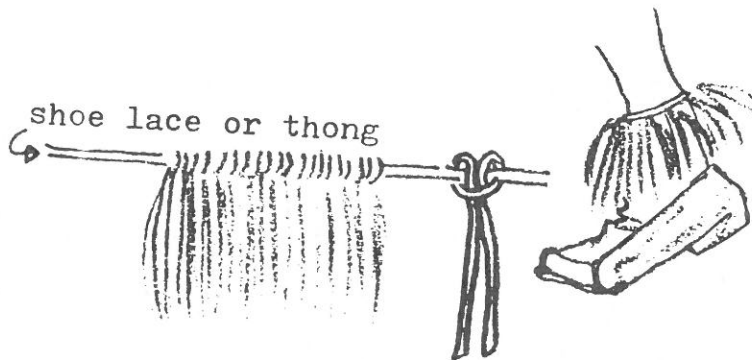


Tie in front with shoe lace or leather thong.

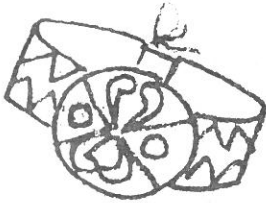
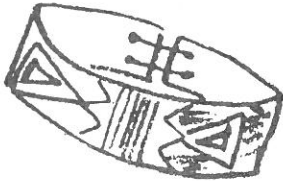
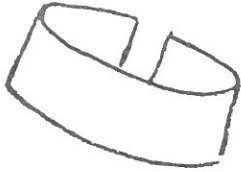


Tomahawk - Use old axe or hammer handle. Cut blade from black cardboard. Glue 2 pieces together as shown.

Anklets - Base is a shoe lace or a leather thong. Cut yarn in 10" length and loop over base as shown. Tie around ankle.

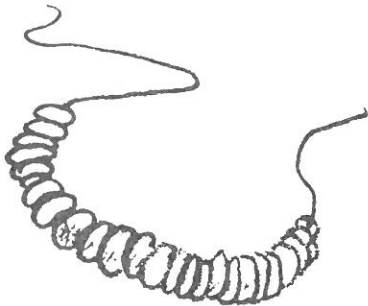


loop over as shown



Arm bands can be made from tin cans, naugahyde, material and plastic bottles. In using tin be sure to take the sharp edge off so as not to cut yourself.

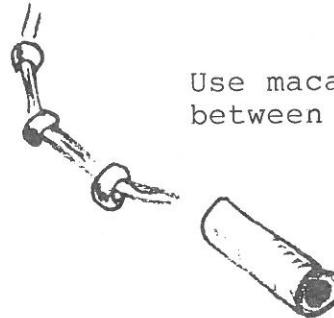
Decorate circles with beads and sew on to bands.



Soak beans, dye blue and string for necklace.



lima bean



Use macaroni in between the beans.

Macaroni or plastic tubing



Remove liner from 3 to 5 pop bottle caps; hammer caps to flatten. Punch 2 holes about 1/4" apart near edge of each cap. Paint with enamel; add paper, beads and so on to resemble Indian shields. String shields with beads to complete your Indian necklace.

**"INDIAN MEDICINE"**

Skit from "The Cokesbury Stunt Book"

Characters Old Indian Medicine Man, two Indians, Other Indians  
to use all Cubs in den.

Props/Equipment Sheets, umbrellas

Old Medicine Man has two bottles of medicine for sale (on stage)

Two Indians come on stage.. they have large sheets wrapped round their shoulders and pinned down the front.. One Indian looks very large as he enters because he has an umbrella raised under the sheet.. The other Indian is thinner and should be as slim as possible to play this part.. (Standing around them are the other Indians to react to "punch line").. They ask the Old Indian about his medicine and he tells them it is a wonderful medicine and it will make fat people thin, and thin people fat.. they buy a bottle of the medicine and the one who has the umbrella raised takes a dose. After a moment he lowers his umbrella to give a very humorous impression of rapidly loosing weight.. The thin one then takes a dose and in a moment he raises his umbrella under the sheet.. thus gaining weight.

This stunt will bring down the house if properly carried out... Have Cub Scouts practice this in den meeting so that it can be carried out at the Pack meeting without any slip-ups.

**TALL TALE POW WOW**

Each brave, sitting around an open "campfire," tells the tallest tale he can think up. Ask one of your group to be Chief Tall Tale, who introduces each brave. Be sure and name yourselves Indian names. Here's a tall tale to get you started thinking:  
"When I was on the warpath the other night, I came upon the biggest, meanest warrior, I'd ever seen. He was at least 107 feet high. A real giant of a warrior, by any standards. Lucky for me, I found his weak spot. He was ticklish between his toes. No wonder, they called him "Totem Pole Tickle Toes." Now, it's up to you to makeup your own tales. End with the audience through applause picking the tallest tale teller. Chief Tall Tale, then, presents the champ with a giant coup feather, awarded by the Indians for valor. Make the giant feather out of a broom stick covered with paper feathers.

### HIGH-LOW BRAVES

(Assign a few lines of this story to each of a group of 6 to 10 boys). They can memorize them or read from a card. Let all join in the verse at the end. The group can wear Indian costumes.

Chief High and his braves lived down in the valley and Chief Low and his braves lived up on the mountain.

Every morning Chief High would go out and look up at Chief Low's camp and call out, "Lo, Low." The Chief Low would look down at Chief High's camp and answer, "Hi, High."

This went on for many moons and everyone was happy. Then one day Chief High's braves began to wonder how come High was low and low was high, and they became confused and unhappy.

Soon Chief Low's braves heard about what Chief High's braves were saying and they became confused and unhappy, too.

When Chief High and Chief Low heard about their braves, they laughed at them and said, "we can soon fix that!"

The next morning Chief High called up the mountain, "Hi, low," and Chief Low, called down, "Lo, hi."

But the braves were still unhappy and more confused than ever. So the chiefs talked it over and decided to exchange camps.

Chief High and his braves moved up on the mountain, while Chief Low and his braves moved down in the valley.

Now every morning Chief High calls down, "Hi, lo," and Chief Low calls up, "Lo, high." And the braves are beginning to wonder why they were ever unhappy in the first place.

So whether you're high or whether you're low,  
You can be happy wherever you go.  
Whether you're up or whether you're down,  
It's as easy to smile as it is to frown.

### HEAP BIG CHIEF BIG HEART

Choose someone to play the star Heap Big Chief Big Heart. Pick a narrator to introduce the skit: "HEAP BIG CHIEF BIG HEART", or Heap Big for short, is a chief with a heart as big as all outdoors. He's given his braves everything. And, as yet, has asked nothing in return. Let's listen as our braves sing Heap Big's praises. Braves serenade Heap Big in a singsong-style chant. Here's a starter on your chant: "Heap Big's heart is as big as the Grand Canyon. Heap Big! Heap Big! He's our Chief!." Go ahead and add verses, comparing Heap Big's heart to other great wonders of nature. Toward the end of the chant, Heap Big suddenly raises his hand for silence. All is quiet. Heap Big speaks, "He, Heap Big, out to get braves' scalps! Terrified, braves dance about wildly, chanting in unison: "Heap Big Big Heart Big Indian Giver! Heap Big Heart Big Chief Indian Giver! The end.

**POW WOW '88  
GAMES**

**AKELA'S COUNCIL**

**KICK THE GOURD** One Indian kicks a gourd, can, or similar object halfway down a field and a teammate finishes. The boys use only their feet.

**ANTELOPE RACE** To prepare for race, each brave extends his left hand back between his legs and grasps the right hand of the person behind to form antelope column. If handclasp is broken entire column is disqualified. Column runs to a finish line.

**STALKING AT NIGHT** Each brave, in turn, is blindfolded and crawls on all fours toward a designated target. Brave nearest target at finish is winner.

**BAREBACK PINTO RACE** Each racing team consists of one brave and four "horses". Horses are braves standing upright at all times. The brave wins who reaches a finish line first after transferring to four different horses during the race without any part of his body touching the ground.

**SPECIAL RACE FOR OLD BRAVES** Divide dads into equal teams. Give each team a peace pipe. Balance a Ping-pong ball on the pipe bowl as the pipe is passed down the line of team members.

**SQUAW RACE** Mothers line up and race to finish line brushing ankles together as they shuffle along.

**PIONEERS and INDIANS** The object of this game is for a group of "Pioneers" to deliver supplies to another Pioneer who is surrounded by "Indians". The Pioneer captain distributes his men as he sees fit, beyond the boundary of the camp and gives each player the "supplies" to be delivered. Of course, he gives his best players the most valuable "supplies". At the expiration of ten minutes the starting whistle or bugle is sounded and the "Pioneers" try to get through the "Indian" lines to deliver their "supplies".

The capture is made by any method agreed upon, such as:

1. Simply tagging one or more times on the back
2. Grabbing handkerchiefs protruding from a pocket
3. Simply sighting and calling the name when played at night

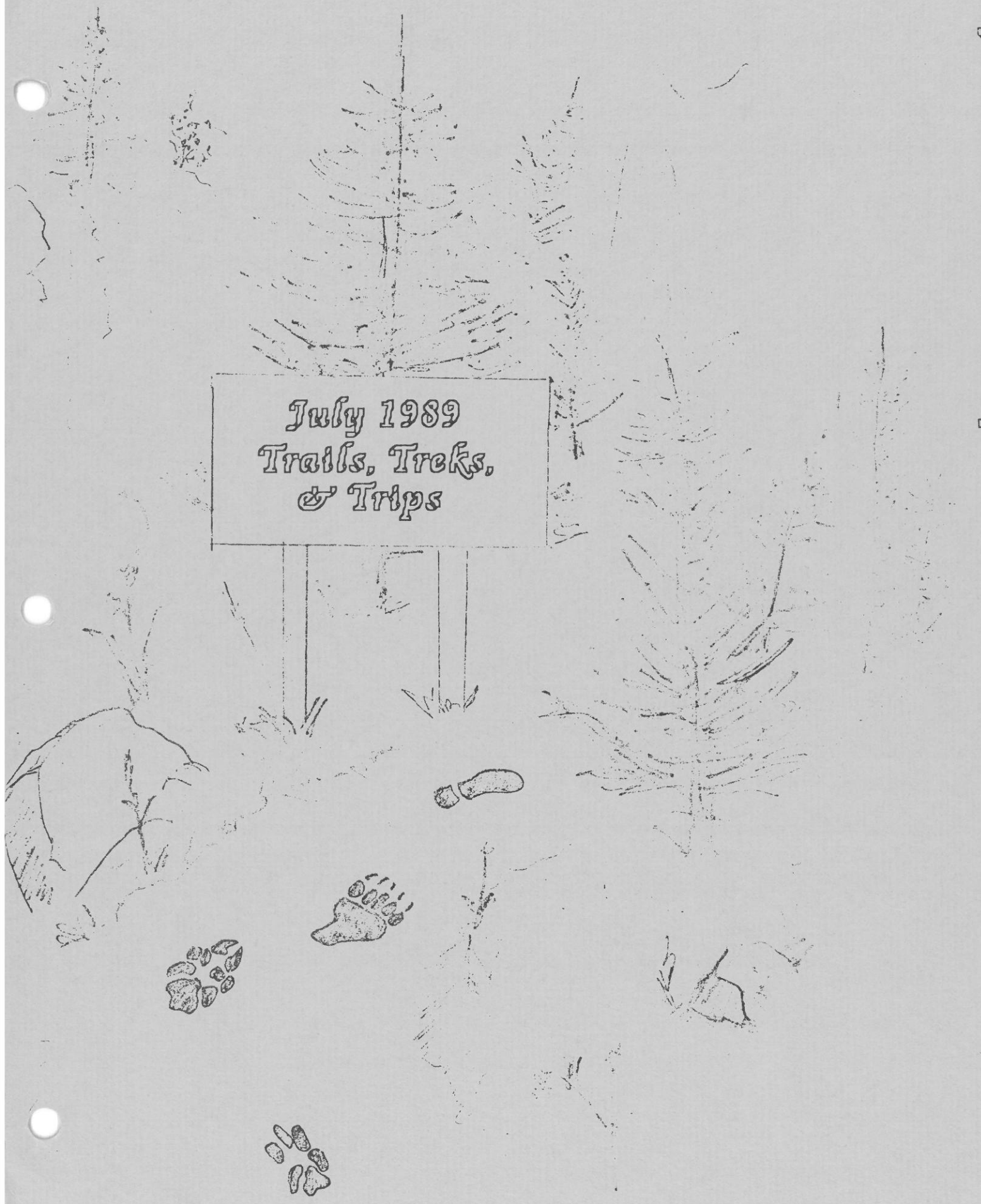
The instant an "Indian" makes a capture, the "Pioneer" begins to count to one hundred, while the "Indian or Indians", search him. If by the end of the count the "Indians" fail to find the hidden paper, they escort the "Pioneer" out of the camp and he is permitted to try again.

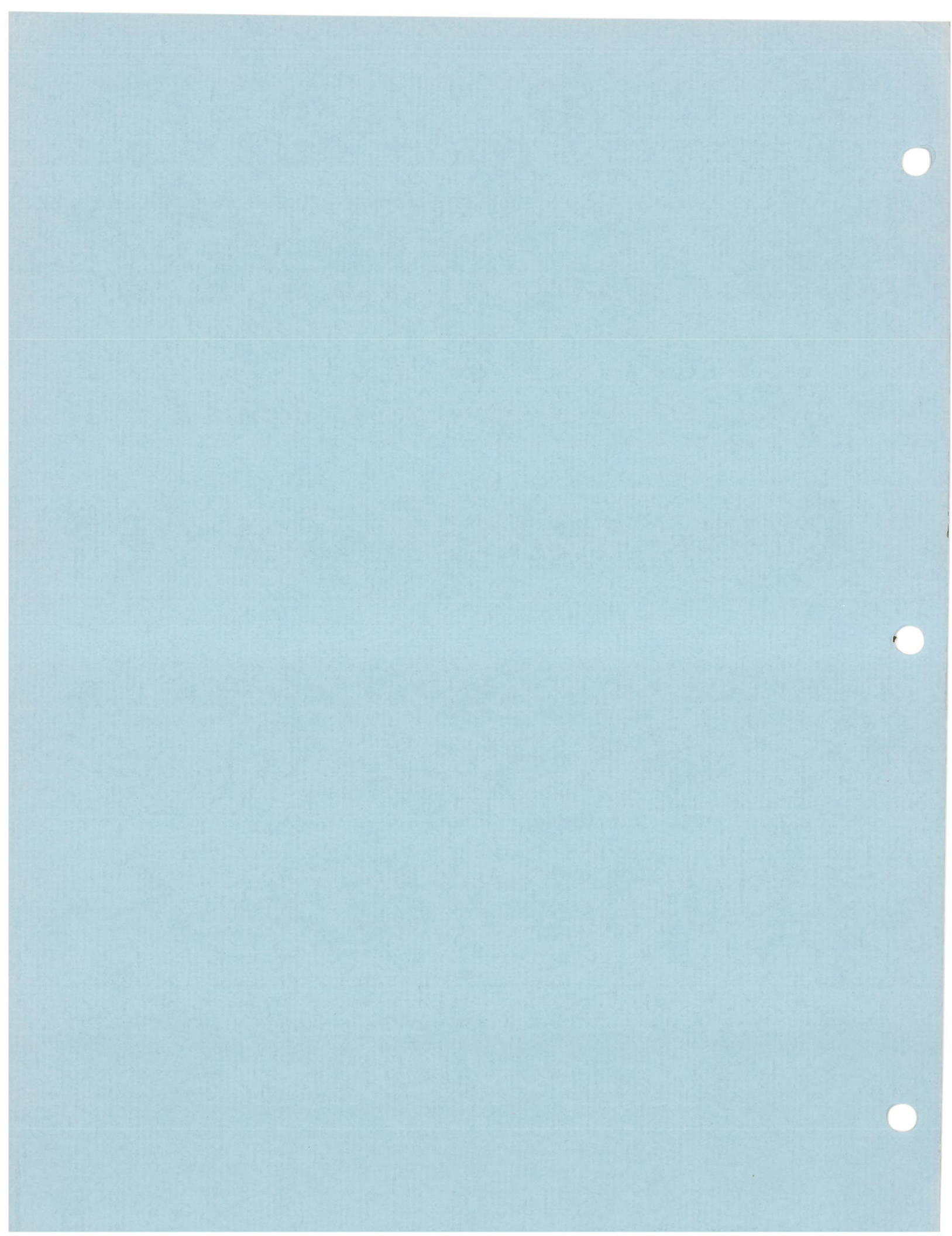
At the expiration of the time agreed upon the players assemble and the score is taken. The "Indians" add the numerical values of all "supplies" captured from the "Pioneers" and the "Pioneers" add the number of "supplies" they actually delivered to their comrade. The "Indians" are not allowed to take supplies from the besieged "Pioneer". After a "Pioneer" makes a successful delivery, he remains with his comrade. The party with the larger total wins after each side has acted as both "Pioneers" and as "Indians".





July 1989  
Trails, Treks,  
& Trips





AIRLINE

Try tying the opening, awards, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant airliner.

For a pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air Lines flight number (your pack number) is ready for boarding. People board, (Cub Scout flight attendants check tickets) and all are seated and fasten their seat belts.

The Captain (Cubmaster) announces the destinations of this flight and wishes all a pleasant trip. The aircraft takes off, flies all around the United States, landing at various cities to see a skit by that nationally famous Den, or to sing a song led by the Den singers.

For the awards, the airplane lands at various places to see famous people (brand new Wolf Cub Scouts), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain might present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (that was the closing). The folks disembark and go home.

This may be changed to bus or railroad if desired.

CLOSING THOUGHTS

DO YOUR BEST When you give the Cub Scout Promise, the words "do your best" are often among all the other very important words. Let's stop for a minute and carefully consider these words. "Best" describes effort and action above our usual performance. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best to do certain things. Your best is just that - the very best. Think about the meaning of the promise and decide that you will always do your very best, no matter what the job facing you might be.



CLOSING THOUGHTS

GOOD TURN The good turns we do in our daily living are the things which make us useful. The good turn enables us to be useful in our home, school, community, and nation. The good turn raises us above the ordinary. It makes our lives worthwhile.

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

STICK TO IT (Hold up envelope with stamp) Cub Scouts, the postage stamp you see on this envelope had the important job of making sure that this piece of mail was delivered to me. The stamp is pretty small but, in spite of its size, it did the job. Each of you has a job to do in your den. Like the postage stamp, it isn't your size that determines how well you do the job, but rather, how well you stick to it. We aren't all good at all things. Remember the stamp. It did the job in spite of its size by sticking to the job. Make up your mind that you can do the same thing. Do your best - and stick to it until the job is done.

GOOD TURN Most of us are happiest when we are doing something for others. Think for a moment of a time when you were helpful to someone. Chances are it made you feel pretty good. Of course, we feel best when we do something for others without being found out. When we help others regularly, it soon becomes a habit and gets to be a natural thing. Once a Cub Scout establishes this habit, he learns the real meaning of the good turn.

CLOSING CEREMONY

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

CUB SCOUTS: I, (name), Promise

LEADER: An agreement I make, a pledge to do right, I keep it before me a bright shining light.

CUB SCOUTS: To Do My Best

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

CUB SCOUTS: To Do My Duty To God

LEADER: To God, the creator, the maker of all, if weakness overtake us, on Him we may call.

CUB SCOUTS: And my Country

LEADER: A wonderful country, I'm sure you'll agree, so let's keep it always, the land of the free.

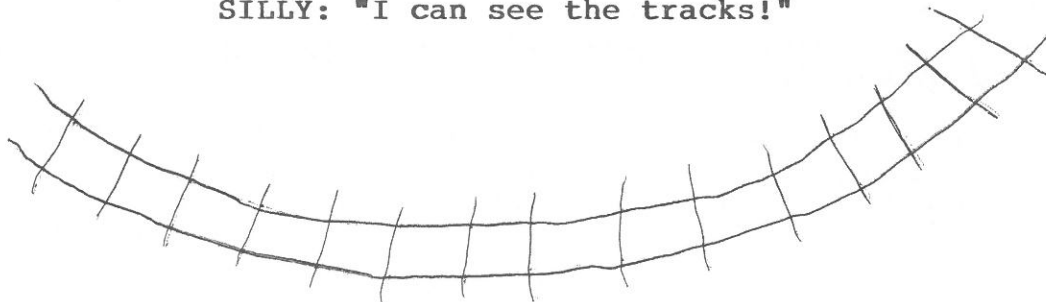
CUB SCOUTS: And To Obey The Law Of The Pack

LEADER: A guide for each day, as we go on our way, a good one to know, as we follow and grow.

SILLY: "A train just passed."

WILLY: "How do you know?"

SILLY: "I can see the tracks!"



GROUND RULES FOR DEN AND PACK TRIPS

1. Cub Scouts and leaders should be in uniform.
2. There should be sufficient adult supervision.
3. Be sure to contact the place you intend to visit well ahead of time so they can prepare for you.
4. Locate restrooms as soon as you arrive and let boys know where they are.
5. Know where emergency care can be obtained.
6. Consider distance - how much travel time is involved?
7. Let Parents know where you are going and when you will return. Better yet, take them along.
8. Decide on a meeting place, in case someone gets "misplaced".
9. Establish the buddy system before starting the trip. Explain that boys remain together at all times.
10. See that each boy has enough money for an emergency telephone call.
11. Coach boys in advance so they are attentive, courteous, and follow all necessary rules.
12. Tell boys the highlights of what they can expect to see.
13. Remind them that they are guests and must follow the rules of their host.
14. Point out that the boys are representatives of Scouting and that their behavior will determine whether other Cub Scouts will be welcome later.
15. Be sure to fill out a Local Tour Permit at least two weeks before the trip. This enables leaders to plan and enjoy a safe trip.
16. Finally, after the trip is over, write your hosts and thank them for their courtesy.

### HIKES FOR CUB SCOUTS

Hikes are simple and informal activities and usually don't require a lot of advance preparation. But as simple as they may seem, there are certain safety precautions that need to be followed whenever you take Cub Scouts or Webelos Scouts to explore the outdoors.

#### Hiking safety Rules:

1. Avoid heavily traveled highways.
2. When walking along any road, have the group walk single file as far to the left as possible, facing oncoming traffic. The Den leader should be the first in line, with the den chief or and adult at the end.
3. Keep the hike speed consistent with the short steps of the boys.
4. Exhaustion is a common complaint on hikes. Some boys can go on endlessly while others tire easily. Take frequent rest stops. Use the time to talk about nature or play quiet games. A snack is a good pick-me-up.
5. Never drink untested water. The safest water supply is a canteen of water brought from home.
6. Stay off private property unless you have permission.
7. Stay away from railroad tracks.
8. Avoid natural hazards such as fast-moving streams, steep cliffs, and areas of loose rock.
9. Plan all hikes to start and end during daylight hours.

### TYPES OF HIKES

**PENNY HIKE** At the junction of each trail, road, street, etc., the denner or den chief flips a coin to determine the direction of travel. Heads, go right, tails, go left.

**SNIFF HIKE** A few minutes before time for the hike to begin, mark a trail by rubbing a large onion on different objects, such as trees, grass, bushes, swing set, light pole, etc. These should be located fairly close together. Boys follow their noses to find their way along the trail.

**COLOR HIKE** Give each boy a list of colors to try and locate on the hike. The items can be collected or simply noted. The one who successfully finds all colors on the list is the winner.

**BREAKFAST HIKE** During the summer or on a Saturday morning, hike to a good vantage point to watch the sun rise. Then cook breakfast outdoors. Listen for early-morning sounds.

**HOMES HIKE** Look for spider webs, nests, holes, etc. -- nature homes (don't disturb them).

**BABY HIKE** Look for nature babies - - bird, fern, leaf, snail, etc.

**INDIAN HIKE** Hike silently, single file. Boys could wear headbands, and hear Indian stories. Always look and listen.

**STRING HIKE** Follow a string, laid out in advance have nature objects along the way to identify.



**POW WOW '88**  
**GENERAL INFORMATION**

**TRAILS, TREKS, TRIPS**

**SNACKS FOR THOSE DEN OR PACK HIKES**

**HONEY BARS**

1/4 lb. seeded raisins            1/4 lb. roasted peanuts or almonds,  
1/4 lb. figs                            chopped  
1/4 lb. dried apricots            1 teaspoon lemon juice

Honey to give proper consistency

Put fruits through a grinder, mix in chopped nuts and lemon juice. Add honey to make a stiff dough. Form into bars. Wrap in aluminum foil.

**HIKER'S NOSEBAG**

1/4 lb. seeded raisins  
1/4 lb. cheese  
1/4 lb. chocolate  
1 apple

Put in plastic bags.

**NUTS AND BOLTS**

1/4 lb. seeded raisins  
1/4 lb. peanuts  
1/4 lb. chocolate bits  
broken up graham crackers

Mix and place in small plastic bags.

**BIRD SEED**

You will need for one den:

2 or 3 medium-sized plastic bags  
1 6-oz. package coated chocolate  
candy (M&Ms)  
1 1/2-oz. boxes raisins

3 1-oz. packages sugar  
coated cereal  
8 oz. unsalted blanched 6  
roasted peanuts (small  
Spanish peanuts are best)

Mix all items and put in plastic bags.

**FOR THE COOK-OUT**

**SNOW ON THE MOUNTAIN**

6 milk chocolate bars (1 1/2 oz. size)  
1 cup coconut (shredded or flaked)  
graham crackers

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

**HOBO LUNCH**

1 potato                            1/4 lb. hamburger  
1 carrot                            aluminum foil

Cut up potato into small pieces. Cut carrot into sticks. Make a patties of the hamburger meat, 3/4" thick. Place the ingredients side on the aluminum foil. Season. Wrap in foil and put packet in the embers of your cooking fire. Cook about 20 minutes.

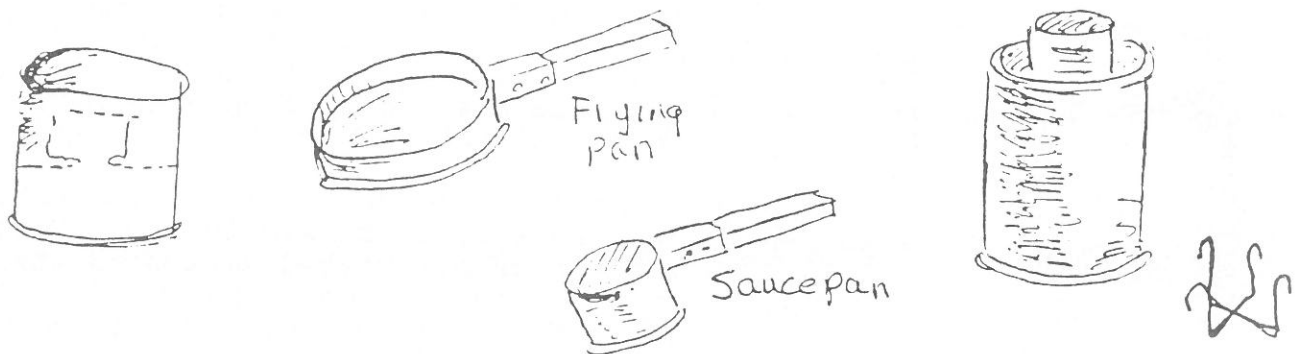
**FAVORITE RECIPE**

Use 1 Elephant (Medium size), 2 Rabbits (optional), salt, pepper. Cut the elephant into bite-size pieces. This will take about 2 months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered at 465° for about 4 weeks, adding more liquid if necessary. This recipe serves 39,000 people. If more are expected, add the two rabbits, but only if necessary, because most people don't like to find a hare in their stew.

**DOUBLE BOILER:** Use a large can for bottom of double boiler. For the rack bend two pieces of coat hanger wire into U-shape with hooks at ends as shown. Hook ends over sides of can and set a smaller can on rack above water.

**FRYING PAN:** For frying pan, use the bottom 2" of a large tin can and make a tab about 4" X 6", as shown by dotted lines. Make a cut on each side at base of tab, so metal can be wrapped around a wooden stick for handle. Attach metal to stick with screws to hold securely in place.

**SAUCEPAN:** For a deeper pan, use the above method, but cut the sides of the pan higher.

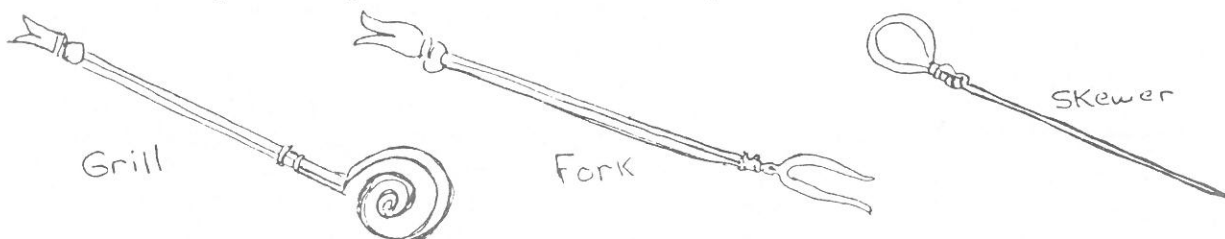


**BARBECUE TOOLS:** To make these useful implements, use coat hanger wire straightened with pliers. Sand off all paint.

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

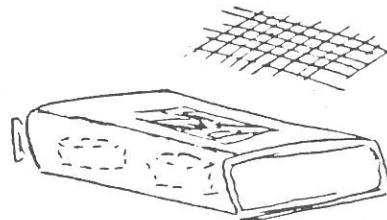
For Forks twist two wires together, bending the ends to make two tines. Place clothespin between wires for handle and wrap with tape.

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

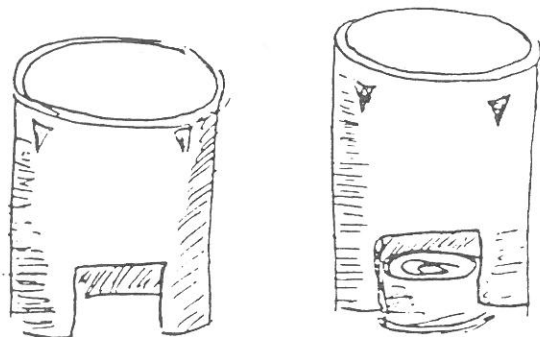


OUTDOOR COOKERY

OPEN STOVE: Place a well cleaned turpentine can on wide flat side and cut an opening in the other side, as shown. Bolt two tuna cans to bottom of stove, and add waxed wicks as for burner unit of buddy burner. Cut a piece of hardware cloth or other heavy metal screening for the grill and turn under sharp edges. For a charcoal burner, bolt aluminum foil pans to bottom of stove and fill with charcoal.

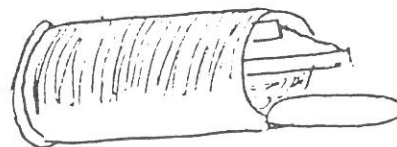


BUDDY BURNER: Use a large commercial size can (usually available from bakeries or restaurants). Invert can and with triangular type can opener, make 4 holes in sides near rim, spaced evenly around can. At the bottom of can, cut a 4 " square opening to ventilate the burner.

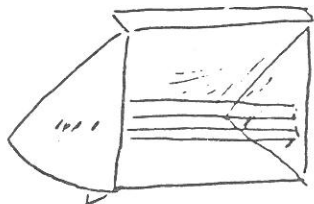


For the burner unit, use a low can, such as tuna or pineapple can. Coil a strip of corrugated cardboard the same height as the can and insert can. Next fill can with melted wax from discarded candles or paraffin. Light cardboard "wick" and place unit under large can.

CLOSED OVEN: Leave the lid of a large can partially attached to form hinged door. From a second can of same size, cut a section of tin, the full length and slightly wider than the can. Bend up sides, as shown, and insert rack in oven for holding baking. Close door and set can directly on coals to use.



REFLECTOR OVEN: You will need two potato chip cans and coat hanger wire for this oven. Cut the bottom from one can, open it along the seam and flatten out. Bend back one edge about 3" to make a stand and bend the rest of the sheet into a large "V" shape, using the shiny surface for the inside of the oven.



From the second can, cut two triangles for the sides of the reflectors about 1" larger than the "V" just formed. Drill three small holes along the center line of these side pieces for the baking rack.

Fit the side pieces to the reflector and fasten securely with small nuts and bolts. Finally, slip pieces of coat hanger wire through the holes drilled in sides for baking rack.

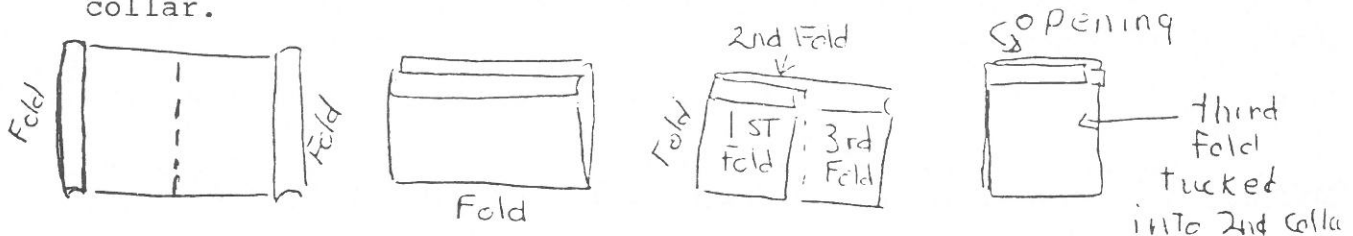
**TRAVEL TRICKS** A trip by automobile, whether of several weeks' duration or merely a week-end junket, may include long, dull stretches in which children are apt to get restless. Various diversions planned beforehand, or suggested on the spur-of-the-moment, can turn traveling from bedlam into a safe, joyful undertaking for the whole family, particularly the driver.

**LOG BOOK** Your log book may be merely a summary sheet of the statistics of your trip or a journal kept in diary form. The journal is particularly nice for youngsters who may want to make use of their summer travels in connection with school projects and themes the following year.

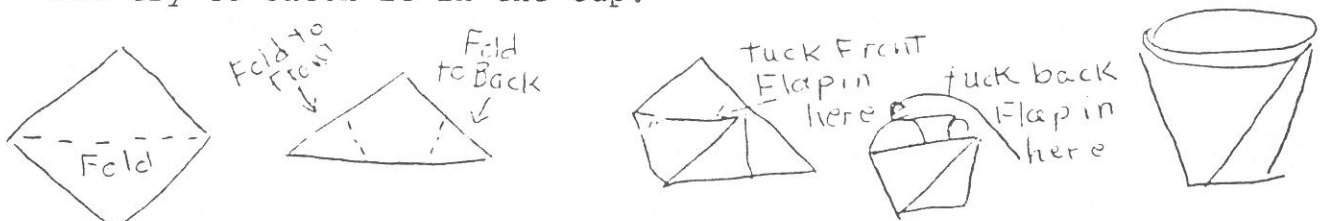
For the summary sheet, make a form with 7 columns across, one for each day of the week. Down the page, include such items as the following (one on each line): place of departure, time, route followed, stopovers, mileage, gas used, final destination, total mileage, weather, and so on.

TIPS FOR TRAVELERS

**Newspaper Bag** - You can make a quick waste bag from a double thickness of newspaper. Fold the sheets in half. Turn back a collar on either side of the long open edge. Then fold in thirds, as shown tucking in the final third underneath the collar.



**Drinking Cup** - An emergency drinking cup can be made from any kind of clean, firm paper. Fold a square in half, diagonally. Fold one side as shown and tuck the point of the triangle inside the top of the fold. Then turn the cup over and do the same on the other side. You can make a game from your cup by tying a string to the top, at one side, and attaching a small ball of paper or a button to the other end of the string. Swing the ball and try to catch it in the cup.



**Auto Housekeeping** - A shoe bag fastened to the back of the front seat is a wonderful way to keep odd paraphernalia within reach. Inside the pockets you can tuck games, a song book, a flashlight, facial tissue and a dampened washrag in a plastic bag.

**COLLECTIONS** A motor-trip offers a wonderful opportunity to start a collection or further one already begun. Perhaps the most rewarding is the collection of items that really reflect the locality where they are obtained. In addition to making fascinating souvenirs for display, many collected items such as shells, maps and stones can be turned into gifts or useful items when the traveler returns home.

Collections may be of nature specimens - leaves, wild flowers, seeds, stones, soil, shells; printed matter - postcards, maps, matchbooks, stickers and souvenirs books; or the fruit of active hobbies - snapshots, autographs and recipes. If you plan to make a collection, make certain that you have taken along suitable containers and any other equipment that will be necessary. For any type of collection, do keep a careful record of where each specimen as obtained.

#### DISPLAY YOUR VACATION SOUVENIRS

Don't just set aside or tuck away in a closet the souvenirs you have collected during your summer vacation this year.

Did you bring back something from the seashore? For large items such as a conch shell, you can use the pedestal mount. To make it, take a 4" x 4" piece of wood and cut it into 3 1/2" long blocks. Using a wood rasp, you can bevel the top edges for a more finished appearance; however, a square block also is attractive. Sand the wood smooth.

Mount the shell on a 3/16" diameter solid brass rod, inserted one inch into the block. and attached to the shell with epoxy cement. Finish the base in any of a variety of ways to suit your taste, You can stain or paint it or leave it in its natural finish.

For rocks, fossils, and petrified wood, cement a brass screw directly to the object. Drill a hole - slightly smaller than the screw - into the block and screw the object directly into the block.

Stemmed items such as branches can be mounted by drilling a hole in the block slightly larger than the stem, dipping the stem in glue, and inserting it in the block. Support the branch until the glue dries. Any of these may be used as a paperweight.

To make wall displays, arrange a composition of small objects on a piece of hardboard, glue them in place, and the frame it. This method works well with dried leaves, flowers and butterflies.

Other objects you might display include bones, spiders, and dried wild flowers. Look at your own souvenir pile. May be something there is worth displaying.

DO-IT-YOURSELF FLASHLIGHT

Here is a flashlight that your amateur scientist will have fun creating. It can be assembled easily and provide a fun project as well. The junior set will find it useful - and what's more, it really works!

To make it, you will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. Choose wire that can be bent easily, and have a supply of adhesive tape on hand.

Scrape the insulation from one end of your wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

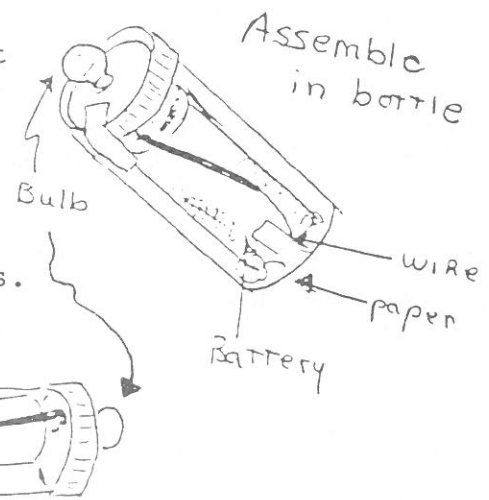
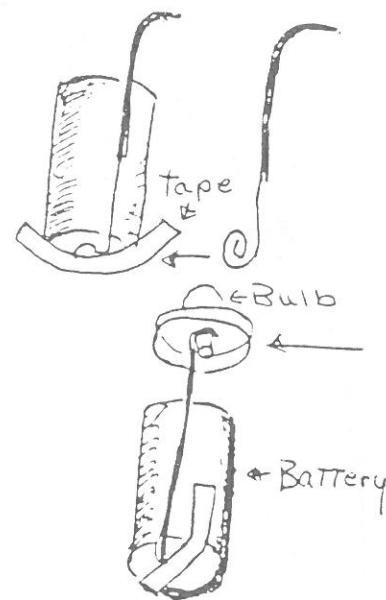
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of your bulb to fit through. Push base of bulb through hole at top of lid.

Now scrape the other end of the wire and wind it around base of bulb. Secure it in place around sides of base with a small piece of tape.

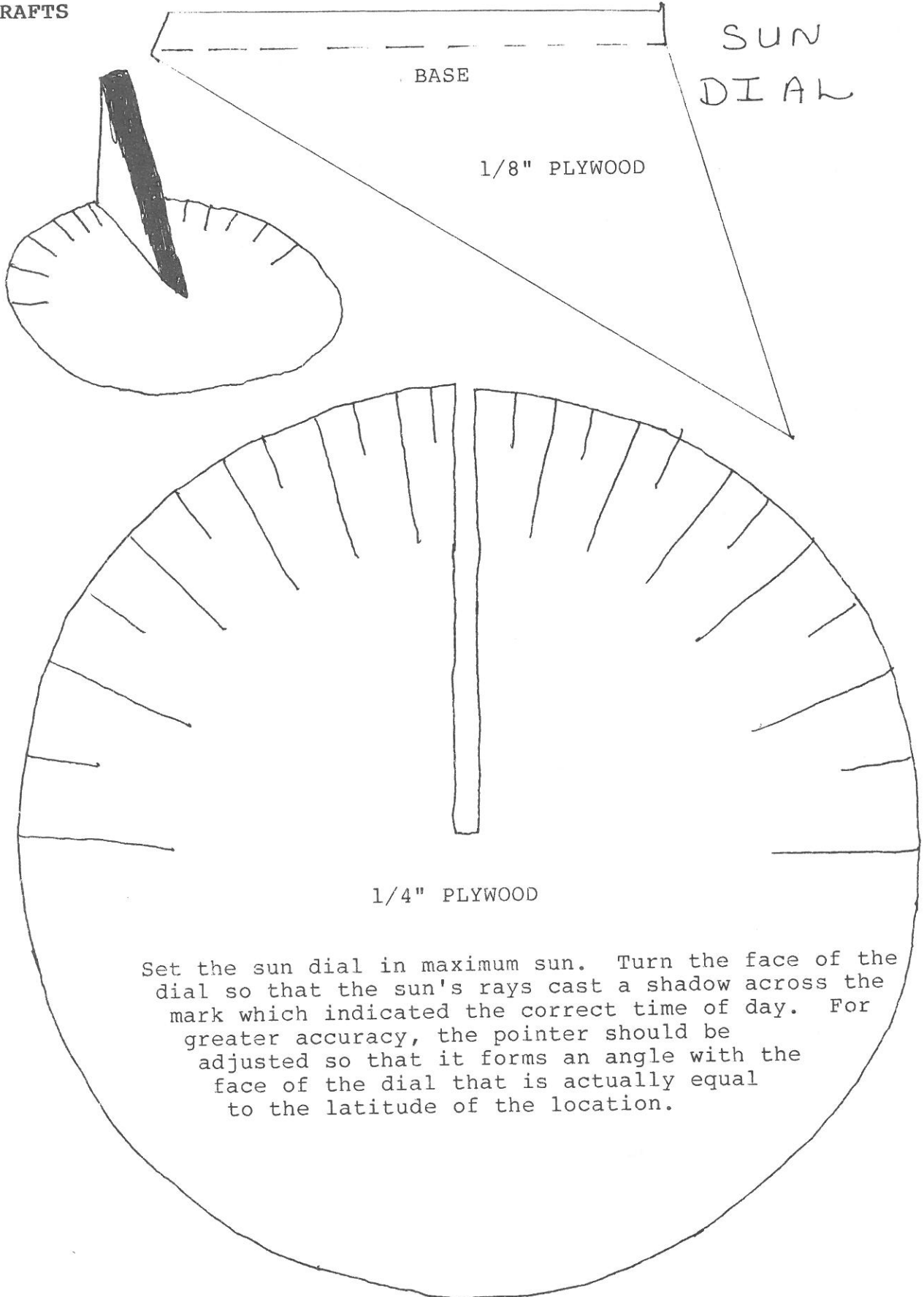
Crumple small pieces of paper. Place enough of this into bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery.

Hinge one side of your lid to the bottle with tape. When bottle lid is closed, your bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure that you flip the lid up completely so that there is no battery contact. Otherwise, your battery will run down.

This light creates a dim glow. If you want a brighter light and find a container large enough, use two batteries. If you wish, cover the outside of flashlight with decorative paper or plastic.





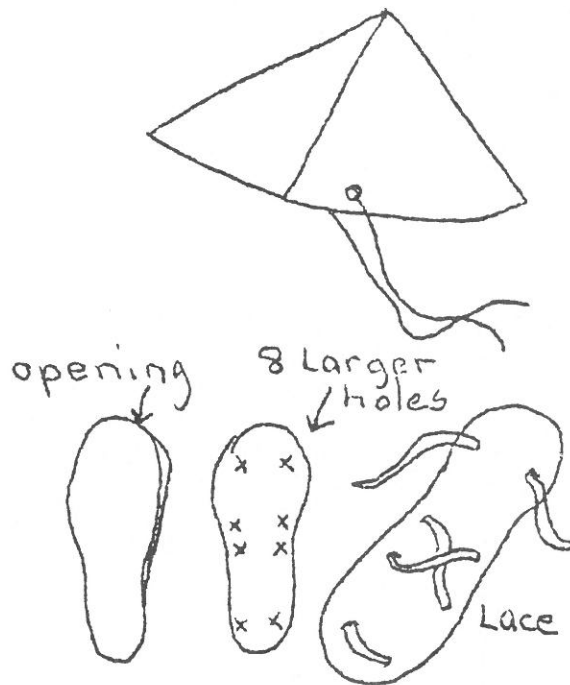


Set the sun dial in maximum sun. Turn the face of the dial so that the sun's rays cast a shadow across the mark which indicated the correct time of day. For greater accuracy, the pointer should be adjusted so that it forms an angle with the face of the dial that is actually equal to the latitude of the location.

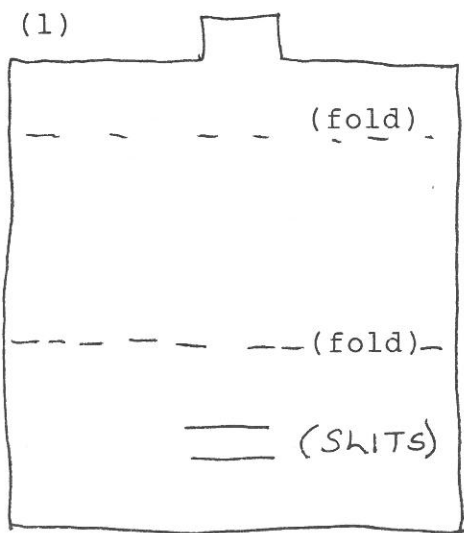


ACCESSORIES FOR THE BEACH

COOLIE HAT - Made in a jiffy, these coolie hats really keep the sun off! Cut several from construction paper, wallpaper or lightweight cardboard, before you begin your travels, and they are ready for use in no time at all. Cut a circle 18 inches across and slip to center. Overlap the slit edges and tape- this could be done later at the beach with adhesive tape or a bandage from your first aid kit. Punch a hole in each side, 3 inches from the edge. Through each hole thread a 12 inch length of cord, knotting at the top of the hat.



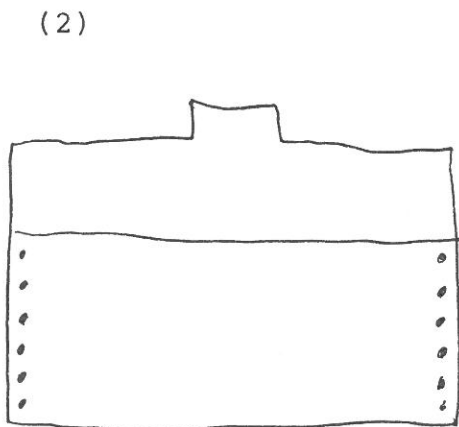
THRONGED SANDALS - Draw a pattern of your foot and cut four soles, slightly larger, from leatherette or vinyl; two right sides up and two right sides down. Glue each pair together, right side out, leaving an opening at the toe for fastening ends of lacing. Punch holes 1/2 inch apart all around each sole, 1/4 inch from the edge. Lace with leatherette, vinyl, or plastic thong, pushing the ends into the opening at the toe and then gluing the toe closed. Punch eight larger holes, indicated by the X's. Lace as shown, leaving enough free to tie around ankle.



(1)

Cut vinyl 13 x 12 inches with 2 inch square flap at top. (Need 15 inches)

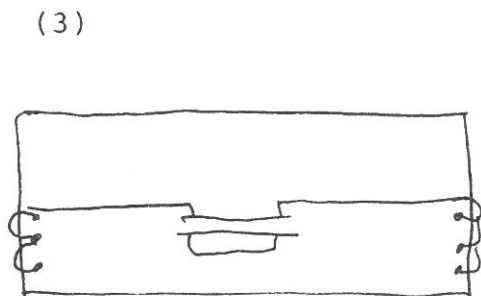
Use paper-hole punch to make 12 holes on each side. For accurate punches, make six bottom holes on right side. The fold material and mark other holes. Cut two slits 2 1/4 inches long on lower section.



(2)

Fold vinyl over and match holes so six holes are visible on each edge.

Cut two 12 inch pieces of rug yarn to bind sides.



(3)

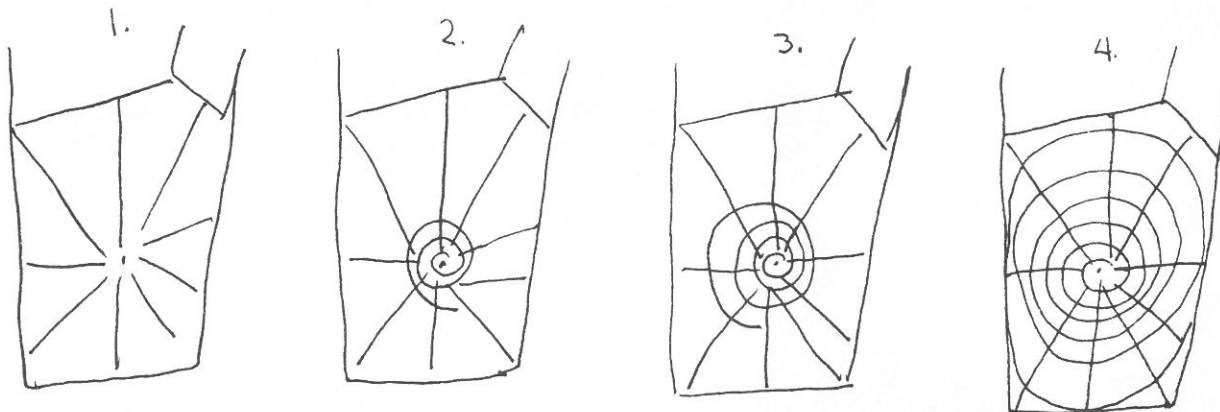
For Binding: Tie square knot at top right. Bring yarn over top edge to next hole and pull through to back. Bring yarn around edge of vinyl and loop under yarn on top. Continue lacing to bottom. Tie off with several half knots at bottom. Repeat on left side. Clip off excess yarn for neatness.

**A NATURE FACT**

Did you know that SPIDERS:

1. Have lived on earth for millions of years?
2. Are relatives of daddy longlegs?
3. Are not insects? They belong to a class called the arachnids.
4. Have four pairs of legs? Insects have three pairs.
5. Spin silk webs? They use they use their webs to catch insects which they eat.
6. Are helpful to man? The eat many harmful insects.
7. Seldom bite unless they are disturbed? Only a few kinds (the black widow) have a dangerous bite.

Below are pictures of how the spider's wonderful web is built



### MAKE A LEAF PICTURE

Look around the house for a simple picture frame and be sure to ask mother before you use it. Carefully remove the glass and paste a piece of colored paper on the back of the frame. Arrange some leaves in an interesting pattern on the colored paper. Cement the leaves in place and then place a book on top of your design for several days, to give the leaves a chance to dry flat. You are now ready to replace the glass and hang your picture.



### MAKE A LEAF SILHOUETTE



Hold a leaf firmly against a sheet of white paper with one hand. Now, with your other hand press a sponge down on a ink pad. With short outward moving strokes, rub the sponge all around the leaf edge. Carefully remove the leaf and you will then have a leaf silhouette on the paper.

FIRST AID KIT IN A CAN

An effective, yet inexpensive, first aid kit can be made by using either a one or two pound coffee can or other suitable container that has a tight-fitting lid. Contents can be secured from first aid supplies generally found around the home or purchased at a minimal cost.

These kits prove of great value when kept in the trunk of a car, on a boat, while picnicking or whenever you are away from home.

KEEP AWAY FROM EXTREME HEAT!

INSTRUCTIONS:

1. Clean and smooth the rough edges of a one pound coffee can with a plastic lid.
2. Put in the can:
  - 1 triangular bandage
  - 25 adhesive bandage strips (sterile)
  - 5 4" x 4" gauze pads (sterile)
  - 5 2" x 2" gauze pads (sterile)
  - 2 2" roller bandages
  - 1 roll 1/2" adhesive tape (5 yds)
  - 4 large safety pins
  - scissors
  - tweezers
3. Tape a quarter to the inside of the lid in case you must phone for assistance.
4. Write the emergency phone number and your family's name on the label.

HOW DID YOU GET HERE?

Den Chief introduces the skit by saying "Transportation played a very important part in the settling of America. How did you get here?" Any number of Cub Scouts can participate by dividing the lines accordingly.

- CUB #1 If the Pilgrims came over on the Mayflower, how did the Scouts get here?
- CUB #2 I don't know. How?
- CUB #1 On Handy Crafts. (As he says this, a Cub comes on stage with a sample of a handicraft project and a sign identifying it.)
- CUB #3 If the Pilgrims came on the Mayflower and the Scouts came on Handy Crafts, how did the doctors get here?
- CUB #4 I don't know. How?
- CUB #3 On Blood Vessels. (Cub dressed as a doctor enters.)
- CUB #1 How did the students get here?
- CUB #2 On Scholar Ships. (Cub enters carrying a load of books)
- CUB #3 How did all the ordinary people get here?
- CUB #4 On Citizen Ships. (Cub carrying a "Don't Forget to Vote Sign)
- CUB #1 I know how the barbers got here.
- CUB #2 How?
- CUB #1 On Clipper Ships. (Cub dressed as a barber, with towel, razor, etc.)
- CUB #3 How did all the movie stars get here?
- CUB #4 On a Show Boat. (Cub well dressed, wearing sun glasses)
- CUB #2 I'll bet you can guess how all the hot heads got here. (Cub runs on stage shaking his fist and pretending to quarrel with everyone)
- ALL On Steam Ships, of course. (They bow as curtain closes)

A CAMPING TRIP

Setting: The woods  
Costumes: Uniforms with packs  
1st boy: Has a card table fastened to his pack  
2nd boy: Carries an electric toaster  
3rd boy: Carries and electric hot plate  
4th boy: Has a table cloth and linen napkins  
5th boy: Has silverware and dishes

GROUP ENTERS:

LEADER: Well, boys we've gone far enough this morning. Let's have some scrambled eggs and toast for lunch. Tom, get the hot plate and toaster connected and start lunch while the rest of us set the table. (Tom gets the hot plate and toaster set up and starts looking for a place to plug in the cord.) (Tom hunts all over the stage.) Bob, you set up the table, and Jack, get out the table cloth and dishes. Bill, see if you can find some flowers for the table. (Boys set up a proper table and Bill returns with a vase of flowers. Tom is still holding the cord and looking puzzled.)

TOM: Mr. Jones, where do I plug this in? I've looked everywhere, and I can't find a socket.

LEADER: Did you look near the bottom of those trees? There should be a plug there.

TOM: I've looked there already, but no luck.

LEADER: Oh, my! How disgusting! How can anyone eat if they can't plug their electric appliances! Oh well, we will just have to eat bread and butter without eggs. Jim, go get the bread.

JIM: Jerry was bringing the bread, Mr. Jones. I brought the eggs.

JERRY: I thought you were bringing the bread, Jim. I brought some eggs also.

LEADER: Oh dear, no bread! No electricity! Well, we'll have to be satisfied with just dessert. Pete, you didn't forget our dessert, did you?

PETE: No sir, Mr Jones! I remembered by part. Here's the ice cream right here!



FIRST FLIGHT OF THE WRIGHT BROTHERS

CHARACTERS: 2 Wright Brothers, any number in crowd

There is no narration to this skit. Actors should be dressed in appropriate costume and use exaggerated action to get across the story to the audience. They pantomime the following:

1. The Wright Brothers work on their airplane.
2. They make arm movements to each other indicating flight.
3. They again work on airplane, discuss various parts (silently).
4. Curious neighbors enter to watch.
5. The onlookers talk among themselves (silently) making motions to indicate flight.
6. The Wright Brothers shake hands, look skyward.
7. One of the Brothers pantomimes the act of piloting . . . he flies offstage.
8. Other Brother races off after the airplane . . . offstage.
9. Neighbors look upward and offstage in amazement as they watch the flight.
10. Brothers return on stage.
11. Neighbors crowd around to congratulate the Wright Brothers with handshakes and pats on the back.

SOUP

PROPS: Pair of socks, pot, spoon, campstool (optional)  
several small containers.

CAST: Cook, campers, (can be adjusted for size of group)

SCENE OPENS WITH "COOK" SITTING STIRRING POT WITH SOCKS HIDDEN  
INSIDE

Each "camper" walks up to the cook and asks "Whatcha cooking?" (Cook gives him a disgusted look) Can I have a taste? (at this point the "cook" hands the "camper" the spoon who takes a taste and proclaims "hmm needs something") ("Camper" adds the spices of his choice. This goes on with all the "campers". The last one proclaims that the "soup" is just right. At which time the "cook" scoops out his socks and says "I guess my socks are done!" The "campers" all fall down and look sick.

HIKING GAMES ARE LOTS OF FUN

When did you last watch a colony of ants? Or investigate a hollow tree? Or an unbeaten path? These are a few of the things that you rediscover when you go hiking. The fun of hiking lies in observing everything around you as you walk. Try some of the games listed below on your next hike, then make up some of your own.

**OBSTACLE COURSE** Some boys have never climbed a tree, walked a log, gone through a fence, chinned themselves on a tree branch. To give them this experience, pick a trail which will provide such an obstacle course. Don't destroy any property or trespass.

**ONCE AROUND THE BLOCK** Hikers go "once around the block" then their observations are tested. Who has seen the most round things? What kinds of trees were seen? What did you see that was orange? ETC.

**NIGHT HIKE** In areas where it is safe to go walking at night, try a hike after dark. Flashlights may be carried. See how different things look, smell and sound at night. Being out in the unfamiliar dark is an adventure in itself.

**BIG GAME HUNT** See how many different animals you can find. Decide ahead of time if birds and insects are to be included. Boys will learn to identify different species.

**STRING ALONG** Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. You may be in for a surprise, for it is not unusual to find 20 or more things! Now stretch a string in a line. See how many different things touch it.

**COME TO YOUR SENSES** Hike, stopping often to see, hear, feel, smell and, with caution, taste things along the way. Feeling is a special delight; touch the bark of trees, moss, flower petals. Sniff the air for things you never smelled before. Listen for sounds you might never have heard otherwise.

**A WONDER-FULL HIKE** At each destination point or rest stop, each person tells of the "most wonderful" thing he has seen on the way. Stops can be as frequent as you desire.

**STOP AND SPOT** While hiking the leader stops and says, "I spot a \_\_\_\_\_" naming a familiar object. Everyone in the group who sees the object raises his hand. This is a good observation game.

**NATURE ALPHABET** Find nature objects on your hike with a name beginning with each letter of the alphabet. Make a list.

Here are some games that can be played enroute to Field Trips, Pack Activities or family outings.

**NAME THE CAR** This game may be played in two ways. Players may take turns trying to identify the make of an oncoming car, winning one point for correct identification. Instead of taking turns, the game may be played with the first person to call out a guess winning one point if he is right . . or losing one point if he is wrong. One person does not take part in the game, but acts as judge to settle disputes.

**HIGHWAY ALPHABET** The purpose of the game is to go through the alphabet by finding the letters on signs and billboards along the road. There are two teams - one takes the left side and the other takes the right side of the road. They must spell out the alphabet in order, taking only one letter from each sign. The first team to go through the alphabet is the winner.

**HOW FAR AWAY** In this game, the driver points out some distinctive landmark, such as the highest building in a distant town, an outcropping of land, the bend in a river or a mountain peak. Each player makes a guess as to how many miles it is to this spot. The guesses are written down and the distance is then clocked on the speedometer. The player whose guess is the closest to the actual distance is the winner. This game is most successful when the air is clear, so the distant landmarks can be seen clearly.

**ROADSIDE SCAVENGER HUNT** Materials needed are paper and pencil. Make up a list of all the different kinds of objects and people that are likely to be seen along a country road. Typical items might include - horse - cow - barn - cemetery - etc. Each player gets a copy of this list, he calls out its name and checks it off. First player to see an object and calls it out gets credit. Winner is the player who crosses off most items in half an hour.

**NUMBER GAME** Go as high as you can with consecutive numbers from license plates, road signs and any other numbers seen along the way. It must be the actual number. In other words 55 cannot count for 5. As in the Alphabet Game the number is only used by the first person seeing and calling out that number.

**TRAVELER** One player who is "it" stops before another player, points his finger, and announces, for instance, "I am going to Chicago". The player before whom he has stopped must call the names of three things before "it" can count to ten. All three of these things must begin with the first letter of the announced destination of the traveler, such as "candy", "cigars", and "carrots". If he fails to do so, he takes the traveler's place.

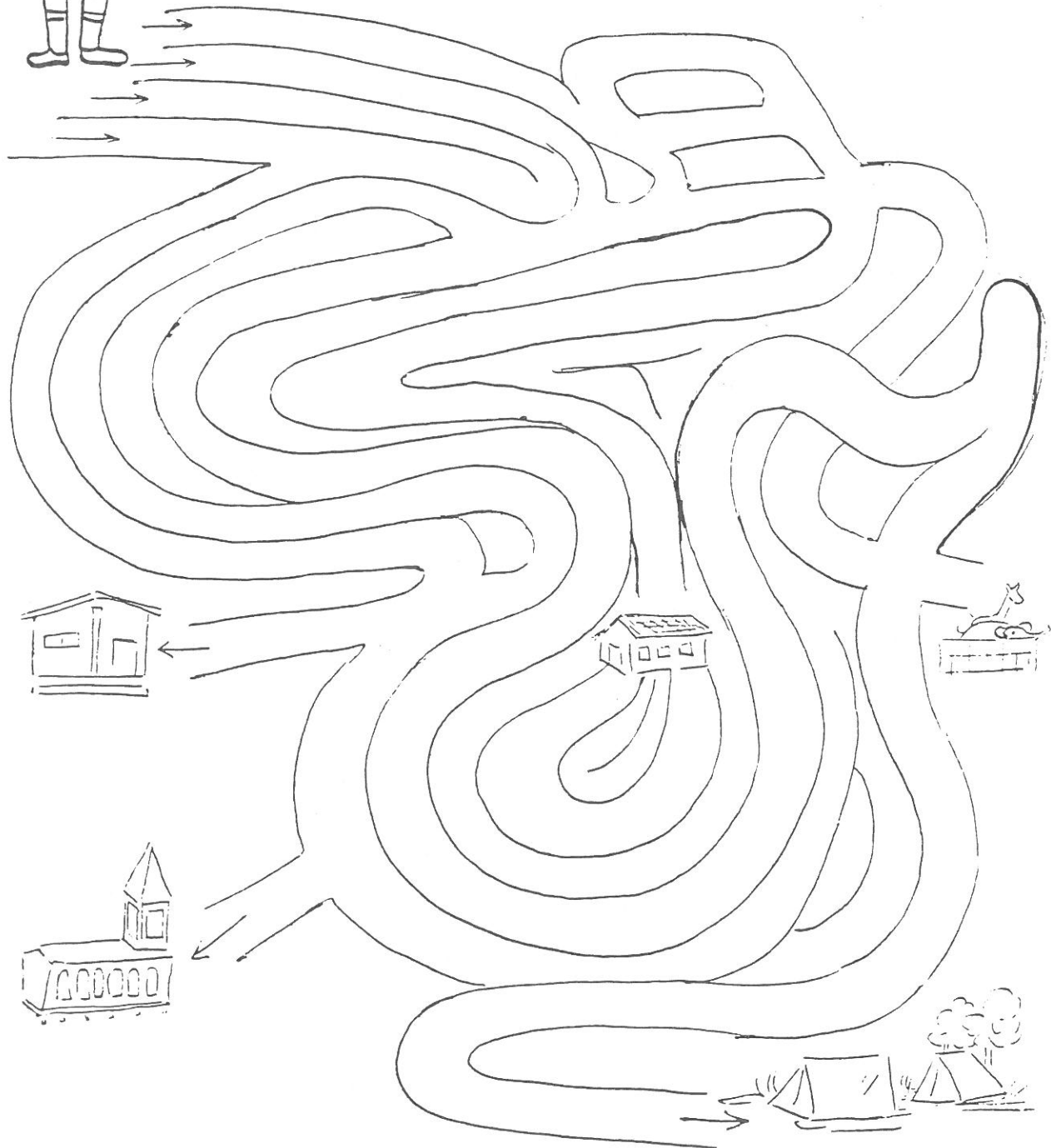
**GOING TO OKLAHOMA** (In Oklahoma this is called "Going to Texas") The leader announces that everyone in the den is going to Oklahoma and that each person is allowed to take one article. One player starts it off by saying, "I will take my hat". Others decide to take an auto, a lamp, a suitcase, a toothbrush, a fan, a six-shooter, etc. When each person has named an article, number one is asked by the leader what he will do with his hat. He answers that he will wear it. Number two must now repeat, "I will wear my auto", number three says "I will wear my lamp" and so on. When it has been around, the leader asks number two what he will do with his auto. He answers "I will drive my auto". Again each player in turn must repeat "I will drive my lamp", etc. This is repeated until each player has told what he will do with his article and all players have repeated the action with the articles they have named.

**RUG SHOOTER** For this contest, which is really a relay, it will be necessary to have a smooth slippery floor. If the room is large enough, have two groups of equal number participating at the same time. Otherwise it will be necessary to time each group to determining the winner. In either case, provide a group with a small rug to be used as the scooter which the first player must propel to the opposite end of the room and around some object placed on the floor and back to the starting point, keeping one foot on the rug and the other on the floor in the manner that a boy propels a scooter. The next person on the team is then given the rug and so on until all members of each team have participated. The scrap of rug might slide better if the nap side is down.

**ALL ABOARD** Each player is instructed to secretly select the name of something a train passenger takes with him on a trip, such as: suitcase, book, lunch, purse, coat, etc; or he may take the name of a passenger who rides such as: man, woman, child, baby, dog, cat, grandmother, uncle, aunt, etc. As a word a player has selected for his secret word is called, those players must fall in line behind the Train Caller who is marching around the play area. Players place both hands on the shoulders of the player ahead forming a train. Some of the players will have chosen words hard to guess, but the Train Caller keeps trying. So that the game is not delayed beyond the high interest point. The Train Caller gives up and asks the remaining seated players what they are. They join the line as they reveal their identity. When all are in line, the Train Caller calls again, "All Aboard" and starts a shuffling forward movement of his train. All sing "I've Been Working on the Railroad" as they shuffle. Anywhere in the song, the Train Caller may shout "End of the Line" at which time all players run back to their places. The first player backs in his place with hands folded in his lap is the Train Caller for next trip.

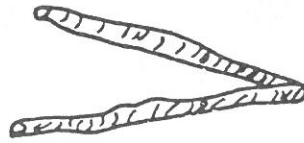
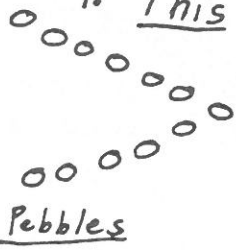


HELP THE CUB SCOUT  
FIND HIS WAY TO CAMP

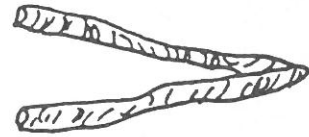


## Trail Signs

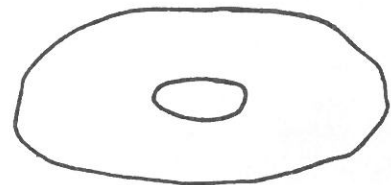
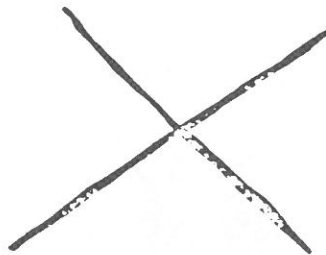
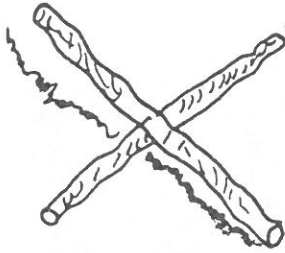
1. This Way



Sticks



2. Stop

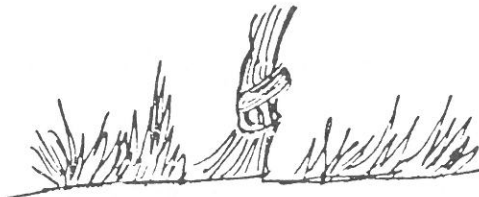


Lines or circles in dirt

3. This is the trail



one stone on top of another stone



Knotted grass  
standing straight



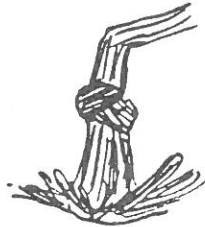
stick

TRAIL SIGNS

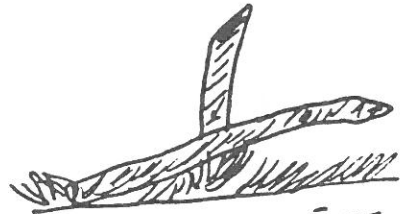
4. Turn right or left



Three stones, one pointing right or left



Grass pointing right or left

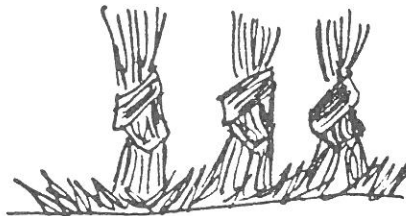


stick pointing right or left

5. Danger - Help!



Three stones, one on top of the other

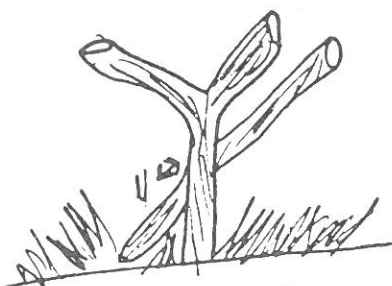


Three bunches of grass

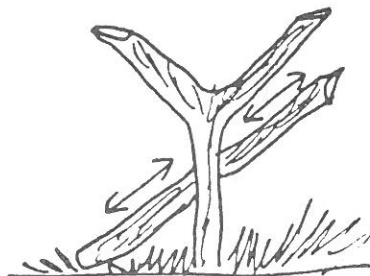


Three straight sticks in a row

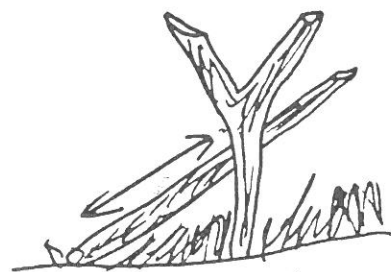
6. How far?



A short Trip



A medium trip



A Long trip



August 1989  
Outdoor Festival







OPENING

STAGING: 2 or more Cub Scouts dressed in paper bag bug costumes

CUB #1: My name is Litter Bug Lou,  
And, oh, what us litterbugs do!  
We clutter the country with papers and trash,  
At making a mess we're really a smash,  
The roadsides and parks are scenes of our folly,  
We really enjoy it and think it quite jolly.  
To leave behind garbage, bottles and paper,  
As little mementos of our daily labor.

CUB #2: I'm Tidy Bug Ted of the Tidy Bug clan.  
We work to keep things spick and span,  
Together we pick up the litter near and far.  
And always carry litter bags in our car,  
We'll K. O. Lou and all his bug band,  
And make America again a beautiful land.  
Free of litter, trash and clutter,  
Won't you help us, dear fadder and mutter?

OPENING

STAGING: 6 Cub Scouts, looking around stage

CUB #1: What's that up in the sky - a dragon, a plane, a cloud?

CUB #2: I've seen lots of bugs, but never one like this, have you?

CUB #3: That's a pretty bird up in that tall tree; I wish I knew what kind it was.

CUB #4: I wonder if we could play ball or maybe even have a picnic out here.

CUB #5: Let's ask our Den Leader or our parents, I'm sure they will let us.

CUB #6: Boy, you guys have really opened my eyes to all the fun we can have in a backyard.

TOGETHER: Please stand and join us in the Pledge of Allegiance.

PICNIC OPENING CEREMONY

Six or seven Cubs stand facing the audience with the first six holding white paper plates which have the word P I C N I C spelled on them with red and blue felt markers or tempera paint. Seventh Cub leads audience in Pledge of Allegiance or patriotic song.



Picnics are fun for everyone.



Including food and games and lots of fun.



Celebrating our nations' birthday, we're glad to be here.



Never ceasing to be thanking our country dear.



In our hearts ever loyal we'll be.



Constantly pledging to keep our nation a land of the free.

Let's us all stand together and pledge allegiance to our flag or let's all stand and sing "God Bless America".

OPENING CEREMONY

The boys come on one at a time carrying cards and reading the sayings on the backs.

BOY #1: (carrying a card with piece of pie or cake on the front)  
This pie (cake) looks so good. I think I'll eat it first.

BOY #2: (carrying a card with cookies and ice cream) I'll just  
have to eat this ice cream before it melts.

BOY #3: (card with potato chips on the front) These chips just  
might blow away so I'll just have to eat them.

BOY #4: (card with hamburger on front) Oh, I guess that I'll eat  
this because it looks so good.

BOY #5: (carrying napkin) I'll just spread this on the grass so  
I'll have something to eat on.

BOY #6: These boys are eating their dinner backwards, but we will  
start this meeting right by singing the song "God Bless  
America".

OLYMPIC CEREMONIES

OPENING

All den flags should be on viewing stand. The den chiefs (if you have them) lead their dens in the grand entrance and parade of the contestants past Akela's stand, around the arena, and back to the viewing stand where they line up. All committee members, Cubmaster and Den Leaders are on viewing stand. When in formation, a Cub Scout runner carries the Olympic Torch into the arena. He salutes the committee and gives the Cubmaster the torch signaling the start of the Olympic Games. Webelos present the colors and lead audience in Pledge of Allegiance. Cubmaster then leads dens in reading of a Cub Scout adaptation of the Athenian Oath printed on a large chart for all to see.

ATHENIAN OATH

We will try hard not to bring disgrace on this our community, by being dishonest or cowardly. We will fight for the ideals and worthwhile things of the community both alone and with our friends.

We will respect and obey its laws, and will do our best to increase the sense of community duty among our own families. Thus in all these ways we will keep our community better and more beautiful than it was when given to us.

This afternoon you meet on the field of honor. May you strive manfully to win, letting courtesy and good sportsmanship guide your behavior. As we light this torch that will burn throughout our Olympic contest, let us remember it is to remind us to be courteous and good sports. (He lights a simple torch that will burn for some time, supervised by an adult. A yard torch lamp would be ideal.)

As you participate today, will you do your best?

CUB SCOUTS: (respond) We'll do our best.

CUBMASTER: Let the games begin.

CLOSING

STAGING: Four Scouters; copies of Outdoor Code to audience or large poster with underlined words on it.

# 1: Please stand as we say the Outdoor Code together. (Pause after each line for an explanation of that line.)

ALL: AS AN AMERICAN, I WILL DO MY BEST TO: BE CLEAN IN MY OUTDOOR MANNERS.

# 2: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's water, fields, woods, and roadways.

ALL: AS AN AMERICAN, I WILL DO MY BEST TO: BE CAREFUL WITH FIRE.

# 3: I will prevent wild fires. I will build my fire in a safe place and be sure it is out before I leave.

ALL: AS AN AMERICAN, I WILL DO MY BEST TO: BE CONSIDERATE IN THE OUTDOORS.

# 4: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

ALL: AS AN AMERICAN, I WILL DO MY BEST TO: BE CONSERVATION MINDED.

# 1: I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wild life, and I will urge others to do the same. I will be a good sportsman in all my outdoor activities.

OLYMPIC CEREMONIES

CLOSING

Have all Cub Scouts parade around the viewing arena. Have them end the parade in front of viewing stand (where platform of boxes for presenting medals has been placed) and be seated. Present first, second and third medals to the winners of each event. The climax will come with the crowning of the Olympic champions.

CUBMASTER: Today you have taken part in our games, in fair competition, respecting the rules that governed them and with the true spirit of sportsmanship for the honor of your dens and for the glory of the sport.

To these boys go the first, second and third place medals (read off each event and present medals).

To the victors, go the olive wreath crowns.

OPENING CEREMONY

BACKYARD FUN

Cubs turn sign around after they give their line. Then run off stage to play.

- B - Boats, relays and races too, are all here in our backyard for you. (look around and run off stage.)
- A - Around the backyard you will find, the many wonders of a young boys' mind. (look for 1st Cub, run off stage.)
- C - Come along with me and see, just how much fun there will be. (run off)
- K - Keeping up with the Cubs of the Pack keeps the Den Leaders busy bring us back. (run off)
- Y - You can bet, to keep it simple and make it fun, KISMIF is our secret word for backyard fun.
- A - As we open this meeting of the Pack, we're here to show you there's nothing we lack.
- R - Running and jumping we show our skill, in the backyard we never will be still.
- D - (last Cub looks around at empty stage, looks bewildered) says DARN (runs off stage, too).

CLOSING CEREMONY

BACKYARD FUN

When summertime is over, and the leaves begin to fall. We will be remembering when, our backyard held so much fun. For now is the time to run, jump and play. This is the month of BACKYARD FUN.



ADVANCEMENT CEREMONY (BACKYARD FUN)

- STAGING: Cardboard trees and bushes in background. Several boys and adults dressed in casual clothes (Ex.: play clothes, swim suits with towels, barbecue apron and tools, etc.) mill around, stand, then walk off.
- CUBMASTER: Did you see all those people in my backyard?  
ASST. CM: Yes, I wonder what they were doing?  
CUBMASTER: I don't know who they were, but I know they were swimming, playing, cooking, resting, and above all, having fun.  
ASST. CM: Wow, I didn't know you could do all that in your backyard.  
CUBMASTER: Backyard Fun - two words that generally mean enjoying your surrounding; however, they become different things to different people.  
ASST. CM: A young Bobcat starting his Cub Scouting adventure may be like a young seed just starting to grow. His backyard may be just the property surrounding his house.  
CUBMASTER: His fun may be a swing set, a family barbecue or playing catch with Dad. We have several Cub Scouts that have earned the Bobcat rank.  
ASST. CM: Will the following boys and their parents please join us in the backyard. (Reads names)  
CUBMASTER: These Cubs, like a plant seed, have just started. Parents, I give you the Bobcat Badge to present to your sons.  
A young Wolf has gone beyond the Bobcat, like the seedling becoming a tree. His backyard extends into his neighborhood.  
ASST. CM: His fun could be bicycle riding, soccer games, or visiting friends. We have several Cub Scouts tonight that have earned the Wolf Badge, the second rank in Cub Scouting. Will the following boys and their parents come into the backyard. (Reads Wolf names)  
CUBMASTER: A Wolf Cub has accomplished more than the Bobcat. His experiences, skills, and knowledge have begun to extend beyond his home. Parents, please present these Wolf Badges to your sons.  
ASST. CM: The Bear Scout, the third rank of Cub Scouting, has continued up the Scouting trail beyond the Wolf. He has become strong and straight as a young tree, not fully grown yet, but on his way. His backyard extends beyond his neighborhood into the town and country.  
CUBMASTER: His fun could be fishing in a creek, a walk through town, or visit to local park or zoo. We have several Cub Scouts that have met the challenges of the Bear and will receive their awards tonight.  
ASST. CM: Will the following Cub Scouts and parents join us.  
(Reads names)

(Continue on next page)

**POW WOW '88  
CEREMONIES**

**OUTDOOR FESTIVAL**

ADVANCEMENT CEREMONY (Continued from last page)

CUBMASTER: The Bear Scout has matured and endured the challenges of the Cub Scout trail. His experiences and knowledge are nearly complete. His backyard is beyond his neighborhood. Parents please present these badges to your sons.

ASST. CM: The Webelos Scout is coming to the end of the Cub Scout trail. He is a fully grown tree in the Cub Scout forest. He stands straight and tall.

CUBMASTER: His backyard extends up and down the highways. His fun may include boating on a lake, hiking in the woods, and camping overnight. We have several Cub Scouts here tonight that have met the Webelos challenges.

ASST. CM: Will the following boys and their parents join us in our backyard.

CUBMASTER: The Webelos Scouts have almost completed the Cub Scout trail. They are knowledgeable, skillful, and confident. His backyard is almost limitless. Parents please present these badges to your sons.

OLYMPIC CEREMONIES

ADVANCEMENT

CUBMASTER OR ADVANCEMENT CHAIRPERSON: Like the marathon race made famous by the Greeks, the Scouting trail is long, but I'm sure it will be a happy one. To those of you starting on the trail, as well as those advancing along the trail, remember the Greeks ran their race for God and Country; so you, too, should live up to the ideal that a loyalty to God and Country will strengthen America. The youths of Greece trained for the Olympic games to help prepare themselves to better face their adult responsibilities. So you boys today, by following the Scouting trail will receive training that will help you meet the challenges of manhood with confidence and ability.

(Call boys and their parents forward that are advancing, earning arrow points, and activity badges.)

I would like to congratulate all of you boys who are working so hard to make our pack go. At the same time, you are becoming good citizens which will help strengthen America.

FISHERMAN'S LUCK

Divide audience into three groups:

FISHERMAN: "Great day for fishing!"  
FISH: "Bubble, bubble"  
WORM: "Wiggle, wiggle"  
REEL: Everyone in audience pantomimes reeling in a fish.

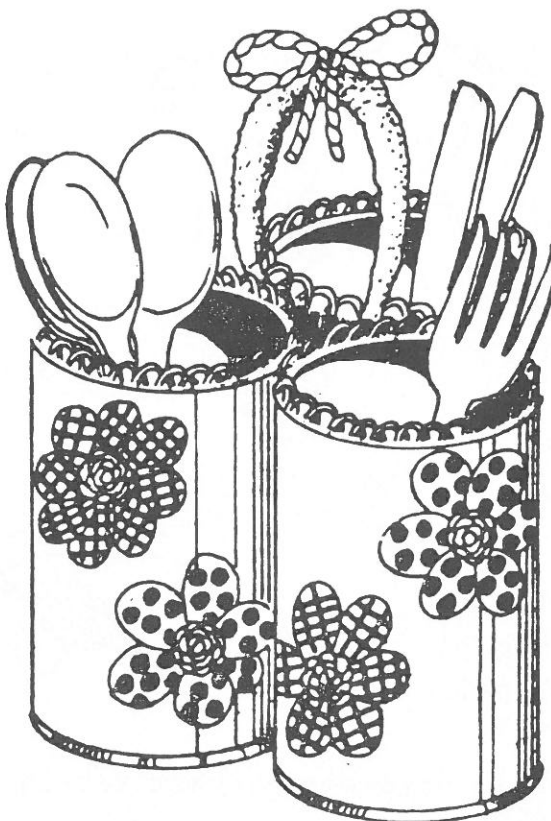
Once there was a FISHERMAN who went fishing on a sunny April day. He was hoping to catch a big FISH. He found a nice spot on the bank of the river.

