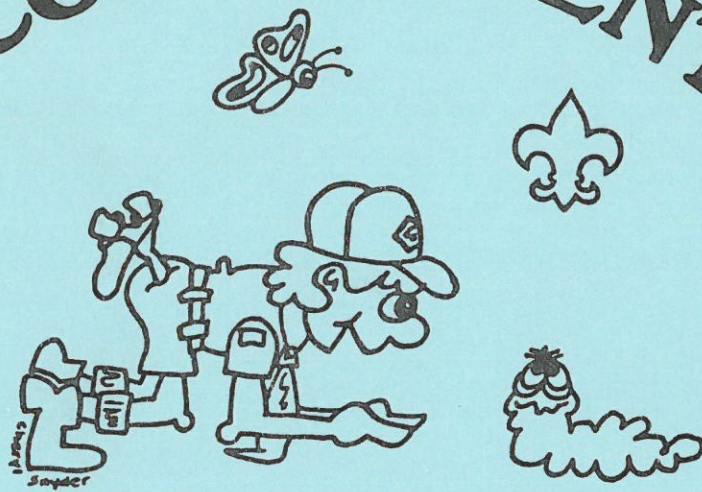


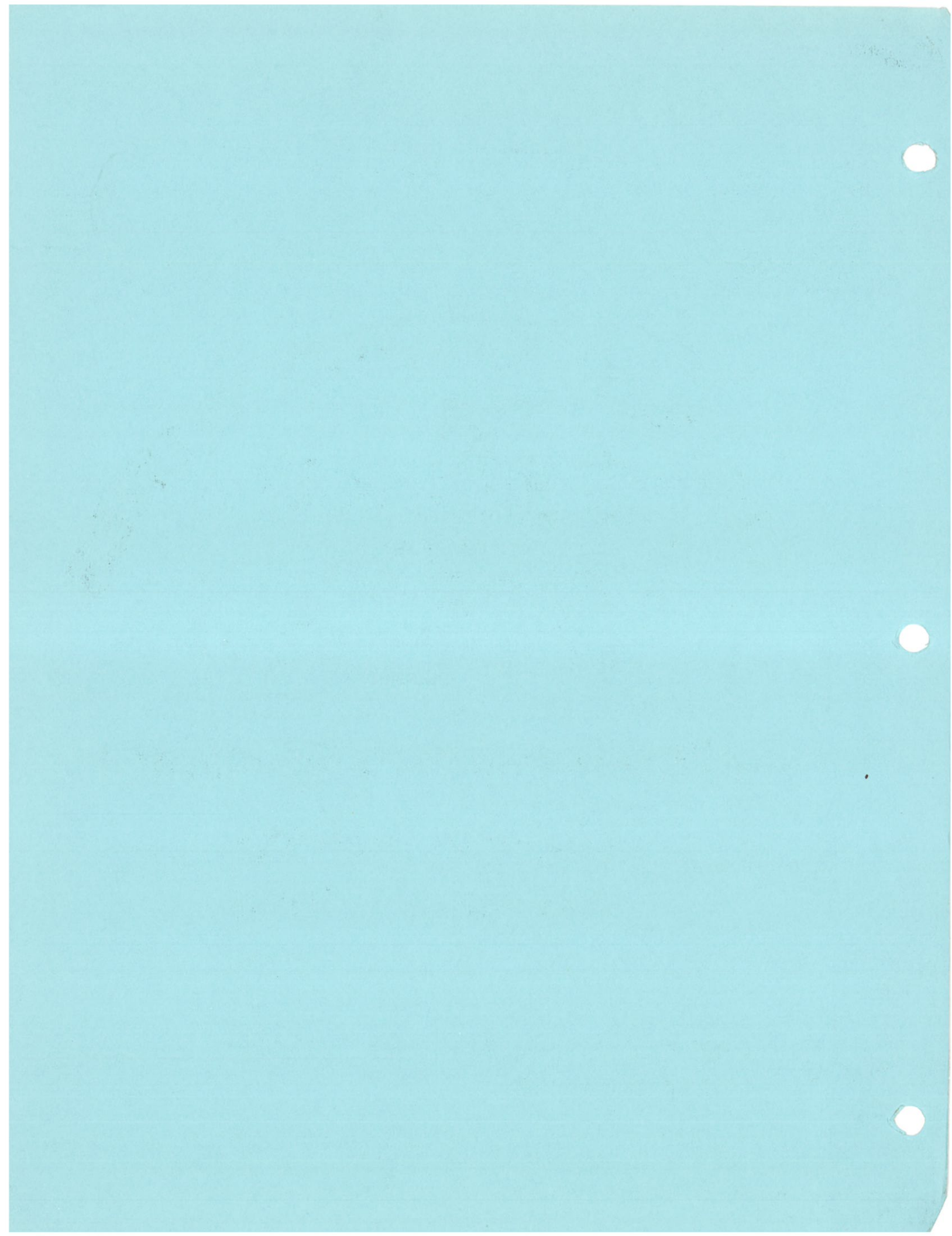
CUB SCOUT ADVENTURES

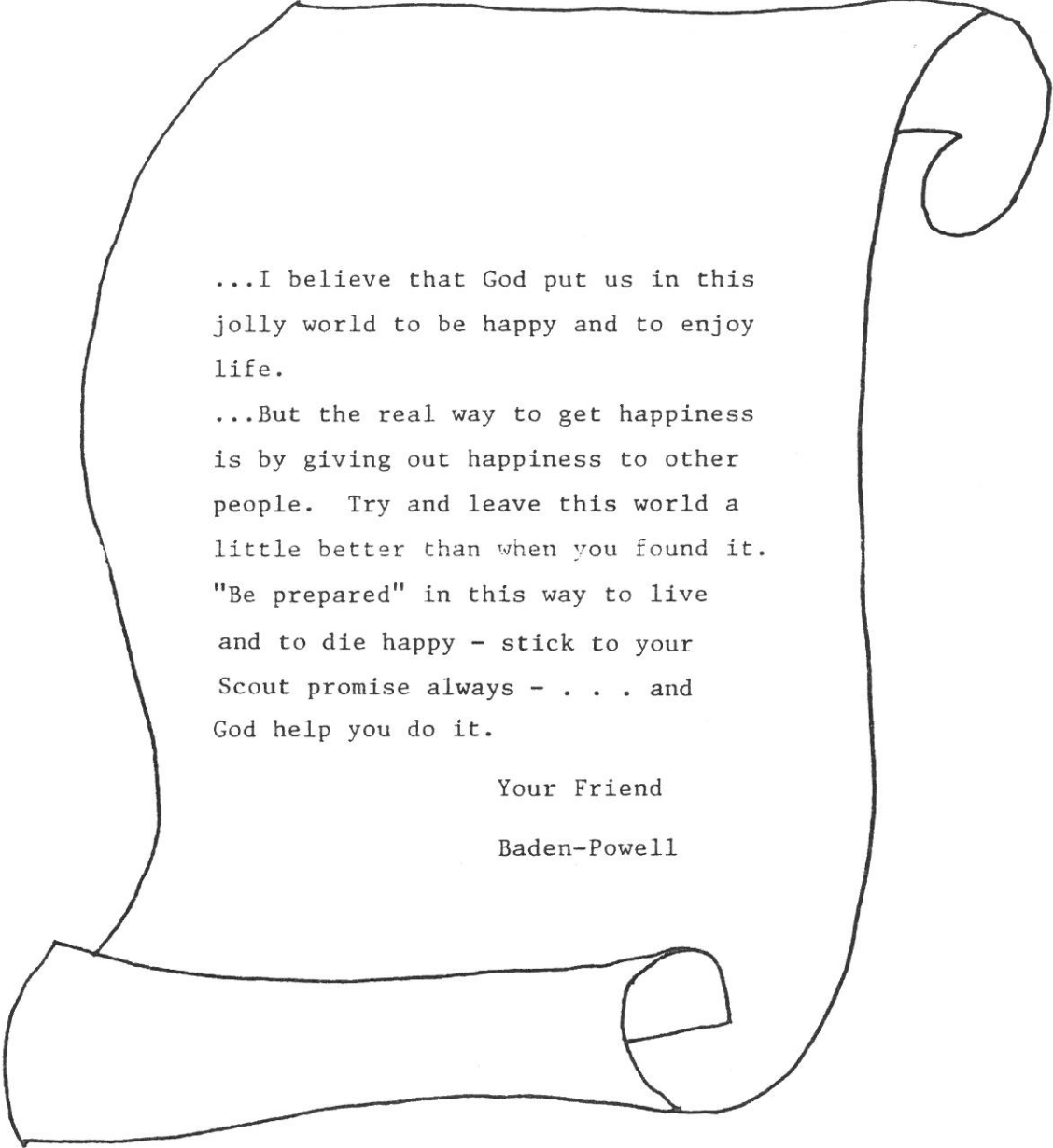


National Capital Area Council

Pow Wow

November 5, 1988



A hand-drawn scroll with a wavy, irregular border. The scroll is unrolled at the top right and bottom right corners, with the ends curling inward. The text is centered within the scroll's frame.

...I believe that God put us in this jolly world to be happy and to enjoy life.

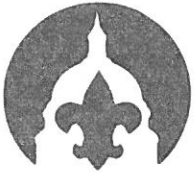
...But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than when you found it.

"Be prepared" in this way to live and to die happy - stick to your Scout promise always - . . . and God help you do it.

Your Friend

Baden-Powell

THIS BOOK IS DEDICATED TO ALL THE CUB SCOUT LEADERS WHO GIVE OUT HAPPINESS TO BOYS THROUGH "CUB SCOUT ADVENTURES".



**National Capital Area Council
Boy Scouts of America**

9190 Wisconsin Avenue, Bethesda, Maryland 20814-3897 • 301 530-9360

November 5, 1988

Dear Akela:

It is a privilege and pleasure to welcome you to the 1988 Pow Wow. Our theme, "Cub Scout Adventures", is an exciting one for all of us. The variety of sessions that are offered today will help you identify activities that will be an adventure for Cub Scouts.

The excitement you build into each adventure will help hold the Cub Scout's interest. That same excitement will create memories that your boys will enjoy recalling when they are our leaders in the future. Memories are made of many things . . . a special den meeting, a super pack meeting, an exciting field trip or a fun-filled week at day camp.

To me, the word "Adventure" almost always links up with the word "discover . . . to be the first to find out about." The adventures and discoveries that you plan, cause to happen, and share with Cub Scouts will assist them in being winners in the future.

To the staff of today's Pow Wow: "Thanks for a job well done!" To each participant, a challenge: "Enjoy your activities today, and tomorrow make it happen in the lives of boys in your den and pack."

Thank you for helping the flame of Cub Scouting shine brighter in the eyes of more boys.

Sincerely,

Bill

William F. Shubatt, Chairman
Cub Scout Training Committee

WFS:jbp



Serving the Youth of Washington, D.C., and Seventeen Surrounding Counties of Maryland and Virginia

Member Agency of United Way of the National Capital Area

United Givers Fund: Fredericksburg / Spotsylvania / Stafford • United Way of Frederick County, Inc. • United Way of Calvert County
Dahlgren United Givers Fund, Inc. • United Way of Culpeper, Inc. • Marine Corps Development and Education Command United Fund

United Way

NOVEMBER, 1988 NATIONAL CAPITAL AREA COUNCIL POW WOW

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Fred Crowson	Bill Shubatt	

PROFESSIONAL ADVISOR. Gil Dickinson

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VICE CHAIRMAN Fred Crowson
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POW WOW BOOK

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Cover & Dividers	Cheryl Snyder
Typist	Dottie Strong
Printers	Friendly printers at the Council print shop

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Ron Ciecka	Phyllis Herbig	Penney Norris
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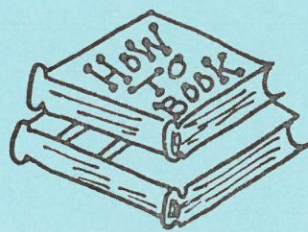
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Patuxent Troop 224
Patuxent District Order of the Arrow

MIDWAY & EXHIBITS Darlene Harmon
Edythe West Keith Schenk

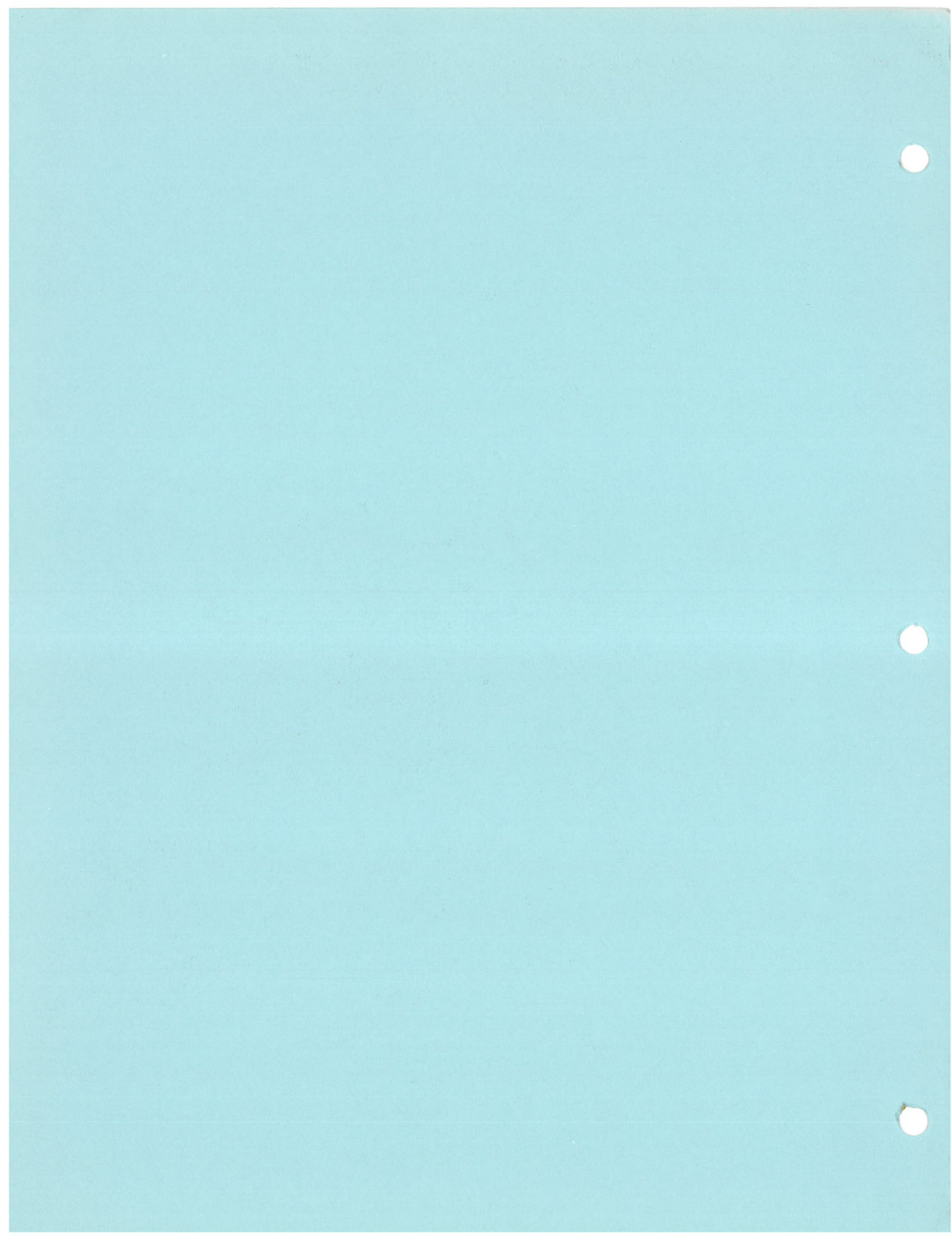
PUBLICITY Vivian Frazier

BLUE & GOLD DECORATIONS Yvette Johnson
Dianne Brockington

OPENING CEREMONY. Martin Stang

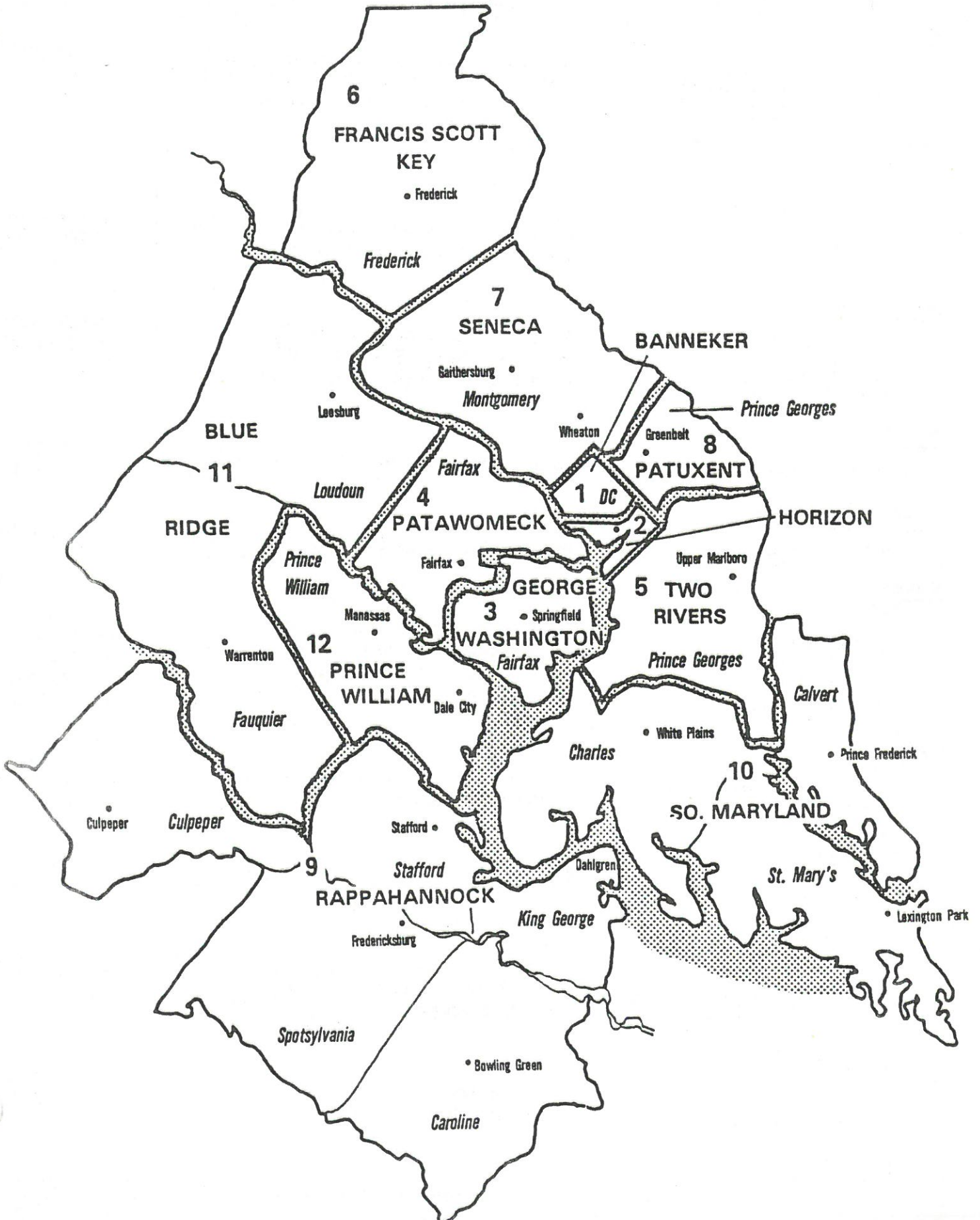


ADMINISTRATION



NATIONAL CAPITAL AREA COUNCIL

MAP BY DISTRICTS AND COUNTIES



NATIONAL CAPITAL AREA COUNCIL DISTRIBUTORS

<u>Scout Shop - Service Center - 9190 Wisconsin Avenue, Bethesda, MD</u> <u>Banneker</u>		301-564-1091
The Essex G T/A Sunny's	3342 M Street, N.W., Washington, D.C.	202-333-8550
The Essex G T/A Sunny's	1426 H Street, N.W., Washington, D.C.	202-347-2774
Herman's World	800 E Street, N.W., Washington, D.C.	202-638-6434
<u>Horizon - none</u>		
<u>George Washington</u>		
J.C. Penney	112 North Washington St., Alexandria, VA	703-549-7086
J.C. Penney	Springfield Mall, Springfield, VA.	703-971-8850
<u>Patawomeck</u>		
Casual Adventure	3451 No. Washington Blvd., Arlington, VA	703-527-0600
J.C. Penney	Fair Oaks Mall, Fairfax, VA	703-385-1500
Herman's World	8204 Leesburg Pike, Vienna, VA	703-790-9810
<u>Two Rivers</u>		
J.C. Penney	3401 Donnell Drive, District Heights, MD	301-420-8400
<u>Francis Scott Key</u>		
J.C. Penney	Rt 40, Elmwood Drive, Frederick, MD	301-662-7110
<u>Seneca</u>		
J.C. Penney	Lake Forest Mall, Gaithersburg, MD	301-840-0010
J.C. Penney	Congressional Plaza, Rockville, MD	301-881-6660
Scout Shop	9190 Wisconsin Avenue, Bethesda, MD	301-564-1091
Sport Center	Wheaton Plaza Center, Wheaton, MD	301-933-5200
<u>Patuxent</u>		
Peebles Department Store	Belair Shopping Center, Bowie, MD	301-262-8890
J.C. Penney	1137 Baltimore-Wash. Blvd., Laurel, MD	301-490-9300
<u>Rappahannock</u>		
J.C. Penney	Spotsylvania Mall, Fredericksburg, VA	703-786-7602
<u>Southern Maryland</u>		
Ely's Department Store	805 N. Strauss Ave., Indian Head, MD	301-743-5500
Peebles Department Store	St. Mary's Square, Lexington Park, MD	301-863-7414
Peebles Department Store	Waldorf Shoppers World, Waldorf, MD	301-646-7710
<u>Blue Ridge</u>		
White's Department Store	5 West Loudoun Street, Leesburg, VA	703-777-2250
H.B. Carter & Co.	29 Main Street, Warrenton, VA	703-347-2982
<u>Prince William</u>		
Peebles Department Store	13957 Jefferson Davis Hgwy, Woodbridge, VA	703-491-6181

SHORT GUIDE OF NATIONAL CAPITAL AREA COUNCIL

- Our Council** - The National Capital Area Council (NCAC) includes 18 geographic areas within Northern Virginia, Washington, D.C. and Western Maryland.
- Scout Service Center** - The administrative offices for the council are located at 9190 Wisconsin Avenue, Bethesda, Md. 20814. Our building is located at the corner of Cedar Lane and Wisconsin Avenue...just north of N.I.H. 301-530-9360 Monday-Friday 8:30-5:00.
- Professional Staff** - Volunteer Scouters and parents are given assistance through the members of the career staff. Each of the twelve districts has at least one district Scout executive...most have two..one district has three...depending upon its size.
- Secretaries** - Support for these district Scout executives and the other professional staff is provided by the clerical staff working at the Scout Service Center.
- National Scout Shop** - A full line of B.S.A. literature, uniforms and equipment as well as administrative forms, badges of office, and advancement ranks for the boys and leaders are provided by the self-service Scout Shop at the Scout Service Center. Mr. Craig Johnson is the manager. Telephone: 301-564-1091. Hours of operation are:

9:00am - 6:00pm Monday, Tuesday, Wednesday Friday
9:00am - 9:00pm Thursday
10:00am - 3:00pm Saturday
- Council Camps** - Our council owns and operates the summer camp facilities at Goshen, Virginia. The council is currently operating a week-long camp for Webelos Scouts, too. The 4th & 5th grade Webelos Scouts may attend any of the six weeks of camp. The program has been successful. A Webelos may attend as an individual Scout, or better yet, with his den and Webelos Den Leader. Call the Program Department for more details.

Cub Scout Day Camps are located in several areas throughout the council. Each week offers a wholesome, Cub Scout experience with activities, advancement, and FUN! The boys register through their pack and come to camp with

A SHORT GUIDE (Continued)

leaders from their pack. A limited number of individual registrations will be accepted at some camps this summer. Call the Program Department at the Scout Service Center for more information about registering, program, locations, and join the FUN next summer.

- Funding - To carry out the program, Scouting relies on each of us. The United Way provides some of the needed money. The Sustaining Membership Enrollment (SME) is an annual campaign to obtain financial support from the many friends of Scouting throughout the community. Funds are also obtained from such things as special events, bequests, and foundation grants.

GENERAL INFORMATION

1. Where do you register:

Through your pack committee at:
Scout Service Center (NCAC)
9190 Wisconsin Avenue
Bethesda, Maryland 20814

(Corner of Cedar Lane & Wisconsin Avenue)
Phone 301-530-9360 Hours: Mon-Fri: 8:30-5:00



2. Which adults should register:

Scouting coordinator, all pack committee members, all den leaders and assistants, all commissioners, district committee, and cubmasters.

3. Where do you secure registration forms?

Through your pack committee - from the Scout Service Center

4. When should I register?

For new leaders - NOW. For continuing leaders, before your pack charter expiration date...each district is different, so ask your unit commissioner, or district Scout executive.

GENERAL INFORMATION (Continued)

5. Where do you purchase new uniforms, pack and den numerals, flags, scout literature and gift items?

At the National Scout Shop in the Scout Service Center or any authorized scout distributor.

6. Where can you get official badges of office and rank?

These may be obtained at the Scout Shop in the Scout Service Center. Badges of rank should only be purchased by pack advancement person, cubmaster or other pack official with the proper forms. After filing an advancement form, you will receive the official card.

7. When do you wear your uniform?

They should be worn to all den and pack events; may be worn to school, church, or at any scouting family function, training sessions, monthly Roundtables, annual POW WOWs, Scout Show, when selling Scout Show tickets and Trailsend popcorn. See Insignia Control Guide, #3064 for more particulars.

8. What do you do if you are not receiving information about District and Council events...or the Scouter Digest?

Please telephone "registration office" at the Scout Service Center, 530-9360, to make sure that you are registered. If you are listed, explain which mailing you are not receiving and they will check it for you. Mailings are usually sent to REGISTERED cubmasters, and committee chairmen. All leaders should be receiving the monthly Scouter Digest, which is published by our council...containing all current information about District and Council events.

9. What do you do after you have been a den leader or committee member for 3, 5, or 7 years and want to 'retire' from den and pack activities but still are available and want to help in Cub Scouting?

Register at the district level to: assist as a unit commissioner, help at monthly Roundtables, chair an activity or be a member of the staff for a district event...tell your district Scout executive.

GENERAL INFORMATION (Continued)

10. How does a den earn money to cover the expenses of crafts?

Each boy should be earning his money and paying dues in his den each week. The dues are the same amount for each Cub Scout in the pack. See the Pack Budget Plan in the Cub Scout Leader Book, #3220, for detailed information.

11. Where do I get uniform inspection sheets? I need some in order to have an inspection in the den and at pack meeting.

Uniform inspection sheets may be found at the Scout Shop in the Scout Service Center...or at Roundtables/training sessions.