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

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

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

PICNIC UTENSIL CADDY



MATERIALS:

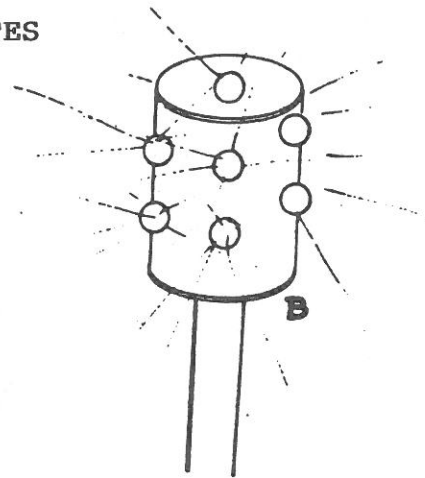
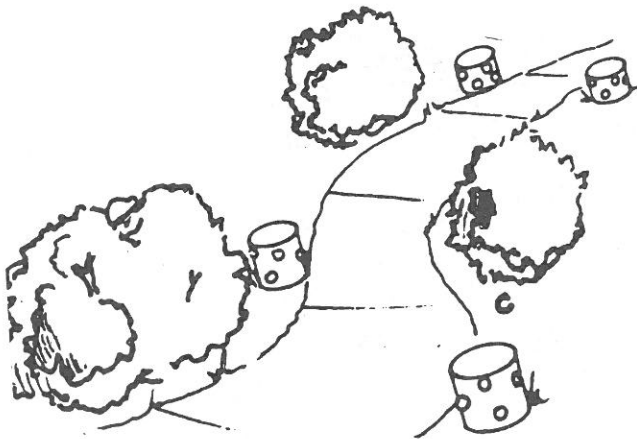
3 Soda pop cans  
Hand operated can opener  
Colored paper  
Yarn  
Decorative trim  
1 Chenille stem  
Scissors  
Glue

DIRECTIONS:

Using can opener, carefully cut off bottom of each can. Set cut-off parts aside. Turn cans upside down. Cover each can with colored paper. Decorate with paper flowers that have coiled yarn centers. Glue decorative trim around top and bottom of each can.

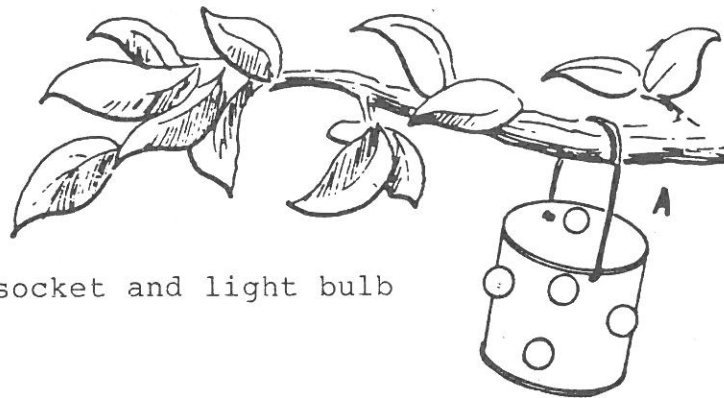
Tie cans together with yarn, threading yarn down through one can, through tab opening, and back up through another can. Continue until all three cans are securely tied together. Slip cut-off part of each can down to bottom of can to cover tab opening. Add chenille stem for handle.

GARDEN LITES



MATERIALS:

- Tin can
- Black paint
- Marbles
- Glue
- Electric cord with socket and light bulb
- Ice pick
- Heavy awl
- Broomstick
- Votive candle
- Outdoor string of lights

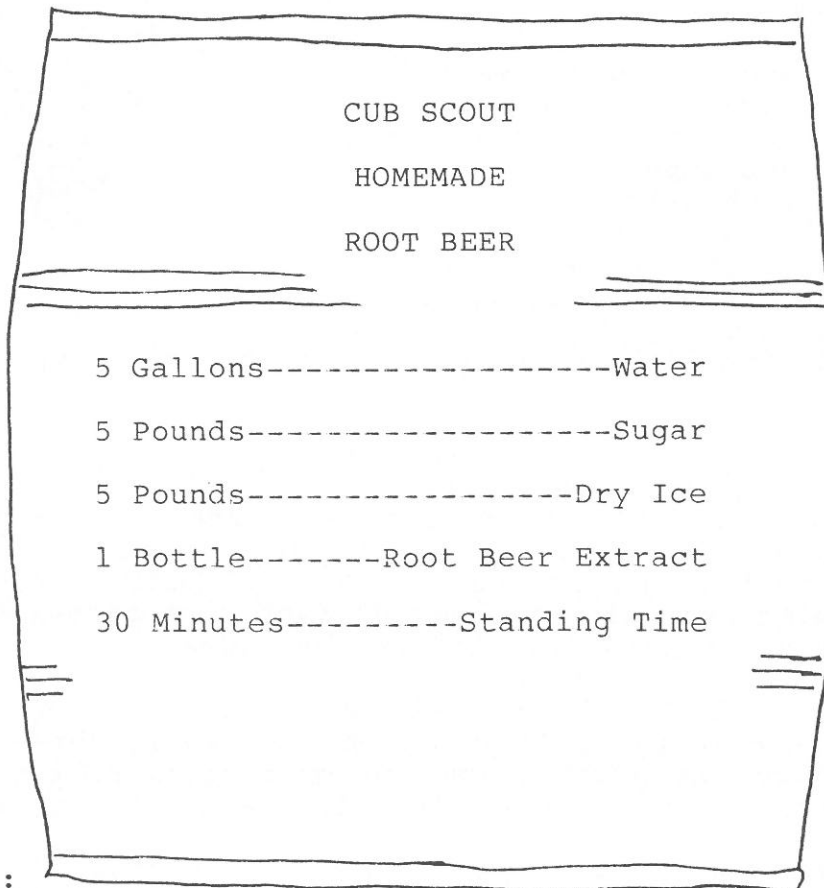


DIRECTIONS:

HANGING GARDEN LANTERN - Take top off tin can. Paint can black. Punch small holes in it, beginning with an ice pick and enlarging to desired size with a heavy awl. Insert marbles in holes and glue in. Put electric cord through hole in closed end of can. Attach socket with light to cord and hang lantern from a tree. (Drawing A)

TIKI LAMP - Secure garden light to broomstick stuck in ground. Use a votive candle for illumination. (Drawing B)

WALK LANTERN - Place many garden lanterns along a walk and use an outdoor string of lights to illumination. (Drawing C)



DIRECTIONS:

Make a syrup out of 1 gallon warm water and sugar. Add 4 more gallons of water. Stir. Add root beer extract. Stir. Add dry ice and leave uncovered for 30 minutes.

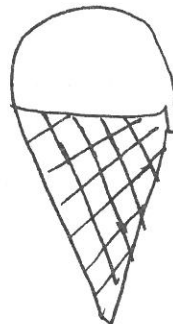
MAKE SURE YOU LEAVE ROOM FOR IT TO EXPAND, USE A 10-GALLON CONTAINER.

RECIPES

BACKYARD ICE CREAM

Materials Required:

- 1 one pound coffee can with lid
  - 1 three pound coffee can with lid
  - 2 ten inch squares aluminum foil
  - 1 roll duct tape
  - 1 pound rock salt
  - 1 quart crushed ice
  - 1 13 ounce can evaporated milk
  - 1 package instant pudding (any flavor)
  - 1/2 pint milk
- For additional flavoring use fruit, chocolate chips, nuts, etc.



Recipe:

Into one pound can, add the pudding mix, the evaporated milk and enough fresh milk to fill can to the 3/4 point. Stir very well. Place aluminum foil square over can top and press plastic lid on. Secure lid with several wrappings of duct tape across top of lid, and several more holding the lid on the sides.

Place shallow layer of crushed ice into the three pound can. Sprinkle with rock salt. Place one pound can in three pound can. Alternate layers of crushed ice and rock salt, filling the three pound can. Secure lid with aluminum foil and cut tape as before.

Roll or otherwise agitate the can for 20 minutes. Remove the ice cream and enjoy. Makes a scant quart.

PEANUT BUTTER CREAMS

Beat the following together:

- 1 egg (already beaten)
- 1/8 teaspoon salt
- 1 cup sifted confectioners' sugar
- 1/2 teaspoon vanilla
- 1 tablespoon butter
- 1/3 cup peanut butter

Then stir in:

- 1 more cup of sifted confectioners' sugar

Shape mixture into tiny balls, adding more confectioners' sugar if needed to make balls firm. Roll each ball in chopped, salted peanuts. Place balls on wax paper, and set in refrigerator until hard. A good, tasty treat.



SOLAR GREENHOUSE

PURPOSE: To root plants from cuttings through indirect sunlight.

MATERIALS NEEDED:

Clear plastic freezer bags, 2 quarts size  
Peat moss  
Sand  
Rooting hormone (0.3 % indoleacetic acid)...available from garden or discount store  
Plant cuttings of current season's growth (light green rather than brown) with recommended times for rooting  
Conifers - yews and junipers (January and early February)  
Garden Flowers - geraniums, lantana and roses (late May through August)  
Flowering Shrubs - forsythia, mock orange, and viburnum (mid-June to mid-August)  
Broad-leaved Evergreens - holly, azaleas and camellias (mid-June to mid-August)  
Foliage plants - ivy, philodendron and Chinese evergreen (any time)

DIRECTIONS:

Thoroughly mix one part sand to two parts of peat moss. Mix in just enough water so that when you squeeze a handful of the mixture, only a few drops of moisture will fall.

Place about 4 inches of this rooting soil mixture in a 2 quart size plastic bag and firm it gently with your hand. Your "solar greenhouse" is now ready for cuttings.

Use a sharp knife or shears to take cuttings 4 to 6 inches long from the plant. Remove leaves from the lower one-third to one-half of the cutting. Cut straight across the base of the cutting with a sharp knife. Then, cut a thin sliver, about 1 inch long, from the side of the cutting.

Dip the end of the cutting in a rooting hormone to quickly develop roots. Plant the cutting 2 to 3 inches deep in the rooting soil in the plastic bag. Space the cuttings in the bag so the leaves barely touch each other.

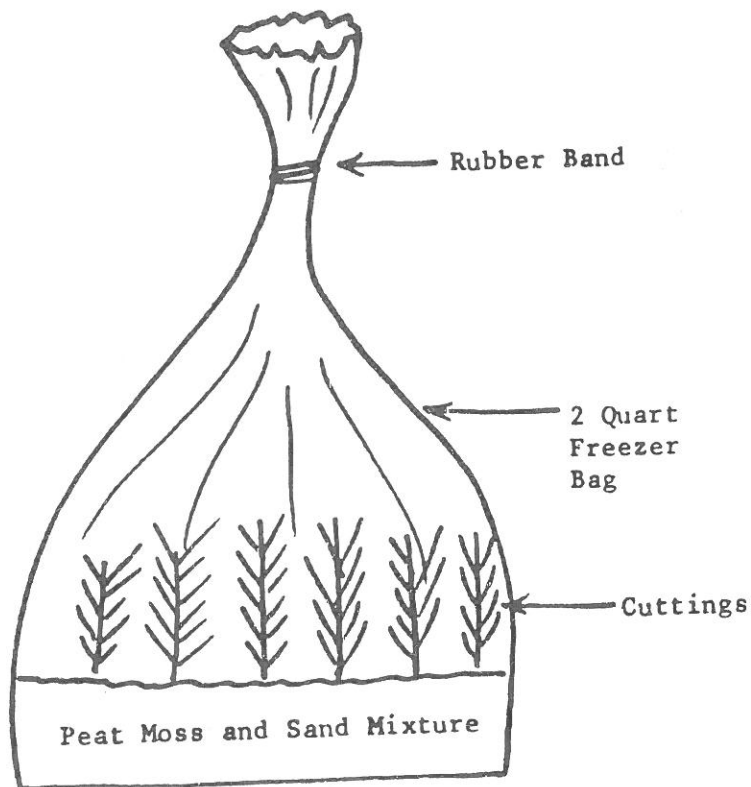
Sprinkle the cuttings lightly (preferably with a mister) with just enough water to wet the foliage. This is the only watering they will need until they are rooted.

(Continue on next page)

SOLAR GREENHOUSE (Continued from last page)

Finally, gather the top of the plastic bag and secure it tightly with a rubber band. Then place your solar greenhouse in a north facing window where it will get plenty of light but no direct sun.

Cuttings of most plants will root in 8 to 10 weeks. After 8 weeks, open the bag and carefully remove a cutting. If roots 1/2 to 1 inch long have formed, the planting may be transplanted to a pot. Before transplanting, condition the cuttings to a less humid atmosphere by gradually opening the bag over a week. During this time, add enough water to maintain the original moisture of the rooting soil. Discard any cuttings whose leaves turned brown. Reset those that have not rooted.



SAND CASTING

**MATERIALS:** Sand; plaster and water; container for water; container for mixing plaster; frame for the casting (flat box, styrofoam meat tray, foil pie tins, etc.); tools for digging and molding (knife, spoon, cup, etc.); decorations (shells, bottle caps, wood); newspapers; foil.

Put newspaper or foil under your frame. Fill the frame with wet sand. Don't get the sand too sloppy. Dig and poke and scoop the sand until you have created a design, you like. Use any tools you can find that will make interesting shapes.

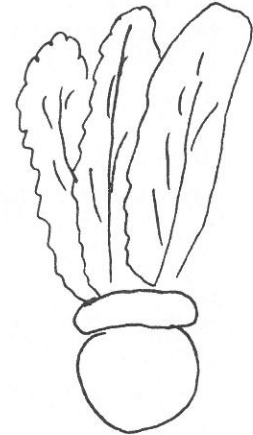
Try filling milk carton with sand. Make Scout sign with hand and push into sand. Fine sand will show more detail.

**REMEMBER:** Your casting will be the opposite of the design you create. Holes you poke into the sand will be BUMPS on the plaster.

POPUP

**MATERIALS:** old socks; cardboard; rags or waste material; three feathers (7-8 inches long); needle and thread; heavy string; tape.

Stuff small amount of cloth in toe of old sock. Punch 3 holes in the cardboard disc and insert the feathers. Bend quills over the tape down. Pad the rest of the sock with waste and tie firmly. (Waste may be paper, rags, sawdust, etc.) To play the game, you must keep the bird in the air. Hit it over a center line. Each time it hits the ground, you lose a point. Hands are the rackets.



FUN WITH WINGED SEEDS

The winged seeds of the maple tree can be used to make fascinating toys. For a small, high-climbing helicopter, join two seeds, propeller-like, and glue in place on a flat-ended, thin dowel or sucker stick. A quick twist between the palms sends it aloft. The fragility of the seed wings can be offset to some extent by coating both sides with glue or model airplane cement. To make 3 or 4-blade propellers, split the seed pods, lengthwise; insert a drop of glue in each and fit the flattened pods together. Light-cardboard discs, cut with a paper punch, for long-wearing hubs. Use a good sized pin to make a hole for the axle. Use a smaller pin for the axle. Use sequins for washers.

A FISHING DERBY

Assign parents to secure a site, arrange transportation, plan and secure funny prizes, and get food and equipment for a corn roast or fish fry. Try special promotional gimmicks such as invitations in the shape of a fish.

A sign-making committee should get to work making identifying signs for each activity area. Use ropes, posts, colored streamers, and colorful signs to mark each game area. You might consider a loud-speaker with mike and record player to control the activities and provide lively music.

GATHERING-TIME ACTIVITIES

Guessing Contest...How many fish eggs are in the jar? Use marbles for eggs. The winner gets the jar of marbles.

Japanese Fish Kite Contest...Each boy brings a kite he and his parents have made and decorated. Kites are attached to 6-foot sticks. Judge the entries and choose winners for the most beautiful, colorful, fantastic, etc.

Clothespin Fishery...Give each person a chance to catch a "fish" using a pole with a 5-foot string to which is tied a metal nut. Slide the string into the fork of the clothespin so the nut catches.

Gathering of the Schools...Give each person a cut-out of a fish. Print the name of the fish on each cut-out so that you have about 20 bass, 20 swordfish, tuna, trout, etc. Stack the cut-outs in one pile, but with the "fish" scattered in the stack so that there won't be two fish of the same kind in a row. Cub Scouts and their families pin these on as name tags. To start the activity, tell everyone to find other "fish" of the same kind. See which "school" can assemble first.



(Continue on next page)

FISHING DERBY (Continued from last page)



SPECIAL CONTESTS

Fishing Relay...Dens line up in relay fashion, each with a fishing pole. On signal, the first Cub in each den runs to the "fishpond" and catches a "fish." The fish's weight (written on it) is recorded for his den. If the fish is below legal length, he must put it back and try again. The den with the greatest total weight of fish wins.

Reeling Relay...On signal, the first member of the den places a fishing pole and reel on the ground in front of him, takes the plug, and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next den member follows, and so forth, until all have played. First den through wins.

Land that Fish...Each den member in turn runs to a line and picks up a landing net and rubber ball. He bounces the ball behind him and quickly turns around and nets the ball before it hits the ground the second time. He then places the net and ball on the ground and returns to touch off the next Cub Scout. First den through wins.

Heave-the-Anchor Relay...Each den member in turn throws out 25 feet of rope, recoils it, and hands it to the next boy. First den through wins.

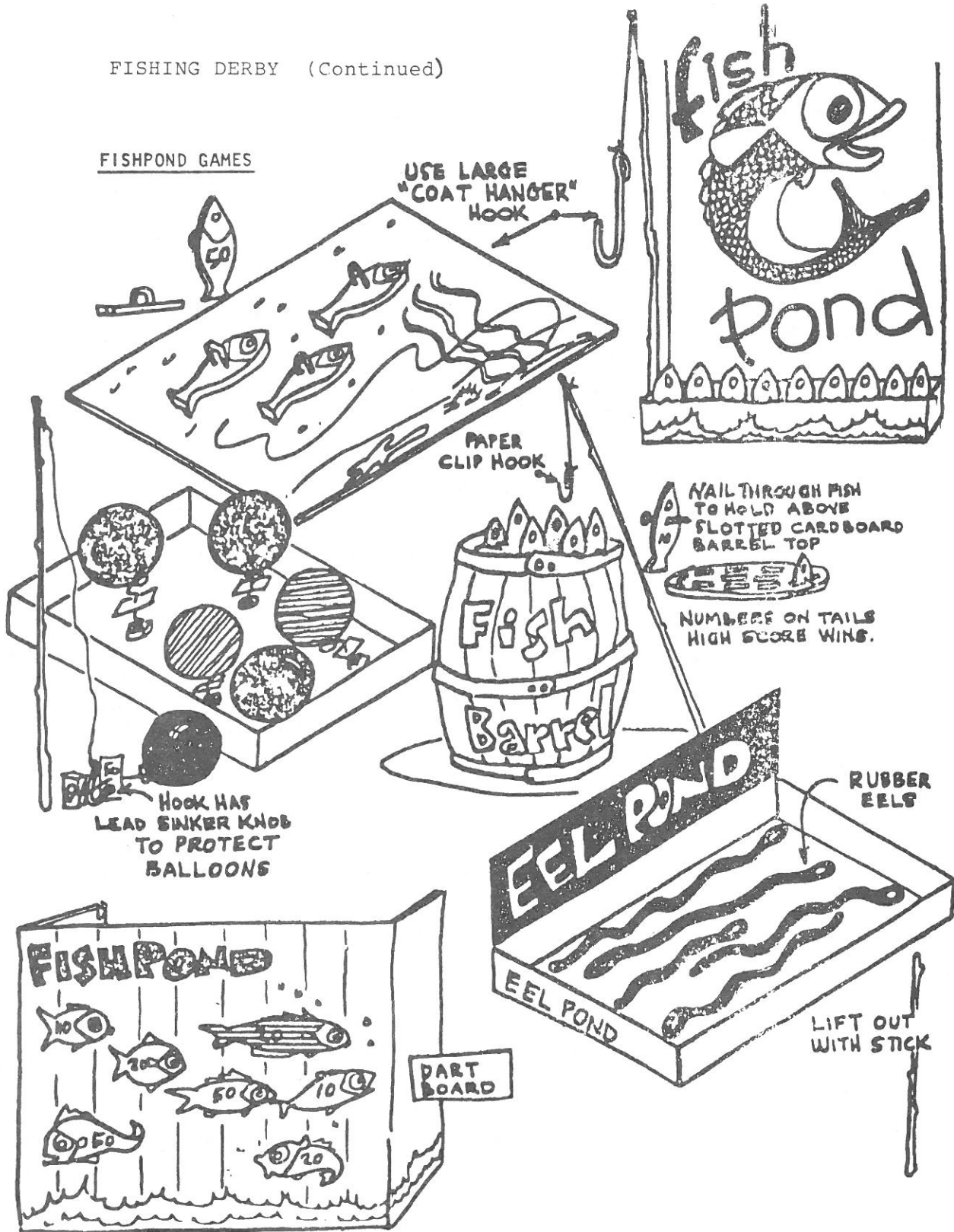
Know-Your-Fish Relay...Each den has a stack of cards with the names of fresh water and saltwater fish. On signal, the first boy in each den runs to a bulletin board, takes the top card, and places it on the board under a sign reading "fresh" or "salt." First den through with all cards placed correctly wins.

Casting Relay for Dads...Teams of fathers line up and each one in turn casts a plug at a target. As soon as he scores a hit, he gives the rod to the man behind him. First team through wins.

(Continue on next page)

FISHING DERBY (Continued)

FISHPOND GAMES





BUGS AND THINGS

CHARACTERS: Several Cubs with brown moth wings, a ladybug, and a caterpillar that turns into a "Super-Butterfly"

SETTING: A large yard light or light bulb (4-6 feet tall)

(As skit opens the moths are around the yard light, flying up to and around it as they speak. The caterpillar and the ladybug are offstage to stage right.)

MOTH 1: Boy, there's nothing like a bright light to make my evening.

MOTH 2: Yeah, I just love flitting around the ole yard light.

MOTH 3: You know, we're the luckiest bugs in the world, we got wings, we got light bulbs, and we got class!

(Ladybug enters, flies around the light one time and leaves stage left. The moths watch with their mouths open, pointing at the ladybug as she passes and leaves.)

MOTH 1: Boy, did you see that?

MOTH 2: I sure did, what wings, what spots!

(All look longingly toward ladybug's direction as caterpillar enters from stage right.)

CATERPILLAR: Hi guys, what's up?

(Moths turn and scornfully look at caterpillar and point.)

MOTH 3: Yuck, a leggy thing! How repulsive!

(Others join in ridiculing the caterpillar)

CATERPILLAR: (Sadly turning and leaving stage right) I only wanted to be friendly.

MOTH 1: (Looking off stage at caterpillar) Hey, what's he doing wrapping that white stuff all over his body?

MOTH 2: I seem to vaguely remember something about that. Let's see, what was it?

MOTH 3: (Pointing excitedly offstage toward caterpillar) Look! Something strange is happening...Look!

(Caterpillar now enters wearing large blue and gold wings that have a large red "S" like Superman's on the center of each wing. He is wearing a Superman type "S" on his chest and is flexing his muscles as he enters. Moths hide on far side of light.)

CATERPILLAR: Hi, guys, remember me? Remember "old leggy thing"? Remember "yucky, yucky"?

(Continue on next page)



BUGS AND THINGS (Continued from last page)

(Ladybug enters and flies to "Super-Butterfly's" side.)

LADYBUG: (Imitating Mae West) Hello there, big boy...I just love your wings. Why don't you and me fly out of here and leave these drab little moths to their old yard light?

(Both exit arm in arm as moths watch with mouths open.)

MOTH 1: (Disappointed with hands in pockets) Wish I'd been nicer to him.

MOTH 2: If we'd only known...

MOTH 3: Wish I'd been a leggy thing.

SKIT PROPS

YARD LIGHT - Make from large cardboard such as refrigerator carton or Scout-O-Rama cardboard

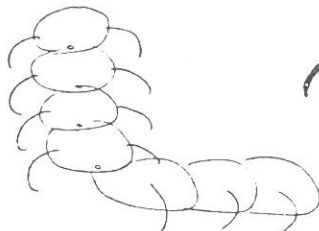
ANTENNA - Use chenille stems (pipe cleaners) fastened to a black head band.

WINGS - Can be cut from large pieces of cardboard, then painted, folded, and fitted with harnesses made from parachute cord (available at army surplus stores) or strapping. Moth wings are painted brown or use black highlights on tan cardboard. Butterfly wings are sprayed yellow, then add red Superman "S" and blue highlights. Fold wings so they stick out in back.

CATERPILLAR - Green cardboard circles fastened together with paper fasteners. Legs are chenille stems.



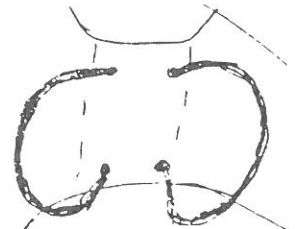
YARD LIGHT



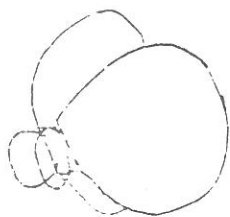
CATERPILLAR



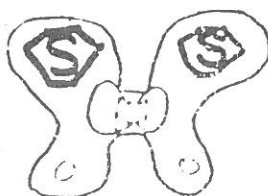
ANTENNA



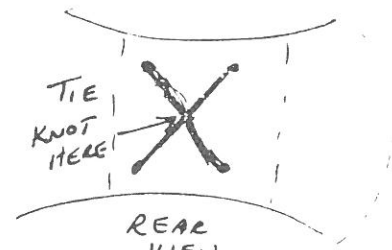
FRONT VIEW



FOLD WINGS  
BACK



BUTTERFLY



REAR VIEW

HARNESS DETAIL

DEN 4 GOES FISHING

The Cubs of Den 4 have fishing equipment (no hooks, please), a rowboat made from cardboard box, oars from cardboard. All of them start to jump in boat, but first Cub stops them.

- 1st CUB: Hey, don't jump in the boat! And only about three of you can get in this boat. The rest will have to either take another boat or fish from the pier.
- 2nd CUB: Yeah, well if you know so much, how do we get in the boat?
- 1st CUB: Very carefully! Step in the center of the boat, on the seat in the middle. And make sure it is tied at both ends before you try it. And don't forget your life preserver.
- 3rd CUB: I'm just going to carry mine. It's too bulky to fish in.
- 1st CUB: If you're going with me, you'd better put it on. I don't want anyone in the boat without one on.

(All Cubs put on life preservers, carefully get in boat, then 1st Cub takes oars and pretends to row out. Others get fishing poles in water and pretend to fish.)

- 4th CUB: Hey, I got something.
- 2nd CUB: (Stands up) Let me see!
- 1st CUB: Sit down! Don't rock the boat! Don't you know better than to do that! You could have tipped us over.
- 2nd CUB: I'm sorry. I just got excited about his fish.
- 4th CUB: Well, get unexcited. It was just an old tire!
- 3rd CUB: (Drops bait can over side of boat -- grabs for it and tips over the boat.) Hey, watch out!
- 2nd CUB: Now you've done it.
- 3rd CUB: I can't get back in the boat. And I don't know how to swim very well.
- 1st CUB: Don't worry about it. Just hang on to the side of the boat, and we'll kick and get it back to shore. We aren't very far out.
- 4th CUB: Here we are back in shallow water. Say, how come you know so much about boating.
- 1st CUB: I read about it in Boy's Life about a year ago. And besides, my Dad taught me how to row and said I couldn't go out in a boat until I knew how to act in it. And you guys better learn, too!

THE ANTS

ACTORS: Six to eight persons.

PROPS: Paper sacks.

SETTING: Skit opens with boys standing together in a backyard. Cardboard cutout trees and bushes could be used.

1st BOY: Gee, there's nothing to do.

2nd BOY: Yeah, I know.

3rd BOY: Hey, let's have a backyard picnic.

ALL: Yeah!

4th BOY: But it's going to rain.

1st BOY: I don't think so. If it does we can eat in the house.

2nd BOY: I'll bring the potato chips.

3rd BOY: I'll bring the hot dogs.

4th BOY: I'll bring the hot dog buns.

5th BOY: I'll bring the drinks.

6th BOY: And I'll bring something special.

(All walk off stage and come back carrying sacks)

2nd BOY: Here are the chips.

3rd BOY: Here are the hot dogs.

4th BOY: Here are the hot dog buns.

5th BOY: Here are the drinks.

6th BOY: (Drops his sack) Oh, no!

5th BOY: What's wrong?

6th BOY: I brought the ants!

MY BACKYARD

CHARACTERS: Any number of boys using their own names.

PROPS: Toy elephant, small pyramid, toy soldier, bag of jelly beans, Mickey Mouse ears, sea shells, etc.

SCENE: Boy sitting on curb or under a tree on stage...one boy enters carrying an elephant...

1ST BOY: Hey, \_\_\_\_\_, where in the world have you been? I haven't seen you for quite awhile.

2ND BOY: I've been to India. I saw the Taj Mahal and got to ride an elephant. (3rd boy enter carrying a pyramid.)

1ST & 2ND BOYS: \_\_\_\_\_, where in the world have you been?

3RD BOY: I've been to Egypt. I saw the great Pyramids and rode a camel. (4th boy enters carrying a toy soldier.)

1,2, & 3 BOYS: \_\_\_\_\_, where in the world have you been?

4TH BOYS: I've been to London. I saw the Queen and the changing of the guard. (5th boy enters eating out of a bag clearly labelled "Jelly Beans".)

ALL BUT 5TH: \_\_\_\_\_, where in the world have you been?

5TH BOY: I've been to our Nation's Capitol and saw the White House. I even got to shake hands with the President. (Enter 6th boy wearing Mickey Mouse ears and carrying sea shells.)

ALL BUT 6TH: \_\_\_\_\_, where in the world have you been?

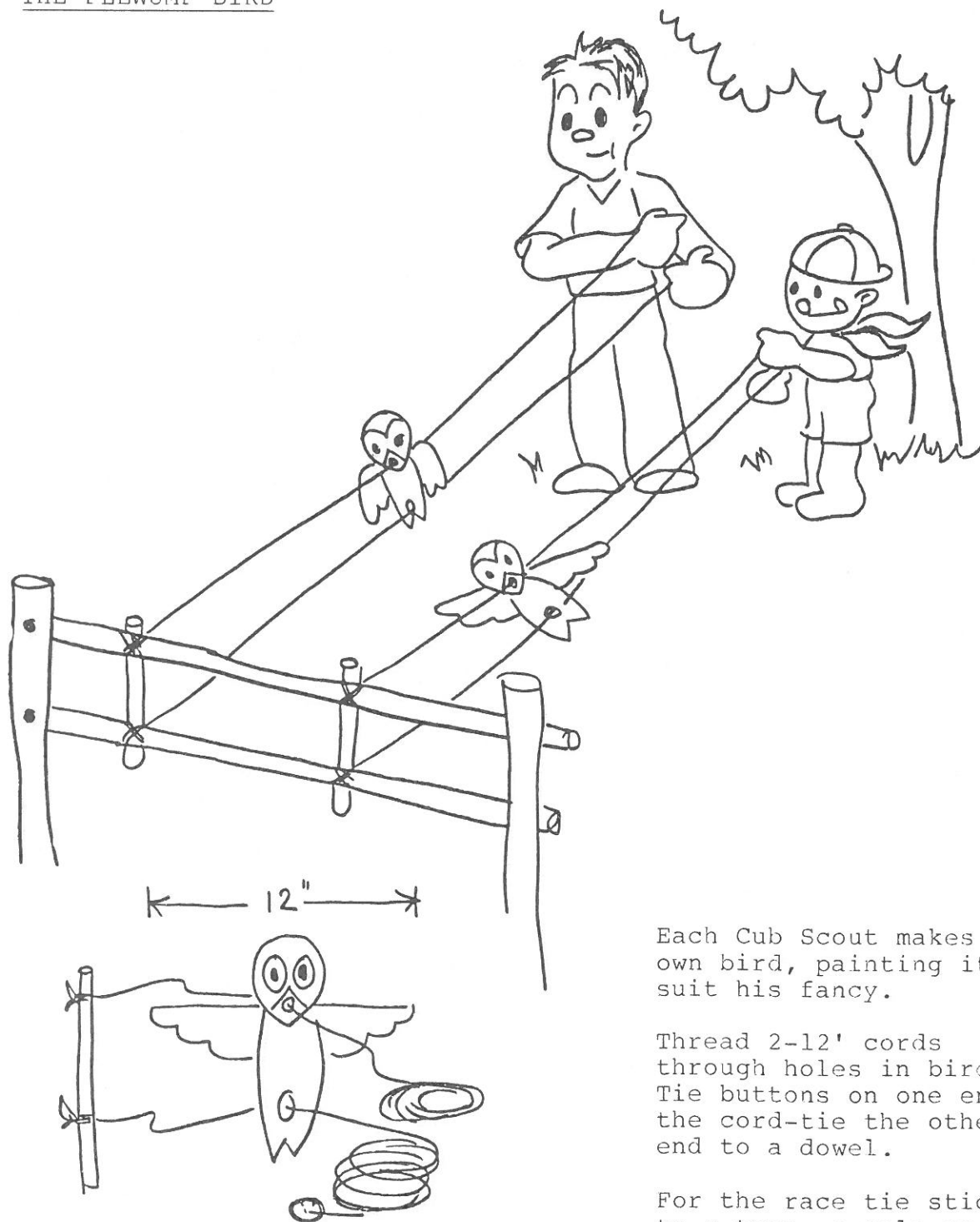
6TH BOY: I've been the California. I went to Disneyland and swam in the ocean.

1ST BOY: (All others turn to look at him when he speaks.) Well, I went to the best place in the whole world. I fought monsters, waded through swamps, and helped to build a castle!

OTHERS: Gosh, where did you go?

1ST BOY: Well, first I went on a picnic in the backyard, and there were the biggest, most monstrous ants bothering us. So I helped get rid of them. Then Dad left the hose running all night in the yard. He said he never had seen such a swamp.

THE FLEWUMP BIRD



Each Cub Scout makes his own bird, painting it to suit his fancy.

Thread 2-12' cords through holes in bird. Tie buttons on one end of the cord-tie the other end to a dowel.

For the race tie sticks to a tree, a pole or fence.

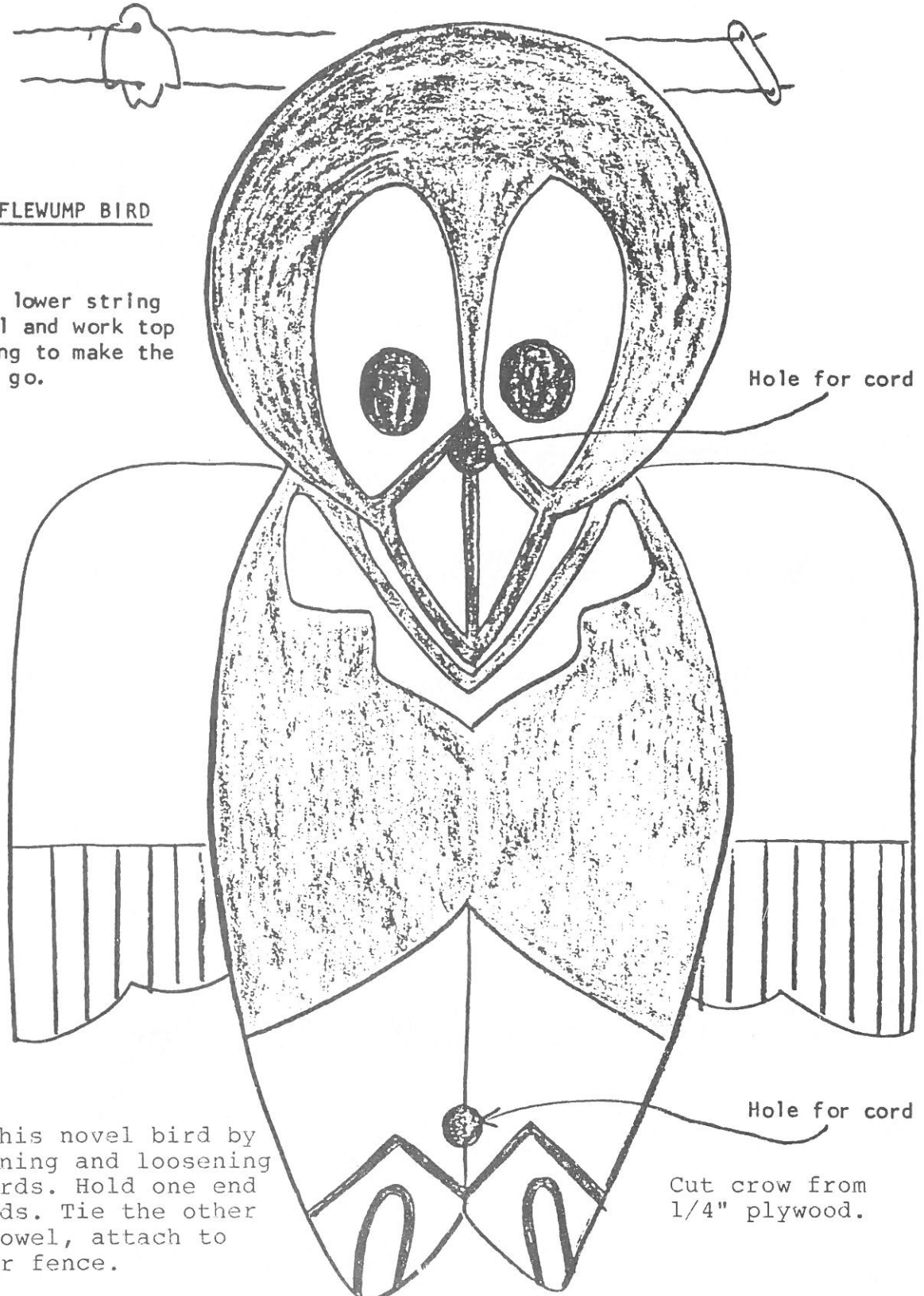
Hold lower string level and work top string to make bird fly.

(Continue on next page)

THE FLEWUMP BIRD (Continued from last page)

THE FLEWUMP BIRD

Keep lower string level and work top string to make the bird go.



Hole for cord

Hole for cord

Cut crow from  
1/4" plywood.

Race this novel bird by tightening and loosening the cords. Hold one end of cords. Tie the other to a dowel, attach to tree or fence.

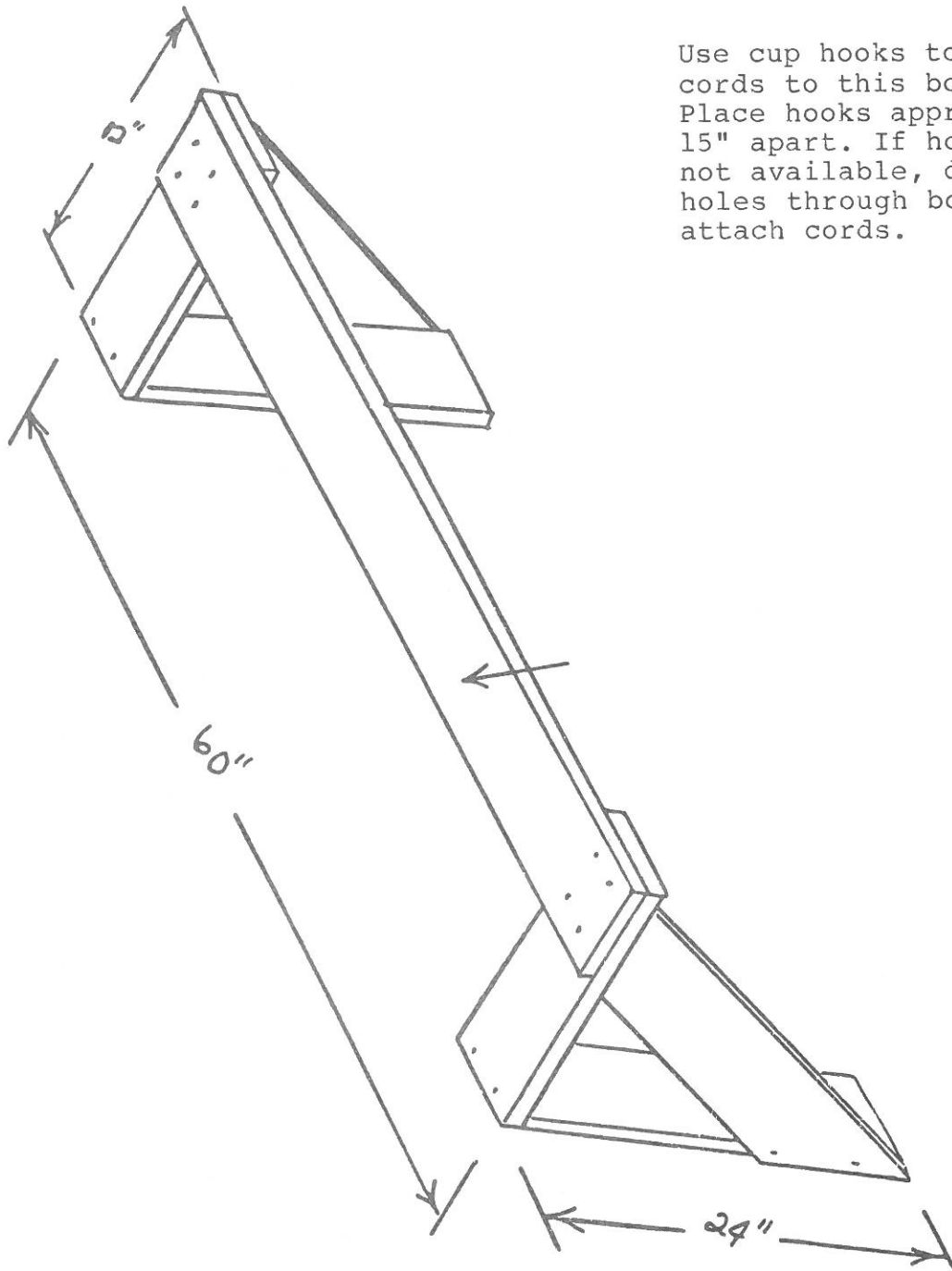
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POW WOW '88  
GAMES

OUTDOOR FESTIVAL

FRAME FOR FLEWUMP BIRD

Suggested materials: 5/8" x 3 5/8" (1 x 4) pine - 15 feet



Use cup hooks to attach  
cords to this board.  
Place hooks approximately  
15" apart. If hooks are  
not available, drill  
holes through board to  
attach cords.



TREASURE HUNT

You will need nine different treasures, one for each clue. These can be inexpensive items, many of which you can make yourself. For example, the first treasure can be miniature flags from the dime store. Have one of each treasure for each child.

In addition to the little flags, we suggest the following treasures:

- Eagle - cardboard cutout
- Patriotic lapel pin
- Capitol Dome - attached to bookmark
- Declaration of Independence - scroll tied and labeled
- Liberty Bell (real or cutout)
- U.S. Seal - cardboard cutout
- Statute of Liberty - cutout
- Pledge of Allegiance (this should be the last treasure)

Prepare clues, using those we give here with changes necessary to adapt them to your neighborhood; or make up your own clues. Make as many copies of each clue as there are children taking part in the hunt.

At the start of the hunt, the hostess will give each child a No. 1 clue. For the remaining clues, number eight envelopes 2 through 9; place clues in proper envelopes.

Next, prepare eight containers, such as covered jars, baskets or boxes. In these jars place the proper envelope of clues, along with the proper treasures. The ninth treasure will be placed inside the Uncle Sam centerpiece to await the return of children from the hunt.

Conceal these containers as planned according to your clues. Be sure to obtain permission from your neighbors to conceal clues. At the close of the hunt, have all join in the Pledge of Allegiance, before enjoying refreshments.

Clue No. 1

On this patriotic treasure hunt,  
You'll find your next clue  
In the backyard under a bush,  
With a treasure for each of  
you.

Clue No. 2

Walk a little way to where  
A neighbor keeps his car.  
You'll find treasure and a  
Clue in a corner in a jar.

Clue No. 3

Now look around you for a  
house  
With a porch nearby,  
And there behind the railing,  
Treasure and clue you'll spy.

Clue No. 4

On a neighbor's patio  
Find a certain flowerpot.  
There you'll find another clue  
With a treasure you'll use a  
lot.

(Continue on next page)

TREASURE HUNT (Continued from last page)

Clue No. 5

Now hurry on along your way  
Till you come to a picket  
fence.  
Hidden near the gate's a clue  
And treasure won at great  
expense. (Use "Declaration of  
Independence")

Clue No. 7

Look around you for some  
stairs,  
Look both left and right.  
The clue and treasure are  
hidden  
Near the bottom out of sight.

Clue No. 6

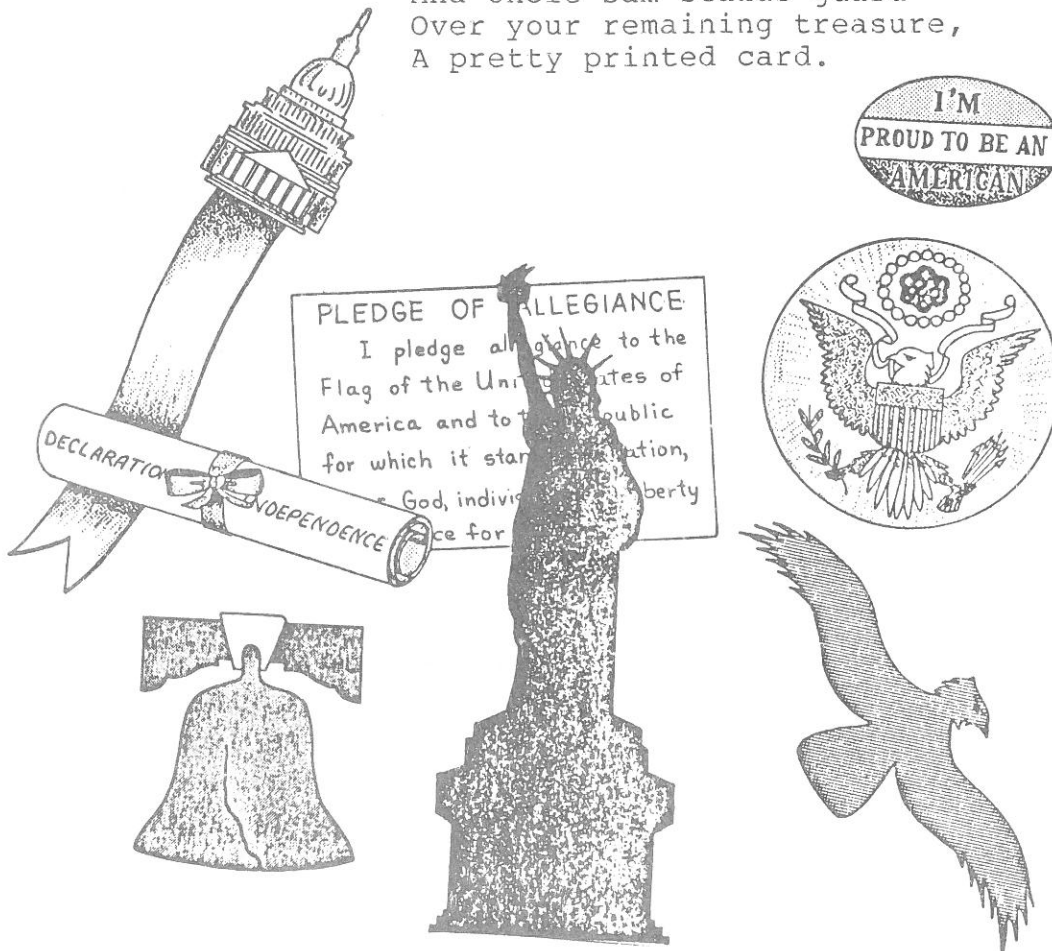
Now's the time to turn your  
steps  
Down a nearby path.  
Your next clue and treasure  
wait  
Beside a bird bath.

Clue No. 8

Hurry on you way, now,  
To a huge shade tree.  
There close beside the trunk.  
Treasure and clue you'll see.

Clue No. 9

Your search for clues is over,  
And Uncle Sam stands guard  
Over your remaining treasure,  
A pretty printed card.



OLYMPIC GAMES

SKIING

The skis for this event are made from plastic bottles, but only one ski to each pair of contestants. To make each ski, cut off the top and bottom of a plastic bottle, cut down the seam and flatten.

To insert feet, make simple string ties. To do this, punch holes on the sides of the ski, 6" from the front and 4" from the back. Insert a length of string, tying ends through holes.

Now, have one member of each pair insert his left foot through the front ties and the other member insert his right foot through the back ties, and they're off. Follow the rules for a regular race, disqualifying any who come out of their skis. Make them start over if they fall.

SWIMMING

Tie each couple together, back to back, at the waist. Have them race to a finish line. But, as in every Olympic event, form is also important...have them move their arms in a swimming stroke as they race.

DISCUS THROW

An Olympics would not be an Olympics without a discus throw. Use a paper plate for this discus. Tie the arms of each pair of contestants together, and then see which team can hurl the discus the greatest distance.

TRACK EVENT

This time, tie a left and a right ankle of each pair together. Attach a balloon to a string about a foot long, and then tie it to the tied ankles of the pair. At a signal the teams will race toward a finish line. Any team breaking its balloon, enroute, will be disqualified.

WRESTLING

A towel will take the brunt of the punishment in this wrestling match. Gather and tie the ends of the towel. Mark the center of the towel with paint or colored string. Mark a line on the ground.

Tie each couple together at the wrist. Give each pair an end of the towel. Have the center of the towel over the line on the ground. At a signal, the test of brute force begins, as each pair tries to pull the other over the line to defeat.

**POW WOW '88  
GAMES**

**OUTDOOR FESTIVAL**

**SOCCER**

For each soccer ball, use a paper bag with a ball inside. Tape the bag closed. This will make the ball easier to control.

Tie each pair together, side by side, at the waist. Standing about 20 feet from the finish line, have them kick their ball towards it...if they can. No fair using hands.

WATER GAMES

**WATER POLO**

You will need an inflated 6"-8" rubber ball for this game. Divide group into teams. Players move the ball toward their goal through opposing team by walking on the pool floor in shallow water and pushing the ball in front of them with their hands. Boys are not allowed to swim while pushing the ball. Make up you own rules for scoring.

**WATER DODGE BALL**

Use a rubber or plastic ball 6"-8" in diameter. Play in water that is knee to waist deep, using regular dodge ball rules.

**TURTLE FLOAT**

Each boy pretends he is a turtle. Start by standing in a circle in waist deep water. At the signal, boys take deep breath, grasp their ankles, and pull their knees against their chest. If the chin is kept on the chest, a boy will float with his back out of the water. Demonstrate for the boys and allow them to practice until they learn how to keep their bodies floating on the water.

**CANDLE RACE**

The players race across the shallow end of a swimming area to the edge of the pool or to a section of the dock. There each contestant is provided with a candle and matches. The first boy to return with a lighted candle wins the race.

**DOG RACE**

Racers line up, bark three times like a dog, and swim with a dog-paddle stroke to the finish line.

**SPOON RACE**

The players race across the shallow end of a swim area carrying a ping-pong ball on a spoon held between their teeth. If the ball falls off, the player must start over.

**POW WOW '88  
GAMES**

**OUTDOOR FESTIVAL**

**TREASURE DIVE**

Divide the players into two teams. Have them line up on opposite sides of the pool. Toss a coin into the center of the pool and have one player from each team dive at the same time. The one who brings up the coin scores for his team. Continue until all have tried.

**SHARKS AND WHALES**

Two teams of five or more players each. One team is called the sharks; the other, the whales. The teams line up facing each other, in parallel formation. Each team has a home base about 10 feet behind it. One player chosen to be leader, calls "Sharks!" The whales turn around and swim to their home base. The sharks chase them and any whales tagged become sharks. When leader calls "Whales!" the situation is reversed. The team having the most players in a specified period of time is the winner.

**CHARLIE OVER THE WATER**

Six or more players. Players hold hands and form a circle around the one selected to play "Charlie". Charlie stands in the center while the others walk around him singing: "Charlie over the water, Charlie over the sea, Charlie caught a blackbird, but can't catch me". After the song is completed the players stop walking and Charlie tries to tag someone before he can duck underwater. The one tagged changes places with Charlie.

**FAMILY GAMES**

**ENTIRE FAMILY RACE**

In this relay, whole families participate. The family teams should be matched in number and (as closely as possible) in ages of family members.

The families should be lined up in rows, next to each other behind a starting line, the youngest children first and Dad last.

About 50 feet away from starting line, place bushel baskets or other large containers, one for each family team.

The first person on each team is given a large ball or balloon. At a given signal, he runs toward the basket, places the ball in basket, picks it up and runs back and hands the ball to the next one on his team who starts running and repeats the same process. As each person runs back, he goes to the end of the line after passing the ball on. The family which completes its turns first is the winner.

**POW WOW '88  
GAMES**

**OUTDOOR FESTIVAL**

**MOTHER-DAUGHTER SHOE FEAT**

This game is fun for the ladies...young and old alike. It is a variation of the old shoe relay.

All the mother participating put their shoes in a huge pile, about 50 feet from a starting line. The shoes are mixed up so that there are no pairs together. Next, mothers and their daughters line up side by side at the starting line. At a given signal, the daughters must run toward the shoe pile, scramble to find mothers' shoes and put them on. Then they race back to mother, remove the shoes and mother must put them back on.

**FATHER-SON TUNNEL RACE**

For this hilarious contest, you will need teams, each one composed of an equal number of fathers and sons. The teams are lined up, fathers first in line with sons lined up behind them. Teams are side by side behind a starting line.

The fathers are instructed to spread their legs apart. At a given signal, the sons get down on their knees and crawl through the tunnel formed by the father's legs. First team to finish is the winner.

If you really want to see some fun and make the game a little longer, instruct the sons to stand with legs apart and have the fathers try to crawl through. This will really produce howls from your spectators and some huffing and puffing from Dad!

**TWIST 'N TURN RELAY**

Any number of teams containing an equal number of persons can play this game. Line the teams up in rows next to each other behind a starting line. You will need either baseball bats, sticks, canes or umbrellas, one for each team. Give one to the first member of each team. At a given signal, the first one in each row runs up to a designated line about 30 feet away. He stands his bat upright. He then places his hands on the top of the bat and standing firmly, places his forehead on top of his hands. The player walks around the bat about 5 times, keeping his head on his hands all the while.

After the player has made his 5 turns, he drops the bat and tries to hurry back to the next person on his team. This sounds like a simple process, but the turns will have made him a wee bit dizzy and he will wander here and there. When he finally gets back to his team, the next person repeats the process. The first team to finish is the winner. (It is wise to have a few helpers standing about during this game to help guide the participants and to keep them from bumping into each other.)

WATER BALLOON TOSS

This game is a great one for a hot day, because most of the players get a self-inflicted shower bath.

You will need several balloons that have been filled with water. Fill the balloons by stretching their necks over the faucet. Medium-sized balloons are just about the right size. They should be filled ahead of time and placed in a large sturdy container. They will be rather heavy so make sure that your container is strong enough.

The game is played by any number of two man teams. The teams line up in two rows, partners opposite each other. The players should be wearing casual clothes that cannot be harmed by water.

All the players in one line are given a water-filled balloon. When the game starts, the lines should be only about 4 feet apart. At a given signal, each player tosses the balloon to his partner. This requires a certain amount of skill to keep the balloon from breaking. As soon as any teams' balloon breaks, someone usually gets a slight shower and the team is eliminated from the game.

Each time the balloons have been tossed all the way down the line, the lines are moved further apart. The farther away they are, the harder it is to toss the balloon without breaking it. The couple that is the last one to have their balloon intact is the winner and the driest.





September 1989  
Our American  
Heritage





OPENING  
OUR AMERICAN HERITAGE

A Cub Scout stands blindfolded, gagged and bound before the audience.

The Cubmaster says: "This is an American boy. The American Revolution won him freedom. (Cubmaster unbinds him.) The constitution guarantees him free speech. (Removes gag.) A free education gives him the ability to see and to understand. (Removes blindfold.) Let us help Cubbing teach him to preserve and enjoy his glorious heritage and to become a good citizen."

Turn on lights, spotlight American flag and repeat Pledge of Allegiance.

"FLAG"

Arrangement: Four uniformed Cub Scouts hold letter cards spelling F-L-A-G and read parts.

F stands for Freedom, on land and on sea; for America is the land for me.

L stands for Liberty, for Love and for Care. Look at America. You'll find it there!

A stands for Achievement, America too. American achievement is the best thing for you!

G stands for Greatness, Glory and all that is Good. If you don't love the flag, you certainly should.

All Together: F - L - A - G is America's symbol, land of the free; That is what our flag means to me!

**PATRIOTIC OPENING**

Arrangement: U.S. flag is posted, after regular presentation of colors. House lights are dimmed, and flag is spotlighted. Narrator reads the following after the Pledge of Allegiance has been recited by the audience.

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

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

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

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

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

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

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

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

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

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

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

STANDARD FLAG CEREMONY

- Personnel: Flag bearers for American flag and Pack flag; Color guards for American flag and Pack flag; Speaker.  
(If there is an uneven number of color guards, the American flag has precedence and should have the most guards.)
- Equipment: American flag; Pack flag; flag holders; Recorded music if desired.
- Arrangement: Flag holders are in place at front of room on stage. Flag bearers and color guards are in position in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point, the speaker advances to the front of the room.
- Speaker: Attention! Will the audience please rise? (They do.) Color guard, present the colors! (Commands should be given sharply and loudly.)  
(Color guard advances from the rear of room with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker gives his next command.)
- Speaker: Hand salute! (He salutes and audience does likewise. Speaker's eyes follow American flag until it is in position in front of room.)  
(Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.)
- Speaker: Pledge of Allegiance, Repeat! (He begins pledge with audience joining in.)  
(At this command, the pack flag is lowered slightly, take care that it does not touch the floor, and full attention is given to the American flag. Flag bearers and color guards do not salute or repeat pledge. When pledge is completed, the speaker gives the next command, which is the signal for audience's salutes to be dropped. The pack flag is raised to vertical position again.)
- Speaker: Two! Color guard, post the colors!  
(The pack flag is placed in its stand, the pack flag bearer and color guards salute it and step back into place. The American flag is then posted; its bearer and guards salute it and step back into place.)
- Speaker: Color guard, Retire! (or "retreat")  
(Flag bearers lead procession to back of room... with speaker following last.)



OPENING CEREMONIES  
"AMERICA"

- Arrangements: Seven Cubs will be needed. On seven pieces of poster board, print A-M-E-R-I-C-A on each piece.
- Cub #1: I am a citizen of the United States of America.
- Cub #2: I hereby pledge myself to live my life to the honor of my country.
- Cub #3: I will be honest because my country has no need of a thief.
- Cub #4: I will speak the truth because my country has no need for a liar.
- Cub #5: I will be brave because my country has no need for a coward.
- Cub #6: I will work because my country has no need of a lazy citizen.
- Cub #7: I will help my country remain the greatest nation on earth in industry, wisdom, honor and goodness.

"HERE'S TO THE RED, WHITE AND BLUE"

- Arrangements: American flag is posted on the stage. Four Cub Scouts in uniform have speaking parts

1ST CUB:

Here's to the Red of it-  
There's not a thread of it,  
No, nor a shread of it,  
In all the spread of it  
From foot to head  
But heroes bled for it,  
Faced steel and lead for it,  
Precious blood shed for it,  
Bathing it Red!

3RD CUB:

Here's to the White of it-  
Thrilled by the sight of it,  
Who knows the right of it  
But feels the might of it  
Through day and night?  
Womanhood's care for it  
Purity's prayer for it  
Keeps it so White!

2ND CUB:

Here's to the Blue of it-  
Beauteous view of it,  
Heavenly hue of it,  
Star-spangled dew of it  
Constant and true;  
Diamonds gleam for it,  
States stand supreme for it,  
Liberty's beam for it  
Brightens the Blue!

4TH CUB:

Here's to the Whole of it-  
Stars, stripes and pole of it  
Body and soul of it,  
O, and the roll of it,  
Sun shining through;  
Hearts in accord for it  
Thanking the Lord for it,  
Red, White and Blue.



OPENING  
OUR COUNTRY

- Den Leader: The Cub Scout promises "to do his duty to his country". Our Country is different in many ways from other countries. We would like to review for you some of the things that are different, but which make this the greatest country in the world.
- 1st Cub: We call it the United States, and we're bound together by our Constitution and our language. Yet, in many ways we're a group of separate kingdoms.
- 2nd Cub: We practice more than 250 different religions and observe thousands of different tax, hunting and labor laws.
- 3rd Cub: Our land grows palm trees and mountain pine, redwoods and beach plum, vanishing Key deer and whooping cranes.
- 4th Cub: Our people say "you all" and "youse guys".
- 5th Cub: We catch shrimp and sell stocks - live in lean-tos, skyscrapers and brick houses.
- 6th Cub: We are a very diverse land, but these are some of the things that make the United States great.
- 7th Cub: Let us rise and sing "America, the Beautiful".

OPENING CEREMONY

We watch the flag as it passes by-  
A flash of color against the sky.  
Its' fifty stars are as dazzling white  
As those few that shone by the dawn's first light.

The mighty cities; the farmlands fair;  
The many churches for praise and prayer;  
The chance to do, and the chance to be  
In a land our forefathers fought to free.

In every square and every mile,  
In the USA we each can smile,  
We're free to go and to look and see,  
We're free to be what ever we can be.

CLOSING THOUGHT

Every Cub Scout should accomplish something worthwhile every day. And each day's accomplishments should be a little better than the previous day. Tonight, stand at your window and look out into the darkness of night, and ask yourself: "Have I done my best today?" Then, each day, promise to do better than the day before. If we all do that, we'll have the best Cub Scout Pack in town. Remember that just as our forefathers accomplished much for our country because they did their best, we as Cub Scouts can accomplish much by doing our best. By doing that, we are preparing ourselves to become better citizens of tomorrow.

**CLOSING - PATRIOTIC**

This closing thought can be read by the Cubmaster or other pack leader.

What can we learn from the past?  
What lessons that will last?  
Faith in God, honor of country,  
To these truths, we hold fast.

Our forefathers made us free;  
Stood for truth and liberty;  
Made inventions and improvements  
And legacies for all to see.

As Cub Scouts we honor them,  
Those brave men we remember,  
From Washington to Reagan,  
They've fanned the glowing ember.

This glowing ember of America  
Shall burn for centuries;  
The flame of greatness lingers on  
For future men to seize.

We now salute our growing Cubs,  
Whose youth shall soon be gone;  
From Cubs to great men, some shall grow  
To lead our country on.

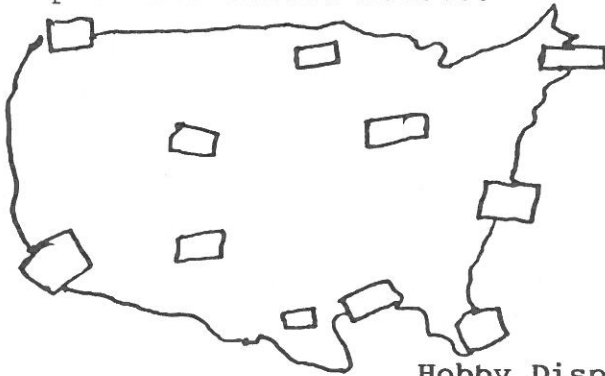
**CLOSING CEREMONY - PATRIOTIC**

CUBMASTER:

As we come to the end of our pack meeting, I would ask that you stop for a moment and think with me about the 56 men who signed the Declaration of Independence over 200 years ago. Five were captured or imprisoned in the war that followed. Nine died of wounds or hardships. Twelve lost their homes. Seventeen lost everything they owned. Every one of them was hunted. Most were driven into hiding. They were offered immunity, rewards, the return of their property, or freedom of loved ones if they would give up their cause. That cause was freedom. Not one did. Not one man broke his pledge. Because of men like that ... men of dedication and purpose ... we enjoy living in a free country today.

### Displaying Postcards

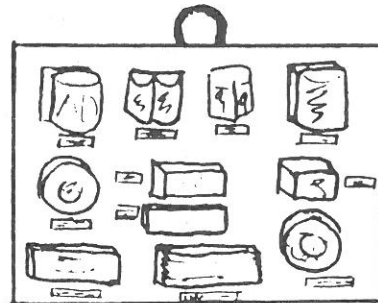
Most families have collected post cards as they have travelled and what better way to discuss the cities in our USA than to borrow the cards from their families collections and show them on a map of the United States.



Mount a map of the United States on the wall and then tack with small tacks the post cards from the various cities that the boys have been to. This can even be a presentation at the pack meeting as the boys talk about their map.

### Hobby Display Board

To display your rock or leaf specimens, souvenirs, or hobbies try using the clear plastic bubbles which are used to package nails, thread, batteries, etc. Carefully remove the cardboard backing of the bubbles. For mounting, use a large piece of cardboard and arrange the collection as you like it. Put a bubble over each item and tape to hold. Label each item.



### Traffic Sign Slides



You will need:

Heavy Poster board, Paint, pipe cleaners, match sticks.

Cut the patterns from the poster board. Then either paint the designs on the poster board or glue the match sticks in place, or use the pipe cleaners and glue them in place.

Once the design is finished glue a pipe cleaner to the back for the finished neckerchief slide.

**Patriotic Favors from Caramels**

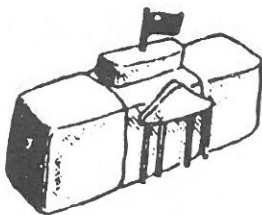
Made of caramels "glued" together by moistening with water, these miniature structures make perfect favors or models of historical monuments.

Washington Monument - stack 4 caramels; top with a 5th caramel, slicing sides to form a pyramid.

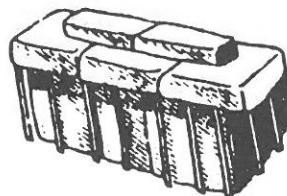


Statue of Liberty - Stack 4 caramels. Use 1/2 caramel for head, shaping with knife. For arms, cut caramel into 4ths, shaping end for torch. Cut crown from a slice.

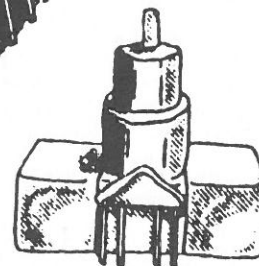
White House - Place 3 caramels in a row, narrow sides up. Top with 1/4 of a caramel. For roof of portico, cut a thin slice in half diagonally.



Lincoln Memorial - Place 2 1/2 caramels in a row, narrow sides up. Across top, lay 3 half-caramels for roof. Add 2 quarter slices lengthwise atop roof. Insert pieces of toothpicks around roof for columns.



Capitol - Place 3 caramels in a row, wide side up. For dome, use two 8-sided shapes, one smaller than the other, made by removing corners from 2 caramels. Top with a small bit of caramel. Add portico and columns as for White house.



AMERICA

Characters: Seven boys, six wearing costumes depicting themes related to the appropriate states. All seven carrying a letter spelling out America.

(BOYS LINE UP IN PROPER ORDER A M R I C A, then E comes on last)

RHODE ISLAND: Small in size, large in heart,  
Freedom of worship gave us our start;  
One of the original thirteen,  
Home of Roger Williams and Nathaniel Greene;  
Many Americans daily are fed,  
By our state bird, the Rhode Island Red.

MISSISSIPPI: Look away, look away, Dixieland,  
Many brave men at Tupelo and Vicksburg took their  
stand;  
Magnolias still bloom and mockingbirds still sing,  
But the Natchez Trace with voices no longer does  
ring.

COLORADO: First came the real mountain men, the trappers and  
traders,  
Then gold seekers and railroaders;  
Finally coal miners gave way to skiers and oil,  
Now John Denver and Robert Redford seek to save  
our soil.

IDAHO: The River of No Return halted Lewis & Clark  
temporarily,  
Traders, farmers and sheepherders followed their  
trail merrily;  
Today, tourists gaze in awe at the wonders they  
saw,  
And even eat our famous potatoes raw!

ARIZONA: Navajo, Hopi, Apache, were led by Cochise and  
Geronimo;  
Our large Indian population continues to help us  
grow;  
Copper, cotton, cattle, citrus and climate are the  
"C's"  
That have proven to be economic keys.

ALASKA: North to Alaska was the cry,  
Gold fever was the reason why;  
Sevard's Folly was no more,  
But it was 1959 before America officially opened  
its door;  
The Alcan highway was the first link,  
The pipeline added strength.

(Boys look for the missing letter.)

"E" Isn't this neat?  
Without me there is no America.  
I represent Everyone,  
And that's what makes America complete.

IN BETSY ROSS'S TIME  
by Sara E. Kirk

(A patriotic skit for 1 or 2 dens)

Characters: Betsy Ross  
Uncle Sam  
Thirteen cubs, each representing one of the original colonies

Costumes: Betsy Ross - gray skirt or dress, Quaker style with white apron.  
Uncle Sam - stovepipe hat of red, white, and blue; blue pants, red shirt, and white tie.  
Cubs - in own uniforms.

Scenery: Table and chair for Betsy Ross; sewing work basket with needle, thread, scissors, etc., with several of the needles threaded already with red thread, white thread, and blue thread; scraps of red, white, and blue material scattered about on the table with the work basket; a large flag with an empty blue field tacked over the blue field and the places marked with straight pins where the 13 stars are to be tacked in place ( or pinned in place); room for the 13 cubs to stand at one side; 13 white 5-pointed stars cut for the 13 cubs as colonies to bring in; one square of paper folded and ready for Betsy Ross to make one cut to give a 5-pointed star.

(Betsy Ross is seated by the table with the large flag in her lap sewing when the curtain opens, Uncle Sam is just offstage ready to knock and enter after curtain is pulled.)

Curtain opens. A knock is heard.

Betsy Ross: "Please come in; the door is unlatched and I am busy sewing."

Uncle Sam: "Good morning, Mistress Betsy Ross. I see you are hard at work."

Betsy Ross: "Yea, General George Washington has asked me to make a flag for our great country, and I'm trying these red and white stripes and this blue field."

Uncle Sam: "I think that will be beautiful." (A soft knock is heard.) "But who comes here? I do believe it is our thirteen colonies." (Cubs enter by twos, each carrying a star. First 2 cubs say their piece before the second 2 enter, and so on; the thirteenth star comes in by himself.)

(continued on page 12)



IN BETSY ROSS'S TIME (continued from page 11)

- First 2 Cubs, speaking together: "Pennsylvania and New York send these stars to lie on the blue field, as in the bright sky."
- Second 2 Cubs, together: "New Hampshire and Rhode Island ask if these stars white are not clear, beautiful, and bright?"
- Third 2 Cubs, together: "Virginia and Maryland say these pointers five will make the star seem truly alive."
- Fourth 2 Cubs, together: "These two white ones, Connecticut and Massachusetts say, Will make Old Glory as bright as day."
- Fifth 2 Cubs, together: "North and South Carolina send these two beautiful ones as ordered by brave General Washington."
- Sixth 2 Cubs, together: "Georgia and New Jersey ask if you will permit Uncle Sam to add these two, dear little ma'am?"
- Thirteenth Cub, by himself: "Delaware, although a little state, hopes her star is not too late."

Betsy Ross: "I am sure you thirteen colonies have brought me just what I needed to finish a beautiful flag. Now, if you will entertain Uncle Sam a while, I soon will have the new flag finished."

(The 13 Cubs sing a patriotic song such as Yankee Doodle, page 14 in the Cub Scout Song Book; or America, page 88, in the C.S.S.B.; or America, the Beautiful, page 86 in the C.S.S.B.)

After the song, Uncle Sam helps Betsy Ross hold up the new flag.

**THE SHAME OF CITIZEN HORACE**  
(An Election Skit)

SETTING: A modern courtroom

CHARACTERS: Citizen Horace, Judge, Clerk, Prosecuting Attorney, and the witnesses, Pilgrims, Jefferson, Lincoln, Andrew Johnson, Children of Today. (If witnesses exit after giving testimony, each witness can play more than one part. Costumes can be signs around the neck identifying each and appropriate hats. Judge could wear choir robe and carry gavel.)

(As the curtain opens, Judge, Citizen Horace, Clerk, and Prosecuting Attorney are on stage. Offstage voices chant:)

VOICES: Hear ye, Hear ye, Hear our chorus!  
Today's the trial of Citizen Horace.  
A traitor to freedom, he stayed away  
From the polls on Election Day.

CITIZEN HORACE: I object, your Honor, this charge withdraw!  
Our country's free - I've broken no law.  
I was very, very busy that day, I insist  
And I'm sure my vote was never missed.

PROSEC. ATTORNEY: It's your vote that KEEPS this country free,  
For voting is the basis of democracy.  
Start the trial, Judge, rap your mallet  
And declare this fellow in contempt of the ballot.

JUDGE: Enough of this, bring the evidence here;  
The Court's in session - let the witnesses appear.

CLERK: Pilgrims of Plymouth Colony! (They enter)  
(calling)

PILGRIMS: We travelled long across the sea  
And found a land where we were free  
For this, far more than ample living  
We gave praise that first Thanksgiving.

CLERK: Thomas Jefferson, 3rd President of the United States  
(calling)

JEFFERSON: Tho oft opposed my life I spent,  
Fighting for popular government.  
First, freedom for our colonies,  
Then voting rights for all to seize.

(Continue on next page)

(Continued from last page)

THE SHAME OF CITIZEN HORACE

CLERK: Abraham Lincoln, 16th President of the United States

LINCOLN: The "common man" holds in his hand  
The destiny of our fair land,  
"Government of the people," I quote,  
Cannot endure if folks won't vote.

CLERK: Andrew Johnson, 17th President of the United States

JOHNSON: You think one vote of no account?  
Why, men have won by this amount.  
How well I understand such preachment -  
one vote saved ME from impeachment.

CLERK: Children (or child) of Today (they enter)

CHILDREN: We're taught our government's designed  
To represent the people's mind,  
But one in three, we're also told  
Won't even bother to be polled.

JUDGE: The evidence is in-here's the ruling of the court;  
It's true you've committed no legal tort;  
But in my opinion you're guilty as can be  
Of a crime against the spirit of democracy!

CITIZEN HORACE: I know my shame: I threw away  
The greatest privilege I have today  
I'll give the issues earnest reflection  
And I'll never sit out another election!

ALL: Hear ye, Hear ye, Hear our chorus,  
Let's all cheer for CITIZEN HORACE!

HIP, HIP, HOORAY!

**SKIT FOR FLAGS OF AMERICA**

(Use with puppet stage or as you choose)

- FIRST BOY: I come from the state of Alabama. We were the 22nd state of the Union. My capitol is Montgomery. My most important crop is corn and next comes cotton. The first White House of the Confederacy, in Montgomery, was the residence of Jefferson Davis. My flag is white with a red X design.
- SECOND BOY: My state is Rhode Island and the capitol is Providence. So you know why they call my state "Little Rhody?" Well, it's because it's the smallest state in the Union. My flag is white with gold fringe and a gold anchor with stars around it and the word "Hope" printed on it.
- THIRD BOY: Alaska is where I come from. We are one of the newer states. We were the 49th state to join the Union. The highest peak in North America is in my state and it's called Mt. McKinley.
- FOURTH BOY: My state, Colorado, is called the Centennial State. It's called that because it received statehood in 1876, 100 years after the Declaration of Independence. It is also the highest state.
- FIFTH BOY: I'm from Tennessee, and my capitol is Nashville. Aside from Virginia, my state was the principal battleground of the Civil War. Among the more important battles fought in my state was the Battle at Shiloh.
- SIXTH BOY: I'm from Texas and we're the second largest state. The nickname for my state is "Lone Star State". Two great presidents came from my state, they are Dwight D. Eisenhower and Lyndon B. Johnson.

#### MAP MAKING

Divide the boys into teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning to yellow them. Have boys set up their own symbols for their maps. After maps are made, teams trade so that each team has a map made by another team. Teams then try to navigate to the map site and back in shortest time.

#### UNITED STATES

Have boys make a list of as many states as they can remember. After 5 minutes, the one with the longest list wins.

#### GEOGRAPHY

Divide into teams. One team picks out a place on a U.S. map calls out the name and challenges the other team to find it. If the other team gets it in the time limit, they get one point. If they do not the other team gets the point. The game ends when one team has earned 5 points.

#### DISCOVERY GAME

The object of this game is for each den to "discover" a part of America. The discovery is simply a hidden piece of paper with the name of a state on it. Each den is given directions by compass bearings and steps to find their state. The Cubmaster begins by pointing north and hands each group an envelope with the directions on how to get to their state. (You are looking for Pennsylvania. Go southeast until you come to the corner of the room. Go north 7 steps. Look around the furniture you find there and you will find the name Pennsylvania, etc.)

#### WHICH STATE?

As a preopening have a map of U.S. drawn with each state numbered and have each family try to name as many states as they can.

#### NEIGHBORHOOD STATISTICS

Have the boys go on a hike. While the boys are on the hike have them count the number of swings, garbage cans, bus stops, public telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could be responsible for counting one item.

EXPLORE YOUR NEIGHBORHOOD

Find out what makes your community go!

Get a map of your town and mark on it important places that help everyone in the community. Then plan to visit some of these places. Some suggestions are as follows:

1. Fire Department
2. Police Department
3. A bank
4. Your local hospital
5. Church
6. School
7. City park
8. Factory
9. Restaurant
10. Service station

Learn about some important people in our community and what they do to help the people who live there. Some of these people are:

1. The Mayor
2. Doctors and Nurses
3. Firemen and Policemen
4. Garbage collectors
5. Teachers
6. Lawyers
7. Dog Catcher
8. Barber
9. Grocer
10. Builders

When your den has completed its study of the neighborhood make a scale model of your town and construct matchbox buildings of the places you have visited or learned about to place in your "Model Town". This could be fun to work on "as you go" also.

A SAD STATE of RIDDLE-ITIS

The answers to these riddles are found in the abbreviated names of states. An example is given in the first riddle. How many do you know?

1. What state is always sick? ILL.
2. What state is the father's state?
3. What state wears skirts?
4. What state is always surprised?
5. What state is very religious?
6. What state prescribes medicines?
7. What state makes a noise like a parrot?
8. What state can count above nine?
9. What state cuts the grain?
10. What state is in the laundry business?

ANSWERS:

- |          |           |
|----------|-----------|
| 1. ILL.  | 6. MD.    |
| 2. PA.   | 7. ARK.   |
| 3. MISS. | 8. TENN.  |
| 4. OH.   | 9. MO.    |
| 5. MASS. | 10. WASH. |



October 1989  
Viking  
Discoverers





OPENING

- CUB SCOUT 1: Vikings were brave, honorable, well-disciplined, and loyal.
- SCOUT 2: Vikings were also adventurous, generous, and democratic.
- SCOUT 3: These Vikings were early visitors to North America.
- SCOUT 4: These Vikings had an influence on the growth of democracy in Europe.
- SCOUT 5: The Viking spirit was brought to this land and here it grew.
- SCOUT 6: The people of this country reflect the spirit of the Vikings.
- SCOUT 7: Vikings of old would join us in pledging allegiance to the flag of the United States of America.

OPENING

Enter group of Cub Scouts dressed as Vikings, with helmets, capes, and shields.

- VIKING 1: This land has changed since Leif the Lucky explored the northeast coast many years ago.
- VIKING 2: Yes, some of our ancestors and people from other lands settled with the Indians Leif encountered.
- VIKING 3: These people organized groups of citizens similar to the Viking Thing assemblies. Their group made laws like the Vikings did. They called their form of government a democracy.
- VIKING 4: These people developed their communities into states and these states organized into a federation of states. Each state rallied around its own flag and the federation had its own flag.
- VIKING 5: Let's join with these people who regularly stated their loyalty to their country. Together let's lead them in a pledge of allegiance to the flag of the United States of America.

**CLOSING CEREMONY**

Materials needed: a 2-3 foot length of rope or heavy cord for each person (or use yarn).

**CUBMASTER:**

"We have learned many things about the Vikings. Besides being adventurous and bold, they were also very orderly, brave, honorable, and trustworthy. Vikings were also very devoted to their families. Viking boys would have been good Scouts.

"Vikings were able to be bold and adventurous because they could depend on each other. They worked together. We can also be adventurous and strong when we work together.

"Would all Scouts and Scouters, that includes parents and guests, make a large loop with your ropes. Each of you take a piece of rope and tie it with a square knot to the rope of the person on your right.

"Hold the rope with your left hand and make the Cub Scout sign with your right hand. Then we'll say the Cub Scout Promise together and pledge ourselves again to the ideals of Cub Scouting, similar to the pledge of loyalty the Vikings made with each other. We'll seal our pledge by slapping the right hand of the person on either side of you, just as the Vikings sealed their agreements."

**CLOSING CEREMONY**

**CUB SCOUT 1:** Vikings were very much like Cub Scouts. They were fierce and brave, but they were also very loyal and generous.

**CUB SCOUT 2:** If Viking boys had a promise, it would be something like this:

**CUB SCOUT 3:** "I promise to do my best..."

**CUB SCOUT 4:** "To do my duty to our God and our people..."

**CUB SCOUT 5:** "To help other people..."

**CUB SCOUT 6:** "and to obey the Law of our People."

**CUBMASTER INDUCTION**

**PERSONNEL:** New Cubmaster, Former Cubmaster, Pack Committee Chairman, six Pack Committee Members.

**EQUIPMENT:** Seven rolls of white paper tied blue ribbon to resemble diplomas.

**COMMITTEE CHAIRMAN:** Will our new Cubmaster please come forward?

**COMM. MEMBER 1:** Akela, I present you with "responsibility", for great will be your responsibility as our leader.

**COMM. MEMBER 2:** Akela, I present you with "knowledge", for knowledge of the best procedures of Cub Scouting will help you guide us to work with you for the success of our Pack.

**COMM. MEMBER 3:** Akela, I present you with "hard work", for that is one of the foremost qualities of success.

**COMM. MEMBER 4:** Akela, I present you with "enthusiasm". for nothing great was ever accomplished without enthusiasm.

**COMM. MEMBER 5:** Akela, I present you with "gratification", for that will be the reward of your efforts.

**COMM. MEMBER 6:** Akela, I present you with "admiration", for never has there been a worthy chief who was not admired by all of the members of his tribe.

**COMM. CHAIRMAN:** Akela, I present you with "opportunity", for few things bring you a chance to work with and learn to know the fine families of our community as will your new job as Cubmaster.

**FORMER CUBMASTER:** Akela, it is a pleasure to present you with the Flag of Pack\_\_\_, the symbol of the office of Cubmaster. As I entrust this Flag to your care, I also entrust the care of all the leaders and Cub Scouts of Pack \_\_\_\_\_. Take good care of them during your time in office so that you, too, can pass them on in good health. Your fellow leaders here and in the audience. and those of us now departing pledge you our wholehearted support.

LEADER INDUCTION CEREMONY

**EQUIPMENT:** 5 candles; candle board with 2 holes in top and 3 holes in bottom.

**COMMITTEE CHAIRMAN:**

"Before you is a ceremony board that has 5 candles in it. The top 2, like the alert ears of a wolf, represent the 2 upright fingers of the Cub Scout sign. They mean TO OBEY and TO HELP OTHER PEOPLE.

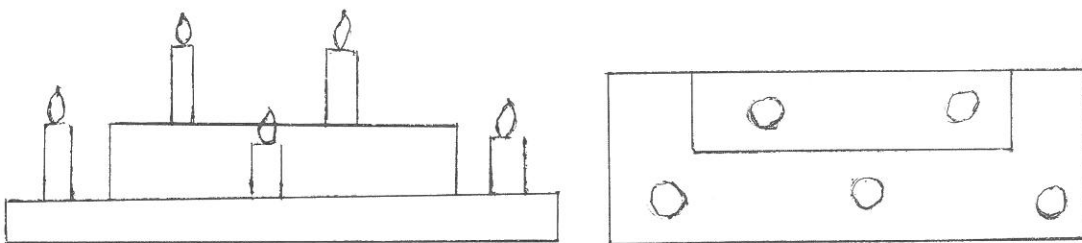
"The 3 candles at the bottom represent the folded fingers of our Cub Scout sign. These 3 fingers stand for the 3 secret letters in our law, F - H - G. These letters mean FOLLOWS, HELPS, GIVES. They also mean FAIR, HAPPY, GAME. And finally they can remind us of something each Cub Scout respects, FREEDOM, HOME, and GOD.