12. Where/How/When do we use advancement forms?

Each den leader should complete a den advancement form each month when one or more Cub Scouts has earned advancement. The Pack then completes a Pack advancement form #4403. This form should be turned in at the Scout Shop at the Scout Service Center when the advancement chairman is purchasing the appropriate rank emblems or activity badges, etc. Each time an advancement report is submitted to the Service Center, a new form will be provided to you. Make it a monthly habit...keep good records.

13. How does a Cub Scout earn a Religious Emblem?

He participates with his religious leader on a program of requirements. They are outlined in the Cub Scout Leader Book, #3220.

14. Where can I buy one of these Cub Scout Leader Books?

At the Trading Post at POW WOW today...or at the Scout Shop in the Scout Service Center.



NATIONAL QUALITY UNIT AWARD

When your pack rechartered in 1986, you received a "commitment sheet" in your charter renewal kit. The pack's leaders were asked to make eight commitments for a quality program during your charter year. If at the end of your charter year the pack has achieved at least six of its eight commitments, including three that are mandatory, the pack will be named a National Quality Unit.

The commitments are:

1. Must have a cubmaster approved by the chartered organization; if he/she is new, must take Cubmaster Fast Start training. (Mandatory requirement)
2. Must have at least one assistant cubmaster who is qualified to succeed the cubmaster. (Mandatory requirement)
3. Must hold a minimum of nine pack meetings, including at least one in summer. (Mandatory requirement)
4. Have a Tiger Cub group affiliated with pack.
5. Do at least one service project.
6. Have 50% of Cub Scouts advancing a rank, or a 10% increase in advancement.
7. Have 50% of Cub Scouts subscribing to Boys' Life, or a 10% increase in subscriptions.
8. Show an increase in membership during the year.



Packs qualifying as 1989 National Quality Units will receive a pennant streamer for the pack flag or for room display. Cub Scouts and leaders will be eligible to wear a special National Quality Unit emblem on their uniform. In addition, for civilian wear, there is a pin with a "Q" and Scout insignia that may be worn on a coat, shirt, or blouse.

Also available will be a plaque which may be given to the unit as a whole, your pack's chartered organization, or an individual leader for excellent work in helping the pack to earn the National Quality Unit designation.

There will be no charge for the pack streamer. The emblem, pin, and plaque may be purchased at the council service center, using form 14-238.

NATIONAL SUMMERTIME PACK AWARD

Boys are eager for the fun and adventure of Cub Scouting during the summer when they have the most free time and have the greatest need for worthwhile activities. Cub Scouting is a year-round, family program. A boy's annual registration fee entitles him to twelve months of activities.

Packs who conduct year-round programs have found that they benefit from stable membership (boys don't drop out because the program stops); family interest and involvement (parents can be a big help in conducting summer den and pack activities); increased tenure of leaders (it isn't necessary to recruit all new leadership in the fall because some leaders were lost during the summer); and a happier, more satisfied group of boys.

Most dens hold one or two den activities each month during the summer. Usually these are informal, outdoor activities or trips, with parents playing an important role in helping.

Make good use of nice weather to plan unusual types of outdoor den and pack activities. Place emphasis on active, fun-filled, informal, family activities which include games, contests, trips, etc. (See Cub Scout Activities for suggestions.)

By holding pack activities during the summer, there are opportunities to present the boys with advancement awards as they are earned. No boy should be required to wait for an award. Be sure to include an advancement ceremony as part of each pack summer activity.

Requirements for National Summertime Pack Award - While they are taking part in summer activities, your pack can qualify for the National Summertime Pack Award - a nice certificate and attractive ribbon for your pack flag. All you need to do is plan and hold three summer activities - one each during the months of June, July, and August. There is no attendance requirement for this award.

Requirements for Den Summertime Award - Dens averaging at least 50 percent or more of their members at the three summer pack activities will qualify for a colorful den participation ribbon which can be hung on the den flag.

Requirements for Individual Summertime Award - Boys who attend their pack's three summertime activities qualify for the National Summertime Award Pin (No. 464) which the pack purchases from the Trading Post.

The best time to plan the summer program is at the pack's annual planning conference in August when the next year's activities are planned. But it is never too late. If you did not include summer activities in your annual plan, do it now.

WORLD CONSERVATION AWARD



Cub Scouts and Webelos Scouts who have participated in either a den or pack conservation project and have completed the requirements listed below can earn the World Conservation Award. The panda on the badge (which is worn as a temporary patch) is the symbol of the World Wildlife Fund, which helped develop this award.

Requirements for Wolf Cub Scouts - Complete Wolf Achievement 7 (Conservation), and all of the requirements of two of the following three Wolf Electives: 13 (Birds), 15 (Gardening), 19 (Fishing).

Requirements for Bear Cub Scouts - Complete Bear Achievement 5 (Sharing Your World With Wildlife), and all of the requirements of two of the following three Bear Electives: 2 (Weather), 12 (Nature Craft), 15 (Water and Soil Conservation).

Requirements for Webelos Scouts - Earn the Forester, Naturalist and Outdoorsman activity badges.

This is the first international award to be made available to all three of the B.S.A.'s Cub Scout Programs. Applications are available in the Program Department at the Scout Service Center.



THE TRIBUTE FUND

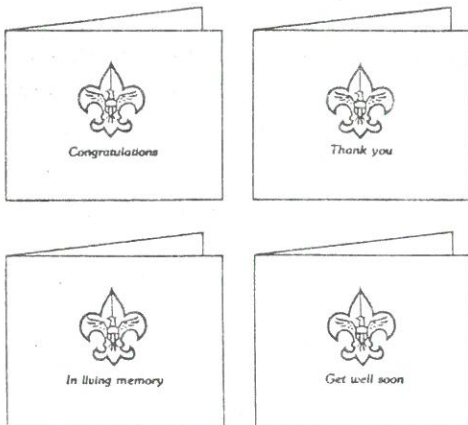
How it helps you

Often we have reason to say "congratulations" or "thank you" to someone on a special occasion, or to express condolences when a friend or relative passes away.

Such an occasion sometimes brings with it the problem of what to say and how to say it. The solution to that problem which helps you and the National Capital Area Council, Boy Scouts of America, is the use of the Council's Tribute Fund to express your feelings. It is particularly useful if news of an occasion reaches you late or when flowers are not requested.

A gift to the Fund honors and individual in a lasting way. Tribute gifts are invested with the Council's trust and endowment funds or other designated purposes; the income from which helps perpetuate the Scouting movement for young people.

The plan is described below.



The Council sends an appropriate card to those you designate

The amount of your gift is not disclosed

Send this information and your check payable to:

National Capital Area Council
Boy Scouts of America
9190 Wisconsin Ave.
Bethesda, MD 20814

Acknowledgement and receipt (for tax deduction purposes) is sent to you

This form is similar to one available in the Finance Department at the Scout Service Center, 9190 Wisconsin Avenue, Bethesda, Maryland 20814. Phone: (301) 530-9360.

Tribute Fund
of the National Capital Area Council, Boy Scouts of America
9190 Wisconsin Ave., Bethesda, MD 20814 • Phone (301) 530-9360
Make checks payable to: National Capital Area Council, BSA

Send card to _____
Address _____

In Honor of: Birthday Anniversary "Thank You" for _____
 Graduation Promotion Holiday (Specify) _____
 Wedding Retirement Other (Specify) _____
 Birth of Child or Grandchild _____

OR
In Memory of _____ (Name of Deceased)
Your Name (Donor) _____
Address _____
Date _____ Amount \$ _____

Your gift honoring

has been gratefully received as part of the Tribute Fund. Acknowledgement has been sent to _____

Thank you for your investment in the future by supporting youth today

National Capital Area Council, Boy Scouts of America
9190 Wisconsin Ave., Bethesda, MD 20814

SCOUTING CHALLENGED BY SOARING INSURANCE COSTS

It's no secret that our country is confronted by a crisis in liability insurance. In recent years juries have awarded millions of dollars for individual accident or malfeasance claims, making the cost of liability insurance nearly prohibitive. In many instances insurance is no longer available, causing companies, organizations, and local governmental agencies to shut down.

The exploding cost of insurance affects everyone, including those in Scouting. Our recent history shows a dramatic increase in both the number and severity of claims against the Boy Scouts of America. The great majority of claims arise out of accidents occurring in packs, troops, and posts. Even when settled out of court, it is not unusual for a claim to exceed hundreds of thousands of dollars.

Since 1981, insurance costs for the BSA have almost quadrupled. To determine how to finance the rising costs, a task force of six veteran Scout executives was formed earlier this year. They were asked to develop a plan to meet projected insurance costs of nearly \$11 million in 1987. The group carefully reviewed all conceivable ways to meet this critical need. They immediately saw that under the present cost structure, the cost to councils would be nearly five times the 1986 rate. In an effort to minimize the impact on local councils, the task force worked a long list of options down to three recommendations, which have been approved.

First, they recognized that an increase in the base membership rate, which impacts the local council budget, was inevitable. The average rate for 1987 was approximately 2½ times greater than 1986.

Second, it was requested, and agreed to, that the National Council would continue to subsidize the program. This subsidy will be five to six times greater than it had been in the period from 1980 through 1985.

Third, it was determined that units would be assessed a charter fee of \$20 that would be due and payable with their charter applications, new or renewal, effective September 1, 1986. This fund will be used to help defray the costs of liability insurance.

CUB SCOUT TRAINING CHAIRMAN

1988-89

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(R) 703-430-3325

PRINCE WILLIAM

TIMOTHY J. ZICH
SUE S. ZICH
9709 EVANS FORD ROAD
MANASSAS, VA 22111
B: 703-471-3118 - Tim
703-538-2881 - Sue
H: 703-369-3268

INSURANCE COSTS (Continued)

Whatever it costs, the Boy Scouts of America must have liability protection. Without it, the movement would be unable to carry out its mission for youth. Local councils and chartered organizations would be unable to have any activity that might expose them to risk. In other words, without liability insurance, Scouting could be forced to go out of business.

This will continue to be a difficult matter to deal with. But, Scouting is not alone in facing this crisis, it affects our whole society. By acting responsibly now and planning carefully for the future, the Boy Scouts of America will continue to provide the general liability insurance that makes the Scouting program a safe and affordable one for its members.

TOUR PERMITS

On June 7, 1988 the Council Health and Safety Committee released the following information.

The Council Health and Safety Committee recently evaluated the Local Tour Permit requirements and have established the following changes. Effective immediately any group activity which falls in either category below must file a completed Local Tour Permit in the Council Service Center at least 2 wks prior to the event.

1. ANY day activity more than 50 miles away from the partner.
2. ANY overnight activity.

The bottom half of the form will be returned to the leader designated on the application. For any activity over 500 miles a National Tour Permit must be filed.

Groups attending Goshen Scout Camps or any Council or District sponsored events do not require a tour permit.

The purpose of the permit is to emphasize and ensure that proper transportation is being used and that at least two adult leaders, one of whom must be at least 21 years of age, are present during the entire activity. It is our objective to aid in the protection of the leader against potential liability circumstances while reducing unit leader administrative details.

We regret any past confusion and ask for your full cooperation and support.

TIGER CUBS, BSA

Tiger Cubs, BSA, is a program for boys in the first grade and their adult partners.

It allows the boy and adult to build a strong relationship with each other, the rest of the family, and with other members of the Tiger Cubs group.

The main thrust of Tiger Cubs is fun for a boy and adult, but many of the activities are suitable for participation by the rest of the family as well.

The program is built around 17 different program themes called Big Ideas. These include such topics as "know your community," "fitness and sports," "prepare for emergencies," and "family entertainment."

Four to eight boy/adult teams make up a Tiger Cubs group. Each boy/adult team shares in group leadership. Weekly activities are home-centered with the family using the Big Ideas. Group activities are held monthly.

Tiger Cub groups meet with the pack three times a year -- as visitors at special events such as a pinewood or space derby, raingutter regatta, the annual blue and gold banquet, and when the Tiger Cubs graduate into the pack.

Groups are affiliated with a Cub Scout pack. The pack committee selects a pack Tiger Cub organizer who attends district/council training, and is responsible for support of the Tiger Cub group until graduation into the pack.

Basic literature for the Tiger Cubs program includes: (1) An orientation flip chart and an organizer's manual which are used by the pack organizer; (2) The Family Activity Book used by the boy and adult and a packet of materials included with the book -- two iron-on decals for the uniform, an activity chart, and activity stickers, and (3) The Tiger Cub Guidebook for Councils and Districts.



Tiger Cubs, BSA

NEW DEVELOPMENTS IN THE CUB SCOUT PROGRAM

Coinciding with the launch of the new two-year Webelos program on June 1, 1988, changes were made to the Cub Scout uniform.

The U.S. flag insignia moves to the right sleeve of the uniform shirt at the shoulder seam for Cub Scouts and Webelos Scouts. The flag insignia will now be worn in the same position by all members of the B.S.A., youth and adults. Webelos Scouts with the khaki uniform will no longer have to move the flag when they become Boy Scouts.

The metal Webelos den numerals have been dropped. Webelos Scouts will now use the same den numerals, worn in the same place on the right sleeve, as Cub Scouts. However, Webelos dens will also have the option of selecting a name, instead of or in addition to a number, and wearing the appropriate round "patrol" emblem on the right sleeve instead of the den numeral. (They may not wear both.)

Webelos activity badges will be worn on the light blue front panel of the Webelos cap. New caps will have a fold-down plastic mesh shield inside which will prevent the activity badge backings from touching the boy's head.

As current supplies of activity badges are depleted, new full-color epoxy pins -- slightly smaller and much more colorful than the current badges -- will take their place.

Although the Webelos colors had been eliminated, as a result of extensive input from both volunteers and the career staff, they will be made available for optional wear with the Webelos Scout uniform, starting January 1, 1989. While the wearing of the Webelos activity badges on the light blue front panel of the Webelos cap will continue to be the primary form of display, packs will have the opportunity to elect to use the Webelos colors instead.

The Webelos colors will be worn immediately below and touching the U.S. flag on the right sleeve of the Webelos uniform shirt. The metal bar at the top of the colors will be straight, rather than curved, in the new version to better fit the revised location. The appropriate den numeral (or optional Webelos den emblem) and Quality Unit Award emblem(s) will continue to be worn on the right sleeve, although

NEW DEVELOPMENTS (Continued)

the colors will tend to cover them. When the Webelos colors are worn, activity badges are to be displayed on the colors, rather than on the Webelos cap. In any event, the Webelos cap continues to be a part of the official Webelos Scout uniform, even if the colors are worn.

The new Webelos colors, No. 452, will be available from the Supply Division's National Distribution Center after January 1, 1989.

There is also a uniform change for adults. The blue and gold visored cap becomes the official headgear for all Cub Scout adult leaders - both male and female - with the exception of Webelos leaders, assistant Webelos leaders, and Webelos den leader coaches, who will wear the Webelos visored cap.

Headgear for female leaders is optional. Any of the old style caps and hats, including the blue "floppy brim" hat and blue beret for women and the khaki and red visored cap for men, may continue to be worn as long as they are serviceable.

In February 1988, the B.S.A's national executive board revised the Rules and Regulations of the Boy Scouts of America to allow women to serve in all Scouting leadership positions. The Rules and Regulations also state..."Adult leadership positions shall be filled by persons 21 years of age or older except the following may be filled by persons 18 years or older: assistant Cubmaster, assistant Scoutmaster, assistant den leader, and assistant Webelos den leader."

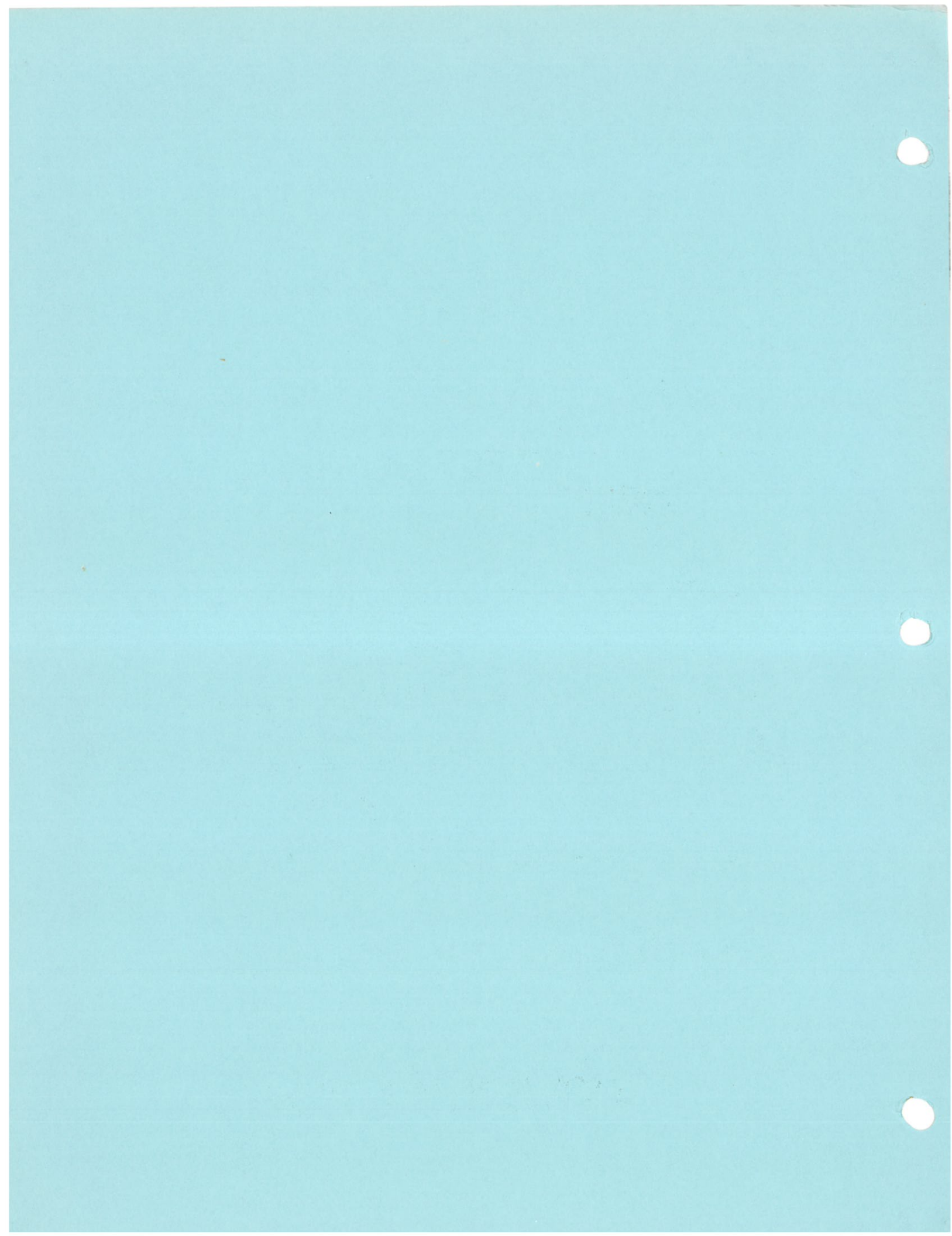
Effective September 1, 1988, the B.S.A registration fee for all adults and youth members (except Career Awareness Explorers) will be \$7.00 a year. This amount will be prorated at 60 cents for each month of registration less than one year.

Career Awareness Explorers will pay \$4.00 a year. This is a fixed fee regardless of the number of months of registration.

One other change -- anyone transferring from one unit to another must pay a \$1.00 transfer fee in order to register in the new unit, and that person must have an unexpired registration certificate for the transfer to take place.



GATHERING TIME



GATHERING TIME



Good 'gathering time activities' and ice-breakers are calculated to help thaw out even the coldest parent who ever appeared at a pack meeting. He won't necessarily turn into a bubbling enthusiast, but a well-chosen activity, simple in the true Cub Scouting spirit, will help to loosen the spirit of the otherwise stiff, quiet parent or guardian. It will help to make them feel a part of the pack and their Cub Scout sons will enjoy seeing their parents participating in the pack activities.

On the following pages you will find many such activities that you can use for your gathering time activities at the pack and at the den. Most of them are under no particular heading and you can modify them at your will to conform to a particular theme.



HUNT AND SEARCH GAME FOR CHRISTMAS

Hidden below are 26 words relating to Christmas. The words can be found either horizontally, vertically, diagonally or backwards in any of these directions. When you find a word, circle it in the puzzle and check it off the list below.

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

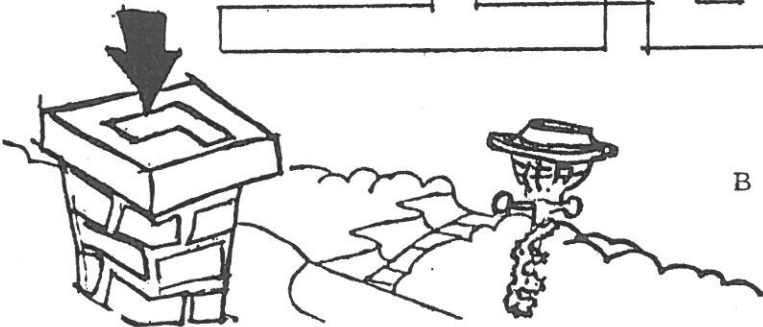
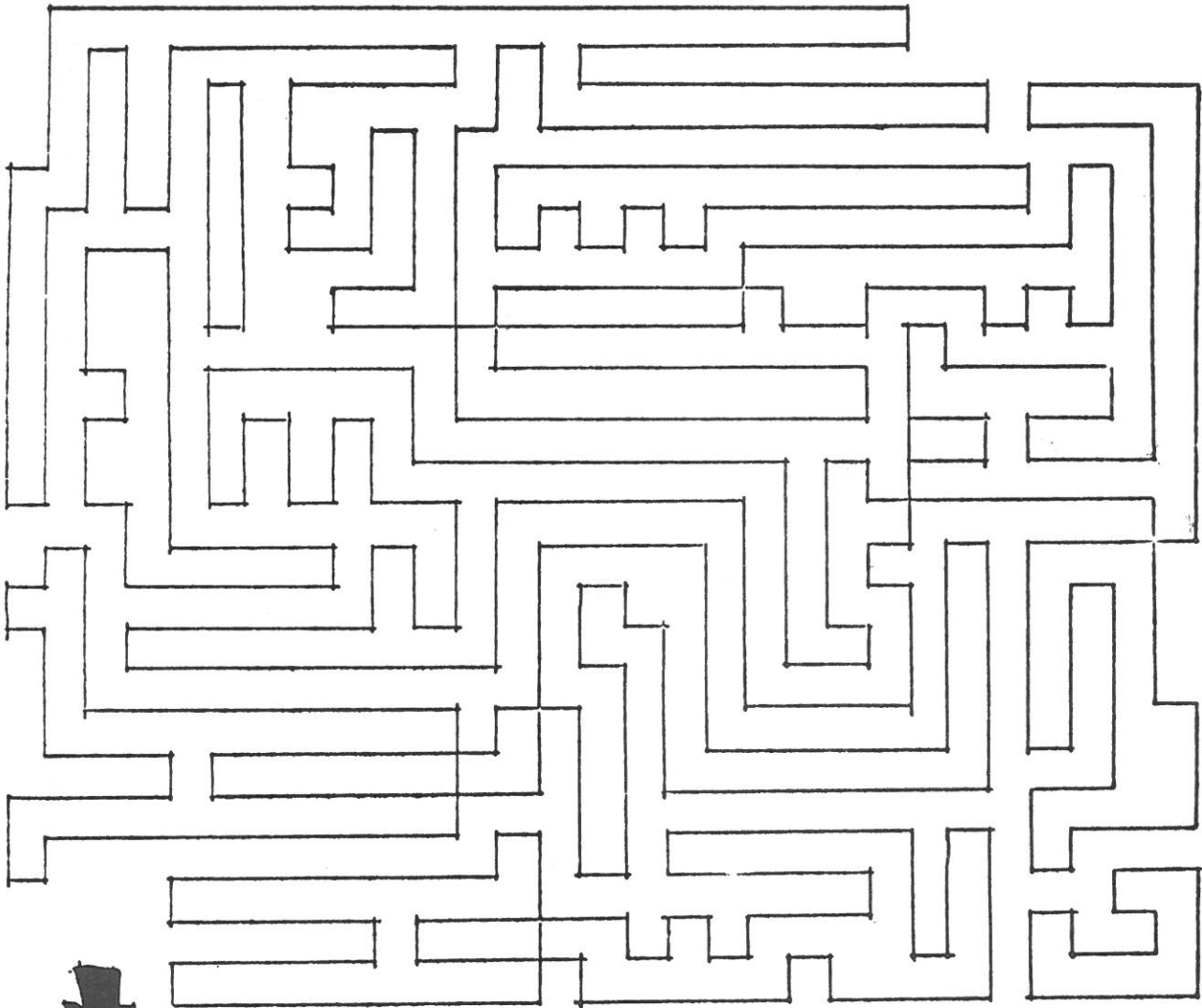
MERRY CHRISTMAS
SANTA
SLEIGH
RUDOLPH
DASHER
TOY
BELLS
TREE
PRANCER

ELVES
NOEL
SHOP
GIFT
PACK
HOLIDAY
DANCER
EVE

CUPID
BLIXEN
WREATH
CHEER
ORNAMENT
STOCKINGS
SEASONS
GREETINGS

SANTA'S ROUTE

It is Christmas Eve and Santa is having an awful time finding his way from the North Pole. Can you help him? Hurry! Santa does not want to be late!



MIX AND MATCH ME!

Give each person a folded card as they arrive. On each card is a mate to a set. As the guest search they must find the match to their card.

Trees -- Leaves	Lamp -- Shade
Cat -- Mouse	Shoe -- Sock
Gas -- Oil	Me -- You
Book -- Page	House -- Roof
Ham -- Eggs	Coat -- Pants
Bread -- Butter	Swim -- Pool
Sweet -- Sour	Black -- Blue
Mutt -- Jeff	Over -- Under
Amos -- Andy	Pen -- Paper
Comb -- Brush	Needle -- Thimble
Hit -- Run	Paint -- Brush
Gilbert -- Sullivan	Basement -- Attic
Head -- Hair	Army -- Navy
Boy -- Girl	Auto -- License
Fine -- Dandy	Cup -- Saucer
East -- West	Foot -- Yard
North -- South	Shirt -- Tie
Salt -- Pepper	Couch -- Chair
Pork -- Beans	Knife -- Fork
Soap -- Water	Night -- Day
Baby -- Bottle	Horse -- Buggy

TEST YOUR KNOWLEDGE

When a horse lies down, which end of him gets up first? (front)

Which end of a dog gets up first? (either)

With which hand does the Statue of Liberty hold her torch? (right)

What does she hold in her other hand? (book)

Did Abe Lincoln part his hair in the middle? (no)

How many keys are there on an ordinary piano? (88)

On which side does a policeman wear his badge? (left)

On which side does a Cub Scout wear a recruiter badge? (right)

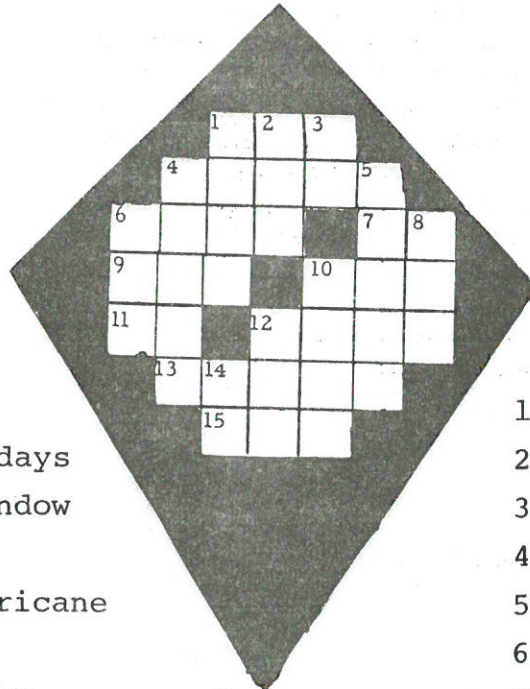
When we chew, does the upper jaw move? (no)

HALLOWEEN HYSTERIA

Here's a group game or mixer which is great for Halloween. Everyone should be given a sheet with the list below printed on it. They should also get a pencil. On "go," all must try to complete the instructions in any order they wish. When they complete each one, they should have the other person involved initial that particular item. The first to complete the entire list is the winner. To organize the confusion, you might circle a different number (ahead of time) on each sheet. Then announce that the list must be completed in order, beginning with the number that is circled, then back to number 1 after 10.