"All of our leaders want to do their best to teach Cub Scouts to learn to follow, to help, to give, to be fair and happy whatever the game might be and to respect their freedom, home, and God.

"Will the new leaders please come forward? Please repeat after me?

"I \_\_\_\_\_ promise to do my best, to help the Cub Scouts in my den and in my pack to do their best, to help other people, and to do their duty to God and their country, and to obey the Law of the Pack.

"As chairman of Pack \_\_\_\_, I take pleasure in presenting to you your registration cards and Badges of Office and personally welcoming you into active leadership in Cub Scouting. May the days ahead be happy, game, and fair."



### CUB SCOUT LEADER INDUCTION

As a Cub Scout leader you've done a very special deed. You have agreed to help your pack and to help the boys who are Cub Scouts. As a leader you shall always need to understand the boys.

To pledge your commitment to your Cubs, will you raise your hand in the Cub Scout sign and repeat after me:

- I shall study my Cub Scouts -- so that I may understand them.
- I shall like my Cub Scouts -- so that I can help them.
- I shall learn -- for they have much to teach me.
- I shall laugh with them and not at them -- for youth growa comfortable woth laughter.
- I shall give of myself freely -- yet I shall take so that they acquire the habit of giving.
- I shall lead -- yet I shall beware of pushing.
- I shall commend -- when actions merit it.
- I shall not overlook mistakes -- yet I shall not blame them.
- Lastly, I shall try to be that which I hope they think I am.
- And most importantly, I promise to do my best.

### TIGER CUB GRADUATION

Cubmaster calls forward the Tiger Cubs and their parents. Ask the boys and parents to repeat their Tiger Cub promise, "I promise to love God, my family, and my country, and to learn about the world."

#### **CUBMASTER:**

"Tiger Cubs, we are very happy to welcome you and your parents into our pack. I'm sure you've had a lot of fun as Tiger Cubs. I can promise you that you'll have even more fun as Cub Scouts." (Briefly outline the pack's plans for the next events.)

"As your first act as Cub Scouts, I'm going to ask you to repeat after me the Cub Scout Promise and Law of the Pack." (Show how to make the Cub Scout sign, then lead them through the Promise and Law by repeat-after-me method. Ask parents to put new Cub Scout neckerchiefs on their sons. Then ask the whole pack to give their den yells, or lead them in the grand howl, in honor of the new Cub Scouts and their parents.)

Note: You may want to notify Tiger Cub parents in advance about getting their boys the Cub Scout neckerchiefs and what your pack uses as uniforms.



**BOBCAT INDUCTION**

**CUBMASTER:**

"In Rudyard Kipling's 'Jungle Book' when the young cub's were finally ready to join the pack, the pack was called together. Each cub was called and accepted into the pack. Each cub was accepted by Akela asking 'Who speaks for this cub?'

"Tonight we also have cubs who are ready to join our pack. Would the following Cub Scouts and their parents come forward (call their names). Tonight young cubs you have come before the pack. You have demonstrated that you know and intend to live by the Cub Scout Promise and the Law of the Pack. Who speaks for these cubs?"

(At this point, the den leaders of these boys stand and say "we do". Present each boy with his Bobcat award.)

"Now, young cubs, welcome to our Pack."

**BOBCAT INDUCTION**

**CUBMASTER:**

"Cub Scouting is an organization that is very special and unique. It is one in which a lot of parents devote their time and talents to provide a program which will aid and guide their son's growth. As parents work together to strengthen Cub Scouting, so Cub Scouting helps to strengthen families.

"For this reason, we ask each Cub Scout about to receive his Bobcat Badge to bring with him his parents, his brothers and/or sisters, and any other family that may be with him tonight.

"Parents, because you are all part of the Cub Scout program together, tonight I ask you to recite with your son the Cub Scout Promise. 'I \_\_\_\_\_ PROMISE TO DO MY BEST, TO DO MY DUTY TO GOD AND MY COUNTRY, TO HELP OTHER PEOPLE AND TO OBEY THE LAW OF THE PACK,'

"Parents, because you are so vitally important in your son's part in the Cub Scout pack will you repeat after me: 'As a parent of a new Cub Scout; I accept my responsibility to help my son live up to the Cub Scout Promise ... I will work with my son on his achievements and projects ... I will participate in pack activities ... and support the den and pack as much as possible.'

"And now, I shall present to you parents the badge of Bobcat for you son and ask that you present it to him. It is customary to pin it on upside down until he does his first good turn as a Cub Scout."

WEBELOS DEN INDUCTION CEREMONY

**PERSONNEL:** Webelos den leader, Webelos den chief, Cub Scout, parents.

**EQUIPMENT:** Webelos den flag, Webelos Scout cap, Webelos Scout neckerchief, Webelos Scout Book.

**SETTING:** Webelos den leader and Webelos den chief stand at front of the room. Webelos den chief holds the Webelos flag.

**WEBELOS DEN LEADER:** Tonight, Johnny Gray is attending his last pack meeting as a Cub Scout. Will Johnny and his parents please come forward? (Shake hands with boy and parents.) Johnny, we welcome you to our Webelos den.

**WEBELOS DEN CHIEF:** Please grasp the den flagpole with your left hand and give the Cub Scout sign with your right hand. Will you promise to do your best as a member of the Webelos den?

**CUB SCOUT:** I promise to do my best.

(Webelos den chief puts Webelos Scout cap on Scout.)

**WEBELOS DEN LEADER:** As you earn your activity badges, you will pin them on the Webelos Scout cap which has just been presented to you. Webelos Scouts also wear a different neckerchief. (Present neckerchief to Scout) In earning activity badges, you will be meeting requirements that are very different from those you worked on to earn your Wolf and Bear badges. (Present Webelos Scout Book to Scout.) (Turn to parents.) Mr. and Mrs. Gray, as parents of a Webelos Scout, your role will be a little different now. Johnny will pass most of his requirements to me, his Webelos den leader. But we still need your interest and help in working with Johnny at home on projects and in helping us prepare him to become a Boy Scout. This is particularly true of you, Mr. Gray. All dads have an important part in making the Webelos den program go. (Turns to Johnny.) Johnny, congratulations on becoming a Webelos Scout. You may join new buddies in the Webelos den.

(Den welcomes new member with cheers and handshakes or even a song.)

**DEN CHIEF RECOGNITION CEREMONY**

- PERSONNEL:** Akela (Cubmaster), a Cub Scout, new Den Chief, an older Den Chief, Den Leader.
- EQUIPMENT:** Two 8 ft. lengths of rope made of yarn, one blue and one yellow, table, scroll, copy of Den Chief's Handbook.
- ARRANGEMENT:** Cub Scout stands on Akela's right holding blue rope. Other Den Chief stands on Akela's left holding yellow rope. Book is on table.
- AKELA:** Cub Scouts and friends of Pack \_\_\_\_, we wish to recognize a new leader who will serve as Den Chief of Den #\_\_. I, Akela, Chief of the Webelos pondered long into the night who should lead the young Cub Scouts of our pack. An important council was held with the Scoutmaster, Chief of our older brothers, to choose this important leader. Now, we call to our council, the chosen one, Scout \_\_\_\_\_ of Troop #\_\_\_\_\_.

The blue rope (points to it) represents the Cub Scout pack with all its boys, leaders, and parents, and also the Cub Scout Promise and the Law of the Pack.

The gold rope (points to it) represents the Boy Scout troop, its leaders, the Scout Oath and Law. You will notice the ropes are made up of many strands, representing all the boys in the troop and pack. Let us now bind together these ropes into a bond of friendship. (The Cub Scout and the older Den Chief each grasp an end of the two ropes and twist them in opposite directions.) Now you can see that these ropes represent the Den Chief's badge of office, the Den Chief's cord. Notice that our new Den Chief is wearing this shoulder cord encircling his right sleeve. This was presented to him in his troop in recognition of his new position.

And now (speaking to new Den Chief) in recognition of your high office, we of the pack would like to present you this Den Chief's Handbook.

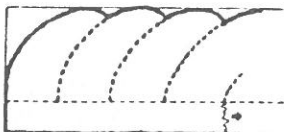
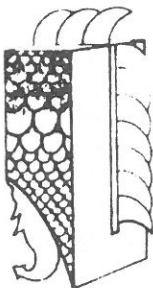
When Akela was a boy, he was taken on trips by his Chief to learn the ways of the braves to prepare him for the day when he would become the chief. You have now become a chief in Akela's pack to lead the younger ones so that they shall become mighty hunters and honorable Webelos. Your Den Leader will be with you as you lead the Cub Scouts of your den along the Cub Scouting trail. (Name of Den Leader), will you come stand beside you new Den Chief as we give him the Grand Howl of welcome.

MASKS FROM PAPER BAGS

DRAGON'S HEAD

This dragon's head is made from a No. 20 paper bag. You will also need two sheets of white construction paper. Lay bag flat, and cut front to make the face and eyes, as shown by heavy dotted lines. Sides of bag are cut in an arc to lie over shoulders. Back is left intact. Draw dragon's face, like the one you see. Color in shades of green and yellow, with white fangs, red nostrils and tongue. Draw scales on sides of bag and color in shades of green. Glue sheets of construction paper together lengthwise, then cut strips of crest for the top of head and the back, as shown. Strips of crests should measure 21 1/2" x 4 1/2". This allows a one-inch fold for gluing strip to top and back of dragon's head. Color crest a yellowish green.

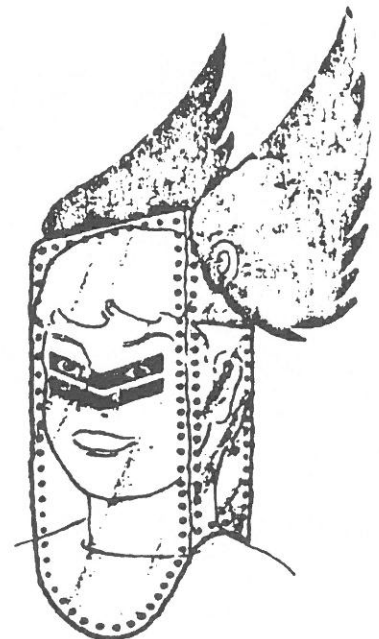
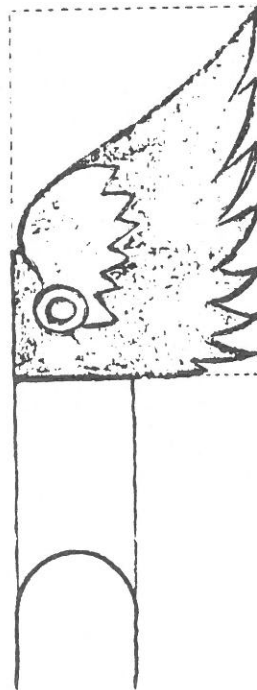
Dragon's  
Head



KNIGHT'S HELMET

Use a No. 20 paper bag. Cut to round off bottom, front and back, and cut arcs for shoulders on both sides. Place on head. Check where eyes come and cut out chevron eye slits on face side of bag, as shown. From two 9" x 13" sheets of light cardboard or heavy wrapping paper, cut out the wings, as shown. Glue one on each side of helmet. Color wings black and grey with gray holding bolt. Color helmet light grey with shading to look like polished steel. Or make it red for a "Red Knight" -- or any color for the Knight you want to be. Black dots look like rivets.

Knight's  
Helmet



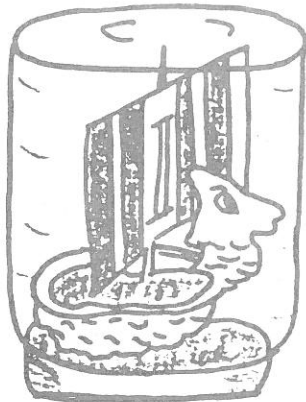


Fig. 1

Figure Head



Fig. 2

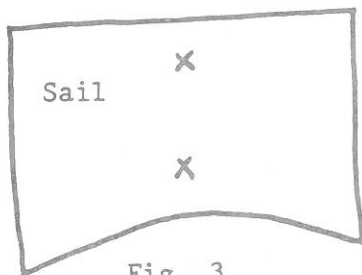


Fig. 3

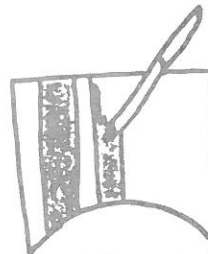


Fig. 4

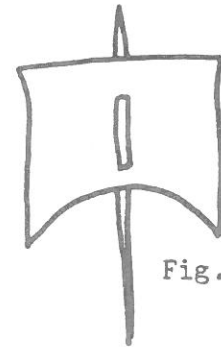


Fig. 5

### VIKING SHIP IN A BOTTLE FROM FINLAND

#### Materials needed:

Small clean jar with lid (baby food and jam jars are perfect), half walnut shell, clay, white stiff paper, felt markers, round toothpick, glue.

1. Trace pattern for figurehead onto white paper (Figure 1). Make two heads, and cut out. Glue the heads together to dash line. Do not glue tabs together. Paint figurehead with felt markers; let dry. Spread the tabs open, in opposite directions. Put glue on tabs, and stick figurehead to the pointed end of the walnut shell boat (Figure 2).

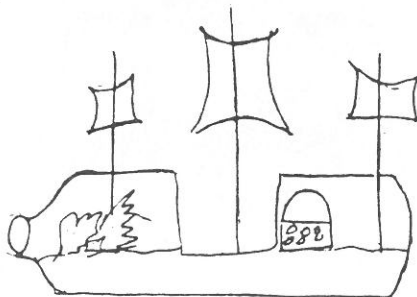
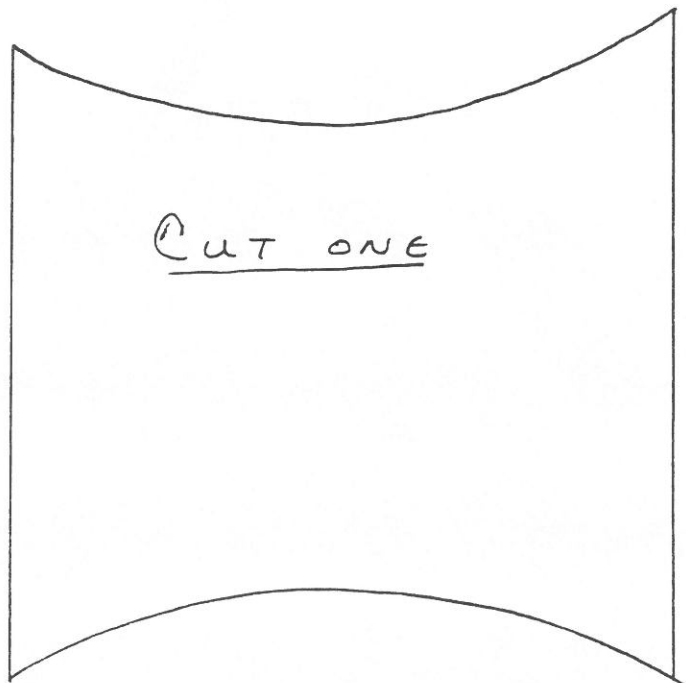
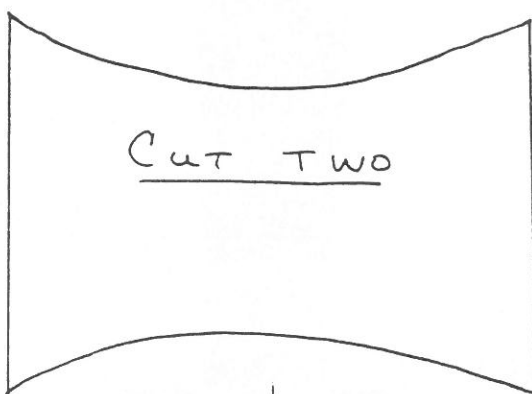
2. Cut sail from white paper (Figure 3). Paint strips on sail with felt markers (Figure 4). With point of scissors, punch holes in sail where indicated by X on pattern. Push toothpick mast through holes (Figure 5).

3. Put some clay in the walnut shell. Fill shell just a little more than half full. Smooth the clay with your fingers to make it look like the deck of a ship. Stand mast up in the center of the clay deck.

VIKING SHIP

MATERIALS NEEDED: 1 empty 2-liter pop bottle; 3 long match sticks; 8 - 10 small rocks; gold paint; silver paint; small match box; foliage; construction paper; marking pen; glue; ice pick.

Cut opening in side of bottle, 3" wide x 3 1/2" long. Partially fill opening in side of bottle with mixture of sand and dirt. Put a dab of glue on end of tall matchstick. Push stick through dirt so it will touch bottom. Take the ice pick and make a hole at each end of bottle. Break the remaining 2 matchsticks to a smaller size. Put each stick through hole in each end of bottle. Cut mast flags from construction paper. Use marking pen to put den number, name, and/or skull and crossbones on flags. Glue large flag on center mast. Glue a small flag on each end. Spray small match box silver. Spray small rocks gold. While paint is drying, have boys collect foliage and place in the dirt in bottle. Then place gold rocks in silver chest and place in bottle.

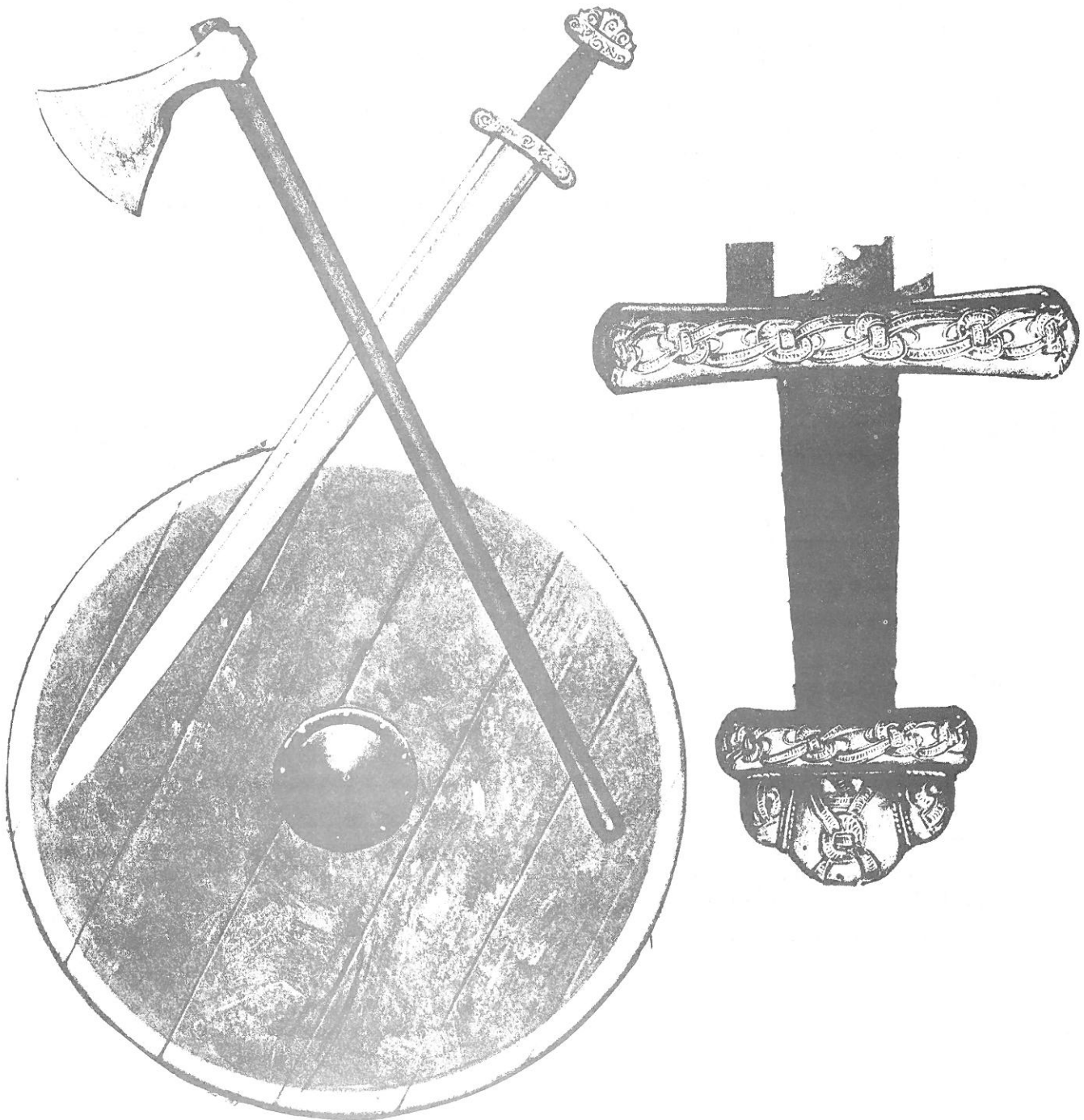




**SHIELDS, AXES, AND BROADSWORDS**

Viking shields were flat and round. They were usually undecorated. Their war-axes and broadswords were usually very fancy with carved blades and handles.

Cubs can make these things out of heavy cardboard. Wrap the blade of the ax and the handle of the sword with foil. With a pencil with a blunt point designs can be drawn on the foil to look like carvings.





### WAVE BOTTLE

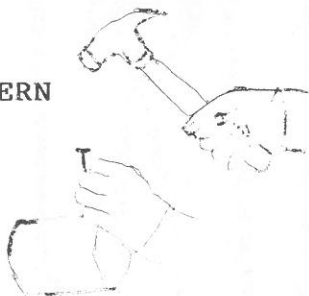
Create your own mini ocean in a plastic bottle! Here's what you'll need: a clear plastic bottle with a tight, twist-on top (16 oz. soda bottles work great), blue food dye, water, baby oil.

#### Here's what to do:

1. Fill half the bottle with water.
2. Add a few drops of blue dye.
3. Fill the rest of the bottle with oil.
4. Twist the top on tightly (or glue on with hot glue).
5. Place the bottle on its side. Rock it gently or shake it up and you will see some ocean waves. Since oil and water won't mix, let the bottle rest quietly for a moment, and your ocean will become calm again!

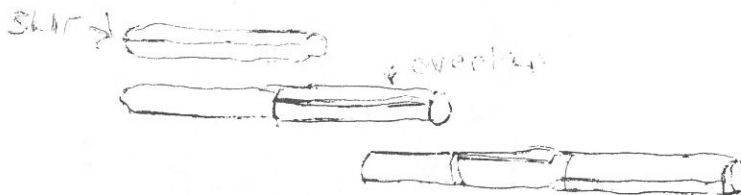


### TIN CAN LANTERN



Make from one-pound coffee can. Use crayon or felt-tip pen to mark punch-hole design. Then fill with water and freeze. When ice is solid, use hammer and nails to punch holes for design. Paint as desired and attach wire handle. Use Viking designs of longboats or animal heads.

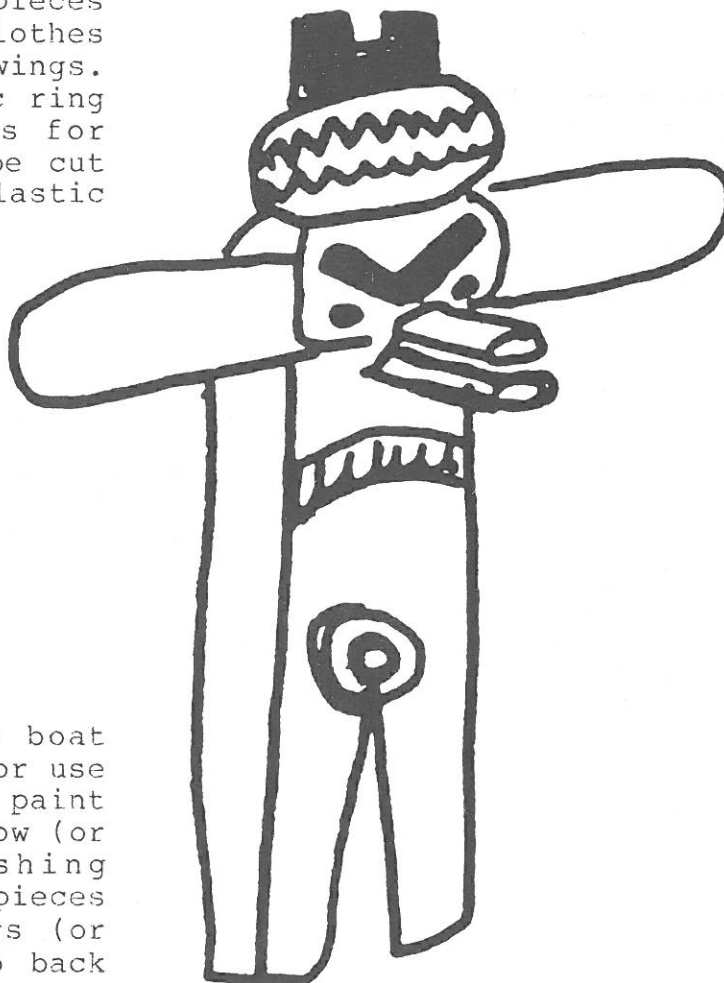
### SPYGLASS



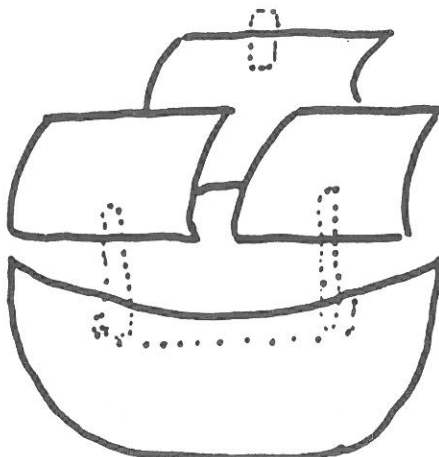
Use three cores from paper towels or aluminum foil. Slit two of them lengthwise. Overlap their edges so they slide easily into one another. Tape the slit edges to hold in position.

NECKERCHIEF SLIDES

TOTEM POLE SLIDE: Glue pieces of scrap wood to wooden clothes pin. Add popsicle stick wings. Paint and glue on plastic ring for loop. (Plastic rings for neckerchief slides can be cut from 1/2" or 3/4" PVC plastic piping.)



VIKING BOAT SLIDE: Cut boat out of dark brown vinyl (or use bleach bottle plastic and paint brown); sails out of yellow (or use a yellow dishwashing detergent bottle). Glue pieces of wooden coffee stirrers (or split popsicle sticks) to back of sails. Staple back of ship through the sticks to the front. Glue on a plastic ring for slide.

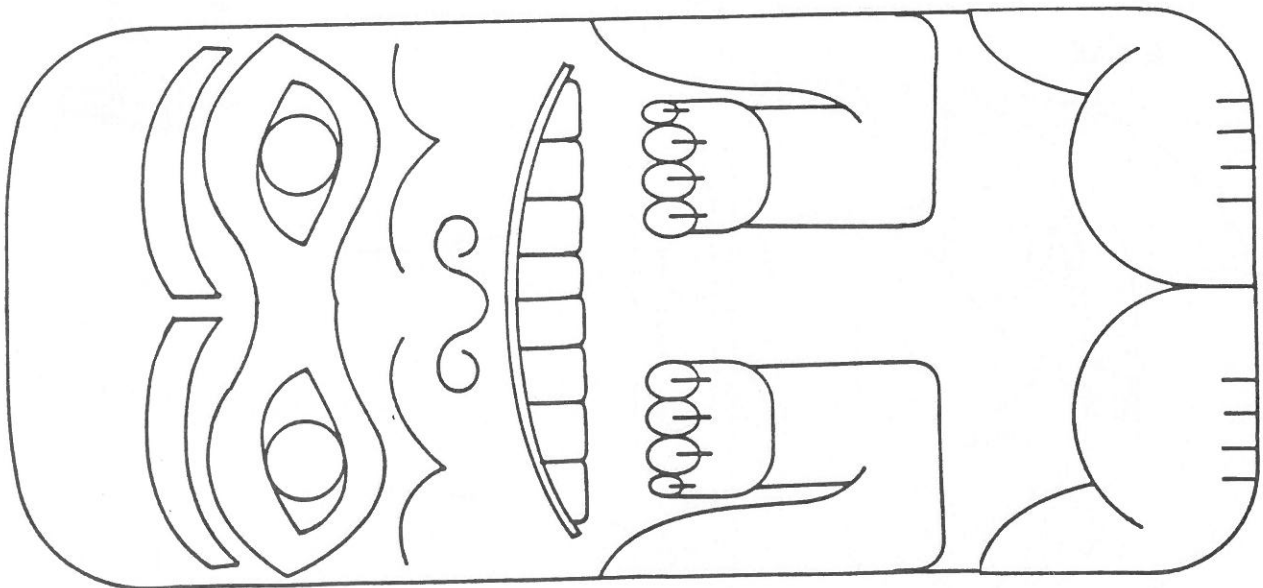


TOTEM POLE

MATERIALS:

Paper towel cardboard roll  
Markers or crayons  
Construction paper  
Scissors  
Glue

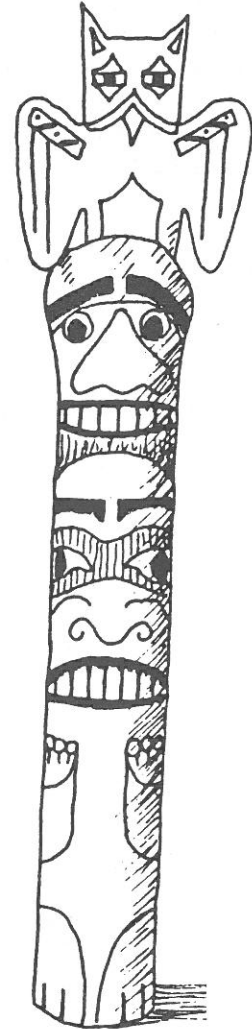
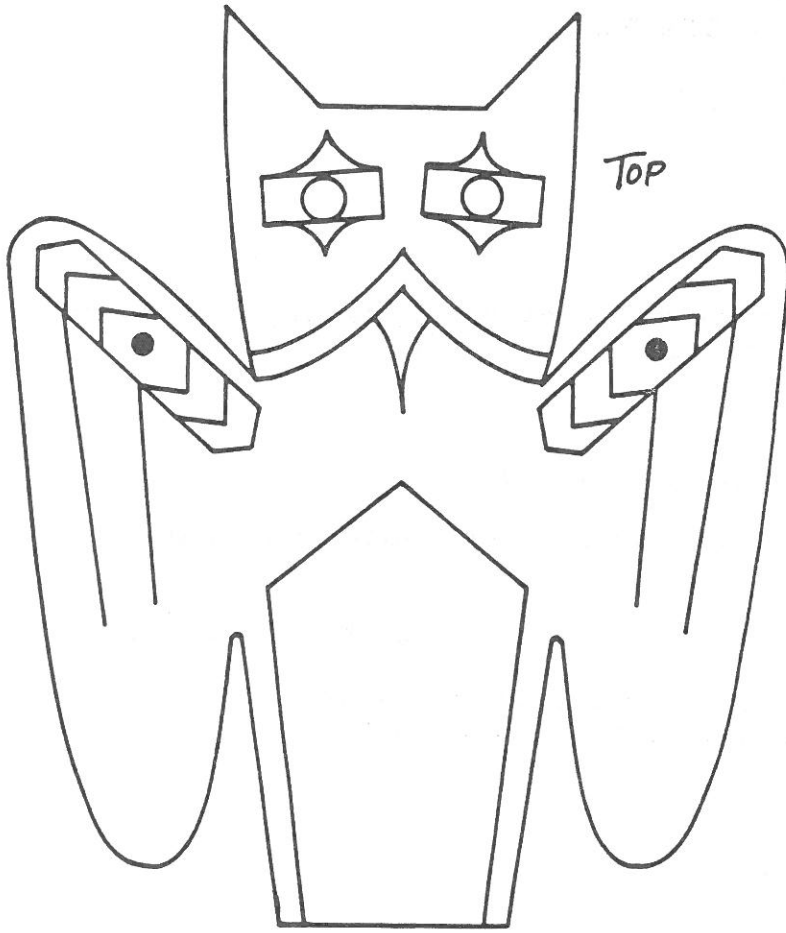
1. Have the boys trace the patterns on the next page (or have enough copied for each boy).
2. Cut out the patterns.
3. Color the patterns with markers or crayons.
4. Spread glue on a sheet of construction paper and cover the roll.
5. Glue the totems onto the roll, overlapping them a little.
6. The top totem is glued to the back of the second totem to give it extra height and an interesting look.



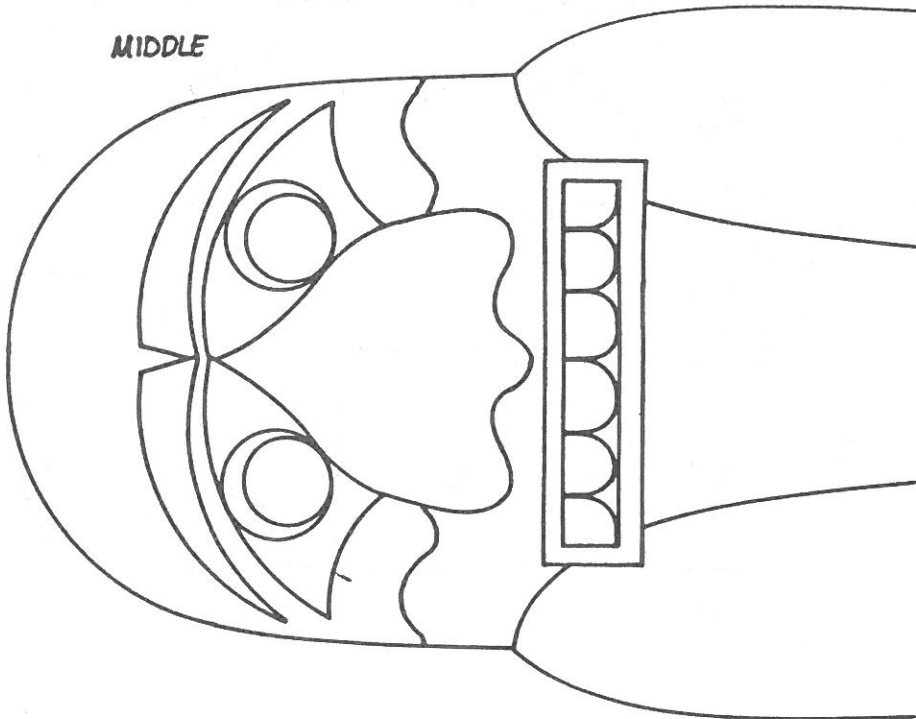
BOTTOM

POW WOW '88  
CRAFTS

VIKING DISCOVERERS

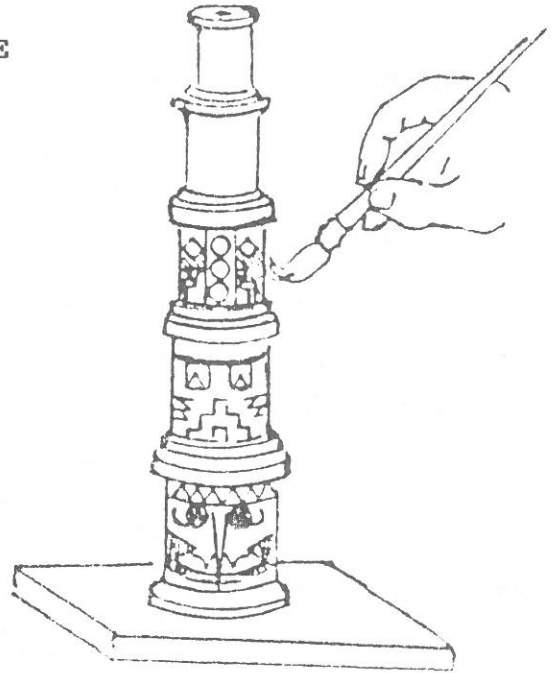


MIDDLE

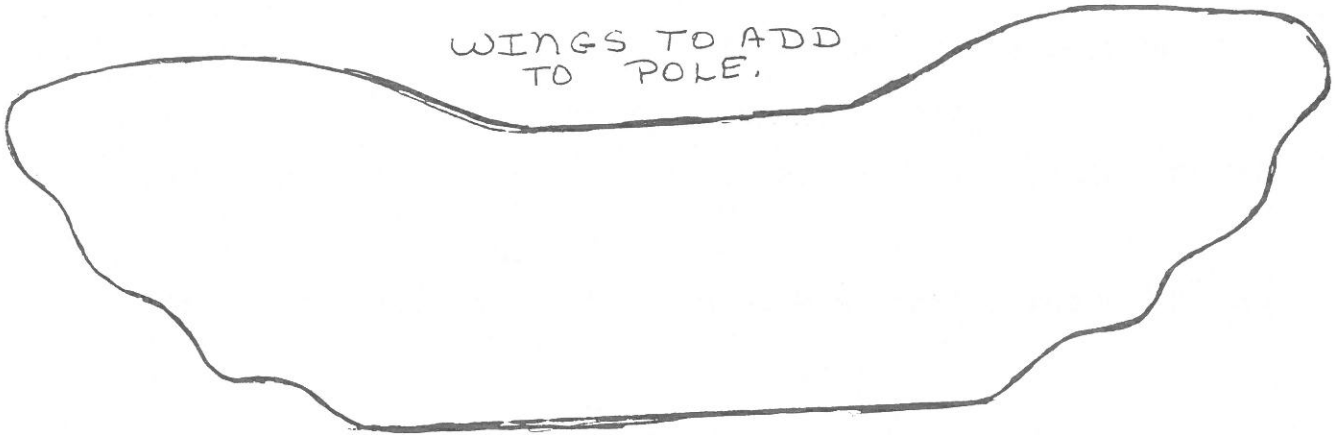


TOTEM POLE

Thread spools make a small totem pole. Stack and glue, putting largest on the bottom and gluing to heavy cardboard or wood 4" x 6". Paint it all light brown. After paint is dry, add faces and Indian or Viking designs.



WINGS TO ADD  
TO POLE.



**RUNIC ALPHABET:** The Runic alphabet or futhark was invented about 2,000 years ago. Originally there were 24 letters, but by about AD 900 only 16 letters were used. Runes were carved on memorial stones. Runes were cut into pieces of wood or stone with a knife or chisel. Some of these stones have been found in Sweden and Norway.

\*THE RUNIC ALPHABET

F	U	TH	A	R	K	H	N	I	A	S	T	B	M	L	Y
---	---	----	---	---	---	---	---	---	---	---	---	---	---	---	---

**THE SIX SHIPS OF SCOUTING**

- ARRANGEMENT:** 6 Cub Scouts hold large cardboard cutouts of ships, on which have printed the following words: SCHOLAR-SHIP, FELLOW-SHIP, FRIEND-SHIP, SPORTSMAN-SHIP, WORKMAN-SHIP, STATESMAN-SHIP.
- CUBMASTER:** Tonight, Den \_\_\_ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America strong and mighty ... ships that will last forever.
- 1ST CUB SCOUT:** **SCHOLAR-SHIP.** This ship is very important on the Sea of education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the plus sign.
- 2ND CUB SCOUT:** **FELLOW-SHIP.** This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high -- the flag of Scouting.
- 3RD CUB SCOUT:** **FRIEND-SHIP.** This is the most handsome ship of all. It is true blue and its flag is golden - since friendship, itself, is golden.
- 4TH CUB SCOUT:** **SPORTSMAN-SHIP.** This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.
- 5TH CUB SCOUT:** **WORKMAN-SHIP.** This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.
- 6TH CUB SCOUT:** **STATESMAN-SHIP.** This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.
- CUBMASTER:** And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!

**MINUTES AND MOMENTS**

Scouting was started by Lord Baden-Powell of yore,  
To teach young boys hunting and tacking lore.  
Our boys learn to have pride in all they do  
Whether it be daily activities, crafts or what have you,  
So wear the Blue and Gold for Truth and Spirituality  
Also for sunshine, happiness and steadfast loyalty.

(Note: This may be divided for Cub Scout Den parts.)

**BOAT LOADING COMMANDMENTS**

Verily I say unto thee ... Spreadeth out the people and things evenly in the little boat for he that spreadeth the load not wisely bringeth much woe unto the Coast Guard and himself.

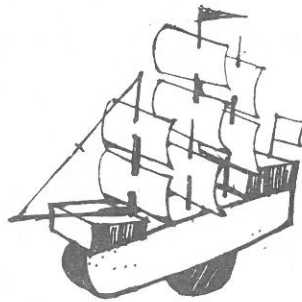
Wisest is he that keepeth the whole load in his boat as low as possible. Thy first command to thy people in the boat shall be "SIDDOWN!"

Suffer thee not the fools who would ride on the bow for they are non-believers and are not long for this world.

Regard not the number of seats in thy boat, for oft they mislead and may bring thee to the sin of overloading.

Commit thou to memory the words engraved on the capacity tablet for they shall bringeth thee comfort and keep thee for committing a boating no-no.

From Coast Guard Pamphlet CG-428.



**CLOSING FABLE**

Once upon a time a great King had a heavy throne. He also had a little boat. He liked to go out in his boat sitting on his throne. One day while enjoying the boat and the water, a sudden breeze sprang up, rocked the boat, and the heavy throne slid to one side of the boat. The little boat toppled over causing the King to lose a lot of things, not the least of which was his dignity.

**MORAL:** People with small boats shouldn't stow thrones.

From Coast Guard Pamphlet CG-428



**POW WOW '88  
GAMES**

**VIKING DISCOVERERS**

**MORRA** -- THE OLDEST GAME IN THE WORLD. Two can play at this game. It is played by holding up fingers of one hand, while keeping score on the fingers of the other. Both play at once, each man trying to guess how many fingers his opponent will hold up, added to his own. The numbers you call are from 2 to 10.

For example, a player may shout "seven" as he holds up three of his own fingers and hopes that the other man will throw out the needed four. The opponent for his part may shout "six" at the same time. He holds out four fingers, and he hopes the other man will just happen to throw out two. In this case, the first player wins one point, since three and four make seven.

The first man to score ten points shouts "Morra!" and the game is over.

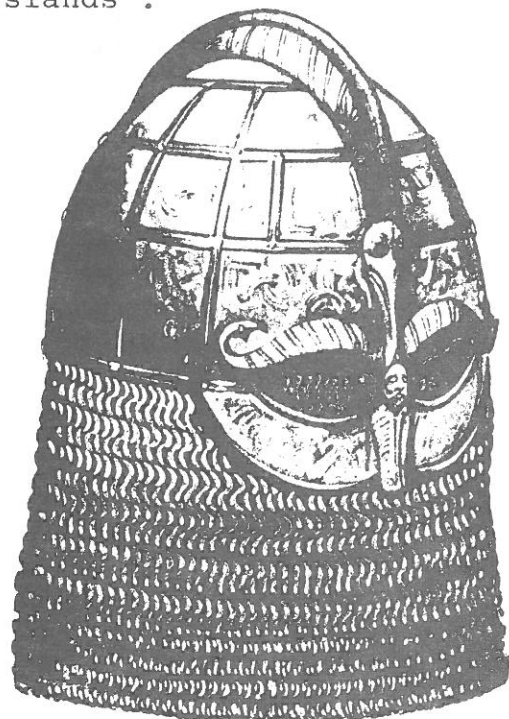
**PIECES OF EIGHT.** Sixteen pieces of eight (pennies) with heads up are laid in a row on the table. Someone, using a watch with a second hand, serves as timer. Each boy, using a pancake turner, sees how quickly he can flip over all the 'pieces of eight' to tails. Lowest time wins.

**BLUB, BLUB, BLUB.** Boys sit in a circle. The leader walks around the center and suddenly points to a seated player and says, "Blub, blub, blub." The player must say, "Blub," before the leader has finished his third "blub." If he fails, a point is counted against him. If the leader points at a boy but does not say, "Blub," the player must remain silent. If the player says "Blub," a point is counted. At the end of the

allotted time, the boy with the fewest points is the winner.

**SMAUG'S JEWELS.** One person is chosen as Smaug who stands guard over his jewels (handkerchief). The rest of the boys form a circle around Smaug and try to steal his jewels before being tagged by Smaug. If you get touched by Smaug, you are frozen until the end of the game. The last person tagged by Smaug becomes Smaug and the game continues. If Smaug gets everyone before they get his jewels, a new Smaug may be chosen.

**ISLANDS.** Place a few Frisbees, cardboard circles or pie tins on the ground or floor. Everyone prances around chanting, singing, or clapping. When the leader calls "Islands", everyone runs to touch the Frisbees, etc. The last person to get to an Island is out. As the group gets smaller reduce the number of 'Islands'.



**FISH IN THE SEA.** All players except one stand behind a line. "It" stands between that line and another line about 40 feet away. He calls, "Fish in the sea, don't get the notion you'll get by me!" The "fish" then leave their line and try to cross the other line without being tagged. Players who are tagged join "It" to tag others in the next round.

**STORMY SEA.** Form two-boy teams. One team are "Whales" and are in the center. All other teams select the names of any fish and are seated in chairs. The Whales walk around the room calling out names of fish - perch, bass, cod, catfish, flounder, etc. When their fish names are called, the teams must get up and follow the Whales around the room. When the Whales shout "Stormy sea!" all boys run for seats. The pair who don't get a seat are the next Whales.

**CLOUD BALL.** From 3 to 5 boys compete in this none-too-easy game of "catch". The only equipment needed is an old blanket or piece of cloth about 6 feet square and a tennis ball. By folding it, two boys can manage the cloth, while the other catches -but five boys work better. Four boys sit on the ground, one at each corner of the cloth, with their feet stretched out under it, while the fifth becomes the catcher. If there are more boys present, there may be additional catchers. The boys keep the ball near the center of the cloth and, by sharply tugging the corners of the cloth at the same time, send the ball flying high into the air. The boys take turns calling "tug" so that the ball is well centered before each throw. The ball will fly further if the tossers stand. The catchers or catchers are kept figuring out which direction the ball is apt to fly. After six catches, one of the boys on the blanket takes the place of the catcher.



**RAINGUTTER REGATTA**  
GENERAL INFORMATION

The following information about raingutter regattas is provided by Pack 547 of the Sam Houston Area Council of Houston, Texas.

1. What is so great about the Regatta that sets it apart from the Pinewood Derby and Space Derby? Not only do the Cubs have an opportunity to build their own boat, they get to participate in the race, not just watch. The Raingutter Regatta requires the Cub Scouts to provide the windpower by blowing on the sails to race the boats along the 10 foot Regatta raceway.
2. Details for construction of a Raingutter Regatta raceway can be found in The Cub Scout Leader How to Book, page 9-48. If your pack plans to use the raceway for many years, you may want to beef up the legs and diagonal braces.
3. Since most of the boys spend a lot of time working on their sailboat, you want to make sure they get to race at least twice. We found the double elimination tournament best suited for the Regatta. In this way, a Cub must lose two races before he is eliminated from competition. Also, a Cub can lose one race but still win the tournament.
4. The more adult helpers you can get, the more efficient and fun the Regatta will be. If you race two boats at a time, you should have a Regatta team of 14 members. If you race four boats at a time (2 Regatta raceways required) you will need an additional starting judge, finish judge and some additional assistance in the Mooring Area for a total of 19. If you have enough volunteers, it works best with a total of 22 by adding crowd control assignments. A list of assignments is included in the planning pages.
5. A set of sample instructions are included in the planning pages. These should be given to each Cub at your Den meeting just before the Regatta so they will understand the rules before coming to the race.
6. As with most Cub Scout activities, be sure to recognize all participants in the race, not just the winners. Your pack may wish to purchase Regatta Pocket Certificates from the Scout Shop, or choose to make your own.

### RUNNING THE RAINGUTTER REGATTA

1. Prior to the start of the race, the Race Committee must decide how the Tournament will be run; either a single tournament for all boys or multiple tournaments by selected groups. We have not found age to be a great advantage during the race so splitting up the Cubs into age groups for separate tournaments is not really necessary. One exception is the Tiger Cubs; if you have enough Tiger Cubs to make a separate elimination tournament worthwhile. Also, with the new two year Webelos program, a tournament for the Webelos and one for the rest of the Cubs can make a good Regatta. The actual decision on how to set up the tournaments will very much depend on the make-up of your pack and the expected turn out the day of the race. There actually seems to be some advantage to all boys competing against each other in one tournament since it makes them all feel like part of one pack and a victory is truly felt to be an accomplishment.

2. The Race Committee must have the entire area set up prior to any of the Cubs arriving for the Regatta. The suggested arrangement for the Regatta is shown in the next pages. Everyone will enjoy the race even more if things appear organized.

3. As the Cubs show up for the Regatta they check in at the Assignment Table. You should assign each boy a number at random. This is because boys tend to line up with their close friends and you want to separate them as best you can. You will need stickers, two with each number (if you decide to have two tournaments, you will need two sets of numbers). One number goes on the boat sail (the official race number) and the other goes on the Cub's shirt to identify who is the skipper for each boat. If you have more than one tournament then you should use different color stickers, or numbers, for one tournament and letters (A, B, etc.) for the other tournament. To assist the Race Committee during the race, a list of the Cubs with their assigned number should be recorded. This is why you need to have two parents at the Number Assignment Table.

4. After the Cubs receive their numbers, they must pass through an Inspection. It will be very rare that a Cub does not pass inspection if they use the official Regatta Kit. The main thing to look for is if they used materials other than those in the kit. One parent can easily handle this job. A second parent is helpful in case a judgement has to be made.

5. The Cubs now bring their boats to the Mooring Area, place their boats on the table and proceed to the Spectator Area. The boats are now under the control of the Race Committee to assure no damage occurs from Cubs admiring other Cubs' boats. The parents working the Mooring Area are very important to assure boats are identified immediately when the numbers are called to avoid any wasted time. They also make sure the Cub picks up the correct boat by matching the number on the boat with the number on the Cub's shirt.

6. Once all boats are assigned a number, inspected and all Cubs are in the Spectator Area, the Regatta is ready to begin.

7. In a double elimination tournament, the first round is easy since all boats race in numerical sequence. So the first race is with boat 1 against boat 2 on a single Regatta raceway, or boat 1 against boat 2 and boat 3 against boat 4 on a double raceway.

8. The Announcer/Starter begins each race. A whistle seems to be an effective way to start since no confusion can possibly result. The Starting Judge then assures that both Cubs start at the same time.

9. The Finish Judge (or Judges) decides who the winner is and makes any judgments against the rules established prior to the race. The Finish Judges are the parents in the potentially most controversial position. You could use parents from the Boy Scout Troop to assure no claim of bias results.

10. When the race is finished, the Finish Judge reports the results to the Scorekeepers.

11. A parent (or two) is designated as the Runner to remove the boats from the raceway and return them to the Mooring Area. This helps avoid accidental damage to a boat due to the excitement of the Cubs after each race.

12. During the race is when the Crowd Control becomes very important. The Cubs need to get close enough to the raceways to cheer on the other Cubs but not so close that they might disturb one of the Racers. Our Pack's practice has been to use our Den Leaders for Crowd Control so they can be responsible for the Cubs from their den. We find the parents who do not belong to the Pack Committee are very eager to fill in all of the other positions.

13. The race continues with the Scorekeepers controlling the sequence of races. It is suggested to have 3 Scorekeepers to make sure no errors occur in the scoring. This is particularly helpful after the first round when the boat numbers will not be following any set pattern for racing, but will vary depending upon the results of each race. The scorekeeping can get confusing so we always make sure we have a very select group of Scorekeepers that we believe will have the ability to sort out any potential problems and make sure the races continue smoothly.



14. The Scorekeepers advise the Announcer/Starter which boats race next and the two (or four) numbers are called out loud. Each boy reports to the Mooring Area, gets his boat and proceeds to the starting line. The list which recorded the Cubs name with his assigned number is very helpful here when you call a number and no one shows up at the starting line. This way you can quickly identify who is missing to again avoid any wasted time during the race.

15. With a double elimination tournament, we have found the best break point for awards is when there are 5 Cubs remaining in the competition (the point where the Winners Bracket has been completed with one Cub remaining and there are two races remaining in the Losers Bracket). At this point the race should be stopped to allow the Scorekeepers to check the records and make sure all results are correct. While the Scorekeepers are doing this, the Participation Certificates can be passed out to all the Cubs. This allows the Scorekeepers enough time to check their records and make any necessary decisions without everyone staring over their shoulders. It also is a good way to keep the Cub Scouts occupied while the results are being checked. With this out of the way, the final awards ceremony at the end will be even more exciting.

16. The Scorekeepers now pass the results of the five boys remaining in the competition to the Announcer/Starter. The boat numbers are called off and the skippers are asked to come forward to be recognized as the finalists.

17. Now the final races continue with all the attention on the finalists. It is very important to remember that in a double elimination tournament, a Cub must lose twice to be eliminated. As a result, if one Cub has not lost any races all day but loses the last race, one more race must be run until one boy has lost twice. This can make for a very exciting ending.

18. Once the race is completed, the awards are presented as follows:

- a. 4th and 5th place runner-ups - Regatta Ribbons
- b. 3rd place - Bronze Medal
- c. 2nd place - Silver Medal
- d. 1st place - Gold Medal

**INSTRUCTIONS FOR REGATTA SKIPPERS**

1. Upon entering the Regatta area, register your boat at the Assignment Table. Your boat will be assigned an official number at random.
2. Proceed to the Inspection Table to be sure your boat meets the required specifications
  - a. Length shall not exceed 7" nor be less than 6 1/2".
  - b. The mast must be 6 1/2" from deck to top.
  - c. The keel must be that supplied in the kit.
  - d. The rudder must be that supplied in the kit.
  - e. The sail may be no larger than that supplied in the kit.
  - f. There are no restrictions on color or design of either the hull or sail.
3. Bring your boat to the Mooring Area and leave your boat on the table.
4. Then go and sit in the Spectator Area.
5. A double elimination tournament will be held. This means each boat will race at least twice and you can lose one race and still win the championship.
6. Boats are propelled by the Cub Scouts blowing into the sails. There will be a double raingutter raceway so two boys will compete at the same time and the first boat to reach the end wins that heat.
7. As each heat is announced, the two skippers must immediately proceed to the Starting Line to sail their boats.
8. The most important rule is that once the race starts, you may not touch the boats with your hands, head, arms, nose, ears, tongue or any other part of your body. If any pushing occurs the judges will be required to disqualify you for that race and you will be judged the loser.
9. If a boat runs afoul or is capsized and the other boat finishes, then the shipwrecked boat loses. If both boats are wrecked during the same race, the race will be started over.
10. After the race, please immediately return to the Spectator Area so the other skippers can race their boats.
11. If your boat requires repair work, it can be repaired at the Maintenance Dock. If it is not ready for its next race, it will be disqualified and scored as finishing last for that heat.

(Note: These instructions should be passed out to the Cub Scouts at a Den Meeting prior to Regatta Day or when they get their kit.)



### RACING TIPS

1. If your Cub wants to be a winner, he should consider the following racing tips:
  - a. Hands behind back.
  - b. Hats off or turned around (baseball catcher style).
  - c. Neckerchiefs should be tucked into shirt or removed to avoid getting wet.
  - d. Blow slow and steady. Blowing too hard could capsize your boat.
  - e. Blow into the bottom of the sail.
  - f. Concentrate on your own boat to make sure it sails in a straight direction. The most common fault of the cubs is to try to watch their opponent with one eye. This results in the head turning and usually capsizes the boat or will slow them down. So don't worry about the other Cub!

### CONSTRUCTION TIPS

1. The most common error in constructing the boats is placement of the keel. Follow the instructions carefully to make sure the keel is placed properly for the most efficient racing operation.
2. It does help to anchor the sail to the boat so the sail does not turn during the race.

REGATTA RACE COMMITTEE TEAM MEMBERS

SINGLE RACEWAY

Number Assignment Table

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Inspection Table

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Mooring Area

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Starting Judge

- 1. \_\_\_\_\_

Finish Judge

- 1. \_\_\_\_\_

Scorekeepers

- 1. \_\_\_\_\_ (Winner's Bracket)
- 2. \_\_\_\_\_ (Loser's Bracket)
- 3. \_\_\_\_\_ (Checker)

Runner

- 1. \_\_\_\_\_

Maintenance Supervisor

- 1. \_\_\_\_\_

Announcer/Starter

- 1. \_\_\_\_\_

Crowd Control

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

DOUBLE RACEWAY

Number Assignment Table

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Inspection Table

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Mooring Area

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. \_\_\_\_\_

Starting Judges

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Finish Judges

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Scorekeepers

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

Runners

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Maintenance Supervisor

- 1. \_\_\_\_\_

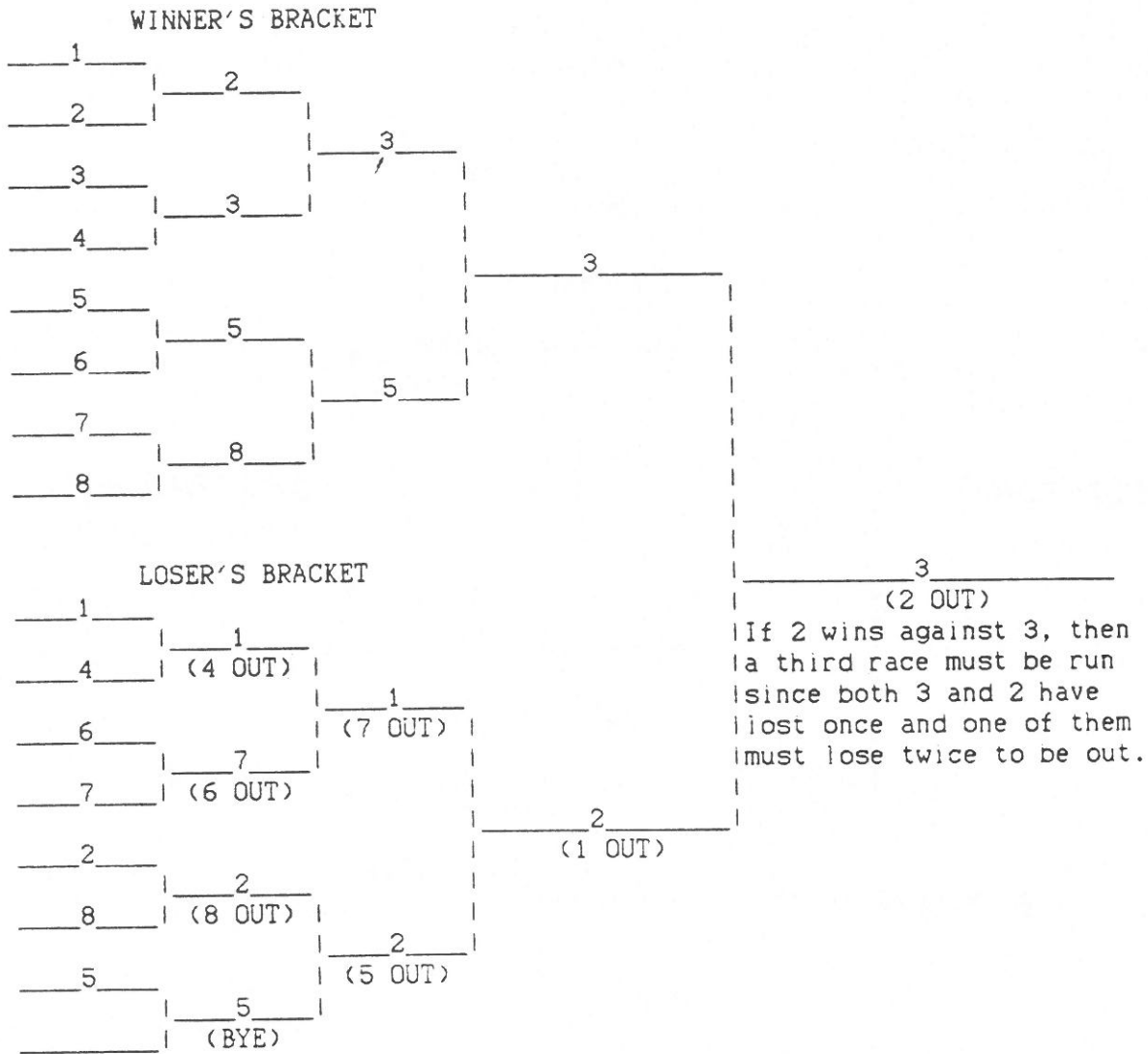
Announcer/Starter

- 1. \_\_\_\_\_

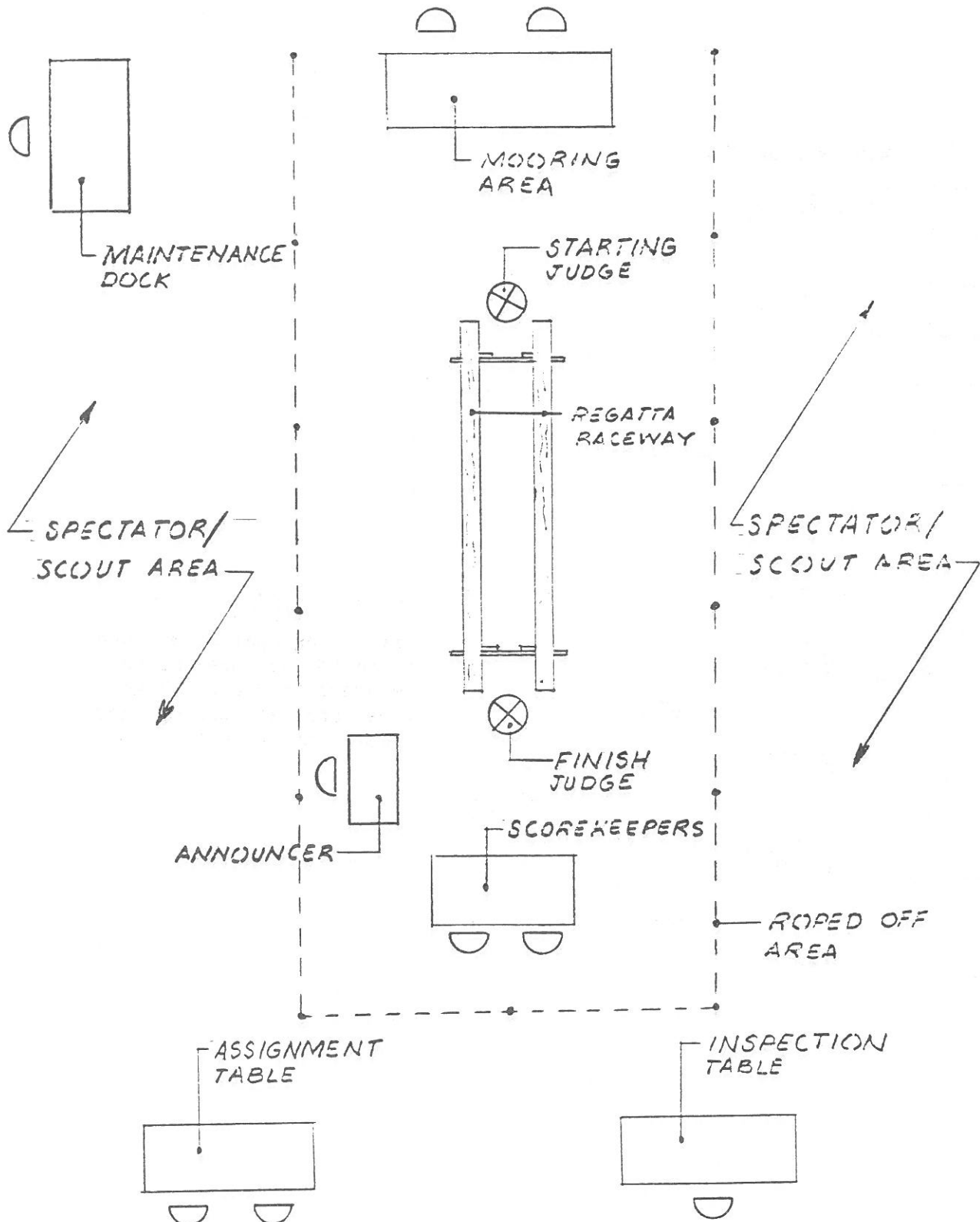
Crowd Control

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

DOUBLE ELIMINATION TOURNAMENT



RAINGUTTER REGATTA AREAS



### OPENING

To enhance the Halloween atmosphere, turn out the lights and have a candlelight processional as the color guard unit. Use more than just a few scouts. Use most of the pack to create lots of light. If candles are not feasible because of carpeting or whatever, use flashlights with orange tissue paper covers to dim the brightness somewhat. House lights should not be turned on until after the pledge has been given.

### GHOST OF THE PAST, PRESENT AND FUTURE

#### OPENING

Cubmaster is in front of the pack with a table directly behind him. A jack-o-lantern (either real, plastic, or ceramic) is lit and lights are off. A flashlight illuminates a Cub Scout dressed in a sheet or ghost costume. He holds a sign which reads:

GHOST OF THE PAST

-CUB SCOUT-

IDEALS

Ceremonies

Traditions

**CUBMASTER:** The ghost of things past has had an effect on the way we live and the things we do, but, most importantly, on our ideals and the way we think and believe. (Shifts light to American flag.) One of our greatest traditions is saluting and giving the Pledge of Allegiance to our flag. Will you please stand and join me now?

#### ADVANCEMENT

A goblin pot (a black caldron) is center stage. Inside is a smaller pan with dry ice and a little water in it. A leader dressed in a witch's costume stirs the caldron and pulls out the awards for the boys which are dry -- being hidden in the dry caldron, next to the pan of water. The witch should give each award to the Cubmaster or Advancement Chairman who is dressed as a Ghost of the Present. This person calls the boys and parents forward to receive the awards.

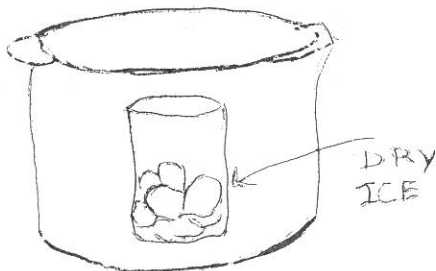
#### CLOSING

**CUBMASTER:** We have seen the ghost of the past and the ghost of the present. We can't see the ghost of the future, but what we do in the present will have a definite effect on how the future ghost will appear. Each of us, by doing our best in every thing we do, can not only change our future, but the future of all those who follow us. Do your best. Good night and good Scouting.

**'WITCH'S CALDRON'.** To make a 'witch's caldron', use a large cooking pot. In it put a coffee can containing a pound or two of dry ice. When water is poured over the dry ice, it erupts in a cloud of harmless "smoke." Place badges to be awarded alongside the coffee can in the pot.

The Cubmaster may pour in small jars of water with food coloring or ink and say they are "essence of bat's eyes," "milk from a rattlesnake," "extract of black cat's lung," and so forth.

Then, with suitable mystery, the Cubmaster withdraws each badge and presents it in the usual manner.

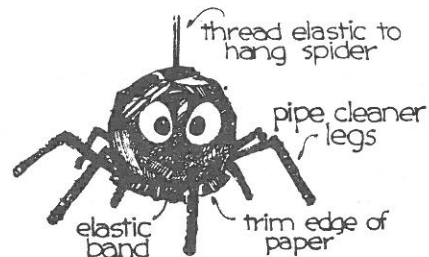


**APPLE JACK-O-LANTERN.** For some den fun, have the boys try to carve jack-o-lanterns from large apples with small knives. If a boy is not satisfied with the results, he can eat it.



**JACK-O-LANTERN CAT.** Spray paint a small pumpkin black and carve a cat face. Use construction paper ears, white pipe cleaners for whiskers, and radishes for the pupils of the eyes.

**SPIDER.** Crumple newspaper into golf-ball size and cover with black crepe paper. Fasten bottom with rubber band. Use black pipe cleaners for legs (or soak pipe cleaners in black ink or paint). Glue to bottom of ball. For eyes use red crepe paper or fake eyes or wiggly eyes.





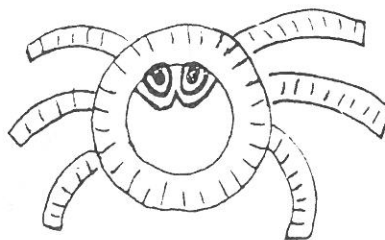


**"CRISPY" PUMPKIN POPS.** Supplies needed: 1 box Rice Krispies cereal, margarine, marshmallows, corn candies, popsicle sticks, wax paper. Leader Preparation: Follow directions on Rice Krispies cereal box, make Marshmallow Treat recipe. Boys: Have each boy lightly butter his hands and shape a Krispie pumpkin head onto a popsicle stick. Press in corn candies for eyes and mouth of pumpkin. Let set on wax paper while cleaning up.

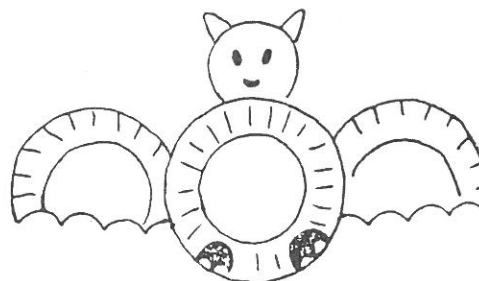
**PAPER PLATE DECORATIONS.**

Paper plates  
Staples  
Tempera paint  
Glue

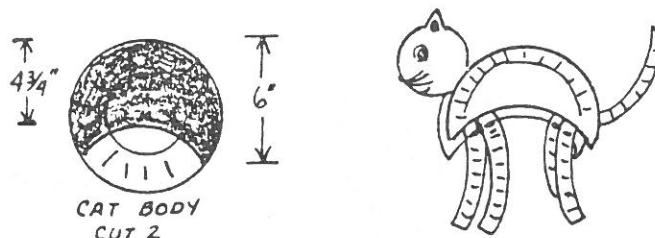
Spider: For legs, cut rims of two plates each into thirds. Glue or staple the six legs between rims of two body plates. Add feelers cut from pieces of rim. Paint. Be sure to include eyes.



Bat: Cut a 5 1/2" diameter head with ears from center and rim of paper plate. Cut wings and feet as shown below. Glue or staple parts between two body plates, attaching rim to rim. Paint bat, adding features to face.



Cat: Cut a 4 1/2" diameter head from center of plate, adding ears. Cut tail from one third of rim, about 1" wide at bottom and tapering to point at end. Glue or staple head and tail between rims of two body plates cut as shown. Cut legs about 1" wide from rims. Make them as long or short as you wish. Attach legs to inside under body. Staple or glue body together. Paint.



### HALLOWEEN AUDIENCE PARTICIPATION

This should produce lots of action and hilarity. One player stands in the center of a circle of chairs and is the narrator. The others are seated in a circle, and each one is assigned one of the sound words listed below. More than one player can be given the same sound. The narrator reads the story. As each player hears his word mentioned, he stands up quickly, makes the appropriate sound, turns around in a circle and sits down. When the word "House" is mentioned, all players must change places. The narrator also scrambles for a chair and the player left without a seat becomes the narrator.

#### THE SOUNDS:

**WHISTLED** (blow out with whistling sound)  
**CREAKED** ("creak, creak")  
**CLATTERED** (clap hands sharply 3 times)  
**MOAN** (low, long moan)  
**BOING** ("boing, boing")  
**SQUEAKED** (high squeak)  
**WHIRRED** (blow out, making lips vibrate)  
**GHOST** (high, falsetto moan)

### THE DESERTED HOUSE

This is the story of a poor, deserted **HOUSE**. It was a sad **HOUSE** indeed. Its windows were broken, the floors sagged and part of the roof had fallen in. When the wind **WHISTLED** around the eaves, all its timbers **CREAKED**, the shutters **CLATTERED** against the walls, and the chimney gave out a low **MOAN**. Down in the cellar, the mice **SQUEAKED** and an old, rusty piece of sheet metal trembled with a loud **BOING**. Up in the attic, the bat's wings **WHIRRED** as they flew around in shadowy circles.

One Halloween, a **GHOST** visited the **HOUSE**, thinking it might be a suitable place to live. He floated in through one of the broken windows. It **CREAKED**, the shutters **CLATTERED**, the chimney **MOANED**, the metal **BOINGED**, the mice **SQUEAKED** and the bat's **WHIRRED**.

This is too much, even for a **GHOST**. "I'm getting out of here," he said firmly. So the **GHOST** left the **HOUSE** and never came back.

And to this day, when the wind **WHISTLES** around the eaves, you can hear the sounds of **MOAN**, **BOING**, **CREAK**, **WHIR**, **CLATTER**, and **SQUEAK** coming from that poor deserted **HOUSE**.

**APPLE PEEL GAME.** Of course, every Halloween party has an apple contest, but here is one that is a little different. Divide the group into teams of four. Give to Number 1 in each group an apple and a safety-type peeler. Number 1 peels the apple as quickly as he can and passes it to Number 2, who carves the letter "H" on it. Number 3 cores the apple and Number 4 eats the apple. The quartet that finishes first wins.

**EAT AND WHISTLE.** Everyone may participate in this relay if the group is not too large. A tray is provided for each team, with as many different foods as there are members of the team. For example: crackers, candy corn, cookies, marshmallows, etc. When the race starts, Number 1 in each group goes to his team's tray, eats any one food, and then whistles (or sings a specified song); Number 2 on each team repeats this performance after Number 1 tags him. The game continues until each teammate has eaten his food and whistled (or sang).

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

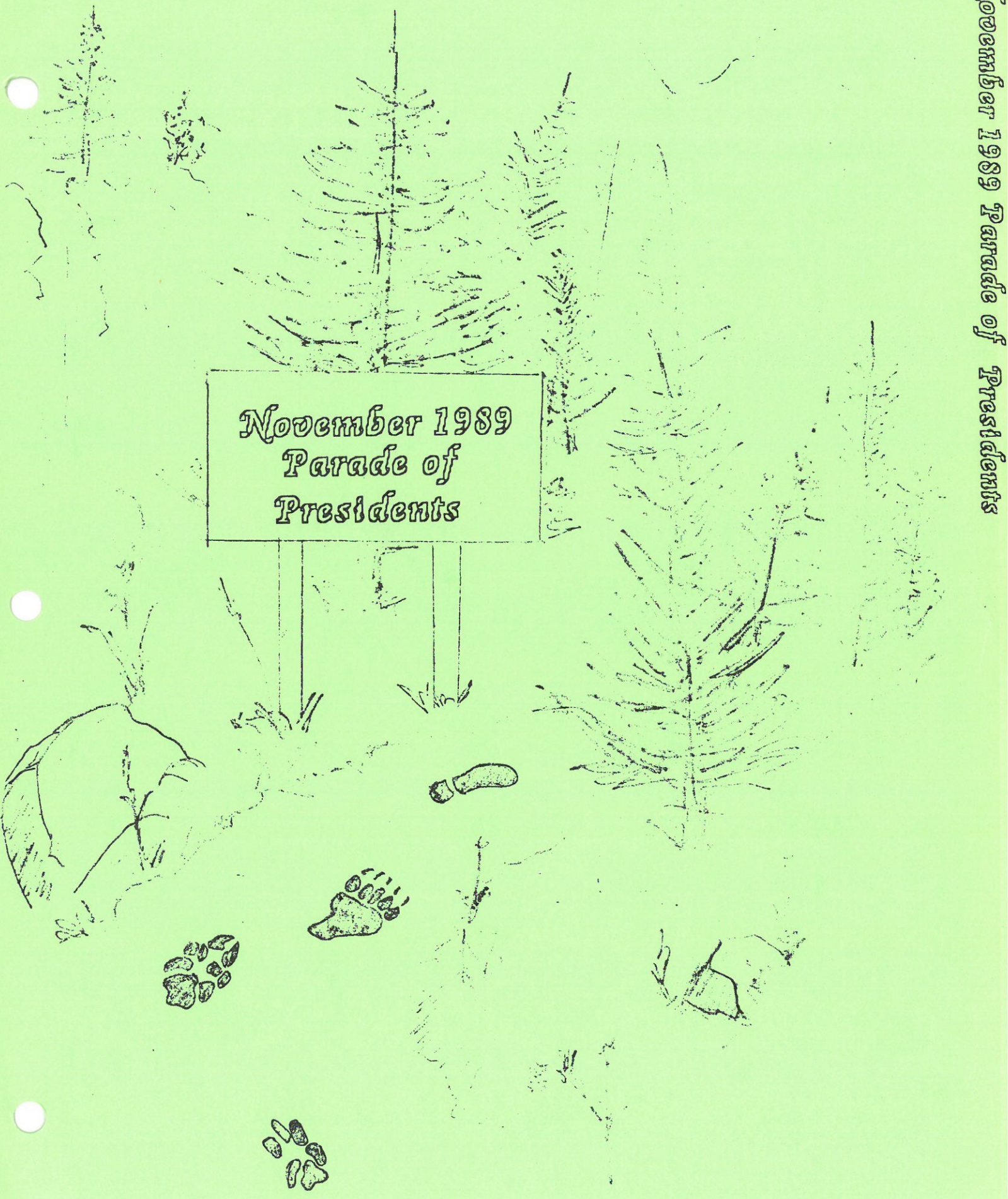
**MUMMY MAKING GAME.** Give each boy a roll of toilet paper. They are to wrap their parent like a mummy as quickly as they can. The winner is the first one finished with the roll of paper but must also have the parent covered except for the eyes. (Note: speed is important but if they go too fast they will not get entire parent covered.)

**DARK O' THE MOON ART CONTEST.** Give each person a piece of paper and a pencil. Turn out the lights and have everyone draw a pumpkin with a face. (If your meeting is during the day have everyone blindfold themselves with their neckerchief.) You might award a prize for the best drawing.

**BROOM BALLOON RELAY.** Divide the den into two equal teams and give each a broom and a balloon. On signal, the first player on each team sweeps the balloon to a turning line and back. The second player takes the broom and repeats the action; continue until all have run. Have extra balloons ready to replace the ones that pop. If balloon pops while being swept, the player returns to starting line to get a new balloon and starts over.



November 1989  
Parade of  
Presidents







OPENING

8 Cub Scouts are lined up across stage holding props as described

- 1st Cub: (Holds up a picture of a U.S. Flag)  
The flag of our country means much to us all.
- 2nd Cub: (Holds up a large cardboard star)  
With a star for each state whether large or small.
- 3rd Cub: (Holds up red and white crepe paper streamers)  
With thirteen stripes of red and white.
- 4th Cub: (Holds up a map of first thirteen colonies)  
Representing the thirteen colonies who for freedom  
did fight.
- 5th Cub: (Holds up a star in one hand and large piece of blue  
paper in other)  
Put the fifty stars on a field of blue.
- 6th Cub: (Holds up a white poster which has red crepe paper  
stripes on it)  
Adding the red and white striped field, too.
- 7th Cub: (Holds up a small American Flag or picture of it)  
There you have the flag of our land.
- 8th Cub: To our Old Glory, let us now salute, with our heart  
and our hand . . . (all join in Pledge of Allegiance)

CLOSING

**CLOSING THOUGHT:** "Thanksgiving Day has been established by a joint resolution of congress for the fourth Thursday in November. George Washington first proclaimed a national day of thanks in 1789. When you get home, take a pencil and paper and make a list of all the things for which you are thankful. You may be surprised at how many blessings you have. I think that one of our greatest blessings is that we live in a free country where we can speak the truth, worship as we please, move from place to place, and read accurate news printed in a free press. We have the privilege of electing our officials. Many countries do not have that freedom. Let's remember to thank God for our religious and political freedoms."

OPENING

ARRANGEMENT:

Two scenes are formed behind the curtain as the narrator speaks. As he finishes his narrative in each case, the curtain opens to show the tableau.

NARRATOR:

"The Pilgrims came to America because they wanted freedom of religion. About 100 men, women and children sailed for America on the Mayflower. They suffered a great deal during the first winter and nearly half of them died. While life that first year was hard, fortunately the Indians were friendly and showed them how to grow corn. Following the first harvest, the pilgrims invited the friendly Indians who had helped them to join in giving thanks to God with a feast."

(Curtain opens to show scene of Pilgrims and Indians seated around table)

NARRATOR: "Thus in 1621, the white man and his red brothers celebrated the first Thanksgiving Day." (Curtain closes)

NARRATOR: "The story of our forefathers is one of which we can be proud. Today we are living in a new age, with new tasks and problems. The people of this land are working to find new and better ways of adding to man's comfort, happiness and knowledge of the world in which he lives. Much remains to be done. Let's do our share by helping America continue to play its part in the future of the world."

(Curtain opens to show Cub Scouts in uniform saluting the American Flag)

NARRATOR: "By following the Cub Scout Promise and the Law of the Pack, we are setting high standards for ourselves and developing into the kind of citizens our country will always need. As men we will be able to step forward unflinchingly to take our place with our country's finest, and repeat with them..."

CUBS ON STAGE: "I will do my best."

CLOSING:

8 cubs ... one carrying Flag ... each of the others tell about his letter.

O Only Flag for America  
U Understanding for all  
R Rejoicing for our freedoms

F Freedom for all  
L Legions to God and Country  
A Americans United for all  
G Glory, Grace and Goodness



ADVANCEMENT CEREMONY

PROPS: Not necessary, but would add to the ceremony. Silhouettes of Presidents George Washington, Thomas Jefferson, Teddy Roosevelt, Abraham Lincoln, and John F. Kennedy, and a flannel board. Put silhouettes on boards as they are mentioned in the ceremony or simply use name cards and tape them to a board.

CUBMASTER: "We are proud of the outstanding Presidents to whom we are paying tribute tonight. We are equally proud of our Cub Scouts and Webelos Scouts who are learning new skills and ideals which will help them later in life. It is very likely that some of these boys will become outstanding in American history some day. Many of our well known American figures were Scouts when they were young."

ASSISTANT CUBMASTER: "The first rank in Cub Scouting is Bobcat. We will portray this rank with a silhouette of our 1st President, George Washington. (place silhouette on board) Just as the Bobcat rank is important in getting a boy started on the Cub Scout trail, our 1st President was important in getting our country started off right." (Call forward Bobcat candidates and their parents. Present badges and cards.) "Congratulations!"

DEN LEADER 1: "Next is the rank of Wolf. We will symbolize this rank with a silhouette of Thomas Jefferson, the author of the Declaration of Independence. When a boy becomes a Wolf, he has learned a little more independence than when he was a Bobcat. He demonstrates this by working on his own outside the den on achievements and electives." (Call boys and parents forward. Present badges/cards.) "Congratulations!"

DEN LEADER 2: "When a Cub Scout reaches Bear rank, he has learned much from the challenging projects he completes. To symbolize the Bear rank, we will use a silhouette of Teddy Roosevelt, another outstanding President. He accepted many challenges during his life." (Call boys forward with their parents. Present badges/cards.) "Congratulations!"

WEBELOS LEADER 1: "When a boy reaches 4th grade, he is ready to move into a Webelos den and work on activity badges which are even more challenging. We will symbolize this with the silhouette of President Abraham Lincoln, who worked his way up from a poor lad in a log cabin to become the 16th President of the U.S.. These are the names of the boys who have worked their way up from Bobcat to the Webelos den." (Call names of boys and parents. Present badges and cards.) "Congratulations!"

WEBELOS LEADER 2: "Webelos Scouts work on activity badges which help them learn about many things and pave the way for future Scouting. Webelos Scouts learn more about the outdoors and go on overnight campouts with their dads. We will symbolize all the activity badges with a silhouette of John F. Kennedy who believed in physical fitness and loved the outdoors. (Call names of boys and parents. Present activity pins.) "Congratulations!"

OPENING

CHARACTERS: Narrator and 5 Cub Scouts who play the parts of George Washington, Abraham Lincoln, Paul Revere, Admiral Byrd, and Neil Armstrong.

ARRANGEMENT: As the Narrator talks, each character comes in as his name is called. He can pantomime an action. Each Cub should be dressed simply to resemble his particular character.