1. Sneak up behind someone, tap their shoulder, and when they turn around, make a face and yell "BOO!" as loud as you can. They initial here_____.
2. Do your best impression of Count Dracula and say to someone: "I want to drink your blood." They initial here_____.
3. Get three people together and SCREAM together for five seconds. One person initial here _____.
4. Find someone with a funny costume and laugh at them for ten seconds while pointing at them. They initial here_____.
5. Go to someone with makeup on and howl like a wolf -- three short howls and one long howl. They initial here_____.
6. Find someone who does not have a costume on and say to that person: "Hey, your outfit looks pretty cute!" They initial here_____.
7. Using your own address, tell someone where there is a "haunted house," and show them how to get there by drawing a map on the back of their sheet. They initial here_____.
8. Go to three people and for three long seconds, look like you just saw a ghost and then shout, "I did, I did, I did!" The third person initials here_____.
9. Walk around the room for one minute acting like you are the Great Pumpkin, telling everybody you walk by how much you weigh. Get the last person you tell to initial here_____.
10. Run around and around someone yelling "trick or treat," not letting that person do anything until they give you something (anything). They initial here_____.

KITE CROSSWORD PUZZLE

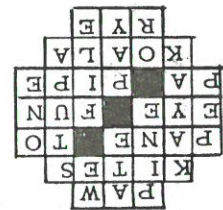
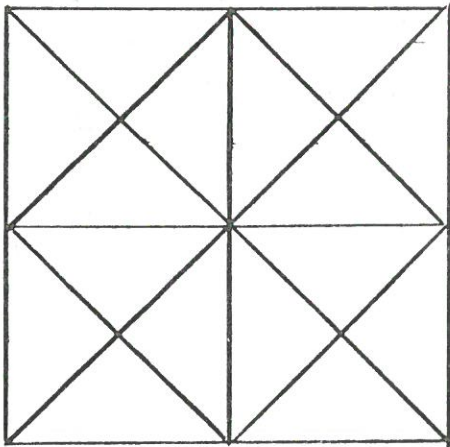


Across

1. Animal's foot
4. Toys for windy days
6. Section of a window
7. Toward
9. Center of a hurricane
10. Pleasure
11. Colony founded by William Penn (abbrev)
12. Tube
13. Furry Australian animal
15. Kind of grain

Down

1. Evergreen tree
2. Consumed
3. You and I
4. Eskimo canoe
5. Buddhist shrine
6. Energy
8. A single thing
10. Steel tool with rough surface
12. Wages
14. Either



There are at least 10 squares and 44 triangles in this figure. Can you find them all?

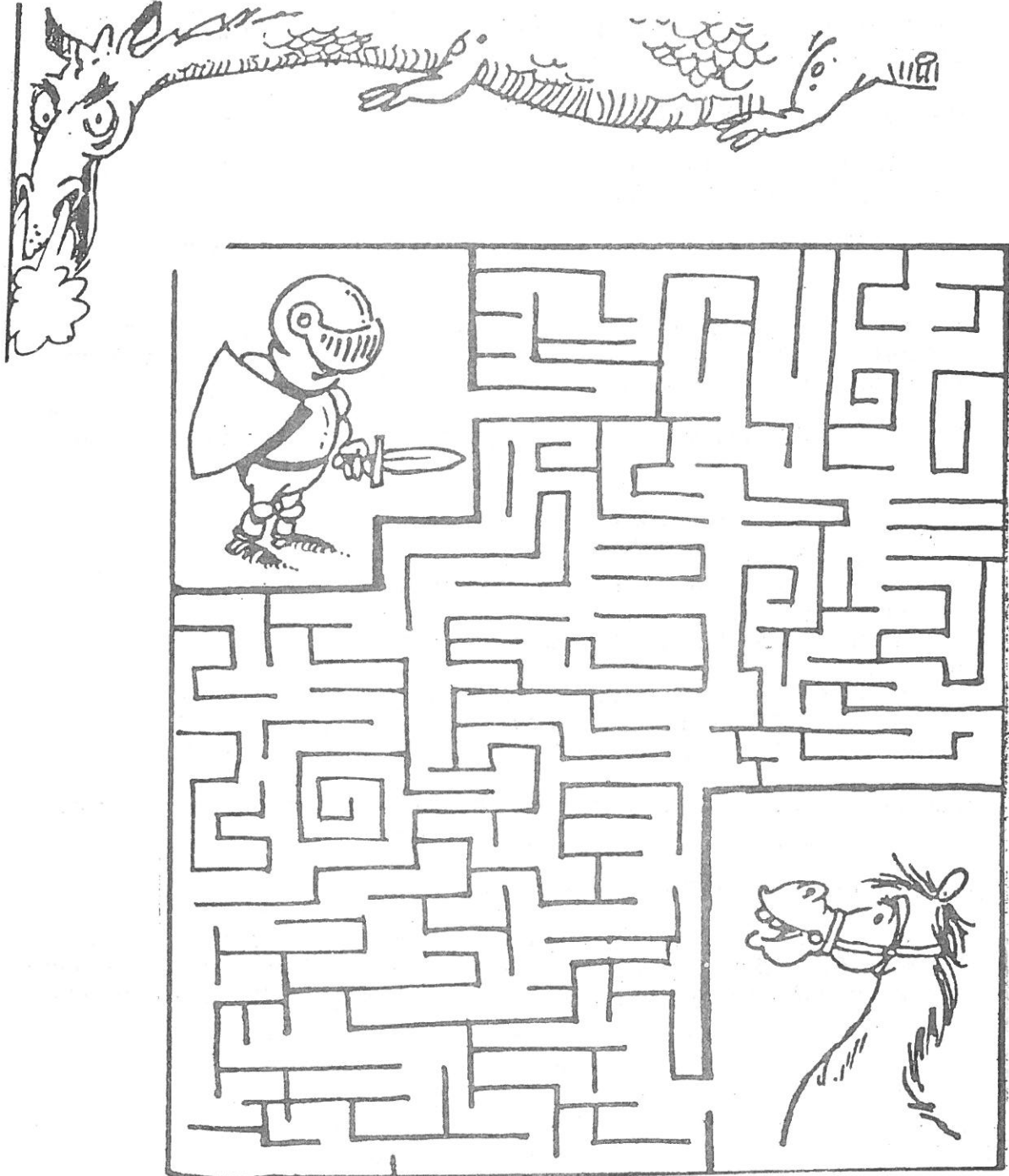
LOVELY CONFUSION

Here's a good Valentine's Day mixer for groups of 25 or more. Give everyone the list as printed below. Each person is on his/her own and the first person to accomplish all ten instructions will be the winner. (They do not have to be accomplished in order, but they must be all done.)

1. Get ten different autographs, first, middle and last names (on the back of this sheet).
2. Unlace someone's shoe, lace it, and tie it again.
3. Find two other people and the three of you form a heart shape lying on the floor.
4. Get a girl to kiss this paper five times and sign her name _____. (Or boy)
5. If you are a girl - have a boy get down on his knee and propose to you. If you are a boy - get down on your knee and propose to any girl. Sign his/her name _____
6. Eat ten red hots and show your red tongue to someone you do not know well. They sign here _____
7. Say this poem as loudly as you can.
How do I love thee? Let me count the ways.
I love thee to the depth and breadth and height
My soul can reach
I love thee to the level of every day's most
quiet need
I love thee with the breath, smiles, tears, of all
my life!--and, if God choose,
I shall but love thee better after death.
8. Ask ten people to be your valentine and record your score.
Yes _____ No _____
9. Leap frog over someone five times.
10. You were given a piece of bubble gum at the beginning of the event. Chew it up and blow five bubbles. Find someone who will watch you do it and have them sign here when you finish. _____

ESCAPE FROM THE DRAGON

This knight in shining armour has lost his horse -- and needs to find it quickly to escape the fire-breathing dragon. Work out the quickest way for the knight to get through the maze to his horse.



NATURE GUGGENHEIM

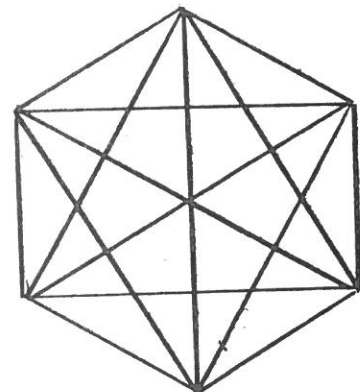
The purpose of the game is to fill in all the empty category squares with words beginning with the letter for that line. If you cannot think of a name, leave the square blank and go on to the next. Then come back and fill in as many of the skipped blanks as you can. When time is called, the game ends and the players take turns calling out their lists of names for each subject. The score is figured out in the following way: if 10 players participated, and one player wrote a word no one else did, he gets 10 points. If five players used the same word, each gets only 2 points. If all ten used the same word, each gets just 1 point. The player with the highest number of points is the winner.

	ANIMALS	FLOWERS	TREES	BIRDS	FISH
F					
I					
E					
L					
D					
D					
A					
Y					

TRY THIS

Can you find 90 triangles in this figure?

It takes work, but it can be done.



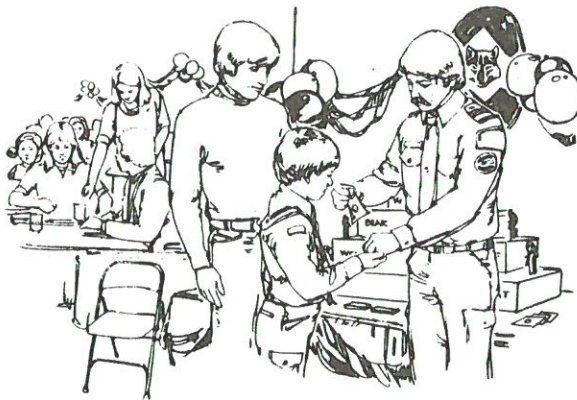
BANQUET QUIZ

Make copies of the quiz for each boy and adult to complete during banquet.

How much do you know about Cub Scouting? Can you answer the following questions?

1. Cub Scouting is _____ years old this year.
2. Boy Scouting is _____ years old this year.
3. _____ was the founder of Scouting.
4. _____ started the Boy Scouts of America.
5. _____ is the first rank in Cub Scouting.
6. _____ achievements are required to earn the Wolf badge.
7. _____ electives are required to earn an arrow point.
8. We belong to Pack # _____.
9. We belong to Den # _____.
10. There are _____ Webelos activity badges which may be earned.
11. Our pack is part of _____ District, _____ Council.
12. The Cub Scout motto is " _____ ".

NOTE: Quiz may be made longer by adding more questions.



UNITED STATES JIG SAW QUIZ ON CUB SCOUTING

(An ice-breaker for use in training meetings, roundtables, or at pack meetings with parents)

INSTRUCTIONS:

1. Duplicate this in 5 to 8 different colors of paper.
2. Cut map into sections according to # of dens to be used in meeting.
3. Put each set of colored pieces in separate envelope.
4. As people register in distribute one piece to each person, alternating colors.
5. On signal, people with similar colors assemble as dens, put their puzzle together & answer questions.
6. Recognize the first den to complete project-check answers.
7. Give a blank quiz sheet as a sample for use at home.

Note: Having separate sheet for answers will keep your game set clear for use again.

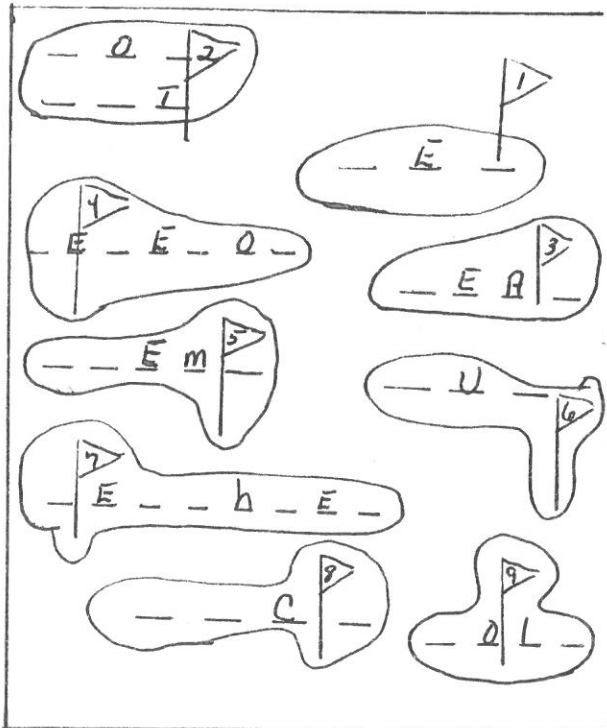
1. What is the youngest age of any adult Cub Scout leader?
2. What previous ranks must a Webelos Scout have earned?
3. At what age does a Cub Scout have to leave his pack?
4. To Cub Scouts, DYB, DYB, DYB means _____
5. To assure more Cub Scouts graduating into troops, packs must organize _____
6. The Den Chief might be best described as the Den Leader's _____ assistant.
7. The person recruited to be a helper to Den Leaders in a pack is the _____.
8. To assist new leaders with the current theme, suggest a copy of the _____.
9. More and more Cub Scouts and Webelos Scouts are finding program ideas in _____?
10. The _____ tries to condition parents as well as boys for Scouting.
11. When a man leads a den for 8 & 9 yr. olds he is called a _____.
12. For "Big Medicine", a boost in morale, new ideas in games, crafts, ceremonies, etc attend a _____?
13. A boy may join when he is _____ yrs of age or when _____.
14. Does a boy join a den or pack?
15. To avoid pack organization problems in the Fall, plan an active summertime program using ideas in Cub Scout Program Helps and what key booklet?
16. More than any other, what meeting assures a well balanced appealing program to our Cub Scouts?

KEY TO ANSWERS

1. 18
2. Bobcat
3. 11 1/2
4. Do Your Best
5. Webelos Den
6. Activities
7. Den Leader Coach
8. Cub Scout Program Helps
9. Boy's Life
10. Webelos Den
11. Den Leader
12. Pow Wow
13. 8 - finished 1st grade.
14. Pack
15. Cub Scout Activities
16. Monthly Pack Leaders' Meeting

SCUB

SCUB is an interesting gathering period game or icebreaker to use at Pack meetings, blue and gold dinners or roundtables for Cub leaders. It will keep your parents and leaders up to date on Cub Scouting terminology. Each hole in the SCUB golf course contains a Cub Scouting term with missing letters to be filled in. Par on each hole is the numbers in each word. If contestants use another word with more or less letters, their score will be the actual number of letters used. Words not pertaining to Cub Scouting count double in letters. If they miss a shot, their score for that hole is 15. Lowest score wins. Allow no more than five minutes for the game.



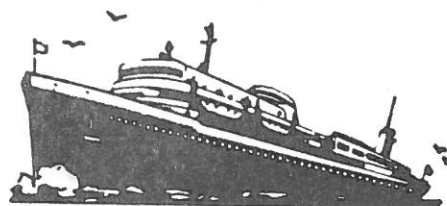
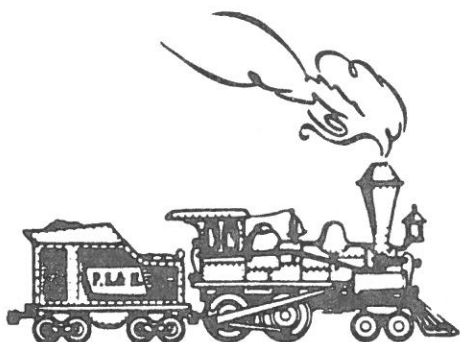
PLAYER		
Hole	Par	Score
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
Total		

KEY

- 1 - Den
- 2 - Bobcat
- 3 - Bear
- 4 - Webelos
- 5 - Theme
- 6 - Cub
- 7 - Den Chief
- 8 - Pack
- 9 - Wolf

Word Search Puzzle

THINGS THAT GO



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

BALLOON
BICYCLE
BOAT
BUS
CAB
CAMPER
CANOE
CAR
ELEVATOR
FERRIS WHEEL

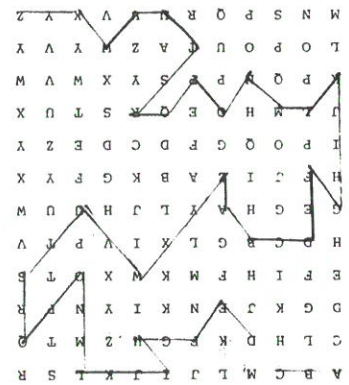
GLIDER
JET
KITE
MOTORCYCLE
PARACHUTE
PLANE
ROCKET
SATELLITE
SHIP
SKATES

SLED
SUBWAY
TRACTOR
TRAIN
TRICYCLE
TROLLEY
TRUCK
UNICYCLE
VAN
WAGON
WHEEL

A-TO-Z MAZE

Beginning with the letter A at START, trace the alphabet in a continuous line through the diagram so that you end at Z at FINISH. You must go through the alphabet in consecutive order without skipping letters, and you will have to complete the alphabet more than once to reach FINISH. When you reach a Z, continue by starting the alphabet over again. Move in any direction -- up, down, right, left, or diagonally -- but move only to adjacent or adjoining letters. Do not skip over letters.

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



LITTLE WORDS FROM BIG WORDS

This word game should keep your Cub Scouts and parents busy. The game is to see how many smaller words you can make out of the big ones. Complete answers are not given, but the approximate number of small words that you can find are given in each case:

- | | | |
|------------------|-------|---------------------|
| 1. Consolidate | ----- | (at least 59 words) |
| 2. Adhesive | ----- | (at least 30 words) |
| 3. Belligerent | ----- | (at least 21 words) |
| 4. Intolerable | ----- | (at least 37 words) |
| 5. Emphatic | ----- | (at least 48 words) |
| 6. Intelligent | ----- | (at least 27 words) |
| 7. Miscellaneous | ----- | (at least 53 words) |
| 8. Tabulate | ----- | (at least 22 words) |

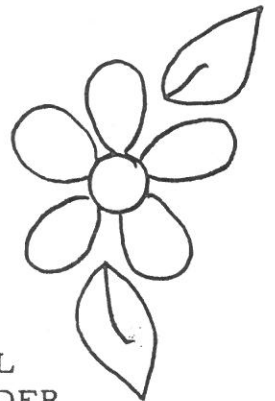
NATURALIST

WORD SEARCH PUZZLE

Try to find the words listed below either vertically, horizontally or diagonally.



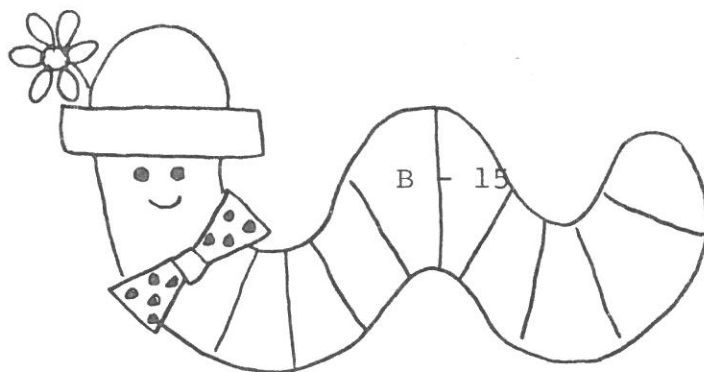
T M O S Q U R P O H S S A R G S N D
 D I A P O I S O N I V Y F A N S I A
 A C M O S Q U I T O Y S I A D A Y R
 R E P P O N S S A R G A S S H R U B
 U Q H G O R F E N G E E H P O G Y M
 S O I L K R S R I T R E E I B H S R
 I N B C H O D E M Q A B C D I Y N O
 E T I M R E T W A U N K R E R I A W
 G T A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





ANIMAL
 AMPHIBIAN
 ANT
 BEE
 BIRD
 CRAB
 DAISY
 FLY
 FISH
 FLOWER

FROG
 GRASS
 GRASSHOPPER
 GERANIUM
 INSECT
 LIZARD
 MAMMAL
 MOSQUITO
 POISON IVY
 ROSE
 SHRUB

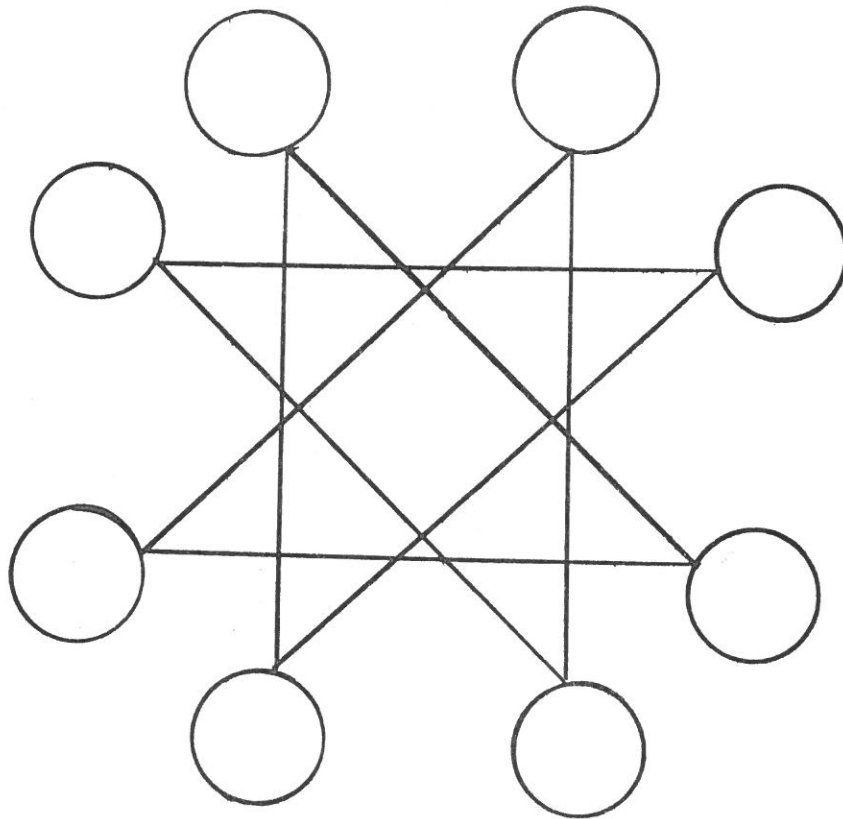
SOIL
 SPIDER
 SNAIL
 SNAKE
 TERMITE
 TICK
 TREE
 TURTLE
 WASP
 WEED
 WORM



JUST FOR FUN. Can you read this? Example:  pet = carpet

1. SAND	10. HI	19. HE'S/HIMSELF
2. <u>MAN</u> BOARD	11. O <u>M.A.</u> PhD LLD	20. ECNALG
3. R/E/A/D/I/N/G	12. <u>iiiiii</u> 000000	21. DEATH / LIFE
4. <u>WEAR</u> LONG	13. LE VEL	22. GEG
5. <u>STAND</u> I	14. CHAIR	23. PERSON - ALITY
6. R R O A D A D	15. <u>MIND</u> MATTER	24. H A N D
7. CYCLE CYCLE CYCLE	16. LAND	25. LIFE _____
8. T O W N	17.  TRESS	Answers on B - 20
9. <u>GROUND</u> FEET FEET FEET FEET FEET FEET	18. T O U C H	

PUZZLE

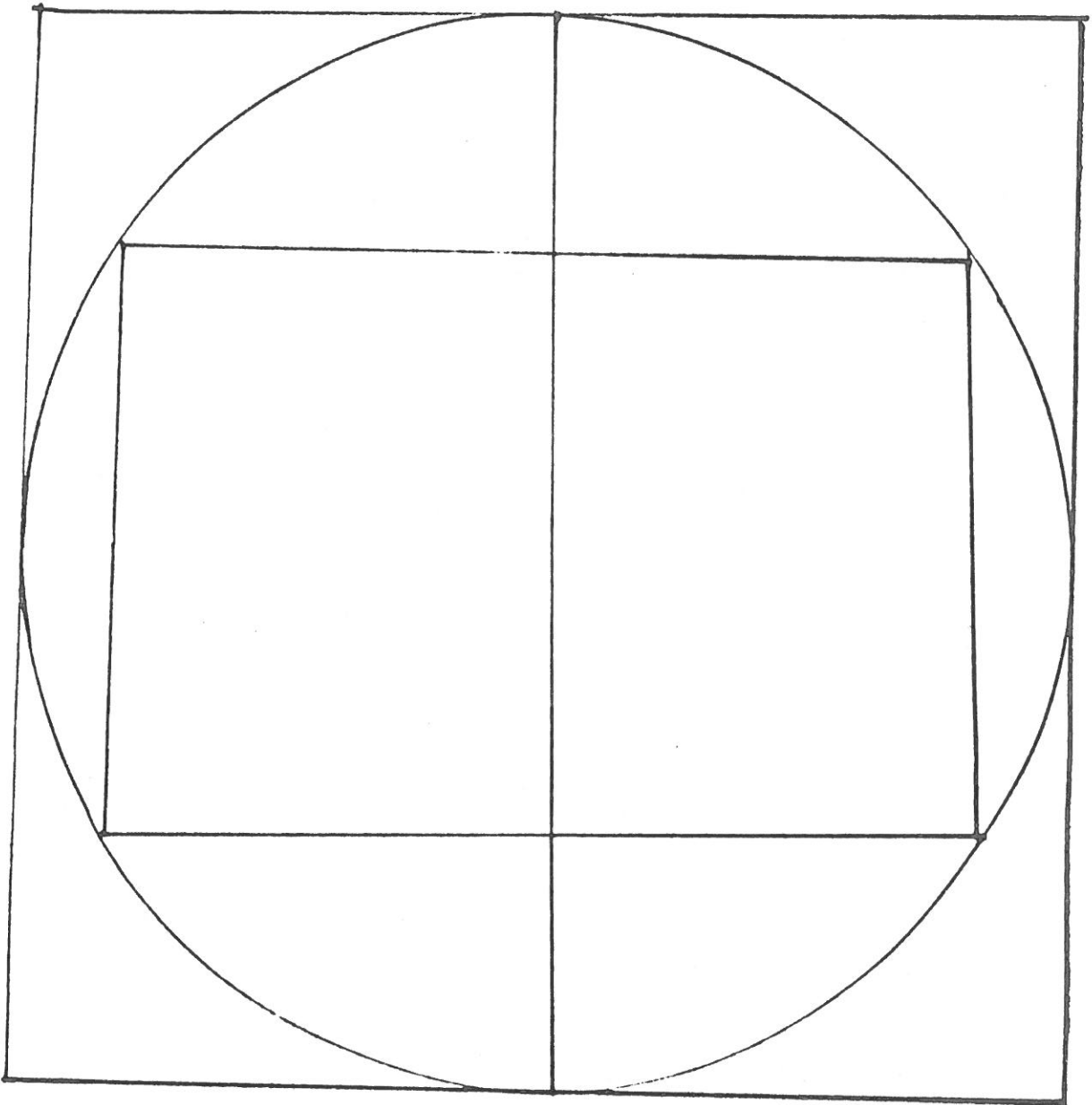


Make eight markers of paper or cardboard (square or round) of a size less than the circles.