NARRATOR: "Good evening everyone. We want you to now meet some of our nations greatest discoverer's."

(Narrator reads each verse as each character comes out)

"GEORGE WASHINGTON, it turns out to be  
Is known as the Father of our Country.  
He did in a cherry tree with his handy axe.  
So let's remember to keep straight our facts."

"ABRAHAM LINCOLN, our next gentleman, was tall and skinny  
with his knowledge and forethought he helped many.  
His trademark was a stovepipe hat and beard,  
He freed the slaves and by many was cheered."

"PAUL REVERE, The British are coming, the British are coming  
Was this famous American's battlecry.  
On his horse he rode across the country side  
Warning patriots Samuel Adams and John Hancock to hide."

"Back in history a long time ago  
A man to the North Pole thought he should go  
He led an expedition to the Antarctic and gained his fame.  
ADMIRAL BYRD was his name."

"Last but not least, our newest trailblazer we meet  
On the moon he planted BOTH of his feet.  
NEIL ARMSTRONG'S name will forever be  
Listed in our books of history."

"There you have it ladies and gents.  
People who took part in some of our country's most famous events  
Now let's pay homage to our great land  
And pledge allegiance to our flag as she stands."  
"Please rise."

**POW WOW '88**  
**AUDIENCE PARTICIPATION**

**PARADE OF PRESIDENTS**

**GEORGE AND THE APPLE TREE**

GEORGE..."By George"	APPLE TREES..."Mmmm Good"
ORCHARD..."Trees, Trees, Trees"	PATCHES..."Bow Wow"

As presidents go GEORGE--- Washington lead an interesting life. All of you have heard about the Cherry Tree incident, but have you ever heard of the one about the APPLE TREE---

The story goes like this...

One spring day GEORGE--- and his constant companion, his dog PATCHES---, were walking around the home-place kicking rocks and what-not. On a lazy afternoon between the morning chores and the evening ones. PATCHES--- would bring GEORGE--- a stick to throw, so he could return it. Occasionally PATCHES--- would run up to GEORGE--- with the stick in his mouth, dance around GEORGE--- and run away down the road.

Off to the right of the road was an ORCHARD---, with various fruit trees such as APPLE TREES---, cherry trees, peach trees and pear trees. This ORCHARD--- was a large one and was close to the house.. This being Monday the washing was hung out on the line to dry between two huge APPLE TREES ---. The wash, being shirts, linens, and such, was flapping in the breeze.

Boys being what they are and dogs being the same, a game of tag developed around the laundry so carefully hung in the sun to dry. First PATCHES --- ran between Papa Washington's shirts and Mamma Washington's best pillowcases, then around them came GEORGE ---. Past the long-johns around the sheets, stirring a bit of dust, flapping the wash, and popping the clothes line. Around the ORCHARD --- they raced, behind a cherry tree, under the peach tree and back again. First PATCHES --- then GEORGE --- chasing PATCHES --- ran past the big APPLE TREE --- and started back again. Mamma Washington came out the back door yelling, "GEORGE! PATCHES! --- What do you think you are doing?"

Poor GEORGE --- everything happened at once, He looked toward the door where his mother stood, kept on running .. smack into the APPLE TREE ---! KABOOM !!! He grabbed the air, but got the clothes line instead. The wash fell, the clothes line came loose what a mess for GEORGE ---. PATCHES --- didn't help either, cause in the excitement PATCHES --- left paw prints on the shirts, pillowcases, long-johns, and such. Well mothers being mothers, after GEORGE --- was examined and found to be okay, with only a nice bump on the head, had GEORGE --- climbed the APPLE TREE--- and rehung the clothes line. But even worse GEORGE --- got to rewash the clothes which is probably why nobody ever heard about GEORGE --- Washington's wash day or about GEORGE --- and the APPLE TREE ---.

OUR PRESIDENTS

How much do you know about the man who leads our country? The President has not just one job, but many. He is the Chief of State, our leader before the world. He is the Chief Executive, the Administrator of Government, the leader of his party, our top Diplomat, Commander-in-Chief of the armed forces. See how much you know about our remarkable Presidents.

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

Answers: 1) Theodore Roosevelt. 2) True, George Washington and Zachary Taylor, Andrew Jackson, Abraham Lincoln, and Andrew Johnson. 3) True. 4) True - They boxed in the White House gym. 5) Taft, who weighed 340 pounds. 6) James Buchanan. 7) True. 8) Roosevelt in 1939. 9) Abraham Lincoln. 10) Fifth cousins. 11) Abraham Lincoln at 6'4". 12) William Harrison. 13) George Washington. 14) Andrew Johnson.

**POW WOW '88**  
**AUDIENCE PARTICIPATION**

**PARADE OF PRESIDENTS**

PRESIDENTIAL PATTERN  
(PACK-O-FUN MAGAZINE)

Hidden in the following story are thirty-one different last names of Presidents. They are either spelled out or suggested by sound and are indicated in large type for your use. Mimeograph (Changing the capital letters to lower case.) or read as a group stunt, having those participating write down the names they recognize.

This is the story of four boys who lived in CLEVELAND. There was JACK, SON of Peter TYLER; WILL, SON of McKINLEY; HARRY, SON of GARFIELD, and JOHN, SON of ARTHUR Henderson. One day the boys, who were good friends, went downtown on some errands. They stopped first at the TAILOR shop on the corner of VAN BUREN and MONROE Avenues. When they walked in, they could see bolts of fabrics and ROWS OF FELT. The tailor was sewing and wearing a thimble so the needle could not PIERCE his finger. Jack picked up some scissors lying on the table. Gee, these scissors have a COOL EDGE, he said. That's TRUE MAN, said Will, also admiring the scissors.

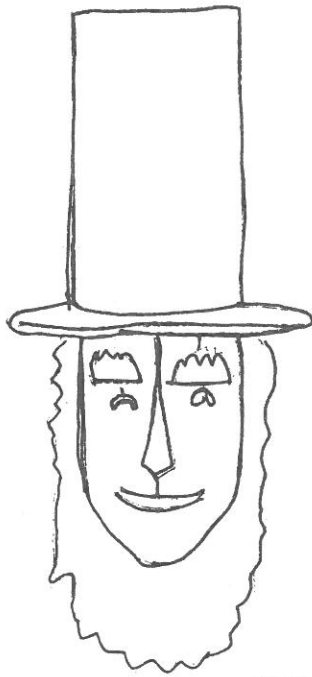
"Look," said the tailor, "GRANT me one request. Don't POKE those scissors at me. It makes me MAD, SON. I could FILL MORE orders, if I weren't always being HAZED." So the boys took the hint and left.

Their next stop was at a laundry owned by two Chinese cousins. Harry asked, "Can you get the spots out of this shirt? One of the owners replied, "If anyone can do it, HARD ING and Sam LING CAN do it. You go now, please."

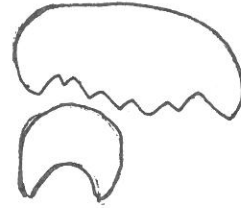
"We been WASHING TONS of dirty clothes and lots more left in back." "Mr. Ling," said John, "I'd like Mrs. Howe's laundry. "Mrs. Howe?" said Ling, I SENT HOWE HER laundry an hour ago by messenger."

So, the boys left and went to KEN, EDDIE, and Bew ADAMS house. When they got there, Mrs. Adams was cleaning the rug with her HOOVER. "Do the boys want to play ball?" Jack asked Mrs. Adams. She replied, "I think BEW CAN ANSWER that better than I can", and she sent JEFF, HER SON, to find Bew. When Jeff and Bew returned, Mrs. Adams gave all the boys big TAFFY apples, and they had a wonderful time for the rest of the afternoon.

(Solution: In order of appearance: Cleveland, Jackson, Tyler, Wilson, McKinley, Harrison, Garfield, Johnson, Arthur, Taylor, Van Buren, Monroe, Roosevelt, Pierce, Coolidge, Truman, Grant, Polk, Madison, Fillmore, Hayes, Harding, Lincoln, Washington, Eisenhower, Kennedy, Adams, Hoover, Buchanan, Jefferson and Taft.)



ABE MOBILE



Cut a piece of newspaper 12" x 18". Fold in half and cut a pattern for Lincoln's head as shown. You may have to do a few before you like the head. Then trace around the pattern on the black paper and cut out. Use the pattern above for two eyes and eyebrows. Cut a straight mouth and a triangle for the nose. Crease the nose in the middle. Working flat on a table, knot the features together and to the hat with needle and thread. A drop of glue on each knot will keep the paper from ripping. Hang with black thread.

#### LINCOLN PENDANT

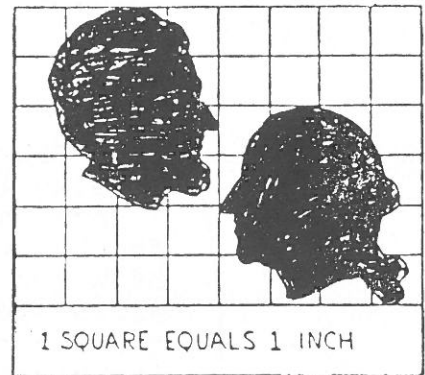
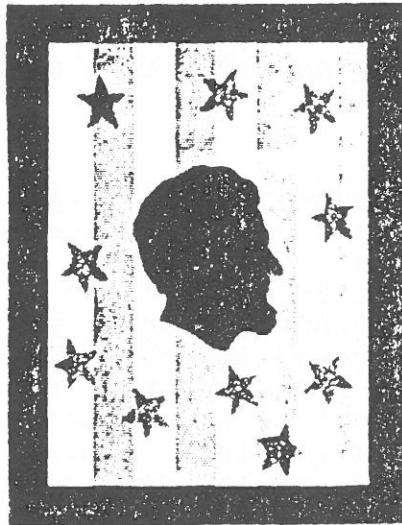
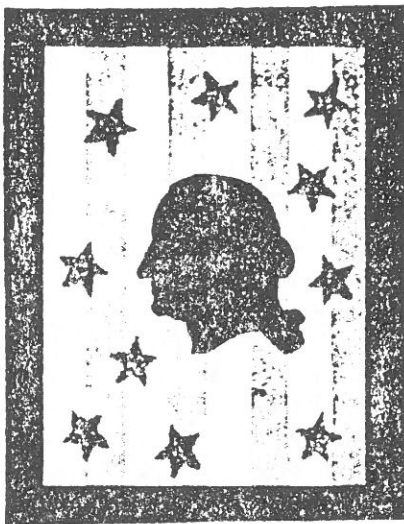
Roll out some clay (or like substance) to about 1/2" thick. Trace the pattern and cut out carefully. Glue it onto wet clay, then cut around it with a sharp knife. Keep dipping knife in water as you work. Push a bent piece of wire for a hanger. When pendant dries, paint the black lines with a tiny brush, then fill in the outlines. Wear it as a necklace or attach it to a key chain.





PRESIDENTIAL SILHOUETTES

Use a sheet of white poster board 9" x 12" for background. Cut stars and stripes from vinyl and glue to the background. From black vinyl cut silhouettes of your favorite Presidents. Glue at center of picture. Mat the picture by gluing it to an 11" x 14" piece of black poster board. Add hanger on back.

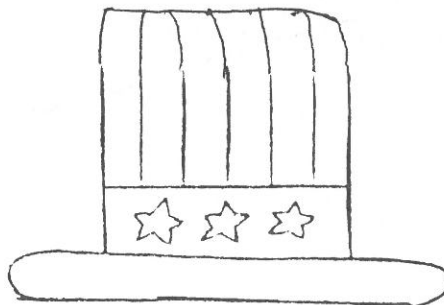


UNCLE SAM'S HAT TIE SLIDE

Cut 1 1/4" wood dowel 1 1/4" long with a coping saw. Cut a 2 1/2" diameter circle from 1/4" plywood or paneling. Sand smooth. Center dowel over circle and glue. With 5/8" drill bit, drill a hole through top of wood dowel and through plywood to make tie slide. Paint red, white and blue.

OR

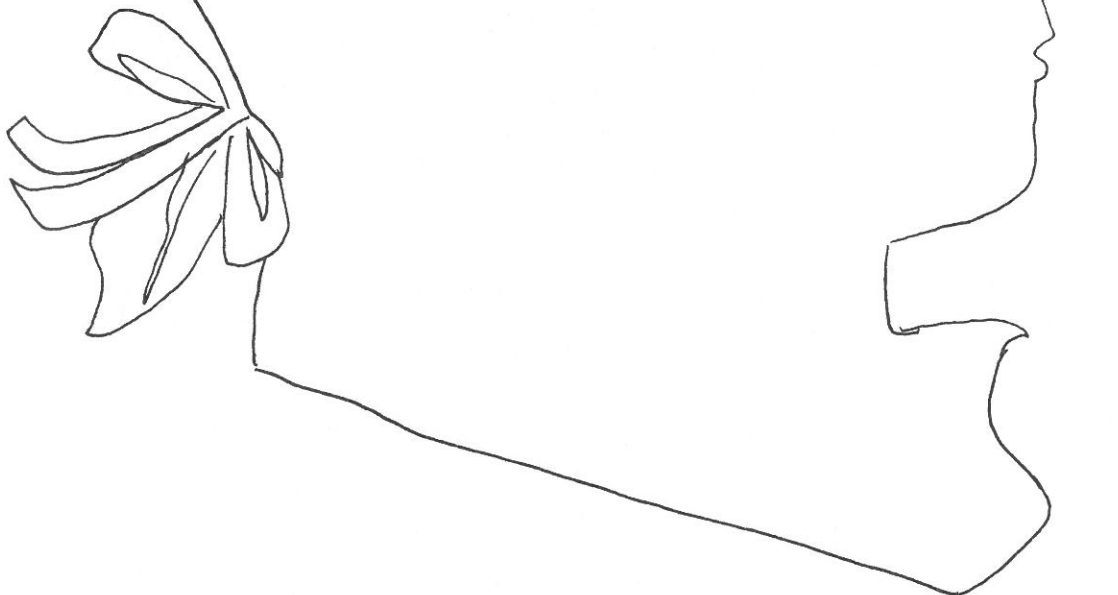
Trace pattern on thin piece of wood and whittle. Fasten a 3" piece of pipe cleaner to back for tie slide. Paint red, white and blue.

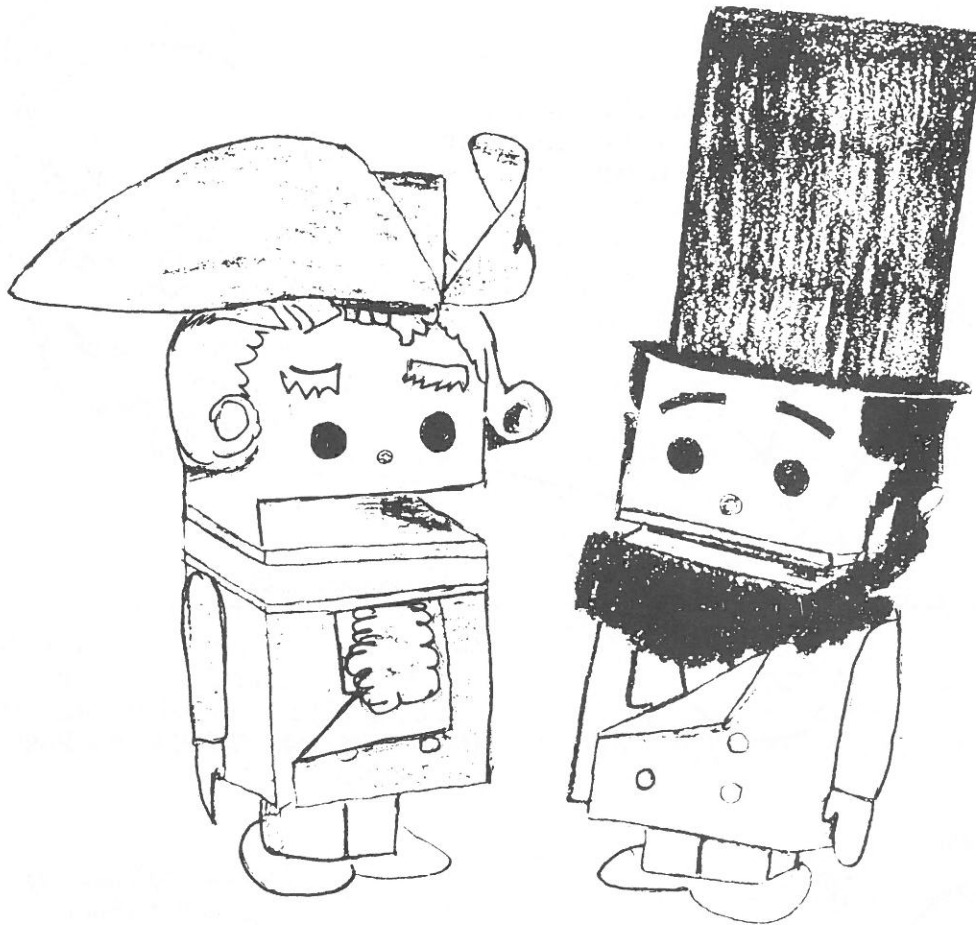




WASHINGTON WALL PANEL

Trace Washington's profile.  
Glue it to a piece of cardboard,  
then carefully cut it out. Beat one-  
fourth cup detergent and two tablespoons  
of water together. When it's as thick  
as whipped cream, smooth it onto the  
profile with your fingers. Let it dry  
overnight. Cut an eight-inch circle from  
felt and a twelve-inch circle from heavy  
cardboard. Paint the cardboard, glue the  
felt to it. Glue the profile to center  
of felt. Attach a ribbon for hanging and  
a bow for Washington's wig.





Presidential Puppets from milk cartons: In addition to a quart-size milk carton needed to make each puppet, you'll also need cardboard, colored paper, glue, facial tissue, sturdy but flexible wire (18 gauge), and yarn.

Basic puppet: Cut down a quart-size milk carton to 5" high and invert it for the head and body. To make the puppet's wide mouth slit three sides of the carton, 2" from the top. Lightly score the uncut side of the carton and fold back to make a hinge for the back of the mouth.

Cut two openings for your fingers, 1" x 2", in the back of the carton, above and below the mouth, as shown. The puppet is operated by inserting the fingers in the top opening and the thumb in the bottom opening.

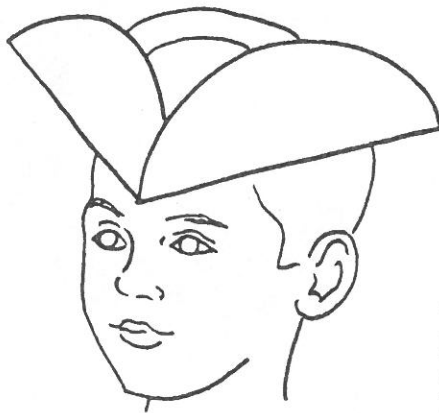
Cut a piece of cardboard to fit the bottom of the body; glue in place. For legs, cut a section of a toothpaste box, 1" high, and glue it to the bottom of the body. Then, cut feet from cardboard as shown, 2 1/2" wide and 3" long. Glue the feet to the legs.

For the head, paint the top 3 1/2" of the carton. Make upper and lower mouth linings and lips from red paper. Cut the paper to fit inside the mouth with 1/8" tabs on three sides for lips. Glue the mouth lining in place, bending the tabs (lips) to fit over outside of the carton, as shown.

COSTUMES

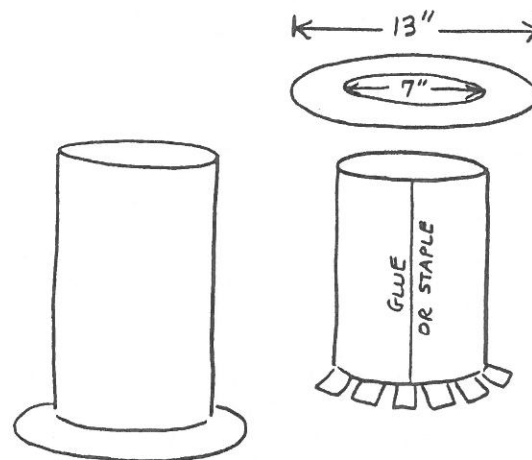
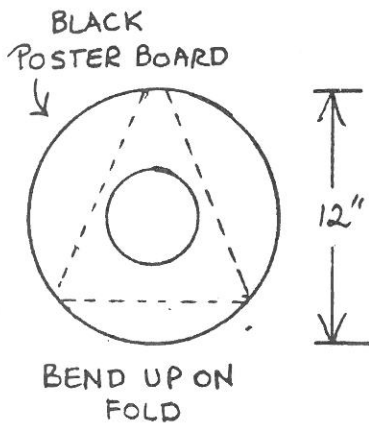
COLONIAL WIG

As a base for the wig, use the top of a nylon stocking, gathered along the cut edge to form a skullcap. Wrap and sew cotton batting around skullcap to form a puffed hairdo. Long batting curl, tied in back with black ribbon, makes wig for a colonial man.



COLONIAL HAT

Cut a 12" circle from black poster board. Cut small circle from inside as shown. Bend up on three-sides like picture.



LINCOLN HAT

Cut a 13" circle from black poster board. From the center of this circle, cut a 7" inch circle. cut a 22" x 10 1/2" strip of black mat paper. Form into tubes. Overlap edges and glue. Cut 1/2" tabs around bottom. Slip brim down over tube and glue tabs to underside of brim.

GEORGE WASHINGTON: For a collar, cut a strip of white paper, 1 1/2" by 13", and glue it around the body, 1/2" below the mouth. for a coat, cut a strip of colored paper, 2 1/2" by 13". Wrap it around the body with the ends at the front. Cut away the paper from the finger openings in the back. For lapels, bend down triangular pieces at the top of the coat. Glue paper of a contrasting color onto the lapels. Glue the coat on the body. Cut small paper circles for buttons; glue them in place. For the ruffle at the neck, gather a strip of facial tissue, 1" by 4", down the center with your fingers; glue it to the collar. Cut arms from colored paper, 1 1/2" by 3", rounding them at the shoulder end. Cut out paper gloves and glue them on the arms. Glue the arms to the body. For trousers around the legs, glue on a strip of colored paper, 1" by 6", draw a line for the separation of the legs. To make a tri-cornered hat, cut a strip of colored paper, 1 1/2" by 9", roll into a cylinder for a crown, 1 1/2" high. Overlap the ends 1/2" and glue to hold. Cut a circle from colored paper to fit the top and glue in place. For the brim, cut two colored paper circles 8" across. Cut three pieces of wire, 2 1/2" long. Glue the crown in the center of the brim; roll up the brim, bending the wires, as shown, to complete the tri-cornered hat. Glue on yarn for hair, letting it hang down at the sides and back. For side curls, make narrow paper cylinders (about 1/2" in diameter and the width of the carton). Wrap the ends of yarn on each side of the head around a paper cylinder, gluing to hold. Tie the yarn in back to make a ponytail. Glue the hat on the head. Cut out eyes and a nose from colored paper, glue in place. Glue on yarn eyebrows.

ABRAHAM LINCOLN: Make a collar as for Washington. For a vest, cut a strip of colored paper, 1 1/2" by 8", as shown. Glue the vest on the body. Make a coat in the same way as you did for Washington, trimming the lapels to make them narrower; also make arms, gloves and trousers. For his stovepipe hat, cut a strip of colored paper, 4" by 11"; roll it into a cylinder, 4" high and about 3 1/4" across. Cut a paper circle to fit over one end. Cut a 4 1/2" circle from colored paper for a brim; glue the crown to the brim. For hair and eyebrows, glue on yarn., Cut a paper shape for the beard and glue on yarn; then glue the beard on the puppet. Cut out eyes, ears, and a nose from paper and glue them in place. Glue on the head.

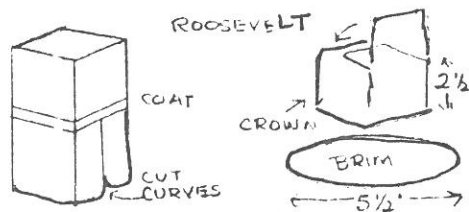
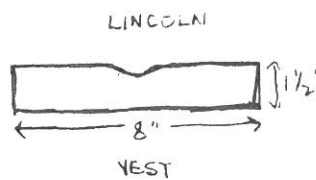
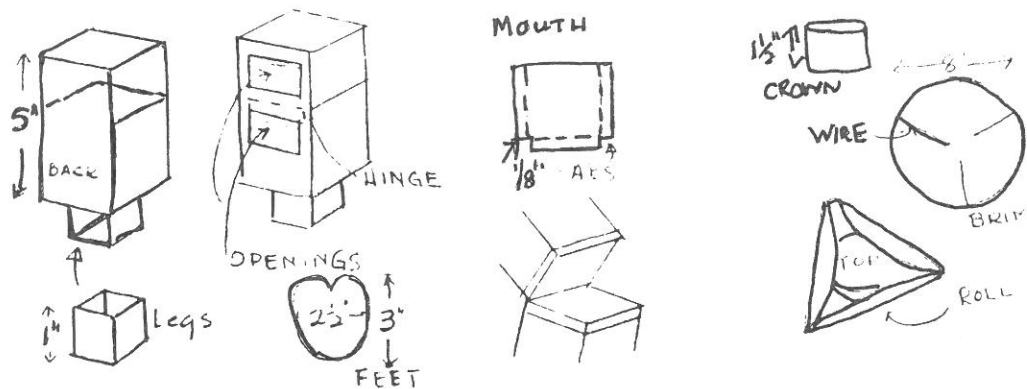
TEDDY ROOSEVELT: For the coat, cut colored paper, 2 3/4" by 11 3/4". Glue it around the body; cut curves at the bottom front of the coat, as shown. Glue on narrow paper strips at the collar and waist, and add paper circles for buttons. Make trousers and arms as you did for Washington; cut out longer paper gloves and glue them over the sleeves. For his hat, cut a 5 1/2" circle for a brim. For the crown, cut a piece of colored paper, 4 1/2" by 11". Wrap the paper around the head loosely and glue ends; remove the paper from the head. cut 2" slits at the corners of the crown, making flaps. Fold down and overlap the flaps so the crown os 2 1/2" high; glue to hold. Glue the crown to the brim.

**POW WOW '88  
CRAFTS**

**PARADE OF PRESIDENTS**

For hair and eyebrow, glue on yarn. Cut a paper shape for the mustache and glue on yarn; then glue the mustache on the puppet. Cut out eyes, ears, a nose, and glasses from paper and glue them in place. Glue on the hat.

**ULYSSES S. GRANT:** Follow the directions for Washington to make a collar, coat, arms gloves and trousers for this puppet. For his hat, follow directions for making Roosevelt's hat, except cut 2 1/2" slits at the corners of the crown, and fold the flaps down so the crown is 2" high. For hair and eyebrows, glue on yarn. Cut a paper shape for the mustache and glue on yarn; then glue the mustache on the puppet. Cut out eyes, ears, a nose, and glasses from paper and glue them in place. Glue on the hat.



THE LINCOLN PENNY

CHARACTERS: A Cub Scout in uniform. 15 boys wearing large cardboard Lincoln Penny costumes.

CUB SCOUT: I am trying to learn to be a good citizen. I think Abraham Lincoln would be a good example for me to follow. (Looks at coins in his hand.) He must have been important too--his face is on these pennies. (He sits down, pretends to fall asleep.)

(Enter pennies, one at a time. Each says his part and the next one enters, until all 15 are on stage.)

1st PENNY: Lincoln was a poor boy, but in the American way, He rose to be our President--the greatest some folks say.

2nd PENNY: He was born in a log cabin, surrounded by thick woods; And his family had little of what we call worldly goods.

3rd PENNY: Lincoln didn't have fine schools like children of today, But with his mother's help he learned to study, anyway.

4th PENNY: He learned to do his sums at night by light of a fire, Writing with charcoal on a board, he never seemed to tire.

5th PENNY: He taught himself his ABC's and how to read and write, And he borrowed all the books he could and read them late at night.

6th PENNY: Lincoln grew to be a strong man; he split logs to make fence rails; And helped to build log cabins with wood pegs instead of nails.

7th PENNY: Lincoln was a tall man, his height was six feet four, And he could wrestle any one, and pin him to the floor.

8th PENNY: Lincoln was a friendly man, he liked to talk to folks; And he had a sense of humor, and told a lot of jokes.

9th PENNY: Lincoln was a kind man, the kindest you could meet, He saw a turtle on its back and set it on its feet.

10th PENNY: Lincoln was an honest man, he walked for miles to take some money to a lady he had shortchanged by mistake.

THE LINCOLN PENNY  
(Continued)

11th PENNY: Lincoln was a brave man, and not afraid to fight,  
For what he thought was just and true, when he knew  
that he was right.

12th PENNY: Lincoln ran a country store and was postmaster, too;  
And in between his other work he read law books  
through and through.

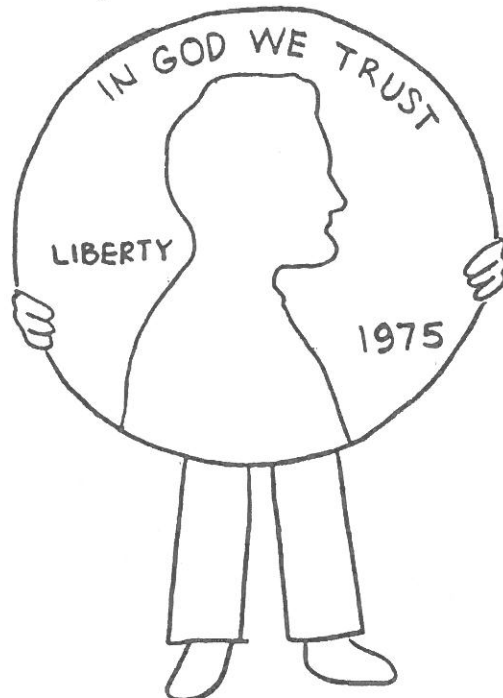
13th PENNY: Lincoln made great speeches, and the thing he had  
to say about freedom for our country are quoted to  
this day.

14th PENNY: He believed in justice for all men, and said all men  
are free; And he worked to make this dream come true  
for all the world to see.

15th PENNY: That's why they put his picture on pennies, to  
remind all people that Abe Lincoln was great and  
good and kind.

(Cub Scout stirs, begins to awaken. Pennies hurry off stage.)

CUB SCOUT: (Standing and rubbing his eyes.) I just had a dream  
that reminded me of many good things about Lincoln.  
(Looking at coins in his hand) You Lincoln pennies  
will be good reminders for me. You ought to be  
proud of being Lincoln pennies...most people have  
more pennies that they do any other coins...so there  
are more pictures of Lincoln than anyone else.





THE GREATEST PRESIDENT

Characters: Seven Boys. Note - If you have fewer than seven, let them have more than one part. If more than seven, add more Presidents.

Setting: 1st boy sitting alone on stage looking awed and thinking very hard. Other boys come on stage talking to each other and walk over to 1st boy.

2nd Boy: You look upset. What's the matter?

1st BOY: I've got a problem. I'm supposed to make a report on the greatest President the United States has ever had. Say, do you guys know who the greatest President was?

3rd BOY: I think George Washington was the greatest President we've ever had. After all, he became our leader after the Revolutionary War and helped mold the U.S. into the great country.

4th BOY: Oh, no! Abe Lincoln was. He was President during the Civil War and fought to free the slaves and reunite all the states.

5th BOY: John Kennedy certainly has to be the greatest! Look how well he handled the Russians when they were installing missiles in Cuba.

6th BOY: Don't forget Harry Truman. It was his decision that won World War II for us.

7th BOY: Oh, I know who the greatest President is. You hear on the radio and t.v. and see it in the newspaper all the time.

Others: Yeah? Who?

7th Boy: The man who wants to be elected the next President!!!!!!

MAP MIXER

Copy a map of the United States and give each Cub a map and a pencil. Have the Cubs fill in as many of the states as they can from memory. Allow 5 minutes. If they cannot fill in all states, help them by displaying a large map. Have a list of President's available for them to use and place each President's name in his home state. Help if needed. Get a book from the library to use. Take the Cubs on a field trip to the library if you desire to do so. A map may be already available to them. Next have the boys place their name in the state where they were born. Which state has the most presidents? Which area of the country has the most presidents?

PRESIDENTS MATCH UP

Prepare a poster with various famous Presidents pictures. Leave enough space between them to add information about each. Dividing the poster into squares will help. In a game box or big envelope provide their names, pictures of their homes, a memorial or an incident about them. Have the boys match each item to the picture. Idea suggestions follow:

- George Washington - Mount Vernon, Valley Forge, Cherry Tree
- Thomas Jefferson - Monticello, Declaration of Independence
- James Monroe - Monroe Doctrine
- Abraham Lincoln - Lincoln Memorial, Freed slaves, Log Cabin, Penny
- Ulysses Grant - Civil War General
- Franklin D. Roosevelt - "Chicken in every pot", Wheelchair, WW II
- Dwight D. Eisenhower - WW II General, Golfer
- Richard Nixon - Golfer, 1970 President
- John F. Kennedy - WW II, PT boat 109, youngest President
- Lyndon B. Johnson - Map of Texas, Ranch
- Theodore Roosevelt - Rough Riders, spectacles with a ribbon

PRESIDENTIAL FOUR IN A ROW

Follow the same rules for Four in a Row as played in Bingo. Give a card to each Cub and some beans. Call out the name of a President.

**POW WOW '88  
GAMES**

**PARADE OF PRESIDENTS**

**WASHINGTON**

Let each one see how many words he can make out of the word "Washington."

**FLAG RELAY**

Have several teams of from five to ten runners each. The teams line up with the first runner on each team toeing the mark. Opposite each line is a tiny flag stuck in a half potato and standing erect on the floor. The first runner on each team at the signal runs to his flag, picks it up, and carries it back to the next runner, who in the meantime has moved up to the starting line. No. 2 starts as soon as he has been handed the flag, carries it back to the potato, sticks it in its original place, and rushes back to the starting point. No.3 gets the flag, hands it to No. 4 and so on. The first team to cover the course in this manner wins.

**PATRIOTIC ANAGRAMS**

Lettered chips of cardboard are faced down on a table. Some one turns up a chip, showing the letter. The first player to call some word of patriotic suggestion receives the chip. The winner is the player with the greatest number of chips at the close of the game.

This game may be played progressively, piles of chips being placed on several tables. The players would count chips after a few minutes of play, note the number on a tally card, put back all chips, and allow the boys with the highest score to progress to the next table. After twenty or thirty minutes of actual play, the game is called, scores totaled, and the winner announced.

**MILITARY TERMS**

Provide each player with pencil and paper. Hang the following questions pertaining to the military on the wall (allow a specified time for answering):

1. A part of the body and a towel.
2. Light knocks.
3. An English river and parts of the human body.
4. A boy's head covering and two thousand pounds.
5. A month.
6. To hinder and to help.
7. The inside of a nut.
8. A popular "movie" star. (silent movies)
9. A short sleep and what flour comes in.
10. A carousal and a great Southern soldier

1. Army
2. Taps
3. Defeat

4. Captain
5. March
6. Blockade
10. Reveille

7. Colonel
8. Chaplain
9. Knapsack

IDENTIFYING PRESIDENTS

Cut out, number and post the pictures of presidents of the United States. Ask the boys to identify them, if they can. A point is given for each correct name.

WHAT PRESIDENT

1. Was the first President of the U. S. ?  
(George Washington)
2. Had a son who became President?  
(John Adams)
3. What was the son's name?  
(John Quincy Adams)
4. Fought in the war of 1812?  
(Andrew Jackson)
5. Outlined a foreign policy with South America?  
(Monroe)
6. What two Presidents died on the same day?  
(John Adams & Thomas Jefferson)
7. What four Presidents were assassinated?  
(Lincoln, Garfield, McKinley, Kennedy)
8. What President was known for his falls?  
(Gerald Ford)
9. What President starred in a movie with a chimp?  
(Ronald Regan)
10. What President had a brother with a beer named after him?  
(Jimmy Carter)
11. What President said "I do not choose to run"?  
(Calvin Coolidge)

PRESIDENTIAL NICKNAMES

1. Rail splitter of the West?  
(Abraham Lincoln)
2. Hero of New Orleans?  
(Andrew Jackson)
3. Rough and Ready?  
(Zachary Taylor)
4. Canal Boy?  
(James A. Garfield)
5. Tippecanoe?  
(W. H. Harrison)
6. Honest Abe?  
(Abraham Lincoln)
7. Rough Rider?  
(Theodore Roosevelt)
8. Father of His Country?  
(George Washington)
9. The Sage of Monticello?  
(Thomas Jefferson)
10. Old Hickory?  
(Andrew Jackson)

POW WOW '88  
GAMES

PARADE OF PRESIDENTS

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

Find the following Presidents names in the above word Search  
Puzzle:

Taft  
Washington  
Lincoln  
Jefferson  
Adams  
Garfield  
Coolidge

Hayes  
Ford  
Regan  
Carter  
Nixon  
Kennedy  
Monroe  
Taylor

Polk  
Harrison  
Roosevelt  
Jackson  
McKinley  
Grant  
Eisenhower  
Johnson

DRAW A CHERRY TREE

Players are seated in rows with an equal number in each row. They are numbered consecutively from front to back and each "number 1" is given a piece of chalk. On signal, "number 1" players run to a blackboard or piece of posterboard, hung on the wall, and draw the cherry tree. They return to their seats and hand the chalk to "number 2", who must run to the blackboard and draw leaves, and so on down the line until the cherry tree is finished. The team to complete their picture first wins.

FAMOUS AMERICANS QUIZ

Match the names of famous Americans on the left with the correct word or phrase on the right.

- |                          |  |
|--------------------------|--|
| a. Abraham Lincoln       | 1. Olympic athlete                     |
| b. Alexander Graham Bell | 2. "Give me liberty or give me death!" |
| c. Benjamin franklin     | 3. Declaration of Independence         |
| d. Betsy Ross            | 4. "I have a dream!"                   |
| e. Charles Lindbergh     | 5. Frontiersman, Trapper               |
| f. Daniel Boone          | 6. Alamo                               |
| g. Davy Crockett         | 7. "I have not yet begun to fight!"    |
| h. Francis Scott Key     | 8. Father of our country               |
| i. George Washington     | 9. Kitty Hawk                          |
| j. James Madison         | 10. Gettysburg Address                 |
| k. Jim Thorpe            | 11. Light bulb                         |
| l. John Paul Jones       | 12. Lightning                          |
| m. Martin Luther King    | 13. Spirit of St. Louis                |
| n. Patrick Henry         | 14. Star Spangled Banner               |
| o. Paul Revere           | 15. Steamship                          |
| p. Robert Fulton         | 16. United States Flag                 |
| q. Thomas Edison         | 17. Telephone                          |
| r. Thomas Jefferson      | 18. Midnight ride                      |
| s. Wright Brothers       | 19. Father of Constitution             |

Answers: a 10, b 17, c 12, d 16, e 13, f 5, g 6, h 14, i 8, j 19, k 1, l 7, m 4, n 2, o 18, p 15, q 11, r 3, s 9.

FAMOUS PEOPLE GAME

Have one of the boys describe a person, what the person does, or other characteristics of that person without actually telling who the person is. The first boy to correctly identify the person gets the chance to have the other boys guess who is person is. (The difficulty is in giving enough information to allow people to recognize the person without telling too much about the person.) If all of the boys fail to recognize the person from the first description, the gives a little more information about the person. A variation of this is to have the boys draw a name out of a hat and use that as their person to describe (i.e. the President, Vice-President, Governor, etc.)

#### WHO CHOPPED DOWN THE CHERRY TREE

Fasten a bell to the top of an empty milk carton and let it be your "cherry tree." Place it upright on the floor and have the den stand 5 feet away in a semi-circle. One boy is George Washington's father, he stands on the opposite side with his back to the others. When someone knocks over the carton (chops down the tree), the father turns to see who did it before the culprit can get back to his place. If he is seen, he becomes the father. If not, the game continues.

#### WASHINGTON CHERRIES

Divide the group into two teams and assemble them in two lines. Give the first person in each line three large cherries. At a given signal, each player should go across the room and back balancing three cherries on the back of his left hand. If a cherry rolls off, he has to pick it up unassisted and continue. Upon his return, the second in line makes the journey, and so on. The line finishing first wins the race.

#### COMMANDER IN CHIEF

Since the President is the Commander in Chief of all military forces, he gets to choose the "battle plan". Select the first Commander by using the Rock, paper, scissors game. The Commander then selects his second in Command, who demonstrates the actions to be taken. The Commander names the branch of service to be used in his attack plan. The Cubs line up with the second in Command at the end of the line on the right. The Air Force flies (arms spread and waving), the Navy swims (crouch from the waist and use swimming motions with your arms), the Army crawls (do crab walk, hold ankles, etc.), and the Marines hop, are examples that may be used. At the end of the race, the second in Command becomes Commander and the game continues until all have had a turn.



MATCH THE PRESIDENTS

Thumbtack a list of the best-known Presidents to a board. Around the names, place pictures related to each man. Give each item a number and provide a checklist card to match them. These are some suggestions:

George Washington	Mount Vernon, Valley Forge
Thomas Jefferson	Monticello, Declaration of Independence
James Monroe	Monroe Doctrine
Andrew Jackson	Hermitage, Battle of New Orleans
Abraham Lincoln	Gettysburg Address, log cabin
Ulysses S. Grant	Grant's Tomb, Civil War General
Theodore Roosevelt	Panama Canal, Rough Riders
Woodrow Wilson	League of Nations
Franklin D. Roosevelt	Pearl Harbor Attack, wheel chair
Dwight D. Eisenhower	General
John F. Kennedy	Youngest President, Pt 109
Lyndon Johnson	Moon landing, 10-gallon hat

SCRAMBLED PRESIDENTS

Each player is given a list of about ten names of Presidents, with letters scrambled. Allow about 15 min. to unscramble.

LOGROLLING CONTEST

Make logs from 4 - inch cardboard cylinders. Paint. This can be a relay with each boy rolling a log with a dowel or stick to a given point and back to the next person in line. (To add to the fun, have each boy during his turn wear tall hat and beard).

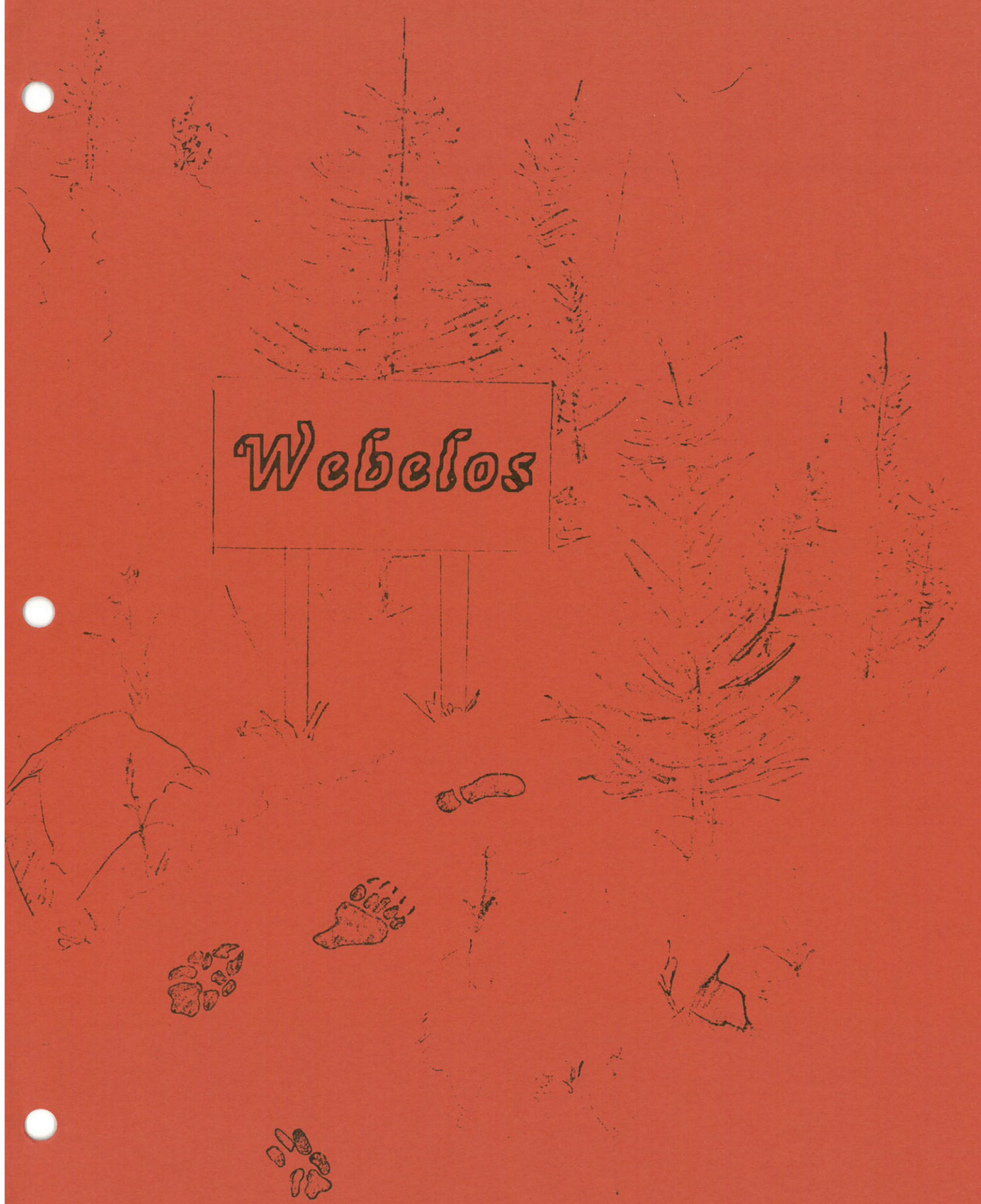
PENNY TOSS

Have boys from two lines facing each other. Give each boy on one side a penny in a paper cup, and the boys on the other side only paper cups. Have the boys with the pennies toss the penny to the boy opposite him and he catches it in his paper cup. The tossing continues back and forth with each side stepping back one step further apart until only two boys have not missed. Elimination occurs upon missing the cup with the penny.

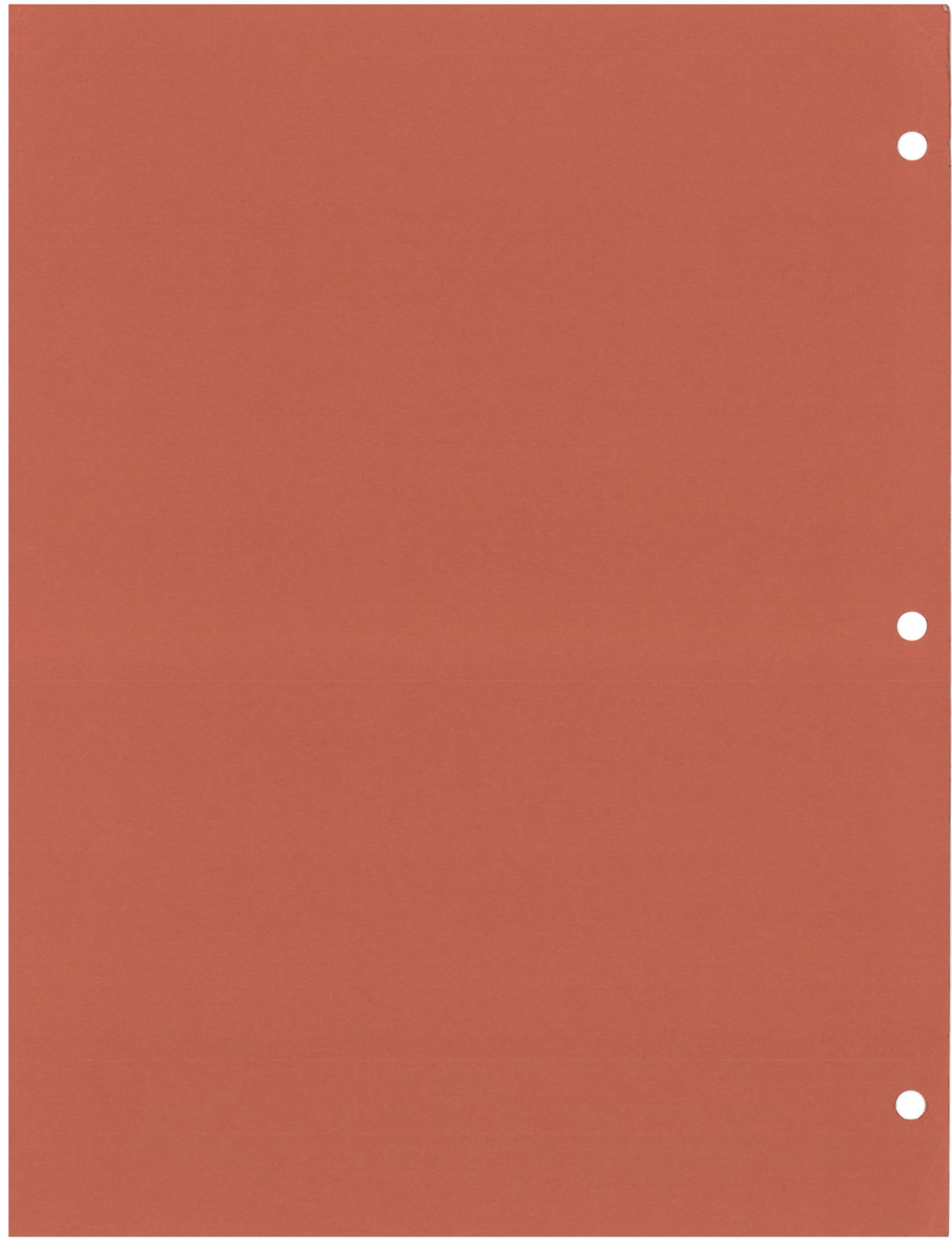
LOG CABIN IN A POP BOTTLE

Divide the den into two groups. Give each boy 10 toothpicks. The object is for each player to alternately place a toothpick across the top of the pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first side to get rid of all their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick.

Weberlos







**WEBELOS INTRODUCTION**

This book is one of the guides available to you in becoming a successful WEBELOS den leader. It has no table of contents, it has no outline. It is organized, though, in a simple form: it is full of ideas that are listed under the different badges that the boys will work on for the next two years.

There is no table of contents and no index, because you don't need them. Just follow the badges and get ideas. The real table of contents is in your ability to think like an adult who likes boys. Use your ideas. Look for other ideas. Change what you wish, add what you like. Make this your book.

Purpose of this Section:

Provide sources of help for activities  
Describe techniques for presenting activities  
List field trips available  
Demonstrate some activities  
Motivation

General References for the Webelos programs

Cub Scout publications:  
    Webelos Den Leader's Handbook  
    Webelos Book  
    Cub Scout Program Helps  
Boy Scout publications:  
    Boy Scout Handbook  
    Boy Scout Fieldbook  
    Boy Scout Merit Badge Handbooks  
General Scout publications:  
    Boys Life Magazine  
    Scouting Magazine  
    Scouter Newsletter  
    Roundtable Handouts  
    Pow Wow books  
    Boys Life Reprints

Motivation

Make it fun  
Make it stimulate curiosity  
Make it fun  
Do as much as possible at your meeting so that little remains to be done  
Make it fun  
Provide instructions for home use  
Make it fun  
Assign "homework"  
Make it fun  
Provide options when possible  
Make it fun  
Think BIG  
Make it fun  
Make it fun!!!!

**CHALLENGE TO A WEBELOS DEN LEADER**

Leading the Webelos den is not "just another" job - it's a challenge and an opportunity to make a positive contribution to a boys' total Scouting experience. You can't dilly dally; his Den Leader probably kept him very busy, so you'll have to make your projects and games fun as you teach him the Scout skills that will help him pass his Webelos requirements.

Make the projects challenging; let him know when these are special things the Cubmaster and leaders wouldn't ask the younger Cub Scouts to handle. Go places and do things so you build a reputation for being a live-wire den the young fellows will look forward to joining. Once a month plan some activity or trip requiring participation of the dads.

### WEBELOS SCOUT UNIFORM

This year, the WEBELOS Scout uniform will change slightly. Activity badges are to be worn on the WEBELOS cap, and the old WEBELOS "colors", three ribbons pinned to the sleeve, will no longer be worn. (Every mom who has repaired a sleeve that supported the colors will be very pleased with this development.)

On all Cub, Webelos, Boy Scout and adult uniforms, the American flag will be displayed just below the seam of the right sleeve. Webelos Scouts may choose the khaki or blue uniform shirt. But each Webelos den in the pack should choose the same color shirt.

The purpose of the Scout uniform is to "equalize all the boys, and give a boy a chance to show his achievements." It symbolizes Scout spirit, as it has for 78 years. It is important that Scout leaders wear a uniform, too. This tells the boys that you're proud of Scouting, too. It gives boys a way to identify with an adult. And wear your uniform correctly. You are an example. If you have earned an award, display it correctly and show the boys what it means to have Scout Spirit.

Don't hesitate to help the boys show their Scout Spirit.

### ADVANCEMENT

The Webelos Scout advancement plan has 3 parts: The Webelos badge, the 20 activity badges, and the Arrow of Light award.

As soon as a boy joins the Webelos den he begins work immediately on the Webelos activity badges and the requirements for the Webelos badge.

After he has earned the Webelos badge, he begins work on requirements for the Arrow of Light award.

Pack leaders, Webelos parents, Webelos Scouts, and troop leaders should understand the significance of Webelos advancement requirements as related to Boy Scout requirements.

Meaningful advancement ceremonies are important. Troop representatives should be involved in pack graduation ceremonies.

### THE SCOUT BADGE

To teach Webelos Scout the parts of the Scout badge, enlarge the design below and cut the separate parts from thin plywood or pressboard. Cut out with a scroll saw and paint or stain. Use the individual parts to teach that specific requirement for the Webelos badge.

The Scout badge was adapted from the north point of the old mariner's compass. The design is often called a trefoil, a flower with three leaves. It is also known by its French name "fleur-de-lis" - lily or iris flower. It goes so far back in history that it is uncertain whether it actually stands for a flower or for an arrowhead. With slight changes, the trefoil badge is used by Scouts around the world.

The two stars symbolize truth and knowledge, and the outdoors in Scouting.



The three points like the fingers of the Scout sign, stand for the three points of the Scout oath.

The trefoil means that a Scout can point the right way in life as truly as a compass can in the field.



The Eagle with the shield stands for freedom and readiness to defend that freedom.



The knot at the bottom of the scroll is a reminder to "do a good turn daily".



The scroll with the Scout motto is turned up at the ends. It's a hint that a Scout smiles as he does his duty.





### WEBELOS CEREMONIES

Ceremonies are an important part of any Scout program. Ceremonies make awards important to the boys. You can use simple and elaborate ceremonies, depending upon the time, place, and kind of achievements you will be recognizing.

Make ceremonies fun and exciting. Have all your props ready, an assistant to turn off lights, and set up (your den chief can help). Know your lines or have them prepared on index cards for reading. Be careful with fires and candles. Be careful with dry ice. Always be prepared.

Included in this section are some ideas for ceremonies. Use them to help you make up your own. For example, last year our pack held the graduation/Arrow of Light ceremonies in a park. Our bridge for the ceremony is too bulky for easy transportation. So, instead of crossing the bridge, we used a "water" theme, by having the boys carry a bucket over the stage area to the Scoutmaster of their new troop. The narrator said something like:

"These boys have grown in the past year, and completed many tasks to earn awards and badges. They will now prove their growth and willingness to achieve in Scouting by carrying a bucket of precious water to the Scoutmaster. And remember, that before one builds a campfire, like the one we are enjoying tonight, a Scout always has the most important element of the ceremony in place: the water."

Ceremonies are easy to do. They need a little preparation, though, and we hope that the following ideas will help your boys enjoy their Webelos experience.

NOTE: The Aina Topa Hutsi Lodge, Order of the Arrow, is a group of Scout campers, some of whom have Indian costumes and might help with ceremonies. Contact the Council office for more information and who to contact.

THE WEBELOS LEGEND

Hear now the Webelos legend;  
The tale of the Webelos tribe;  
The tale of Akela its Chieftain.

"Whoo," called the owl in the darkness  
And Mowgli, the Indian boy  
Lay in his tepee and listened  
To the rustle of Trees in the night.

"Boom" went the deep muffled beat of  
The great ceremonial drum;  
The braves of the tribe were convening,  
He wished he could answer that call.

Quick, like the flight of an arrow;  
Quiet, in the hush of the night;  
Before a great fire ring they gathered  
Awaiting Akela their Chief.

Here in the great Council Ring Fire  
On top of the cliff there they met.  
Here often they come for decisions  
Here, too, the Great Spirit they sought.

Here they sought help from the Spirit  
On hunt or on warpath; in peace.  
Here they met their Chief Akela;  
Awaited his final decrees.

Now with the "boom" of the big drum  
All was quiet, the night was quite still.  
The great ceremonial fire,  
When lighted, illumined the hill.

The tom-toms began, set the rhythm,  
Akela stepped into the Ring.  
First low and slow, then...like thunder...  
They beat as he danced near the fire.

Dancing with grace, full of gesture,  
In costume, he told of his life.  
He told of the strength of his father,  
The powerful "Arrow of Light".

"Kind Eyes" his mother, taught those things  
That only a mother can know.  
He once saved her life with his arrow;  
His father helped fashion his bow.

continued...

**POW WOW '88  
CEREMONIES**

**WEBELOS**

The tom-toms beat on and his dance  
Told of trips to the forest, where Wolf  
Taught him the ways of the wild life  
Of the ground, of the tracks, of food.

Through dancing and gesture he told  
How he next faced the Bear and learned  
the meaning of Courage; and then  
He became a young Scout on the Trail.

Akela, the Wise, closed his dance.  
By sign and by gesture he told  
How the Tribe can be strong only when  
The boys of the Tribe are quite strong.

He said this, "The future is hidden  
But if we are strong and brave,  
If we can teach our boys to be square,  
Our tribe will continue to be strong."

"Let us name our tribe for the Bobcat,  
The Wolf and the Bear and the Scout,  
The Webelos Tribe we'll be called and  
The strongest of all we will be."

Akela thus ended his dance  
The beat of the tom-tom was stilled.  
In silence the warriors stood,  
Then gave the great guttural "HOW"!

The fire burned low, all was still.  
No sound broke the hush on the hill,  
Save the crackle of embers and all  
The mysterious half-noises of night.

The braves raised their right hands toward heaven.  
"Living Circle" was formed with their left.  
The Webelos pledge was then given;  
"to live and help live" was their pledge.

This, then, is the Webelos legend.  
This, then, is the reason they're strong.  
They honor the pledge which they make;  
"To live and help live" is their goal.

(arranged from the prose by  
Milton Klint, Salina, Kansas)

**WEBELOS BADGE CEREMONY #1**

ARRANGEMENTS: Need Webelos leader, 3 Cub Scouts and 1 Webelos Scout (representing the three ranks), Webelos candidate and his parents.

EQUIPMENT: Webelos badge, ceremony board and four candles

WEBELOS LEADER: Tonight, we are recognizing Webelos Scout (name) from our pack who has earned the Webelos badge. Would (name) and his parents come forward.

Let us go back and review the steps he has taken to reach this rank. He started by earning his Bobcat badge. To do this he learned the Cub Scout Promise and the Law of the Pack. Will Bobcat Scout (name) come forward and light the Bobcat candle.

Next, he worked on 12 achievements to earn the Wolf rank. Will Wolf Scout (name) come forward and light the candle representing the rank of Wolf.

Later, he acquired more Scouting skills as he worked on 12 increasingly harder requirements for the Bear rank. Let Bear Scout (name) come forward and light the candle for the Bear rank.

To earn the Webelos badge, (name) joined a Webelos den three months ago. Now that he has earned 3 activity badge, learned the Scout Oath, the Scout Law and Motto we are happy to present to him the Webelos badge. Will Webelos Scout (name) come forward and light the last candle which represents the rank of Webelos Scout. (Present Webelos badge to parents, who present the badge to the Scout.) Congratulations! Wear the Webelos badge with pride.

NOTE: This ceremony could be used for any rank advancement, shortening it to the boys' rank who will be receiving his new badge.

WEBELOS BADGE CEREMONY #2

WEBELOS DEN LEADER (ask den chief to escort Webelos Scout and parents to front): "We often speak of the Cub Scout Trail, which leads from the Bobcat badge to the Arrow of Light. It is a series of adventures that qualify the boy for the badges called Bobcat, Wolf, Bear, Webelos, and the Arrow of Light. Tonight we have a Webelos Scout who has reached the fourth trail marker on the Cub Scout Trail - the Webelos badge. He is Webelos Scout (name). Since joining Webelos Den (number) months ago, he has earned three activity badges and has learned some of the things Boy Scouts must know.

Now, (name), will you promise to set your sights on the Arrow of Light award?  
(Boy agrees.)

Will you then join me in repeating the Boy Scout Oath -- one of the things you have learned in earning the Webelos badge? (Repeat Oath.) It is a pleasure to ask your parents to pin on your new Webelos badge, (Parent pins the badge. Give the boy the Boy Scout handshake.)

SCOUT OATH

On my honor I will do my best  
To do my duty to God and my country  
and to obey the Scout Law;  
To help other people at all times;  
To keep myself physically strong,  
mentally awake, and morally straight.

ARROW OF LIGHT CUTOUT

- PERSONNEL : Webelos Den Leader, Arrow of Light candidate and his parents.
- EQUIPMENT : Arrow of Light cutout with electric light, Arrow of Light award and certificate, straight pin.
- ARRANGEMENT : The Arrow of Light cutout is the center of attraction. It is made by cutting out the Arrow of Light pattern from the side of a large paper carton and pasting tissue paper behind the cutout section. A light bulb is inserted in the box. (Be careful that the bulb does not come in contact with the side of the box.) After the Arrow of Light candidate and parents are on stage, houselights are dimmed or off.
- WEBELOS LEADER : Tonight we honor a Webelos Scout who has completed the requirements for Cub Scouting's highest goal - the Arrow of Light award. Will Webelos Scout (name) and his parents please come to the front. You have been a faithful member of our Webelos den. You have learned the Scout requirements, visited the Scout troop of your choice, and secured a Scout application. Tonight you receive the Arrow of Light award. Within a short time you will be eligible to join a Boy Scout troop.
- You were guided in your progress through the ranks of Cub Scouting by the light of the Arrow. (Point to illuminated cutout.) Let the Arrow of Light continue to light your way as you move onward along the Scout trail.
- It is my pleasure to award you the Arrow of Light award, which you will wear on the flap of your left shirt pocket of your Webelos uniform. Later you may wear it on your Boy Scout uniform. Because your parents helped you through the ranks of Cub Scouting, I shall ask them to present it to you (pause while this is carried out). Congratulations for the fine work you have done in Cub Scouts.

TEST OF FIRE  
ARROW OF LIGHT CEREMONY

This is a very impressive ceremony, and done as a great honor.

SUPPLIES : Magic Solution (actually 60% water and 40% acetone), drum, candle of truth, Webelos scarf with the emblem removed, FIRE EXTINGUISHER (Class BC).

\*\*See Special Instructions on next page\*\*

DRUM BEAT :

NARRATOR : Many moons ago a Webelos brave started on the trail of the Arrow of Light. Much work and many hard hours went into preparation. After many council fires - Akela came forward.

AKELA : (Enter Akela to the sound of drum beats.)  
The great Eagle, bird of truth, has come to me with the name of a candidate for the sacred award of the Golden Arrow of Light.

DRUM BEAT :

AKELA : Will (name) and his parents come to the council fire. Also the Webelos Den Leader for this candidate.

DRUM BEAT :

AKELA : Brave (name), I now ask your Webelos Leader if you have tried to follow the Cub Scout Promise and the Law of the Pack. Has this brave learned from the trail of the Bobcat, Wolf, and Bear, and now, from the tribe of the Webelos?

WEBELOS LEADER : Yea, he has.

AKELA : I now ask you one question. Have you TRIED to do your best?

BRAVE : Yes.

AKELA : This is indeed a proud moment for our tribe, when we can see you advance. It symbolizes the cooperation in your pack and in your tepee. You have shared many experiences and much knowledge. Without this sharing and caring along the trail of the Golden Arrow of Light, it would have been for more difficult. As your parents take the Webelos Scarf from around your shoulders, I want you to think about the one question I asked you before. You answered "Yes", that you had done your best. If this is true, after we dip your scarf into the magis potion and pass it over the flame of truth it will flame up but will not be consumed by the fire.

Akela and Webelos Leader should take the scarf from the parents and dip "it" in the potion, then pass it over the candle.

AKELA : Welcome to the Brotherhood of the Golden Arrow of Light. You have indeed done your best. (At this time, give parents the award to pin on their son.



**SPECIAL INSTRUCTIONS FOR  
TEST OF FIRE CEREMONY**

The Webelos emblem must be removed off the scarf that you intend to burn. You can not use a Webelos Leader's scarf. The emblem and the cording around the leader's scarf will soak up too much of the acetone.

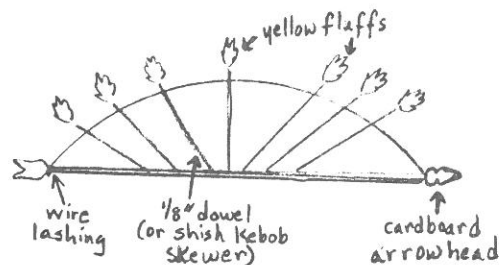
Clothes hangers are opened and a circle bent into the end, at least two feet long. Safety pins hold the scarf to the hangers.

The Magic Potion should put in a jar with a tight fitting lid. It can be used more than once. A wide mouth jar works well. Do not leave exposed to the air for very long. It evaporates very quickly.

During the ceremony the jar should be placed in a large basket or box. Have the scarf to be burned already in the basket, then when the boy's scarf is put in no one will be the wiser. The scarf you use (with the emblem removed) must be squeezed out until only damp. Do this very quickly as the acetone will evaporate. Immediately hold the damp scarf over the flame of the candle. It will go into flames for a few seconds and then go out as the acetone is burned. The flame is best seen in a dimly lit room.

**!!REMEMBER YOUR FIRE EXTINGUISHER!!**

This ceremony will be remembered for a long time by the members of the pack and will be a highlight for the boy. As in all ceremonies PRACTICE at home first! Have at least an 8 foot ceiling and enough room for safety.



**ARROW OF LIGHT PROP**

An Arrow of Light ceremony can include displaying an "Arrow of Light". Use warm water to soften a dowel. Copper wire will lash dowel to arrow. Elmer's glue or hot glue attached "rays" to arrow and "sun" (bent dowel). Glue feathers to tips of "rays".

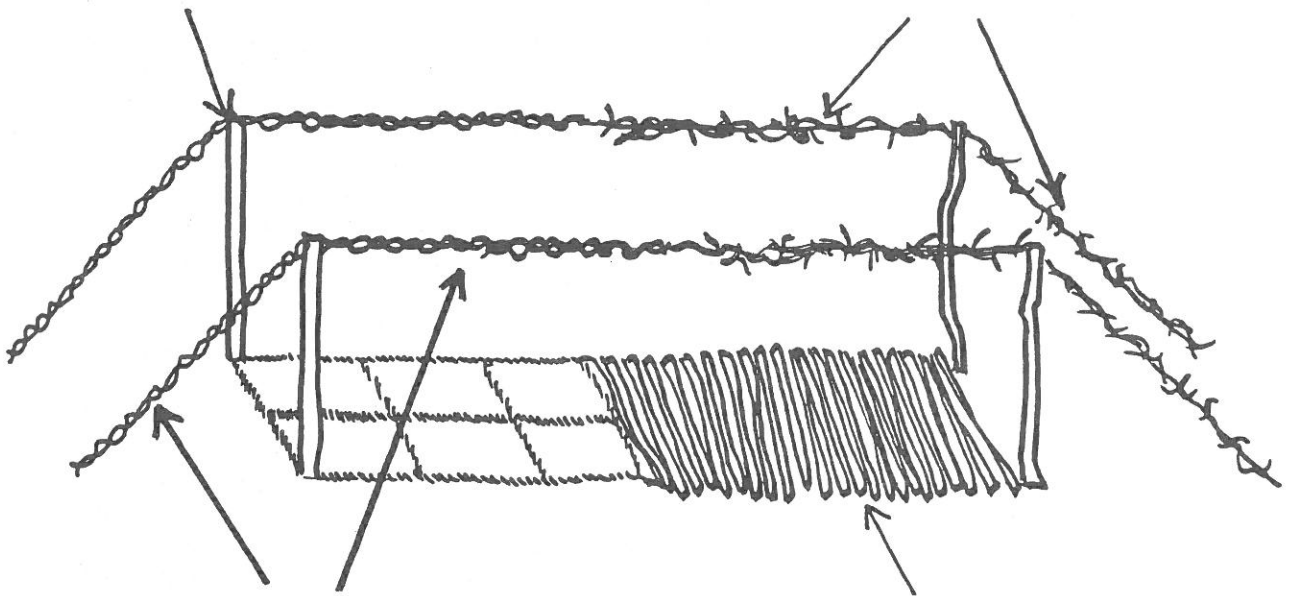
**WEBELOS CROSS-OVER GRADUATION**

- MATERIALS NEEDED : Cross-over bridge, Arrow of light badge, Boy Scout neckerchief, slide and book
- ARRANGEMENTS : Have bridge brought to center of floor with Cub Scouts on one side of bridge with Cubmaster and Webelos Leader. Boy Scouts and Scoutmaster on other side of bridge.
- CUBMASTER : Cub Scouting is the younger brother of the great Scout movement. In it boys are grouped together in dens, and thus provided with good friends, and an opportunity for fun in their first contact with the ideals of Scouting. The last few months in Cubbing are spent learning the requirements for the Tenderfoot Boy Scout rank. Tonight's meeting has special meaning to (no. of boys leaving) of our boys. This is their graduation night. (Call graduating boys, with parents, forward.) I would like to introduce Mr. (name of Scoutmaster to receive boys) from Troop (no.). Please come forward.
- (To boys) Three (or four) years ago you became Cub Scouts. On that night a whole new world of opportunity opened to you through Cubbing. You have been loyal to your den and to your leaders. You have learned to share, to assume responsibility, and to discipline yourselves. Being a Cub Scout has helped you to understand the importance of being a member of a team. You have reached the crossroads; the end of Cubbing, and the beginning of Boy Scouting. I congratulate you in deciding to become a Boy Scout. Some day one of you may return to us as a Den Chief, to help other Cubs to learn to become Scouts.
- WEBELOS LEADER : I'll miss you boys at our den meetings, but I know you'll be having lots of fun in Scouting. So long and good luck.
- CUBMASTER : Boys, you have earned the highest award in Cubbing, the Arrow of Light. This is the only Cub badge you can wear on your Boy Scout uniform. It is my pleasure to present it to you and congratulate you on a job well done. (Cubmaster presents badge to parents who pin it on boys. Cubmaster gives Cub salute -- graduating Scouts return it.) And now it is time to cross over to your Boy Scout Troop. (Parents follow boys over bridge, boy's Webelos scarf and slide are removed and the Scoutmaster gives them their Scout scarf and slide. The Scoutmaster gives them the Scout handshake to welcome them. All Boy Scouts exchange handshakes with the new Scouts.)

CROSS-OVER BRIDGE

2" x 2" boards  
one painted blue,  
the other yellow

tie-downs and  
halfway across top  
of bridge are  
various BS knots



CORDS for tie-downs and  
halfway across top  
of bridge are blue and gold  
braided yarn

thick branches

Floor is blue & gold carpet squares - alternating colors in  
checkerboard fashion on Cub Scout side.

Floor on Boy Scout side is made up of thick branches - laid down  
and tied together.

**WEBELOS GRADUATION CEREMONY  
OUTDOOR THEME WITH EAGLE FEATHERS**

CUBMASTER speaks to graduating Webelos:

Through your Webelos activities you have had many opportunities to experience the outdoors, including activities such as Day Camp, camping with your Webelos den and with Boy Scouts. You now know that OUTING is the essence of SCOUTING.

Now as you complete the transition from Cub Scouting into boy Scouting you will experience more of the outdoors. As you cross over into Boy Scouts you will begin as a TENDERFOOT Scout. You must learn to walk before you learn to fly. And fly you will as you expand your horizons and build your endurance to someday become an EAGLE. An eagle of nature is a creature of God that has learned to be one with the Outdoors and is not satisfied with just watching the world pass by. You are developing to be such a creature of God.

Are you willing to make the commitment to work hard to build your strength and work with your fellow scouts to develop your wings to soar as an eagle? ( Scout responds "Yes".)

To encourage you on the trail, here are your first Eagle feathers. The blue feather represents your progress through Cub Scouts and into Webelos. The yellow Eagle feather is for earning the Arrow of Light. Not all Webelos scouts earn the Arrow of Light. The yellow feather represents your first flight over the first steps of Boy Scouting toward the Tenderfoot rank. You are indeed at least two steps ahead of those boys who enter Boy Scouts without progressing through the Webelos program. (Give blue and yellow feathers to the boy.)

As you cross the bridge to Boy Scouting, your Scoutmaster will present you with a red Eagle feather, representing your first step as a boy Scout toward becoming as Eagle Scout.

Remember these first Eagle feathers as you progress through the hardest years for a young Eagle, the teenage years. You will be pulled in many directions and often lose sight of your objectives. Remember that as Eagle flies above those things that confront him in order to gain a better perspective. He does not always fly past his problems but does see more clearly the obstacles that confront him. Only in the Outdoors can the Eagle truly arise above his troubles and not lose sight of this objectives.

Go now and join your fellow scouts who will teach you to walk with tenderfeet as you develop your strong wings to fly.

Go my son, get your education!...

(written by Roy Hefner & Joe Nix)

WEBELOS GRADUATION SONG

Tune: "Oh, Susanna"

"Our Webelos will soon be Scouts,  
We'll miss them when they're gone.  
They've walked this trail for three long years.  
And now they must move on.

CHORUS:

Good-bye, Cub Scouts, we'll miss you when you're gone.  
You've walked this trail for three long years.  
And now you must move on."

(Submitted by Buddy Harkin,  
Cubmaster, Pack 18,  
Grenada, Miss.)

### INTRODUCTION TO WEBELOS ACTIVITY BADGES

Activity badges constitute the program outline for Webelos Scouting. The themes and ideas contained in the badges help the boys to develop their physical fitness, character, and citizenship. The badges expose the boys to new and old ideas, but on a level that approaches the 9 and 10 year old boy. The badges can keep the boys busy until they enter Boy Scouts, and prepare them for their first Scout badges.

The following section is full of ideas related to the various badges. Things to make, places to go, games, skits, and projects are included with the badges to give you ideas. Remember that this is just a collection of some ideas. Use yours, too. Get ideas from the parents of the boys. Be guided by what the boys like to do.

SOME IMPORTANT WORDS ABOUT AQUATIC ACTIVITIES: SWIMMING, BOATING, FISHING, WADING, ETC. Never take a boy out alone. The safe swim defense plan, and information on SAFE water rescue techniques are included in the Aquanaut activity badge. The best advice available is to perform these activities in a pool with certified Water Safety Instructors on hand. Do not work on the Aquanaut badge in your backyard pool. If a child has a pool at home, he can work on this badge under his parent's supervision.

Call a local swimming pool and make arrangements for them to help you complete the Aquanaut badge. This can be a serious undertaking for you alone.

When working on the Handyman, Craftsman, and Artist badges, use safety gear like safety glasses, machine guards, etc. Have another adult with you!

USE THE IDEAS YOU WILL FIND IN THIS SECTION. BUT DON'T LIMIT YOUR IMAGINATION. ALWAYS BE ON THE LOOKOUT FOR MORE!!!

### AQUANAUT ACTIVITY BADGE

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in our body is exercised. As Webelos leaders we have the responsibility to develop self-confidence in every boy in our den. Through learning to swim, each boy will gain a sense of self-achievement, as well as gaining a skill that may save his life some day.

#### Rules for a safe swim

1. Secure adequate facilities.
2. Teach the 8 point defense plan (Buddy system).
3. Use a qualified instructor (Check with a local Troop)
4. Follow pool rules.
5. Teach rescue methods.
6. Maintain good discipline.

#### Boat safety rules

1. No horseplay.
2. No standing when moving.
3. Yield to the right.
4. No boating in stormy or windy weather.
5. If capsized, stay with the boat.



WATER GAMES

**Cork Retrieve:** Assign a small area of the poolside to each player. Scatter a dozen or more small corks or blocks of wood on the far side of the pool. On signal, each player dives into the pool and brings back corks one at a time and places them in his assigned area. The player who retrieves the most corks wins.

**Dog Race:** Racers line up, bark three (3) times, like a dog, and swim with a dog-paddle stroke to the finish line.

**Frog in the Sea:** This is a good pack game that can be played in a yard or in shallow water. Players form a circle around five "frogs" who sit with their feet crossed. The players in a circle skip (if on land) or walk (if in water) close to the frogs and try to tap them on the head as they repeat the words, "Frogs in the sea, can't catch me." The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog.

**Pirates' Gold Hunt:** Gild 3/4" washers with gold paint. Scatter them over a roped-off area of water that is between knee and waist deep. On signal, the boys recover as many gold pieces as they can in an allotted time. Be sure boys have to duck for most of the gold pieces.

**Sailboat Races:** Have the boys build small sailboats. For a race have them line up 5 yards from the bank and blow their sailboats back to shore.

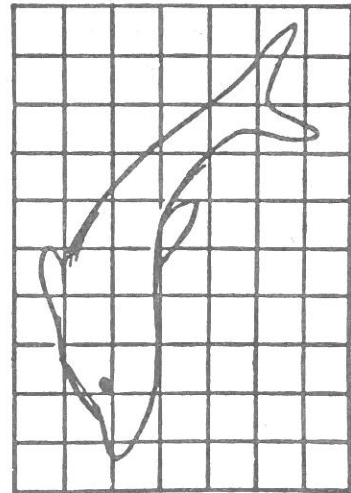
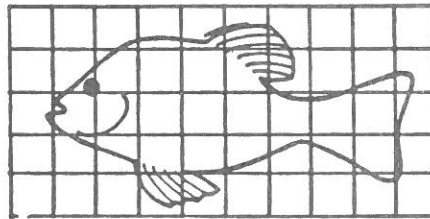
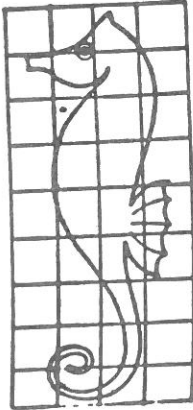
**Simon in the Water:** When leader prefaces a command by saying "Simon says," each player must follow instructions immediately. If he gives a command without saying "Simon says" no player may move. Commands may deal with any stunt in the water such as: swimming, floating, ducking head, touching bottom, etc.

**Table Waiter Race:** For this race, each swimmer carries a paper plate containing a stone or cork on the plate when he crosses the finish line. If it falls off, the swimmer may replace it.

**Towel Relay Rescue Race:** Divide group into two teams. Station one boy from each team on the shore. Give him a bath towel. The other team members stand in shoulder-deep water, facing the shore. On signal, the boy on the shore runs into the water, heaves an end of the towel to first teammate, and pulls him to shore. Boy just rescued jumps back into water and rescues next boy, etc.

**PARTICIPANT'S BADGES**

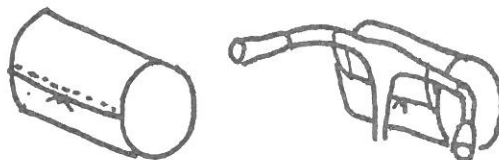
Enlarge figures on grid pattern, trace onto light cardboard and cut out. Make one for each boy in the pack. Attach safety pin to cardboard and cover figure with aluminum foil.



**BATHING SUIT TOTE**

For children who ride their bikes to the beach or swimming pool in the summer time this suit will be great gadget.

You will need a large bleach bottle with the bottom and curved neck removed so that you have a tube. Tie rope through the tube. With two additional pieces of rope tie tube to handlebars. Tube can also be painted and lacing can be used in place of rope.



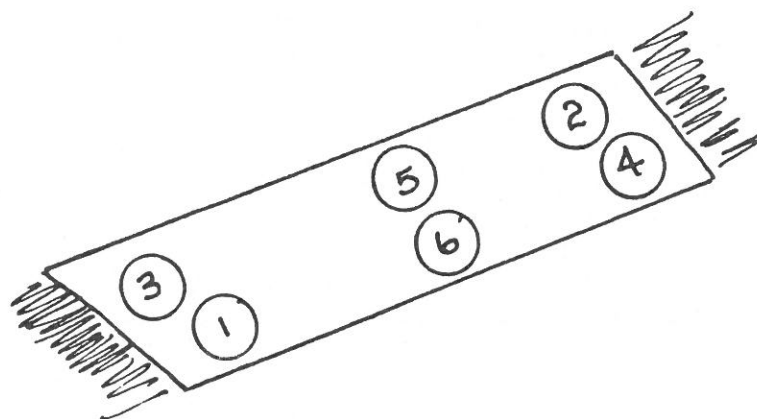
**LET'S HELP EVERY WEBELOS SCOUT TO BECOME A SWIMMER!**

WATER SAFETY

Although most Webelos leaders do not have ready access to row boats, boat safety can still be taught. Below are two ways that can be used...

RUG OR BLANKET METHOD

Place a rectangular shaped rug or old blanket on the floor. Teach the boys that they board a boat in the center of the boat. The first boy goes to the back of the rug (boat) and sits down. The second boy goes to the front and sits. This procedure is followed until each seat is filled as shown in the illustration...For oars use brooms to teach the boys how to row a boat.

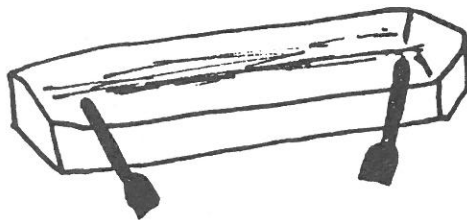


BOX BOAT

NEED:

- 1 tissue box
- 1 tooth paste box
- construction paper
- 6 corks
- 6 white spoons
- 4 popsicle sticks

For bow of boat cut one end into a "V" and reglue. Cover boat with construction paper. Paint faces on backs of spoons and stick into cork bases. With a sharp knife whittle popsicle sticks into the shape of oars.



### GAMES

The games below can be used to teach swimming skills, as well as, having fun...

#### THAR SHE BLOWS

For this game you need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around and start looking for the whistle. The winner is the player that can find the whistle and dive and retrieve it....The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over again. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

#### GREASED WATERMELON PUSHBALL

Grease a watermelon. The width of a swimming pool or the shallow side of a lake shore. The field should not be more than twenty feet long. The game: the greased watermelon is deposited by the referee in the water midway between the two teams. Any number of players can play. The more the merrier. When the referee blows his whistle, the opposing teams dive into the water and swim for the watermelon. From then on its one grand tussle. Each team tries to get the watermelon deposited on its bank. The melon must be completely out of the water to count as a goal. After two out of three victories, the winner may cut open the melon and feast on it. They will probably share with the losers, and the losers clean up. A player holding the melon may be ducked until he lets go.

#### TURTLE FLOAT

Each boy pretends he is a turtle. Start by standing in a circle in waist-deep water. At signal, boys take a deep breath, grasp their ankles, and pull their knees against their chest. If the chin is kept on the chest, a boy will float with his back out of the water. Demonstrate for the boys and allow them to practice until they learn how to keep their bodies floating.

#### NIGHTSHIRT RELAY

Divide den into two teams, or play fathers against sons. Give each team an old-fashioned nightshirt (or pajama top or sweat-shirt). On signal, the first player on each team puts on the nightshirt and swims to the other end of the pool. When he takes it off, the next player puts it on and swims his lap. The team who finishes first is the winner.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
AQUANAUT**

WATER POLO

Line teams up at opposite ends of the pool. Toss a ball into the center of the pool. Players may advance it by any means while they and the ball remain in the pool. A score is made by placing the ball in the goal at either end of the pool. A game consists of two 10 minute halves. Players change sides after each score.