PROBLEM: Start with a marker in any circle. Move across the field along a straight line and cover another circle; continue these single moves of each marker FROM an uncovered circle to another uncovered circle. Try to cover all but the last circle which may be covered directly. All moves must start from uncovered circles.

RUFF AND TUFFERS

Can you draw this figure without taking your pencil off the paper, and without crossing a line, or drawing the same line twice?



THANKSGIVING SCRAMBLE

Unscramble these words pertaining to Thanksgiving

1. VIKINGSANGTH _____
2. GEG GON _____
3. DIXME TUNS _____
4. ARYVG _____
5. IEMXD TUFRI _____
6. RITUF CEAK _____
7. VERHATS _____
8. BOACINBRATE _____
9. CREASWOCR _____
10. THYPOUML CORK _____
11. TEDSORAS CEOKSOI _____
12. CNAERRBYR _____
13. DEDNAIC MAYS _____
14. PLEAP IDECR _____
15. ETEGVSAEBL _____
16. CTOKICALS _____
17. CIE RACME _____
18. ANYCD _____
19. TOH DOTYD _____
20. CEMNI TEAM _____
21. ROCN _____
22. KREUTY _____
23. MIGSRIPL _____
24. FUSTIGNF _____

Answers to JUST FOR FUN

- 1 - Sandbox
- 2 - Man overboard
- 3 - Reading between the lines
- 4 - Long underwear
- 5 - I understand
- 6 - Crossroads
- 7 - Tricycle
- 8 - Downtown
- 9 - Six feet below the ground
- 10 - High spot
- 11 - 3 degrees below zero
- 12 - Circles under the eyes
- 13 - Split level
- 14 - High chair
- 15 - Mind over matter
- 16 - Low land
- 17 - Mistress
- 18 - Touchdown
- 19 - He's beside himself
- 20 - Backward glance
- 21 - Life after death
- 22 - Scrambled egg
- 23 - Split personality
- 24 - Longhand
- 25 - Life line

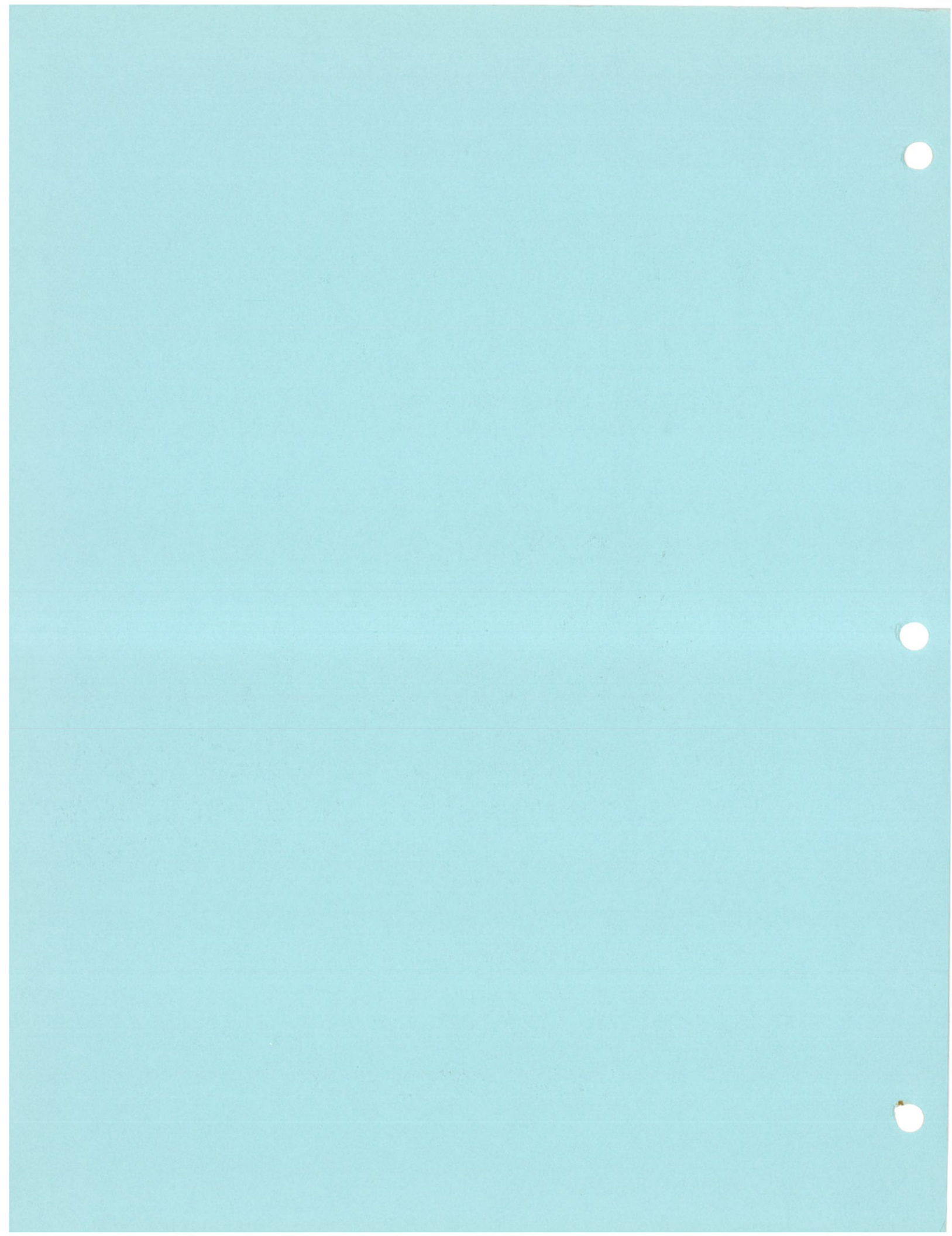
Answers to Thanksgiving Scramble

1. Thanksgiving
2. Egg nog
3. Mixed nuts
4. Gravy
5. Mixed fruit
6. Fruit cake
7. Harvest
8. Bicarbonate
9. Scare Crow
10. Plymouth Rock
11. Assorted cookies
12. Cranberry
13. Candied yams
14. Apple cider
15. Vegetables
16. Cocktails
17. Ice Cream
18. Candy
19. Hot toddy
20. Mince meat
21. Corn
22. Turkey
23. Pilgrims
24. Stuffing





BLUE AND GOLD



BLUE AND GOLD BANQUET

On February 8, 1910, Boy Scouts of America was chartered by Congress. By 1930, 20 years after BSA's birth - there were 650,000 Boy Scouts in our country. That year they were joined by their younger brothers in the Cub Scouting program.

Each February Cub Scouting celebrates its birthday at Blue and Gold banquets across the nation. These are family affairs, usually held on the regular pack meeting night. Blue and Gold banquets combine the principles of Scouting and total family participation in the celebration. Dens are seated together to encourage strengthening of den spirit and family relationships.

There are three important things to remember:

1. Be sure that pack leaders, boys and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.

2. Begin planning at least two months ahead. Some packs begin earlier.

3. KISMIF (to borrow an oldie but goodie) "Keep It Simple, Make It Fun."

- a. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.

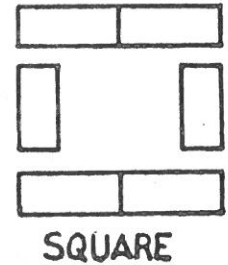
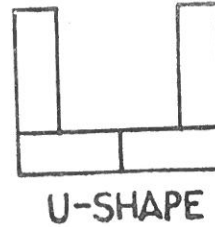
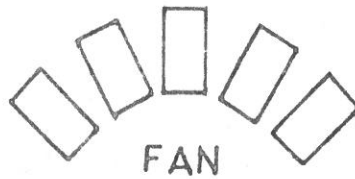
- b. Let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them help make each item.

To be successful, the banquet must be planned well in advance. Refer to the Cub Scout Leader How-To Book, pages 9-52 thru 9-62, for a complete outline on how to plan for and put on a successful Blue & Gold banquet.

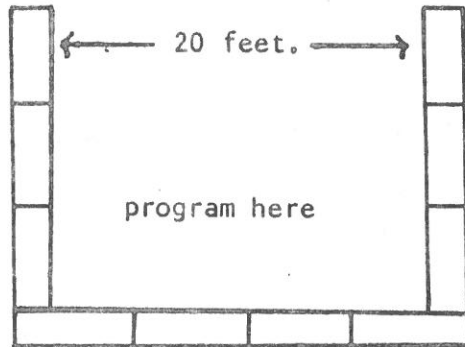
Be sure to provide exhibits at the banquet to spark interest in the younger boys as well as provide information for the parents. After all this is a Scouting event - display your exhibits proudly.



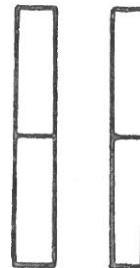
SAMPLE BANQUET SET-UPS



8 ft. tables



8 ft. tables



food tables

The following items should be available or can be ordered from the Scout Service Center if a pack wishes to purchase them:

- 4601 - Cub Scout Display Kit
- 4601-A - Stars and Stripes (plastic)
- 4601-B - Big star (polythylene)
- 4601-C - Bunting (polythylene)
- 1879 - Cub Scout stationery
- 4021 - Cub Scout place mats
- 4022 - Cub Scout napkins
- 4014 - Cub Scout place card
- 4020 - Cub Scout giant place card
- 4596 - Cub Scout menu cover
- 4540 - Cub Scout menu cover
- 4649 - Cub Scout insignia stickers
- 4650 - Cub Scout insignia stickers
- 1109 - Cub Scout flag desk set
- 4036 - Cub Scout name tag
- 4605 - Blue and Gold pennants

BLUE AND GOLD OPENING OR CLOSING CEREMONY

Arrangement: A uniformed Cub Scout stands blindfolded, gagged, and bound before the audience. The Cubmaster stands nearby.

Cubmaster : This is an American boy. The American Revolution won him freedom. (Cubmaster unbinds him) The Constitution guarantees him free speech (remove gag) A free education gives him the ability to see and understand (remove blindfold) Let us help Cub Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

If used as an opening, follow with Pledge of Allegiance)

BLUE AND GOLD OPENING CEREMONY

You will need three candles; white, blue, and gold

Our candle stands tall, straight and white. It burns and gives forth inspiring light. This candle represents the spirit of Cub Scouting which we follow.

As we light the blue candle think of truth and loyalty, the sky so blue, steadfastness and spirituality. These are all ideals that we try to follow on our Cub Scout trail.

When the gold shines forth, be of good cheer and think of happiness and the sunlight so clear. The gold light is where our encouragement is found along our Cub Scout trail.

As our candle flames reach toward the sky of blue, let us ask the Lord to give us wisdom to lead each boy straight and true. Mold each of us to be like our candles, straight and tall, and be inspired to give to God and our country, our all.

BLUE AND GOLD OPENING CEREMONY

- Equipment: 4 candles (2 blue and 2 gold), candleholders, U.S. flag, 5 Scouts, 4 cards (each bearing one letter of the word CUBS)
- Scout #1: Friends, we welcome you to our blue and gold banquet. Behind the candles are the letters C-U-B-S.
- Scout #2: C stands for courtesy. A Cub Scout is courteous to his elders, his friends, his teachers, and especially his parents. He is courteous in all that he says and does.
- Scout #3: U stands for unity. When a boy joins a pack, he becomes a member of a den. He works and plays with other boys. He learns to get along with others.
- Scout #4: B stands for bravery. The Cub Scout is courageous enough to stand up for what he thinks is right, honest and fair, thereby making the world a better place in which to live.
- Scout #5: S is for service. When a Cub Scout learns to serve others, God, and his country, he helps spread goodwill.
- Scout #1: Now, will everyone rise and join in the pledge of allegiance.

CLOSING THOUGHT

President John Kennedy said that intelligence and skill can function best when the body is healthy and strong. Hardy spirits and tough minds usually are in strong bodies.

BLUE AND GOLD CLOSING CEREMONY

Equipment: Candles, one on each table.

Personnel: Cubmaster and Cub Scout poem reader.

Setting : House lights out; single candle burning on each table.

Cubmaster: Cub Scouting is part of family life in sixty countries. On an evening such as this, Cub Scouts are joining in a Grand Howl and repeating the Cub Scout Motto. What is the Motto?

Pack : Do Your Best!

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

Pack : All stand and repeat the Cub Scout Promise.

Cubmaster: Thanks to everyone for your assistance tonight. We will say good night 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.

BLUE AND GOLD CLOSINGS

This closing can be done by having boys recite one line each, or one person can read the entire thing.

Baden-Powell had a vision
Which he made come true,
So that we enjoy Scouting
And have fun while we do.
He wasn't an American
But he's famous to us;
He has earned in America
Our admiration and trust.

May the Spirit of Scouting
Be with both young and old,
As you never forget
The Blue and the Gold.

May you strive for Truth and Spirituality
in the warm sunlight under the sky above.
May you bring good cheer and happiness to
others and have steadfast loyalty and love.

CLOSING THOUGHT

You've heard the T.V. commercial which says: "You're not growing older, you're getting better". That's the way it is with Scouting. It's getting better all the time. Scouting is improved and updated to keep pace with a changing world and to make it relevant to today's boys. So even though some of you may think that 59 sounds pretty old, just remember: "Scouting isn't getting older...it's getting better."

Good night!!

ICEBREAKERS

THE JUNGLE BOOK GAME

Cub Scouting started in 1930 based on the story by Kipling, "The Jungle Book." When Cub Scouting came to America from England, the theme was changed to an Indian theme. Indians were easier for young American boys to identify with.

Now let's test your knowledge on the East Indian story, "The Jungle Book."

Match the name of the following characters with their descriptions.

Characters:

- Bagherra
- Baloo
- Kaa
- Shere Khan
- Mowgli
- Rama
- Akela
- Colonel Hathi
- Bandar-log

Character Descriptions:

- A - monkeys
- B - old wolf/leader of the pack
- C - tiger/lord of the jungle
- D - old leader of the elephants
- E - black panther
- F - small boy - man cub
- G - bear
- H - sly python
- I - wolf father

Answers:

- Bagherra - E
- Baloo - G
- Kaa - H
- Shere Khan - C
- Mowgli - F
- Rama - I
- Akela - B
- Colonel Hathi - D
- Bandar-log - A



AKELA



MOWGLI



WOLF PACK



KAA

ICEBREAKERS

Cub Scout Seek and Find - This can be duplicated and given to everyone at the banquet - adults love these as much as the boys.

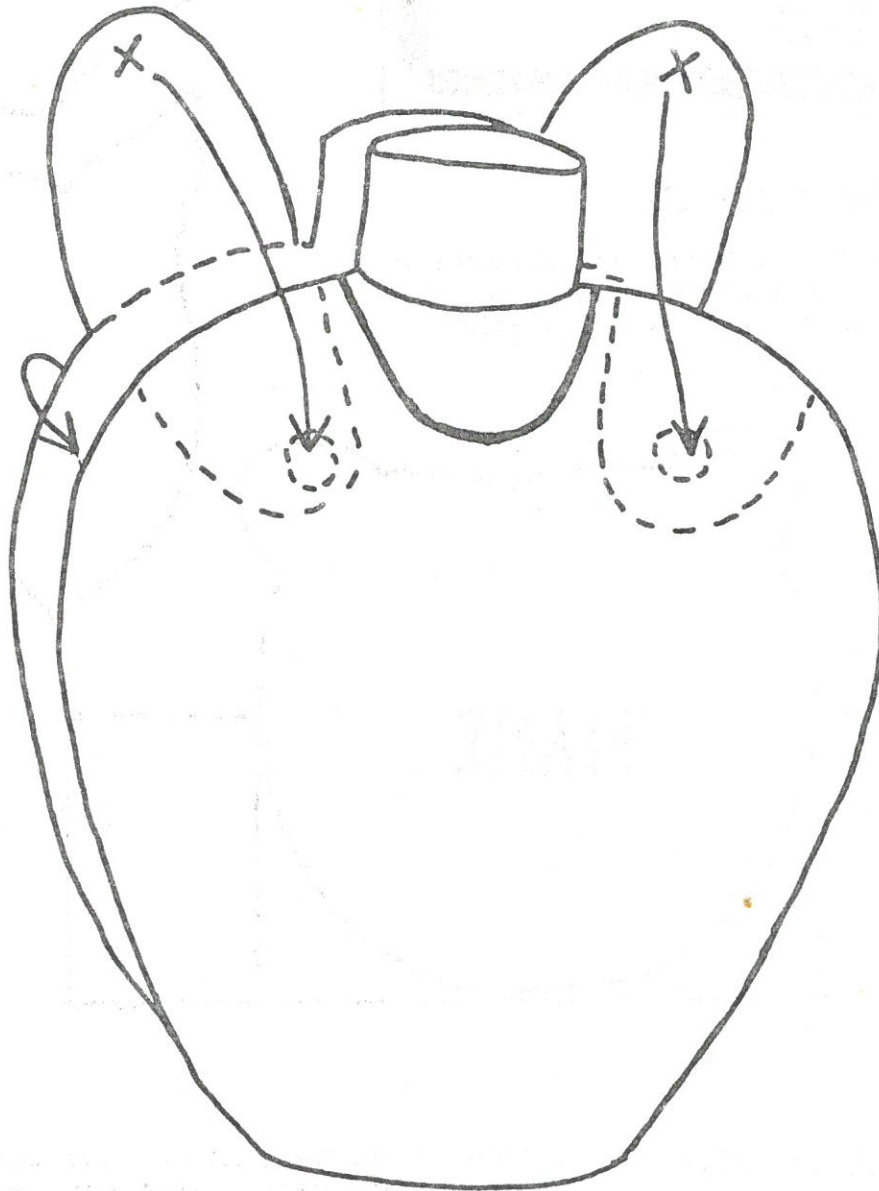
Birthday	February	Den Chief
BSA	Bobcat	Uniform
America	Wolf	Cubmaster
Cub Scout	Bear	Advancement
Blue and Gold	Webelos	Den Dad
Banquet	Den	Doodle
Goodwill	Pack	Gold Arrow
Boy Scout	Denner	Silver Arrow
Activity Badge	Arrow of Light	Lord Baden Powell

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

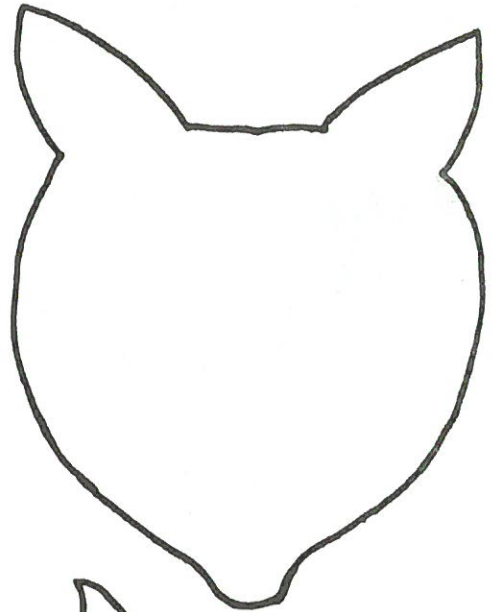
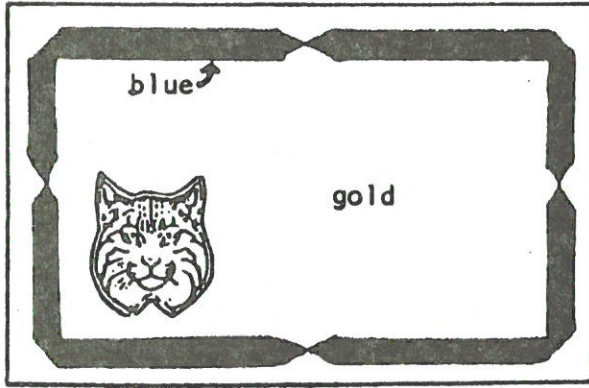
Canteen Invitation

Place bottom of canteen on fold and cut flaps on the back (remember to draw snaps on these flaps). Glue printed invitation inside or hand print inside. Fold over flaps and seal with a dot of glue.



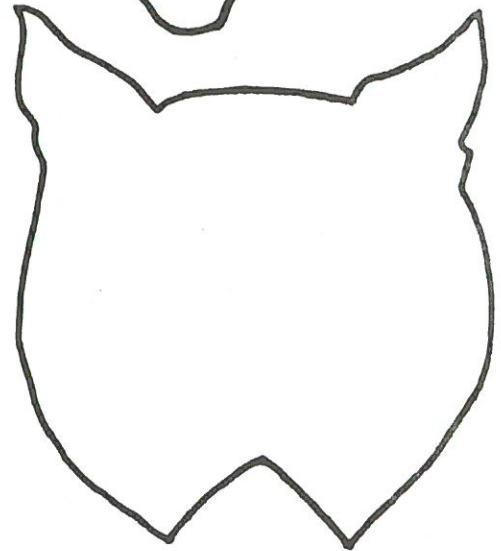
INSIGNIA TABLE DECORATIONS

Insignia Placemat

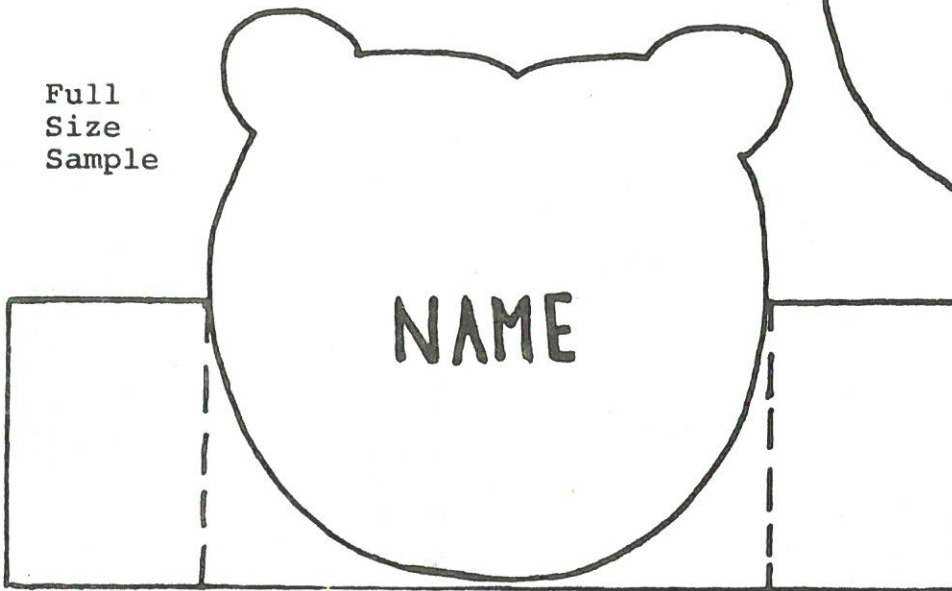


Insignia Placecards

Cut patterns from construction paper, fold flaps back. Write name across the front of the animal shape.



Full
Size
Sample



Insignia Nutcups - Reduce above patterns. Cut out of construction paper, decorate and attach to nutcup with glue or staple.

Insignia Centerpieces

Cut $\frac{1}{4}$ " plywood squares to fit large Cub Scout insignia stickers.

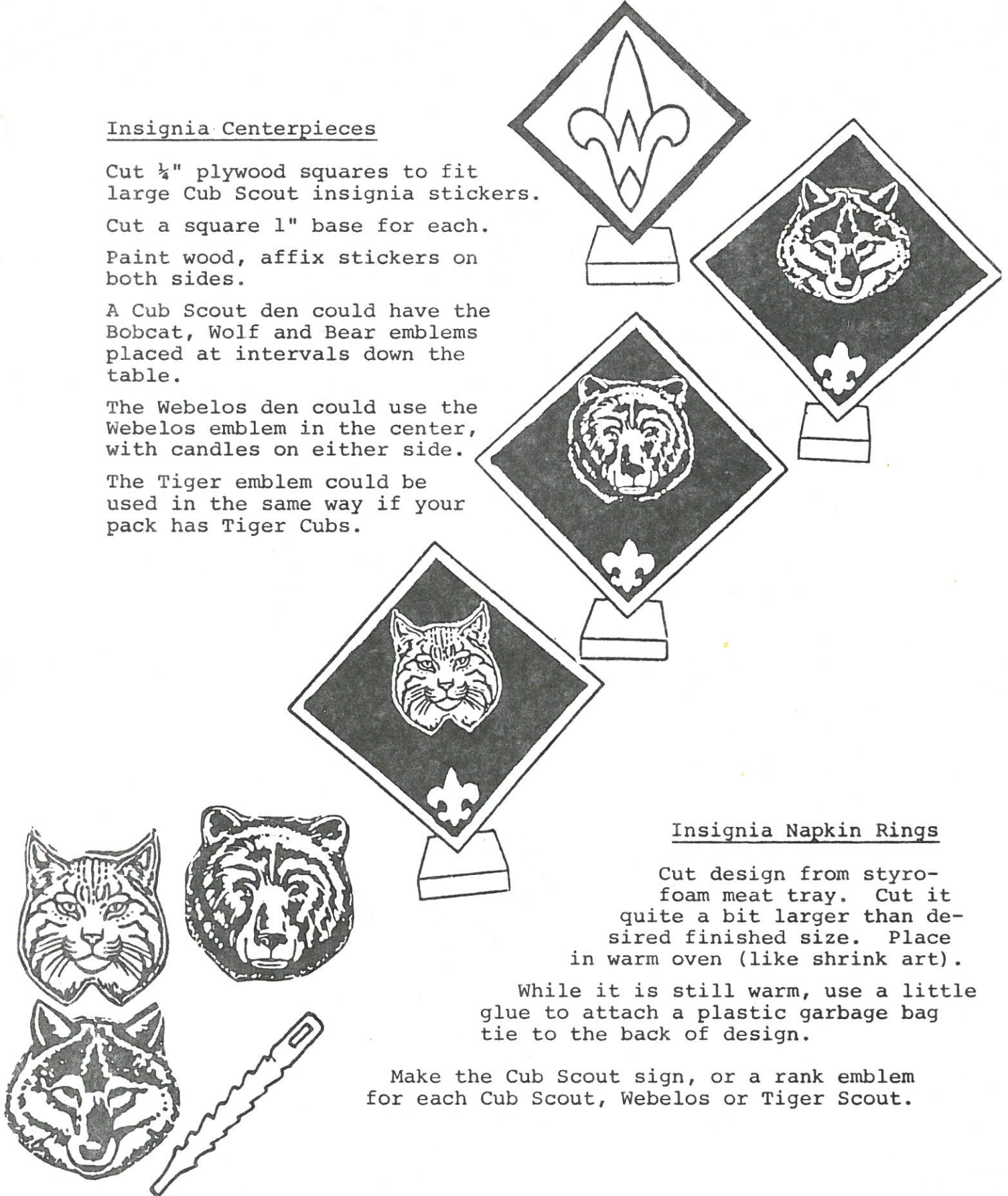
Cut a square 1" base for each.