POOL BALLOON RACE

Each player has a partner. Partners stand opposite each other on each side of the pool. Partners on one side are given an inflated balloon. At the "go" signal, those with balloons jump into the water. They must move the balloons ahead of them by blowing them across the pool. They are not allowed to use their hands. As each gets his balloon across the pool to his partner, the partner jumps in and repeats the process returning to the other side of the pool.

**SWIMMING SAFETY**

**8 THE BOY SCOUT DEFENSE PLAN**

FOR FUN AND SAFETY YOU AND YOUR TROOP SHOULD SEE THAT EACH OF THE FOLLOWING IS CARRIED OUT.



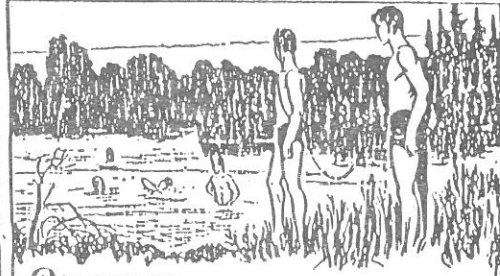
**1 MEDICAL CHECK-UP**— PHYSICAL HANDICAPS CAUSE MANY DROWNING ACCIDENTS. HAVE A THOROUGH PHYSICAL EXAMINATION BEFORE YOU START SWIMMING. MAKE CERTAIN YOU'RE PHYSICALLY FIT.



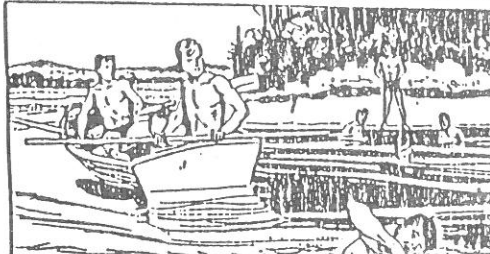
**2 TRAINED SUPERVISOR**— FOR SAFETY'S SAKE AND TO LEARN HOW TO SWIM PROPERLY, BE UNDER THE CARE OF A TRAINED WATERMAN WHO HOLDS AN UP-TO-DATE LIFE-SAVING CERTIFICATE FROM AN ESTABLISHED AGENCY (U.S.A., AMERICAN RED CROSS OR Y.M.C.A.)



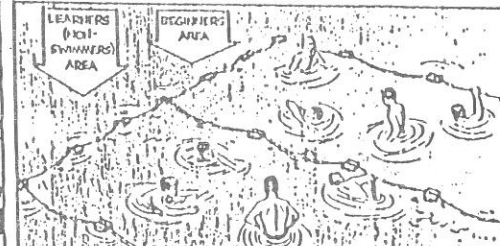
**3 SAFE SWIMMING AREA**— CHECK BOTTOM OF SWIMMING AREA FOR DEEP TIDLES, STUMPS, OR ROCKS. MARK OFF AREA INTO THREE SECTIONS: UP TO 3 1/2 FT. DEEP FOR NON-SWIMMERS, JUST OVER THE HEAD FOR BEGINNERS, DEEP WATER FOR SWIMMERS.



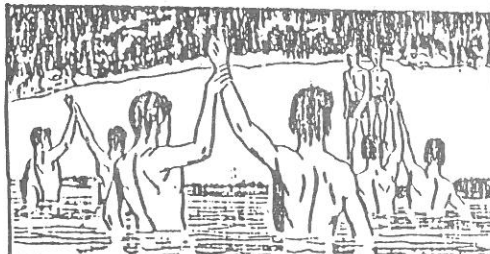
**4 LIFEGUARDS**— STATION TWO OLDER SCOUTS WHO ARE GOOD SWIMMERS WHERE THEY'LL BE READY TO RUSH TO THE ASSISTANCE OF ANY BATHER IN TROUBLE. THEY SHOULD BE EQUIPPED WITH LIFE-LINE.



**5 LOOKOUT**— STATION A LOOKOUT ON SHORE WHERE HE CAN WATCH ALL THE SWIMMERS. IF A BOAT IS AVAILABLE, HAVE IT MANEUVRED BY TWO OLDER SCOUTS... ONE TO ROW AND ONE IN STEER WITH A POLE.



**6 ABILITY GROUPS**— TEST SWIMMING ABILITY OF EACH BOY. THEN DIVIDE INTO THREE GROUPS: LEARNERS (NOT SWIMMERS), BEGINNERS (ABLE TO SWIM 50 FT.) AND SWIMMERS (ABLE TO SWIM 100 FT.). (25 OF THEM ON BACK). EACH GROUP STAYS IN OWN AREA.



**7 BUDDY PLAN**— PAIR OFF TWO BOYS OF EQUAL SWIMMING ABILITY. TWO FEET WAHOO 10 FT. OF EACH OTHER AT ALL TIMES. WHEN A "BUDDY SIGNAL" IS GIVEN, BUDDIES GRASP EACH OTHER BY WAHOO AND HOLD ARMS UP HIGH, SO LOOKOUT CAN QUICKLY CHECK ALL BUDDY TEAMS.



**8 GOOD DISCIPLINE**— SUPERVISOR SEES TO IT THAT GOOD DISCIPLINE AND STRICT ATTENTION TO ALL RULES ARE KEPT BY ALL SWIMMERS. THIS GIVES EVERYONE A CHANCE TO HAVE FUN AND BECOME A BETTER SWIMMER. FUN... SAFETY... DISCIPLINE UNDER THE BOY SCOUT SWIMMING PLAN.

# WATER RESCUES

MOST SWIMMING ACCIDENTS OCCUR WITHIN A SHORT DISTANCE OF SAFETY AND COULD BE AVOIDED IF PEOPLE DID NOT BECOME PANICKY—KEEP COOL—KEEP YOUR HEAD—NOT QUICKLY— FOLLOW THESE RULES:

**REACH** THE BEST RESCUE METHOD IF A PERSON IS WITHIN REACH IS TO EXTEND ANY OBJECT THAT HE CAN GRAB.

**THROW** TOSS A RING BUOY, A LINE, AN INNER TUBE OR ANY OBJECT YOU CAN GET HOLD OF IN A HURRY THAT WILL FLOAT—THROW IT OVER AND BEYOND HIM.

**ROW** IF THERE IS A BOAT HANDY, ROW OR PADDLE OUT TO GIVE HELP. SWING BOAT AROUND SO PERSON CAN GRAB STERN.

**GO** IF YOU MUST SWIM TO REACH THE PERSON IN DISTRESS, DON'T DIVE. TOW PERSON TO SAFETY WITH YOUR SHIRT. IF HE IS UNABLE TO GRAB AND HANG ON TO SHIRT, USE HAIR CARRY.

## DON'T ATTEMPT A SWIMMING RESCUE WHEN FULLY DRESSED!

REMOVE SHIRT—  
DROP PANTS—



HOLD SHIRT IN TEETH—  
—TAKE OFF SHOES



NOTE! KEEP YOUR  
EYES ON PERSON IN  
DISTRESS AT ALL  
TIMES!



JUMP IN—  
DON'T DIVE.



THE FELLOW WHO UNDRESSES BEFORE GOING IN IS BETTER ABLE TO RESCUE A PERSON BECAUSE HE ISN'T HAMPERS BY THE WEIGHT OF HIS CLOTHING.

PRACTICE SPEED IN UNDRESSING. KNOWING HOW TO DO A THING AVOIDS HELPLESS PANIC WHEN A REAL EMERGENCY ARRIVES. BE PREPARED!



**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
ARTIST**

The Artist Activity badge isn't intended to make artists of the Webelos Scouts, but to help them better understand how the artist works and what he is trying to express. If you are not familiar with color charts, design, sculpture, mobiles, and constructions, you should enlist the help of an experienced Dad or an art teacher. Beginners's books on art will also be helpful to you.

**IDEAS FOR DEN MEETINGS**

- Attend an art exhibit or visit a museum
- Hold an "Art Can Be Fun" night
- Have each boy prepare a color scheme for his room
- Make drawings from nature...birds, animals, flowers, etc.
- Start simple sculptures to be finished at home
- Study a color wheel and practice combining paints

**IDEAS FOR PACK MEETINGS**

Exhibit: Drawings, paintings, designs, mobiles  
Demonstrate: Mixing paints, beginning a sculpture, making a mobile

**GAMES**

FIVE DOTS

Give one Webelos a piece of paper and have him place five dots on it wherever he pleases. He should then give it to another Scout who tries to fit on a drawing of a person with the head at one dot, the hands at two other dots, and the feet at the two remaining dots.

EYES-SHUT DRAWING

Have the Webelos draw a picture of a pig with their eyes shut. The curly tail of the pig makes the game funny.

OUTLINES OR WIGGLES

Have everyone draw a wavy or zigzag line on paper. Have the boys exchange papers and make their line into a picture. The one with the best or funniest picture is the winner.

CRAZY ARTIST

Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, each player drawing no more than two straight lines. Have a player from each team run forward about 30 feet, draw his two lines, then return and hand the chalk to the next player in his line. The team with the best looking house wins.

DRAWING

Setting is a boy standing on the beach looking at the ocean and drawing. Boys come in one at a time and say, "What are do doing?" The boy answers, "Drawing." When all boys are standing around after asking the boy what he is doing, the first boy asks, "What are you drawing?" The boy answers, "A crowd."

**ARTIST'S CHARADES** - Webelos divide into two team and sit together facing the leader. One player from each team has a piece of paper and a pencil and is sent up to the leader. The leader shows them a word printed on a piece of paper. The artist hurries back to the group and tries to draw a picture that conveys the meaning of the word. He may not write any words or letters and cannot make any sounds at all. The team tries to guess what the word is and the artist can indicate whether they are hot or cold. He keeps drawing until someone guesses the right word and wins a point for his team. The play starts over and a new artist gets a new word from the leader.

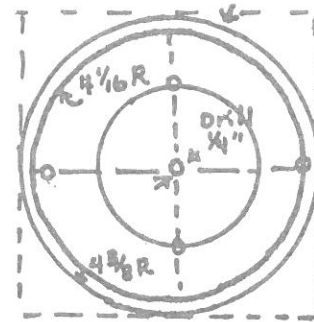
Not everyone is an artist, nor is it intended that you be an artist to work with the boys on this badge. There may be a dad in the den who has artistic talents. To teach design, you can use many objects found around the house. Plates, cups, bowls, glasses, lids, and tinker toys are just a few of the items you can use. Another way, and one in which most boys have fun making designs, is to use Indian symbols to make a picture.

SPIN-IT ART WHEEL

Need:

- File cards
- Assorted watercolors or enamels or silk-screen printing ink
- Plastic squeeze bottles
- 3/4" pine 1/4" plywood
- Two 3/16"x1" RH stove bolts
- Four 16-24 RH x 3/4" machine screws and hex nuts
- Cardboard box 10"x12"x15"
- Kitchen-fan motor (1/100hp, 1500 rpm 115-volt) available at electrical supply houses

Lay out circles on a 9" square piece of 1/4" plywood. Drill four 1/16" holes for 10-24 RH machine screws.

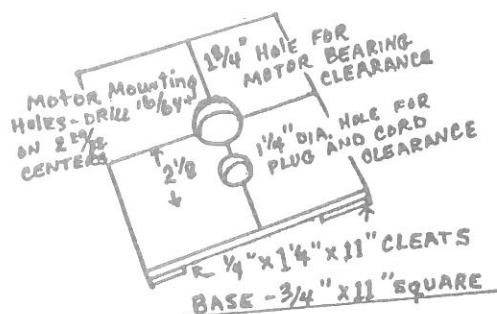


Glue faceplate to motor block. Use 1/4" drill shank to line up shaft holes.

To make the art wheel use pine for the base and motor block. Use plywood for the base cleats and faceplate. Use the stove bolts for setscrews. The machine screws and hex nuts are used for paper guides, and the cardboard box is used to enclose the wheel unit and prevent splattering during use.

MOTOR BLOCK

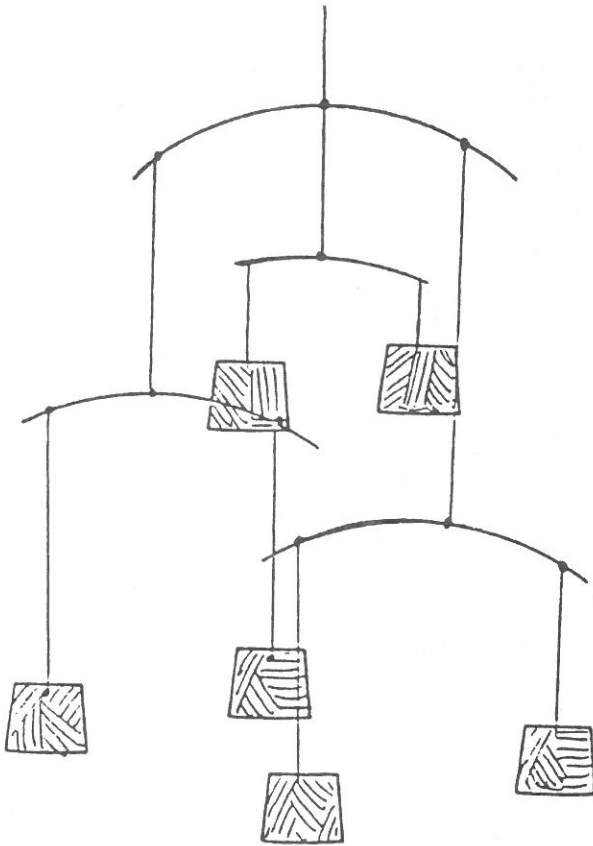
Lay out 2" dia. circle on a 3" square pine block. Drill 1 3/4" shaft hole and the two 9/64" holes for setscrews while square. Then cut out round. Setscrews are 3/16"x1". RH stove bolts thread directly into wood.



MOUNT

Mount an unlined 5 x 8 file card on the faceplate of this Spin-it Art Wheel. Add three or four different color paints or enamels to the file card. Turn on the switch, and in less than a minute, you can create one of the most fantastic designs you've ever seen. You can make hundreds of paintings and no two will ever be exactly alike. But you will have some control of the designs if you vary the number and location of the colors you put on the wheel.

\*Silk-screen inks give the most brilliant flat colors and dry flat without sheen. Enamels dry glossy.



STAINED GLASS MOBILE

Need:

Elmer's glue                      Wire  
Pattern                              Cord  
Glass blanks (1"x2" or 2"x4")  
Gold or silver spray paint  
Braid or colored tape  
Colored glue mixture

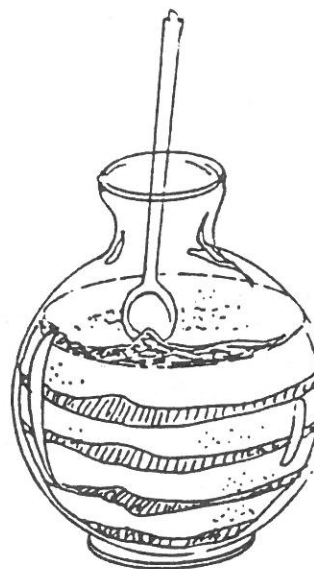
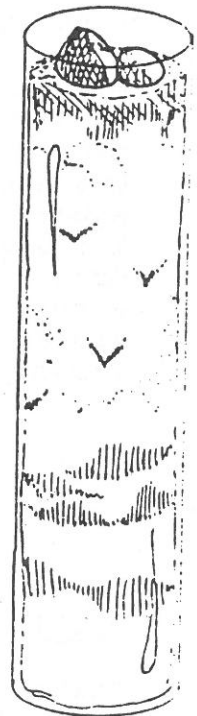
1. Place glass over the design and paint with colored glue mixture. Paint on mixture in even coats.

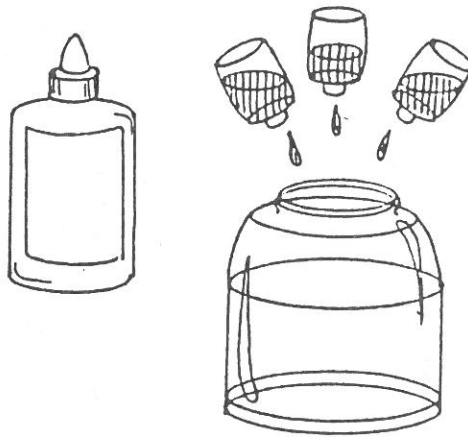
2. Glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape.

3. Cut four pieces of wire in the following lengths: one 18", one 9", two 12". Bend each length of wire in a curve and spray paint. Use cord to attach glass pieces to mobile.

SALT SCENES

1. Pour salt on paper.
2. Add colored chalk.
3. Pour salt in bottle.
4. Poke holes in layers to make design.
5. Seal with wax.





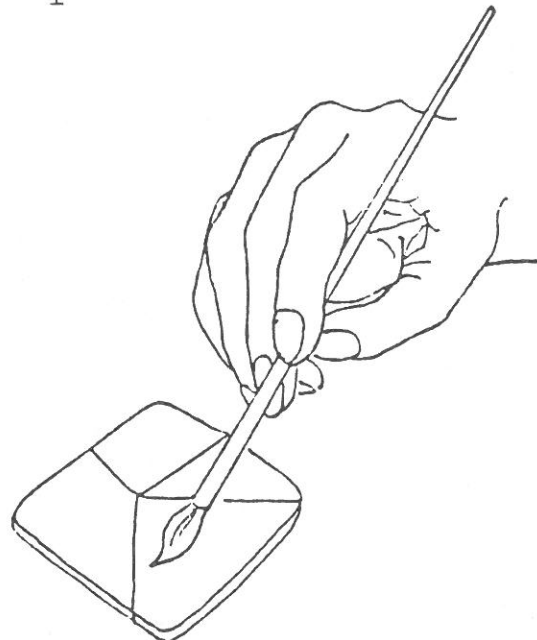
COLOR CHART FOR BLENDING COLORS

Desired color	Drops of food coloring			
	Red	Yellow	Green	Blue
Orange	1	3		
Coral	3	1		
Lime green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

PAINT

Paint a design on two mirrors, then glue trim around outside edge to hold together. Do not put glue on the back of mirror.

Use graphite on front of mirror and design for transfer.



**POW WOW '88  
ACTIVITY BADGE**

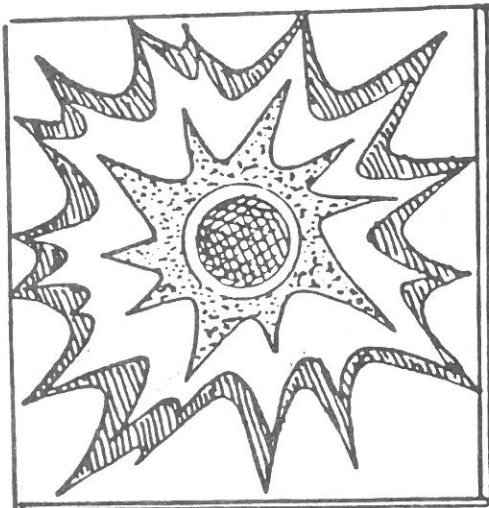
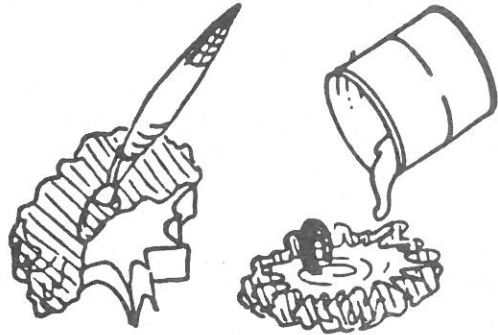
**WEBELOS  
ARTIST**

Sunburst Slide

**MATERIALS:**

Play dough  
Liquid rubber  
Plaster  
Toothpick

Roll out play dough and use toothpick to draw design. Cut it out with a table knife. Make a mold for design. Cast with plaster, let dry, and paint.



Sunburst

**MATERIALS:**

**RED:** red pepper, chili powder, paprika

**WHITE:** minced onions, sesame seeds, white pepper, salt

**YELLOW:** lemon peel, curry powder, mustard seed, mustard powder.

Draw design on piece of cardboard or heavy paper. Mix white glue with small amount of water to dilute the glue. Using paint brush, cover a small area of design with glue mixture.

Select an herb or spice and sprinkle it over the glued area. Shake off excess.

Paint another small area with glue mixture and repeat the sprinkling process. Continue until sun is complete.

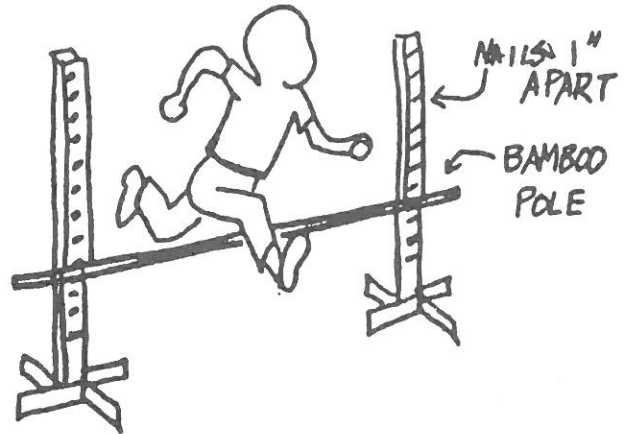
When finished, tape a poptop ring hanger to the back. Then, hang the "spice rack" in kitchen for a project that really makes scents!

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
ATHLETE**

Most of the requirements for the Athlete Activity Badge can be done before den meetings as a preopening activity. If you spread these out over several meetings, you can be working on other badges at the same time. For example: requirement #5 can be worked on along with Aquanaut badge; requirement #6 can be worked on along with the Outdoorsman badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.

Make a simple jumping standards like shown below. Adjust height of pole to ability of jumper.



HIGH JUMP TEST

Tack a yard stick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

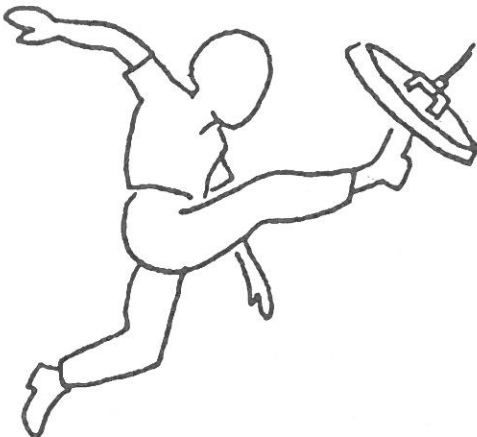
FITNESS PROGRESS CHART

HIGH KICK TEST

Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.

Boys' name: \_\_\_\_\_  
Date: \_\_\_\_\_

Sit-ups # \_\_\_\_\_  
Pull-ups # \_\_\_\_\_  
Broad jump(ft. in.) \_\_\_\_\_  
50-yd. dash (sec.) \_\_\_\_\_  
600-yd. run (min.) \_\_\_\_\_



Rating  
E-excellent  
G-good  
S-satisfactory  
P-poor

Retest the boys at different times throughout the year. They will be interested in bettering their records. Use the information as a guide.



Rope is one resource that can be used for a variety of activities in doing this badge. You can use it to develop arms and legs, as well as, coordination; by teaching your boys to jump rope. Rope can also be used tied to a beam to teach grip and arm strength by having the boys climb it.

A rope with one end tied to a pail of sand and the other end tied to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.

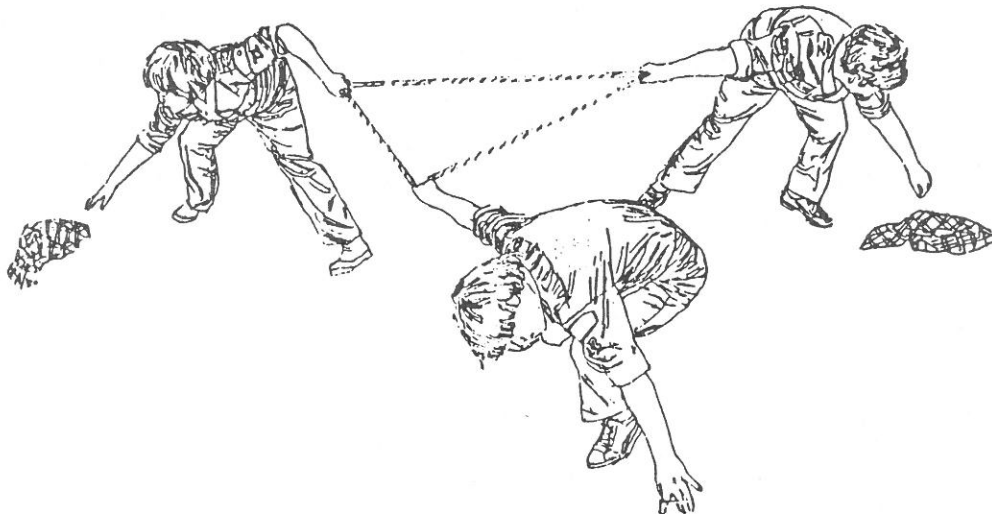


### 3 MAN TUG-OF-WAR

Take a rope approximately 5 feet long. Tie a strong knot in the end of it. Have three boys take hold of the rope forming a triangle. Place neckerchiefs or pieces of cloth on the ground just out of reach of each player. On the word "go" each player tries to pick up his neckerchief while preventing the other players from reaching theirs. He has to do this without letting go of the rope.

### TUG-O-WAR

This activity is good exercise. It will help develop muscles in the shoulders, legs, back, arms, and stomach. Divide the den and have a contest with another den.



**SPORTS CHAMPIONS (SKIT)**

- CHARACTERS: 6 boys in uniform, holding props as described below.
- SETTING: All boys come on stage and speak their lines.
- ALL TOGETHER: We all excel in building muscles  
We're champs at that, you see;  
Just listen to our stories  
And we're sure you will agree.
- 1st WEBELOS: (steps forward) I hold the title of strongest in my den. Do you suppose it's because of my friend? (holds up toy skunk. Other boys hold their noses.)
- 2nd WEBELOS: (steps forward) I'm known as the den's muscle man this year, most of my muscle is between my ears. (pulls out small hat from behind his back and tries desperately to fit it on his head.)
- 3rd WEBELOS: (steps forward) I hold the title of fastest of all, I'm first in line for the chow basket call. (pulls out bag of cookies and begins eating.)
- 4th WEBELOS: (steps forward) I'm known as the champion of the high jump. One time I missed and got a big lump. (rubs head with a painful expression on his face.)
- 5th WEBELOS: (steps forward) To keep in shape, I exercise each day; I wonder why my muscles turned out this way. (removes sweat shirt to show colorful padding on arms)
- 6th WEBELOS: (steps forward) I'm the champ at making things disappear, you see. Watch us all disappear, as I count to 3.
- (He counts slowly) 1-2-3. (as the curtain closes)

RELIEVE MUSCLE CRAMPS

An amazingly simple technique call "acupinch" - pinching the skin above the upper lip between the thumb and forefinger-relieves the agony of muscle cramps in seconds, say top physicians. Dr. Donald Cooper, team physician at Oklahoma State University and the 1968 Olympic team doctor, said he tested the technique on himself, found that it worked, and now uses it on athletes who suffer cramps.

GAMES

HEEL SPRING - Place both heels against a line on the floor or ground, bend down and grasp toes with the fingers of both hands. Lean forward to get a start. Then jump backwards across the line, keeping hold on toes.

STRETCH OUT - Each contestant toes a mark. In one hand he holds a broom handle or stick, in the other a piece of chalk. The contest is to see who can make a mark the farthest distance from the starting line without touching the floor or ground in front except with the stick which is used for support. Feet must not be moved.

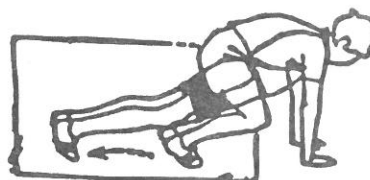
ONE LEG BEND - Raise right leg and bend left knee until a stooping position is attained with right leg still straight and off the ground. Stand up again without touching floor with hands. Repeat with left leg straight and bending right knee.

DUCK FIGHT - Opponents, facing each other, squat about four feet apart. Each one grasps both ankles with hands and tries to bump the other over or make his opponent release his hands.

ANKLE TOSS - Hold a ball, bean bag or other object firmly between ankles or feet. With a sudden jump, kick feet backwards and up so the object is tossed in the air and curves over head. Catch it as it comes down.

SQUAT JUMPS - This is a test of coordination and leg muscle strength. Feet are spread apart approximately 4-6" with the heel of the left foot opposite in line with the toes of the right foot. Squat down with the weight of the body supported on the balls of both feet. Hands rest on top of head with elbows to either side of head. Spring up so that entire body is straight and feet clear off ground completely. Now reverse position of feet and go down to the squat position again. Two squat jumps should be required from each boy.

SQUAT THRUST - Starting Position - Webelos Scouts stand at attention. Count one - Bend knees and place hands on floor in front of feet. Arms may be between, outside, or in front of the bent knees. Count two - Thrust the legs back far enough so that the body is perfectly straight from shoulders to feet (the push-up position). Count three - Return the squat position. Count four - Return to starting position.

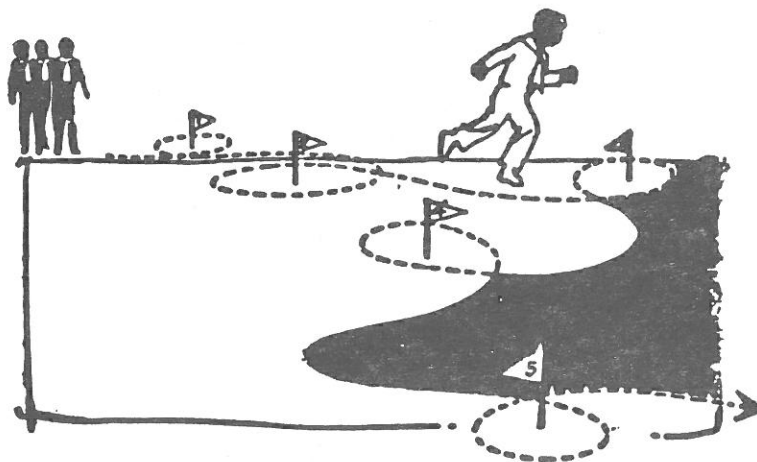


**Squat Thrust**

MEASURING WORM WALK - With hands flat on the floor and arms straight, players stretch out their legs behind them. They rest on hands and toes. Keep hands still. Keep legs straight. With tiny steps, walk their feet forward, as close to the hands as possible. Then they make their hands walk forward, keeping the feet still. Like a measuring worm, they measure off the ground.

DRY-COURSE SLALOM - For developing speed, coordination, and agility. Lay out the course to suit the ages and skill of the players. Add more markers as the group improves. Each player or relay team has its own set of markers placed about three feet apart between the start and finish lines. As the players run, they follow a zigzag course and make opposite arcs around the markers on the return trip. May be run singly or as relays.

Introduce the following in the den or in the pack and encourage the boys to do them on an individual basis at home. The den chief or the den leader can introduce them in the den. It is well for the den leader to be physically fit, too.



## CEREMONIES

### OPENING CEREMONY

**CUBMASTER:** We promise that we will take part in our games, in fair competition; respecting the rules that govern them and with the desire to take part in the true spirit of sportsmanship for honor to our dens and for the glory of the sport.

Do you all promise to do your best to obey this promise?

**BOYS:** We do.

**CUBMASTER:** Let us all stand and face our country's flag as we repeat the Pledge of Allegiance.

### ADVANCEMENT CEREMONY

This month the theme is \_\_\_\_\_ and our Cubs will advance according to their strength. As men must train to be an Olympic Champion, our Cubs also must grow in strength and ability to obtain their rank advancement. So, tonight we have \_\_\_\_\_ who has achieved the Bobcat level. For a boy to earn the Wolf Rank he must increase in ability by practice and working with his muscles just like a weight lifter must train and get in condition. Tonight we have \_\_\_\_\_ who has trained and has gotten in shape to get his Wolf Rank. We will have him come and lift the weight to the Wolf Rank. Training must continue for a weight lifter to build his muscles further. Tonight we have \_\_\_\_\_ who has continued his training and has increased his ability. Let's have this muscle man come and lift the weight to the Bear level. The Olympic champion receives his gold medal to show his strength and ability. To be the champion in Cubbing our champion receives the Webelos Award. Tonight, Webelos Scout \_\_\_\_\_ is now asked to come and lift the weight to the Webelos level and in effect, become one of the Olympic gold medalist of Pack \_\_\_\_\_. Tonight during our Advancement ceremony we have seen Cub Scouts increase in ability as muscle builders. Let's have a round of applause for all Cubs who have advanced in rank this night.

The "Our Flag" booklet put out by the Boy Scouts of America is an excellent resource for all kinds of flag etiquette. Your Webelos may also write the VA, VFW, or AmVets or other military units. Have the Webelos tell or write about it in their own words.

Have your Webelos learn and tell about the history of our flag and how it developed. Have them make a poster with the early American flags and the year they were used. This can make a different yet interesting type of opening ceremony for a pack meeting.

Make a flag holder to properly display a flag at their own home according to etiquette. Or, make flag holders for pack or den flags.

Did you know that to show respect for our flag, you don't have to see it, but you can face the direction you know it to be, salute it, and respond accordingly.

**Did you know that if you do not have a flag to salute at a night meeting that if the moon is up, that there is a United States flag on the moon.**

Things the United States Government does to help us:

Provide for a common defense  
Provide old age social security  
Provide laws to govern  
Provide a national currency  
Provide an election process to elect national leadership

Things State and Local Government do to help us:

Provide public schools  
Provide public health clinics  
Provide public roads  
Provide a judicial system  
Provide an election process to elect state and local leadership

Things that you do for your Government:

Pay taxes--Vote--Sit on Juries--Serve in Public Office

The Reason we have Government:

To provide an orderly system of living together, wherein we do not infringe upon each other's rights.

THE AMERICAN CREED

Adopted by the United States House of Representatives on April 3, 1918

I believe in the United States of America as a Government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign Nation of many sovereign States; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes. I therefore believe it is my duty to my country to love it; to support its Constitution; to obey its laws; to respect its flag, and to defend it against all enemies.

Your Duties as a Citizen

With your rights as a citizen go individual responsibilities. Every American shares them.

Your duties as a citizen include:

- To obey the laws
- To respect the rights of others
- To inform yourself on issues of government and community welfare
- To serve on juries if called
- To vote in elections
- To serve and defend your country
- To assist agencies of law enforcement
- To practice and teach the principles of good citizenship in your own home

**FAMOUS PEOPLE GAME-** Have one of the Webelos describe a person, what the person does, or other characteristics of that person without actually telling who the person is. The first boy to correctly identify the person gets the chance to have the other boys guess who his person is. (The difficulty is in giving enough information to allow people to recognize the person without telling too much about the person.) If all of the boys fail to recognize the person from the first description, the boy gives a little more information about the person. A variation of this is to have the boys draw a name out of a hat and use that as their person to describe (i.e., the President, Vice-President, Governor, etc.)

**DECLARATION OF INDEPENDENCE SIGNERS SCRAMBLE**

- |                      |                   |
|----------------------|-------------------|
| 1. mothas fosenfrej  | Thomas Jefferson  |
| 2. njienbam rlifkann | Benjamin Franklin |
| 3. jnoh nakchoc      | John Hancock      |
| 4. sualem cehas      | Samuel Chase      |
| 5. onhj saamd        | John Adams        |

**CITIZENSHIP TEST**

Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star-Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first is the winner.

**SCRAMBLED PRESIDENTS**

Have the boys unscramble names of presidents, such as GINSHAWNOT (Washington) or KOCSANJ (Jackson).



CITIZENSHIP RATING SHEET

Ask the boys to rate themselves on their citizenship, using the chart like the one shown below. Rating themselves might have the effect of improving their citizenship traits--or at least their efforts to become better citizens.

Tell the boys that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week.

The citizenship rating sheet is merely a guide. Use it or adapt it as you wish. Don't ask to see a boy's sheet. If he wants to show it to you, fine; he may be seeking approval. If his scores seems out of line with your own observation, gently question him but do not challenge his veracity.

I will try to rate myself fairly on each of the following traits of good citizenship. I will try to improve myself so that on future ratings I can honestly give myself a higher score.

NAME \_\_\_\_\_

TRAITS	SCORES		
	DATE	DATE	DATE
1. I am honest, even in little things.			
2. I am courteous, loyal and kind to my parents, teacher, and Webelos leader.			
3. I try to show good sportsmanship.			
4. My parents and friends can trust me to do what I say I will do.			
5. I work and play cheerfully with others.			
6. I always keep my promise.			
7. I take good care of my own things and things that do not belong to me, such as school books, school property etc.			
8. I do my best to keep the Cub Scout Promise all the time.			
9. I always help to clean up after den meetings and when I'm needed in my school classroom.			
10. I never make fun of people (except maybe kidding around with my friends.			

Total \_\_\_\_\_

Rating Scale: 5=very good, 4=good, 3=fair, 2=poor, 0=very poor

AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty holds a torch. What does the left hand hold?
2. Which is taller--the Statue of Liberty or the Washington Monument?
3. What words are inscribed on the ribbon held in the mouth on the eagle on the Great Seal of the United States?
4. In the Great Seal, what is the bald eagle carrying in its talons?
5. What denomination of currency has the Great Seal printed on it?
6. How many people can fit inside the head of the Statue of Liberty?
7. What is the official U.S. motto?
8. Francis Scott Key was inspired to write the "Star-Spangled Banner" when he saw the flag still flying over what fort?
9. Name the four U.S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says that all men are created \_\_\_\_\_?

**ANSWERS:** 1. Book, 2. the Washington Monument, 3. "E pluribus unum" (one out of many), 4. arrow symbolizing war and an olive branch of peace, 5. the \$1 bill, 6. 40, 7. In God We Trust, 8. Ft. McHenry, 9. George Washington, Thomas Jefferson, Abraham Lincoln, and Theodore Roosevelt, 10. equal.

GOOD TURN SERVICE PROJECT

Make these door hangers so that each Webelos can hang one on each house on his block. Cut from construction paper and let him print in the information.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
CITIZEN**

**Famous Americans Quiz:** Match the names of famous Americans on the left with the correct word or phrase on the right.

- |                          |  |
|--------------------------|--|
| a. Abraham Lincoln       | 1. Olympic athlete                     |
| b. Alexander Graham Bell | 2. "Give me liberty or give me death!" |
| c. Benjamin Franklin     | 3. Declaration of Independence         |
| d. Betsy Ross            | 4. "I have a dream!"                   |
| e. Charles Lindbergh     | 5. Frontiersman, trapper               |
| f. Daniel Boone          | 6. Alamo                               |
| g. Davy Crockett         | 7. "I have not yet begun to fight!"    |
| h. Francis Scott Key     | 8. Father of our country               |
| i. George Washington     | 9. Kitty Hawk                          |
| j. James Madison         | 10. Gettysburg Address                 |
| k. Jim Thorpe            | 11. Light bulb                         |
| l. John Paul Jones       | 12. Lightning                          |
| m. Martin Luther King    | 13. Spirit of St. Louis                |
| n. Patrick Henry         | 14. Star-Spangled Banner               |
| o. Paul Revere           | 15. Steamship                          |
| p. Robert Fulton         | 16. United States Flag                 |
| q. Thomas Edison         | 17. Telephone                          |
| r. Thomas Jefferson      | 18. Midnight ride                      |
| s. Wright Brothers       | 19. Father of the Constitution         |

**DO YOU KNOW YOUR STATES?**

1. Which state has a ton?
2. Which state starts with a pen?
3. Which state has an indian?
4. Which state has a tuck in the middle?
5. Which state has a ham?
6. Which state is cut on the end?
7. Which state has a tan?
8. Which state is a color?
9. Which state has ore in it?
10. Which state is an island?
11. Half of which state is land?
12. Which state starts with ten?
13. Which state greets you with "Hi!"?
14. The first thing you see in two states is a miss. What are they?
15. Four states are new. What are they?

**ANSWERS:** 1. Washington, 2. Pennsylvania, 3. Indiana, 4. Kentucky, 5. New Hampshire, 6. Connecticut, 7. Montana, 8. Colorado, 9. Oregon, 10. Rhode Island, 11. Maryland, 12. Tennessee, 13. Ohio, 14. Missouri, Mississippi, 15. New Hampshire, New York, New Mexico, and New Jersey.

Name: \_\_\_\_\_

Pack No.: \_\_\_\_\_

**CITIZENSHIP**

- A. Name the following:
1. President of the United States: \_\_\_\_\_
  2. Vice-President: \_\_\_\_\_
  3. Governor of Texas: \_\_\_\_\_
  4. Bexar County Judge: \_\_\_\_\_
  5. Mayor of San Antonio: \_\_\_\_\_

B. Describe the flag of the United States of America:

Give a short history of the Flag: (B416)

C. Explain why you should respect the Flag: (B416)

What special days should the Flag be flown? (B416-418)

D. Explain the meaning of the Pledge of Allegiance. (B414)

E. Tell about the meaning of the National Anthem and how it was written. (B424-425)

F. Explain the rights and duties of a United States citizen. (B404-406)

(continued on next page)

(continued from previous page)

G. Explain what a citizen should do to save our resources. (B324)

H. Tell about two things you have done that will help law enforcement agencies. (B449)

1.

2.

DO TWO OF THE FOLLOWING (including No. 1 and/or No. 2)

1. Visit a community leader. Learn about the duties of the job or office. Write what you learned.

Name of Community Leader: \_\_\_\_\_

Duties: \_\_\_\_\_

2. Write a short story (at least 50 words) about a former U. S. President or some other great American person living today.

3. Tell about another boy who is a good citizen. Tell what he does to be considered a good citizen (W71)

Name: \_\_\_\_\_

Qualities: \_\_\_\_\_

4. List five people who are good citizens. Tell why you chose each. (W71)

1. Name: \_\_\_\_\_ Why? \_\_\_\_\_

2. Name: \_\_\_\_\_ Why? \_\_\_\_\_

3. Name: \_\_\_\_\_ Why? \_\_\_\_\_

4. Name: \_\_\_\_\_ Why? \_\_\_\_\_

5. Name: \_\_\_\_\_ Why? \_\_\_\_\_

(continued on next page)

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
CITIZEN**

(continued from previous page)

5. Tell why we have laws. Why is it important to obey laws? Tell about three (3) laws you have recently obeyed. (W72)

LAW 1:

LAW 2:

LAW 3:

6. Tell why we have a government. What ways does your family help pay for government? (W75)

7. List six (6) ways in which your country helps or works with other countries. (W76)

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

8. Name three (3) organizations, other than churches, in the area that help people. Tell something about one of the organizations. (W77)

- 1.
- 2.
- 3.

9. Do a special good turn. Tell what you did and who else was involved. (W77)

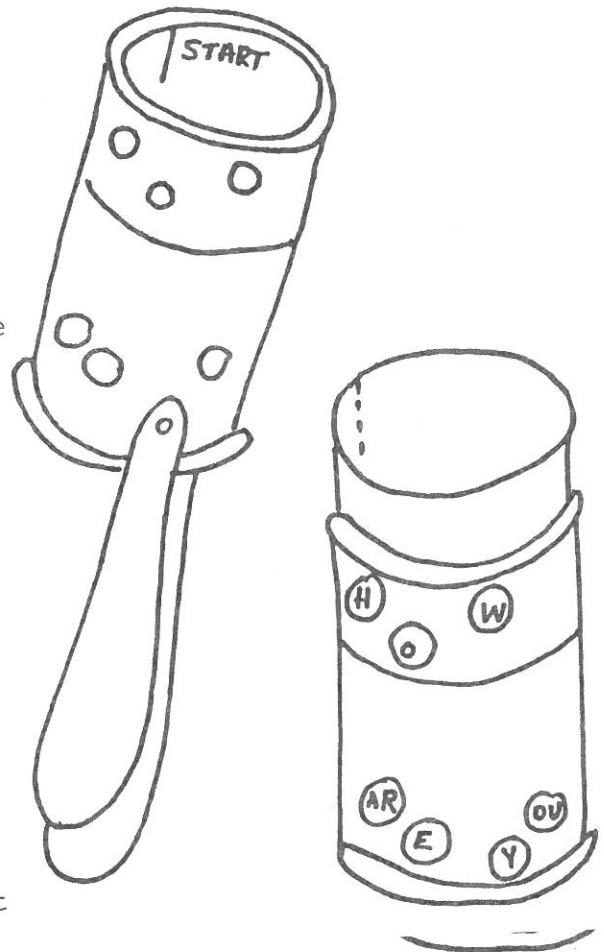
CRYPTO-MACHINE

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

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

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

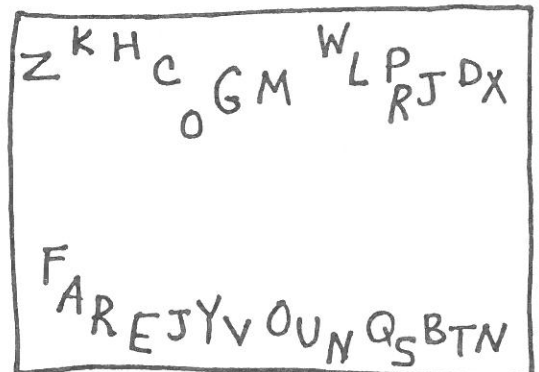
Give the second can to a friend and explain how to find the message. Then only you two know how to send messages by the crypto-machine.



VISIT A COMMUNICATION CENTER

This month is a natural time to visit the local telephone company, TV or radio broadcast station, newspaper or other business in the communications field. If you call a week or two in advance, chances are that you can have a guided tour of the building. Boys will find the operations of any of these companies fascinating.

A trip could be substituted for one of the den meetings outlined on the opposite page, or perhaps one of the den fathers could lead the tour on a Saturday.



SODA POP INK

Put two teaspoonfuls of soda pop into a small dish or glass, add one teaspoonful of water, and stir. You can try using soda pop alone as ink, but you will probably find that writing done with pure soda pop is not completely invisible.



**ROVING REPORTER (SKIT)**

REPORTER: Good evening, ladies and gentlemen. Here's your roving reporter with another man-on-the-street interview. Tonight we are going to talk about mountains. Here's a man right here. How do you do, sir, can you tell me what is your impression of mountains?

FIRST MAN: "High!"

REPORTER: Hi, yourself! Now tell me, what is your impression of mountains?

FIRST MAN: Just like I said, "High!"

REPORTER: Oh! Ha, ha, ha. My mistake. When you said "High!", I thought you said "Hi!", get it? Oh well, let's talk to someone else. Here's a man. Tell me, sir, how do you feel about mountains?

SECOND MAN: Well, I've never been there, of course, but if I had to feel about mountains, I'd do like always, feel with my fingers.

REPORTER: Ha, ha, ha, ha. Seems we have some jokesters about today. Well now, let's try our question on this little boy here. Tell me, sonny, have you ever gone over the top of a mountain?

SMALL BOY: Yes, sir, lots of times.

REPORTER: My, I'm surprised to hear that, must have been a hard trip for a youngster, actually to go clear over the top of a mountain.

SMALL BOY: Oh! No, sir, we were in an airplane.

REPORTER: (to himself) This is getting ridiculous, but I'll try one more time. How do you do, sir, may I ask you a question?

THIRD MAN: Why sure, what's your problem?

REPORTER: Tell me, sir, what's your impression of life in the mountains?

THIRD MAN: Well, from what I hear, it's a lot like an umbrella.

REPORTER: An umbrella? I don't quite understand what you mean.

THIRD MAN: Yup, like an umbrella. Life in the mountains is either up or down.

REPORTER: Sorry, folks, some days you can't win.

**Hear, Hear Game**--This is a game of identifying sounds. The den chief produces the sounds below from behind a screen or in another room and the Webelos listen. As each sound is produced, the boys write down what they think it is. Sample sounds are:

- Sandpaper rubbed on glass.
- Pack of cards dropped on a table.
- Egg whipper whipping cream.
- Golf ball or ping-pong ball bouncing on a bare floor.
- Piece of metal being filed.
- Slicing bread.
- Cutting glass with a glass cutter.
- Bursting a paper bag.

NOW IT'S TIME

As many characters as desired

All stand in a line in front of the group. All stand or sit in the same position. First person asks, "Is it time?" Each person down the line asks this question to the last person who says, "No." This is passed back up the line. This is done several times until the last person says "It's time." This is passed up the line. Then everyone changes position. This can be done by moving an arm or leg, standing or sitting. (Be sure the movement is arranged a head of time with all participants.)

CLIFF JUMPERS

First person comes on and prepares to jump off cliff. Second person comes in and asks what he is doing. First person replies "I have no story and picture for my newspaper, so I'm going to jump off this cliff." Second person says "I just wrecked my car, so I'll jump with you." Both prepare to jump as third person rushes in and says "Wait. What are you doing?" First and second persons tell their stories. Third person says "I just failed a test, so I'll jump with you." They all prepare to jump and in rushes fourth person (use as many people as needed.) Finally, first person says: "Just a minute, I forget something." He rushes off stage and comes back with pencil, notebook, and camera. Others tire of waiting for him jump without him. First person says, "Wow. What a story this will make." He is taking pictures and writing madly as curtain closes.

**TOMORROW'S COMPUTER**

(TUNE: Down by the Station)

Out in the workshop  
Early in the morning  
See the Webelos genius  
Busily at work.  
Building a computer  
Watch him push the buttons  
Buzz, buzz, flash, flash  
Won't compute.

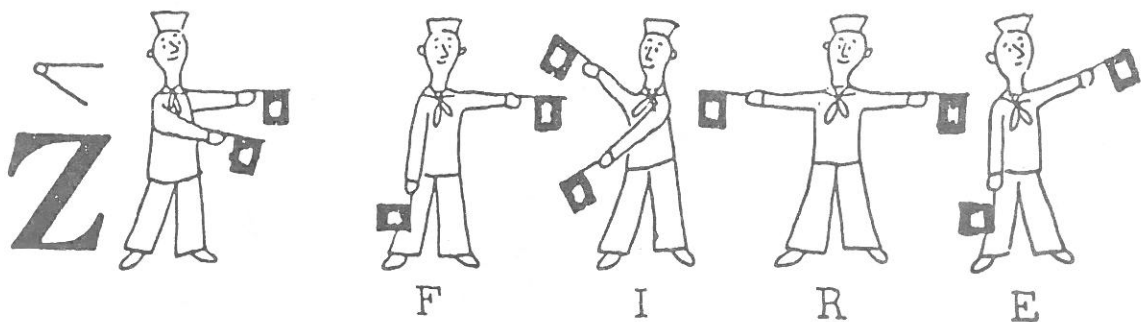
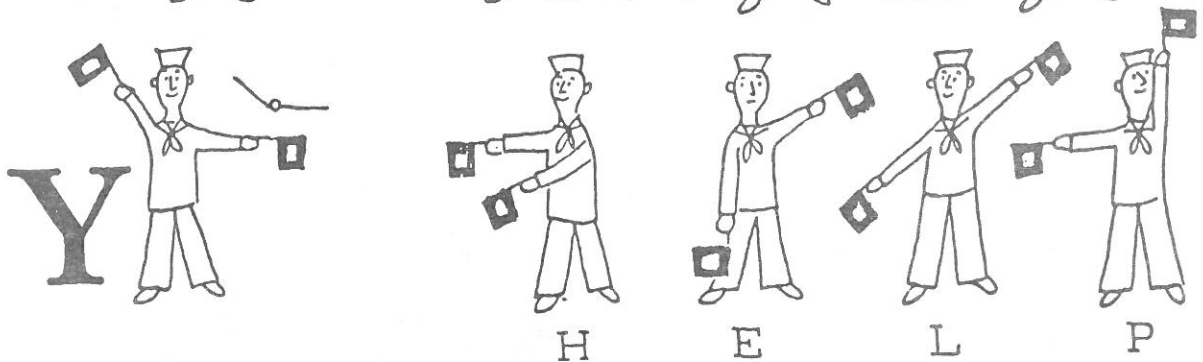
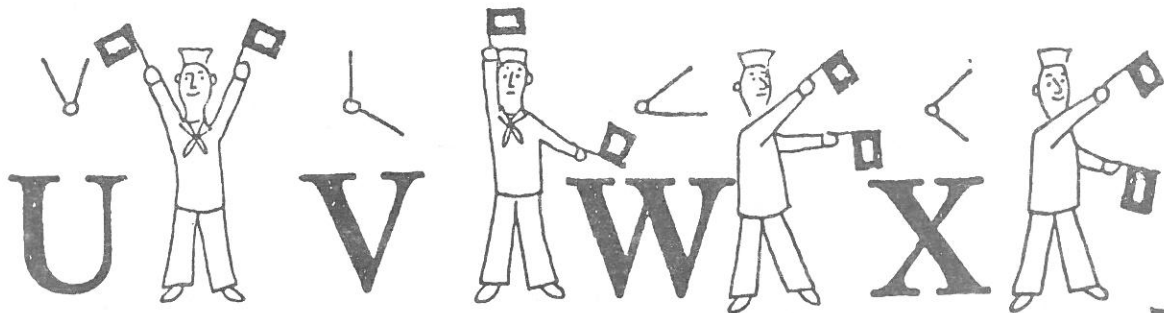
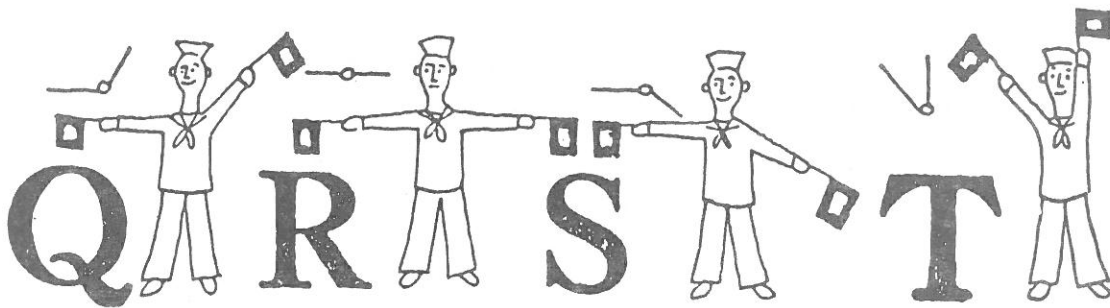
SEMAPHORE

Semaphore is a method of sending messages from one ship to another by the sailors positioning flags to form a letter. Below are the positions for each letter. By adding one, two, or more letters a word can be formed. Then forming several words, messages can be sent and received.

Make a set of semaphore flags out of paper. They should be red bordered and white inside and wrapped on a stick with a handle.

Try an opening. Make it simple using these flags. Inform audience what each letter is. Try a skit. Try a closing. Just try-try-try.





NUMeral precedes group of numbers and when group is completed (numbers are spelled out). ANSwer used to acknowledge.

DIrection shows receiver which way sender is facing.

ATTention used as preliminary call. FRONT shows finish of word.

ERROR repeated several times. Sender repeats last group correctly sent.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
COMMUNICATOR**

**OLD-FASHIONED TELEGRAPH SET**

Need:

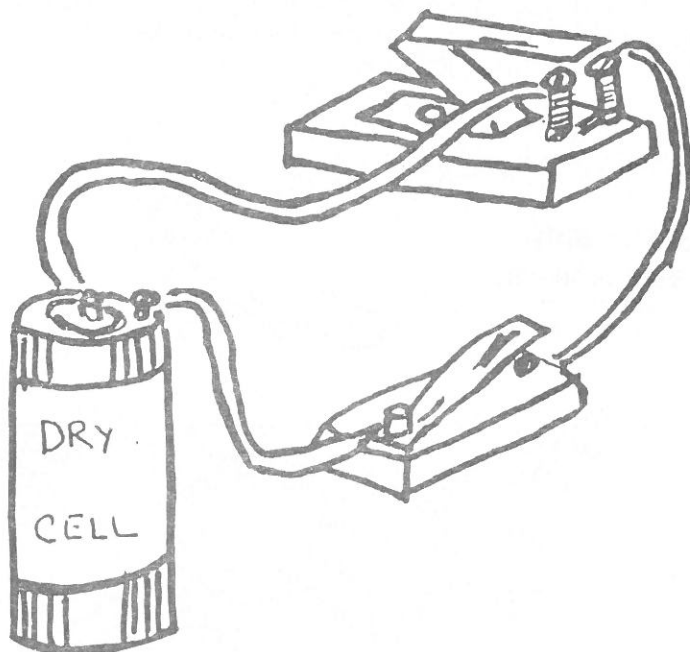
- Two wood blocks    Three screws
- Two wires            Two nails
- Two metal strips cut from a tin can
- One dry cell battery

Making this set will be a lot of fun and a good way of learning the method of transmitting sounds and impulses.

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.

You will also want to find a simple method of teaching them Morse Code.



*Hobo Signs*

BE QUIET	IN OUT	GO! MARCH ON!
VERY GOOD	DOUBTFUL	DON'T GIVE UP, DON'T BE DISCOURAGED
SPOILED	NOTHING	TELEPHONE
RAILROAD	JAIL	OFFICER
GENTLEMAN	DOCTOR	DANGER
DOG	BAD DOG	YOU MAY CAMP HERE
BE GOOD (RELIGIOUS)	WEALTH	KINDHEARTED WOMAN
IF SICK, WILL CARE FOR YOU	SAFE CAMP	BE AFRAID

A SECRET CIPHER DISK

With this easy-to-make cipher disk you can write secret messages that can be understood only by your patrol.

Preparation:

1. Using carbon paper, trace the outer and inner wheels onto poster paper or thin cardboard. Cut them out, and punch center holes.

2. Place the inner wheel over the outer wheel. Join them with a fastener.

How to use it:

1. Each Scout in your group needs an identical wheel.

2. Write out a message to be sent. For example:  
SCOUT MEETING TONIGHT AT SEVEN O'CLOCK.

3. Select a message code key by setting any number next to any letter. For example: the letter O and the number 3 is code key O-3.

4. Write the message again. This time substitute the appropriate number for each

letter which is next to a number on the code wheel. (Caution: Don't move the code wheel from the O-3 setting until the message has been completely prepared or decoded.):

S(8) C(1) O(3) U(5) T(7)  
M(9) E(4) E(4) T(7) I(2) NG  
S(8) E(4) V E(4) N O(3) C(1)  
L O(3) C(1) K

The message to be sent will read: CODE KEY O-3

81357 94472NG 73N2GH7 67  
84V4N 31L31K

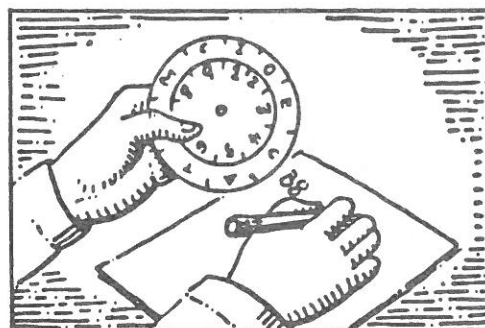
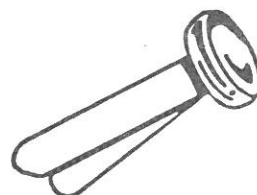
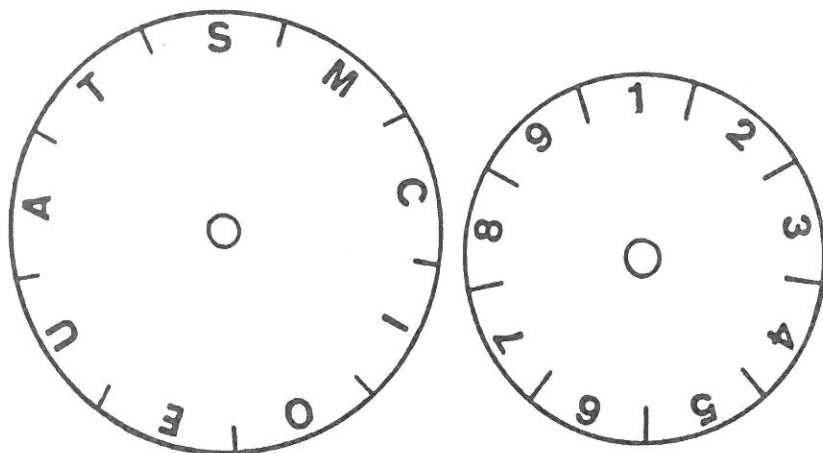
5. The person receiving the message sets his message code wheel to code key O-3, in order to decipher the words.

Now here is a message that should not be kept a secret; try your skill at decoding it, and then practice every opportunity to follow it:

CODE KEY M-4

B8 1 G77D 35792 1ND  
6N2R7D958 1 FR68ND 27  
357926NG.

**Your secret messages can be understood only by those who also have one of these code wheels.**



**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
CRAFTSMAN**

To earn this badge the boys must complete 10 craft projects. There is no way these can all be completed at den meeting, so here is a chance to involve the parents. Have the boys get help from their fathers at home. You can also enlist the help of the fathers in furnishing tools to be used during den meetings.

IDEAS FOR DEN MEETINGS

- List tools needed to complete badge
- Visit cabinet shop, unfinished furniture shop, or lumber yard
- Make a tool chest or bench hook for sawing
- Have a birdhouse building project
- Invite someone to give a demonstration on the safe use of tools

FOR MATERIALS

- Ask your lumber yard for scrap lumber they are going to throw away
- Ask carpet companies for carpet scraps which are to be discarded
- Auto upholstery companies will sometimes give you plastic scraps left over from seat covers.
- Check with cabinet shops for scrap pieces of lumber, molding, etc.



STEAM ENGINE

NOTE: Size is 9 3/4" x 6" x 2 3/8"

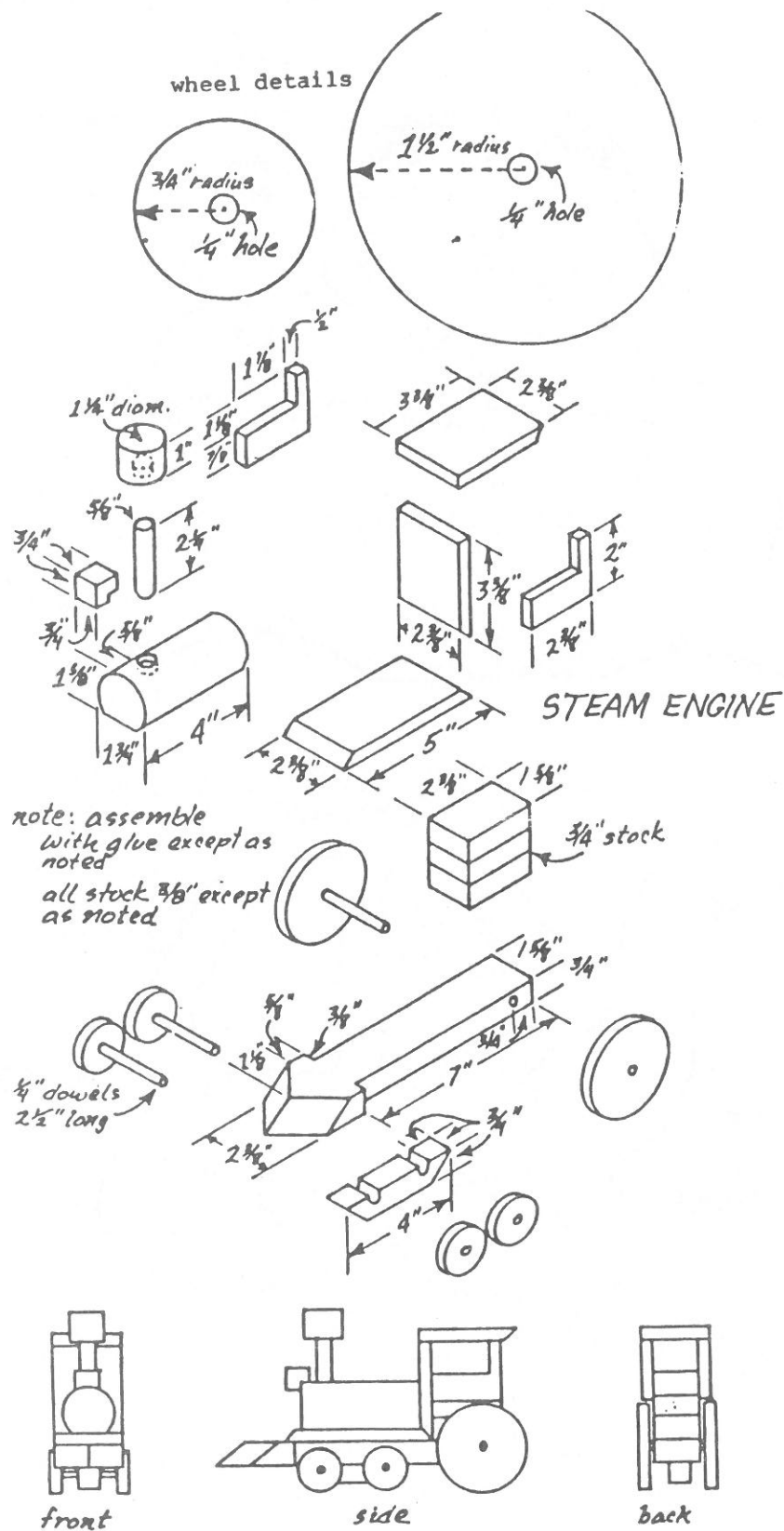
MATERIALS: 3/4x2 3/8x20 inches  
C-select pine; 3/8x3 1/2x26 inches  
C-select pine; 1/4x9 inch dowel;  
5/8x3 inch dowel; 1 inch of  
1 1/4 inch diameter dowel;  
1 3/4x1 5/8x4 inches of handrail  
stock; one 1 1/2 inch flat head  
wood screw; white wood glue;  
sandpaper; varnish; 0000 steel  
wool; carbon paper.

INSTRUCTIONS: Enlarge pattern;  
e s .

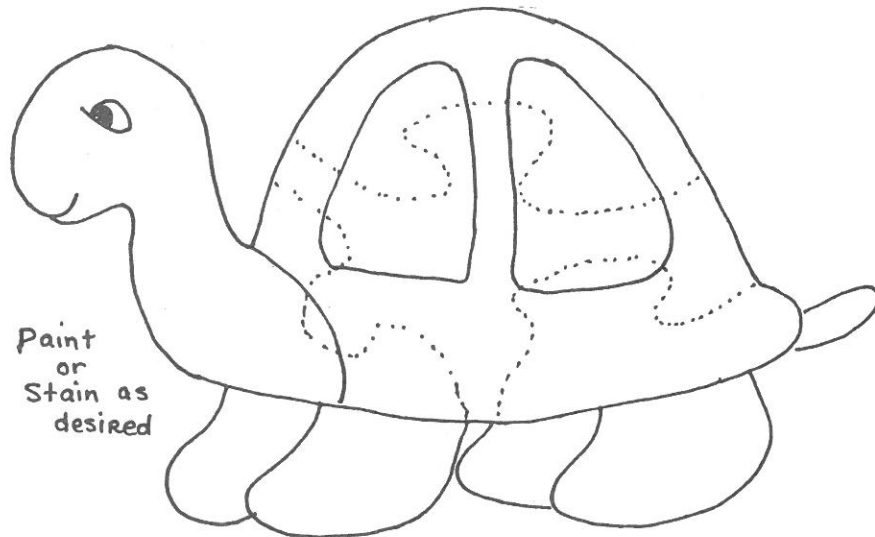
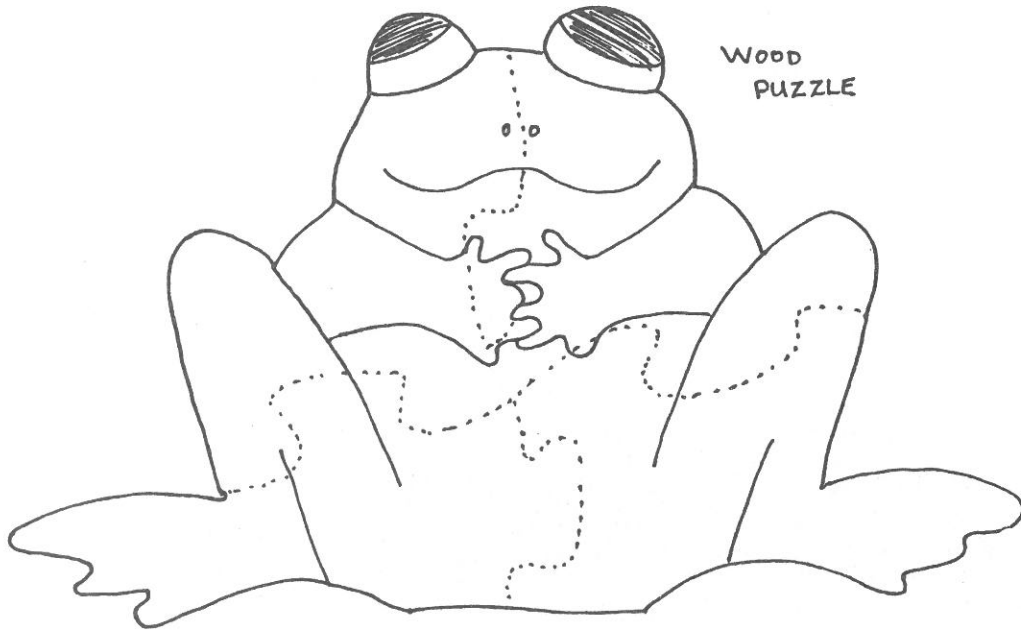
Assemble train engine by following  
the exploded isometric  
drawing shown. Predrill wheel  
carriage, then screw and glue it  
to the base. Assemble remainder  
of the train engine with  
nontoxic glue.

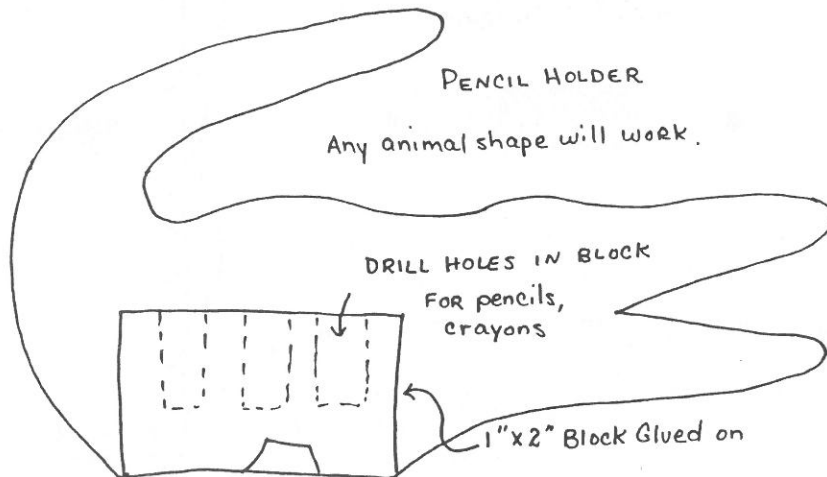
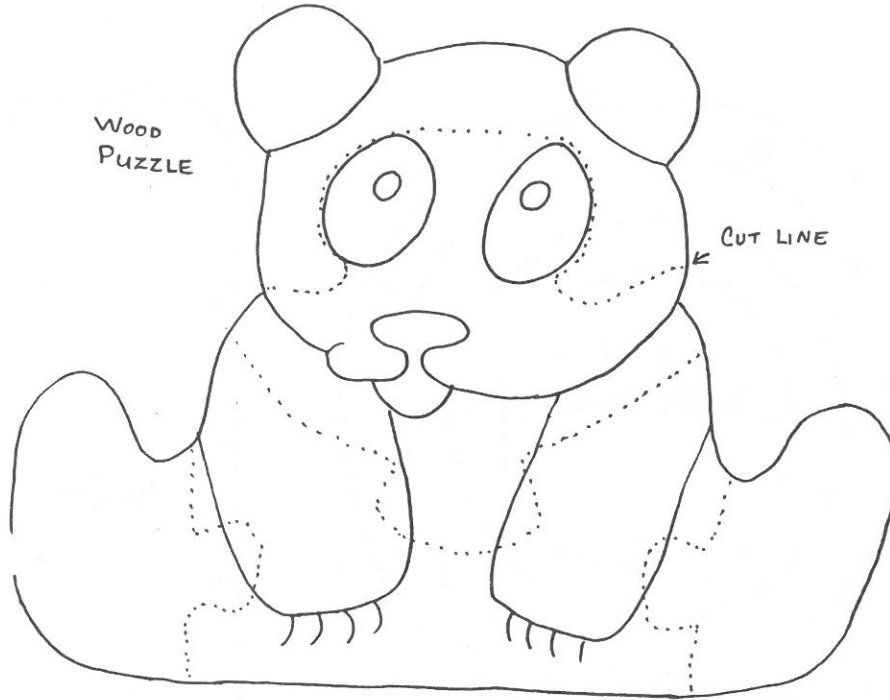
Sand all the edges smooth.  
Finish with 2 coats of clear  
varnish. After the varnish  
is completely dry, buff with  
steel wool for extra  
smoothness.

(See diagram, next page)

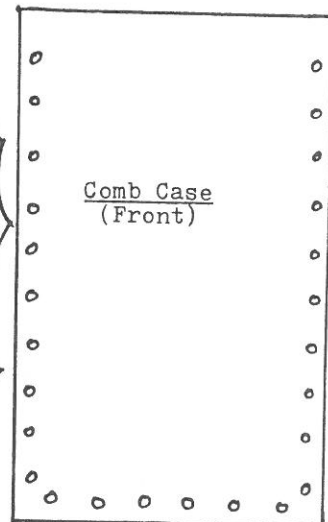
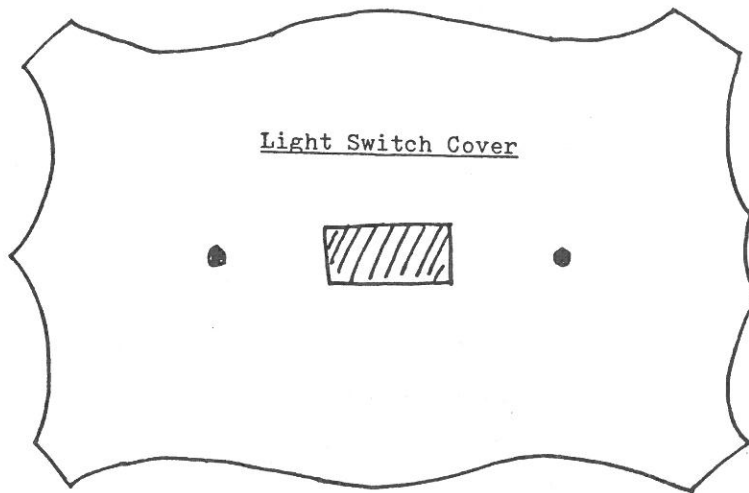
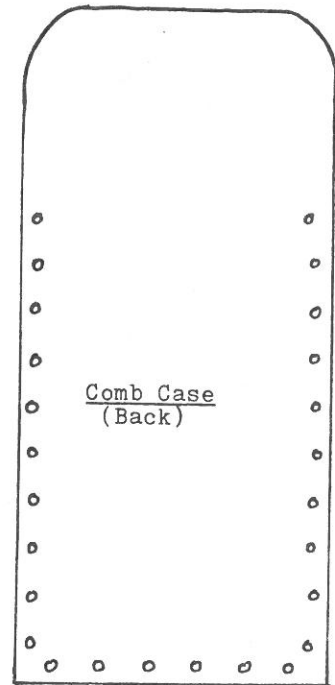
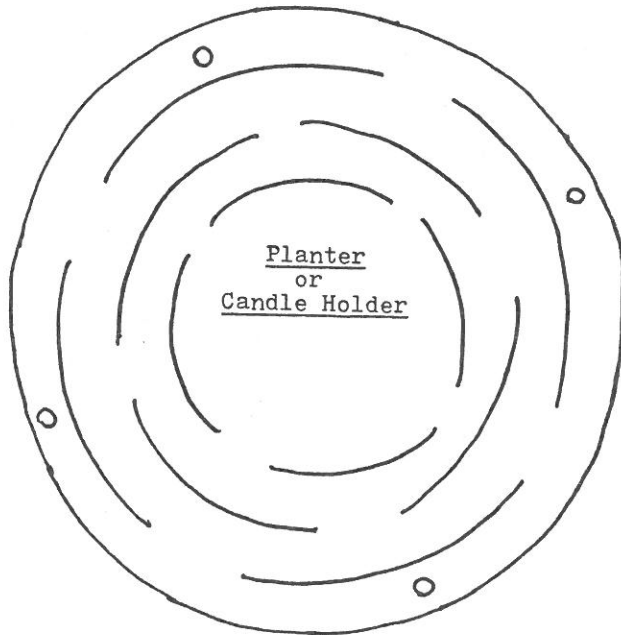


WOODWORKING





LEATHERWORKING



**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
CRAFTSMAN**

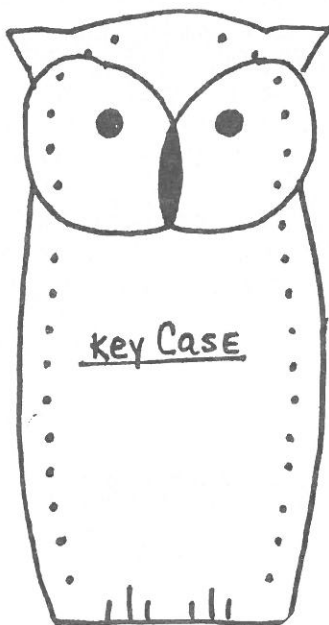
LEATHER KEY CASE

Keys won't wear a hole in the pocket if carried in this attractive case. A leather thong holds the keys inside when not in use.

**NEED:**

- 2 scraps-size pieces of soft, thin leather (such as calfskin)
- 1/4" x 12" strip from the same leather for the thong
- Sharp scissors
- A leather punch
- 2" long needles and button thread
- White glue or rubber cement

Make a duplicate paper pattern, or cut out the drawing. Use a waterproof laundry pen, rather than a ballpoint for marking.

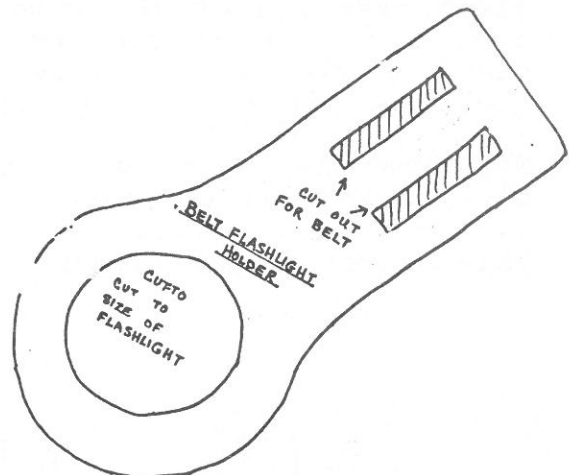


To make a pattern, cut out the one pictured and fold it in half, lengthwise. Punch out the holes for eyes and stitches.

Tape the pattern on the smooth side of the leather, and trace the outline. With the pattern still in position punch the thread holes through the leather with the sewing needle.

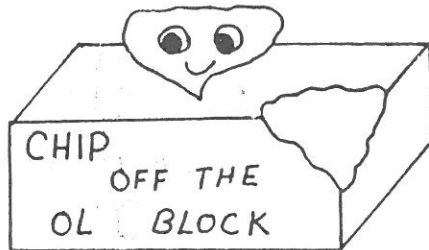
Cut out the owl with scissors, punch the eyes, and run a thin line of white glue around the edges. Be sure to leave a gap in the glue at the top, for the thong slot.

Glue the front onto another larger piece of leather, rough sides together. Then trim to get the double-thick shape. Finish by sewing both pieces together with a 'running stitch'. Then add leather thong and keys.



Webelos have a chance to be creative and put to good use some of the tools they learned to use when they were Bears. This creative learning will be lots of fun for the boys and a unique experience for the den leader.

CHIP OFF THE OLE-BLOCK



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

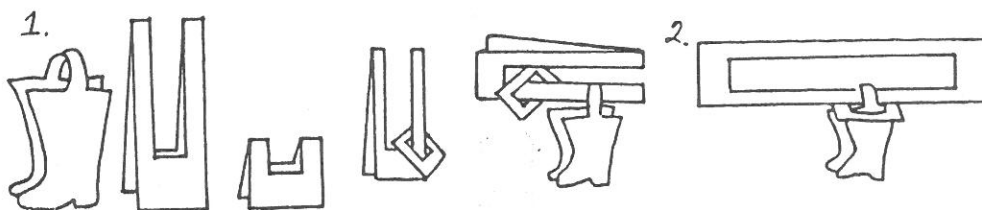
Any size piece of wood can be used. Stain wood desired color. (Instead of varnish and a paint brush, you can use strong instant tea in a little water, dabbing the tea stain onto the wood with cotton balls. Cut a rather large chip off on one corner. Glue this chip to the center of block of wood. Draw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

PAPER BOOT PUZZLE

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

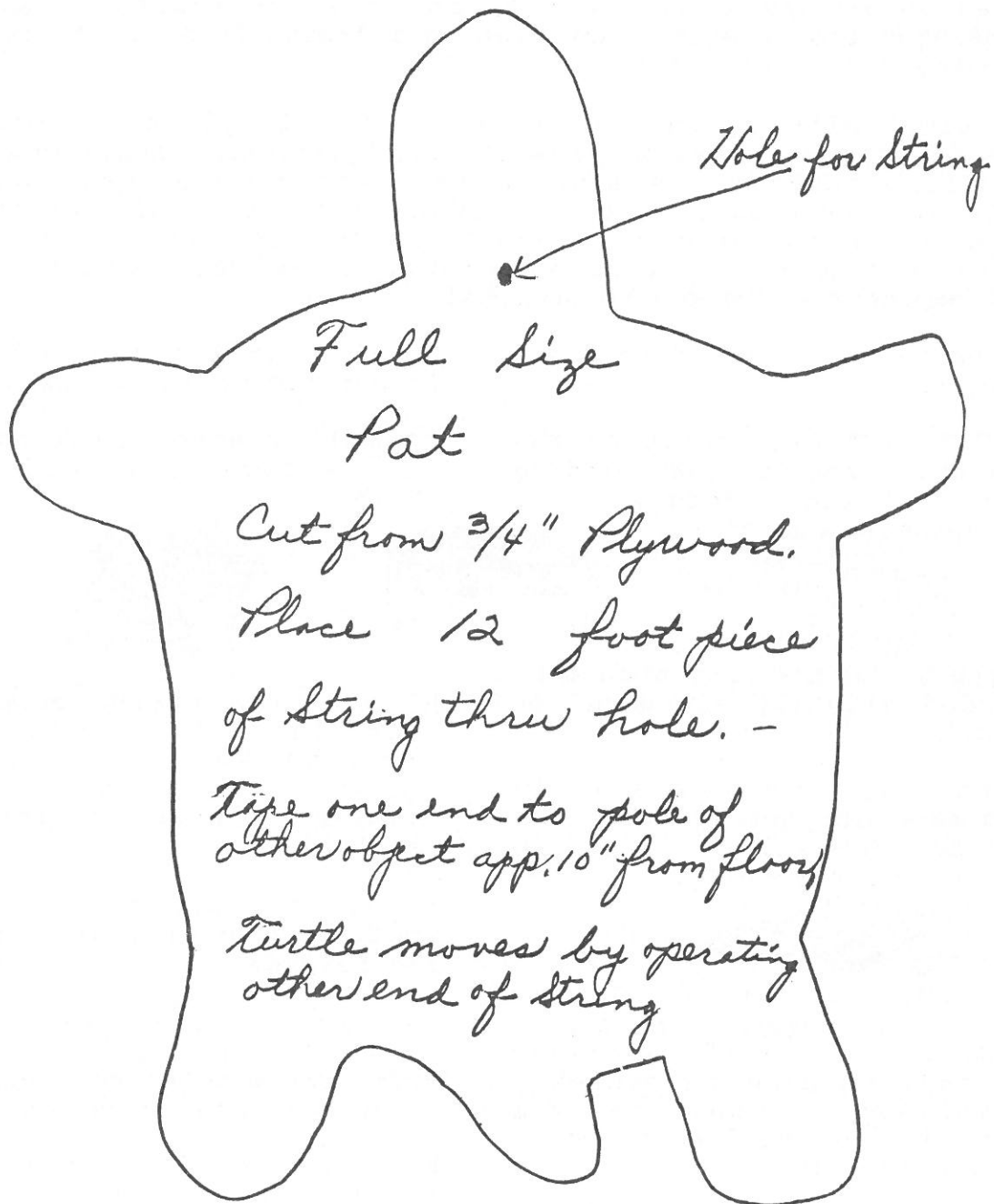
Your boot puzzle consists of three pieces, all cut from stiff paper. One piece is shaped like a pair of boots joined together at the top. The other two pieces are shaped and folded as shown. (See Figure #1) To put the puzzle together, slip the smaller piece over one of the arms of the larger piece. Hang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

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





TURTLE RACE



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.

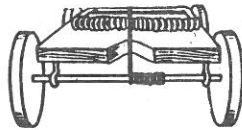
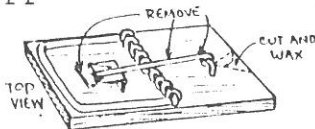
The simplicity of this racer fires the imagination. Greater momentum can be obtained from 2" to 4" diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble-maybe even mounted in a racer! Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind the cord the 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.

f) Knot string onto snapper. Do not tie string to axle.

b) Cut 1/2" deep notch at the rear axle line for easy winding of the string. (This will be the opposite end of the

g) Pull snapper back to its full extent and hold with thumb.



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.

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.

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.

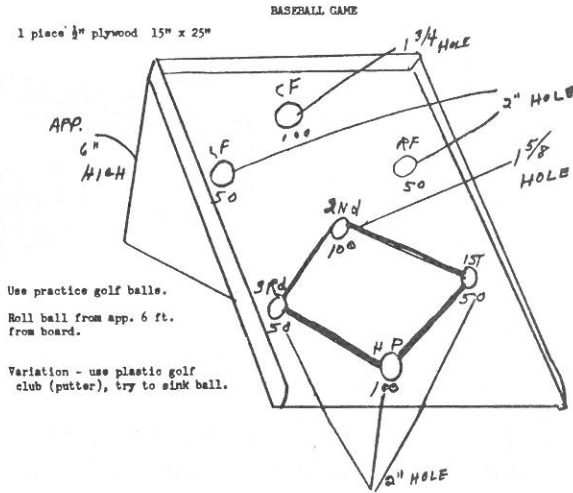
j) Racer should go over 8 feet. Perfect it until it does. Try winding cord backwards for front-wheel drive.

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.

k) If enough boys are interested to build racers, mark a board as a racetrack. Do not paint the track, as this makes it too slick.

BASEBALL GAME

1 piece 1/2" plywood 15" x 25"



Use practice golf balls.  
Roll ball from approx. 6 feet from board.  
Variation - use plastic golf club (putter), try to sink ball.

TOSS GAME

1 piece 1/2" plywood 12" x 12"

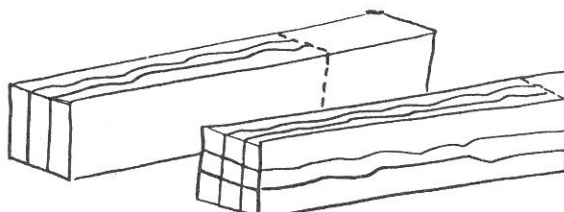
TOSS GAME  
1 piece 1/2" Plywood 12" x 12"

50	100	50
30	10	30
40	5	20

Can be painted on line blocks.  
Use rubber circles size of checkers,  
pitch from 6 ft. distance.

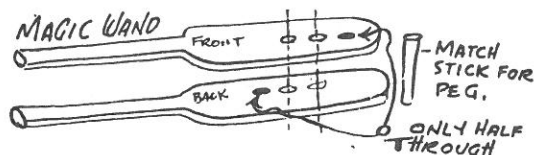
Can be painted on line blocks.  
Use rubber circles size of checkers  
Pitch from 6 feet distance.

### SIMPLE WOOD PUZZLES



Cut two wavy lines to dotted line - Turn block over - Cut two more wavy lines - Cut off on dotted lines - Try to put together again.

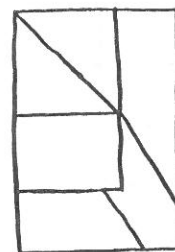
### MAGIC WAND

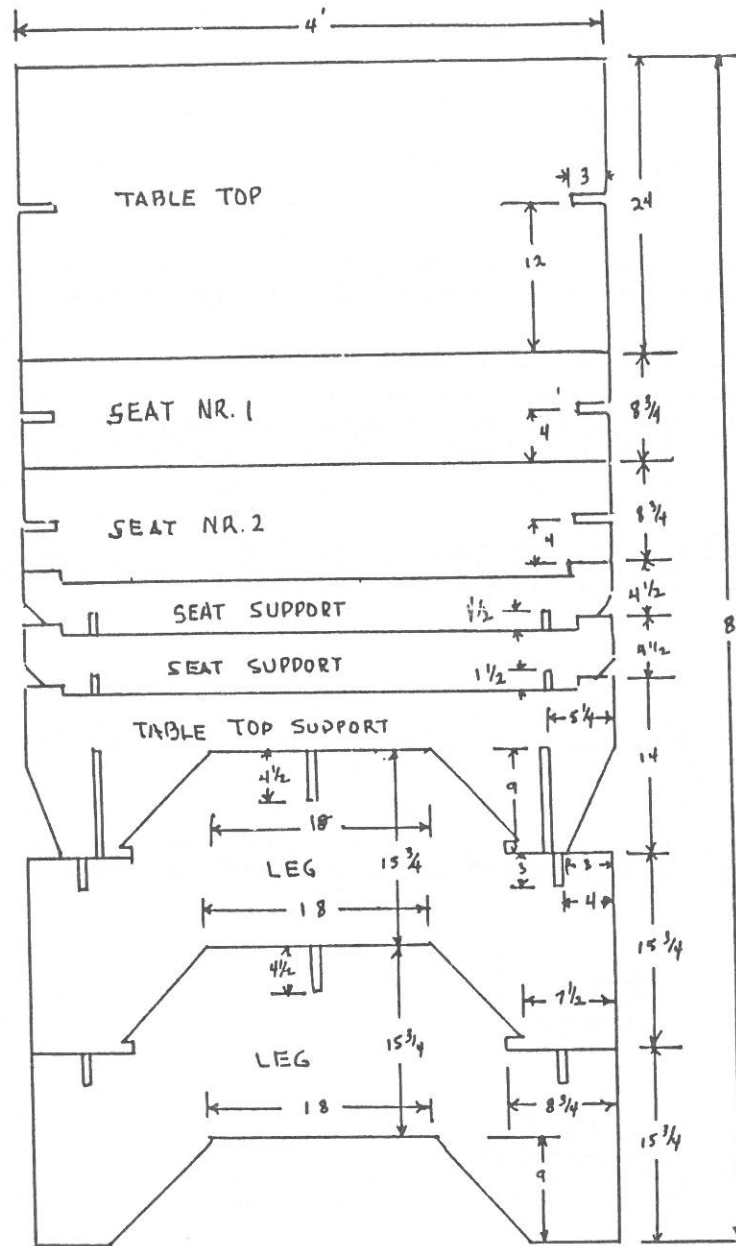


Cut paddles from thin pieces of wood. Drill two holes clear through -- Drill one at the end only part way through. Turn stick - Drill one on opposite end part way through. Insert peg in center hole - turn stick - Note peg now appears to be in the end hole.

### TABLE

Make this simple "table" puzzle out of plywood. It's a time consumer....





PICNIC TABLE

### MINERAL COLLECTION BOOK ENDS

Your rocks and minerals collection will probably have some beautiful pieces which you can put to use in a pair of book ends. Try to have pieces as identical as possible to match up each bookend.

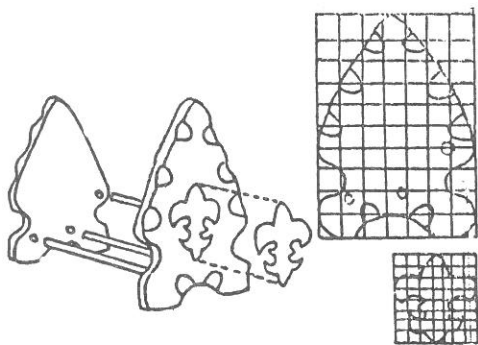
The right-angle wood base is made of  $\frac{3}{4}$ " wood, the base measuring  $4 \frac{3}{4}$ " square, the upright piece  $4 \frac{3}{4}$ " x  $5 \frac{1}{4}$ ". These are simply nailed together to become your form.

The plaster is made by stirring  $1 \frac{1}{4}$  cups of plaster of Paris into a cupful of water in an old pan. When the mixture starts to thicken it is spooned immediately on the plaster form, building it up the pack. Then a second batch of plaster is mixed in the same proportions and the form is built up further.

Press your specimens, foliage, figurines, etc., into this second layer before it hardens completely. You will have to work pretty fast. After a few hours you can slide the bookend off the wood base, peel back the foil and lift the bookend off. At this point break off any thin irregular projections of the plaster for these will only crumble off later. After allowing a week for thorough drying, glue felt to bottom by applying glue on plaster first, then when that dries, add a second layer and a layer of glue on the felt.

### BOOK RACK

Keeping your Scouting books, and other books that you are reading, in this rack will help you find just the book you want-quickly. It also makes for good housekeeping by helping to keep your room in order. You can make this rack yourself. It is not difficult, and it is a good wood working project.



### METAL PLAQUE



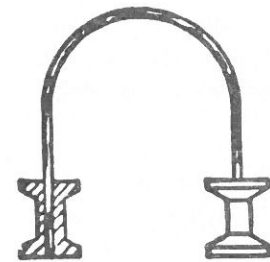
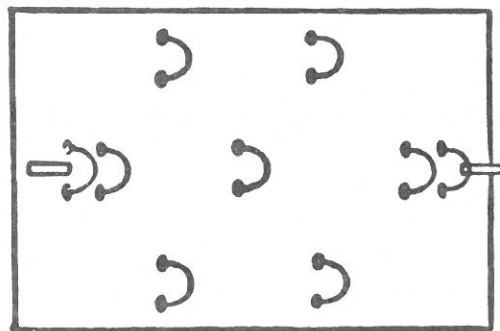
Cut top and bottom off a can. Open up by cutting down one side from top to bottom. Flatten onto board cut a little bigger than can. Nail down 4 corners. Beat or draw a picture on the metal to make a plaque for hanging. Use gloves when cutting. WHEN CUTTING METAL AND USING TOOLS BE SURE THERE IS ADEQUATE SUPERVISION.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
CRAFTSMAN**

TABLE TOP CROQUET

Wickets are made by cutting nine pieces of heavy wire or coat hanger and bend each to form an arch. Thread spools can be used to support the wickets or cut 18 pieces of wood in 2" x 2" squares and drill a hole in the center of each one. Make 2 pegs out of 4" piece of broom handle or 1" wooden dowel and sand the bottom so it will stand up. Checkers can be used for the croquet balls. Arrange the wickets on a large table as shown and play by the same rules as regular croquet. The Webelos hit the checkers by flipping them with their fingers.



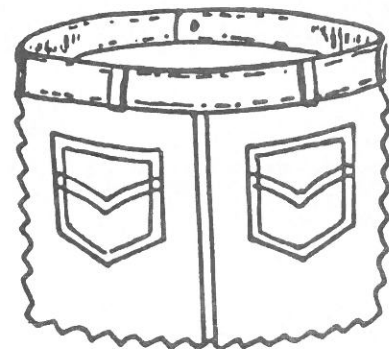
CARPENTER'S APRON

**MATERIALS:**

- 1 pair of old blue jeans with back pockets
- Scissors

Cut legs off a pair of old blue jeans 1" to 2" below bottom of back pocket. Cut up both side seams to waistband on the "front side" of the seam. Remove front of jeans leaving the waistband intact. To wear, snap or button in back.

Den leader may want to use pinking shears on edges.





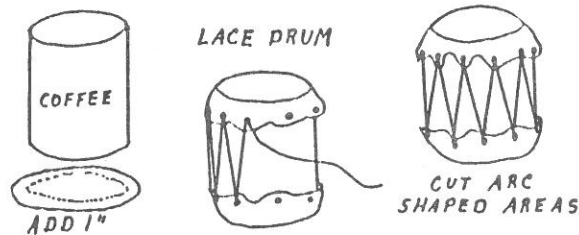
VINYL

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

DRUM DOORSTOP

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

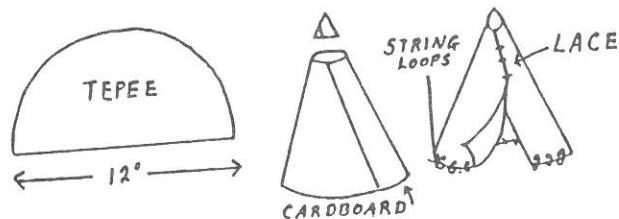
Place the can on the wrong side of a piece of vinyl. Trace around bottom of can with pencil. Using this pattern, cut a circle of vinyl that is one inch larger all around than pattern. Cut another circle the same size. All around the edges of both circles, cut or punch holes, 1/4" from the edge and 2"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



TEPEE BOOK ENDS

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

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



### OJOS DE DIOS (EYES OF GOD)

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

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

White-Unknown life before birth	Red-Life itself
Yellow-Sun, moon, stars	Blue-Sky and water
Black-Death	Brown-Soil
Green-Vegetation	

#### GENERAL INSTRUCTIONS

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

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

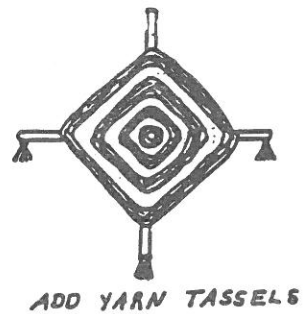
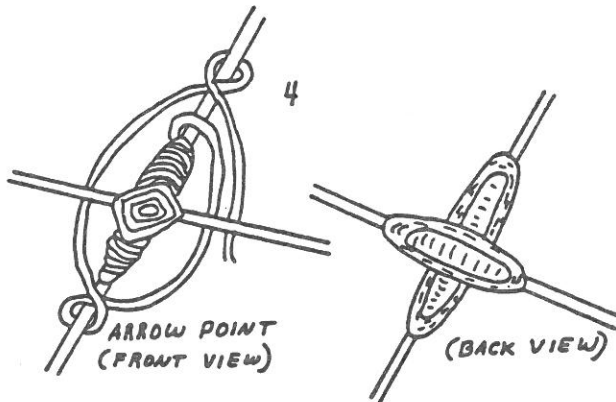
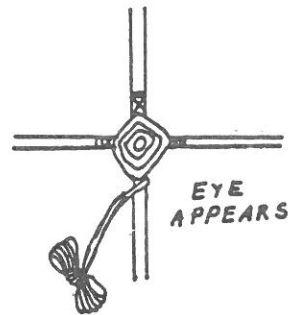
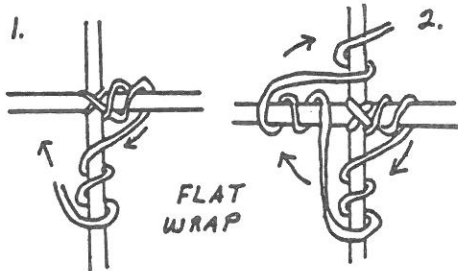
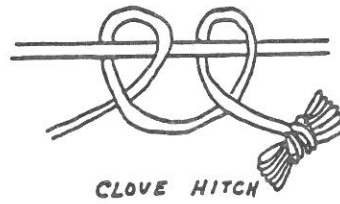
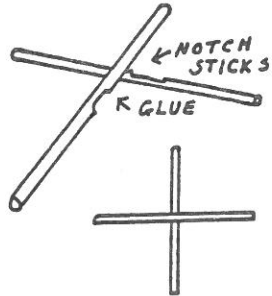
The Flat Wrap: This is what you need to make the center. It is done by wrapping over and around each stick, wrapping clockwise. It can be used anywhere else in the design of your Ojo.

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

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

(Continue on next page)

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OCTOPUS NECKERCHIEF SLIDE

Take half of an English walnut shell.

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

Tentacles can be reinforced with a drop of glue.



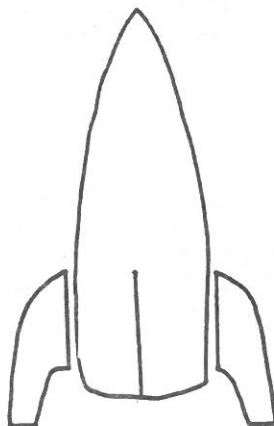
ROCKET NECKERCHIEF SLIDE

Use sawdust clay recipe.

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

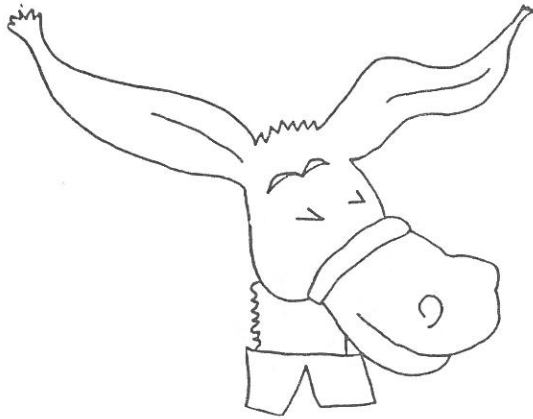
Be sure to place a pop top ring or pipe cleaner in back for the slide holder before the clay hardens.

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



PEDRO NECKERCHIEF SLIDE

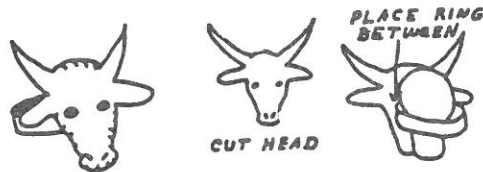
Trace pattern onto leather or plastic. Face details can be done with magic marker. Eyes may be small brass eyelets or buttons if boys prefer Pedro's eyes to be open. Glue pipe cleaner loop on back for neckerchief.



STEER HEAD SLIDE

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

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



RUBBER BAND POWERED DRAGSTER

1. From 1/2" stock (we used maple), cut a piece 2x6" for the chassis (A). Using carbon paper, transfer the full-size chassis pattern on the next page onto the stock. Mark the locations of the front- and rear-axle holes, and the center points for the flag and motor pin. Using a drill press and a 9/32" bit, drill the front- and rear-axle holes square with the chassis. Switch to a 1/4" bit and drill the flag and motor pin holes 15° from vertical. (We simply "eyeballed" the angles when drilling.) Cut the chassis to shape and finish-sand.

2. To make the "slicks" (B), cut two pieces of 1/2" maple to 3x10". Laminate the pieces together face to face. Using a drill press and a 2" hole saw, cut out the two rear wheels. Switch to a 1" hole saw, and cut two front wheels (C) from 1/2" stock.

3. Mount a length of 1/4" dowel in the drill press, and slide a wheel onto the dowel. Start the drill press and sand the wheel smooth, putting a slight round-over on the edges. Repeat for the other three wheels.

4. From 1/4" dowel stock, cut the front and rear axles, flagstaff, and motor pin to the lengths indicated on the drawing. Drill a 1/32" hole 3/16" deep in the center of the rear axle.

5. Glue one rear wheel onto the rear axle and one front wheel onto the front axle. Insert the axles through the body. Then, glue the other wheels to the appropriate axles, and glue the motor pin and flagstaff in place.

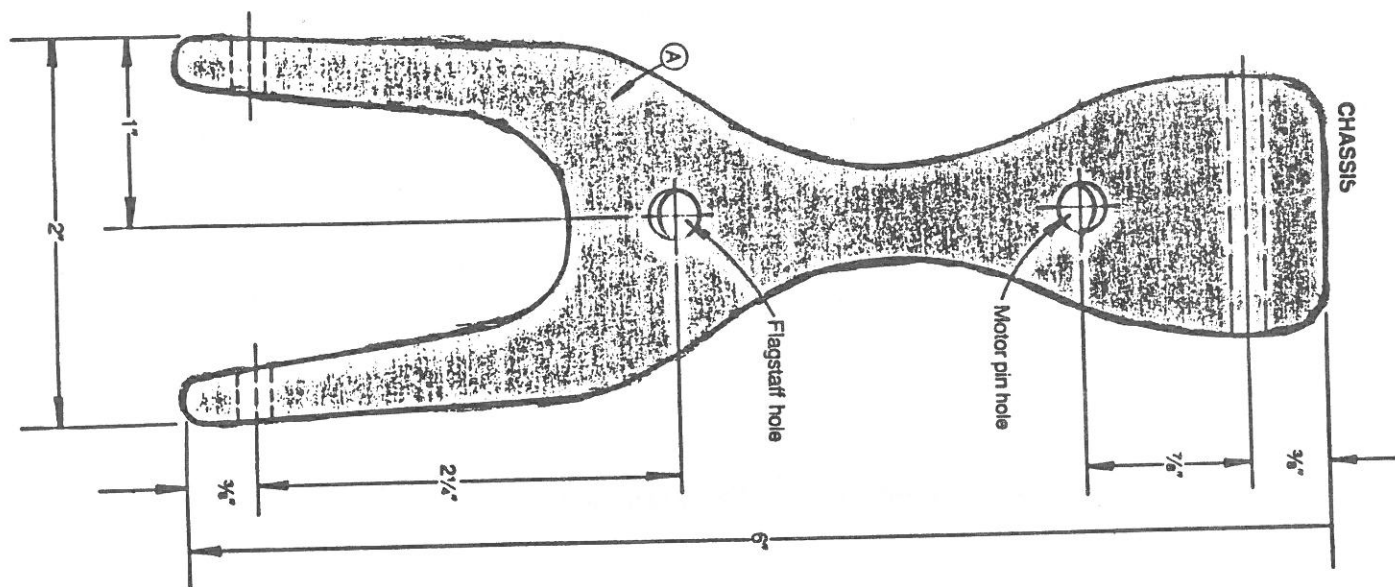
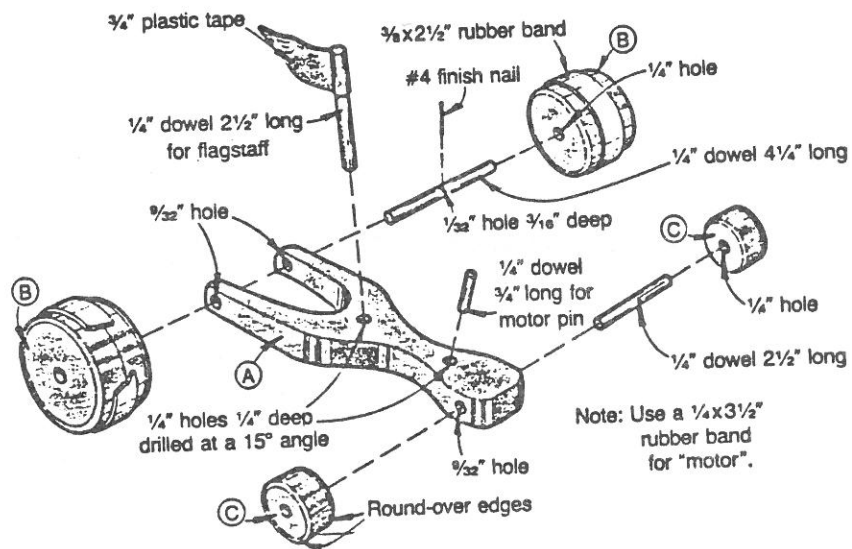
6. Grind the tip of a #4 finish nail until it measures 5/8" long. Apply a small amount of epoxy to the tip of the nail; then gently tap it into the hole in the rear axle.

7. Cut a 4" strip of 3/4" wide colored plastic tape for the flag, wrap around the flagstaff, and cut it to shape. Attach the rubber bands for the "tires" and the "motor". To "fuel" the dragster, wind the rear wheels, holding the wheels between strokes to prevent them from spinning. Still holding the wheels, set the car on a smooth surface, and "let 'er rip".

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RUBBER BAND DRAGSTER





**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
CRAFTSMAN**

NECKERCHIEF SLIDE HOLDER

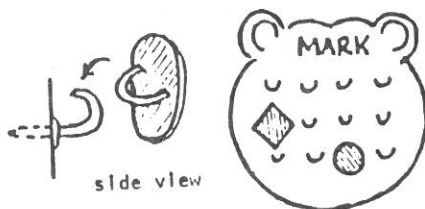
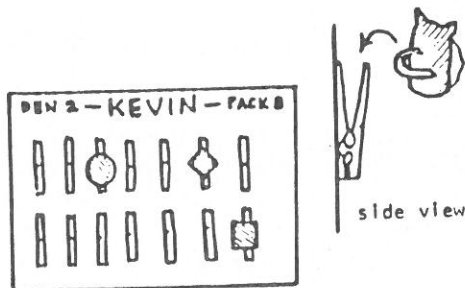
**MATERIALS:**

- 12" - 14" wood piece
- Stain, paint or varnish
- Metal cup hooks or wooden clothespins
- And glue picture hanger

Neckerchief slide holders are usually made from wood, but other materials can be used.

The boards shown are cut from 1/4" plywood, pegboard, or other similar wood. A 12" - 14" square is a good size for a beginner. Finish wood with stain, paint or varnish.

Use metal cup hooks or snap-type clothespins to hold the slides. Cup hooks screwed in wood. Clothespins are glued on. Add a picture hanger on back so board can be hung on the wall.

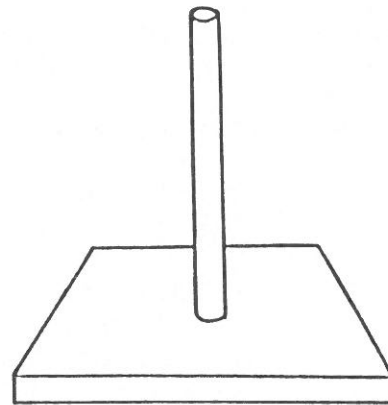


TIE SLIDE TOTEM

**MATERIALS:**

- 5"x5" block of wood
- 3/8" dowel 12" long
- Glue

1. Drill a hole, big enough to hold the dowel stick, in the center of the 5" x 5" block.
2. Glue dowel into hole and let dry.
3. Paint or decorate.



Tie slide totem resembles a totem pole when filled with tie slides.

WHEN WORKING WITH TOOLS, BE SURE THERE IS ADEQUATE ADULT SUPERVISION. POWER TOOLS SHOULD ONLY BE OPERATED BY ADULTS.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
ENGINEER**

If you are not an engineer or technician, you will find it helpful to enlist some expert assistance. The badge requirements don't call for great technical skill...only an understanding of the principles. A draftsman, science teacher, construction foreman, electrician, surveyor or city planner will do well.

**IDEAS FOR DEN MEETINGS**

- Field trip to construction site
- List 10 different engineering jobs
- Draw a sketch of a bridge to build
- Discuss property lines and measure them
- Visit an engineer or surveyor in county office
- Visit college engineering department
- Have someone show how to read house blueprints
- Have boys build different types of bridges using blocks and cardboard
- Observe the use of a large crane at a construction site

**IDEAS FOR PACK MEETINGS**

**EXHIBIT:** Block and tackle, catapult, bridge drawings, house plans

**DEMONSTRATE:** Bridge stresses with bricks and cardboard, operation of block and tackle or catapult, oral report on different type of engineers and their duties

**PULLEY TUG-O-WAR:** (NOTE: Prior to the start of this game, you should attach a rope and pulley to a tree or post as illustrated.) The boys are divided into two teams. Each team has the same number of boys. (If you have an uneven number of boys, place the extra boy on rope #2.) Each team gets a firm grip on one of the ropes and starts pulling when they hear the signal "Pull!". When the marker on rope #1 crosses a mark on the ground, the leader shouts "Stop!". The rope is moved back to the starting position and a boy from rope #2 goes over to team Number 1. Repeat this process each time the marker crosses the mark on the ground. This continues until the pulling contest becomes even or team Number 2 is finally pulled by team Number 1.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
ENGINEER**

Almost every Webelos Scout, not to mention fathers and leaders, can find an interesting area of engineering. All an engineer does is apply the laws of physics and chemistry to solve the problems of construction, industry and other areas.

In doing this, he uses essentially a combination of one or more of the six types of machines which have been known for thousands of years. These are the lever, the wheel and axle, the pulley, the wedge, the inclined plane, and the screw.

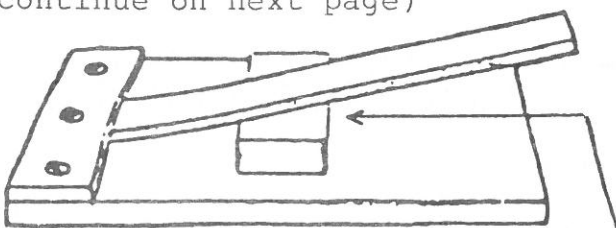
CATAPULT CATCH

Make a model catapult from scrap wood. The wood for the arm should be thin and strong so there will be a good spring to it. Follow the simple directions to put the catapult together.

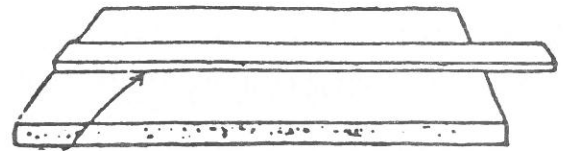
To use the catapult, place the button on the end of the arm (the rubber band will stop the button from sliding). With your thumb, press down the free end of the arm, then let it go. The button will fly.

With practice, you will find just how much to press the arm down to pop the button into the cup. You can also catapult the button over the cup on the arm and into another cup placed in front of the catapult.

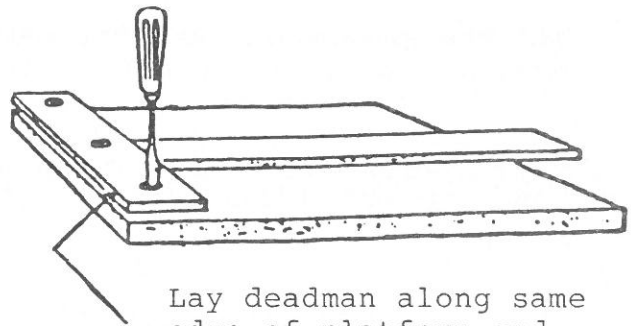
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Slide springer under center of arm.



Lay arm across center of the platform, one end even with platform edge.

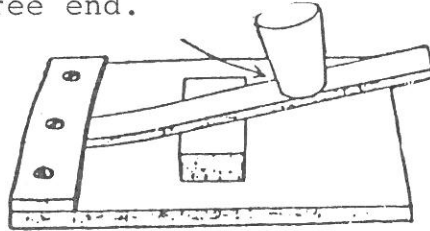


Lay deadman along same edge of platform and across end of arm. Drive a screw through center of deadman through arm into platform. Drive screw near each end of deadman into platform.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
ENGINEER**

Tape a paper cup to arm about 4" from free end.



Roll rubber band 1" down from free end of arm.

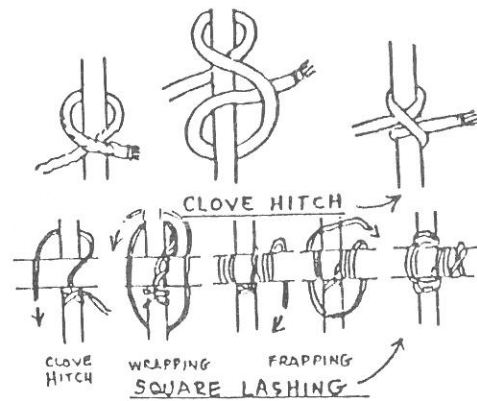
You'll need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long, and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the cross-pieces, fastened with square lashings about 2" from the bottom. All lashings begin and end with a clove hitch.

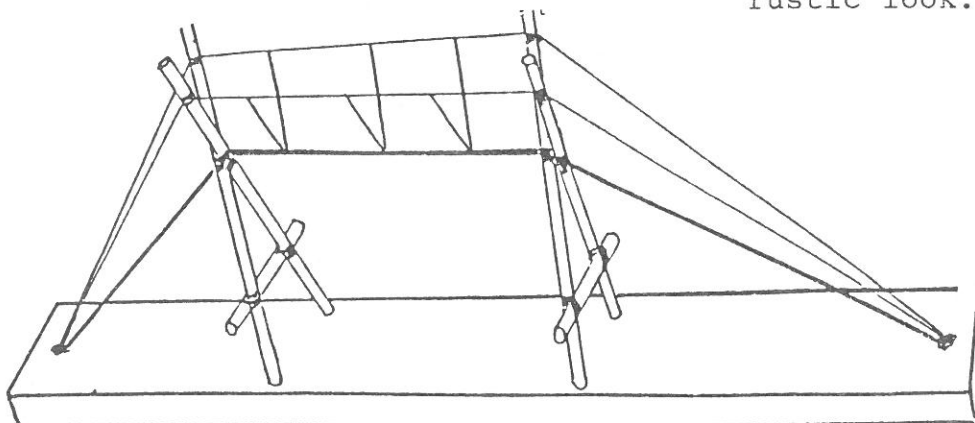
MODEL MONKEY BRIDGE

Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope of walk on and two others as hand ropes.

All the same knots and the same design are used in this model as are found in the full-sized version. The monkey bridge is often build in Scout camp as part of the Pioneering merit badge.



Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.



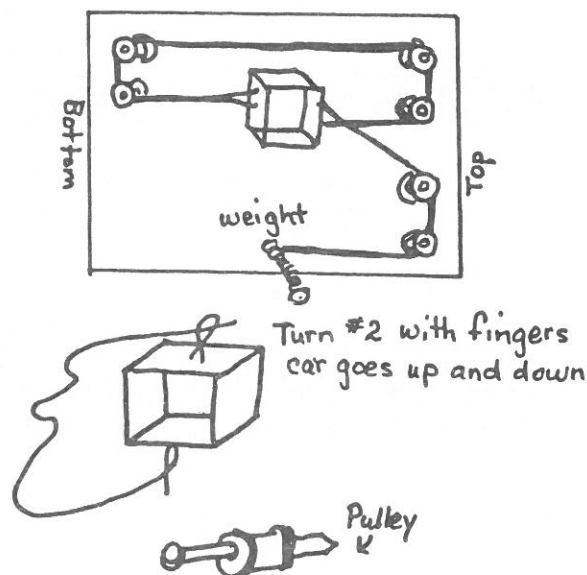
ELEVATOR

A small cardboard box is used for the elevator car. To keep it from swinging, tie a string to the bottom as well as to the top of it.

Drive nails thru spools into a board as shown to serve as pulleys. Slip the string of the car over the spools marked 1, 2, 3, and 4, winding the string several times around spool 2. This spool will be the windlass. The string should be fairly tight when it is in place.

Tie a second string to the top of the car and run over spools 5 and 6. Fasten a small weight (such as a screw) to this string to balance the weight of the car.

Turn the windlass (spool 2) with your fingers. The car will go up and down.

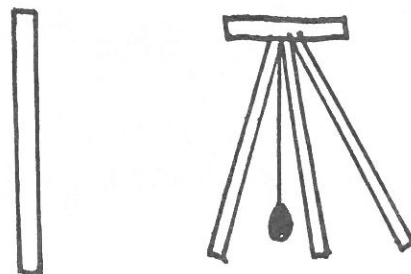


TRIPOD

- NEED:
- 3 four 1x2 pine
  - 1-4" long 2x4 pine
  - 1 empty paper towel roll
  - 1 piece string 5 ft. long
  - 1 heavy object (to tie to string)
  - 1-5ft. long 1x2 pine

Cut 2x4 into triangle. Take the 4ft. 1x2's and nail to each side of the triangle. Glue paper roll to top of tripod. Take needle and thread and run through end and side of paper roll to form a cross.

Tie heavy object to end of string. Tie other end to tripod top so that object is about 2" off ground. Take the 1x2x5ft. pole and mark off in inches with black lines the full length of pole.



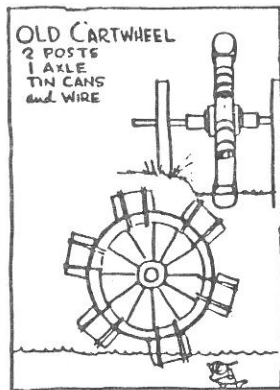
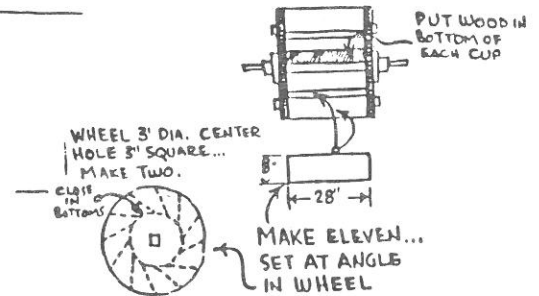
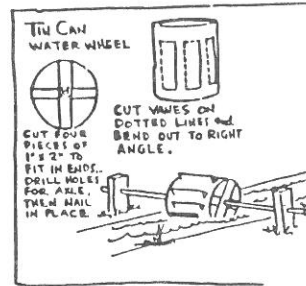
(Use tools only under adult supervision!!!)

**POW WOW '88  
ACTIVITY BADGE**

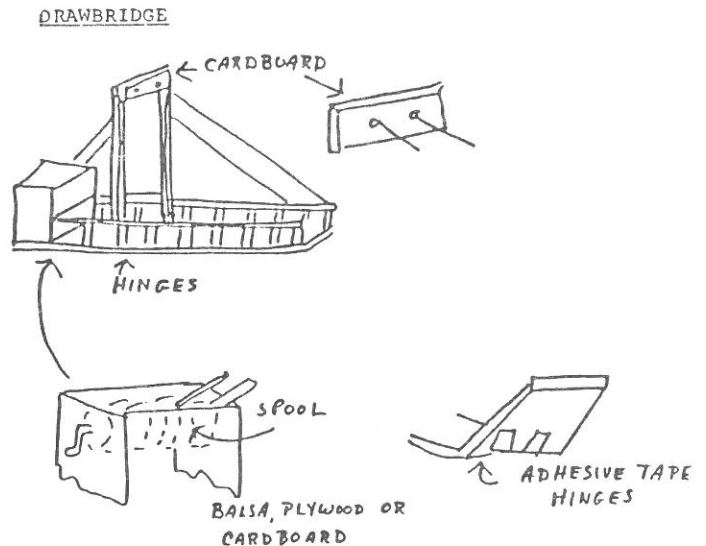
**WEBELOS  
ENGINEER**

Rig up a water wheel and show your son how to make use of water power. If there are no fast running brooks or rapids in your creek, build a sluice for an overshot wheel. If there is no creek at all, rig up a small wheel in your backyard and run the wheel with water from the garden hose. By attaching pulley wheels to your axle you can use the power to make things go.

Make the wheel from a tin can, from scraps of wood, or from an old cart wheel. For a temporary water wheel, push a nail through a cork or corncob and stick fins (cut from a tin can) into it.



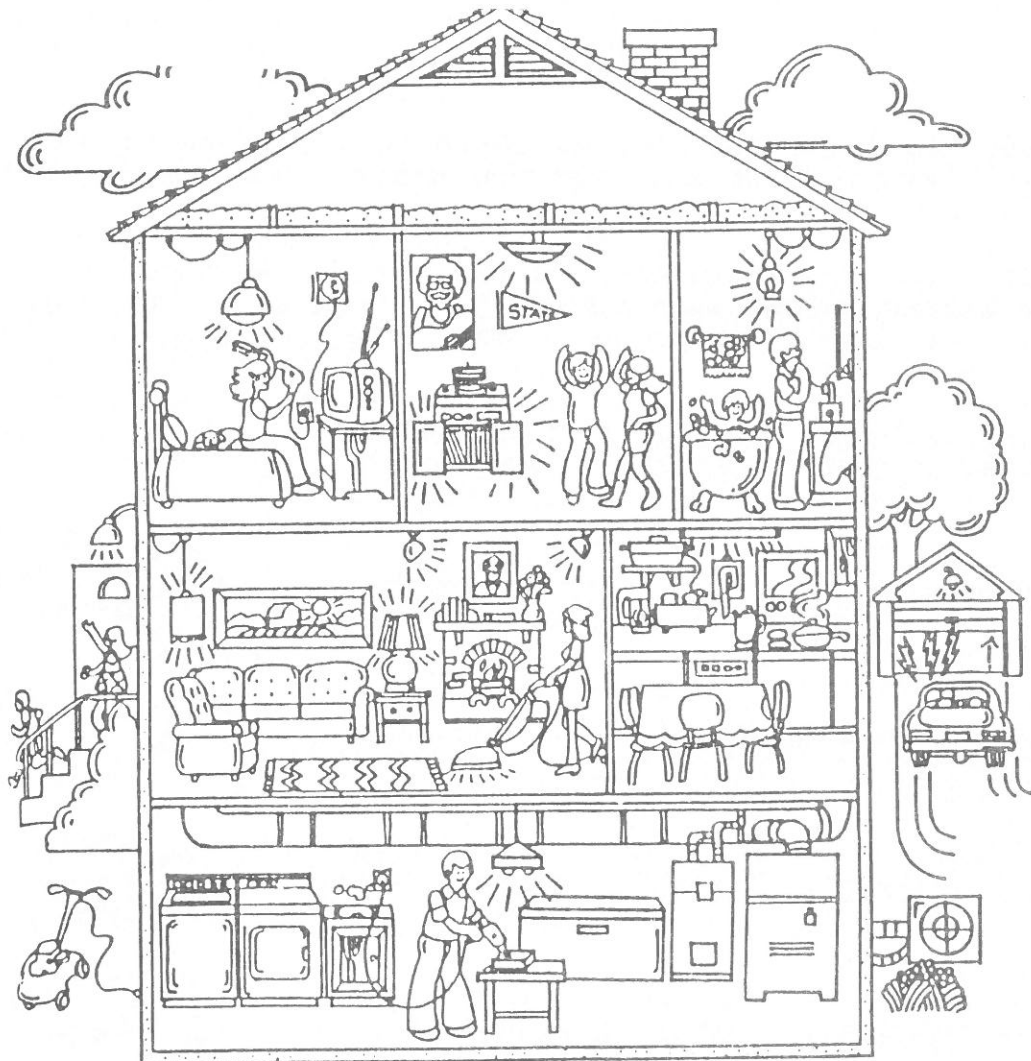
DRAWBRIDGE



A working drawbridge can be constructed of string, cardboard, balsa wood, and wood matches. Complete the bridge by adding a winch, made by attaching a wire crank to a spool. Use a dowel as an axle.

Stores, factories, cars, offices, schools, trucks and planes use most of the energy in our country. But a lot of energy is also used in our homes. And that is the one place that all of us can help to save energy. Here is an Energy Home. How many things can you find that use energy?

Make an X with a red crayon on the things that you think use more energy than others. Use a blue crayon to draw a line under places that **you** can save energy. Use a green crayon to draw a line under the places that **your family** can save energy.







There is little danger of North America running out of water. But there is a danger that we will run short of pure water.

You can help prevent this by using only as much water as you need. If you study how much water you use now, you will be able to find ways to use less.

### WATER YOU USE YOURSELF

Study the two charts below. Then keep this sheet with you for a day. Mark it each time you use water. You can use the back for figuring.

Remember this is an estimate, not an exact measure of how much water you use. Therefore you can use the **average** amount given in the second column when you do your figuring. For example if you get six drinks of water a day, you estimate  $6 \times 1/4 = 1 \frac{1}{2}$  gallons. (note: the averages assume you let the water run to get hot or cold. You wouldn't, for example, drink  $1/4$  gallon of water each time you get a drink, but that much would run from the faucet if you let it run to get cold.)

how you use it	average amount for one use	put x below for each use	total
taking a bath	30 gallons		
taking a shower	20 gallons		
flushing a toilet	3 gallons		
washing hands or face	2 gallons		
getting a drink	$1/4$ gallon		
brushing teeth	$1/4$ gallon		
other	you estimate		



### ECOLOGY BADGES

For the many projects done around the house, stick a badge on you chest or you family member.

Others:  
Litter Picker Upper  
Newspaper Recycler

**YOUR SHARE OF YOUR FAMILY'S WATER**

Some water is used for the good of everyone in your family, such as water for cooking and cleaning. This chart can help you estimate your share of that water. Suppose, for example, that there are five people in your family. If you estimate that water for meals, cleaning and other family uses equals 100 gallons, your share is  $100/5 = 20$  gallons.

how you use it	average amount for one use	put an x for each use	total
washing dishes for one meal	8 gallons		
cooking a meal	5 gallons		
using automatic clothes washer	32 gallons		
Other:	you estimate		

A BOY

What is the gift you will give your boy?  
 A glamorous game, a tinsel toy,  
 A whittling knife, a puzzle pack,  
 A train that runs on a curving track?  
 A Cub Scout book, a real live pet?  
 No, there's plenty of time for such things yet.  
 Give him a day for his very own --  
 Just your boy and his dad alone.  
 A walk in the woods, a game in the park,  
 A fishing trip from dawn to dark;  
 Give him the gift that only you can --  
 The companionship of his "old man",  
 Games are outgrown, and toys decay,  
 But he'll never forget if you Give him a day.

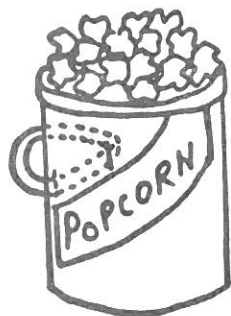
Popcorn Neckerchief Slide

Materials:

- 35mm film can
- Pipe cleaner
- Red or white adhesive vinyl
- Felt tip pen
- Cotton balls
- Plaster
- Popped corn
- Clear Acrylic spray

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.



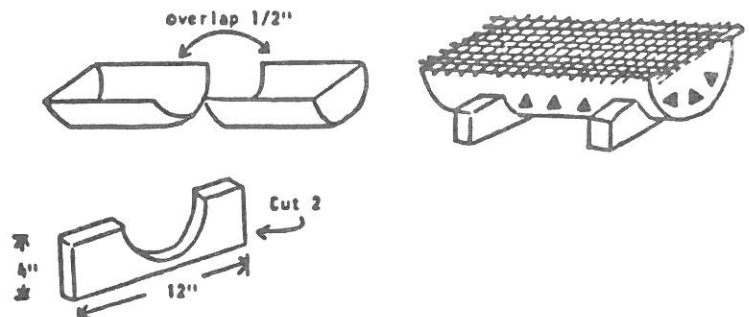
TIN CAN HIBACHI

Materials:

- One 3-lb coffee can
- One 9"x18" hardware cloth
- Two 4"x12"x3/4" pieces of wood

1. Cut off one end of can just behind the rim.
2. Cut can in half lengthwise.
3. Rivet two half together (open to open end) to form one long trough.
4. Using the can as a template, mark curve on 4"x12" pieces of wood. Cut out half round piece to provide base for hibachi.
5. Punch vent holes in lower portion of can and put
6. Put 1" coarse gravel in bottom, add charcoal, light, and cook.

**CAUTION:** Wear gloves. Cut tin cans are very sharp!



### Driveway Bowling

This game is a version of lawn bowling. The playing area is called a rink. Use chalk to draw the rink, 10 feet by 20 feet, on a driveway or playground.

For the bowling ball, use a 2 1/2" rubber ball. To make it travel in a curved path (as the ball does for lawn bowling), cut a 1 1/2" section of a cardboard roll and tape it to the ball, as shown. Make several bowling balls, painting them a different color for each player.

You will also need a jack, which can be any heavy object, such as a rock. The object of the game is for the player, standing at the narrow end of the rink, to roll the ball so it touches the jack.

each player scores 5 points when his ball touches the jack, and loses a point when his ball rolls out of the rink. A team or player needs 20 points to win the game.

#### The Invention

Characters: 3 or 4 boys (more can be added)

Scene opens: First boy is sitting on a chair (bed). Toys and clothes are scattered around the room. He is deep in thought. Several of his friends have come over to see him.

(friends enter)

All: Hi \_\_\_\_\_ What are you doing?

1st boy: Just thinking.

2nd boy: Thinking about what?

1st boy: My invention.

3rd boy: Are you inventing something?

1st boy: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

4th boy: What are you going to make? Maybe we can help.

1st boy: Really? Do you all want to help?

(continued)

All: Sure!

1st boy: Ok (gets up) First of all, I need a big box. There's one in my closet.

(one of the boys goes off stage to get a box)

Then I need two toy airplanes. (another boy picks them up off the floor)

and I need some kite string.

(Another boy picks it up. Continue until all the toys are picked up off the floor)

Last I need some rags. we can use my clothes for that. (they pick up clothes)

Now put everything in the box. (looks around room) Well, that just about takes care of it.

4th boy: Takes care of what?

1st boy: My invention. I just invented a way to get my room cleaned before my mom gets home!

(continued in next column)

The Tummy Ache

Boy is slumped in chair  
groaning.

The doctor comes on stage  
carrying his black back bag.  
He examines the patients and  
the patient continues to groan.

Doctor: When did you first  
notice this discomfort?

Patient: Around the ninth piece  
of pie.

**Trusty Tommy**

(tune: Yankee Doodle)

Trusty Tommy was a scout  
Loyal to his mother.  
Helpful to the boys about  
And friendly to his brother.  
Courteous to the girls he knew.  
Kind unto his rabbit.  
Obedient to his father too  
and Cheerful in his habits.  
Thrifty, saving for a need  
Brave but not a faker  
Clean in thought in word in  
deed  
and reverent to his Maker.

**Pop the Corn**

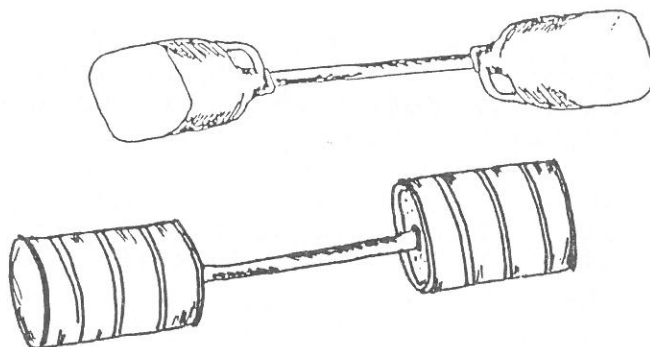
Equipment: Block of wood  
wire  
Nail(s)  
One test tube  
Cooking oil  
Pop corn

The first one to get his pop  
corn to pop is the winner, he  
must pop two kernels. each  
boy must put corn in the test  
tube and light his own candle.

Barbells and gym equipment are expensive. Encourage your Webelos to look around the house for things they have on hand to be used for body building and keeping in shape.

### Dumbbells

Make your own dumbbells by using a red brick or a heavy book for arm exercises.

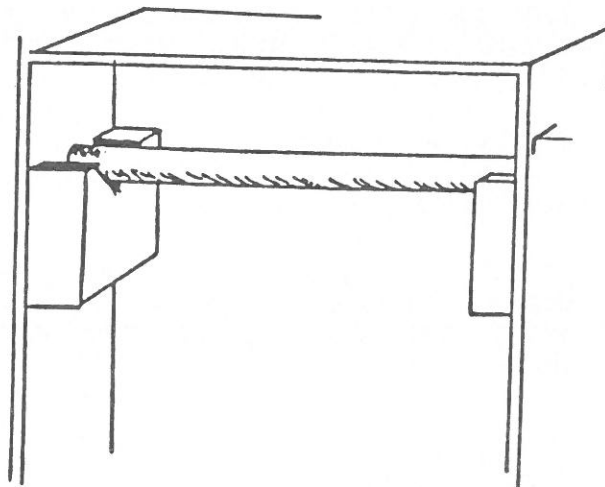


### Barbells

Make a set of barbells by using plastic milk cartons or tin cans filled with plaster of paris. Insert a broom handle for a bar (before the plaster sets).

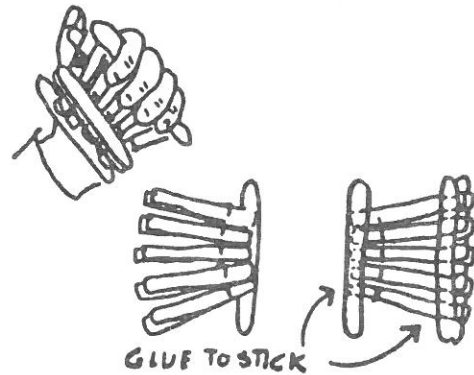
### Pull-up Bar

Get Mom or Dad to do all the construction of a pull-up bar. Use two blocks of wood and a strong bar long enough to go from one side of the door to the other. Secure the wood by using woodscrews high enough from the floor that when the bar is placed in it, a Webelos can do a pull up from a dead hang. When the bar is not being used, it can be taken from its holders and stored away.



### Tension Handgrips

Place the closed end of five clip clothespins together, side-by-side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a popsicle stick to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers, bend the tops of the fingers over one side of the handgrip squeeze to open the closed end of the handgrip.



### EXERCISES

#### Basic Leg Workout

Pick up marbles with your toes and move them from one pile to another.

#### Side Leg Stretch

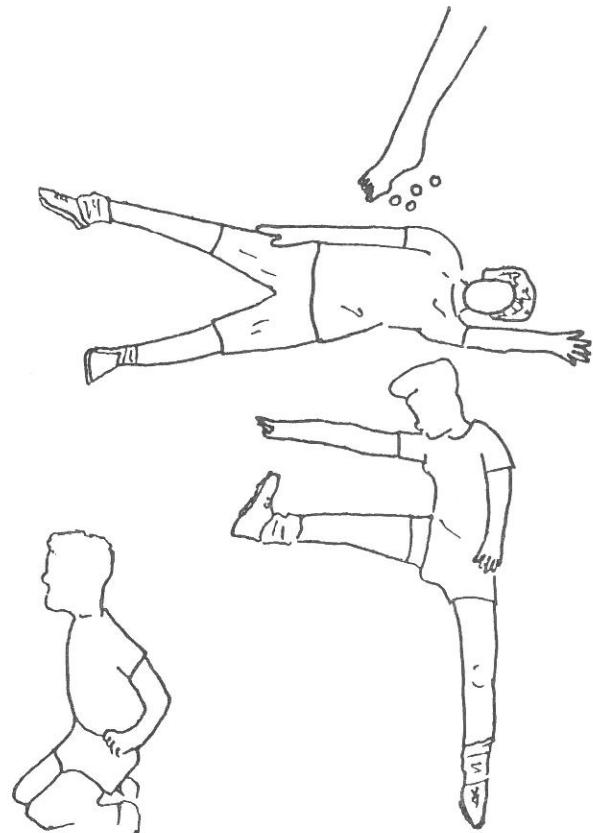
Lay on your side with one arm stretched out under your head. Place top arm down along your leg. Lift your leg and stretch as far as you can.

#### Hand Kick

Stand straight. Hold hands in front of you. Kick up with your foot and try to kick your hand. Repeat with other foot.

#### Knee Bends

Stand erect with hands on hips. Sit down on ankles. Keeping your back straight rise slowly. Repeat.

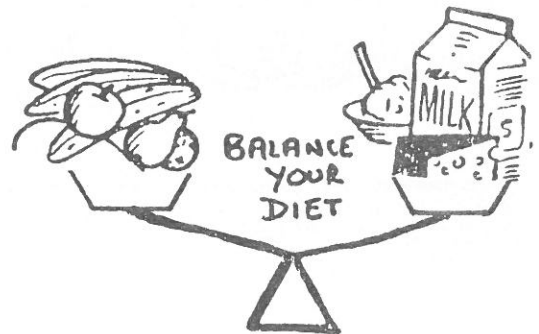
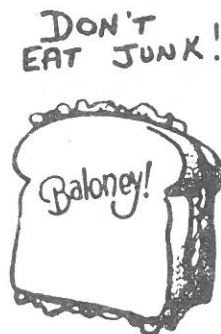
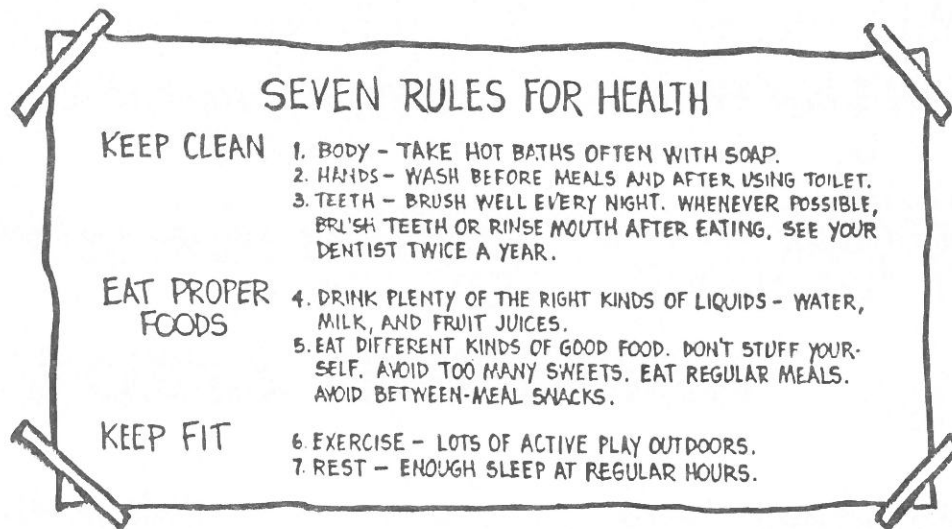




### The Nutrition Connection

No program concerning physical fitness and health should leave out the subject of NUTRITION! During the month, Den Leaders should plan to have some discussion of the importance of good nutrition. You may also wish to discuss, at the same time, the dangers to health posed by smoking and by the abuse of alcohol and drugs.

**Posters.** To drive home the idea of nutrition's importance, have the boys make posters on that theme. After they have been displayed at the Pack Meeting, have the boys try to place them in local supermarkets or convenience stores for a week or two. Here are some ideas for posters.



### Good food for Growth

It would be a great idea to have a den discussion of the variety of good foods for proper growth and development. The following chart might be helpful.

#### 1. MILK GROUP

- MILK & MILK PRODUCTS
  - CHEESE
  - COTTAGE CHEESE
  - ICE CREAM
- BUILDS TEETH AND BONES!



#### 2. FRUIT-VEGETABLE GROUP

- ALL KINDS OF FRESH FRUITS AND VEGETABLES
  - RAISINS
- BUILDS ENERGY AND HELPS YOUR BODY DEFEND AGAINST DISEASE.



#### 3. PROTEIN GROUP

- BEANS
  - MEAT
  - FISH
  - PEANUT BUTTER
  - EGGS
- BUILDS MUSCLES, BONES AND BLOOD.

#### 4. BREAD-CEREAL GROUP

- RICE
  - CEREAL & GRITS
  - BREAD
  - FLOUR PRODUCTS
  - SPAGHETTI
- QUICK ENERGY BUILDERS. HELPS TO MAKE YOUR BODY WORK BETTER.

### Fitness Skit

Arrangements : 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and, in turn, speak these lines.

1st boy: To keep your body strong and healthy  
Is more important than being wealthy.

2nd boy: When you are fit, you feel so good,  
And try to do the things you should.

3rd boy: It helps you lend a hand  
To needy folks around our land.

4th boy: Eating the right foods is always wise,  
And everyone needs some exercise.

5th boy: Stand on tiptoes, one, two, three.  
Touch your toes, don't bend a knee.

6th boy: Run a while, then slow your pace;  
Practice will help you win the race.

7th boy: Scouting builds young boys into men  
And this is where it all begins.

### Buc Tuocs

6 Characters

Announcer: Boys have you been feeling sluggish lately? Do you have that "grey feeling"? Do you have over seven feelings? I have an answer for your woes. The name is "Buc Tuocs". We have some guests with us tonight who have tried it and are wild about it. Here they are to tell us about it.

1st boy: When I reached 8 I needed something. I was out of touch. I tried Buc Tuocs and got the lift I needed.

2nd boy: I couldn't adjust. My social life was falling apart. Buc Tuocs was the answer.

3rd boy: I was plagued with the fear of growing old. Was life passing me by? Buc Tuocs gave my life purpose.

4th boy: Buc Tuocs changed my life, new horizons opened for me.

5th boy: Girls were my problem. My kindergarten friends had gone in different directions. Buc Tuocs helped me find new acquaintances.

Announcer: Thank you boys, for your unsolicited testimonials. Remember folks, Try Buc Tuocs - it's Cub Scouts spelled backwards.

### Physical Fitness Games

#### Wheel Barrow Race

On signal "go" teams race to a turning point. Boys reverse positions, and new "wheelbarrows" race back on hands to starting line.

#### Poison Circle

Place "poison", carton, in the center of a small circle. Boys join hands, move back and forth around circle, trying to force each other into the circle

#### Crab Relay Race

Each boy in the team crawls crab-style to a line 15 feet away, stands up and runs to tag the next one in line, who does the same.

#### Kangaroo Hop Relay

Boys assume a semi-squat position. Keeping their feet together, the "hop" forward to cover a set distance. Next in line repeats.

A forester learns the varieties of trees, tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, and mapping and marking trees for harvesting. He must learn rules for conservation and how to protect the trees from fire and disease.

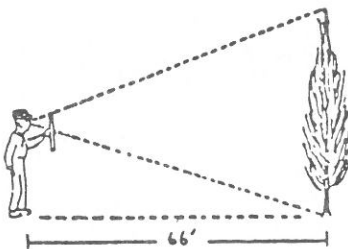
America is a land of trees--they grow almost everywhere in our country. At times it is evident that we forget all the products that come from trees such as lumber, rayon camera film, sporting equipment, etc.

#### Diameter Tape & Cruising Stick

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

#### Tree Diameter

Cut a strip of flexible paper or card board about 1/2" wide and 45" long. Begin at one end of the paper strip and make ink marks every 3.14". Each mark on the tape equal 1" of tree diameter. To measure the diameter of a tree, wrap the tape around the tree about 4 1/2 feet off the ground. The diameter of the tree is the mark closest to where the tape overlaps the zero end.



#### Tree Height

Glue a strip of hard paper or cardboard on one side of a yard stick.

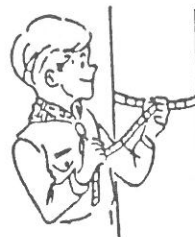
Begin at one end and make marks 6.15" apart with ink.

Number the marks starting at 1.

To measure tree height, stand 66 feet from the tree you wish to measure. Hold arm horizontal and the stick vertically at arm's reach (about 25" from your eyes). Slide stick up or down until the top of the stick is in line with the top of the tree. With moving the stick, sight the bottom of the tree (be sure the stick is still vertical) and note the mark on the stick that is even with the bottom of the tree. The nearest number is the number of 16' lengths in the tree. For example, if the figure is 2, there 2 16' lengths, so the tree is approximately 32' high.

#### Paraffin Coated Leaves

Melt paraffin in a double boiler. When it is melted, turn off the heat. Dip one leaf at a time into the melted wax. Shake off extra into the pan. Hold leaf until wax hardens, then lay it on waxed paper. Using this method you get preserved leaves in green or the colors of Autumn.



Name the Tree

Need: a paper sack full of different leaves.

Have the Den Chief pull a leaf from the sack, the first boy to correctly identify the leaf gets to keep it. At the end of the game the boy with the most leaves wins. Have them make a scrap book to keep and show at pack meeting.

Nature

1. Leaf collecting contest - most different ones
2. Matching leaves
3. Hike - use pebbles for counters. Agree on things to be discovered. Each discovery counts a point or a counter is discarded. Here are some examples:

Sheep, lamb or goat	1
Brown spotted butterfly	1
Each specified bird	1
Each specified snake, insect	1
Each specified tree	2
Each rabbit hole	2
Birds nest	2
Hornet nest	1
Tree struck by lightning	1
Cow or horse lying down	2
Each wild animal track	2
Crow or crow's nest	1
Caterpillar	1
Daddy longlegs	2

Charades

Use trees, flowers, insects, or animal names.

Dry Leaf Collection

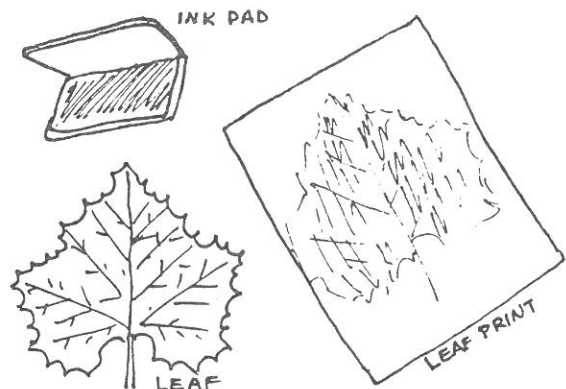
Put each leaf between a separate sheet of newspaper. Put several folds of newspaper on top of and underneath the sheets you are using to press the leaves, and put something heavy on top until the leaves are pressed out and dry.

Crayon Print

Lay a leaf on the table vein side up. Put a clean sheet of paper on top of it. Hold the leaf in place and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.

Ink-pad Leaf Print

Put a Leaf, vein side down, on an ink pad. Cover it with newspaper and rub your hand back and forth over it. Put the leaf, ink side down, on a clean piece of paper. Put a piece of newspaper over it and rub.



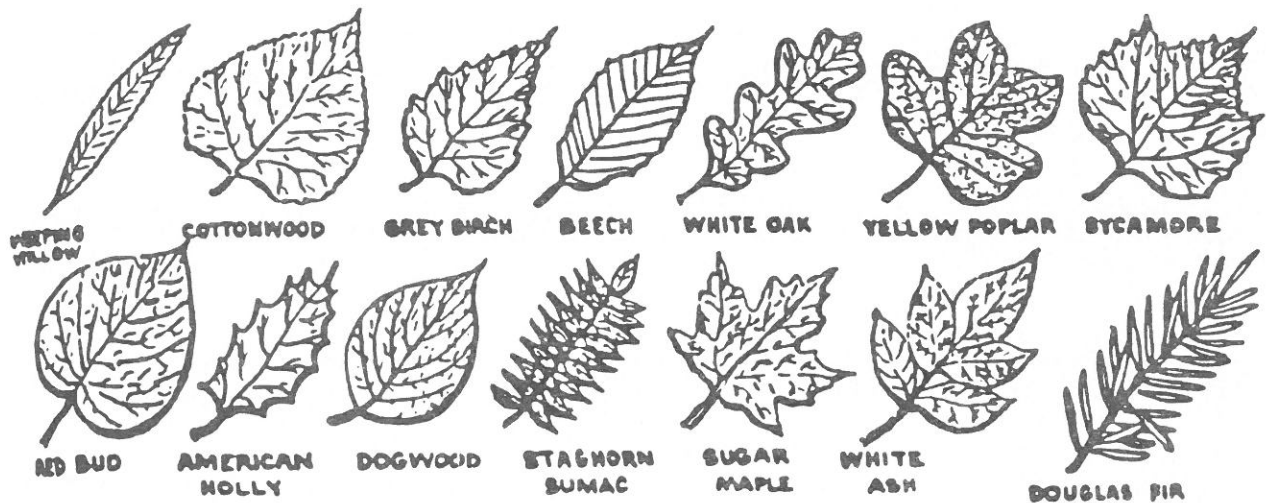
Three kinds of fire can destroy the forest:

A surface fire burns along the floor of the forest. It is usually slow-moving and close to the ground, but it can spread fast. It kills small trees and either kills or permanently damages larger trees. Most fires are of this type.

A ground fire burns on or below the forest floor. These fires are often started by lightning. They move slow and often go undetected for weeks. They are hard to put out. The heat they create beneath the ground destroys the trees roots and any chance for life.

A crown fire moves faster than most people can run. These often start as surface fires, and are blown by the winds into the tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees "topping out" in this way is doomed.

A fire has to be fed, or it dies. If you want to kill one fast, cut off its supplies: **1. HEAT 2. FUEL 3. AIR.** The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil) weather (wind, moisture, and temperature) and slope.





### 1,182 Different kinds

There are 1,182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them.

#### Tree Quiz

1. Which has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which trees are the tallest? (Redwoods)
4. Which trees are the oldest? (Sequoia)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which tree gives maple syrup? (Sugar & Black Maple)
7. Which tree has paper-thin bark? (White Birch)
8. Which tree is used for baseball bats? (White Ash)
9. Which tree is used to make your pencils? (Red Cedar)
10. Which conifers lose all their needles in fall? (Larch & Bald Cypress)
11. Which evergreens bear berries instead of cones? (Yew, Cedar, & Juniper)
12. Which broad-leaf keeps it's leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which trees give us turpentine? (Long Leaf & Bobolly Pines)
15. Which is our most important lumber tree? (Douglas Fir)
16. Which trees are the soft woods? (Evergreens)
17. Which trees are hardwoods? (Deciduous)
18. Which trees are often called "stinkweed"? (Ailanthus)
19. What tree is used for making matches? (Aspens)
20. What tree is used to make spools? (White Birch)

### Plaster Leaf Prints

Materials needed: Leaf, modeling clay, plaster of paris, container to mix plaster, stick to stir, hanger for back (pop top or paper clip)

#### Directions

Select a leaf with prominent veins and stem.

Flatten a piece of modeling clay to form a mold base slightly larger than the leaf. Pinch up the clay on the edges to form a continuous rim all around the base or roll a coil of clay log enough to put all around the edge and smooth over the crack between the coil and the base so the liquid plaster won't leak out after it's poured.

Press leaf onto base with fingers, making sure to trace around entire outline of the leaf with a finger heavy enough to clearly define the shape of the leaf.. After pressing over the whole leaf and stem gently remove leaf -- thus completing the mold.

Mix plaster, according to package directions, to desired consistency. Pour into mold and let harden a little. Press pop top tab or paper clip into plaster with ring towards the top (this will serve as the hanger). Allow to completely set and harden. Gently remove clay, beginning with edges. (Clean clay to re-use).

### Arbor Day Treasures

Find the name of the tree hidden in the following sentences:

- 1 The ranger's map led us safely through the woods.
- 2 Will owls hoot in the daylight if they see someone in the forest?
- 3 It's fun to tramp in every direction before enjoying a picnic in the woods.
- 4 Forest rangers wear white helmets.
- 5 In a beautiful glade, we saw a honey bee checking clover blossoms for nectar.
- 6 Many forest fires are caused by human carelessness, according to rangers.
- 7 Woodcutters have expensive tools, and keep them locked in sheds.
- 8 Don't plant those seedlings so thick or you won't give them room to grow.
- 9 We got soaked when we were caught in a spring cloudburst.
- 10 Our grandson's face darkened when we told him it was time to go home.
- 11 Our lollipop larder is raided when children come to call.
- 12 We all chased him as he ran down the hill.

Answers: 1 maple; 2 Willow; 3 pine; 4 elm; 5 beech; 6 fir; 7 hemlock; 8 hickory; 9 oak; 10 cedar; 11 poplar; 12 ash.

### Autumn Leaves

Den is divided into two teams that line up on opposite sides of a chalk line on which a dozen leaves are laid. On signal, both teams attempt to blow the leaves across to the other team's territory. The winning team has the fewest leaves on their side at the end of 2 minutes.

### One-leaf Trail

Lay a trail using one kind of leaf as a marker and letting the stem point in the direction to be followed. At the end of the trail, the players hunt for the tree whose leaves were used.

**Junior Forest Ranger Quiz**  
(Circle the correct answer)

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

1. Campfire permits are required for: (a) indoor fireplaces, (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
2. The safest way to start a campfire is with: (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.
3. The best place to ask where forest campfires can be built is: (a) sheriff's office, (b) sporting goods store, or (c) ranger or fire warden station.
4. When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire, (b) put out your campfire, or (c) arrange to get up every 2 hours to check your fire.
5. When you see a bear in the forest, park, or zoo you should: (a) pull his fur, (b) chase him with a stick, or (c) stay away from him. Do not pet or feed him. Bears are wild animals and considered dangerous.
6. To cook properly over a campfire, you should: (a) cook over the flames of a large campfire, (b) build a small compact campfire and cook over the embers, or (c) burn a lot of paper to make the fire hot.
7. The best way to put out a campfire is: (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks, or (c) let it alone and it will burn itself out.
8. The best spot for a campfire is: (a) inside a rotten log or stump, (b) under a green tree, or (c) in a cleared open space away from trees.
9. For camping or burning trash, the following is the most important and practical tool to carry in a car: (a) shovel, (b) a bucket of water, or (c) wet blanket.
10. If a fire gets out of hand, you should: (a) get your parents, run to your car, and drive away, (b) report it immediately to a ranger, or (c) get other Junior Forest Rangers to fight the fire.

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11. If your clothes happen to catch on fire you should: (a) keep calm, do not run,, roll a blanket around you to smother flames, (b) run for help, or (c) jump up and down real fast.
12. Camp matches should be: (a) kept in a metal container, (b) stored near outboard motor fuel, or (c) placed in the hot sun.
13. The safest way for adults to light cigarettes is: (a) use a cigarette lighter, (b) strike match on nearby rock, or (c) use paper book matches and throw into grass when finished.
14. A person who is careless and starts a forest fire: (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail.
15. Well managed forests give us: (a) Smokey the Bear, (b) wood, water, wildlife, grass, and outdoor fun, or (c) just lumber, paper, and walnuts.
16. A match or cigarette thrown from a car window: (a) is permissible if no one is looking, (b) is permissible if it looks like it has gone out, or (c) is never safe.
17. A windy day is a good time: (a) to burn trash, (b) start a campfire, or (c) not to start a fire.
18. A trash-burning incinerator should be; (a) equipped with a good spark arrester. (b) placed under a tree for shade, or (c) used only on windy days.
19. Before lighting an open fire: (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed, or (c) drink three glasses of water.
20. Junior Forest Rangers: (a ) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

**Answers:**

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

Ready to earn the Geologist Activity Badge? Then try this quiz. TRUE or FALSE:

1. The principle ore of the metal lead is galena.
2. Mountains are always made by overflowing lava.
3. Petrified wood is an unusual type of fossil.
4. Feldspar can be easily scratched by a knife blade.
5. Sandstone is igneous rock made of cold magma.
6. Scientists record earthquakes on a quakograph.

Answers: (1) true (2) false  
(3) true (4) false  
(5) false (6) false

Scoring: 6 right, stupendous; 5 fantastic; 4 good; 3 Ho-hum; 2 Ugh; 1 Better study some more.

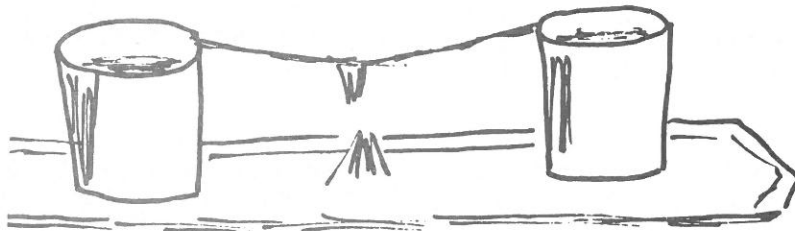
This is a way to teach the boys about one common mineral. It has uses other than just being used on our meals.

### Rock Formation

Stalagmites are mineral formations on the floor of a cave. Stalactites are mineral formations found on the roof of a cave. Both are made by the dripping of mineral water, usually lime water. As the water evaporates, the minerals form a layer which builds into a stalagmite.

### Directions

Into one cup of water stir 1/2 cup Epsom salt. After all of the salt is dissolved, pour 1/2 the solution into a second cup. Set the two cups about four to five inches apart on a tray or piece of board. Attach a piece of heavy cord or piece of cloth twisted until it is ropelike into the solution in one cup. (Be sure this is rope or cloth that will absorb liquid.) Attach the other end into the second cup. Let the cord loop slightly in the middle. In a short time the liquid should begin to drip. Be sure it drips very slowly. Soon you should see a stalagmite form.



Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rock can easily be pointed out in four different ways:

1. Food Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly and indirectly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself.

2. Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.

3. Mining Many metallic and non-metallic ores such as iron, copper, zinc, aluminum, lead, sulfur, borax, and others really are rocklike. Without these ores, manufacturing as we know it would not be possible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.

4. Construction Think of the tons and tons of crushed rock gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments and the material used in the building of your home and the many things in it.

We have listed just four reasons why rock is so important in our lives. Perhaps you can think of more. The following paragraphs contain some interesting information that can stimulate your boys interest in Geology. Pass it on to them.....

Here are some surprising facts about just one common mineral product that you are familiar with - petroleum. Did you know that we Americans need and use every day, enough petroleum such as gas, fuel oil, lubricants, asphalt, plastics, fabrics, rubber, insecticides, fertilizers, and even medicines to fill a of tank cars 300 miles long? Each day we use 10 million barrels of oil.

Why do we need such tremendous quantities of oil? Mainly because it furnishes the power for the machines that do most of our hard labor. It supplies us with thousands of useful products and by-products that we use every day. If we consider just a few hours in the fore part of our day and think how oil has served us, we might remember that our home was nice and cozy when we woke this

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because of heat or air conditioning. Your tooth brush was possibly manufactured from petroleum. Some of your clothing was made of nylon. Your breakfast may have been cooked over a flame coming from natural or bottled gas. The car that took you to school or to your den meeting was powered by gas or diesel fuel.

### **Mountains and Volcanos**

To teach boys how mountains are formed, take a piece of corrugated cardboard, 15" x 12". Next let them use salt dough to create a replica of the Earth. Put in rivers and lakes, volcanoes and mountains. Using pieces of sponge dipped in a mixture of green food color and water, mount on tooth picks to form trees. Also small pieces of salt dough can be formed into rocks. Let this creation dry, then cover portions of display with Elmer's glue and cover with sand. Paint the rest of the display. By putting a small cap in the volcano, you can put in baking soda and a mixture of red food coloring and vinegar. This will flow like lava.

#### Salt dough

2 cups salt  
1 1/3 cups water  
2 cups flour

Mix ingredients and stir. This recipe will make one display. You will have to proportion it according to the number of boys in your den.

### Make your own Fossil

The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it had left behind a trace of its presence.

Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock and the shell became completely encased in stone. Then at some later time in earth's history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way still shows the nature of the exterior of the shell and is called an external mold. If at some later time this mold becomes filled with minerals or other sediment, a cast is produced in the mold. The cast is a reproduction of the original shell from which the mold was formed. Because the original fossil is gone, some Paleontologists call casts and molds 'circumstantial evidence' of prehistoric events.

To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First cover the bottom of the cardboard box with the modeling clay to a depth of 3 inches. The clay represents the soft mud found in the ancient sea

floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

Next, mix a small amount of plaster with water in a paper cup. Stir it with a wooden spoon. When the plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened carefully remove from the mold. You now have a cast of the original mold.

Now compare the original shell with the plaster cast. Notice that even some of the most delicate markings on the shell have been preserved in the plaster.

A Paleontologist uses this same technique in reconstructing the shells of long dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting cast will usually show clearly the size and shape of the foot of the animal which made the track. From this information the paleontologist can tell what animals left the footprints.

### Make a Rock Tumbler

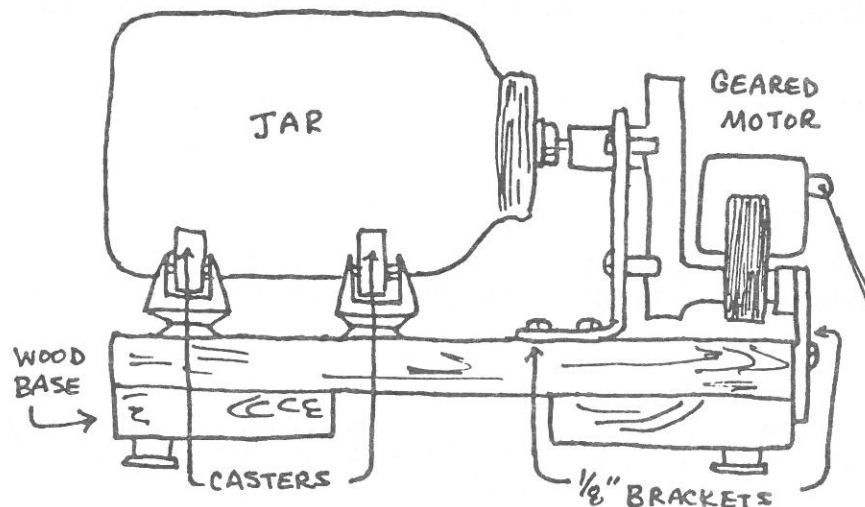
Materials: Quart glass jar  
Large piece of scrap  
lumber  
4 nylon furniture  
casters  
Small geared down  
motor(22.8 rpm 110  
volt AC)

This simple tumbler will grind  
and polish agates or other  
semi-precious stones that you  
collect on field trips.

The tumbler barrel is simply a  
quart glass jar. It rolls on  
four ordinary nylon furniture

casters. The key to its  
simplicity is the small geared  
down electric motor (a rock  
tumbler must turn at a very  
low speed).

Mount the motor with metal  
brackets on any sufficiently  
large piece of scrap lumber.  
Attach the jar lid shaft and,  
last, the casters, placing them  
where the jar rests and turns  
easily on them. The  
electrical connections of the  
little motor are exposed; so  
cover or tape them well to  
prevent shock.



### Ideas for Den Meetings

1. Take a treasure hunt rocks and minerals. At another den meeting, identify them and check specimens on mineral hardness scale.
2. Use cigar boxes or small cardboard boxes with dividers to display rocks and minerals.
3. Start a collection of geologic materials used in home construction. Make a display for pack meeting.
4. Visit a geology exhibit or department at a museum.
5. Tour quarry, mine or gravel pit. Look for fossils.
6. Visit an industry that uses geological materials.
7. Make a mineral hardness kit.
8. Study cause and effects of earthquakes. Make posters or charts.
9. Have a demonstration of a rock tumbler.

### Ideas for Pack Meetings

Exhibit: Rock and mineral display; drawings of volcanoes; posters on cause and effect of earthquakes.  
Demonstrate: Hardness test for minerals; rock tumbling.

**Hardness Test-** Give each of the boys three rocks and have them test the hardness of them using their fingernail, a copper penny, a knife blade, and a piece of glass. The first one to identify them correctly wins.

**One Doesn't Belong-** In each group of words, which one does not belong?

- A. Granite, marble, basalt, pumice
- B. Shale, marble, slate, gneiss
- C. Silicon, aluminum, iron, titanium
- D. Sandstone, shale, limestone, basalt
- E. Volcano, glacier, faulting, earthquake

**ANSWERS:** **A.** Marble is not an igneous rock, **B.** Shale is not a metamorphic rock, **C.** Titanium is not one of the common elements forming the earth's crust, **D.** Basalt is not a sedimentary rock, **E.** Glacier is not a constructional force.

**SPECIMEN HUNT-** Have a treasure or scavenger hunt to make fun out of the requirement to collect geologic specimens. The winning team would be the ones who found minerals such as lead, tin, aluminum, sand, coal, etc.