Paint wood, affix stickers on both sides.

A Cub Scout den could have the Bobcat, Wolf and Bear emblems placed at intervals down the table.

The Webelos den could use the Webelos emblem in the center, with candles on either side.

The Tiger emblem could be used in the same way if your pack has Tiger Cubs.



Insignia Napkin Rings

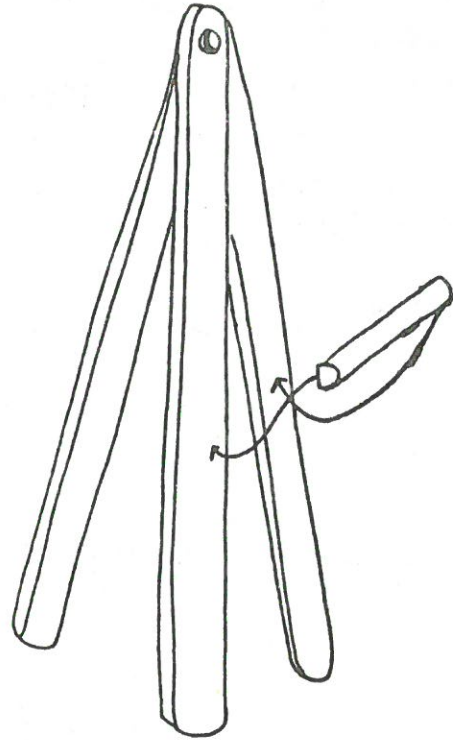
Cut design from styrofoam meat tray. Cut it quite a bit larger than desired finished size. Place in warm oven (like shrink art).

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

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

Placecards

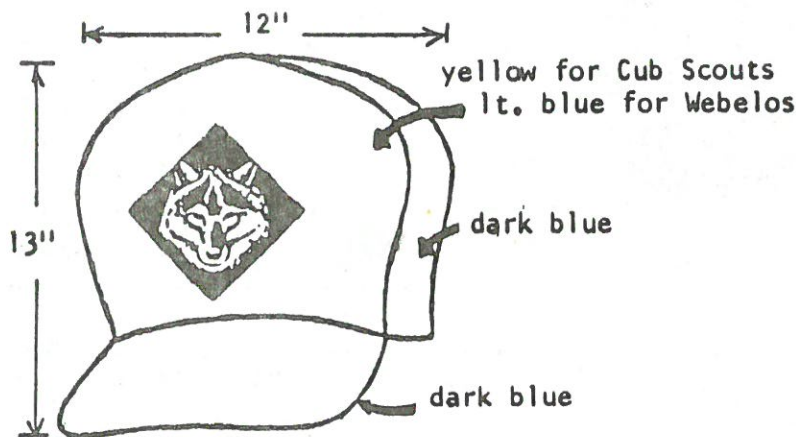
Place three pieces of wood together and drill one hole thru all three pieces, approximately one inch from the end. Paint with brown paint. Push small dowel into the hole, attaching the three pieces of wood. Push the center piece of wood back and glue a fourth piece of wood to front two pieces as shown. Add picture of Cub Scout and place on table to mark his families place at the table. A school picture would be perfect for this placecard or a picture of the Cub Scout in his uniform.



Hat Placemat

Enlarge pattern. Cut from dark blue construction paper. Glue on additional front section of yellow or light blue. Add emblem for Cub Scout of Webelos.

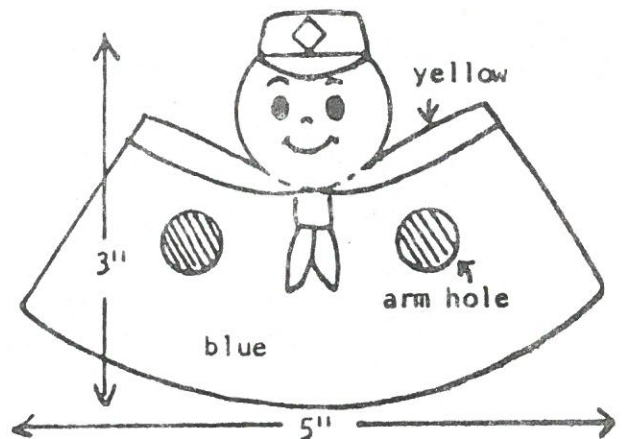
Hat can be made in different sizes for name card, nut cup or invitation.



Placecards

Cub Scout

To make these engaging favors, draw Cub Scouts as shown, with a variety of whimsical expressions. Color as indicated and cut out, slitting along dotted lines. Use punch or scissors to make arm holes. Roll into cone and glue or tape edges at back. Type the Cub Scout Promise on 3" square of paper, roll and insert thru holes for arms. Print the Cub Scouts name, or the family name in big bold letters on the front of the Cub Scout.



Cub Scout

Make from egg carton cups, painted blue. Head is either another egg cup or small styrofoam ball. Glue on blue construction paper arms. Glue sides and top on styrofoam ball to make the shape of the new baseball cap. Cut slit in top of styrofoam ball to add brim. Glue in place.

MY VERY FAVORITE RECIPE

1 elephant (medium size) 2 rabbits (optional)
salt and pepper

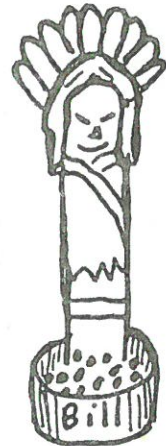
Cut the elephant into bite size pieces. This will take about two months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered over kerosene fire 465°F for about 4 weeks adding more liquid if necessary.

This serves 38,000 people. If more people are expected the two rabbits may be added but only if necessary as most people do not like to find hare in their food.

BLUE AND GOLD TABLE DECORATIONS

Clothespin Akela Nut Cup

Paint a clothespin as Akela. Glue yarn hair and small paper feathers to the head. Glue or tape Akela to a nut cup (a ring of cardboard for the cup to fit inside would provide extra support, if necessary).



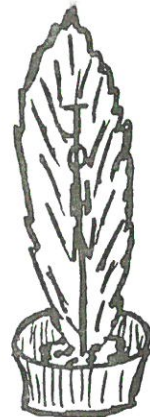
Indian Headband Nut Cup

Paint the guest's name on a real feather or one made from paper. Fold a strip of paper, 2" x 6", into a ring, gluing to hold. Glue the name feather to the inside back of the ring. Add nut cup.



Feather Nut Cup

Cut feathers from colored paper and glue or staple to back of nut cup. Paint veins in the feather - add name - fill with nuts and place on table.



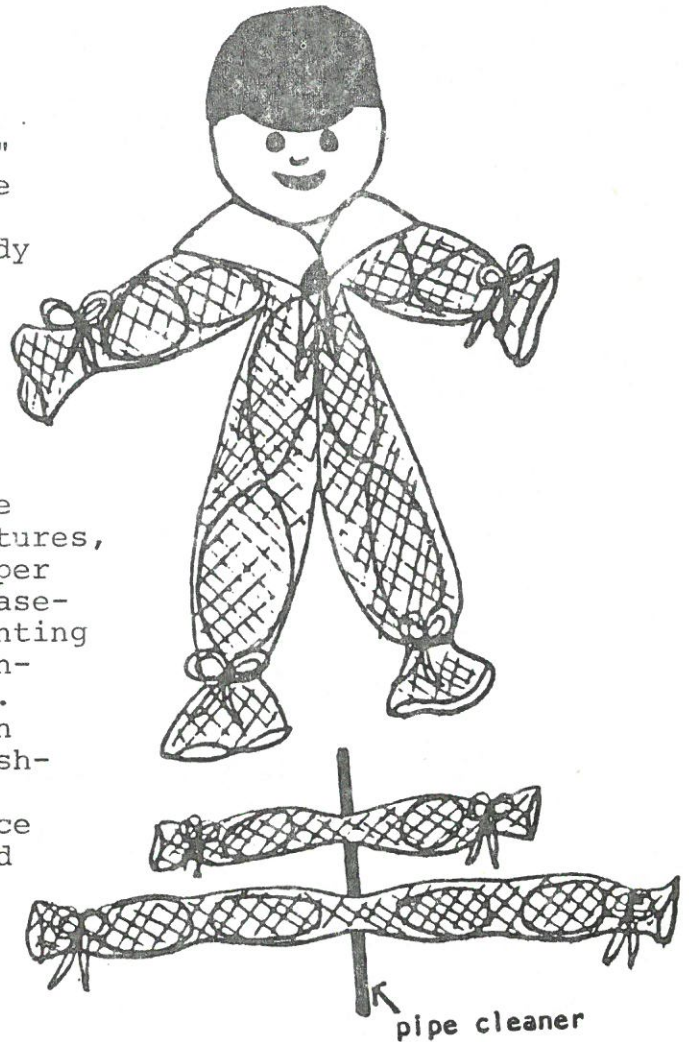
Indian Name Card

Break walnut in half, without breaking the half - shell. Paint features on the half walnut. Cut out head band from colored paper, or cut individual feathers in different colors and glue to construction paper. Glue half walnut shell to paper, add name and place on table.



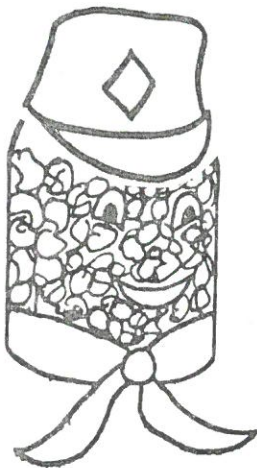
CUB SCOUT FAVOR

Cut piece of net 8" long and 3/4" wide for body and legs. Cut piece of net 5" long and 3/4" wide for arms. Roll around pieces of candy and tie ends with short pieces of yarn. Center the short piece over the long piece and twist a blue pipe cleaner around the middle. Use a styrofoam ball for the head. Use construction paper to build the ball up into the shape of the baseball cap. Paint on face, features, hair. Using blue construction paper when building the ball up to a baseball type hat will eliminate painting the hat. Cut a small piece of construction paper to make the bill. Cut slit in styrofoam and glue in bill. Attach head to body by pushing one end of pipe cleaner into styrofoam ball. Shape small piece of yellow felt or crepe paper and glue together around neck for neckerchief.



BABYFOOD JAR CUB

Cut styrofoam ball in half and paint blue with tempera or other waterbase paints. Cut construction paper to look like baseball cap and glue to styrofoam ball. Use yarn in colored needed and glue to hat to make lines. Make hat brim and face features out of construction paper also. Use yellow paper napkin for neckerchief. Fill with candy and set on banquet table.



SONGS FOR BLUE AND GOLD BANQUETS

Baden-Powell

(Tune: Found a Peanut)

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

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

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

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!

BLUE AND GOLD

(Tune: Jingle Bells)

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

BLUE AND GOLD BANQUET - FATHER-SON CAKE BAKE

This is a popular and exciting father-son activity which can be used any time of year, but is especially suitable for February, since the cakes can be used for banquet dessert. Families are furnished with the rules decided upon by your pack committee. Before the banquet, cakes are judged and prizes awarded.

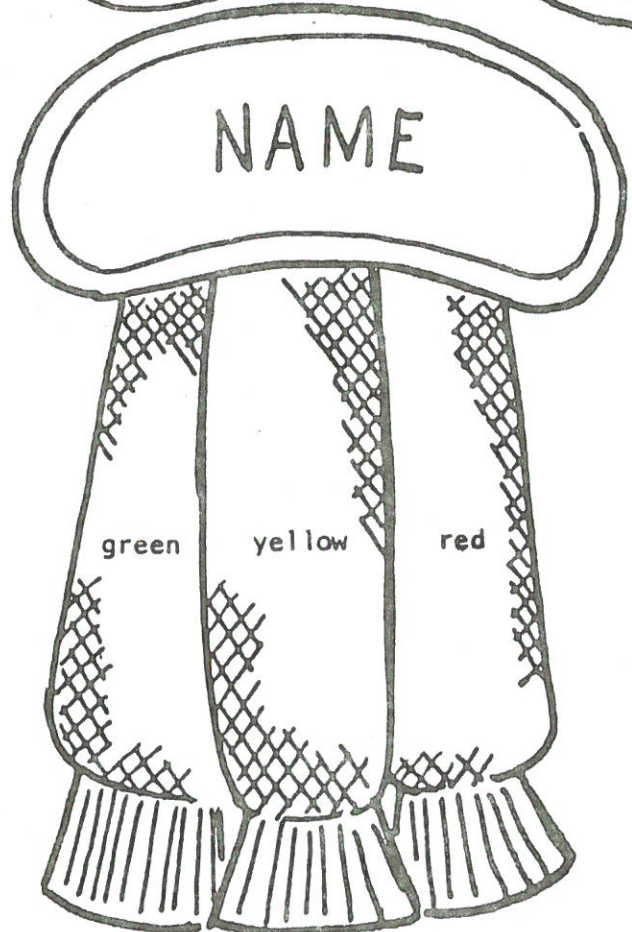
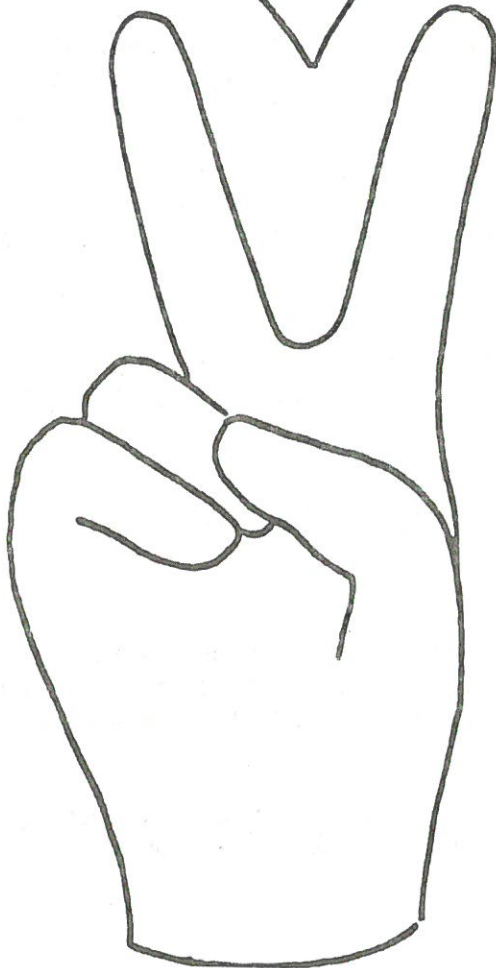
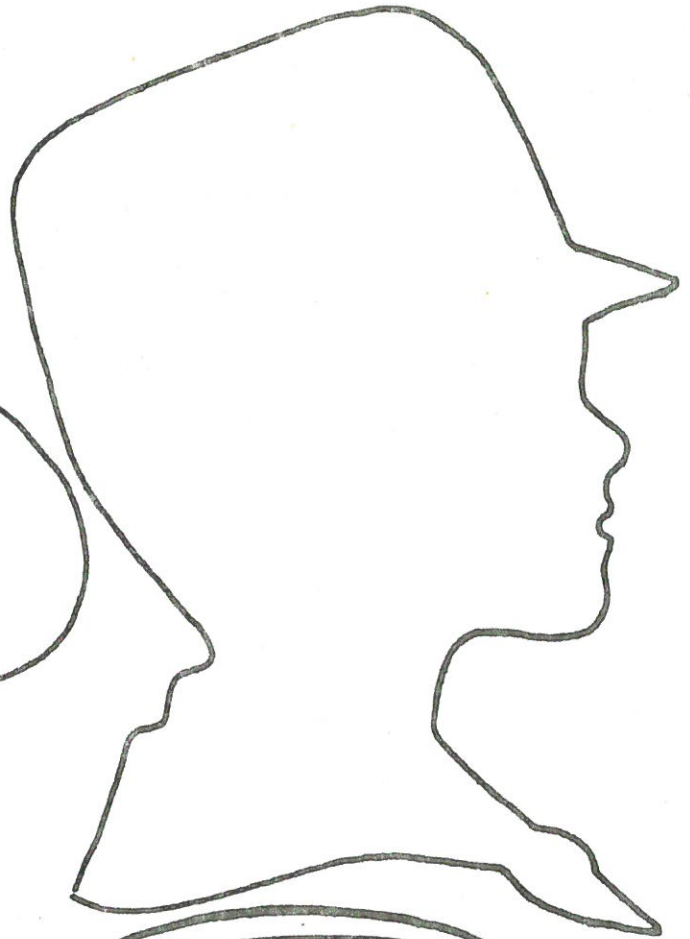
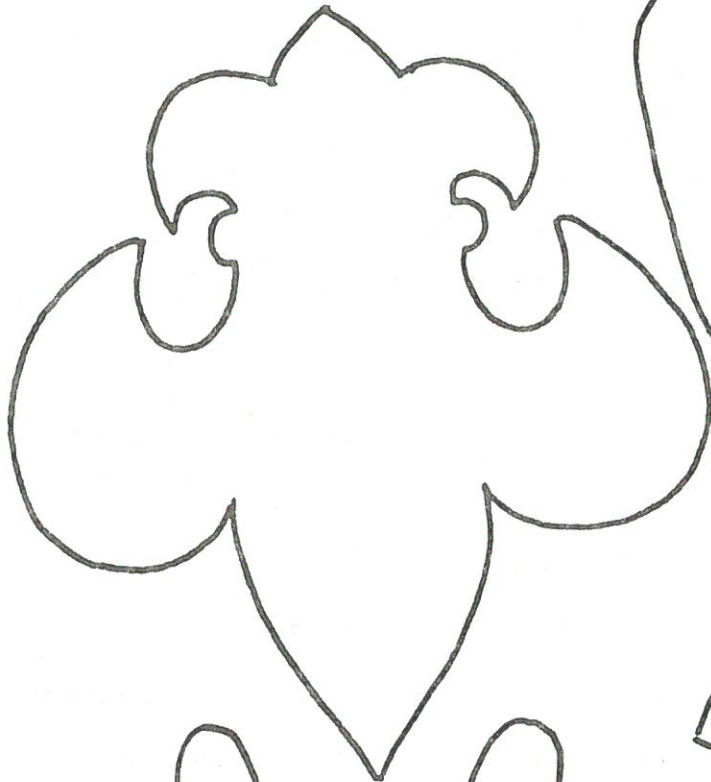
Suggested rules:

- Cakes must be baked by a Cub Scout or Webelos Scout and other male. (If there is no father in the family, it can be an uncle, grandfather, older brother, etc.
- Cake mixes and icing mixes may be used.
- No female assistance is allowed in any respect.
- Entire creation must be edible, including all decorations.
- All cakes should have a title or name, to be shown as part of the cake decoration, or on a card attached to the cake. Cakes will be numbered for judging purposes.
- Cakes should be on a disposable plate or tray.
- All cakes will be judged (by outside guests) and prizes awarded in the following categories:
 - Judges' choice (grand prize winner)
 - Most original creation - 1st, 2nd and 3rd place
 - Most appropriately named cake - 1st, 2nd, and 3rd place
 - Biggest cake
 - Tallest cake
- Cakes not used for banquet will be auctioned at the meeting with proceeds going to the World Friendship Fund or the pack treasury.

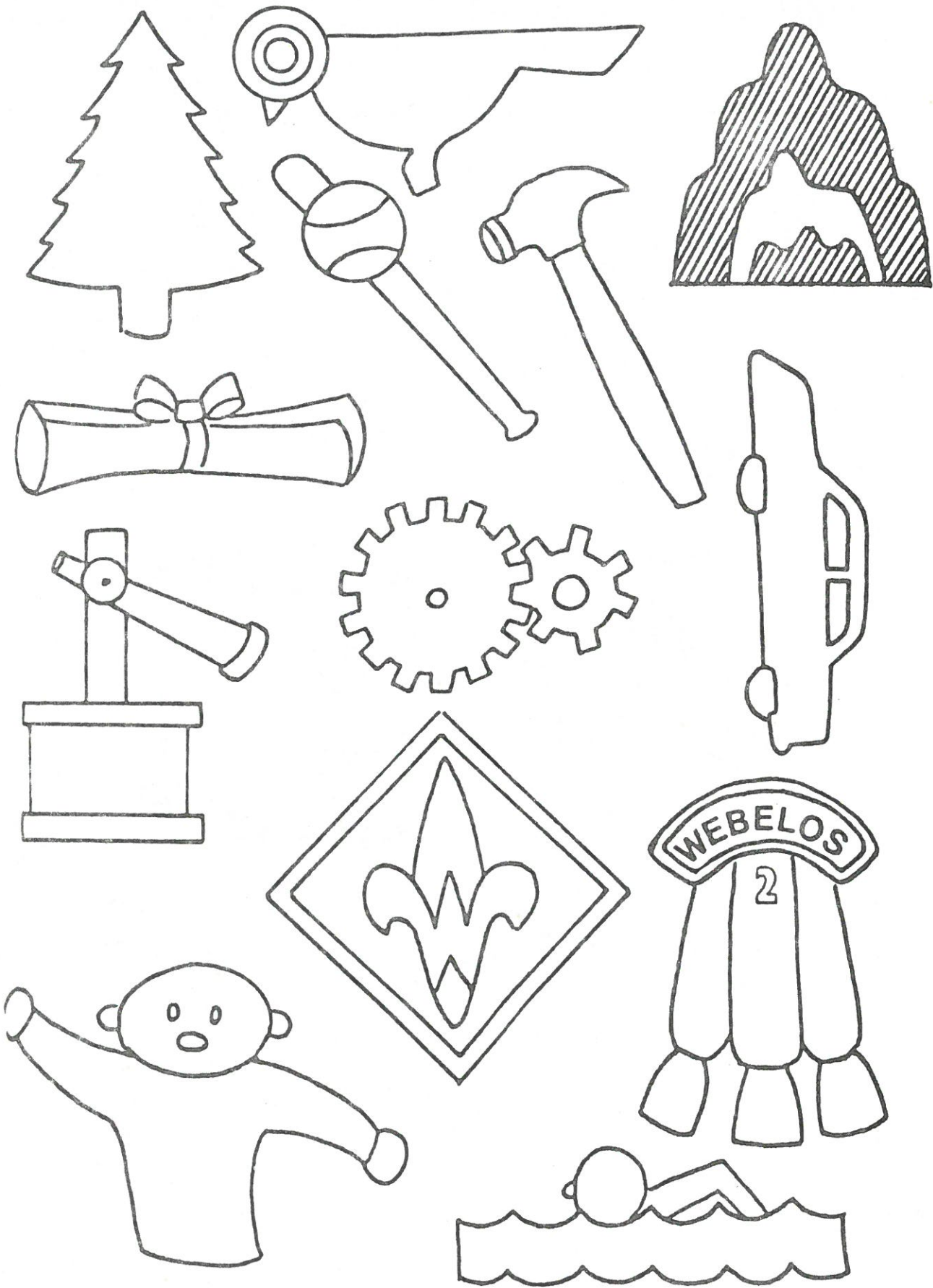
Note: This is also a good pack fund-raising project. Done at another time of year, all cakes can be auctioned to the highest bidder, and proceeds donated to World Friendship Fund or to the pack treasury.

Or, rather than auction the cakes, charge an entry fee and let the boys draw for the cakes they will take home.

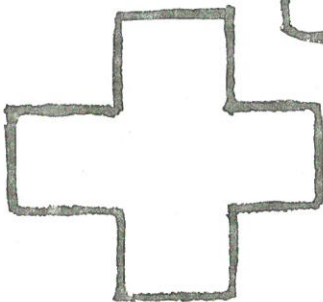
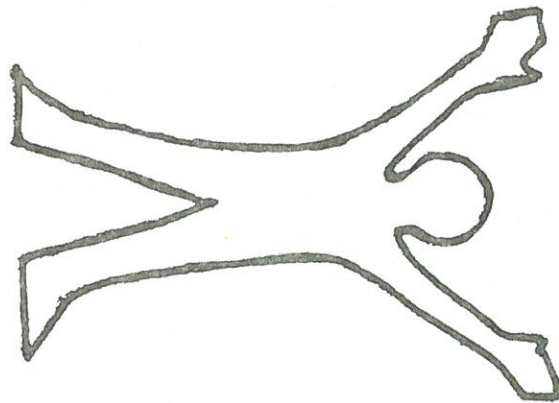
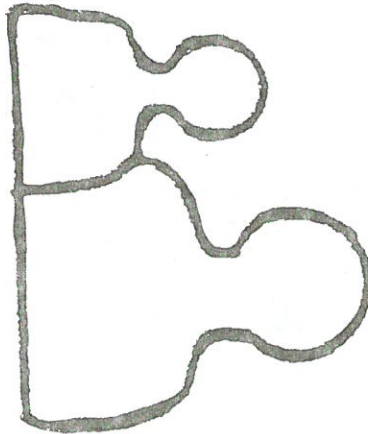
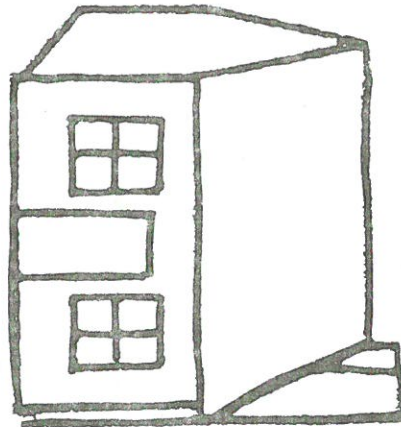
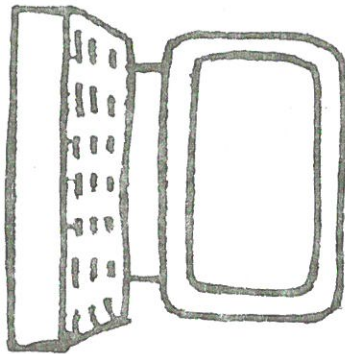
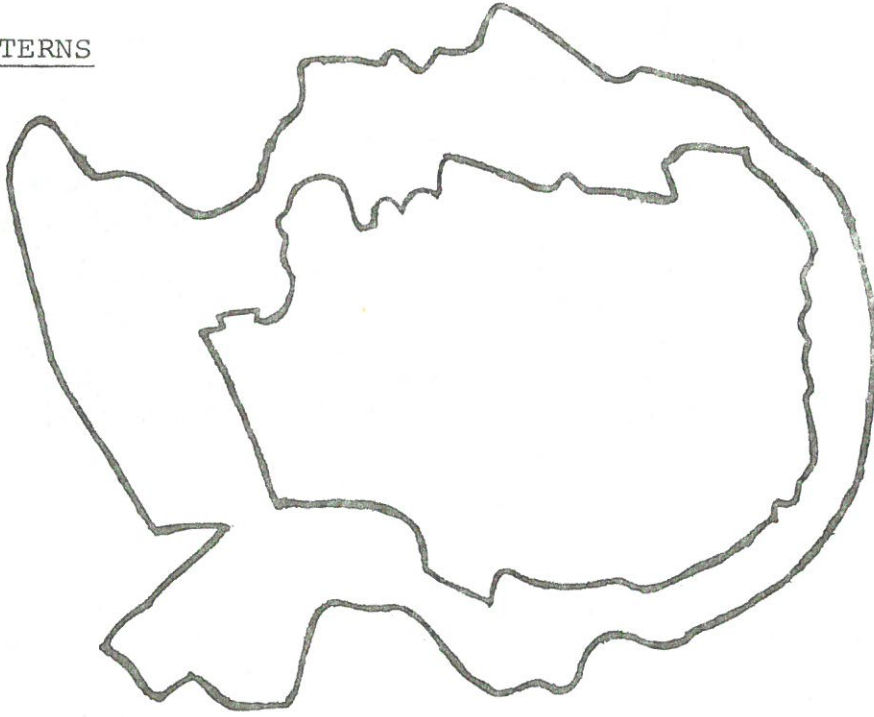
PATTERNS



PATTERNS



PATTERNS



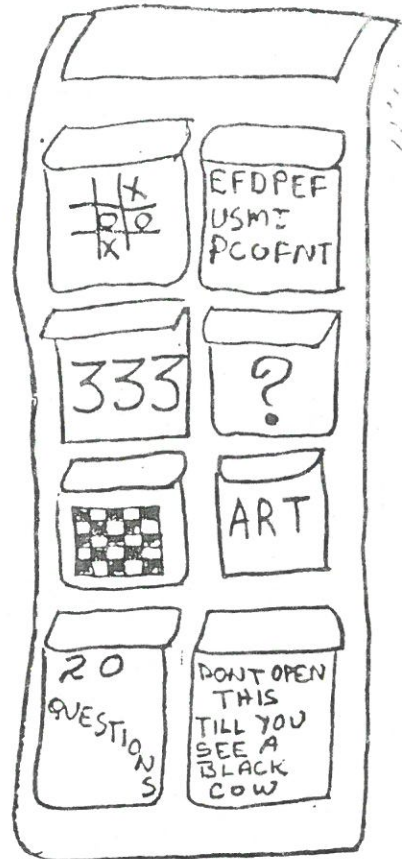
SHOE BAG GAME KIT

Webelos can help prepare a shoe bag game kit to keep smaller children entertained in the back seat of a car. The bag is made from a piece of cloth long enough to hand over the front seat and provide six or more pockets containing surprises such as paper and crayons, magnetic checkerboard, tick-tack-toe game, blunt scissors, etc.

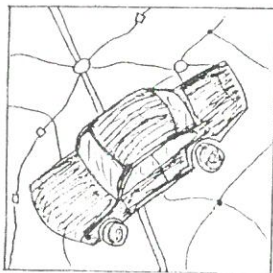
Suggestions:

Code messages to be decoded
 Pictures for coloring
 Paper for drawing & tick-tack-toe
 20 questions game
 333 may not be opened until someone has spotted three 3s on road signs.

One important rule to follow - players must put away the contents of one pocket before opening the next.

ROAD MAP NECKERCHIEF SLIDE

Materials: 2" square of $\frac{1}{4}$ " scrap wood - 5/8" staple
 ruler - road map (used) - scissors - hot glue
 white glue - small plastic car

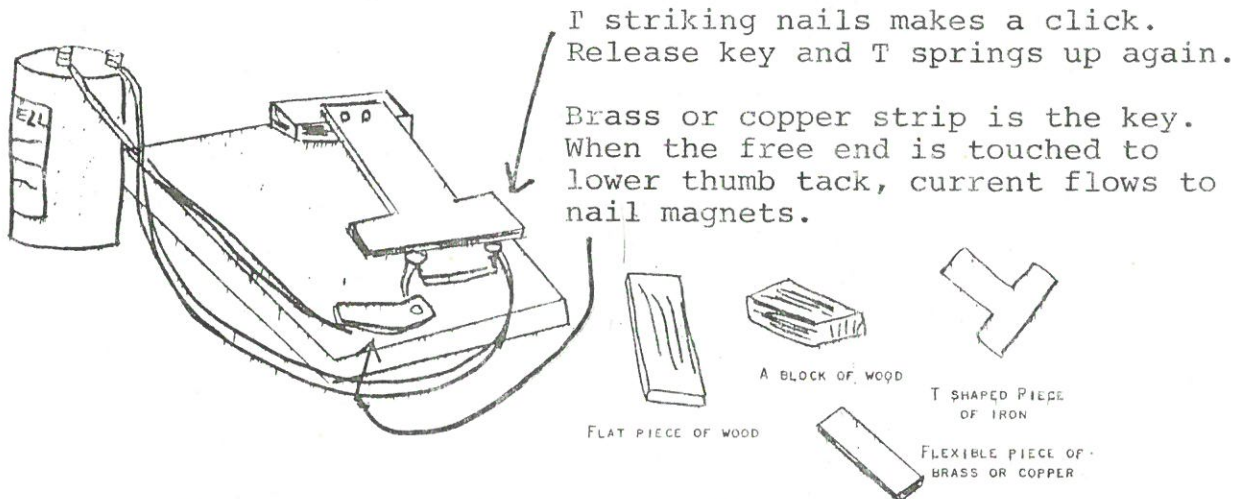


Sand wood smooth. Hammer staple into back of square. Cut out a 2" square from the map and use white glue to attach it to the front of wood. Use hot glue to attach the car on top of the map.

MAKE A TELEGRAPH SET

Materials: a flat piece of wood - a block of wood
 t shaped piece of iron - flexible piece of
 brass or copper - 2 iron nails - 2 thumb
 tacks - H battery and insulated wire

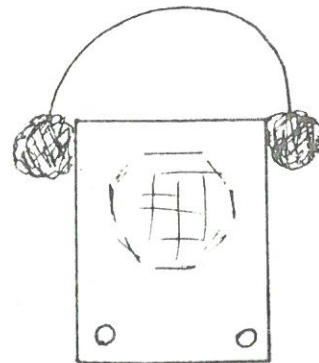
Assemble them as shown:



RADIO WITH HEADPHONES NECKERCHIEF SLIDE

Materials: 1x1½x½ thick scrap wood - 20 gauge stem wire
 2-10mm black pompoms - paint - ¾ wood staple
 glue

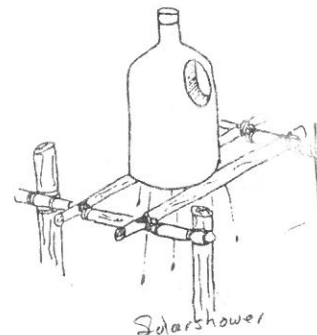
Sand wood smooth. Paint radio a solid color and use contrasting color to make details. Curve wire and glue to top corners of radio. Glue pompom (headphones) over ends of wire. Attach staple to back as slide.



SOLAR SHOWER

Materials: Plastic gallon jug or small garbage bag - string or other tie.

Fill with water from the stream. Leave the container or bag in the sun for an hour or longer. Punch a few small holes in the bottom and enjoy the shower. If you want to reuse the plastic gallon jug, dig a small hole in the ground and put the jug into the hole with the neck side down, being certain the lid is on securely. For a really fancy shower, build a shower platform with lashings and frame to hold jug in neck down position. When jug is turned over, the hot water faucet is on.



SCIENCE BOOK NECKERCHIEF SLIDE

Materials: Miniature wood book (2½ x 1½ x ½) from craft store or cut one from scrap wood - acrylic paint (white and any other color you choose - 5/8" staple



Hammer the staple to back of book. Paint pages of the book white, and use other color to paint cover. Once paint is dry, use white paint to letter the front of book with science title.

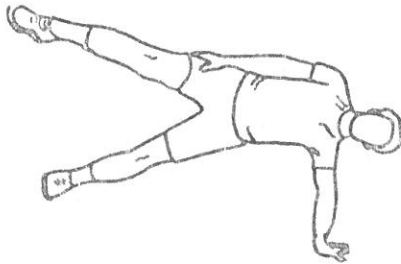
If you cut the book from scrap wood be sure to keep the book small enough to wear as a neckerchief slide. Sand all edges smooth and paint in the details with a contrasting color. The piece of wood should also be thick enough to hold the 5/8" staple securely without going through to the front.

Exercise is just one important step in keeping our bodies physically fit. Today with our easy way of doing things we have taken out of the boy's life much of the built-in activity which leads to physical fitness. Therefore, it is harder to get our boys toughened up and harder to keep them that way. We need to encourage activities which improve their fitness by practice and continuing exercise. Encourage the boys to exercise regularly at home, and keep track of their progress. A little bit of praise goes a long way.

BASIC LEG WORKOUT

Using toes only, pick up marbles.

Work a small towel into a ball under your instep.



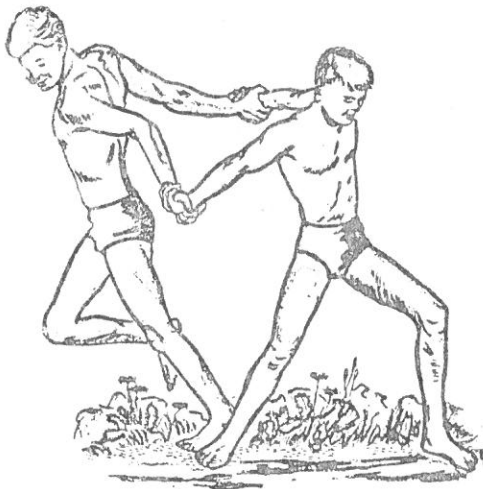
Support body on side of one foot, straight arm. Lift upper leg high. Lower slowly. Repeat on other side.



Kick outstretched hand with each foot. Extend arms side-wise. Try to kick hand with opposite foot.

Stand erect, then bend knees to squat, with back straight. Rise slowly. Repeat 6 times.

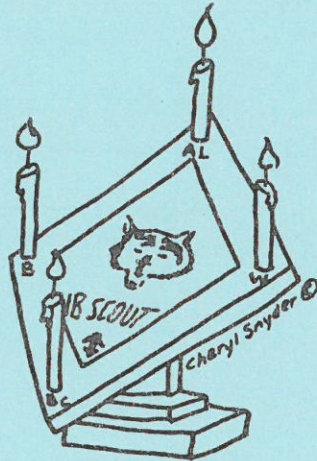
DUEL GAMES ARE FINE FOR FITNESS TRAINING. IDEA OF BACKWARD PULL IS TO PULL OTHER FELLOW ACROSS LINE.



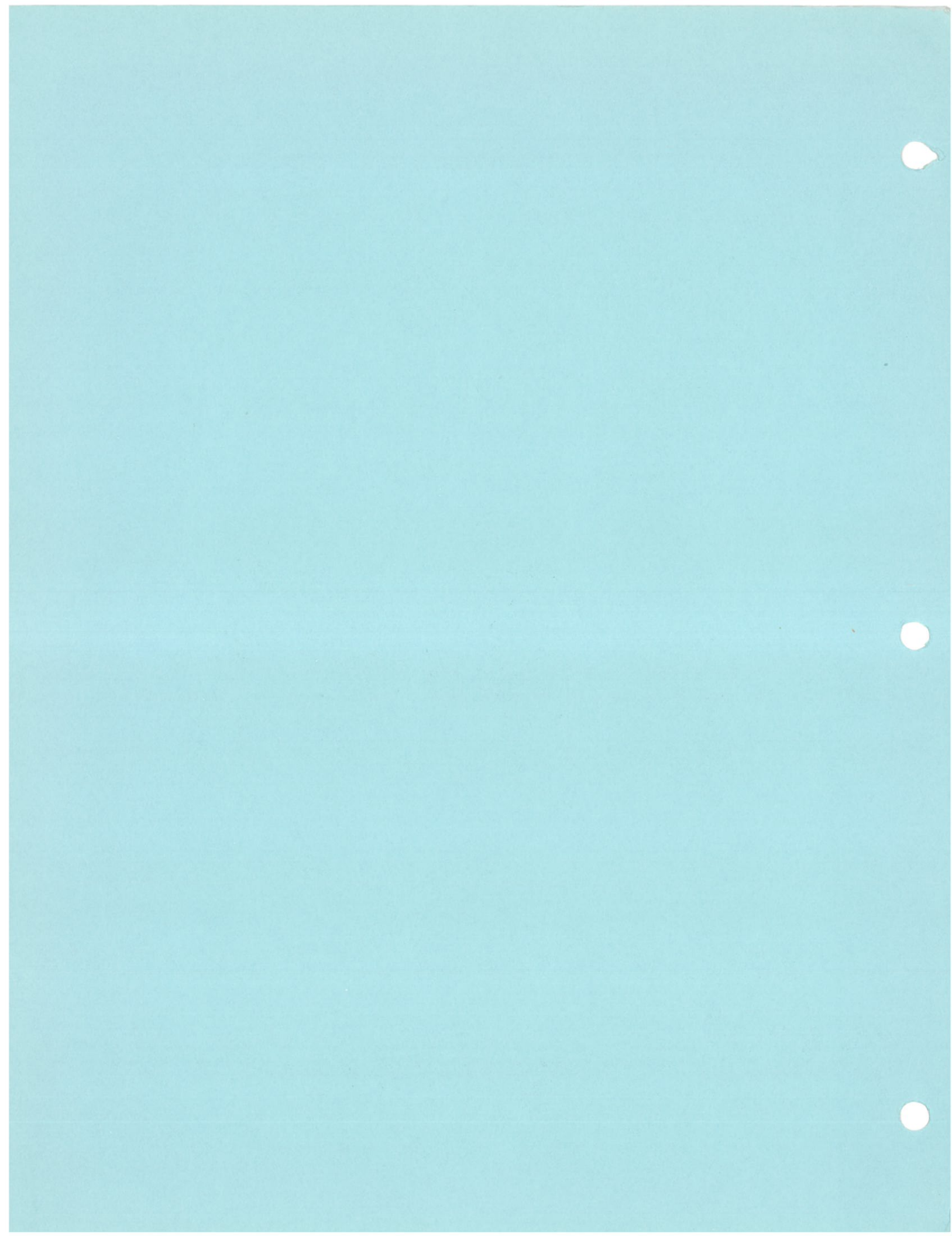
IN ARM RING WRESTLING, EACH FELLOW ATTEMPTS TO SEPARATE THE HANDS OF THE OTHER BOY.



NOW ON TO
ARROW OF LIGHT



CEREMONIES



CEREMONIES

Purpose: Recognition and FUN

What is it?

- Public observance of one's accomplishments
- Satisfies one's need for recognition
- May be theme of the month oriented

Why have it?

- Accomplishes the purpose of Cub Scouting
- Expedites Cub's development in the program
- Reemphasizes purposes and instills attitudes
- Provides recognition
- Motivates and encourages accomplishments
- Welcomes new families and visitors
- 1000 more reasons too numerous to mention!

Who does it?

- Den Leaders
- Cubmasters
- Den Chiefs
- Parents
- Anyone!

When is it done?

- IMMEDIATELY!!
- Anytime that is appropriate

Where is it done?

- Den meetings
- Pack meetings
- Blue and Gold Banquets
- Indoors or outdoors
- Anywhere!

How long is it?

- Long enough to be special
- Short enough to hold attention



TYPES OF CEREMONIES

Opening
Closing
Recognition - Immediate and Special
Flag
Den
Pack
Outdoor
Religious Awards

CEREMONIAL PROPS

Purpose: Ceremonial props are used to add color and life to ceremonies.

Why have them?

- Colorful
- Fun to make and use
- Provides atmosphere
- Achieves right effect

What are used for props?

- Candles or lights
- Room furnishings (chairs)
- Hats
- Flags
- Cub Scout emblems
- Spotlights
- Campfires - real or artificial
- Costumes
- Den doodles
- Stage scenes from cardboard boxes
- Almost anything!

Remember to

- Keep it simple and inexpensive
- Make it adaptable for different ceremonies
- Design it for easy storage and transportation
- Make large props collapsible with hinges, pegs, etc.
- Keep it lightweight. It has to be carried.

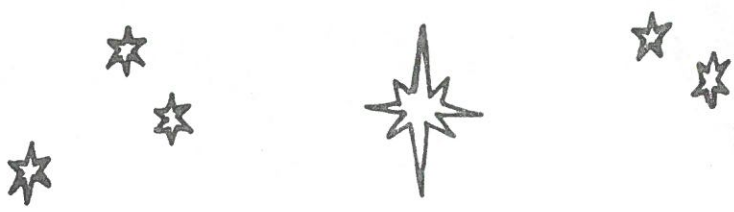
ELEMENTS OF GOOD CEREMONIES

- Based on Cub Scout ideals - Promise, Motto, Law of the Pack
- Can be original ideas if well planned
- Colorful
- Inspirational and sincere
- Well planned and staged
- Speakers should be well heard and seen
- Involves Cubs and parents
- Uses props, costumes, etc.
- Builds Cub Scout spirit
- Be simple and FUN!

RESOURCES

Staging Den and Pack Ceremonies Book
Roundtable Handouts
Cub Scout Leader "How-To Book"
Tiger Cub Organizer's Book
Boys Life
"Your Flag", Pamphlet No. 3188

POW WOW Books
Cub Scout Program Helps
Den Chief's Handbook
Scouting Magazine
Pack-O-Fun Magazine



DECEMBER 1988

HOLIDAY MAGIC

OPENING CEREMONY

Personnel: Cubmaster (or Den Leader)

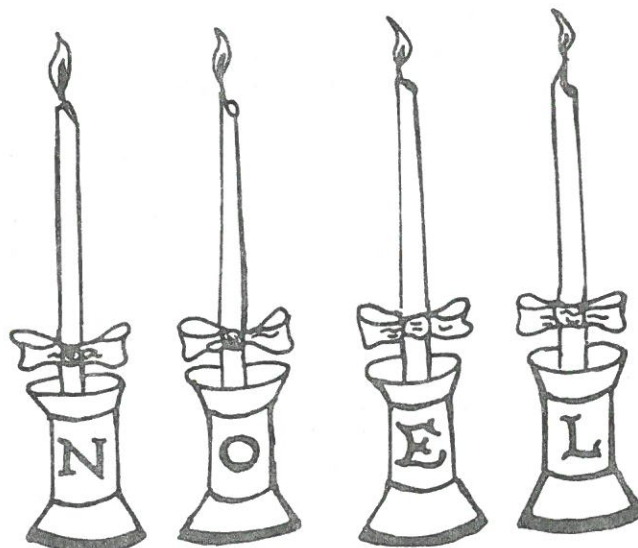
Equipment: Christmas tree, Christmas lights (if available)

Arrangement: Cubmaster center stage

CUBMASTER: This is the season of holidays. It is the time when the days are shorter and the nights are long. But somehow, things seem magical. Shopping centers come alive with the many changing colors of Christmas lights.

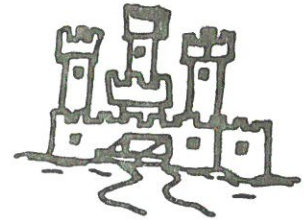
Thousands of homes have single candles to mysteriously light the way for the Christ child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter sky glisten with a mystical twinkle.

But the most magical aspect of Cub Scouts comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and the Law of the Pack. Let us all stand and repeat them together.





JANUARY 1989



KNIGHTS IN ARMOR

OPENING CEREMONY

Personnel: Cubmaster, Asst. Cubmaster, Den Leaders, All Cub Scouts

Equipment: Knights in armor costumes including swords and lances, scroll on which is written The Knight's Code.

Arrangement: The Cub Scout knights all parade in, bedecked in their full costumes and armor. They stand at attention with swords and lances in hand. The Cubmaster is dressed as a feudal king.

CUBMASTER: As King of the Royal Court of Pack _____, I call this meeting of our knighthood to order. Hear ye well as I read The Knight's Code: (READS FROM SCROLL)

THE KNIGHT'S CODE

Be always ready with your armor on,
except when you are taking your rest at night.

Defend the poor and help them
that cannot defend themselves.

Do nothing to hurt or offend anyone.

Be prepared to fight in the defense
of your country.

At whatever you are working,
try to win honor and a name for honesty.

Never break your promise.

Chivalry requireth that youth should be
trained to perform the most laborious and
humble offices with cheerfulness and grace,
and do good unto others.

To show our allegiance, let us all repeat the Cub Scout Promise.
(CUBMASTER LEADS PACK IN CUB SCOUT PROMISE)

ASST. CM: Welcome to all of those present! Before we begin the festivities, I would like to introduce the leaders of our Pack.
(INTRODUCES THE PACK LEADERS AS SIR OR LADY)

CUBMASTER: Let the festivities begin!



FEBRUARY 1989



STRONG FOR AMERICA

OPENING OR CLOSING CEREMONY

Personnel: Den Leader and 7 Cub Scouts or 8 Cub Scouts

Equipment: Signs to hold up showing the different types of fitness.
Speeches can be written on back of the signs.

Arrangement: Cub Scouts line up on stage and one at a time hold up their sign and read their lines.

1st CUB: When we talk about a Cub Scout being strong for America, we usually think of physical fitness and the different ways one can be "fit". In Scouting, we like to talk about five different kinds of fitness.

2nd CUB: PHYSICAL FITNESS - Physical fitness means that a Cub Scout develops and keeps his body healthy for a well-rounded life.

3rd CUB: MENTAL FITNESS - Mental fitness is the development of our minds, skills, and attitudes.

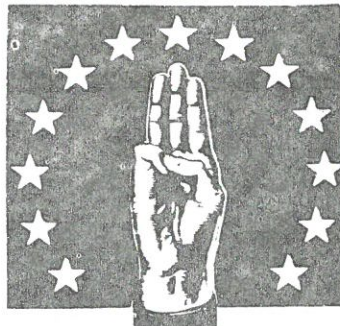
4th CUB: EMOTIONAL FITNESS - Emotional fitness is the ability to control feelings of fear and anger, to win and lose gracefully and to get along with others.

5th CUB: SOCIAL FITNESS - Social fitness means to work, play, and live happily with others.

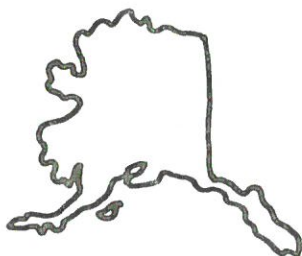
6th CUB: SPIRITUAL FITNESS - Spiritual fitness means to know your obligation to God.

7th CUB: These five forms of fitness are what we mean when we say "Scouting rounds a guy out", and makes us all better Americans.

8th CUB (or LDR): Please rise, give the Cub Scout Sign, and repeat the Cub Scout Promise with me: (ALL CUB SCOUTS AND LEADERS GIVE SIGN AND PROMISE)



STRENGTHEN AMERICA



MARCH 1989



EXPLORING ALASKA

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Asst. Cubmaster, Den Leaders, Cubs and Parents

Equipment: Large map of Alaska, picture of a Kodiak bear, picture of a dog sled, gold nuggets (small rocks painted gold).

Arrangement: Map of Alaska on stage with Cubmaster, pictures and gold nuggets nearby.

CUBMASTER: Exploration of Alaska has resulted in many things that have benefitted the United States of America. The construction of the Alaskan pipeline was an achievement that prevented a fuel crisis in America. We honor our Cub Scouts tonight who have made our Pack a better Pack through their achievements along the Cub Scout trail.

ASST. CM: Alaska was discovered in 1741 by Vitus Bering who was sailing for Russia. (POINTS TO MAP AND SHOWS RELATION TO RUSSIA) Our Bobcats are like this Danish Explorer because they are exploring new adventures in Cub Scouting. Will the Den Leaders bring our new Bobcats and their parents forward for induction. (INDUCTS BOBCATS)

CUBMASTER: Eskimo explorers use huskies to pull their sleds over the frozen tundra plains. (HOLDS UP PICTURE OF DOG SLED) Like the huskies, our Wolf Cubs work very hard toward the Wolf Rank. Will the Den Leaders bring the Wolf Badge candidates and their parents forward to receive their awards. (PRESENTS AWARDS AND MOTHER'S PINS)

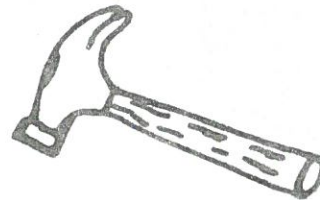
ASST. CM: The first explorers settled on Kodiak Island. This was the home of the ferocious Kodiak bears (HOLDS UP PICTURE OF KODIAK BEAR). In Cub Scouts, the Bears are not ferocious but they work very hard toward becoming Webelos Scouts. Will the following Bear Cubs and their parents come forward to receive their awards. (HANDS OUT BADGES OF RANK AND MOTHER'S PINS)

CUBMASTER: Before the turn of the century, Alaskan explorers had discovered gold. (SHOWS GOLD NUGGETS TO AUDIENCE) Likewise, our Cubs discovered that by doing ten electives, they could earn gold and silver arrow points. Will the following Cubs come forward as I call your name to receive you arrow points. (READS NAMES AND AWARDS ARROW POINTS)





APRIL 1989



CUB SCOUT HANDYMAN

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Asst. Cubmaster, Cub Scouts and Parents

Equipment: Tool chest with large samples of the tools to be used during the ceremony. Badges of rank that the Cub Scouts have earned and Mother's pins. Each award is attached to smaller samples of the tools - either "play" tools or tools made of cardboard and painted.

Arrangement: Cubmaster, dressed as a carpenter with a hat and apron, walks center stage with tool box of awards.

CUBMASTER: We have with us tonight some Cub Scouts who have been handy and learned to use the tools of Cub Scouting to advance in rank. From my tool chest, I will take the screwdrivers which are the first tool these Cub Scouts learned to use. Will the following Cub Scouts come forward with their parents as the Assistant Cubmaster reads their names. (ASST. CUBMASTER READS NAMES OF BOBCAT CANDIDATES)

ASST. CM : I would like for each of you to repeat the Cub Scout promise together. (CUBS RESPOND - THEN THEY REPEAT THE LAW OF THE PACK, TELL WHAT WEBELOS MEANS, GIVE THE HANDSHAKE AND SALUTE)

CUBMASTER: Very well done, boys! I will now ask that your parents present your Bobcat badges to you. Congratulations and welcome to our Pack. (PARENTS AND BOYS RETURN TO THEIR DENS)

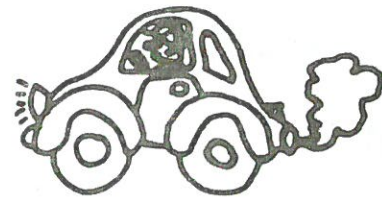
(CUBMASTER AND HIS ASSISTANT PROCEED IN THE SAME MANNER WITH THE FOLLOWING TOOLS: HAMMER FOR WOLF RANK, BECAUSE THEY ARE HARD HITTING; SAW FOR THE BEAR RANK, BECAUSE THEY HAVE BEGUN TO SHARPEN THEIR SKILLS; PLIERS FOR THE WEBELOS BADGE, BECAUSE THEY ARE GETTING DOWN TO THE "NUTS AND BOLTS"; A T-SQUARE FOR THE ACTIVITY BADGES, BECAUSE THEY WORKED SQUARELY ON THEIR ELECTIVES; AND A PLANE FOR THE ARROW OF LIGHT, BECAUSE THEY ARE "FINISHING" THEIR PROJECTS AND THE CUB SCOUTING PROGRAM)

CUBMASTER: We are all proud of the Cub Scouts who progressed this evening. They have learned the safe and proper use of hand tools during this month's Den activities. They have learned, too, that they can be "handymen" around their home and Den meeting place with the help of their leaders and families.