### Personal Bike Rack

Need: 1/2" plywood 14" x 18"  
1"x2" wood 2 feet long  
2"x8" 18 inches long  
1-1/4" #6 flathead screws  
six penny nails  
Glue  
Varnish  
Hammer, Drill, Saw,  
screwdriver

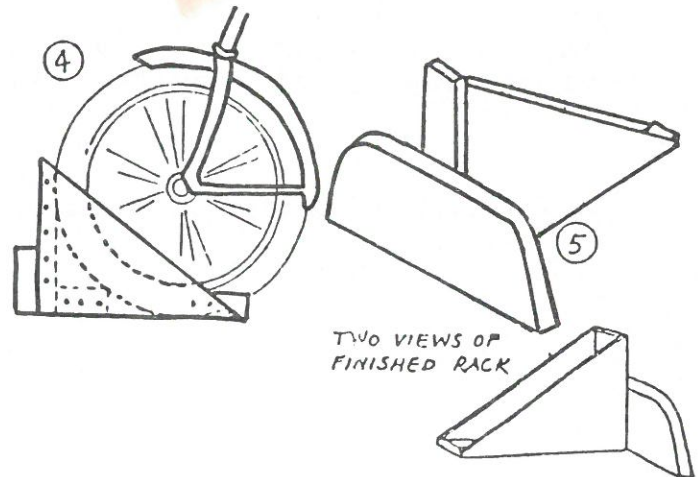
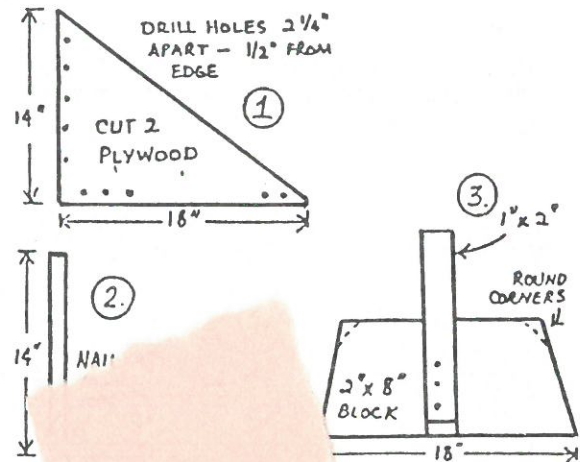
Cut plywood triangles. Drill holes as shown with a 5/32" drill bit. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.

Cut the 1"x2" pieces. Nail the two longest pieces at right angles to each other.

Cut the 2"x8" piece. Attach the nailed 1"x2" with screws. Paint or varnish the 1"x2" now. Note: the right angle is fastened to the 2x8 with screws from the inside.

Fasten the plywood triangles in place with screws through the pre-drilled holes. Do not forget the small piece of 1"x2" that joins the tips of the triangle.

Sand and completely paint or varnish job.



### Five Board Stool

The five board stool is eight inches high, and is patterned after a Colonial stool. Pine was a favorite wood for stools of this kind because they are easy to work with and will take a nice finish.

The five pieces of wood shown are standard-size boards from a lumberyard. The top is cut from a 1" x 8" board (which is actually slightly more than 3/4" thick and about 7-5/8" wide). The ends are cut from a 6" board, and the rails from 2" stock.

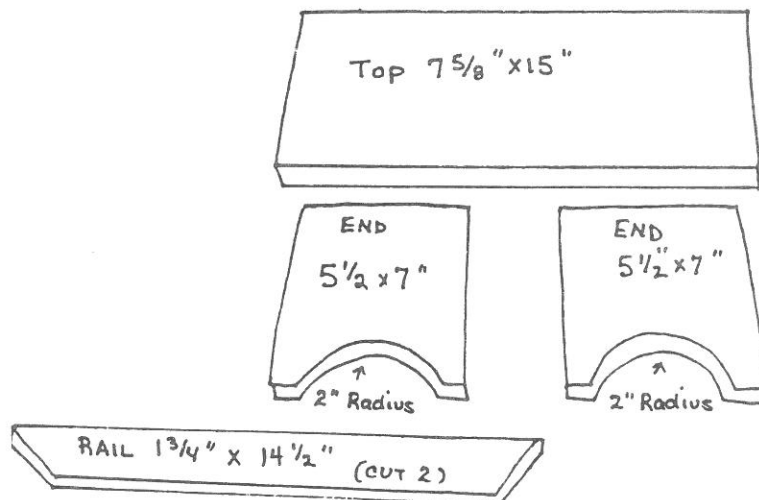
The dimensions shown in the illustration are finished sizes. In cutting allow a little extra material for trimming and finishing to size. When sawing cut just outside the line in the waste part of the board. Use a cross-cut saw for the straight cuts, and a coping saw or jig saw for the curves in the ends. Lay out the curved lines with a compass and the beveled ends on the tails with a combination square and pencil (or you can use a cardboard pattern). Use the square for marking the lines

for cutting the pieces to length as well. And be sure to use a sharp pencil.

After the parts are cut, trim the ends with a wood file. Then sandpaper all surfaces to a satin finish to remove imperfections. Assemble the stool with two 2" finishing nails and white glue at each joint. To prevent splitting the wood, first drill 1/8" holes through the rails. Then drive the nails just thru the rails and into the ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue and drive in the nails. Use a nail set to drive that heads of the nails slightly below the surface of the wood.

Give the stool a final sanding and apply a coat of satin wax to finish.

This project should be simple enough for all the Webelos to do easily; however it should give them an excellent knowledge of the tools of a fine craftsman.





# Lamp Repair

Rewiring a lamp is a basic chore all home repairmen should be able to do. Old, worn, or damaged cords and defective sockets are a fire hazard. Repairing them can be on step towards your Handyman Activity badge. Sockets, cords, and plugs are available at stores selling electrical supplies (these can even include a corner drug or convenience store).

An **extension cord** saves work. They come in 6', 9', 12', or 15' lengths. Measuring from the plug end, cut one to the length you want, and discard the socket. This often cheaper than buying a separate cord and plug. You can cut each cord to the right length for its lamp.

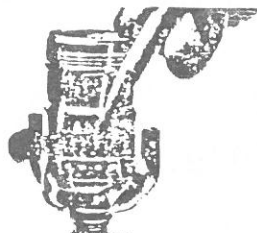
The photos show the steps to follow.



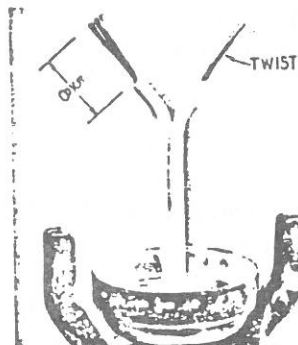
1. Three important tools in the rewiring of a lamp are a screwdriver, a pocketknife, and a wire stripper (shown above).



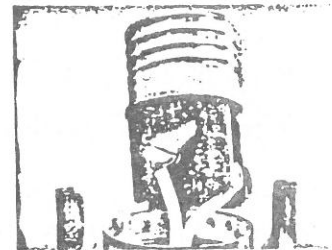
2. Extension cords with molded-on plugs are easiest to use. Use notch no. 18 on your wire stripper to trim them.



3. Socket shells just snap together. To separate them, look for the PRESS mark. And remember, do not remove the paper or fiber insulating liner inside.



4. Remove the old wire and install the new cord. Cut the insulation to separate the wire leads. Then remove insulation with a knife or wire stripper, and twist the wire.



5. Wrap the wire around the screws in a clockwise direction, and tighten the screws. Trim excess wire; then reassemble.



6. Loosen the felt base cover with a knife to get at the wiring. Use a strong cement to put the felt back in place later.



### Bike Courtesy

Now that the bicycle is recognized as a vehicle and not a toy, every rider is a driver and is expected to conduct his actions as a good citizen should.

This is essentially the Golden Rule in action and can make cycling safer and more enjoyable for all thus helping bicyclists retain a favorable public image.

#### Show courtesy to fellow cyclists by:

- Not riding too close
- Giving hand signals
- Pointing out broken glass, grates, and other road hazards
- Aiding a cyclist having troubles
- Warning of your approach, for example, by saying "passing on your left"
- Not leaving novices behind

### Ice Block Neckerchief Slide

Materials: Styrofoam square  
Pipe cleaner (craft size)

Push pipe cleaner through the styrofoam until both ends stick out the other side. Twist to fit around the neckerchief.

### Nut, Bolt, and Nail Holder for Dad's Shop

Take a piece of 1x4 pine board and paint it any color. Save up baby food bottles and nail the covers to the board then screw the bottle on the cover. Dad can put his shop supplies in each bottle and tape label on each side above his bench. This is a great gift for him on any occasion. Another nice gift is to take another board and drill holes in it to fit different tools and nails on the front to hang hammers and wrenches on.

#### Show courtesy to motorists by:

- Not hogging the road
- Obedying all stop signs and traffic lights
- Giving hand signals
- Riding in a straight line with other vehicles
- Giving motor vehicles a wide berth and not driving all over the road
- Getting all bikes off the roadway when you stop for a break

#### Show courtesy to the public by:

- Giving pedestrians a wide berth. Not blocking doorways or gas station entrances with your bicycle
- Not parking your bike against plate glass windows
- Not taking short cuts across lawns or private property
- Greeting people along the way with a smile and a wave and "Good morning" or "Good afternoon"

### Relaxing Jar

Need:

- Peanut butter jar
- Cotton
- Cardboard disk

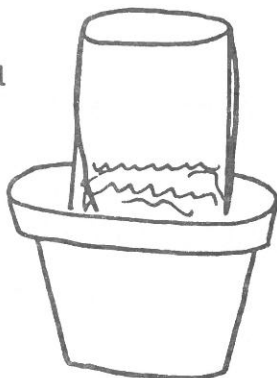
If an insect has been dead for some time, it will become too brittle to mount without parts breaking off. Make the relaxing jar by soaking in water enough cotton to cover the bottom of the jar. Place wet cotton in jar and cover with cardboard disk. Place insect on cardboard rather than directly on wet cotton. Cover tightly for a few hours. The high humidity inside the jar will make the insect flexible enough to mount.



### Cricket cage

Straight-sided  
Jar

Flower pot  
filled with  
dirt



### Insect Fun

Have you listened to the chirping and clicking of insects on a warm summer evening? Did you know that you were listening to music? Not just noises, but songs with a beat and a message. You were hearing songs of love, war chants and music made by a family chorus.

Crickets, katydids, cicadas, grasshoppers and many other kinds of insects make music. The music has meaning, but only members of the same insect species can understand each song.

Insects don't really sing the way you do. You force air from your lungs past your vocal cords to sing. Insects make sounds by using parts of their bodies as if they were playing musical instruments.

Crickets fiddle their songs much as a violinist uses a bow. The insect lifts its wings, then rubs one wing against the rough edge of the other wing. This makes a clicking sound the same way as when you run a piece of wood along a picket fence. The cricket rubs its wings together so quickly you can't hear the individual clicks.

Crickets are cold-blooded. Their body functions speed up as the air temperature rises. By listening very carefully to the song you can actually figure out how hot it is. The best cricket for this is the pale green snowy tree cricket, which lives in most parts of the U.S. Count the number of times it chirps in 14 sec., then add 40. The total will give you the temp. in degrees Fahrenheit.

**Earthworm Farm**

**Need:**

- 2 sheets of glass 9"x12" (sides)
- Wood- two 7"x1" (base)
- two 9"x1" (ends)
- one 12"x1" (bottom)
- 2 screws
- Sand
- Black posterboard
- Dirt
- Electrician's tape
- Mulch
- Earthworms

Drill holes in each 7"x1". Drill holes three inches from each side of 12"x1". Screw 7"x1" pieces to 12"x1".

Place glue on wooden 7"x1" and 12"x1" and put glass in place; tape with electrician's tape.

Cut and fold black posterboard to cover one side.

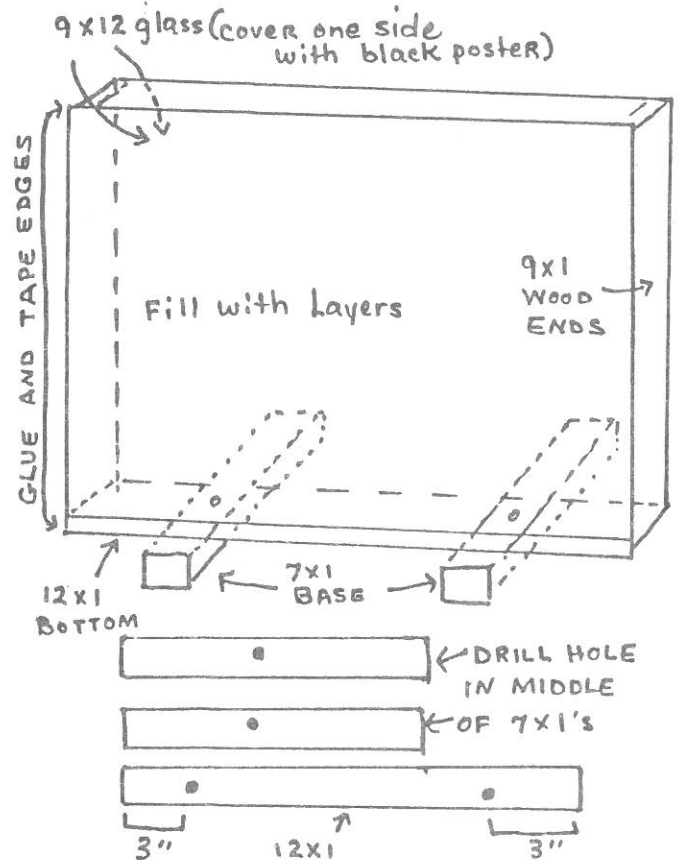
After drying, put in layer of mulch, sand, dirt, sand, dirt, sand, and dirt. Put in earthworms. Keep moist but not wet.

Feed earthworms carrots, lettuce, grass, etc. in small pieces.

Earthworms will go to back side and by lifting cardboard, you can see how they tunnel and eventually mix the sand with the dirt.

**Categories**

The aim of this game is to fill in all the empty category squares with words beginning with the letter for that line. If you can not think of a name, leave the square blank and go on to the next one. Then come back and fill in as many of the skipped blanks as you can. The person with the most squares filled in wins.



	ANIMALS	FLOWERS	TREES	BIRDS	FISH
N					
A					
T					
U					
R					
A					
L					
I					
S					
T					

### Bug Catchers

**INSECT NET:** To catch bugs that fly or hop, make a long-handled insect net and swish it through the tall grasses in a field.

Undo a wire coathanger, bend it into a hoop, and straighten a few centimeters on each end. Use needle and thread or a stapler to attach a swatch of muslin or mosquito netting around the hoop, and to close sides and bottom of the net. The shape of the net isn't critical.

Make the handle from a piece of broom handle or sturdy dowelling about a meter long. Gouge an 8 cm long groove down each side of one end of the handle, fit the straight ends of the hoop into the grooves, and wrap the connections securely with tape.

**BERLESE  
FUNNEL:**

This simple device will help you catch bugs that live in the soil. You need a tin can with top and bottom removed; a glass jar; a funnel; a piece of coarse wire mesh (hardware cloth); and paper toweling.

Moisten the paper towels and place them at the bottom of the jar. Set the funnel into the top of jar, and the piece of mesh into the funnel. Fill the open-ended tin with freshly-dug soil, and set it in the funnel on top of the wire mesh.

Place the device in direct sun or under an electric light. The soil creatures will burrow deeper to escape heat and light, and to find damper surroundings. As a result, they'll fall through the mouth of the funnel onto the paper towels, where you can collect them.

**PLANKTON  
CATCHER:**

This net is designed to capture tiny plants and animals that float or swim in the water. Cut out the toe of a discarded nylon stocking, fit a plastic pill bottle into the hole you've made and secure it with an elastic band.

Bend a piece of wire into a hoop and attach with staples to the open end of the stocking. Attach three 1 ft. lengths of string to the hoop and tie the free ends together, then tie a piece of clothesline cord to the strings.

WINDOW ON THE INSECT WORLD

More than 180 million Americans depend on 489 million acres of forest land for their wood supplies. By the year 2000 there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for forest products.

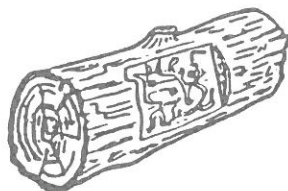
Every minute of the day and night billions of insects are busily chewing, biting, sucking, and boring away at our trees, gardens, homes, livestock, and agricultural crops. They destroy 10% of everything man attempts to grow. You can watch them at work, see what and how they eat, by putting a window on the insect world.

1. With a forester's or entomologist's guidance, obtain a section of insect-infested tree bark, leaf buds, leaves, or termite-infested wood can also be used.
2. Without disturbing the feeding insects, cover the bark, leaves, buds, or wood with a thin sheet of plastic. Punch several small air holes. Leave enough space under the plastic so the insects can move freely.
3. Label to tell the story of each kind of insect - the kind of trees it attacks, how much timber it kills or damages yearly, and what is being done to control it.

NATURE SCAVENGER HUNT - Divide group into pairs. Give each pair identical lists of natural objects to be found. No item should be one which would destroy or injure a plant, shrub, or tree. Set a time limit and boundaries for the hunt.

TREE INSECT ZOO

At little cost, an interesting and educational tree insect zoo can be had just for the fun of making it. Studying tree insects and what damage they do is an education in itself. Have a local forester or entomologist or landscape artist help identify local tree insects. Collect live specimens, placing each kind in separate glass jars. Carefully label each jar to identify the insect, the kind of trees it attacks, the amount of damage it may do locally if uncontrolled, and the methods of control used. This makes an attractive exhibit for public display.



**NIGHT-TIME NATURE: "SPIDER SNIFFING"**

by: W. C. Kuryla

First, this is not a "Snipe Hunt," it really works! At least it works for spiders on the ground.

Spiders have complex eyes that are excellent light reflectors. The way you can "sniff" them out at night is to put a narrow-beam flashlight to the bridge or end of your nose and look down the beam to where spiders are likely to be. A small bright green glint (reflection) will signal the presence of a spider. When you see this green glint slowly walk toward the spider, always keeping the glint in sight, to the point where you can actually see the full body of the "critter." You'll be surprised--it works and it's fun! You may even see a female wolf spider, with dozens of little "glints" on her back--which are the young she carries.

Don't try this when the ground has dew on it or is otherwise wet. The water droplets will reflect as well. If you are really lucky, you may even catch the reflective eyes of a mouse, deer, racoon, or a host of other animals.

**IMPORTANT**

Please, if you catch me and make me part of your backyard zoo....

FEED ME!!!

What do I eat? Well.....if I am a:

PRAYING MANTIS: feed me flies or small insects - raw meat on a toothpick in small pieces.

FIELD CRICKET: fill bottom of cage with inch of soil. Fill bottle cap with water. Feed bits of bread soaked in water, lettuce, and I'll even eat peanut butter.

CLICK BEETLE: I like soft-bodied insects and water.

GRASSHOPPER OR WALKING STICK: Grass sod in bottom of cage. Water grass from time to time and add a dish of water.

CATERPILLAR: always feed me the kind of leaves from where you found me.

TARANTULA: water and most any insect that are alive - I especially like small grasshoppers.

LIZARDS: most all insects and water.

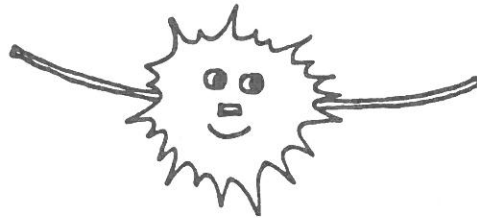
MEAL WORMS: oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies. It becomes a beetle within three weeks.)

### NECKERCHIEF SLIDE

Materials:

Coffee can lids (yellow or orange); long yellow twisties;  
eyes (optional); markers; and glue.

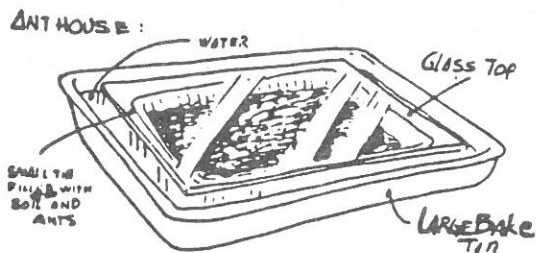
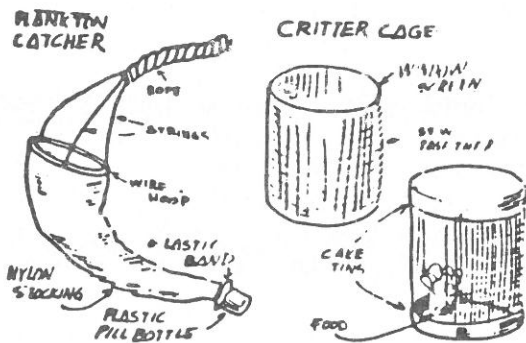
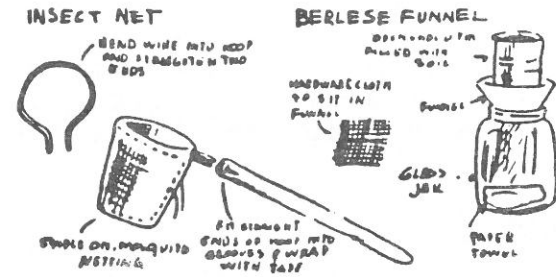
Cut sun shape from lid. Cut slits for tie, glue on eyes or use  
markers to draw details or faces. Use tie to hold neckerchief.



### I AM A SNAKE GAME

Players form two teams and sit opposite each other. One team huddles to choose the name of a poisonous snake or plant. Then one member gives the opposing team up to eight clues. He could start by saying "I am a snake. I am poisonous," and continues with other clues. Whenever the opposing team gives the correct answer, it is their turn to give clues. The idea is to keep the other team from guessing the answer. The team describing the snake or plant scores one point for each clue given before the answer is guessed. The team guessing scores a point for each clue not given before they answer.





### Hiking

Take your boys on a hike. This will satisfy one of the requirements. Have the boys prepare a "hike kit" to take with them. It should include the following: matches in a waterproof container, piece of string, notebook, pencil, knife, handkerchief, toiletpaper, map of area, compass, money for an emergency telephone call and a snack.

See if the boys can borrow a compass and if so, have the, on the hike, point out the north, south, east, and west direction. It is also an excellent time to expose them to map reading, trail signs, and the beauty of nature.

### Overnight Campouts

A Webelos overniter (campout) is an important ingredient in the program. In order for each young man to earn the Outdoorsman Activity Badge, the outdoor experience is necessary.

**Remember, this type of overniter is (and must be) a LAD & DAD experience.** Do not attempt to "go it alone"! It's unfair to all. Unfair to you -- to have that much responsibility and potential grief. (Remember, most of these young men have had little, if any, camping experience without Mom to do the cooking and cleanup.) Unfair to the Dads -- to deny them an opportunity to be with their sons without Mom and all the other children in the family bugging him for attention. Unfair to the Scout organization, since the chances are pretty good that the outdoor experience each Webelos might not have been as good as that which he would have had if Dad had been with him. Please ask for and expect the active participation of each Dad!!! One last thought you might wish to leave the Dads after a good campout experience -- perhaps as a closing prayer -- is this Indian saying:

"Father, in your youth have time for your Son;  
so that, in your old age, your Son will have time  
for you."

### Ideas for Den Meetings

- \* Make an improvised sleeping bag or bed
- \* Teach campfire safety and prepare water and sand buckets
- \* Have each boy make a buddy burner
- \* Have a Den cookout
- \* Have a tent making project of a simple tarp tent
- \* Teach fire laying for regular wood or charcoal fires
- \* Learn aluminum foil cooking techniques
- \* Review knot-tying used in camping
- \* Set up tent in backyard and show how to do it
- \* Have Boy Scout visit to explain how he prepares a backpack
- \* Prepare a list of items needed for a campout
- \* Discuss "Outdoor Code" and use as a den closing

### Checklist for a Perfect Campsite

The perfect campsite should be:

- \* sheltered by trees to the west and north;
- \* open to avoid the danger of falling branches;
- \* sheltered from prevailing winds;
- \* open to expose tents to early morning sun;
- \* sheltered from the prying eyes of nosy neighbors;
- \* open to afford a pleasant view.

The perfect campsite should also be:

- \* elevated to avoid morning fogs;
- \* low to avoid harassment by mountain lions;
- \* sloped for drainage of rainwater;
- \* level for comfortable nights sleep;
- \* abundant in wildlife and nature;
- \* devoid of insects, snakes, skunks, mushrooms, poison ivy;
- \* well supplied with water for drinking, swimming fishing, boating, and even washing (not necessarily in that order);
- \* safe from flash floods (not to mention buffalo stampedes);
- \* grass-covered to absorb rain;
- \* sparsely vegetated to avoid grass fires
- \* free from clay (which becomes mud which attracts scouts), and sand (which brings new meaning to the word sandwich);
- \* stocked with wood for fuel and projects;
- \* cleared of all stumps, sticks, logs, and brush;
- \* private (forget highway meridian strips);
- \* close to home (this eliminates most locations, unless you are a Park Ranger);
- \* legal (Note that 'No Trespassing' signs will be seen only AFTER you make camp).

Add to this that the perfect campsite should NOT be:

- \* underneath an overhanging cliff because of the danger of avalanches or rockslides
- \* In a tinder dry forest during a drought

Keep in mind:

- \* there is no substantive proof that such a campsite exists;
- \* one day, if you search diligently enough, you'll find it!

Obstacle Course - Select a trail which will provide several natural obstacles, such as a log to walk on, a tree to climb, fence to climb over, rocks to go around, etc. Follow this trail while on a den hike.

Knot Easy - Divide into two teams. Give each team captain a 12" length of clothesline. At the signal, the captain ties a double knot in the rope and passes it to the next person in line. The second person unties the knot and passes it on to the third person, and so on down the line. The first team to finish wins.

### Making the Fire

There is a famous verse by Ernest Thompson Seton, the first American Chief Scout, that tells how to make a fire:

First a curl of birchbark as dry as can be,  
Then some twigs of softwood, dead , but on the tree,  
Last o' all some pine knots to make the kettle foam,  
An that's fire to make you think you're settin' right at  
home.

The first line deals with tinder, the second with kindling, and the third with fuel.

Tinder -- Grapevines, cedars or birches,  
Young spruce tree sprouts,  
Shavings from dead branches,  
Cattail, milkweed, and goldenrod.

Kindling -- Dead branches still on tree,  
so called "squaw wood",  
evergreen twigs.

Fuel -- Hickory, oak, maple, and "buffalo chips"

### Types of Cooking Fires

Rock -- Choose rocks of even sizes. Clear way a spot down to the bare dirt. Arrange the rocks in two rows, close enough together to support cooking pots. Build your fire inside a rock semi-circle to heat rocks.

Trench -- Dig a trench wide enough to fit your pots and about one foot deep and as long as you need. Build the fire in the trench. This is very good on a windy day.

Hunter's -- Use two logs on sides of the fire to support cooking pots.

Knot Galore - Give the team captain a 24" length of rope. At signal, the captains tie a knot in one end of the rope. The second player ties a knot near the first, and so on down the line. There should be a knot for every player on the

team. After all the knots are tied and the number checked, it goes down the line again, with each player untying a knot until the rope is returned to its original shape. First team to finish wins.

### Camping Out

A successful outing takes preparation. here are a few suggestions to help guarantee success.

#### 3-4 Weeks Before the Campout

Meet with Dads and set date, place, time, where to meet,, and plan what you are going to do. Also at this time explain that there should be one adult per boy, but no more than two boys per adult. Find out which boys don't have fathers and locate substitute fathers. They can be an older brother (over 18), uncle, grandfather, etc. This arrangement will relieve you of many responsibilities, and keeping with the Spirit of Scouting, and get Dad involved. You might find this is the first time dad and son have become involved in a project together. At this time consideration should be given to planning your program, know ahead of time what activity badges the boys will be working towards. Plan where you are going to leave from and what time you are going to leave and return.

Also you can determine if each father/son are going to bring their own tents, or are you going to borrow them from a Troop. Another thing is to settle on the cooking. Will it be as a group effort or each father/son team bringing their own food and do their own cooking. One meal try to have foil dinners, made by the group effort, if this was the evening meal the coals could be the start of the campfire.

#### 2-3 Weeks Before the Campout

At your den meeting instruct the boys on survival in the out-of-doors. Den Leaders will find this information in the Boy Scout Handbook. Have your Webelos review at home with their fathers.

#### 1-2 Weeks Before the Campout

Follow through and continue the outdoors training. With specific attention to cooking and proper campsites. Remember, never use anything alive on your campfire. Only what the forest doesn't need or want. Will the campsite have wood for the campfire or will it have to be brought along?. Note: You and one of you Dads have visited the campsite before now, haven't you??

#### **The Outdoor Code**

(Required for Arrow of Light)

As an American

I will to my best to --  
Be clean in my outdoor  
manners,  
Be careful with fires,  
Be considerate in the  
outdoors and  
Be conservation minded.

### Suggested Campout Schedule

Friday 5:00pm Meet at meeting place early for equipment check and leave for campsite. adjust start time for distance to camp area.

7:00pm Arrive a camp and set up campsite. Start fire for dinner. When camp setup is complete have dinner.

9:30pm Have evening campfire, explain next days activities and starting times. Have a campfire program, with all the boys and dads taking part. (Dads can learn skits and songs too. If boys didn't know they were doing them it would add to the fun.)

10:15pm Have the boys hit the sack.

10:30pm Adult meeting, confirm next days duties and activities. Exchange Scouting war stories.

Saturday 6:30am Get up and make breakfast and get cleaned up. Police area and equipment.

8:00am Raise the flag.

8:15am Start first session.

9:30am Break.

9:45am Start second session.

11:00am Start getting lunch ready.

1:00pm Swim, if a safe swimming area. If not start session three.

3:30pm Start breaking camp.

4:30pm Eat a simple dinner.

5:15pm Lower the flag. Check campsite. A Scout always leaves his campsite better than he found it.

5:30pm Leave for home.

Some families like to go to church together on Sundays, this is why this plan was a Friday night campout. It could be a start time on Saturday morning. Check with your Fathers at the first meeting.

The better planned the campout the more successful they will turn out. The best gauge for success is; did everyone have FUN?

### Neckerchief Slide

Materials: Dead tree branch at least 1" in diameter; knife; drill; paints and varnish.

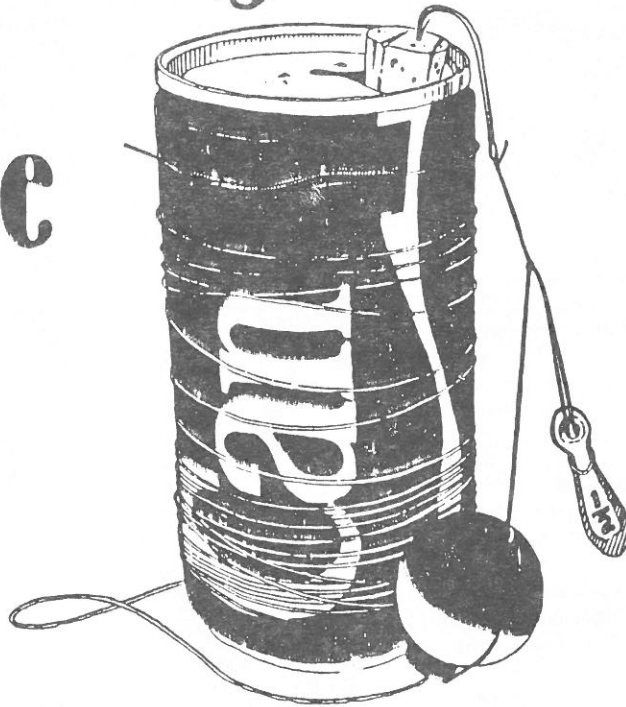
Drill a hole for the neckerchief to slide through. Carve and shape the nose. Cut circles through the bark for eyes. Shape ears, if any. Paint and varnish. Add string or leather for weird effects.

# The Amazing Tin Can Casting Machine

by Edward Matthews

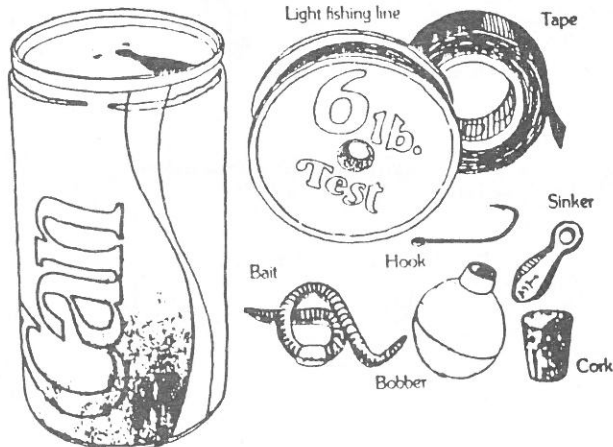
When you think of fishing, you probably picture a long pole and some type of reel loaded with fishing line. Well, you really don't need all that fancy gear to bring home dinner. All you need to do is make this amazing tin can casting machine!

This machine is amazing because it's so simple and yet it works so well. It's cheap too! Just follow these directions and you can be out fishing for less than a dollar or two.



## You will need:

- An all-aluminum soda pop or beer can (or if you have very small hands, a small juice can)
- A short piece of tape (duct or electrical tape is good)
- A spool of 4- to 6-pound "test" monofilament fishing line
- A hook (its size depends on the size of fish you're after)
- A sinker (1/2 ounce or less)
- A large bobber
- A small cork (to stick your hook into when it's not in use)
- Some bait (the kind depends on the kind of fish you hope to catch)







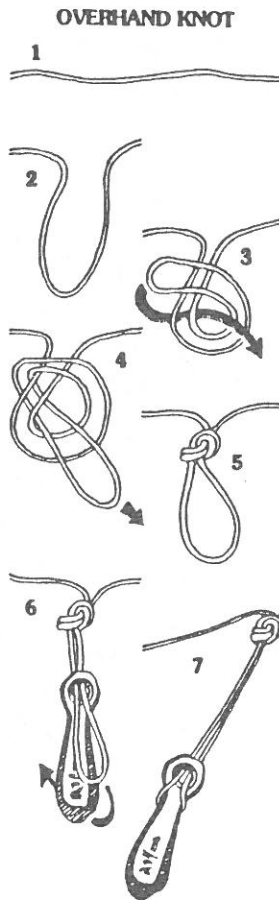
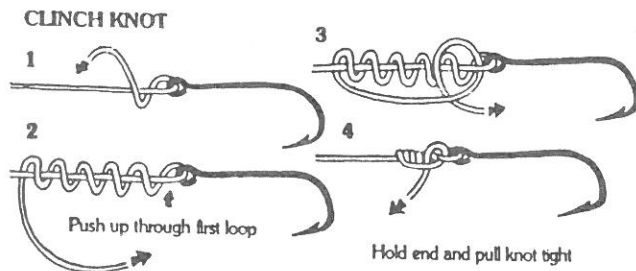
**Setting the Line**

First push the cork partway into the can's "pop top" opening. Then tape the end of the fishing line to the can. Carefully wrap the line around the can so most of the line is at the bottom. Wrap on about 25 feet, then cut the line.

**Attaching the Hook**

Use the clinch knot shown below to attach a hook to the free end of the line.

To test your knot's strength, hold the hook firmly between two fingers (behind the point) and pull on the line with your other hand. If the knot pulls loose, tie another one. It's better to know whether your knot is going to fail before you hook a big fish! Knots also can become worn and frayed during a day's

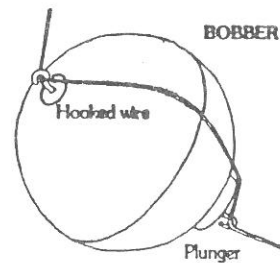


fishing, so cut your line and retie often. (Remember — always throw old line in the trash and not on the bank or in the water.)

**Attaching the Sinker**

About two inches from your hook, tie an overhand knot following steps 1 to 5 shown here. Then push the loop through the eyelet of the sinker and slip the loop over the base (6). Pull it tight and your sinker is secure (7).

A sinker does three things: Its weight carries your line out over the water when you cast, it quickly carries the bait down into the water, and it anchors your bait in one spot in moving water.



**Attaching the Bobber**

The bobber floats on the surface of the water and holds your bait at the depth you want it. It also bobs up and down to show you that a fish has taken your bait.

Some bobbers are made of cork or wood. But the hollow plastic kind shown here is the most common and easiest to use. Just press the plunger in to raise the wire hooks on top and bottom. Then run the line under each hook as shown and let go. To move the bobber in either direction on the line, press in the plunger and slide the bobber to where you want it.

Even with the best precautions, sudden illness or physical injury can strike anyone at anytime. Since the first person to arrive on the scene will usually not be a medical professional, as many people in the community as possible should be prepared to give basic emergency first aid. If you know first aid, you will use it for the rest of your life. With it, you can care for yourself and others in times of accidents and emergencies.

First aid is immediate help right after an injury. It is not playing doctor. It's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If so, you'll be cool and calm, because you know you can help. Your confidence will show and it will aid the injured person as you ease their pain and worry.

As a Webelos leader, you should set the example by knowing basic first aid. Then enlist the help of a local Scoutmaster or the Red Cross in obtaining leadership for teaching Webelos Scouts the first aid requirements. There are three kinds of cases where fast action spells the difference between life and death—Bad Bleeding, Stopped Breathing and Poisons by Mouth. These are hurry cases where every single minute counts. Be prepared to act fast.

## Poisoning Prevention

*young children  
will put  
anything  
in their  
mouths*





# Neckerchief First Aid

LET'S BRUSH UP ON OUR FIRST AID BY PRACTICING SOME OF THE THINGS WE CAN DO WITH OUR NECKERCHIEF.

A FEW SIMPLE FOLDS TURN THE NECKERCHIEF INTO A CRAVAT.

THE NECKERCHIEF HAS SO MANY USES. IT WORKS LIKE MAGIC.

LAY NECKERCHIEF WITH POINT TOWARD YOU. FOLD UP POINT TO LONG EDGE.

FOLD BOTTOM EDGE TOWARD TOP TWICE MORE TO MAKE CRAVAT.

FOR AN ARM WOUND, PLACE THE DRESSING OVER CUT, HOLD WITH ONE HAND AND PUT CRAVAT IN PLACE TO SECURE DRESSING.

WRAP CRAVAT UNTIL ENDS ARE JUST LONG ENOUGH TO TIE A SQUARE KNOT.

AS A HEAD BANDAGE.

FOR A SPRAINED ANKLE, DON'T TAKE SHOE OFF. BRING BANDAGE FROM INSTEP AROUND HEEL.

CROSS ENDS OVER THE ANKLE.

AS A HAND BANDAGE.

ARM SLING FOR HAND FRACTURE.

SLING FOR SHOULDER OR COLLARBONE FRACTURE.

AS A KNEE BANDAGE.

THE NECKERCHIEF IS ONLY A BANDAGE. USE IT TO HOLD A STERILE DRESSING OVER A WOUND.

CHECK YOUR HANDBOOK FOR MORE NECKERCHIEF USES.

AB0343

**POISONING PREVENTION**

YOUNG CHILDREN WILL  
PUT ANYTHING IN  
THEIR MOUTHS

All Medicines, even Aspirin and  
Liniments, can cause poisoning.  
Keep Them Away From Children.

MANY COMMON HOUSEHOLD  
SUBSTANCES ARE POISONOUS--

Examples:

Cleaning products, such as  
bleaches, detergents, lye and  
other caustics, polishes and  
waxes.

Kerosene, lighter fluids,  
fuel oils.

Paints, turpentine, paint  
removers and thinners.

Pesticides (including moth-  
balls), weed killers, ferti-  
lizers.

Cosmetics, including nail  
polish, hair sprays and  
permanent wave materials.

KEEP THESE PRODUCTS OUT OF  
REACH UNTIL YOUNGSTERS CAN BE  
TAUGHT THEIR PROPER USE. IN  
CASE OF POISONING:

1. Call your doctor or nearest  
hospital Emergency Room at  
once for advice as to the  
immediate care, vomiting,  
etc.
2. TAKE THE ORIGINAL CONTAINER  
OF POISON WITH YOU TO THE  
DOCTOR'S OFFICE OR THE  
HOSPITAL.

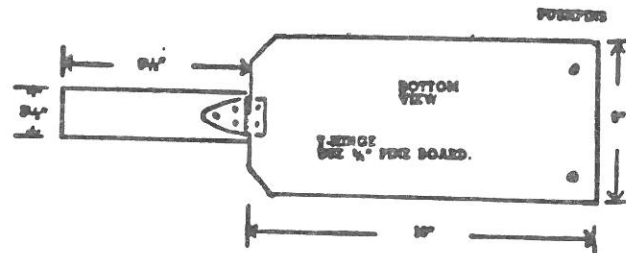
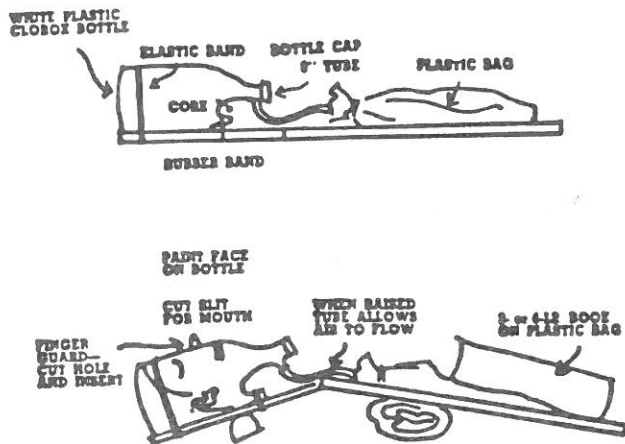
Physician's Telephone Numbers:  
HOME \_\_\_\_\_ OFFICE \_\_\_\_\_

**Wallet First Aid Kit**

Need:

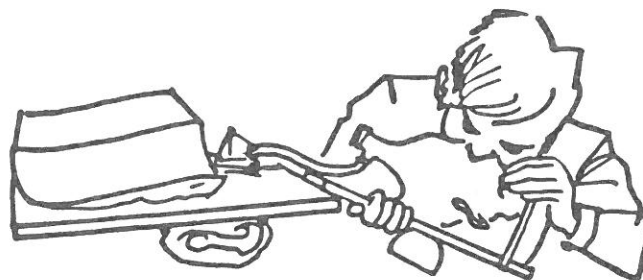
Two or three adhesive  
bandage strips  
One 2"x2" sterile gauze  
Soap leaves, or an anti-  
septic moistened towel

SOAP LEAVES--Soak a paper  
towel in a solution of 50%  
liquid dish soap and 50%  
water. Lay the towel on a  
cookie sheet and allow to dry.  
Cut the paper towel into 2"x3"  
strips and staple together.  
They can be used to wash up  
without having the messy wet  
bar of soap to put away.  
Simply pull a leaf from the  
pack and use it.



MATERIALS LIST FOR BILL BLOW

- 1 plastic bleach bottle (1/2 gal. with hollow handle)
- 1 rubber finger cot (ventilated)
- 1 piece rubber tubing (12"; 1/2" dia.)
- 1 small tube of latex rubber adhesive
- 1 bottle black model dope or enamel (1/2 oz.)
- 1 plastic refrigerator bag (2 to 4 qts.)
- 2 heavy rubber bands (3 in.; 6 in.)
- 1 T-hinge (6 in.)
- 1 cork (1/2 in. diameter)
- 1 wood strip (3/4 x 2 1/2 x 8 1/2 in.)
- 1 wood board (9" x 16")
- 2 nails (3/4 in.) or pushpins
- 1 box or roll of flexible plastic food wrap or plastic food bags
- 1 book (3 to 4 lbs.)



**FIRE SAFETY QUIZ**

Use at a den meeting by reading the questions and asking the boys to write down the letter of the correct answer, or by making copies and giving each boy one. (CORRECT ANSWERS ARE UNDERLINED.)

1. What should you do to be ready if fire should strike your home?
  - a. Keep pails of water handy.
  - b. Have an escape plan and rehearse it often.
  - c. Be ready to carry out furniture.
  - d. Have a suitcase already packed.
2. In making your escape plan, why should you know two ways out of every room?
  - a. So I can see different parts of the house when I practice the plan.
  - b. In case fire or smoke blocks one escape route.
  - c. To keep people guessing.
  - d. To make home fire drills more fun.
3. If your clothing catches fire, what do you do?
  - a. Run for help.
  - b. Look for water to throw on yourself.
  - c. Roll on the floor or ground, wrapping yourself in a coat, blanket or rug, if possible.
  - d. Try to blow out the fire.
4. What should you use for light in a dark closet where there is no light bulb?
  - a. A match.
  - b. A candle.
  - c. A cigarette lighter.
  - d. A flashlight.
5. When you check extension cords in your home for fire hazards, what should you look for? Choose two.
  - a. Frayed, broken insulation.
  - b. Whether the color matches the woodwork.
  - c. Whether they run under rugs.
  - d. Whether the plug is brown or white.
6. If there are small children in your home, you should be especially careful that they cannot play with which of these?
  - a. Pile of clothes.
  - b. Matches.
  - c. Tennis balls.
  - d. Pots and pans.
7. In checking around a furnace for fire hazards, you should remove which of these?
  - a. Fishing rods and reels.
  - b. Table.
  - c. Garden tools and aluminum folding chairs.
  - d. Gasoline cans, greasy rags and newspapers.

**A SIMPLE FIRE EXTINGUISHER** that will put out a candle flame is made by combining vinegar and baking soda. Pour the resulting carbon dioxide vapor on the candle.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
READYMAN**

**FIRE! POLICE! AMBULANCE!** Three "corners" are named "fire station," "police station," and "ambulance." The leader calls out a situation in which a Cub might find himself and the Cubs have to run to the correct "corner." The last one home loses a point for his den but does not drop out.

Suggested situations:

1. Smoke is seen coming from under the door of a house (fire).
2. Your window cleaner falls from a ladder while cleaning the bedroom windows of a house (ambulance).
3. When out fishing you spot some gorse bushes on fire (fire).
4. You see some older boys cutting the wire to a telephone in a call box (police).
5. Your friend falls from his bicycle while you are out for a ride (ambulance).
6. A cat has been in a tree for a long period (fire).
7. You find a transistor radio on the pavement (police).
8. Your bicycle is stolen (police).
9. An older person who has rescued a small girl from a river asks you to telephone for help (ambulance).

**FAMILY FIRST AID KITS.** If the pack treasury can afford the expense, have den members assemble first aid kits for their families. Use a small metal or wooden box and include the following:

- Roll of 2" wide gauze bandage
- Sterile gauze dressings
- Cravat from a triangle bandage
- Sunburn ointment
- Insect repellent
- Soap
- Tweezers
- Small scissors
- Jackknife
- Adhesive bandages
- Adhesive tape

**ROLLING RACE** Cubs lie prone on the starting line in one long line and about three feet apart. On "GO!", they roll toward the finish line. The first one across the finish line is the winner. (This game can be related to fire safety and how to put yourself out.)

**RED CROSS TIE SLIDE** Make a cross shape from play dough. Make mold and cast. Insert a twist tie or another device to use as fastener. Let dry, unmold and paint with red iridescent paint.

KEEP A LIST OF EMERGENCY NUMBERS BY YOUR TELEPHONE AND LEARN HOW TO CALL THE FIRE DEPARTMENT IN CASE OF A FIRE.



**Hints for Writing Tongue Twisters.** Some follow a pattern of alliteration, beginning every word with the same letter, which is not particularly hard to pronounce. To be difficult, they don't have to be long. Just say the twister three times fast. If you want to make your own, these represent hard combinations to say:

Sl and sa, se, si, so, su  
Six - sick  
Z and J  
Jud and Jug  
Strong Th followed by s or t, or tr  
Sw and sm  
Ch and cl  
Tw and Ta, Te, Ti, To and Tu  
Pl and pa, pe, pi, po and pu  
Bl and br  
Gr and ga, ge and gi, go and gu

Say these three times, fast.

- |                                 |   |
|---------------------------------|---|
| 1. Bisquick, kiss quick         | 10. Flat-fish fleets                      |
| 2. She sells sea shells         | 11. The zither sized                      |
| 3. Six slippery, sliding snakes | 12. Fat friars fanning flames             |
| 4. Great gilt gig whip          | 13. This'll sift the thistle<br>sifter    |
| 5. Jack Jackson Zachary         | 14. The judge jugged Judd                 |
| 6. Three terrible thieves       | 15. The girl with the green<br>gray geese |
| 7. Listless lisping             | 16. Plump Persian plum                    |
| 8. The bank book blew back      |   |
| 9. Thirty-six sick theologies   |   |

### KNOW YOUR ALPHABET

Tell us what letter is:

1. A vegetable? (T)
2. A drink? (T)
3. A body of water? (C)
4. A command to a horse? (G)
5. Part of the head? (I)
6. An exclamation? (O)
7. A female sheep? (U)
8. An insect? (B)
9. A part of a house? (L)
10. A bird? (J)
11. A unit of measure in printing? (M)
12. Half the width of an em? (N)
13. An actor's signal? (Q)
14. A query? (Y)

Can you spell the following in two letters?

- Chilly? (IC)  
Too much? (XS)  
Rot? (DK)  
Not hard? (EZ)  
Vacant? (MT)  
Jealousy? (NV)  
Composition? (SA)  
Indian tent? (TP)  
Poorly dressed? (CD)  
Surpass? (XL)  
An octogenarian? (AT)  
Results? (FX)  
Comfort? (EE)  
Much water? (CC)

Now suppose we try the following:

Happiness in three letters? (XTC)  
A funeral poem in three letters? (LEG)  
A poet's place of simple and quiet pleasure? (RKD)  
A small boy has lots of it-in three letters? (NRG)  
A drug in two letters and a number? (OP8)  
Fitness in five letters? (XPDNC)  
Describe a snake's eye in two letters? (BD)  
A foe in three letters? (NME)

### **GAMES**

**Scholar Toss** - Cubs roll a set of children's blocks as dice. They each get three turns to make the letters in the word "scholar" turn up. They get 5 points for each letter they turn up.

**Magic Number** - Give each boy a piece of paper and a pencil. Write the number 1089 on your paper and show it to the boys. Now ask the boys to write any three digit number on their paper. Then have them to reverse the numbers so that the first digit is last, now the boys have two three digit numbers. Have them write the smaller of the two numbers on the bottom and subtract it from the larger number. After the boys have completed this, have them reverse the digits of their answer and add it to their answer. Their final answer should be 1089. (NOTE: There are a few exceptions such as 576 and 936 which don't work with this game.)

### **Brain Teasers**

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle, divide by the number of inches in a foot of string, subtract the number of nickels in a quarter.

ANSWER: 20

Take the number of toes on both feet. Multiply by the number of pints in a quart, add the number of months in half a year, subtract the number of thumbs on two hands, divide by a dozen oranges.

ANSWER: 2

### SEVEN WAYS TO IMPROVE YOUR GRADES

1. **Learn to listen.** Look at the speaker and concentrate on his words. Teachers often review important facts many times. Some even give the exact information that will be required on a test. Take notes. Participate in discussions.
2. **Develop good study habits.** Have a study place at home away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit. Make a list. Do the things you hate first. Cross off each item as you finish. Schedule a short break if the list is long.
3. **Use the right reading technique.** Learn how to skim by glancing through whole paragraphs at a time. You can find specific information this way. Slower, more careful reading is necessary when you must understand and remember. This is good when learning something new, studying or reading directions for a test.
4. **Improve your vocabulary.** Look up words you don't know. Write it down. Note the spelling, pronunciation and meaning.
5. **Sharpen your writing skills.** Organize your thoughts. Keep your sentences short. Don't start every sentence with the or I. Make sure your handwriting is neat. Double check spelling and punctuation. Go over your work.
6. **Learn how to take tests.** Study for a test well ahead of time, carefully and calmly; do not "cram". Then relax, and face it. First, slowly read all the directions. Make sure you understand exactly what is required. Next, answer the questions you know for sure. Pace yourself. If there is an answer you don't know, skip it and go on. You can always go back and fill it in. Work steadily. Double-check your work for careless errors before you hand it in.
7. **Develop a positive attitude.** This is most important. You are what you think you are. Think you are going to pass and you probably will.

### SCHOOL ACTIVITIES AND SERVICE

One of the badge requirements is for the boy to be an active participant in a school activity or service. Some suggestions:

- Form a safety patrol (or become and member of one)
- Help custodian set up meeting room for PTA (den project)
- Organize a messenger service for principal
- Plant flowers or shrubs on school projects (den project)
- Raise flag at school over a period of weeks (den project)
- Be a library helper
- Play in the school band

In studying the history of education, did you ever wonder how your school books were printed? Can you imagine how long it took to print a book before the Gutenberg press? Monks in monasteries used to hand print ALL books. It could take years and years. They used calligraphy to write and illustrate. Find out the history of calligraphy. Tell your den or pack.

### Learn Some Calligraphy



### Scout Law Dart Board

Using a dart board with the numbers one through twelve have each boy, in turn throw a dart at the dart board and score a point if he can recite the point of the Scout Law that relates to that number. If he is correct he gets one point and may continue throwing. The first boy to score 12 points wins. (The twelve points necessary may be any twelve points or the twelve different points.)

### Intelligence Test

This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "X" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an "X" in the lower left-hand corner of this paper.
9. Draw a triangle around the "X" you just put down.
10. If you think you have followed directions up to this point call out "I have".
11. Now that you have finished reading carefully, do only No. 1 and No. 2,
12. You have finished. How did you do?

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
SCHOLAR**

LETTER TO THE TEACHER:

Dear Mr. or Mrs. \_\_\_\_\_

\_\_\_\_\_ is working at this time on his Scholar Activity Badge in Webelos, Cub Scout Pack \_\_\_\_\_.

It is required that he review the marked requirements with his teacher and have her sign if he is presently meeting the requirements. If you feel he is not, could you please help me by discussing this with him and setting goals with him, so that he may be able to earn this activity badge.

I do appreciate the extra time this takes and feel \_\_\_\_\_ will benefit from it. If you have any questions please call me at \_\_\_\_\_.

Thank you kindly,

(Your name)  
Webelos Den Leader

\*\*The items I marked for the teacher were the first three mandatory requirements and the last elective requirement in their book.

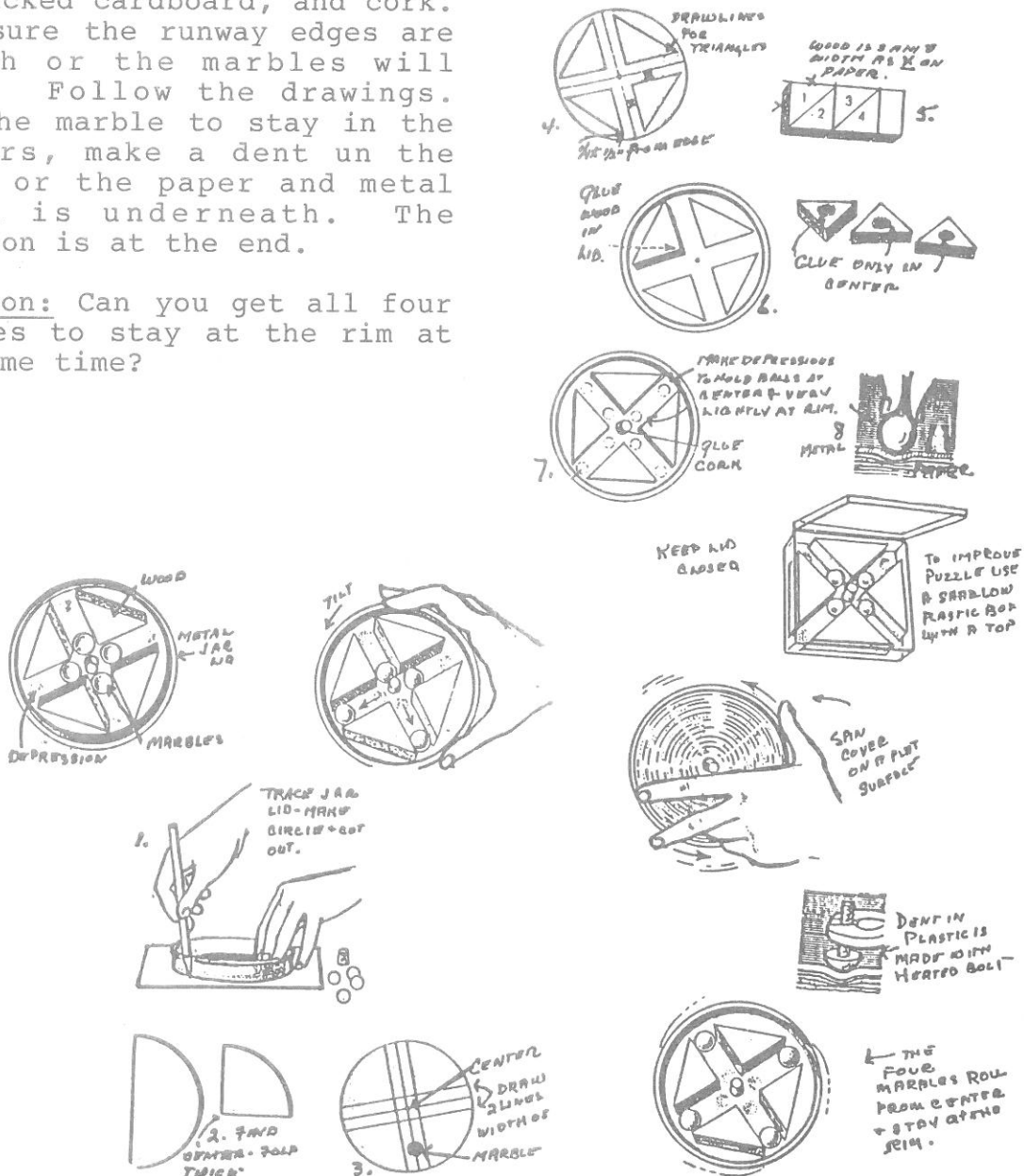
**SCHOOLDAYS**

Algebra	Laboratory
Assembly	Lesson
Auditorium	Literature
Biology	Locker
Chemistry	Report
Education	Social Studies
Geometry	Teacher
Gymnasium	Term Paper
Home Economics	Test
Homework	Textbook

### Centrifugal Force

There is only one solution to solve this puzzle. It's so simple that your friends might bite their nails in trying to solve it. Use a large metal screw-top cover, 4 marbles, and four triangular pieces of wood or stacked cardboard, and cork. Make sure the runway edges are smooth or the marbles will halt. Follow the drawings. For the marble to stay in the corners, make a dent in the metal or the paper and metal which is underneath. The solution is at the end.

Question: Can you get all four marbles to stay at the rim at the same time?



### Flashlight

Need:

Plastic pill box large enough  
for a battery  
A flashlight battery  
Bulb and base to fit inside  
flexible lid  
Insulated wire  
Adhesive tape.

Scrape the insulation from one end of the wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

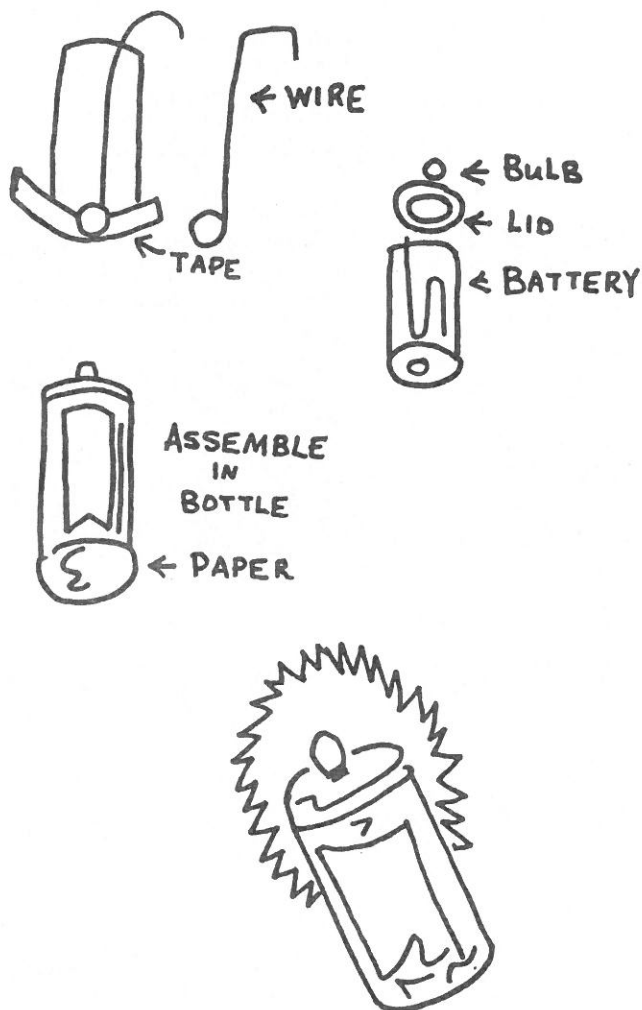
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of the bulb to fit through. Push base of bulb through hole at the top of the lid.

Now scrape the other end of the wire and wind around the base of the bulb. Secure in place with tape.

Crumple small pieces of paper. Place enough in the bottom of the bottle so that the battery will make contact with the base of the bulb, when the lid is tightly closed.

Hinge one side of your lid to the bottle with tape. When lid is closed, bulb will light. To shut off your flashlight, flip up the lid. When not in use, make sure the lid is up completely so that there is no battery contact. Otherwise the battery will run down.

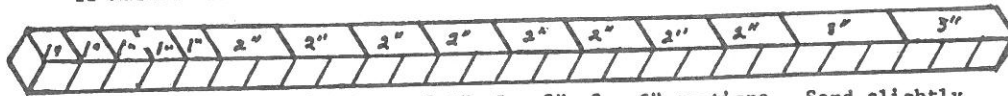
This light creates a dim glow. If you want a brighter light and can find a larger container, use two batteries. If you wish decorate or cover the outside.



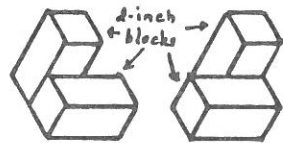
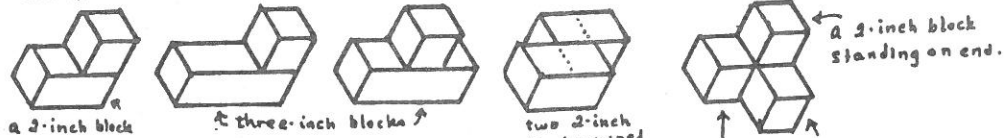


THE SOMA CUBE

Buy 1-sq. inch of molding from the lumber yard. You will need 27" of each boy. Mark off 1" at a time and saw, as they will not be true cubes if marked all at once and then saw. Follow the drawing below.

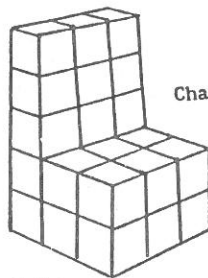


When finished you will have; 5-1", 8-2", 2-3" sections. Sand slightly and glue as below. After gluing, there will be 7 different shapes.

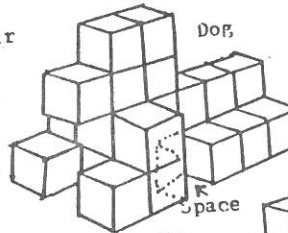


These two pieces are mirror-images of one another. They are not identical.

Build these with your newly soma cubes.



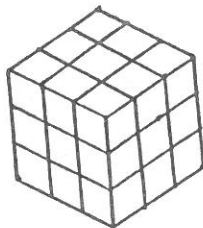
Chair



Dog

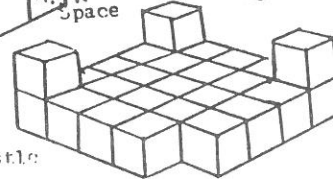


Tower

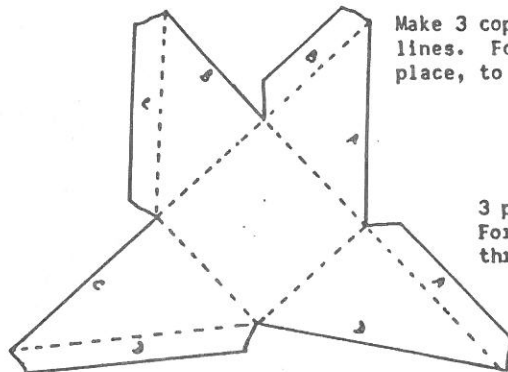


3 x 3 Cube

There are 240 ways to build this cube. How many can you build. Write down and keep track.

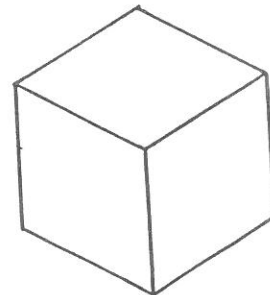


Castle



Make 3 copies of this figure. Cut on solid lines. Fold on dotted lines. Glue tabs in place, to make 3 pyramids.

3 pyramids = 1 cube.  
Form a cube using the three pyramid blocks.



**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
SCIENTIST**

We live in the exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve the environment.

The Scientist Activity Badge offers opportunities for lots of fun, learning, and a touch of magic. Boys who have inquiring minds will love it. Even those whose interests are more toward the outdoors will be interested if they have plenty of chances to experiment.

Experiments covering each of the badge requirements are suggested in the Webelos Scout Book, and additional ideas are found on the next few pages. Choose some experiments and enjoy an 'exploration into space' with Webelos Scouts. Be sure to perform the experiments a head of time and have the necessary materials on hand. The boys can use their scientific knowledge to astound the Cub Scouts at the pack meeting with experiments and scientific tricks using Bernoulli's Principle, Pascal's law, atmospheric pressure, and other phenomena learned in den meetings.

**Lift that Cube**

Float an ice cube in a glass of water. Challenge guest to remove the cube using a 4" length of string. After they fail lay one end of the string on the cube, shake some table salt on top. Some ice will melt and then freeze again, wait 1 or 2 minutes and remove cube.

**Ideas for Den Activities**

- 1 Do the atmospheric pressure and balance tests in the Webelos Scout Book.
- 2 Do the Inertia experiments in the Webelos Scout book.
- 3 Make fog, using a gallon jug, stopper, water, and bicycle pump.
- 4 Make a do-it-yourself flashlight.
- 5 Make a barometer using a milk bottle, a straw, a balloon, and string
- 6 Visit an eye specialist and learn how the eyes work.
- 7 Make an optical illusion and show how the eyes converge.  
(see Webelos Scout Book)
- 8 Visit an airport and ask an expert to explain flight principles.
- 9 Have a slow-motion bicycle riding contest to illustrate balancing skills.
- 10 Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure
- 11 Discuss the various branches of science and how they differ.
- 12 Make a chemical garden.
- 13 Make crystals. ( see Webelos Scout Book)

**Ideas for Pack Meeting**

- 1 Exhibit chemical gardens, fog machine, flashlight, barometer, etc.
- 2 Demonstrate how the eyes converge, how to make fog, how to use the barometer. Perform atmospheric pressure or balance tests.

### The Beaufort Wind Scale

The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe windspeed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed. Copy the scale on a large sheet of cardboard and hang it in your den meeting place.

### The Beaufort Wind Scale

#	Title	Effect of Wind	MPH
0	Calm	Smoke rises Vertically	Less than 1
1	Light Air	Smoke drifts	1-3
2	Light Breeze	Leaves rustle	4-7
3	Gentle Breeze	Flags fly	8-12
4	Moderate breeze	Dust, loose paper raised	13-18
5	Fresh Breeze	Small trees sway	19-24
6	Strong Breeze	Difficult to use umbrellas	25-31
7	Moderate Gale	Difficult to walk	32-38
8	Fresh Gale	Twigs break off trees	39-46
9	Strong Gale	Slight damage to roofs	47-54
10	Whole Gale	Trees uprooted	55-63
11	Storm	Widespread damage	64-75
12	Hurricane	Devastation	above 75

The Webelos Scouts might look for pictures in magazines which fit the various descriptions above and add them to the chart in the proper places.

Use a calender to keep track of wind speed over a period of time.

**"Red sky at night, a sailor's delight, red sky at morning, sailors take warning."** - It seems that when the sky is red in the evening, the weather the next day would be very clear and nice. When the sky was red in the morning, storm clouds were brewing. watch the skies for several days and write down what it looks like in the morning and at sunset. Keep track of whether or not this old saying proves true today.

### Eyes Right.....or Left

Ask the Webelos Scouts if they are right-eyed or left-eyed as they are right-handed and left-handed. They can check by extending a finger towards a distant object and keeping both eyes open. Then tell them to close their right eye. If their finger appears to jump, this means they are right-eyed, if it does not, they are left-eyed, since the left eye is dominant.

OPENING

ARRANGEMENTS: All staff are dressed as mad scientists (hair askew, jackets on backwards, gloves with fingers on wrong, etc.)

Genius creation brewing - dry ice in colored water; colored vinegar in glass beakers into which baking soda is dropped periodically (it will bubble over).

CUBMASTER: Welcome to our gathering ov geniuses. We have put (as Dracula) all our best brains together tonight so that we will attain maximum mind power over the world.

COMM. CHRMN: (Just sits at the front table, mixing a concoction and muttering softly to no one in particular.)

DEN LEADER: Dr. Earmug, I mean Mr. Cubmaster, what are all those observers doing here? If seen all our secrets experiments will be discovered by the world!

ADV. CHRMN: Madame Puree, oh dear, you have that Leader look to you again. I need you to help with these tests. How will we ever finish with all these strange people here?

CUBMASTER: I'll take charge here! There seem to be small persons in blue suits all around. Would you help to separate the large persons into experimental groups. I mean Dens, so we may begin the meeting of headnuts, I meant geniuses, to order? Thank you.

DEN LEADER: Order? Order? I'll have a bunion burger to go without warts. Oh, and a mushroom shake -- hold the greens!

CUBMASTER: Not THAT kind of order! The kind where we report on what we've discovered and created since our last meeting.

COMM. CHRMN: You mean like I discovered that green fuzzy stuff mixed with ground goober's doesn't grow well on phones?

CUBMASTER: Oh, no! Like who has created the best inventions or found the cure for removing little blue suited boys' fingers from cookie jars while leaving cookies whole. Or, maybe how to change one of them into a Bobcat, Wolf, Bear, or Webelos. Doesn't that sound like genius to you?

DEN LEADER: Sure does to me. Oh, Dr. Earmug, speaking of the blue suits, they have the experiments, I mean, big persons quiet now. Can we proceed?

TO MAKE A CHEMICAL GARDEN

Add laundry bluing and food coloring or Methylyate to a small amount of table salt in a jar, set aside for about three days, and watch the amazing results.

CRUSH A FLATSIDED CAN

By boiling a half inch of water in it and corking the top. As the can cooks, a vacuum will form inside, collapsing the can.

AIR PROJECTS

Air is a mixture of invisible gases necessary for support of breathing and burning. Light a candle and cover it with a glass jar. The flame goes out.

Plants give off oxygen. Place a water plant from a tropical fish shop in a jar of water. Cover the jar and place it near a source of light. You can observe the plant releasing bubbles of oxygen.

Air contains moisture. Make a simple hygrometer and measure the moisture in the air (check with your school science teacher).

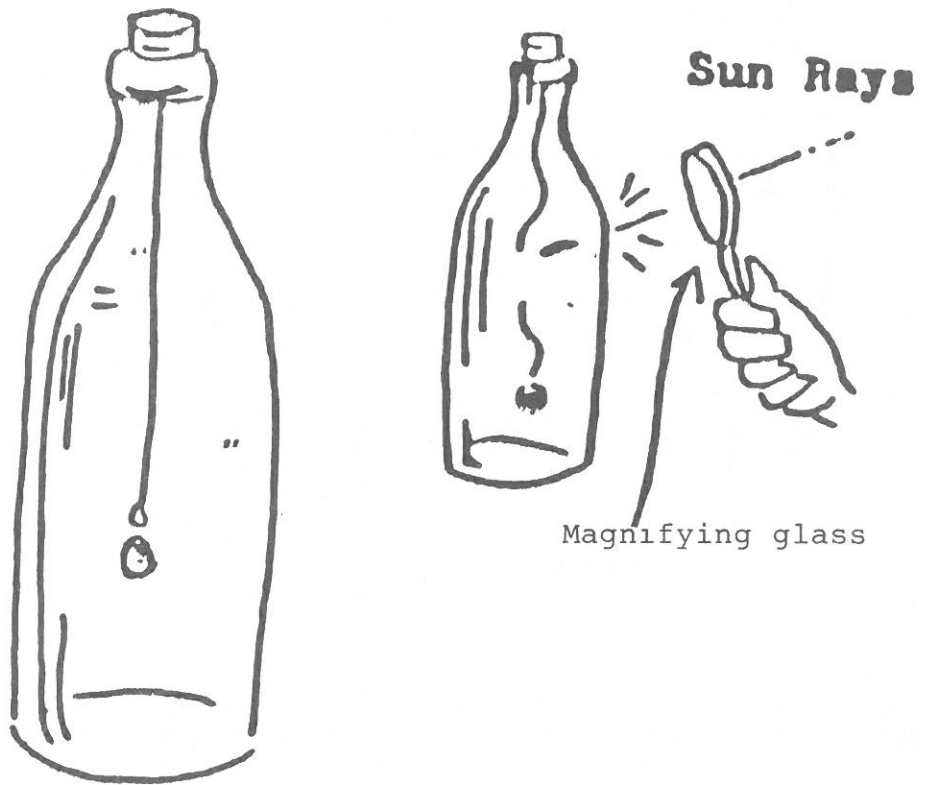
METRIC WORDS

Figure out these well-known sayings and quotes. In the original wording, each includes an English measurement like inch, mile, or cup. They have been updated to metric terms. Figure them out for fun.

1. Just 4.806l milliliters of sugar helps the medicine go down.
2. 28.4 grams of prevention is worth .454 kilograms of cure.
3. Give them 2.54 centimeters and they will take 1.6l kilometers.
4. My .236 liters runneth over.
5. 2.54 centimeter worm.
6. Boy is it hot! It must be 37.7 celsius in the shade!

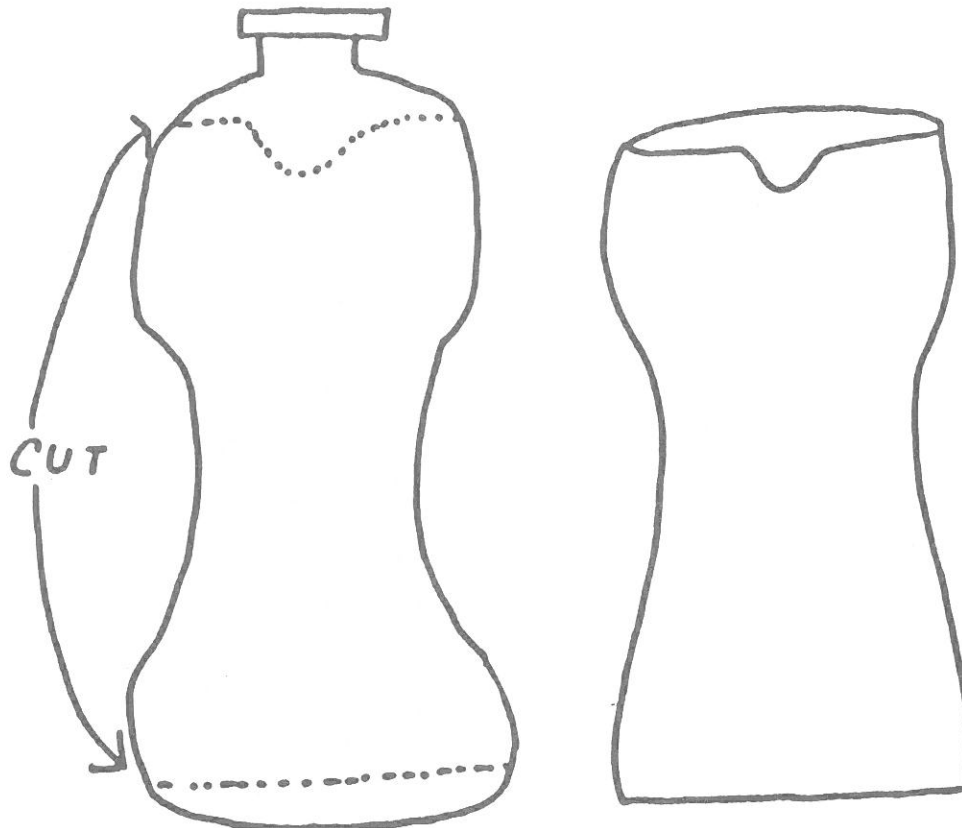
ANSWERS:

1. Just a spoon full of sugar helps the medicine go down.
2. An ounce of prevention is worth a pound of cure.
3. Give them an inch and they will take a mile.
4. My cup runneth over.
5. Inchworm.
6. 100 degrees F.



Separate the thread  
without opening the bottle

### MAKING A PLASTIC WATERSCOPE



A quart size plastic detergent bottle, not the round kind but one that is flat on 2 sides, cut off bottom with knife. Then slice off top, cut down one side in such a way that the cut will fit comfortably over the bridge of your nose. Spray or brush the inside with black enamel or paint. When dry, slip a bag of medium weight clear plastic over the bottom of scope. Tighten so smooth and hold in place with rubberbands or cord.

Now lean out from a boat or a pier or wade into water. Fit the waterscope over forehead and nose. Bend forward until the clear plastic "window" is below the surface of the water. There will be plenty to see.

To study pond at night - light water just below the surface. Get a jar big enough to hold flashlight. Put stones in jar for extra weight. Screw lid on tightly, tie cord around top and lower jar into water. Then look through scope at night.



**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
SHOWMAN**

The Showman Activity Badge has something for everyone. For the "natural" actor, there's drama. For the shy boy, puppetry. For almost every boy - music.

GETTING STARTED  
(An Opening)

A dramatization using four Webelos who stand in a diagonal line at one side facing the audience and the Webelos Leader who is facing both the Webelos and the audience on the other side. Webelos Leader is WL.

WL: David, how would you set out to do a good turn?  
(David takes one step forward.)

WL: Larry, how would you get started on a campout?  
(Larry takes one step forward.)

WL: Ray, how would you start on a hike? (Ray takes one step forward.)

WL: Billy, how would you start out to achieve your first activity badge? (Billy takes one step forward.)

WL: Yes, it is as simple as that - to make a thousand mile journey, to run a race, to learn a trade, to meet new people, to climb a mountain, to create a masterpiece, to build skyscrapers, to design a spaceship, to do anything worthwhile there is always a first step and it is the most difficult one to take.

If you are to progress in life or in Tigers, Cubs, Webelos, Explorers or Boy Scouting, you must first face your goal and then get started with that all important first step. (On the words first steps, all the boys take one step forward again and then salute.)

THE ATHENIAN OATH  
(A closing: 5 Webelos)

1st Web: We will never bring disgrace to this our city by act of dishonesty or cowardice.

2nd Web: We will fight for the ideals and sacred things of the city, both along and with our companions.

3rd Web: We will revere and obey the city's laws.

4th Web: We will try unceasingly to quicken the sense of civic duty in others.

5th Web: In every way we will strive to pass on the city to our sons, greater and better than it was when our fathers passed it on to us.

**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
SHOWMAN**

GUIDING STARS  
(Special Leader Recognition)

This recognition is presented by the Webelos Dens. It should be presented after the advancement and achievement recognitions. Let a parent help with this, so that the presentation will be a complete surprise to the Leaders of the Pack.

**EQUIPMENT:** Make five large gold stars out of tissue paper on a wire frame made of coat hanger wire. They should be large enough for the boy to hold and as he makes his short thank you speech, he can poke his head thru the star. (Need 5 Webelos)

1st W: If you will look around you, you will see many bright stars besides the ones that we hold. My star represents our Cubmaster Mr. \_\_\_\_\_ and his assistants Mr. \_\_\_\_\_ and Mr. \_\_\_\_\_. (On the word represents, pop head thru the star.) On behalf of all Cub Scouts I wish to say thank-you for the leadership you have given our pack.

2nd W: My star represents the committee (if not too many on the committee, give their names) for your time and effort in helping our pack grow.

3rd W: My star which is a very bright one is full of excitement and fun. Thank you Webelos and Cub Scout leaders for your untiring service and help to give us the opportunity to become better Boy Scouts.

4th W: My star represent the Den Chief(s) \_\_\_\_\_, \_\_\_\_\_, who encourage the Cub Scouts to become better Scouts in their work and play. Thank you.

5th W: And it may be the last star but it is the most brilliant and lasting one. Thank you mom and dad for your daily help in our Cub Scout program. It is you and you and you, that make it possible for each Cub Scout and the Pack to GO.

MOVIES MOVIES

Use empty cardboard canister (potato chip and ice cream come in them) or make one by rolling stiff cardboard into a cylinder.

Make, borrow, or buy a lazy susan. Cut slots about 3" up from the bottom, every 2" all the way around, leaving about " between slots.

Cut strips of paper to fit inside canister.

Draw action sequence: stick spinning, ball bouncing, boy running, man going upstairs, fish swimming, flower growing, etc.

Place movie inside canister, picture side showing. Look through the slots. Spin the lazy susan--see the action.

(The movie needs to be well lit. The drawing needs to be good and dark. The inside of canister can be painted black.)

VENTRILLOQUIST ACT

This is a script which could be used by a boy operating a hand puppet as a ventriloquist's dummy. It isn't likely that a 9 or 10 year old boy will be a very good ventriloquist, but if he makes wide, exaggerated

actions with the puppet, the audience's eyes will be on it rather than on him. Or another boy offstage could be the dummy's voice.

Ventril: How was your day today?

Dummy: Not very good. We lost a close game in baseball today.

Ventril: What was the score?

Dummy: 70 to nothing.

Ventril: That was a close score?

Dummy: Sure. The last time we played, we lost 120 to nothing.

Ventril: What is the biggest problem that you lose by such a score?

Dummy: The bat and the ball.

Ventril: The bat and the ball?

Dummy: Yeah. The other team doesn't pitch the ball where we swing the bat.

Ventril: Sounds like you need more practice.

Dummy: Practice? What's that?

Ventril: Don't you know what practice is.

Dummy: Never heard of it.

Ventril: I'll try to explain it to you. That is where you get your team together and try hitting or fielding the ball.

Dummy: Sounds like a good idea. We'll try it.

Ventril: I heard you had a birthday last week.

Dummy: That's right. I was 10 years old.

Ventril: Did you get any presents?

Dummy: Yeah. I got quite a few. But I also got one that I can't use.

Ventril: What did you get that you couldn't use.

Dummy: A billfold.

Ventril: You use a billfold to keep your money in.

Dummy: I know. But I get 50 c a week allowance. How can you fold 50 c.

Ventril: Now that you're 10 years old have you thought about joining Cub Scouts?

Dummy: I am a Cub Scout. I was a Tiger, a Wolf, and a Bear and now I'm a Webelos Scout.

FASHION SHOW - This can be quite hilarious if performed for others to watch. Divide group into teams of 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

NEWSPAPER MAGIC - Tell the boys they are about to see a strange feat. Take an ordinary sheet of newspaper and lay it on the floor. Two people will stand on it, facing each other, yet they will be unable to see or touch each other. Make the claim come true by laying the paper in a doorway, with the door closed. One person stands on each side of the door.

#### TELL-A-STORY

Equipment: NONE

Line up boys of two teams facing each other and have one boy on each team tell a story one at a time. The object of this game is to make the other team laugh.

#### A MAGICIAN'S PATTERN

An important part of nearly every magician's act is his patter-- the things he says while doing the trick. Sometimes this is purely to amuse the audience; sometimes it misdirects the audience's attention while the magician is doing a bit of sleight of hand.

When your Cub Scouts have mastered a trick for the pack show, help them develop a line of patter to go with it. Some books of magic suggest patter for certain tricks.

### SKIT

A boy enters. He's dressed in tattered clothing, all coated with dirt, and has an arm in a sling and bandages on his body. It's obvious to everyone that he's been in a scuffle.

"What happened?" asks his friend.

The poor fellow explains that he and two friends (he names people familiar to the audience, perhaps a couple of parents) ran into a man who had just emerged from a flying saucer. They'd tackled him and there had been a real battle.