Thank you Cub Scouts for being real "handymen" this month.



MAY 1989



WHEELS, WINGS, RUDDERS

OPENING CEREMONY

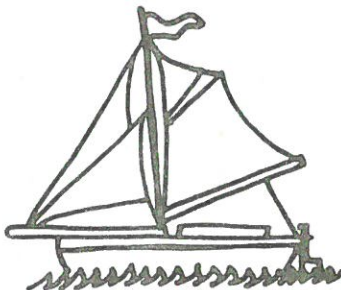
Personnel: Den Leader, 6 Cub Scouts

Equipment: Large cardboard cutouts (or pictures) of the vehicles indicated.

Arrangement: Each Cub Scout holds up his vehicle and reads their lines (which can be written on the back).

- 1st CUB:** (HOLDING TRAIN ENGINE)
When engineering a project, keep on the right track,
This way you will never be caught slack.
- 2nd CUB:** (HOLDING CANOE)
As the wise old Indian would do,
Learn to paddle your own canoe.
- 3rd CUB:** (HOLDING COVERED WAGON)
The covered wagon served folks well in its day,
But don't get in a rut - you won't go far that way.
- 4th CUB:** (HOLDING PLANE)
To guide your life, like a good pilot you'll find,
It's important to keep an open mind.
- 5th CUB:** (HOLDING CAR)
If spinning your wheels causes a terrible rumbling,
You may not be moving, but just sitting there grumbling.
- 6th CUB:** (HOLDING SPACE SHIP)
Just as an astronaut flies into space,
With a lot of determination, you can go any place.

DEN LEADER: Let's all stand and join in the pledge of allegiance.





JUNE 1989



AKELA'S COUNCIL

GRADUATION CEREMONY

Personnel: Cubmaster, Scoutmaster, 4 Cub Scouts, Graduating Scouts and Parents

Equipment: Akela Indian costume, Indian brave costumes, 4 candles in holders.

Arrangement: Akela in Indian costume is center stage. The room is darkened. In each corner of the room stands a Cub Scout representative of one of the four winds. Each in turn lights a candle as he expresses his wish for the graduating Cub Scouts.

CUBMASTER: As Akela of Pack _____, I call to the Scoutmaster of Troop _____ who has spoken to receive our graduating Scouts tonight. Listen as the four winds speak.

NORTH WIND: I am the North Wind. People say I am cold. But to you I will always bring the warmest of winds. You have been a true-blue Cub Scout while in Pack _____ and have lived up to the Law of the Pack.

SOUTH WIND: I am the South Wind. I wish you good Scouting. Over hill and dale I have carried stories of you and your Cub Scout experiences and of how you were happy, game and fair.

EAST WIND: I am the East Wind. I wish you well. I have spread the story of your fun and happiness in Cub Scouting with Pack _____ and of how you lived up to the Cub Scout Promise.

WEST WIND: I am the West Wind. I would like everyone present to know that these graduating Cub Scouts did not walk the trail of Cub Scouting alone. Each had the wonderful help of their parents. Parents, continue to help your Scouts go and grow!

(AFTER EACH WIND SPEAKS, HE COMES TO THE FRONT OF THE GROUP)

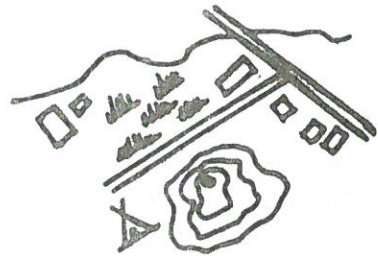
ALL WINDS: We will be with you forever. We wish you the best of luck in your travels and experiences up the Boy Scout trail.

(ROOM LIGHTS ARE TURNED ON. THE GRADUATING CUBS AND THEIR FAMILIES LINE UP TO CROSS THE BRIDGE OF SCOUTING INTO THE BOY SCOUT TROOP. THE CUB SCOUT NECKERCHIEF IS REMOVED AND THE CUBMASTER PRESENTS THE GRADUATION CERTIFICATES AND INDIVIDUAL RECORD FORMS TO THE PARENTS AND CUBS. THE CUBS AND THEIR FAMILIES CROSS THE BRIDGE AND THE SCOUTMASTER WELCOMES THEM AND PRESENTS SCOUT NECKERCHIEFS)





JULY 1989



TRAILS, TREKS, TRIPS

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Den Chief (or Den Leader)

Equipment: Badges to be presented, straight pins for pinning on badges.

Arrangement: Cubmaster and Den Chief (Den Leader) is on stage.

CUBMASTER: When a boy becomes a Cub Scout, he takes a trip on an upward trail. I say "upward" because as he grows older he advances in Cub Scouting. He does not join a Cub Scout Pack and then wait idly for four years until he becomes a Boy Scout. With the help of his parents and leaders, he will make the trek and earn the various badges which are marks of achievement.

Tonight we have Cub Scouts with their parents who have completed the requirements for badges of advancement in rank or arrow points.

Den Chief (or Den Leader) (name) will you bring forward those Cub Scouts and their parents.

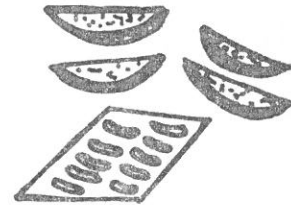
(CUB SCOUTS AND PARENTS ARE BROUGHT ON STAGE)

DEN CHIEF: Here we have (name), who became a Bobcat in our Den and tonight is receiving his Wolf badge. (CUBMASTER HANDS CARD TO PARENTS WHO PIN THE WOLF BADGE ON THEIR SON. THE CUBMASTER HANDS A MOTHER'S PIN TO THE CUB SCOUT TO PRESENT TO HIS PARENT)

Then we have (name), who already has his Bear badge. With extra effort on his part and cooperation from his parents, he has earned 10 additional elective credits and now receives his Bear Gold Arrow point. (CUBMASTER HANDS ARROW POINT TO PARENT TO PRESENT TO THE CUB)

CUBMASTER: Now you all can see that these two Cub Scouts are on the upward trail. They are moving forward and upward. With the same effort that you have shown before, keep working toward the highest award in Cub Scouting, the Arrow of Light award. My congratulations to you Cub Scouts and your parents for the fine work you have done in Cub Scouting. Keep up the good work.





AUGUST 1989

OUTDOOR FESTIVAL

OPENING CEREMONY

Personnel: Cubmaster (or Den Leader or Den Chief), 5 Cub Scouts

Equipment: Small tree, shovel, small model house, small model ship, American flag. (Cardboard cutouts of each device may also be used)

Arrangement: The Leader reads the narration below. Two Cub Scouts in uniform are center stage - one holds a small tree, the other holds a shovel or watering can. They pantomime planting a tree. One Cub Scout stands stage left holding the house. One Cub Scout stands stage right holding the ship. Another Cub Scout waits off stage holding an American flag.

LEADER: What do we plant when we plant a tree?
We plant the ship that will cross the sea.
We plant the mast to carry the sails,
We plant the planks to withstand the gales;
The keel, the keelson, the beam, the knee;
We plant a ship when we plant a tree.

(CUB WITH SHIP ENTERS AND STANDS BY TWO PLANTING THE TREE)

LEADER: What do we plant when we plant a tree?
We plant the houses for you and me.
We plant the rafters, the shingles, the floors,
We plant the studding, the lath, the doors,
The beams, the siding, all parts that be;
We plant the houses when we plant a tree.

(CUB WITH HOUSE ENTERS AND STANDS BESIDE TWO PLANTING THE TREE)

LEADER: What do we plant when we plant a tree?
A thousand things that we daily see;
The paper for books from which we learn,
Tools to help us do a good turn,
The wood for a Pinewood Derby car,
For model planes that we can fly far.
We plant the staff for the flag of the free;
Yes, we plant all of these things when we plant a tree.

(CUB SCOUT WITH AMERICAN FLAG ENTERS AND STANDS AT ATTENTION)

LEADER: Please stand and join me in the pledge of allegiance.



SEPTEMBER 1989



OUR AMERICAN HERITAGE

CLOSING CEREMONY

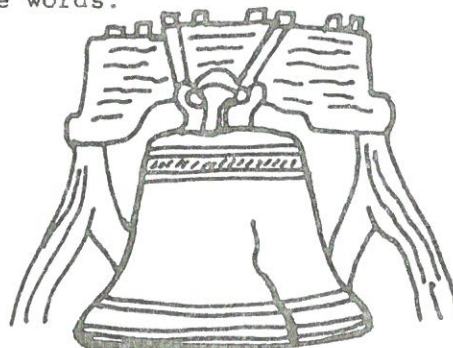
Personnel: 8 Cub Scouts

Equipment: Small American flags, cue cards

Arrangement: Cub Scouts in uniform stand in a straight line with each holding a small American flag.

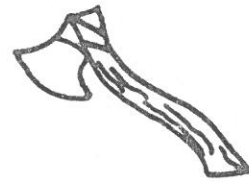
- 1st CUB: I am the symbol of the living America, the badge of its greatness, the emblem of its destiny.
- 2nd CUB: I am faith. It is I who keep men mindful of their priceless heritage, life, liberty, and the right to pursue happiness.
- 3rd CUB: I am hope. I represent the land of promise wherein, already, man's loftiest dreams have approached closer to realization than ever before on this earth.
- 4th CUB: I am life. Each strand and fiber of my being is a memorial, dedicated to the sacrifices of all those strong men and steadfast women who have lived and died in the nation's service, that it might live forever.
- 5th CUB: I am tolerance. So long as I shall wave, all people under my protection may freely worship, think, write and speak, undaunted by the shadow of fear.
- 6th CUB: I am justice, tempered with mercy. For I am friend to the oppressed and downtrodden of every land.
- 7th CUB: I am a sign of the future. I wave over schools throughout the nation and in them the nation's future is molded.
- 8th CUB: I am the flag of the United States ... the last ... the best hope for peace on earth.

NOTE: This ceremony is very effective and should be well rehearsed in advance so that each Cub Scout knows how to pronounce all of the words.





OCTOBER 1989



VIKING DISCOVERERS

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Advancing Cub Scouts and Parents

Equipment: Viking costumes, old chest to hold awards, "crew roster" with the Cub Scout Promise.

Arrangement: s center stage with "crew roster" and chest of the Cub Scouts' names are called, they come forward with parents and "sign on" by signing the crew roster.

CUBMASTER: Toni gather as Cub Scout Vikings to sign on new members. Just as Leif Ericson first sailed to Vinland on the ship called North America, we have new members called Bobcats who are discovering the experience called Cub Scouting. Will the following Bobcats step forward with their parents and sign the Cub Scout Viking crew roster.

(BOBCAT CANDIDATES SIGN ROSTER. CUBMASTER ASKS BOBCATS TO REPEAT PROMISE, LAW OF THE PACK, MOTTO, MEANING OF WEBELOS, AND SALUTE. CUBMASTER TAKES AWARDS FROM CHEST AND GIVES TO PARENTS TO PRESENT TO THEIR SONS AND MOTHER'S PINS TO PRESENT TO PARENTS)

CUBMASTER: Like the Viking sea rovers of old, we venture over the seas of Scouting in search of new and rewarding experiences. Let us call the Cub Scouts who have earned the Wolf rank forward with their parents to repledge their loyalty by signing the crew roster and to receive their rewards.

(CALLS WOLF CUBS AND PARENTS FORWARD AND PRESENTS AWARDS)

CUBMASTER: Our Viking ancestors were aggressive in pursuing new territories. Likewise, our Bear Cubs have been aggressive in completing all requirements for the Bear Badge. Will the following Bear Cubs and their parents please come forward to repledge their loyalty by signing the crew roster and to receive their rewards.

(CALLS BEAR CUBS AND PARENTS FORWARD AND PRESENTS AWARDS)





NOVEMBER 1989



PARADE OF THE PRESIDENTS

OPENING CEREMONY

Personnel: Cubmaster, Seven Cubs, Den Leader

Equipment: Pictures of each President and/or a prop that goes with the line being read (such as a copy of the Constitution for James Madison). An index card with the lines can be attached to the prop.

Arrangement: All personnel are off stage. The Cubmaster enters first followed by one Cub at a time and the Den Leader last and nearest the flag.

CUBMASTER: Tonight, we would like to go back in history and parade some Presidential facts before you.

CUB #1: (HOLDS PICTURE OF GEORGE WASHINGTON OR WEARS COLONIAL HAT)
George Washington's integrity set a pattern for all other Presidents to follow.

CUB #2: (HOLDS COPY OF CONSTITUTION UP FOR AUDIENCE TO SEE)
James Madison is known as the "Father of the Constitution".

CUB #3: (ENTERS WEARING A COONSKIN CAP)
Andrew Jackson was the first frontier President.

CUB #4: (ENTERS WEARING A STOVEPIPE HAT MADE OF CONSTRUCTION PAPER)
Abraham Lincoln declared "that this nation, under God, shall have a new birth of freedom".

CUB #5: (ENTERS CARRYING A NATURE PROP SUCH AS A PINE TREE SPROUT)
Theodore Roosevelt was a nature lover and a conservationist.

CUB #6: (STRUTS ON STAGE WHILE GROOMING HAIR)
John F. Kennedy at age 44 was the youngest man elected President.

CUB #7: (MAKES A THEATRICAL ENTRANCE)
Ronald Reagan was an actor before becoming President.

DEN LEADER: The President of the United States must speak for America and its citizens. The President is a symbol of leadership just like the flag is a symbol of our great nation. Let us now stand together and pledge our allegiance to the Flag of the United States of America. (LEADS AUDIENCE IN THE PLEDGE)





STANDARD FLAG CEREMONY

Personnel : Flag bearers for the American flag and pack flag, color guards for the American flag and the pack flag, leader

Equipment : American flag, pack flag, flag stands

Arrangements: Flag stands are in place at the front of the room or on stage. Flag bearers and color guards are in position in the rear of the room. The leader, who gives the commands, may be in the rear of the room or in a convenient place nearby. The Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point, the leader advances to the front of the room.

Leader: Cub Scouts come to attention. Will the audience please rise for the presentation of the colors. Color guard, present the colors! (or "color guard, advance") Speaker's commands should be given sharply and loudly. The color guard advances from the rear of the room with the flag bearers slightly in front, followed by the guards. The American flag should always be on the marching right in the procession. As the procession begins, the leader gives the next command.

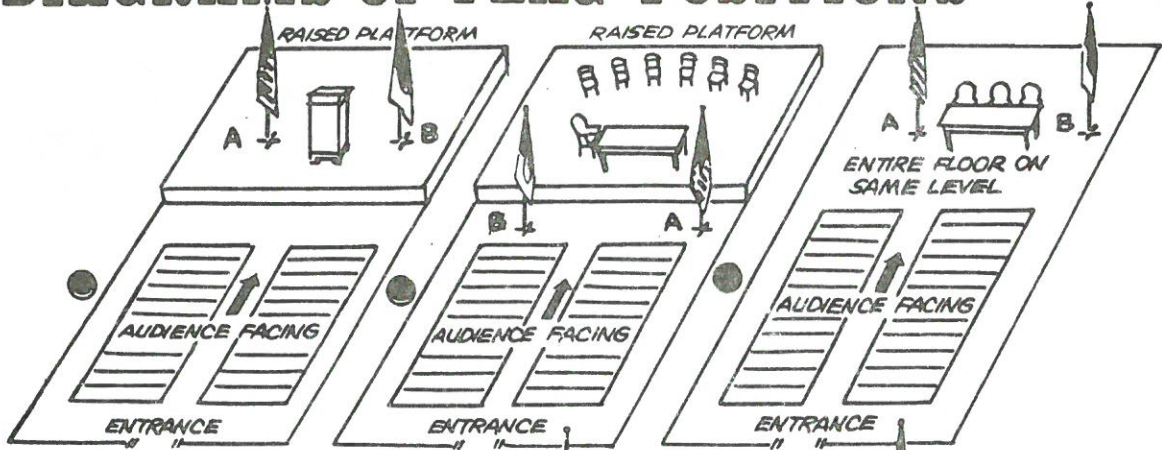
Leader: Hand salute! Leader salutes and the audience does likewise. All leaders in uniform should salute: anyone in civilian attire, should place their right hand over their heart. The leader's eyes follow the American flag until it is in position in the front of the room. Flag bearers and color guards take their position in front of the room near the respective flag stands. The American flag should be on the audience's left. Bearers and guards stand at attention, facing the audience. The flags are held vertically.

Leader: Pledge of Allegiance, repeat! Leader begins pledge with audience. At this command, the pack flag is lowered slightly (taking 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 the pledge. When the pledge is finished, the leader gives the next command, which is the signal for all salutes to be dropped. The pack flag is then raised to the vertical position again.

Leader: Two! . . .Color guard, post the colors! The pack flag is placed in its stand, then the pack flag bearer and color guard salute it and step back into place. The American flag is then posted and its bearer and color guard salute it and then step back into place.

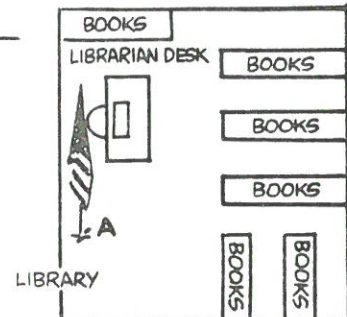
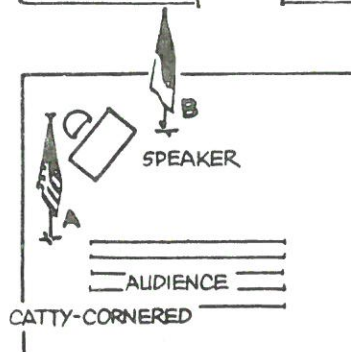
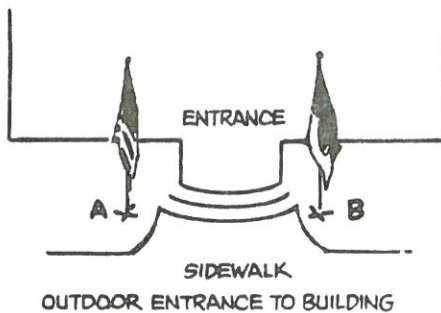
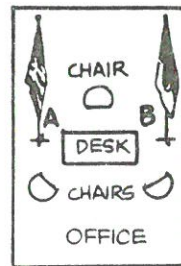
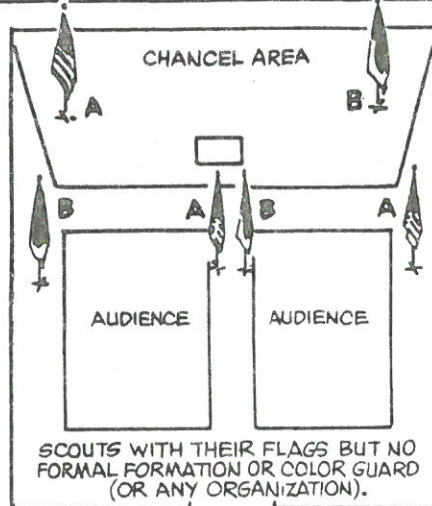
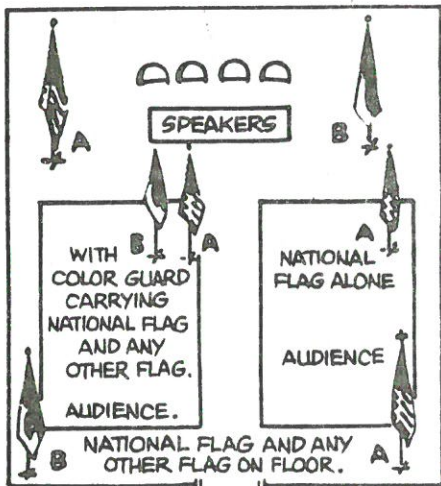
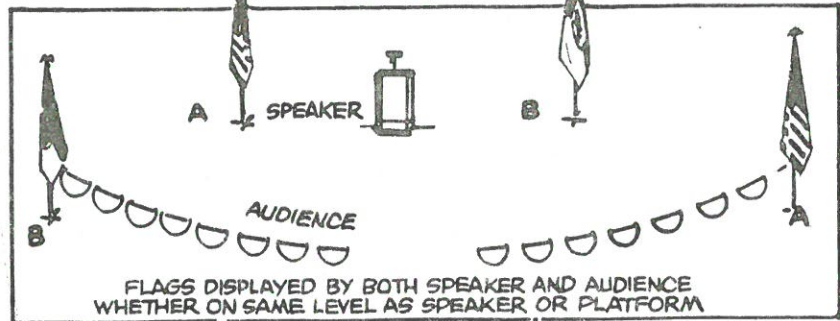
Leader: Color guard, retreat! (or "retire") Flag bearers lead procession to back of room with the leader following last.

DIAGRAMS OF FLAG POSITIONS



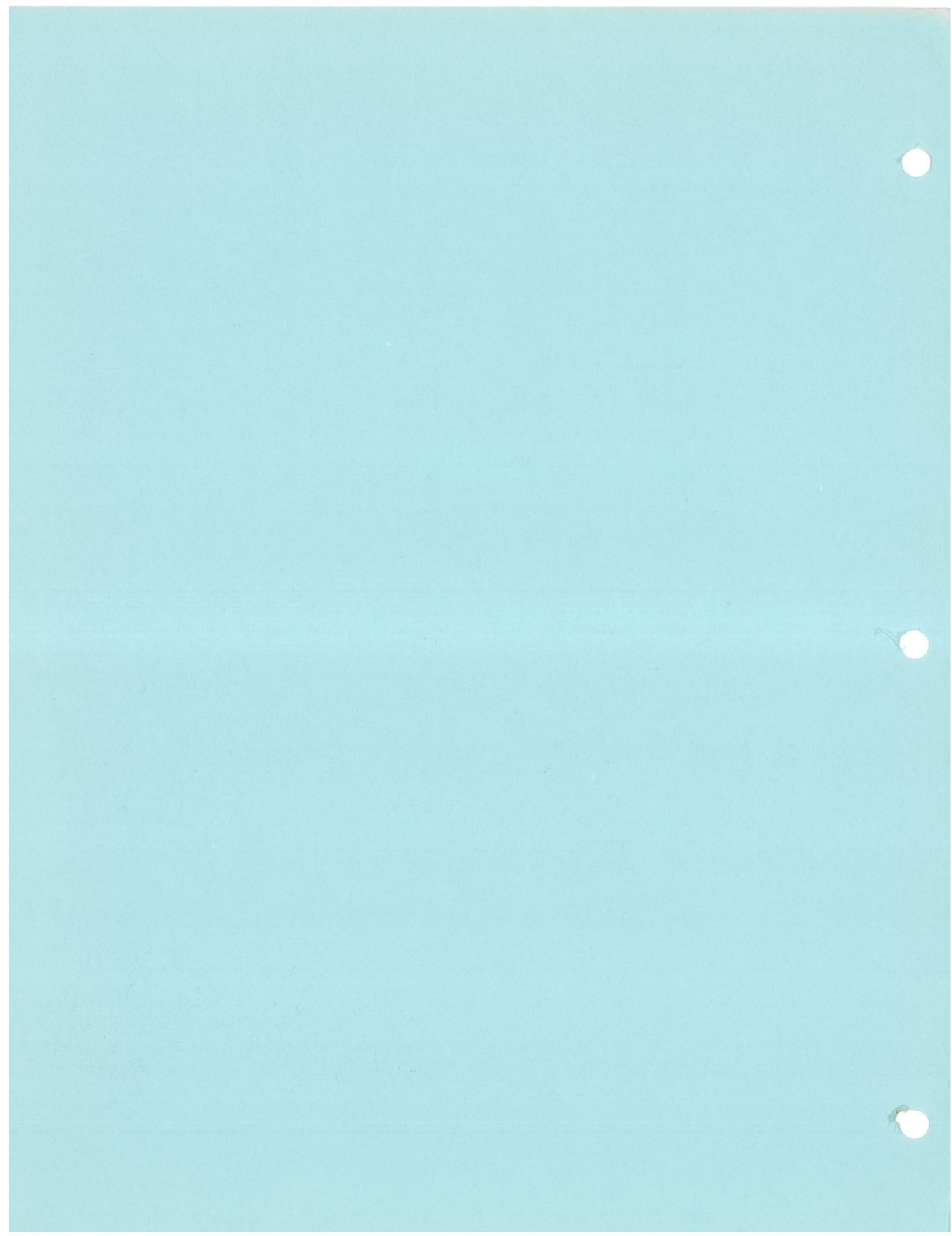
NOTE: A STANDS FOR THE NATIONAL FLAG, B STANDS FOR ANY OTHER FLAG.

DIAGRAMS 1-2-3-4 APPLY TO LECTURE HALLS, CLASSROOMS, CLUB ROOMS, CHURCHES, AUDITORIUMS, ETC.





CRAFTS



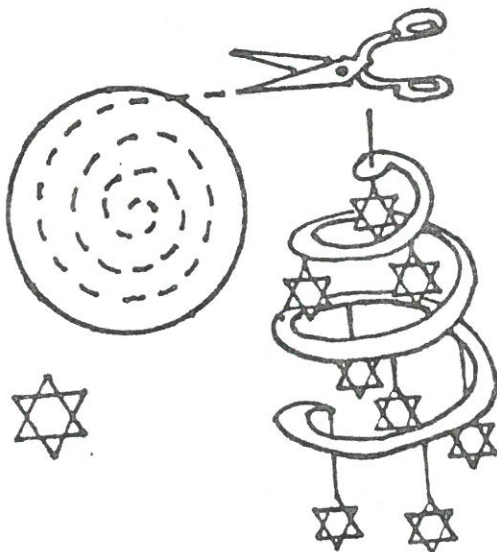
HANUKKAH MOBILE

Materials: Heavy construction paper - thread - scissors

Trace outline of a small plate on a sheet of blue construction paper. Cut the circle. By cutting around and around into the circle, make a spiral that is 1" wide.

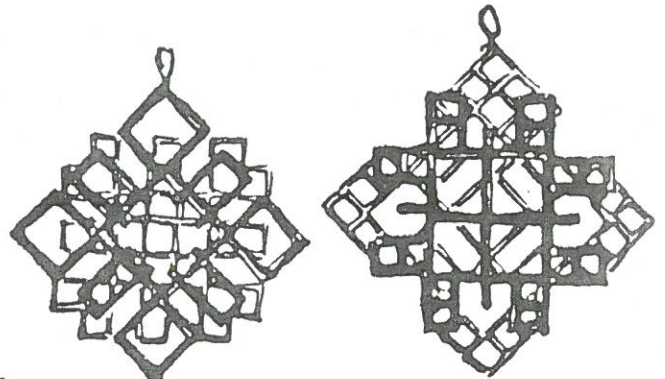
Cut 8 small stars of Davis from the construction paper. Punch a hole in each star. Also punch 4 pairs of holes thru the spiral: 2 holes a few inches from the end of the spiral, 2 near the middle, two near the top, and two at the very top of the spiral.