"What happened to your friends?" asks his friend.

"Well, \_\_\_\_\_ is out in the woods somewhere."

"Where is \_\_\_\_\_?"

"He's lying about 10 feet from the first guy."

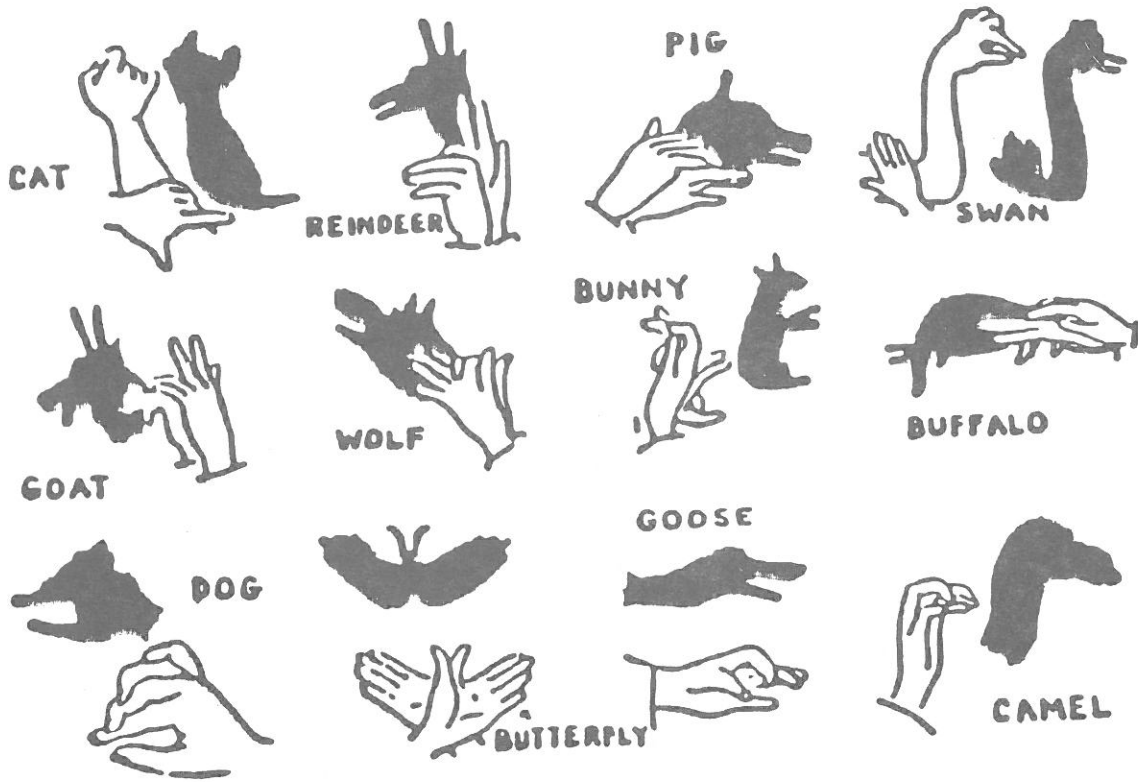
"Where were you?"

"Lying just about the way I am now!"

### SHADOW PICTURES

Stand between a lamp and a wall, and you can have no end of fun making all kinds of shadow pictures. Hold your hands as shown below to make the animals shown. Try to remember the positions so you can show them to others. Experiment and make your own shadow pictures.





**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
SHOWMAN**

Folk music is as old as man himself. Adam may have sung folk songs to Eve (or was it the other way around?). Primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs.

Even though you may not be able to carry a tune, we all enjoy singing folk songs. If "Turkey in the Straw" sounds like "Home on the Range", the way you sing it, never mind. They're both still folk songs... from vastly different backgrounds. "Turkey" is an old minstrel tune first popular about 150 years ago. Its melody is from a common Irish piper's reel. "Home on the Range" is a cowboy song written about 100 years ago in Kansas, and was sung all over the Midwest before becoming popular nationally in the 1930's.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek a fortune in the New World. Black slaves from West Africa supplied a rhythm, a beat and a relaxed and happy sound which are present today in folk music as well as rock 'n roll and jazz. Negro music also gave us the "blues", an important part of both folk and jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which are written down or recorded are not "folk" tunes. But young modern singers such as Bob Dylan, Simon and Garfunkel and John Denver, and the songs they write certainly belong in the folk field.

Just as the folk singer comes from many backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow the Man Down", a French Canadian tune "Alouette", a railroading song "I've Been Working on the Railroad", southern mountain songs "Black is the Color"; Negro spirituals, "When the Saints Go Marchin' In", Negro blues "The Ole Bollweevil Song". They can be old...such as "Greensleeves", an English ballad 400 years old - or as new as John Denver's tunes today.

The unamplified guitar is to the folk singer what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute or mandolin.

We all sing folk songs, but if you want to be a folk singer, perhaps entertaining your friends or someday even being paid to do it, listen to Burl Ives, Woody Guthrie, Pete Seeger or John Denver. Copy their styles, learn their songs. Before long, your own style will appear and maybe you'll write your own songs. You may have some trouble getting your rock 'n roll loving friends to listen to you. But work hard and you may have them singing, and strumming along with you.



**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
SPORTSMAN**

Sports are high on the list of favorites of Webelos Scout-age boys. Most members of the den will show real interest in the Sportsman Badge. Chances are the boys spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably already know enough about rules, scoring, techniques for several sports and can pass those requirements immediately.

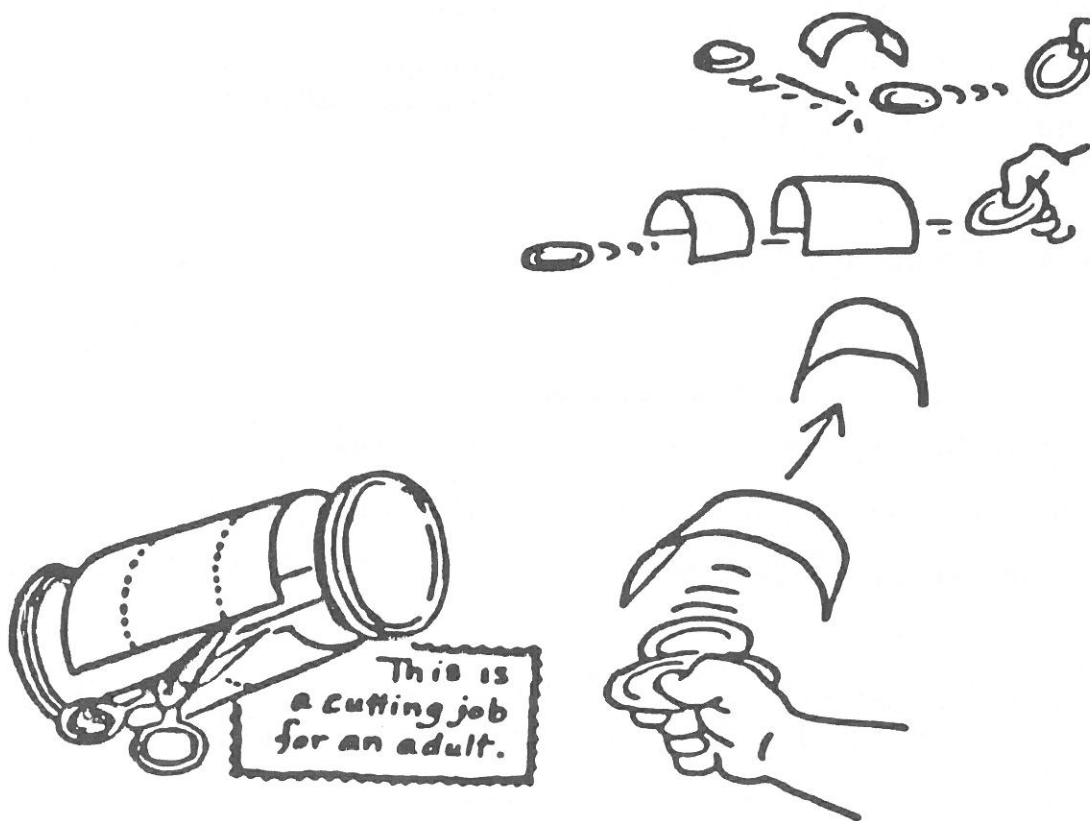
But that's not really enough! One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body." If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, everyone has wasted his time.

Agree on the importance of learning sportsmanship. What does it mean in practice? It means the least skilled gets just as much instruction and encouragement as the best athlete. It means the better athletes learn not just to tolerate the awkward boy, but to help him. It means all boys can win and lose with grace and good sportsmanship.

The leader's example will help to achieve these goals. Put stress on the fun of the game, not on winning. During intraden competition, choose the teams so that ability is equally divided. If boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

DEN ACTIVITIES

1. Explain and discuss football signals.
2. Invite a referee or umpire to talk with the den about signals.
3. Dads and sons attend a high school or college sports event.
4. Hike around a golf course.
5. Visit a bowling alley and bowl a few lines - or challenge another Webelos den.
6. Invite a team member to talk with the boys about sportsmanship and fair play.
7. Have each boy list the sports in which he participated during the past year.
8. Make shuffleboard discs and cues as shown in Webelos Scout Book.
9. Decide on a demonstration for pack meeting.
10. Practice archery, using a bale of hay behind paper targets.



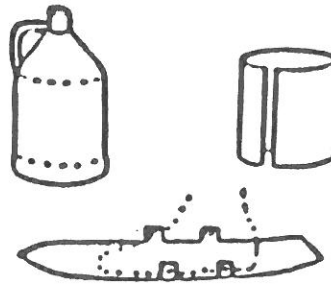
If you save cardboard FROZEN JUICE CANS-----you can play

TIDDLY-CROQUET

You need two sizes of frozen juice cans to make a TIDDLY-CROQUET game. Cut wickets of various lengths from the largest cans. Shoot the lids from the small cans through the wickets. Place one upside down on a smooth surface. Press hard on one edge with a "shooter" lid from a large can.

SKI-SKATE TAG

For a pair of shorty skis, remove top and bottom of two gallon plastic bottles. Cut down seams and flatten into strips, curved at the ends. Stand on center of the plastic and mark width of shoe at the widest point. Mark small tabs on each side of foot and a second pair of tabs near ankles. Cut plastic to the width of foot with tabs attached. Trim skis to a point at the front. To fasten skis to shoes, punch holes in tabs. Bend tabs up and lace with ribbon or cord, lacing over tops of shoes and around ankles.



LET'S PLAY BALL

SCENE: Boys gathering for a baseball game in the backyard.

PROPS: Bases, gloves, baseball, small plastic bat.

#1: Everyone ready to play ball.

ALL: Yes.

#2: Who brought the bases?

#3: Here they are, I'll line them up.

#1: Where's the ball?

#4: I have it, so I'll pitch first. (goes to pitching position.)

#5: We've all got our gloves. But where's Billy?

#2: I don't know - isn't he supposed to have the bat?

#1: Yeah! Here he comes.

(Enter Billy)

#1: Billy, where's the bat?

Billy: Here (holding up plastic bat).

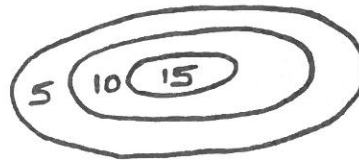
(All the boys rush over)

#3: Billy, what happened?

Billy: I left it outside and the rain last night shrank it!

(Boys look stunned and decide to go home and try to find a bat.)

NOTE: Can change bat to ball if that is what is on hand.



POTATO GOLF. Draw circles on the floor (see illustration). From a distance of 6 feet, player putts a potato with a cane or stick with curved handle. Score according to number in circles. No score is made if the potato stops on a line. Each boy gets ten tries.

SOCCER TEN KICKS

Divide den into two teams. Each tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of 10 kicks. As he kicks the ball, each player calls out the appropriate number (1,2,3,etc.). Hands may not be used. The team making 10 consecutive kicks without interception wins.

GAMES FOR SMALL TEAMS

DRIBBLE THE CIRCLE

Divide den into two teams. Mark two circles of about 18 foot diameter on the ground. Players scatter on the perimeter of their team's circle. On signal, the first player on each team dribbles a basketball all round the circle. When he gets back to his starting place, the next player repeats the action, and so on until all have run. First team finished wins.

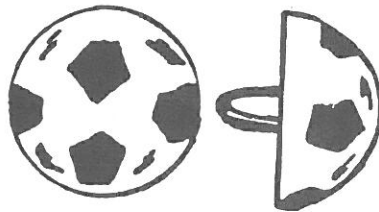
GOLF PUTTING - Make an incline board with holes in the board slightly larger than a golf ball. Have the boys use a regular golf putter and golf balls and try to hit them in the holes of the board. The holes at the top of the board are worth more points than the ones at the bottom of the board. The boy with the most points wins.

SOCCER BALL NECKERCHIEF SLIDE

Materials:

Ping pong ball  
Plaster  
Pop top ring or small plastic  
curtain ring  
Black acrylic paint

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



**POW WOW '88  
ACTIVITY BADGE**

**WEBELOS  
SPORTSMAN**

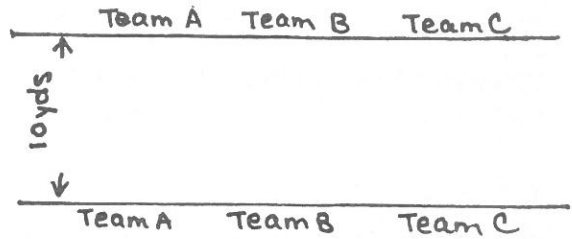
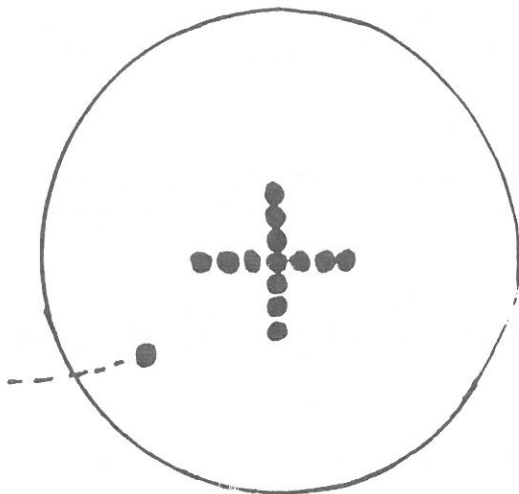
**MARBLES**

This sport is still being played in some parts of the country. A good contest can be had within the den or pack by having a marble tournament. Have a trophy or prize to give to the winner.

**RULES**

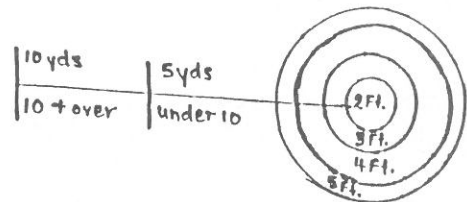
The circle should be four feet in diameter. Eleven or fifteen marbles are placed in the circle on a "T" marked on the ground. Two boys play each other. Play starts from outside the ring, however, if a marble is knocked out and the shooter remains in the ring, the next shot is taken from where the "shooter" stops. A player continues to play until he fails to knock a marble out of the ring.

The winner is the one with the most marbles at the end of the contest.



**MARATHON**

Divide boys into teams of two players each. Draw two parallel line on ground ten yards apart. One member of each team stands behind each line. The judge will call "go" every ten seconds. If a team drops the Frisbee or has to step over the line to catch it, they are out of the game. Play continues until there is one team left.



**BULLSEYE**

Played with five Frisbees. Draw course as shown. The object of this game is to throw for accuracy. Add up points after each boys takes his turn throwing the Frisbees.

WEBELOS TRAVEL "POSSIBLE KIT"

Travel has changed rapidly in the years since our country began, but one thing has stayed the same. Wise travelers have always known that special situations can arise on the road. The early trippers had an answer to the unexpected and they called it a "possible kit" or "possible bag." They figured out the possible emergencies they might meet on their treks into the wilderness and prepared for them.

Kit Carson's "possible bag" might have included items for trade with the Indians, emergency rations such as jerky, extra flints for fire-making, and a packet of tinder wrapped in oil cloth against a time of wet and cold when he might need a fire in a hurry. Today's traveler doesn't need emergency rations or rifle flints, but a "possible kit" still has its place, particularly if you travel by automobile. Such a kit can be tucked into the glove compartment or kept handy in some corner of the car.

What are the "possibilities" than can occur on an automobile? Suppose you skin a knuckle or get some other minor cut or scrape? A couple of small adhesive bandages might come in handy. Of course, every car should have a first aid kit, and the "possible bag" is not intended to replace the standard first aid materials.

A needle and thread can be very useful for sewing on a button which comes off during the course of travel. A few small safety pins are also a practical addition to your "possible kit".

Another small item which has many possible uses is a notebook. A notepad and pencil or crayon has numerous uses, from jotting down a reminder to entertaining small children.

If you snack in the car, it is a good idea to include a few of those commercially packed paper wash-up tissues in your kit. They will come in handy.

Finally, there is an item for your "possible kit" that is much like one carried by the trappers of more than a century ago. Wind about 50 feet of fishing line on a small oblong block of wood. Attach a cork bobber about 18 inches from the end of the line, a split shot about a foot below the bobber, and tie on a number 6 hook at the end. Bury the barb of the hook in the cork bobber so it won't accidentally hook anyone. Now you are ready to take advantage of a rest break near a small stream or lake. No telling what prize you might capture. Remember, if you are under 14 years of age, you probably won't need a fishing license in most states, but it is a good idea to check the regulations before you fish.

Travel experience or special family needs will determine other items you may want for your own "possible kit". But, whatever your choice, being ready for the "possibilities" will make travel easier and more fun for you and your family.



TRAVELER QUIZ

1. You are on a ship five miles from an entrance to the Panama Canal and sailing due west toward it. In what body of water is your ship?
2. Flying due south from Detroit, what foreign country do you reach first?
3. Which is nearer Miami, California or Brazil?
4. Which is farther north: Venice or Halifax?
5. Which is farther south: Venice or Vladivostok?
6. Which is larger: Japan or Great Britain?
7. What four states in the U.S. touch a one point?
8. Does a great circle from Tokyo to the Panama Canal pass east or west of San Francisco?

**ANSWERS:** 1. Pacific, 2. Canada, 3. California, 4. Venice, 5. Vladivostok, 6. Japan, 7. Arizona, Colorado, New Mexico, and Utah, 8. East.

ICOSAHEDRON WORLD

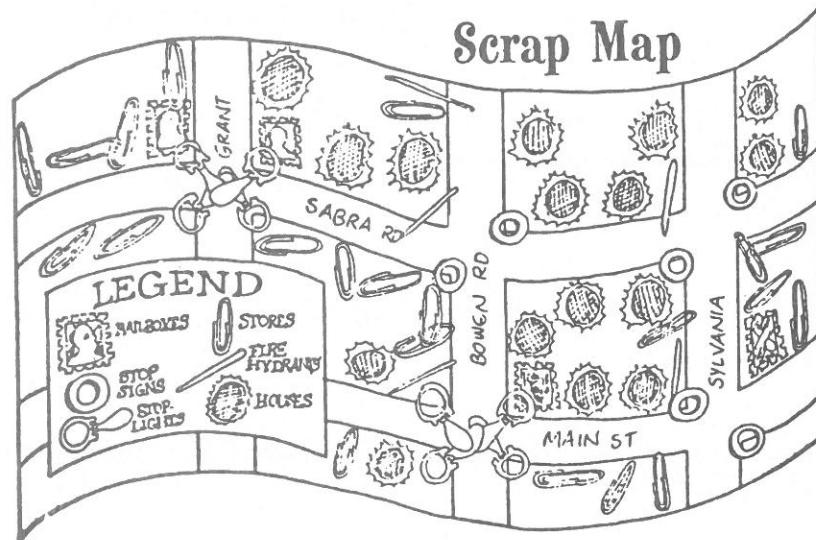
Find the North and South Poles and the Equator on the Ichsahedron World to the right.

Cut out the pattern and make an Icosahedron (20-sided) world. A thin film of white glue on the tabs works best for making this globe.



Maps are fun to read. Maps are fun to make. But the most fun of all is reading a map you yourself have made! And don't think that maps are only good for locating hidden treasures and correct freeway exits...although both are mighty welcome sights. Maps can be used for any number of rather silly but enlightening things.

# about Maps

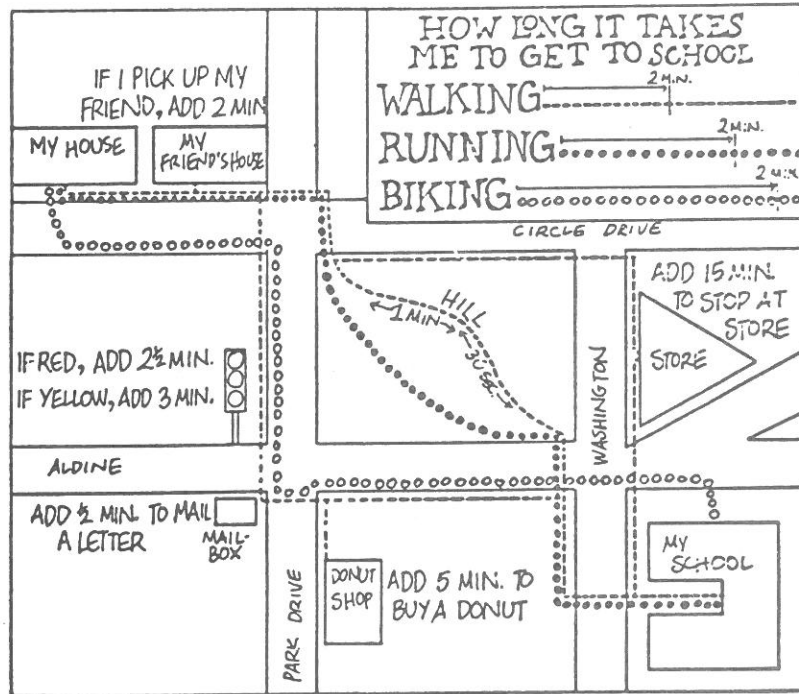


A map doesn't have to be of a faraway place or large land area. It can be of a neighborhood--your neighborhood!

Make a map of your neighborhood. Use cancelled stamps to show the location of mailboxes. Use washers to show where stop signs are. Use scraps as symbols for stoplights, houses, stop signs and fire hydrants.

Many maps have a legend. A legend is very important in helping someone read a map. It contains all the symbols used in the map and tells what they are. Make a legend in one of the corners of your map. Show the scraps used in the map and tell what each means.

## Time-Distance Map



Make a map showing your house, your school and all the streets between the two. Mark your route to school.

Walking at the same speed for the entire trip, notice how far you've gone after five minutes of walking. Figure out how much space that takes up on your map. Mark this as a scale in the legend.

Then, figure out how far you can run in five minutes. Translate that distance to the scale on the map.

Try the same trip on your bike. Mark that in the legend.

If you want to make an even more accurate time-distance map, make allowances for special things like these:

If I miss the light at Aldine and Park Drive, my trip to school will take an extra three minutes.

If I'm running to school and I pass through the Washington Street Shopping Center during a sale, even if I run. I'll lose 5 minutes time!

I ride my bike more slowly uphill than downhill.

GUIDE TO EMERGENCY ACTION

AUTO ACCIDENT

Move the vehicles well off the road. If possible, and turn off the ignitions.

Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified.

Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and a third 100 feet ahead of the scene. If other people are there, station them with the flares to alert traffic.

WARNING - Don't light flares near spilled gasoline.

Send for the police, and an ambulance, if necessary.

Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

CAR FIRES

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hand. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

HEADLIGHT FAILURE

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

CAR SUBMERSION

Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 mins. - enough time to escape if you keep your head.

If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

Depending upon the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.

ALLITERATIVE TRAVELERS

The leader announces that everyone is going on a trip. They can do to any place they choose, but when they tell what they are going to do there, they may only use words beginning with the first letter of the place to which they are going. The leader says to some player: "Traveler, where are you going?" That person answers: "California." "What are you going to do there?" "Can corn, cucumbers, carrots" or "Capture caged circus cats." If the answer is "Boston", it could be "Borrow big boots" or "Bring back Boston baked beans."

DO YOU KNOW YOUR CARS?

- |  |                |
|--|----------------|
| 1. A martyred president?                         | 1. Lincoln     |
| 2. A crossing place in a river?                  | 2. Ford        |
| 3. To evade?                                     | 3. Dodge       |
| 4. A well known river in New York?               | 4. Hudson      |
| 5. A famous rock?                                | 5. Plymouth    |
| 6. Identified with Roman mythology               | 6. Mercury     |
| 7. What the woman asked when she bought a hen?   | 7. Chevrolet   |
| 8. An intoxicated breadmaker?                    | 8. Studebaker  |
| 9. An Ottawa Indian chief?                       | 9. Pontiac     |
| 10. Eliminate a letter and you have a deer.      | 10. Buick      |
| 11. Ancient, a letter and an Alabama city.       | 11. Oldsmobile |
| 12. To compress tightly, a small piece of paper? | 12. Packard    |

ROAD MAP ALPHABET - Give each boy a map. On the signal "GO!", each boy finds a city on the map for as many letters of the alphabet as they can find in 5 minutes. The boy with the most number of cities found on the map wins.

DEN TRAVEL MAP - Near the end of the month, mount a local map on a piece of cardboard. Make pennants from pins and paper triangles and put them on the map to show places the den has visited. The map can be used for a quiz game during the pack's big trip.

DEN TRAVEL MAP GAME - Have each den show its map marked with pins and ask other Cubs to identify the sites. Keep score to see which den identifies the most locations on other dens' maps.

SIGNS AND SIGNALS - Divide into small groups. Ask the boys to call out when they see and can correctly identify a traffic sign or signal.

# Songs







Songs are arranged by month and theme.

Other tips and resources are as follows:

Song leading tips:

- Moral is catching so SMILE
- Name the song
- Give the pitch
- Teach song in parts
- Set tempo - not too fast at first
- Control volume
- Talk clearly
- Have group stand
- Leave 'em wanting more
- Follow the leader
- Start a songbook
- KISMIF (Keep It Simple Make It Fun)

Resources:

- Cub Scout Songbook
- Pow Wow Books
- Creative Campfires Book
- Cub Leader Basic Training Roundtable
- School and Public Libraries
- Religious Songbook
- School Music Teacher
- Boy Scout Songbook
- Other Scouters and Boy Scouts
- Your own imagination



YOU'RE A GRAND OLD FLAG

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

MR. WASHINGTON'S SAD SONG (Tune: Yankee Doodle)

In days of old, George Washington  
Went out one day to play,  
Chopped down his father's cherry tree,  
At least that's what they say.  
Georgie was a naughty boy  
With his little hatchet;  
And for such a naughty deed,  
He should really catch it!

When George's father saw the tree,  
He nearly blew his top.  
Said he, "We'll have no more of this,  
It's simply got to stop!"  
Who'd destroy a lovely tree,  
I cannot understand it.  
He'll be made to pay for this,  
That despicable bandit!

When Georgie heard his father there,  
It made him very sad.  
Said he, "I cannot tell a lie,  
I'm guilty, dear old dad!"  
"I cut down your cherry tree  
With my little hatchet,  
I must tell the truth to you,  
Even though I'll catch it."

But Georgie's father smiled and said,  
"You've filled by life with joy.  
I cannot mourn a cherry tree  
When I have an honest boy."  
Georgie was a good boy with  
His little hatchet.  
He told his dad the truth and so--  
He really didn't catch it!

I'M A VERY FINE TURKEY  
(Tune: Turkey in the Straw)

I'm a very fine turkey,  
And I sing a fine song,  
Gobble, gobble, gobble, gobble,  
gobble, gobble, gobble.  
I strut around the barnyard all  
the day long.  
And my head goes bobble,  
Bobble, bobble, bobble, bobble.

And when Thanksgiving Day  
finally comes around,  
Gobble, gobble, gobble, gobble,  
gobble, gobble, gobble.  
I'll go and hide so I can't be  
found,  
Then my head will still bobble,  
As I gobble, gobble, gobble.

TURKEY

(Tune: My Country 'Tis of Thee)

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

LINCOLN SONG  
(Tune: Found A Peanut)

Found a poor boy,  
Found an honest boy,  
And Abe Lincoln was his name.  
He worked hard and studied  
law,  
It's how he earned his claim  
to fame.

Went to Washington,  
Became our President;  
Honest Abe so strong and tall;  
Freed the slaves as we all  
know  
Won the peace for one and all.

When he died,  
It was so sad,  
But his bravery lives on;  
A memorial we can see,  
When we visit Washington.

AMERICA (A round)

America, America  
How can we tell you how we  
feel?  
You have given us so many  
treasures.  
We love you so.

DEEP IN THE HEART OF TEXAS

The stars at night are big and bright,  
Deep in the heart of Texas  
The prairie sky is wide and high  
Deep in the heart of Texas  
Reminds me of the one I love,  
Deep in the heart of Texas.

The coyotes wail along the trail,  
Deep in the heart of Texas  
The rabbits rush around the brush,  
Deep in the heart of Texas  
The cowboys cry "KI-YIP-PEE-YI"  
Deep in the heart of Texas.

THE PILGRIMS CAME  
(Tune: Yankee Doodle)

The Pilgrims came across the sea  
From England far away;  
And now we think of them  
When it's Thanksgiving Day.

The Mayflower was their sailing ship  
Across the waves and foam;  
They landed here on Plymouth Rock,  
And this was their new home.

The bitter winter was so hard  
That many Pilgrims died;  
By spring they had some growing crops,  
And Indian friends besides.

When harvest time came they were glad;  
They had learned many things,  
The Indians joined them in their feast,  
Their first Thanksgiving.

Some folks think that they were sad.  
I think that they were gay,  
We thank the Pilgrims every one,  
For our Thanksgiving Day.

U.S. PRESIDENTS  
(Tune: Ten Little Indians)

Washington, Lincoln and Truman  
were Presidents  
Jefferson, Madison and Reagan  
were Presidents  
Adams, Eisenhower and Kennedy  
were Presidents  
United States Presidents all.

GROUND ROUND  
(Tune: Downtown)

When you eat meat but hate the  
meat that you're eating  
Then you've surely got GROUND  
ROUND.  
It's so unnerving when they're  
constantly serving it in  
eating spots-GROUND ROUND.  
It may be called a salisbury,  
cube steak or beef patty,  
No matter what it's called,  
it's always overcooked  
and fatty.  
What can you do?  
Sound off to your waiter  
there,  
Loudly pound on the table,  
Stand up on your chair,  
And shout GROUND ROUND!  
Always they're conning me,  
GROUND ROUND!  
Piled on my plate,  
I see GROUND ROUND.  
Don't let them serve it to me!

I LOVE AMERICA!  
(Tune: Battle Hymn of the Republic)

I love this great America, the land that God has blessed  
Where the hope that stirs the hearts of men will never be  
suppressed  
Through the flame of faith came forth a nation choice above the  
rest  
THIS GREAT AMERICA!

(Chorus) Glory to the land of freedom  
Glory to the land of freedom  
Glory to the land of freedom  
I LOVE AMERICA!

I love this great America, the land of liberty  
For I know the price of freedom countless others paid for me  
Do we hear their call to carry on and serve as valiantly  
THIS GREAT AMERICA!

(Chorus)

May all men be united by the bonds of brotherhood  
May we learn to love each other, for in every man is good  
Let us live in peace upon the land where man of valor stood  
THIS GREAT AMERICA!

(Chorus)

I love God's great America, all equal in His sight  
May we be as one in spirit as we reach up for the right  
And may we have humility to match our power and might  
HIS GREAT AMERICA  
HIS GREAT AMERICA!



I'M GETTING NUTTIN' FOR CHRISTMAS

I broke my bat on Johnny's head, somebody snitched on me.  
I hid a frog in sister's bed, somebody snitched on me.  
I spilled 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 getting nuttin' for Christmas.  
Mommy and Daddy are mad.  
I'm getting 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 me 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)

UP ON THE HOUSETOP

Up on the housetop, reindeer pause  
Out jumps good old Santa Claus;  
Down through the chimney with lots of toys  
All for the little ones, Christmas joys.  
Ho, Ho, Ho! Who wouldn't go!  
Ho, Ho, Ho! Who wouldn't go!  
Up on the housetop, click, click, click  
Down through the chimney with good Saint Nick!

O CHRISTMAS TREE

O Christmas tree, O Christmas tree, Your branches green delight us. O Christmas tree, O Christmas tree, Your branches green delight us. They're green when summer days are bright; They're green when winter snow is white. O Christmas tree, O Christmas tree, Your branches green delight us.

O Christmas tree, O Christmas tree, You give us so much pleasure! O Christmas tree, O Christmas tree, You give us so much pleasure! How oft at Christmas-tide the sight, O green fir tree, gives us delight! O Christmas tree, O Christmas tree, You give so much pleasure!

SANTA'S COMING 'ROUND THE WORLD  
(Tune: "Are you Sleeping?")

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

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

Santa's coming, Santa's coming,  
Round the world, Round the world;  
A Belgium child leaves carrots bunched  
For Nicholas' horse to munch;  
Santa Claus, Santa Claus.

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

CHRISTMASTIME  
(Tune: Jingle Bells)

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

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

HANUKKAH FUN SONGS

(Tune: Merrily We Roll Along)

Hanukkah is here at last,  
Here at last, here at last,  
Hanukkah is here at last,  
There's fun for everyone!

We spin the dreidel merrily,  
merrily, merrily,  
We spin the dreidel merrily,  
Come on and join the fun!

There's fun for you and fun for  
me,  
Fun for you, fun for me,  
There's fun for you and fun for  
me,  
With toys and games and cheer!

The candles burn so cheerily,  
cheerily, cheerily,  
The candles burn so cheerily,  
It's the best week of the year!

(Tune: Three Blind Mice)

Eight bright lights,  
Eight bright lights,  
See how they glow,  
See how they glow,

They call to mind the  
Maccabees  
The struggle for our liberties  
The glory of their victories

Eight bright lights.

MUST BE SANTA

(Leader sings first line--Audience answers with second)

Who's got a beard that's long and white?  
Santa's got a beard that's long and white!  
Who comes around on a special night?  
Santa comes around on a special night.

ALL: Special night, beard that's white,  
Must be Santa, must be Santa, must be Santa, Santa Claus.

Who wears boots and suit of red?  
Santa wears boots and a suit of red.  
Who wears a long cap on his head?  
Santa wears a long cap on his head.

ALL: Cap on head, suit of red, special night  
Beard that's white  
Must be Santa, must be Santa, must be Santa, Santa Claus.

Who's got a big red cherry nose?  
Santa's got a big red cherry nose!  
Who laughs this way, HO, HO, HO?  
Santa laughs this way HO, HO, HO.

ALL: HO, HO, HO, cherry nose, cap on head, suit that's red  
Special night, beard that's white,  
Must be Santa, must be Santa, must be Santa, Santa Claus.

Who very soon will come our way?  
Santa very soon will come our way!  
Eight little reindeer pull his sleigh,  
Santa's little reindeer pull his sleigh.

ALL: Reindeer sleigh, come our way, HO, HO, HO, cherry nose,  
Cap on head, suit that's red, special night,  
Beard that's white,  
Must be Santa, must be Santa, must be Santa, Santa Claus.

Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, and  
Blitzen,  
Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner and  
Blitzen.

ALL: Reindeer sleigh, come our way, HO, HO, HO, cherry nose,  
Cap on head, suit that's red, special night,  
Beard that's white,  
Must be Santa, must be Santa, must be Santa, Santa Claus.

THE TWELVE DAYS OF CHRISTMAS

On the first day of Christmas,  
My Cub Scout brought to me,  
An invitation to a party.

On the second day of Christmas,  
My Cub Scout brought to me,  
Two Christmas ornaments.

On the third day of Christmas,  
My Cub Scout brought to me,  
Three pine cone kings.

On the fourth day of Christmas,  
My Cub Scout brought to me,  
Four kinds of candy.

On the fifth day of Christmas,  
My Cub Scout brought to me,  
Five songs to sing.

On the sixth day of Christmas,  
My Cub Scout brought to me,  
Six more things to bake.

On the seventh day of Christmas,  
My Cub Scout brought to me,  
Seven shepherds watching.

On the eighth day of Christmas,  
My Cub Scout brought to me,  
Eight empty stockings.

On the ninth day of Christmas,  
My Cub Scout brought to me,  
Nine needed goods.

On the tenth day of Christmas,  
My Cub Scout brought to me,  
Ten minutes to rest.

On the eleventh day of Christmas,  
My Cub Scout brought to me,  
Eleven loving words.

On the twelfth day of Christmas,  
My Cub Scouts brought to me,  
Twelve more months for Him.

CHRISTMAS SONG

(Tune: Rudolph, the Red-Nosed Reindeer)

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

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

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

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

JOY TO THE WORLD

Joy to the world,  
Our Cubs are here,  
Let all the world rejoice,  
Their badges they have earned today,  
Award them now without delay.  
Let the pack all give a cheer,  
For those Cub Scouts who advanced today.

THE CHEESE SONG

(Tune: Love Makes the World Go Around)

It's cheese, it's cheese, it's cheese that  
makes the mice go round.

It's cheese, it's cheese, it's cheese that  
makes the mice go round.

It's cheese, it's cheese, it's cheese that  
makes the mice go round.

It's cheese that makes the mice go round.

Rowing down the river, rowing to the sea.  
Rowing down the river, to the deep blue sea.

It's mice that make the cats go round,  
It's cats that make the dogs go round,  
It's dogs that make the boys go round,  
It's boys that make the girls go round,  
It's girls that make the love go round,  
It's love that makes the world go round.

MOTIONS TO THE CHEESE SONG

CHEESE - Make a triangle shape out of your hands by touching tips  
of thumbs together and tips of first fingers together.

MICE - Make "mice ears" by placing your hands on each side of  
the top of your head.

CATS - Make "cat whiskers" by fanning your fingers out from  
each of your cheeks.

DOGS - Make "dog tails" by wagging hands behind you (turn your  
body around for all to see!)

BOYS - Flex the muscle of one upper arm and "test" it with the  
other hand.

GIRLS - Put one hand on the back of your head and the other on  
your hip with an exaggerated motion of sticking your  
hip out.

LOVE - Place both hands over your heart.

WORLD - Make a large circle with both hands, beginning over  
your head and coming down and around in front of you.



KNIGHT'S SONG

(Tune: Yankee Doodle)

This month we've learned of  
Knights of old  
And we would like to shout it,  
That Knights and Cubs are much  
alike  
And don't you ever doubt it.

Chorus:

Knights of old and Cub  
Scouts, too,  
Both promise they will live  
right  
If they do the things they  
should  
Their presence makes the day  
bright.

So now you see that as Cub  
Scouts  
Our code is much the same  
As that of Knights long years  
ago  
It's just the name that's  
changed.

Repeat chorus

I'M A KNIGHT IN SHINING ARMOR  
(Tune: Mary Had a Little Lamb)

I'm a knight in shining armor  
shining armor  
shining armor  
I'm a knight in shining armor  
So mighty and so strong.

Today I met up with a dragon  
with a dragon  
with a dragon  
Today I met up with a dragon  
So mean, so fierce, so tall.

I fought him with my sword and  
shield  
sword and shield  
sword and shield  
I fought him with my sword and  
shield  
And finally I won.

THE CLUMSY KNIGHT  
(Tune: Clementine)

I'm a knight in shining armor  
Like to rescue ladies fair  
Many knights they practice  
sword fights  
But I really just don't care.

On a trip to far-away lands  
Saw a lady in distress  
So I rushed to help the lady  
Instead I made a mess.

Once I came upon a dragon  
It was huge and fierce and  
green  
And I knew I had to kill it  
'Cause it seemed so awfully  
mean

So I summoned up my courage  
And I had him in my sight  
Then I killed that nasty  
dragon  
I had finally done something  
right.

COME A-JOUSTING  
(Tune: Are You Sleeping?)

Come a-jousting, come a-jousting,  
Cub Scouts all, Cub Scouts all,  
Out into the courtyard, out into  
the courtyard,  
Hear the call, hear the call!

We are coming, we are coming,  
Knights of Yore, Knights of Yore,  
Out into the battleground, out into  
the battleground,  
Men of war, men of war!

ZULU WARRIOR

See him there the Zulu warrior  
See him there the Zulu chief  
Chief, chief, chief, chief  
Chief, chief, chief, chief  
Chief, chief, chief, chief

I come a Zimba Zimba Ziah  
I come a Zimba Zimba Zee  
I come a Zimba Zimba Ziah  
I come a Zimba Zimba Zee.

CUB SCOUT HARMONY  
(Tune: The Coke Song)

I'd like to teach the world to sing, in Cub Scout harmony.  
The Blue and Gold would be the thing that everyone would see.  
Each Wolf and Bear and Webelos, is doing all he can,  
To "Do His Best" with all the rest of Cub Scouts in the land.

We're the real thing (Cub Scouts)  
Why not join us, You'll see,  
What fun really can be (oh, yeah!)  
We're the real thing.

IT'S A CUB WORLD  
(Tune: It's a Small World After All)

CHORUS: It's a Cub World after all  
It's a Cub World after all  
It's a Cub World after all  
It's a Cubbing World.

There are Cubs in England and Italy.  
There are Cubs in France and Germany.  
When the Cub flag's unfurled  
All around the world  
It's for Cubs like you and me.

CHORUS:

There are Bears and Wolves and Webelos  
We wear different patches on our clothes  
But I'll tell you, it's true  
We all wear gold and blue  
In our Cub World after all.

CHORUS:

Akela guides us all, you see  
To learn and do and grow and be.  
And we all meet the test  
"Cause we all DO OUR BEST"  
In our Cub World after all.

CHORUS:

I BELIEVE IN CUBBING  
(Tune: I Believe in Music)

CHORUS: I believe in Cubbing, I believe in love,  
I believe in Cubbing, I believe in love.

I just sit around reminiscing 'bout all the things we've done,  
Games and crafts and funny skits, we've all had lots of fun.  
Who knows, maybe someday he'll grow up to be a man,  
We can all be very proud 'cause we gave a helping hand.

CHORUS

Cubbing is a universal language and love, love is the key,  
To brotherhood and peace and understanding and living in harmony.  
So take your Cub Scout by the hand and sing along with me.  
Lift your voices to the sky, God loves you when you sing.

CHORUS

Cubbing is based on God and country - truth and honesty.  
Do your best to meet the test is our motto you can see.  
We do things with our family, our den and our pack, too,  
We're so glad we're all in Cubbing and glad that we know you.

A SHARP DEN SONG  
(Tune: Gillette Razor Look Sharp Song)

To look sharp (clap) be a C-U-B.  
To feel sharp (clap) be a C-U-B.  
To be sharp (clap) be a Den \_\_\_\_\_ Cub  
We're the best den in the U. S. A. (clap, clap!)

THE BANQUET  
(Tune: 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,  
Yea, Gold and Blue.

FINEST PACK OF CUB SCOUTS  
(Tune: Yellow Rose of Texas)

We're the finest pack of Cub  
Scouts  
That you have ever seen,  
We're loyal and we're honest,  
We're never rude or mean.  
We're proud to wear our  
uniform,  
We like the gold and blue;  
You know that you can count on  
us  
To live our promise true.

We follow our Akela,  
We always do our best;  
We work on our advancements,  
We rarely stop to rest,  
We learn while earning badges,  
Cub Scouts know more than most;  
We learn to be good citizens  
About that we can boast.

We love our God and Country,  
We respect our fellow man,  
We're busy doing good turns,  
We help each time we can.  
We're proud to be Americans,  
We fly our flag to show  
Our land is free for you and me  
To live and learn and grow.

BLUE AND GOLD TRADITIONS  
(Tune: Jingle Bells)

While dashing out to find,  
Things for Blue and Gold,  
We made some nifty napkin  
rings,  
And placements to behold.

The nut cups they were neat,  
And name tags were just right,  
Oh what fun it is to have  
A Blue and Gold tonight!

Chorus:  
Blue and Gold, Blue and  
Gold,  
Banquet time is here,  
Time to sing and celebrate  
Cub Scouting birthday's  
here!

O BLUE AND GOLD  
(Tune: O Tannenbaum)

Oh Blue and Gold, Oh Blue and  
Gold!  
You know it stands for truth  
untold.  
Oh Blue and Gold, Oh Blue and  
Gold.  
The youth wear it aren't so  
old.

So carry on your colors  
bright,  
Until the whole world you will  
light,  
Oh Blue and Gold, Oh Blue and  
Gold,  
The memories live as we grow  
old.

BIRTHDAY B.S.A.

(Tune: On Top of Old Smokey)

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

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

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

Now how could a Cub Scout  
Be of age \_\_\_\_\_?  
When I get that old  
I won't be so nifty (or more  
appropriate rhyming word).

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

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

HEY, LOOK ME OVER!

Hey look me over, lend me an  
ear,  
Watch me advance in Scouting  
every year,  
First I'm a Bobcat, then a  
Wolf and Bear,  
Soon, I'm a Webelos and on  
I'll go from there.

A-singing,  
Hey look me over, lend me an  
ear,  
Join me in song and sing out  
loud and clear,  
That our Cubbing advancement  
is the way to grow,  
Stand back parents, here we  
go!

CUBBING DAYS

(Tune: In the Good Ole Summer-  
time)

In the good old Cubbing days  
In the good old Cubbing days,

Cubbing with your buddy  
friends,  
Gee, the fun is fine  
You join a Pack and then a Den  
And have a wonderful time  
So give three cheers Hip, hip,  
hooray,  
For the good old Cubbing days.

FOUR CUB SCOUTS

(Tune: Three Blind Mice--sung as a Round)

Four Cub Scouts, see how they go,  
They all went after their Bobcat pin,  
The Wolf, the Bear, they were next to win,  
And then they went to the Webelos den,  
Our four Cub Scouts.

BLUE AND GOLD MARCHING SONG

(Tune: Davy Crockett)

Now, the blue is the color of the sky above,  
The blue in the flag of the land we love,  
Remind us of God and our country free,  
Giving us a lesson in loy-al-ty!

Loy-al Cubs are loyal, to God and Country fair.

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

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

Now the blue and gold show the world apart  
That the Cub pack is loyal and warm of heart;  
Faithful to God and our Country, too;  
We'll do our best a what-ever we do!

Loy-al, ever cheerful, Cub Scouts are on the march!

THINK BLUE

(Tune: My Bonnie Lies Over the Ocean)

Think blue and you're thinking of Cub Scouts,  
Think blue and you're thinking of boys,  
Think blue and you're thinking of families,  
Of outings and picnics and boys.

CHORUS: Think blue, think blue,  
Think blue, for our Bobcats and Wolves and Bears,  
Think blue, think blue,  
First Webelos then Scout badge they'll wear.

Think blue and you're thinking of friendship,  
Think blue and you're thinking of fun.  
Think blue and you're thinking of good times,  
For Father and Mother and Son.



WHEW-W-W-W  
(Tune: Jingle Bells)

Clap your hand, stomp your feet,  
Let's all stand up please.  
Face to the left, face to the right.  
Now hands on your knees.  
Sit down now, stand back up,  
Clap your hands two beats.  
Now we'll all wipe our brows,  
And collapse in our seats.

NOTE: Sing song several times through each time, sing it a little faster than you did the time before.

SOUP, MEAT AND PIE  
(Tune: Hail, Hail the Gang's All Here)

Soup, soup, we all want soup.  
Needn't stop to strain it.  
Tip your bowl and drain it.  
Hark, hark the funny noise.  
Listen to the gurgling boys.

Meat, meat bring on the meat.  
Fresh and juicy can meat,  
Ham and pickled pigs' feet  
Lambchops and pork chops, too.  
Any kind of meat will do.

Pie, pie, we all want pie  
Coconut to cherry  
Peach and huckleberry  
Mince pie and apple, too.  
Any kind of pie will do.

ALL YOU ET-A  
(Tune: Alouette)

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

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

3 Potatoes	5 Meat
4 Salad	6 Ice Cream
Etc.	

GET IN SHAPE  
(Tune: Row, Row, Row Your Boat)

Throw the ball to others,  
Kick it to the sky,  
Get in shape for sports and games,  
We'll win more if we try!

TONY CHESTNUT

ALIVE, AWAKE, ALERT

(Tune: Three Little Indians)

To-ny Chest-nut knows I love  
you,  
Knows I love you, knows I love  
you,  
To-ny Chest-nut knows I love  
you,  
That's what To-ny Chest-nut  
knows.

I'm alive (slap knees), awake  
(clap hands), alert (snap  
fingers), enthusiastic  
(roll shoulders).

REPEAT

I'm alive (slap knees), awake  
(clap hands), alert (snap  
fingers)

Point to the appropriate place  
with the word or syllable:

Alert (snap fingers), awake  
(clap hands), alive (slap  
knees)

To- toe knows-nose  
ny- knee I -eye  
Chest-chest love -heart  
nut- head you -(away)

I'm alive (slap knees), awake  
(clap hands), alive (snap  
fingers), enthusiastic  
(roll shoulders).

HEAD AND SHOULDERS; KNEES AND  
TOES

FITNESS

(Tune: There's a Tavern in the  
Town)

(Tune: On Wisconsin)

Head and shoulders; knees and  
toes  
Knees and toes,  
Head and shoulders; knees and  
toes  
Knees and toes,  
Eyes and ears and mouth and  
nose  
Head and shoulders; knees and  
toes  
Knees and toes.

Hurry, Cub Scouts, build your  
muscles,  
Get in shape for play.  
When we feel our very best,  
We'll do our best each day.  
Keep on running,  
Keep on jumping,  
Trying to improve.  
When we've grown a little  
older  
We'll still be on the move.

ACTION: Touch the part of your  
body indicated.

ESKIMO SONG

VERSE: A-ta-cola-micha-walkie  
A-ta-cola-micha-walkie  
A-ta-cola-micha-walkie

CHORUS: (Paddling kayak 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 the walrus (point through arm)  
Shoots the walrus (gun)  
Lifts the walrus (arms spread and grunt)  
Waves to the village (arms straight up  
wave--head against arm)  
Greet wife (arms spread--rub noses)

ALASKA

(Tune: She'll Be Coming Round the Mountain)

We'll be going to Alaska in the snow,  
We'll be going to Alaska in the snow,  
We'll be going to Alaska, we'll be going to Alaska,  
We'll be going to Alaska in the snow.

2nd verse: Oh! We'll get to ride on dog sleds when we go.

3rd verse: Oh! We'll live in an igloo when we go.

4th verse: Oh! We'll meet an Eskimo when we go.

5th verse: Oh! We might see a polar bear way up there.

EXPLORING ALASKA  
(Tune: Yellow Rose of Texas)

Alaska is a world of white  
And it's so very cold  
The ground is frozen all year long  
But still it's full of gold.

You'd think nothing would live there  
But how surprised you'd be  
There's lots of wolves and bears and fish  
And still there's plants and trees.

Not many people lived there  
Until someone found gold  
And people rushed to Alaska  
The young ones and the old.

You've only learned a little bit  
About this mighty state  
Alaska is our largest state  
So wonderful, so great.

## IF I HAD A HAMMER

If I had a hammer, I'd hammer in the mornin',  
 I'd hammer in the evening, all over this land,  
 I'd hammer out the danger,  
 I'd hammer out the warnin',  
 I'd hammer out the love between my brothers and sisters,  
 All over this land.

If I had a bell, I'd ring it on the mornin',  
 I'd ring it in the evenin', all over this land,  
 I'd ring out the danger,  
 I'd ring out the warnin',  
 I'd ring out the love between my brothers and sisters,  
 All over this land.

If I had a song, I'd sing it in the mornin',  
 Etc., etc.

Now, I got a hammer and I got a bell,  
 And I got a song to sing, all over this land.  
 It's the hammer of justice,  
 It's the bell of freedom,  
 It's a song about the love between my brothers and sisters,  
 All over this land.

SEVEN BUSY CUB SCOUTS  
(Tune: Three Blind Mice)

Seven busy Cub Scouts  
 Seven busy Cub Scouts  
 See what we build  
 See what we build  
 With nails and hammers  
 And screwdrivers, too,  
 We'll fix things up for me  
     and for you.  
 We'll build some things gold  
     and we'll build some things blue.  
 Seven busy Cub Scouts  
 Seven busy Cub Scouts.

JOHNNY WORKS WITH ONE HAMMER

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

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

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

(Move two hands, two legs)  
Johnny works with four hammers,  
etc.

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

PINEWOOD DERBY

(Tune: I've Been Working on the Railroad)

I've been working for the  
Derby,  
Planning my racing car.  
All the family has been help-  
ing,  
My car should be the star!  
Can't you hear the crowds a-  
cheering,  
As we win the prize?  
Pinewood Derby time's exciting  
For all the Cub Scout guys!

THINGS THAT GO

(Tune: Row, Row, Row your Boat)

Ride, ride, ride your bike  
Pedal for goodness sake  
Up and down, up and down,  
How the legs do ache.

Ride, ride, ride your horse  
Following the trail,  
Oh no, I fell off,  
I'm glad the horse can't tell.

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

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

WHEN YOU TRAVEL

(Tune: Clementine)

When you travel, don't un-  
ravel!  
Plan your trip ahead of time.  
Those who go around in  
circles,  
Never leave and stay behind.

MICHAEL, ROW THE BOAT ASHORE

Michael, row the boat ashore,  
hallelujah.  
Michael, row the boat ashore,  
hallelujah.

Sister, help to trim the sail,  
hallelujah.  
Sister, help to trim the sail,  
hallelujah.

River Jordan is chilly and  
cold, hallelujah.  
Chills the body but not the  
soul, hallelujah.

The river is deep and the  
river is wide,  
hallelujah.  
Milk and honey on the other  
side, hallelujah.

Brother, lend a helping hand,  
hallelujah.  
Brother, lend a helping hand,  
hallelujah.



SHE'LL BE DRAGGIN' ROUND THE MOUNTAIN

- She'll be draggin' round the mountain when she comes.  
(EEARROOMM)
- She'll be draggin' round the mountain when she comes.  
(EEARROOMM)
- She'll be draggin' round the mountain,  
She'll be draggin' round the mountain,  
She'll be draggin' round the mountain when she comes.
2. Oh! She'll lay a strip of rubber when she comes. (EET  
EET)
3. Oh! She'll drop her ole transmission when she comes.  
(CLUNK, CLUNK)
4. Oh! Her smog device gets clogged up when she comes.  
(BLAUGH, BLAUGH)
5. Oh! Her engine radiator gets too hot. (PPAHHA, PPAHHA)
6. Oh! She'll wind up in the junkyard when she comes.  
(THE END)

I'M A LITTLE PIECE OF TIN  
(Tune: Hush, Little Baby)

I'm a little piece of tin  
Nobody know what shape I'm in,  
Got four wheels and a runnin'  
board,  
I'm a four-door, I'm a Ford.  
Honk honk rattle rattle crash  
crash beep beep  
Honk honk rattle rattle crash  
crash beep beep  
Honk honk rattle rattle crash  
crash beep beep

I'm a great big giant plane,  
Master of the skies I reign;  
I can fly for many an hour,  
I'm a jet with lots of power.  
Zoom zoom zip zip boom boom  
roar roar  
Zoom zoom zip zip boom boom  
roar roar  
Zoom zoom zip zip boom boom  
roar roar.

PINEWOOD DERBY

(Tune: Take Me Out to the  
Ball Game)

Take me out to the Pine--wood  
Der-by quick-ly right now.  
Give me a kit and I will make  
A Pinewood ca - a - ar th--at  
will Wow  
(give a cheer)

So I've done my best for the  
Pack's sake,  
Made my very best car.  
So it's one - two - three  
lanes we'll win  
And our cars will star!

SPACE DERBY SONG  
(Tune: Camptown Races)

Cub Scouts all join in the  
song,  
Doo-dah, doo-dah;  
Spaceship wire is mighty long,  
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.

Spaceships - red, blue, green,  
and gray,  
Doo-dah, doo-dah;  
Running on the wire today,  
Oh, doo-dah day!

(CHORUS)

Spaceships have a lot of  
speed,  
Doo-dah, doo-dah;  
Rubber bands are all they  
need,  
Oh, doo-dah day!

(CHORUS)

They're the pride of all the  
lads,  
Doo-dah, doo-dah;  
Built by Cub Scouts and their  
dads,  
Oh, doo-dah day!

(CHORUS)

OUR CAR  
(Tune: Camptown Races)

Pinewood Derby's here again,  
Oh, boy; oh, boy!  
Dad and I would like to win,  
Oh, boy, we will try!

CHORUS:  
My pop's thumb is sore,  
From the carving knife,  
Wish he'd let me try it too,  
You can bet your life!

Our car looks a little weird,  
Oh, my; oh, my!  
Glad it doesn't have to be  
steered,  
Oh, my, time to go!

(CHORUS)

Now it's racing down the  
track,  
Hurry, hurry!  
We're close to the finish  
line,  
Hurry up and pass.

(CHORUS)

We won the trophy, Dad and me,  
Hurrah! Hurrah!  
See the smile on old dad's  
face,  
Cause we won the race!

(CHORUS)

PADDLE YOUR CANOE

(Tune: Row, Row, Row Your Boat)

Paddle, paddle, paddle your canoe  
Swiftly up the liquid solution  
Ecstatically, ecstatically, ecstatically, ecstatically  
Life is but an optical illusion.

I MET AN ENGINE ON A HILL  
(Tune: Yankee Doodle)

I met an engine on a hill all hot and broken-hearted,  
And this is what he said to me as up the hill he started.  
I think I can, I think I can, at any rate I'll try it,  
I think I can, I think I can, at any rate I'll try it.

He reached the top and looking back to where he stood and  
doubted,  
He started on the downward track and this is what he  
shouted;  
I knew I could, I knew I could, I never should have doubted,  
I knew I could, I knew I could, I never should have doubted.

And so to all you Cub and Scouts whenever you're down-  
hearted,  
Remember what the engine said as up the hill he started.

THE ASTRONAUT'S PLEA  
(Tune: My Bonnie Lies Over the Ocean)

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

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

CHORUS:

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

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

(CHORUS)

TWELVE DAYS OF SUMMER CAMP  
 (Tune: The Twelve Days of Christmas)  
 by George "Pog" Estocapio

On the first day of summer  
 camp,  
 My Mommie sent to me....  
 A box of oatmeal cookies.

On the second day of summer  
 camp,  
 My Mommie sent to me....  
 Two T-shirts,  
 And a box of oatmeal cookies.

On the third day of summer  
 camp,  
 My Mommie sent to me....  
 Three pairs of socks,  
 Two T-shirts,  
 And a box of oatmeal cookies.

On the fourth day of summer  
 camp,  
 My Mommie sent to me....  
 Four woolen caps,  
 Etc.

On the fifth day of summer  
 camp,  
 My Mommie sent to me....  
 Five underpants,  
 Etc.

On the sixth day of summer  
 camp,  
 My Mommie sent to me....  
 Six postage stamps,  
 Etc.

On the seventh day of summer  
 camp,  
 My Mommie sent to me....  
 Seven nose warmers,  
 Etc.

On the eighth day of summer  
 camp,  
 My Mommie sent to me....  
 Eight Batman comic books,  
 Etc.

On the ninth day of summer  
 camp,  
 My Mommie sent to me....  
 Nine bars of soap,  
 Etc.

On the tenth day of summer  
 camp,  
 My Mommie sent to me....  
 Ten Band-aids,  
 Etc.

On the eleventh day of summer  
 camp,  
 My Mommie sent to me....  
 Eleven shoestrings,  
 Etc.

On the twelfth day of summer  
 camp,  
 My Mommie sent to me....  
 Twelve bottles of blood-  
 sucking helicopter  
 repellent,  
 Eleven shoestrings,  
 Ten Band-aids,  
 Nine bars of soap,  
 Eight Batman comic books,  
 Seven nose warmers,  
 Six postage stamps,  
 Five underpants,  
 Four woolen caps,  
 Three pairs of socks,  
 Two T-shirts,  
 and a box of oatmeal cookies.

KING OF THE CAMP

(Tune: King of the Road)

Flies, bugs and bumblebees,  
Chigger bites on my knees;  
Band-aids from head to toes,  
Gotta sunburn on my nose;  
I've got sand in the food I  
eat,  
I've got blisters on both my  
feet;  
I'm in pain but can't complain,  
I'M KING OF THE CAMP!

The parents bring their kids to  
stay here until Labor Day!  
When they become a drag,  
I give them a plastic bag;  
I've got cuts, bruises, and  
some bumps,  
Chicken pox and the mumps;  
I've got ulcers just because,  
I'M KING OF THE CAMP!

I know all the moms and dads  
and all of their brats;  
All of their doggies and all of  
their cats;  
If the kids are as great as the  
parents all say,  
Then how come every summer they  
send them away?

Meanwhile, back at the pool,  
Water is nice and cool;  
Kids splashing all around  
While I teach 'em how to drown.  
I lose more little brats that  
way,  
I lose some in the woods each  
day;  
I'm a bitter babysitter,  
I'M KING OF THE CAMP!

AKELA'S COUNCIL

(Tune: Clementine)

When Akela hold his council  
And the campfire all-a-glow,  
We will form a friendship  
circle  
As we sing so sweet and low.  
  
Oh Akela, brave Akela  
True and fair Cub Scouts will  
be  
To our Promise and the Pack  
Law  
We will pledge our loyalty.

TEN LITTLE INDIANS

One little, two little, three  
little Indians,  
Four little, five little, six  
little Indians,  
Seven little, eight little,  
nine little Indians,  
Ten little Indian boys.

(Sing the song once through  
and then reverse the words on  
the next time through. For  
extra excitement you can give  
a war whoop after the second  
verse.)

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.

DOWN AT THE TEPEES  
(Tune: Down at the Station)

Down at the tepees	(1)
Early in the morning	(2)
See the Indian campfires	(3)
Burning in a row.	(4)
Little brave is chopping	(5)
Wood for tepees fires	(3)
Chop! Chop!	(5)
Crack! Crack!	(6)
Watch him go.	(7)

(MOTIONS)

- (1) Point down, make sign for tepee by placing index fingers together, open at bottom
- (2) Yawn and stretch
- (3) Rub hands as if warming them over a fire
- (4) Right hand cuts downward
- (5) Chopping motion
- (6) Pretend to break stick on knee
- (7) Shade eyes

THE CUB SCOUT PACK  
(Tune: You're a Grand Old Flag)

We're a Cub Scout Pack,  
We're a high-flying pack,  
Down the trail of Akela we go.

From Wolf to Bear  
To Webelos  
As into good Cub Scouts we grow.

Every Cub is true  
To the gold and the blue,  
And he never forgets the fact.

That all the fun a boy could want  
He can find in a Cub Scout pack.

CUB SCOUT HIKING SONG

(Tune: Battle Hymn of the Republic)

We can sing out loud and we can sing out strong,  
For we're a group of Cub Scouts just traveling along,  
And when you see us coming,  
You will know that we are here.  
For miles around you'll hear us  
As we sing so loud and cheer.

CHORUS: Yes, we are a group of Cub Scouts  
Yes, we are a group of Cub Scouts  
Yes, we are a group of Cub Scouts  
Just listen and you'll hear our shouts.

HIKING

(Tune: Caisson Song)

Over hill, over dale,  
We will hit the greenwood trail,  
As the Cub Scouts go hiking along.

In and out, all around,  
You will never see us frown,  
As the Cub Scouts go hiking along.

And it's hi, hi, hee,  
The Cub Scouts are for me,  
Shout out our name and shout it strong,  
Where 'er we go, we will always know  
That the Cub Scouts go hiking along.

TAKE ME OUT TO THE BALL GAME

Take me out to the ball game,  
Take me out to the park,  
Buy me some peanuts and cracker jacks,  
I don't care if I never come back,  
Let me root root root for the home team,  
If they don't win it's a shame,  
For it's one, two, three strikes, "You're Out!"  
At the old ball game.



GOING PLACES

(Tune: Are You Sleeping?)

Going places, going places,  
Far and near, far and near,  
Cub Scouts like to go, no fear  
See their smiles and hear them cheer  
They're all here, they're all here.

Going places, going places,  
Train and bus, train and bus,  
Hurry or you'll miss it now  
It's such fun to travel - Wow!  
Come with us, come with us.

TRAVELING SONG

(Tune: Home on the Range)

Oh, give me a train, or a boat, or a plane,  
That will carry us Cubs far away:  
To Paris or Rome -- Let us wander and roam,  
And find new things to do every day.

Relax on the trail -- float over the waves all day;  
Or glide through the clouds -- far over the crowds,  
But be home before five every day.

On a broomstick we'll ride, in a rowboat we'll guide;  
Take a trip to the moon in a rocket;  
And our trip will be fun -- but it soon will be done,  
If we happen to hit an air pocket.

Up -- up -- and away -- let us orbit the far distant  
sun,  
Or deep on the floor -- of the sea let's explore,  
For as Cub Scouts we'll always have fun.

THE GREEN GRASS GROWS

The green grass grows all around, all around; the green grass  
grows all around.

There was a hole (repeat)                      Down in the ground (repeat)  
The prettiest little hole (repeat)      That you ever did see (repeat)  
Now the hole was in the ground and the green grass grows all  
around, all around; the green grass grows all around.

And in that hole (repeat)                      There was a root (repeat)  
The prettiest little root(repeat)      That you ever did see (repeat)  
Now the root was in the hole and the hole was in the ground and  
the green grass grows all around, all around; the green  
grass grows all around.

And on that root	There was a tree
And on that tree	There was a limb
And on that limb	There was a branch
And on that branch	There was a nest
And in that nest	There was an egg
And on that egg	There was a bird
And on that bird	There was a wing
And on that wing	There was a feather
And on that feather	There was a tick
And on that tick	There was a spot
And on that spot	There was a hair
And on that hair	There was a micro-organism

LEADER SINGS EACH LINE GROUP REPEATS ALL SING CHORUS TOGETHER  
ADDING A LINE EACH TIME.

BACKYARD FUN SONG

(Tune: Camptown Races)

Cub Scouts have their backyard  
fun,  
Doo-dah, doo-dah;  
Play their games and sing and  
run,  
Oh, doo-dah day!

CHORUS

Going to play their games,  
Goin' to sing their songs,  
Cub Scout boys have lots of  
fun,  
Cause they all belong.

Cub Scout leaders have fun too,  
Doo-dah, doo-dah;  
Dressed up in their gold and  
blue,  
Oh, doo-dah day!

CHORUS

Cook the food and eat it all,  
Doo-dah, doo-dah;  
In the backyard have a ball,  
Oh, doo-dah day!

CHORUS

Run the relay races, too,  
Doo-dah, doo-dah;  
Win a ribbon - hope for blue,  
Oh, doo-dah day!

CHORUS

Swim and splash in the backyard  
pool,  
Doo-dah, doo-dah;  
So glad there isn't any school,  
Oh, doo-dah day!

CHORUS

When the meeting is all done,  
Doo-dah, doo-dah;  
Goin' to walk home in the sun,  
Oh, doo-dah day!

THE WORLD AROUND US

(Tune: She'll Be Coming Round  
The Mountain)

If you're living in the  
country on a farm,  
You'll enjoy to the fullest  
nature's charm,  
Trees and birds and bees and  
flowers,  
Animals, skies and grass and  
showers,  
You can be outside for hours,  
on a farm.

If you're living in the city,  
visit zoos,  
Parks, museums, gardens,  
aviaries too,  
We can all get back to nature,  
But protect it for our future,  
Live in harmony and be sure,  
that we do.

LITTLE CHIGGER

(Tune: Polly Wolly Doodle)

There was a little chigger  
And he wasn't any bigger  
Than the head of a very small  
pin.  
But the lump that he raises  
Just itches like the blazes  
And that's where the rub comes  
in.  
Comes in, comes in  
And that's where the rub comes  
in.  
Oh, the lump that he raises  
Just itches like the blazes  
And that's where the rub comes  
in.

HEY, LOOK ME OVER

CHORUS

Hey, look me over, lend me an ear  
Fresh out of clover, mortgaged up to here  
But don't pass the plate folks, don't pass the cup  
I figure when you're down and out, the only way is up.

And I'll be up like a rosebud, high on the vine  
Don't thumb you nose bud, take a tip from mine  
I'm a little short of elbow room, but let me get me some  
And look out world, here I come.

Nobody in the world was ever without a prayer  
How can you win the world if nobody knows you're there  
Kid when you need the crowd, the tickets are hard to sell  
Still you can lead the crowd if you can get up and yell.

HEY, LOOK ME OVER FOR CUBS

CHORUS

Hey, look me over, lend me an ear,  
I'm in my uniform, Cub Scout up to here.  
Nothin' sad for me folks, happy all the time,  
Cause I've got a mom and a dad with me to make this old  
pack shine.

And so I bust out my buttons,  
Proud as I can be.  
Fellows on the corner,  
How they envy me.  
So come on all you fellows and join our pack,  
Don't be an old sad sack,  
Because ours is the greatest pack.

OLD MA NATURE

(Tune: 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.

A STRETCHING WE WILL GO

(Tune: A Hunting We Will Go)

A stretching we will go,  
Moving to and fro,  
And when we're done,  
We've had some fun,  
And relaxed our muscles, too.

Come on folks let's stand,  
And raise up high each hand,  
Then spread them wide,  
Now to your side,  
As your muscles you relax.

Now let us stomp our feet,  
But please don't take your  
seat,  
Before you're done,  
Please turn around,  
And then you'll take your seat.

YOU ARE MY SUNSHINE

The other night dear, as I lay  
sleeping  
I dreamed I held you in my arms  
When I awoke, dear, I was mis-  
taken and I  
Hung my head and cried.

CHORUS: You are my sunshine,  
My only sunshine  
You make me happy, when skies  
are grey,  
You'll never know dear, how  
much I love you  
Please don't take my sunshine  
away.

IN THE BACKYARD

(Tune: Clementine)

In the backyard, in the back-  
yard,  
You will find your summer's  
fun;  
If you look at what's around  
you,  
You'll have fun till day is  
done.

After sunset, watch the stars  
shine,  
Nature's wonders you can see,  
Mother Nature's backyard's  
endless,  
Always there for you and me.

Did you ever watch an ant  
work?  
Have you listened to the bees?  
Have you watched birds build  
their nests high,  
And been thankful for the  
trees?

If you'll just look all around  
you,  
Many new things you will find.  
If you'd only realized it,  
They were right there all the  
time.

THREE LITTLE CUBS

(Tune: The Three Little Fishies)

Out in the backyard in an  
itty bitty tent,  
Three little Cubs and a Den  
Mamma went;  
"Sing" said the Den Mamma,  
"Sing if you can."  
And they sang, and they sang  
all over the Den.

"Whee!" said the little Cub,  
"this is lots of fun;  
We'll play some games till the  
day is done."  
So they played and they sang,  
and they were so good,  
When all of a sudden they  
smelled some food.

Bobcat, dyb, Cub, Wolf Cub  
howl;  
Wolf Cub, dyb, dob, Bear Cub  
growl;  
Bear Cub, dyb, dob, Webelos  
boo;  
Bobcat, Wolf, Bear, Webelos,  
too.

"Ooh!" said the little Cub,  
"we smell eats."  
And quick as a wink they jump-  
ed to their feet.  
Up to the kitchen they ran  
pell mell,  
Those three little Cubs all  
after the smell.

IT'S AN INSECT COVERED WORLD

(Tune: It's A Small World)

It's a world of centipedes, a world of moths,  
It's a world of katydids, and world of wasps,  
There's so much that we share that it's time  
We're aware, it's an insect covered world.

CHORUS:

It's an insect covered world, it's an insect covered world  
It's an insect covered world, it's an insect covered world

It's a world of beetles, it's a world of fleas  
It's a world of caterpillars and a world of bees  
In this world that we know, there is so much to show  
It's an insect covered world.

REPEAT CHORUS

THE STATE SONG

(Tune: Our Boys Will Shine Tonight)

O, what did Tenna-see, boys Oh, what did Tenna-see? (Tennessee)  
 (Sing three times)  
 I ask you men, as a personal friend  
 What did Tenna-see?

She saw what Arkan-saw, boys, She saw what Arkan-saw (Arkansas)  
 (Sing three times)  
 I'll tell you then as a personal friend,  
 She saw what Arkan-saw.

Other verses sung similarly:

Where has Ora-gone, boys?	(Oregon)
She's taking Okla-home	(Oklahoma)
How did Wiscon-sin boys?	(Wisconsin)
She stole New-Brass-Key	(Nebraska)
What did Dela-ware, boys?	(Delaware)
She wore a New Jersey	(New Jersey)
What did Io-weigh, boys?	(Iowa)
She weighed a Washing-ton	(Washington)
Where did Ida-hoe, boys?	(Idaho)
She hoed in Maryland	(Maryland)
What did Missi-sip, boys?	(Mississippi)
What did Connie-cut, boys?	(Connecticut)
She cut her shaggy mane	(Maine)
What did Ohi-owe, boys?	(Ohio)
She owed her taxes	(Texas)
How did Flor-die, boys?	(Florida)
She died of misery	(Missouri)



DO YOUR BEST  
(Tune: Do-Re-Mi)

Do - to us, means Do Your Best,  
Re - are cheers for all the fun,  
Mi - is what I do myself  
Fa - means father, mom and son;  
So - what happens to our pack  
La - with lots of this and that  
Ti - together, to the top!  
  (clap, clap)  
Then that brings us back to Do  
  (repeat above)  
DO..RE..MI..FA..SO..LA..TI..DO..  
  
DO YOUR BEST!!

AMERICA

America, America,  
How can I tell you how I feel.  
You have given me many treasures,  
I love you so.  
  
(Sung as a round)

BEAUTIFUL AMERICA  
(Tune: Home On The Range)

Our America's grand,  
With such beautiful land  
From the redwoods  
To the eastern coast.  
With spectacular views  
In so many bright hues,  
About America, we really can boast!

CHORUS:

Land, beautiful land;  
With beautiful sights everywhere.  
For the grandest on earth,  
Is the land of our birth,  
For beauty, she's beyond compare.

Let's always be proud, Let's all stand and sing loud,  
About the sights that we see all around.  
In no other land can we find scenes so grand,  
It's the loveliest land we've found.

VOTE

(Tune: Row, Row, Row Your Boat)

Have you voted, have you voted  
For your candidate?  
Go to the polls and place your  
choice  
Before it is too late!

Republican and Democrat  
And other parties too  
Have offered their choice  
candidates  
And now it's up to you!

POINT WITH PRIDE

(Tune: Yankee Doodle)

America is beautiful,  
With views beyond compare;  
So let's always stash our  
trash,  
And show her that we care.

Come on guys, let's do our  
part,  
And clean our countryside;  
And everywhere that we will  
go,  
We can point with pride!

THIS IS MY COUNTRY

This is my country,  
Land of my birth;  
This is my country,  
Greatest on Earth;  
I pledge thee my allegiance,  
American the Bold  
For this is my country,  
To have and to hold.

I'M A CITIZEN IN CUB SCOUTS

(Tune: I'm a Yankee Doodle  
Dandy)

Oh, I'm a citizen in Cub  
Scouts  
A good one I will try to be.  
I'll keep Akela for my  
constant guide,  
He'll be watching over me.

Yes, I'm a citizen in Cub  
Scouts;  
And I will always do my best.  
I'll earn my Wolf and then do  
my Bear,  
And Webelos will follow  
I'll wear the badges on my  
chest!

SAFETY SONG

(Tune: Old McDonald)

Be careful when you cross the street E I E I O,  
 Look left and right before you cross E I E I O,  
 (Make motions looking left and right)  
 With a look, look here (turn head left)  
 And a look, look there (turn head right)  
 With here a look (left) There a look (right)  
 Everywhere a look, look (left and right)  
 Be careful when you cross the street E I E I O.

Just keep an eye upon the cars, E I E I O,  
 Stand still and let them all go by E I E I O.  
 With a honk, honk here, and a honk, honk there,  
 (motions of blowing horn)  
 Here a honk, there a honk, everywhere a honk, honk,  
 Just keep an eye upon the cars E I E I O.

Cross where there is a traffic light E I E I O,  
 It has three eyes all gleaming bright E I E I O,  
 With a green one here, and a red one there,  
 Here a green, there a red, everywhere a green and red  
 Cross where there is a traffic light E I E I O.

If you see a fire break out, E I E I O,  
 Get some help with a yell and shout, E I E I O,  
 With a yell, yell here and a yell, yell there (yell - FIRE)  
 Here a yell there a yell everywhere a yell, yell,  
 Get some help to put it out E I E I O.

Safety is the way to go, E I E I O,  
 Always watch and be careful, E I E I O,  
 With safety here and safety there  
 Always be safe everywhere  
 Safety is the way to go AND YOU AND I ALL KNOW.

HALLOWEEN SONG

(Tune: Yankee Doodle)

I'll carve a fearful pumpkin  
 face,  
 As well as I am able,  
 And when it's done I'll light  
 it up,  
 And set it on the table.

I'll fix it so that passers-by  
 Will see and get the quiv-  
 vers,  
 For Halloween's the time to  
 play  
 You have the shakes and shiv-  
 vers.

THE VIKING SONG

(Tune: A Hunting We Will Go)

Fierce Viking men are we,  
We sail the deep blue sea,  
We're brave and strong  
As we sail along;  
New continents to see.

We sailed to cold New Zealand,  
We were a jolly band,  
We settled there  
Without a care  
With Haggar in command.

Haggar's temper flared,  
He was never scared,  
He killed a man  
And left New Zealand  
And never even cared.

John was Haggar's son,  
He was a handsome one,  
He sailed away  
To explore one day,  
And he found New-found-land.

We're Vikings brave and bold,  
We live in lands so old,  
And you will see  
In his-tory  
Our story has been told.

TWELVE DAYS OF HALLOWEEN

(Tune: 12 Days of Christmas)

On the first day of Halloween  
My true love gave to me,  
An owl in an old dead tree.  
(continue with:)

Two trick or treaters,  
Three black cats,  
Four skeletons,  
Five scary spooks,  
Six goblins gobbling,  
Seven pumpkins glowing,  
Eight monsters shrieking,  
Nine ghosts a-booing,  
Ten ghouls a-groaning,  
Eleven masks a-leering,  
Twelve bats a-flying.

PUMPKIN BELLS

(Tune: Jingle Bells)

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

Oh, Pumpkin Bells, Pumpkin  
Bells,  
Ringing loud and clear,  
What fun Great Pumpkin brings  
us,  
When Halloween is here.

VIKING DISCOVERERS

(Tune: Viva La Compagnie)

Oh, now let us sail on the  
oceans so blue.  
Viking Discoverers!  
Sailing in ships would be so  
fun to do.  
Viking Discoverers!

CHORUS:

The Wolves and the Bears  
and Webelos have fun  
The Wolves and the Bears  
and Webelos have fun  
Cub Scouting's fun,  
Cub Scouting's fun  
Viking Discoverers.

None of us care which direc-  
tion we head,  
Viking Discoverers!  
We'll find some new worlds  
just like Eric the Red,  
Viking Discoverers!

VIKING WATERS

(Tune: Puttin' On the Ritz...  
by Taco)

If you're blue,  
And you don't know  
Where to go to,  
Why don't you take a little  
trip  
On a Viking ship!  
You will find  
Adventures there  
You'll have fun and  
Loose all your cares  
Aboard that ship.  
Overseas you'll zip!

PUMPKIN WONDERLAND

(Tune: Winter Wonderland)

Screech owls hoot  
Are you list'nin?  
Beneath the moon,  
All is glist'nin.  
A real scary sight,  
We're happy tonight,  
Waitin' in a pumpkin  
wonderland.

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

CAREERS SONG-SKIT

Singers (?) stand with backs to audience and turn around one at a time with each verse. All sing the chorus together. At the end of each verse one "career" singer turns around and sings the appropriate rhyme with the appropriate hand motions. The verses are cumulative so each new verse is followed by a repeat of the actions and rhyme of each preceding verse in reverse order. Got it? Here are the words:

CHORUS: We are happy Cub Scouts as you can plainly see, but if we weren't a Cub Scout, a       I       I would be, and as you passed me by, you would hear me cry,       II & III      .

I	II	III
carpenter	2 by 4, nail it to the floor (repeat once)	Stretch out arms for size, then hammer.
plumber	flush it, plunge it, look out below (repeat once)	flush, plunge, bend over looking motions
bird watcher	here's a lark, there's a lark flying through the park, SPLAT!	point and look, hit forehead at SPLAT
ice cream maker	ushy gushy, ushy gushy, good ice cream (repeat once)	Stir pot, then tummy
chemist	I mix, I pour, I pour in some more, BOOM! (repeat once)	Stir, pour two times then arms explode
judge	Guilty! Guilty! Kick him in the can. (repeat once)	gavel motions, then kick leg

On the last verse all sing: If I weren't a Cub Scout, a leader I would be.

Using a little imagination, you can make up any verse you want. Just be sure to remember the rhythm. Sing-song describes it best.

PUFF, THE MAGIC DRAGON

Puff, the magic dragon, lived by the sea  
 And frolicked in the autumn mist in a land called Hunalee.  
 Little Jackie Paper, loved that Rascal Puff,  
 And brought him strings and sealing wax, and other fancy stuff,  
 Oh,

## CHORUS:

Puff, the magic dragon lived by the sea  
 And frolicked in the autumn mist in a land called Hunalee.  
 Puff, the magic dragon lived by the sea,  
 And frolicked in the autumn mist in a land called Hunalee.

Together they would travel on a boat with billowed sail,  
 Jackie kept a lookout perched on Puff's gigantic tail,  
 Nobel kings and princes would bow when ere they came,  
 And pirate ships would lower their flags when Puff roared out his  
 name.

## CHORUS

A dragon lives forever but not so little boys,  
 Painted wings and giant's rings, make way for other toys,  
 One grey night it happened, Jackie Paper came no more.  
 And Puff the mighty dragon, he ceased his fearless roar.

## CHORUS

He hung his head in sorrow, green scales fell like rain,  
 Puff no longer went to play, along the cherry lane,  
 Without his life-long friend, Puff could not be brave,  
 So Puff the mighty dragon, sadly slipped into his cave.

## CHORUS

LORD BADEN POWELL HAD MANY FRIENDS

Lord Baden Powell had many friends  
 And many friends had Lord Baden Powell.  
 I am one of them and so are you as we go marching on  
 RIGHT ARM (Motion up, then by your side back and forth)

2. add LEFT ARM
3. add RIGHT FOOT
4. add LEFT FOOT
5. add NOD YOUR HEAD
6. add TURN AROUND
7. add SIT DOWN.



HAPPY TRAILS

Happy trails to you, until we  
 meet again  
 Happy trails to you, keep  
 smiling until then  
 Who cares about the clouds if  
 we're together  
 Just sing a song and bring the  
 sunny weather  
 Happy trails to you 'til we  
 meet again.

CUB SCOUT ON THE TRAIL

(Tune: Yankee Doodle)

Our Cub Scout Pack went on a  
 trek  
 'Twas nature we were seeking  
 The trails we climbed were  
 steep and long  
 The memories worth keeping.  
 Healthy Cub Scouts on the  
 trail  
 Loyal Cub Scouts true  
 Chart the course and keep in  
 step  
 Cub Scouts Gold and Blue.

HOME REPAIRS

(Tune: Home on the Range)

Oh, give me some wood  
 Doesn't have to be good  
 I'll use a nail and a hammer  
 and saw  
 Some sanding it'll take  
 For the thing that I make  
 As a gift for my Ma and my Pa.  
 We can help at home  
 To mend that fence or some  
 chairs  
 Together with Dad  
 A good time will be had  
 When we learn about home  
 repairs.

ELEPHANT WALK

One elephant went out to play  
 On a spider web one day  
 He had such enormous fun  
 He asked another elephant to  
 come.  
 (Left arm is your trunk,  
 right arm is your tail.)



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