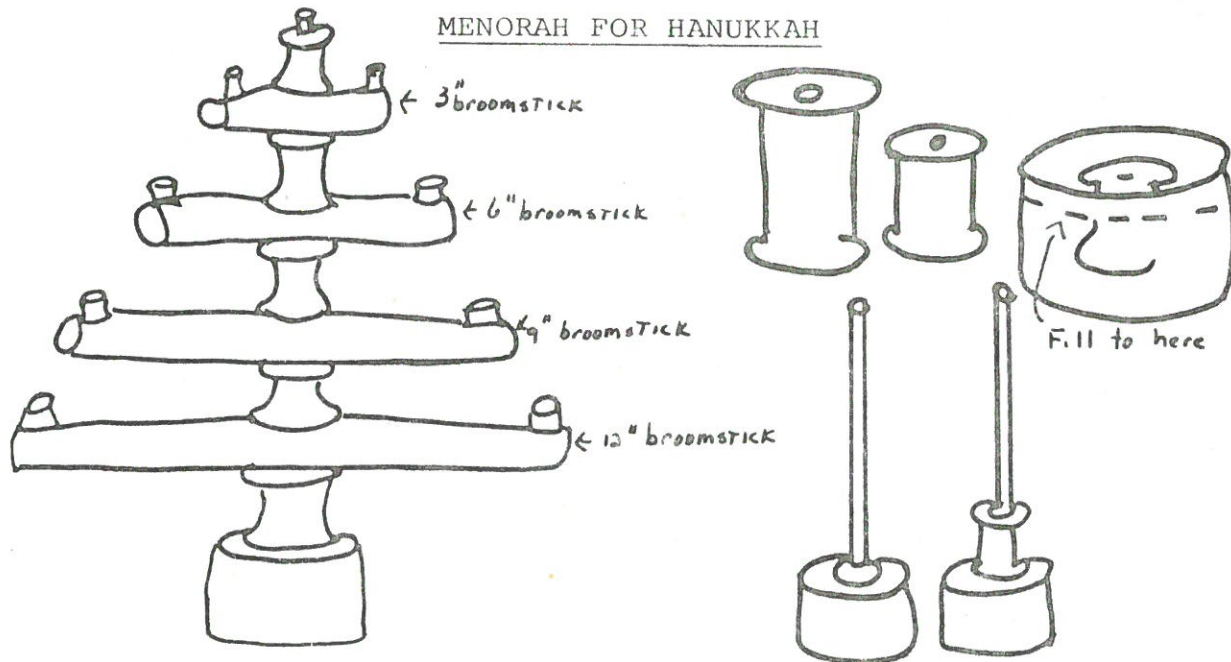
Run a short piece of heavy black thread thru each star. Attach the stars by running the thread thru a pair of holes in the spiral and tying the ends together. Run a longer piece of thread thru the top pair of holes in the spiral for a hanger.

BERRY BASKET SNOWFLAKES

Materials: Plastic berry/tomato baskets, scissors, white spray paint, glue

Cut snowflakes from the bottom of plastic berry or tomato baskets. Leave them the color of the plastic or paint with white paint. Add a thread-loop hanger. For a more complicated design, glue two snowflakes together at the corner before painting.



MENORAH FOR HANUKKAH

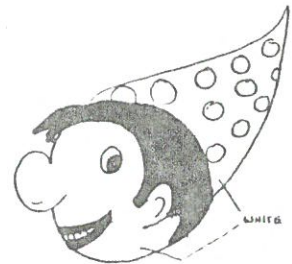
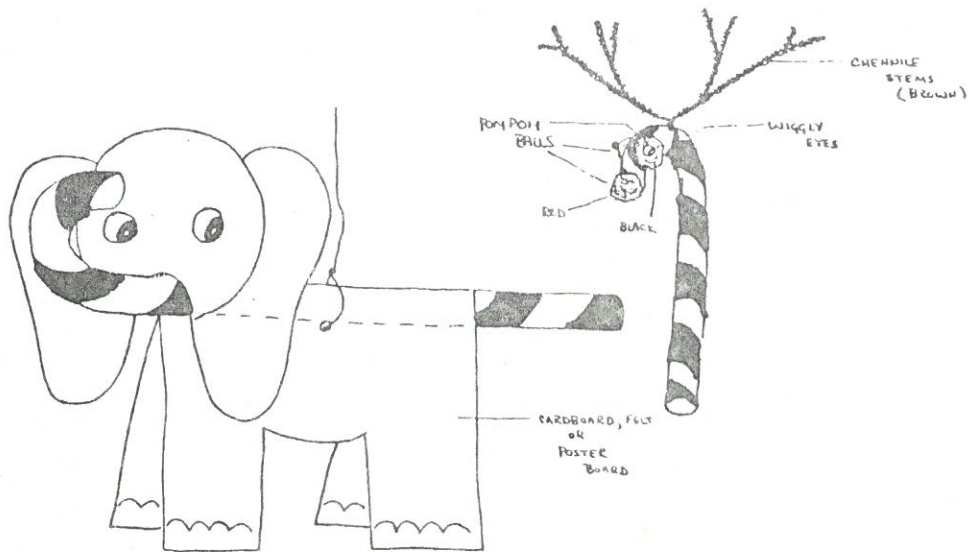
Materials: 1 broomstick, 2 large spools, 4 small spools, $\frac{1}{4}$ " dowel (11" long), plaster of paris, white glue, silver and blue spray paint, 9 toothpaste or shampoo caps (large), $2\frac{1}{2}$ -3" aerosol can lid.

Place 1 large spool in center of aerosol lid, add mixed plaster around spool; about to the top. While plaster sets, cut broomstick as per sketch. Drill $\frac{1}{4}$ " hole thru center of each broomstick length to fill spool center with white glue; insert 11" dowel; slip second large spool over dowel and glue to top of "plastered" spool. Spray toothpaste lids blue. Let dry well.

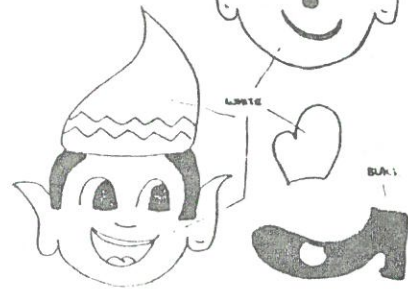
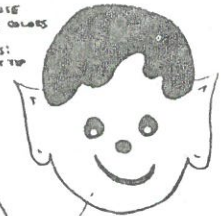
Alternate broomsticks and spools on dowel as shown. Fill hole in top spool with glue to hold everything together. Spray silver. When dry, glue a tube cap to end of each arm with open side up to hold a candle. Glue last cap to top spool. Some caps accommodate the small tapered candles. Make sure all caps are the same size.

HAVE SOME FUN WITH CANDY CANES

A nice den activity the boys will love is to decorate candy canes to be used for tree ornaments, tray favors, window decorations, you name it. Just use a little felt, construction paper, and magic marker and let the boys use their imagination. Use glue or scotch tape to hold in place.



HAIR - USE VARIOUS COLORS
FEATURES: USE FELT TOP PGM



CHRISTMAS GIFTSRope Table Mats

Materials: Clothesline, shellac, thick-boiled starch, scissors, tempera paints, wax paper, a pin

Make some thick-boiled starch right before your den meeting begins. The starch can be cooling while you have your opening, etc.

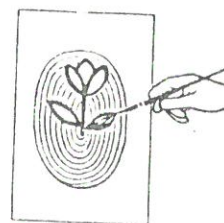
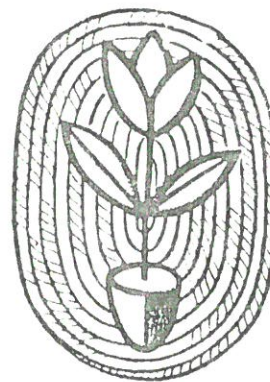
Spread out a piece of wax paper for each Cub Scout to work on. Cut a piece of clothesline about six feet long for each Cub. When the starch is no longer hot, but is still warm, dip the rope in it. There should be extra adult supervision for this step.

Wind the starched rope into a flat coil on top of the wax paper. Flatten the coil as you wind it. When the rope is all coiled, put a pin in the end to keep it from unwinding.

When the rope is dry, lift it off the wax paper. Now you have your mat. If you wish, you can take out the pin and put a dab of paste in its place.

Decorate the mat with tempera paint. Cover both sides with shellac. The shellac will keep dishes that are hot or wet from smearing your design.

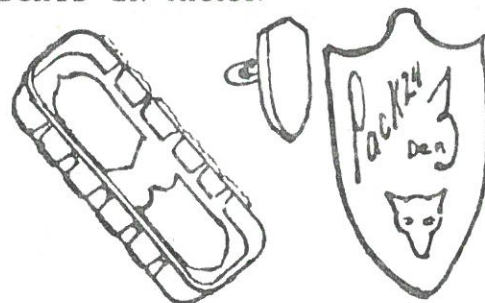
This will make a nice Christmas gift for anyone. Male or female, old or young. After all we all like to eat at a pretty table.



TIE SLIDE SHIELD

Materials: Foam egg carton
foil paper - curtain ring

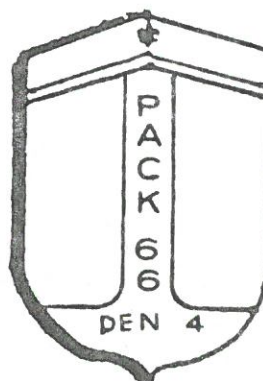
Cut lid off egg carton; use flat part of lid. Cut into the shape of a shield (you can get 2 shields from 1 lid). Cover shield with foil and glue down edges. With a sharp pointed pencil, press design into foil without breaking foil. Glue on curtain ring.



SHIELD

Materials: Cardboard 18 x 20"
paint - markers

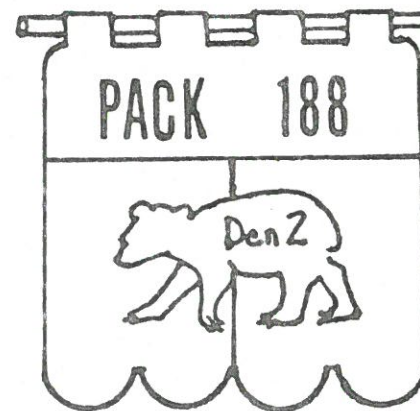
Cut shield shape out of cardboard. Paint and decorate with permanent markers. Or you can cover with foil for a shiny shield and glue on decoration.



FLAG

Materials: Felt scraps - glue
markers - dowel stick
heavy paper or material

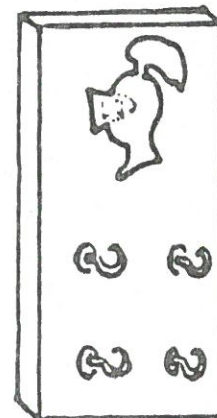
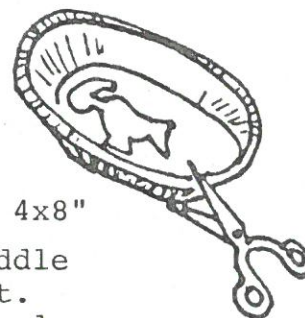
Make your own den flag or shield for the next pack meeting. Cut paper to the shape your den wants and add the den's cheer or yell



KNIGHT TIE SLIDE HOLDER

Materials: Nails - paint or stain
foil pie pan - wood scraps 4x8"

Cut knight shape out of foil from the middle of pie pan. Sand wood and stain or paint. Add a hanger to the back. On the front, glue knight shape on top half of wood. Hammer 4 nails to bottom half of wood or use 4 cup hooks for hanging slides.



KNIGHTS' COSTUME

Sword

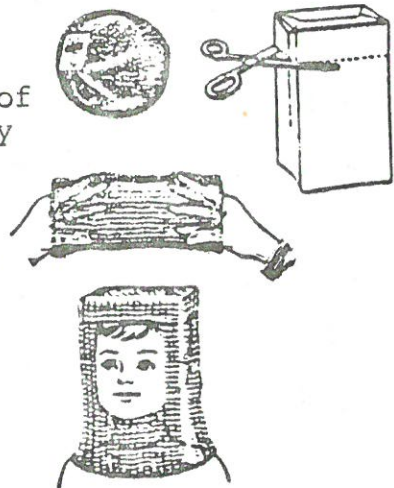


Cut from 1/8" wood (approximately 4"x18") using this pattern. Sand, varnish and decorate as desired.

Helmet

Materials: Paper bag to fit head, 1 large copper pot cleaner stapler, needle

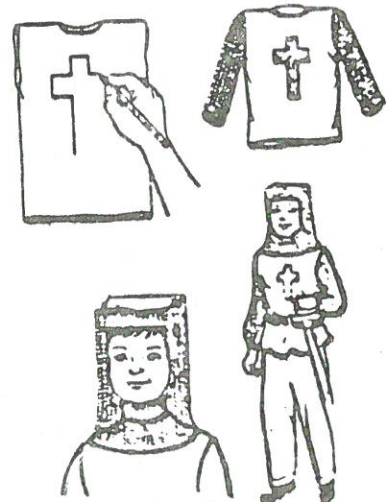
Cut paper bag off 3" from bottom. Turn under 1" hem on bottom piece to form base of helmet. Unstaple pot cleaner and carefully stretch to full size. Cut out a 7" square of mesh to make an opening for the face about 2" from one end of mesh tube. With a strand of pot cleaner, weave this square into top of pot cleaner tube. Now slip paper-bag helmet base into closed end of mesh tube and staple in place. Slip helmet on head with face in opening and let mesh hang loosely around head.



Crusader Tunic

Materials: Pillowcase 2 copper pot cleaners - red crayon pencil-needle and thread

Rip open seam in end of pillowcase to make opening large enough so head will slip thru. Rip open seams down the sides for 7" to make armholes. Secure threads at ends of openings. Sketch a cross on front of tunic in pencil and color with crayons. Press on wrong side over damp cloth with hot iron to set color. Carefully unstaple pot cleaner and unroll. Stretch to full size. Sew to armhole. Make 2nd sleeve in same manner. Tunic may be worn loose or belted. Wear mesh helmet and carry sword.

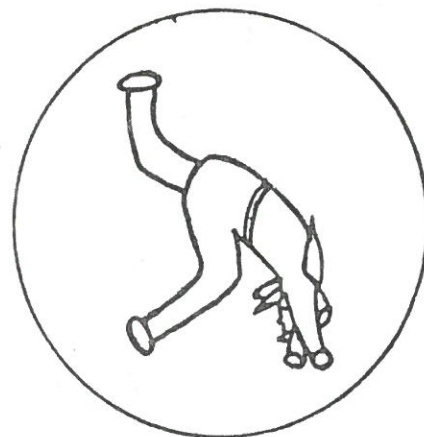
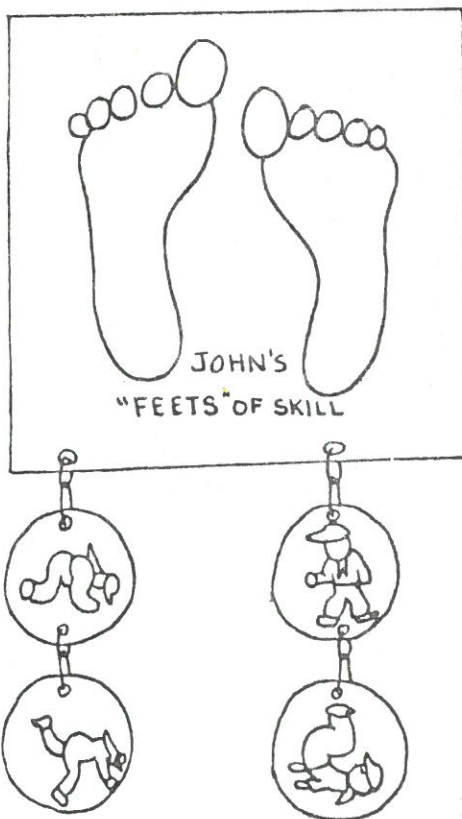


"FEETS" OF SKILL SCORE BOARD

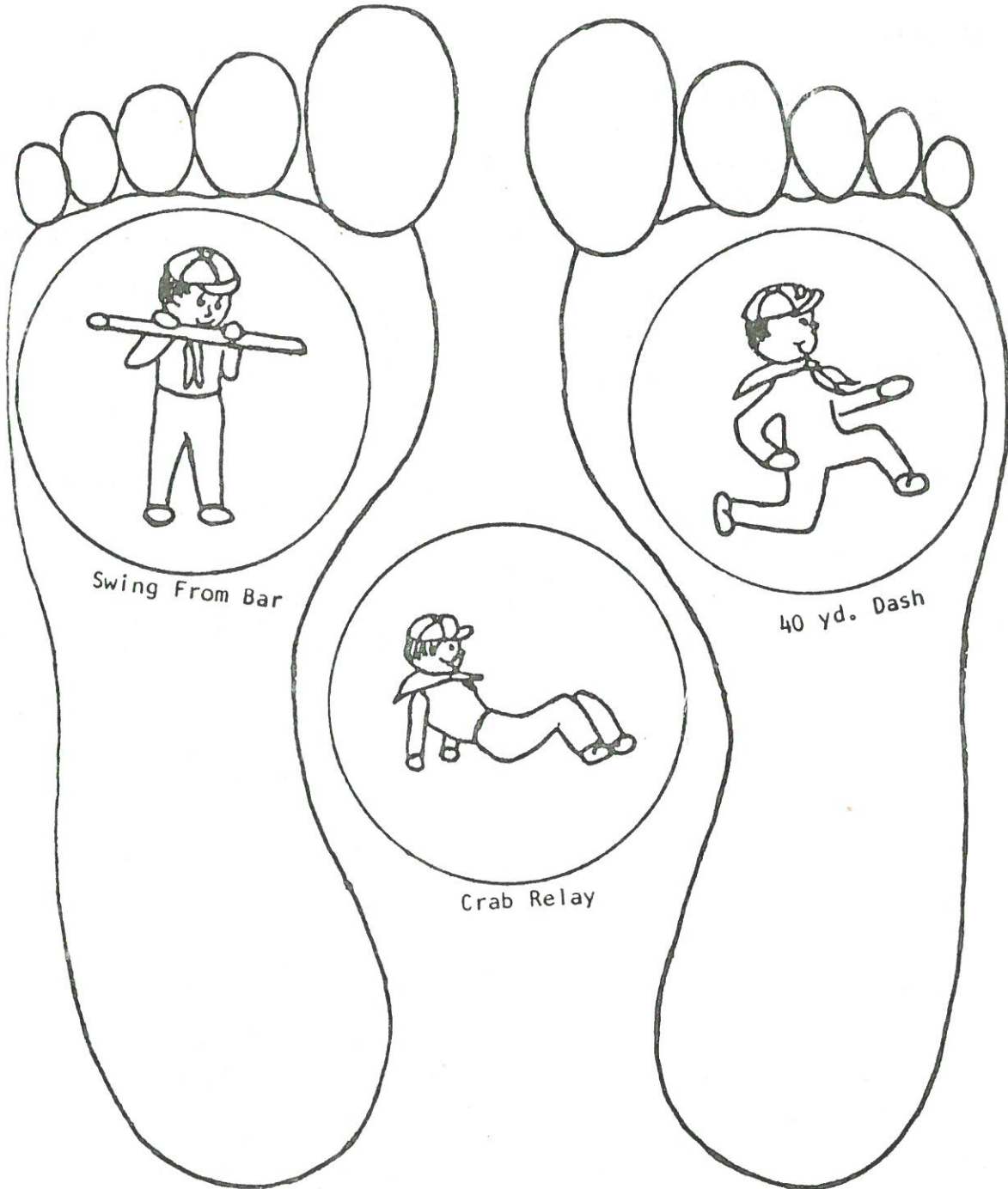
Materials: Posterboard, pink construction paper, glue
paper punch, paper clips, crayons or colored
pens, patterns

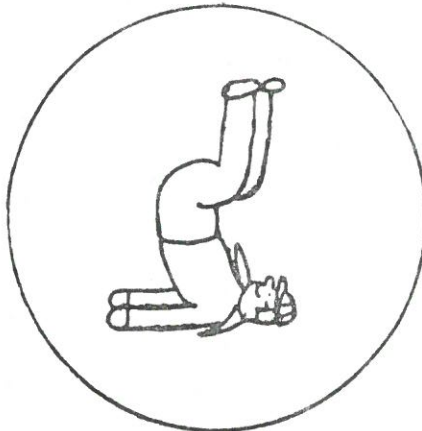
In order to give the boys an incentive to work hard on muscle building skills this month, here are some patterns and ideas for personal score boards which can be made from many different materials. This also provides the boys with a craft item for the month which they can proudly display at the pack meeting and then hang in their room.

Cut an 8½" x 11" piece of poster board for backboard. Using pattern, cut feet from pink construction paper and glue to poster board. Letter poster board as shown using Cub's own name. Punch holes in bottom of board. Copy patterns of "medals" and let each boy color them. Then glue to poster board and cut them out. Punch holes in top and bottom of each medal. As boys complete each "feet" of skill let him hang his medal using the paper clips.

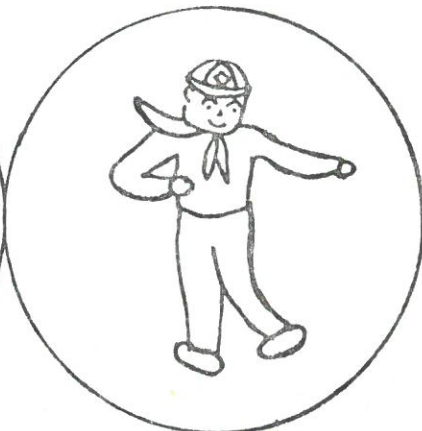


Falling Forward Roll





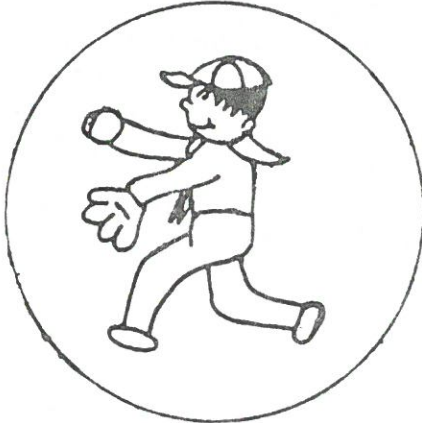
Back Roll



Dodge Spring



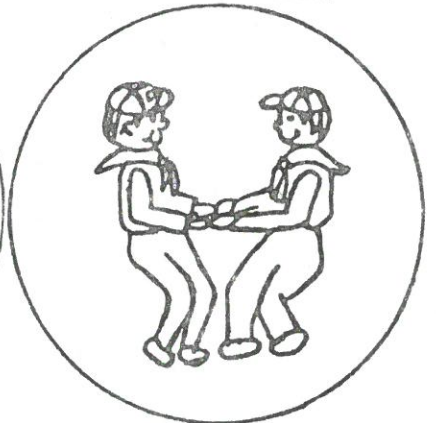
Fence Vault



Play Catch



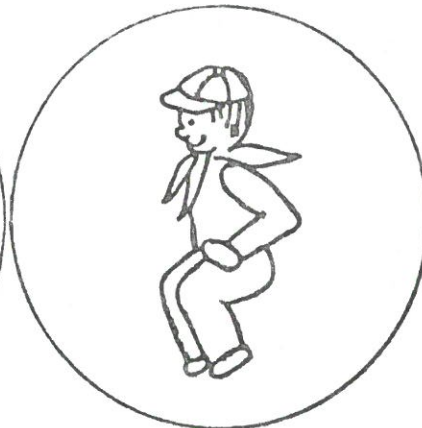
Climb Rope



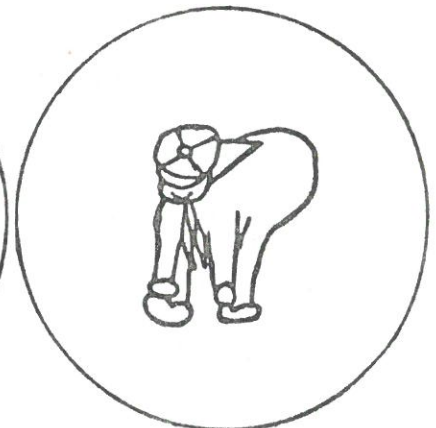
Dual Contests (Any of them)



Walking Board

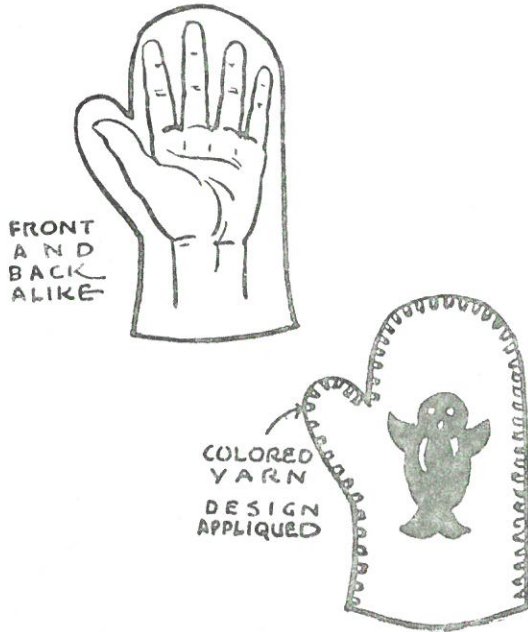


Kangaroo Hop



Gorilla Relay

ESKIMO MITTENS



Materials: piece of blanket or other heavy woolen material, sheepskin with fleece attached or felt scraps, paper, pencil, paint, applique, or liquid embroidery, yarn

Cub Scouts will enjoy making these useful mittens. They can be used for warding off the cold of winter as well as the heat of a stove, as pot-holders.

Cut the pattern a little larger than the Cub Scouts hand. Have the Cub Scout lay his hand flat on a piece of paper and loosely trace around it for a pattern. Decorate

with a very simple design, using paint, liquid embroidery or applique before the halves are sewn together. To stitch the mitten, use brightly colored yarn in an overhand stitch.

ESKIMO TIE SLIDE

Materials: Any bottle cap, glue, small amount of plaster of paris, cotton or fake fur, paint, pop-top ring

Using the bottle cap as the base, pour plaster in the back and insert pop-top ring. Let dry. Paint the face and after it is dry, add the features. Apply glue around the outer edge and down the sides, press on cotton or fake fur for a parka.



LAUNDRY STARCH BUILDING BLOCKS

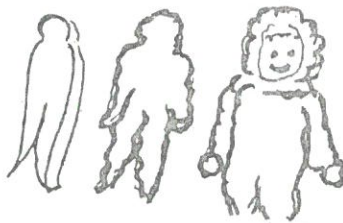
Laundry starch or sugar cubes make fine building blocks for making centerpieces or card table projects. Use rubber cement, airplane glue or a similar product, to glue the blocks together, since a water-base glue tends to break down the starch or sugar. Sugar cubes can be cemented together with a simple frosting tinted with vegetable coloring, for a pretty colored mortar effect.



To make an igloo, roll a small wad of newspaper into a firm ball, tie and set onto a firm surface. Begin by placing a row of cubes around the bottom. Stagger next round to give a brick effect. For the doorway, use a covered piece of cardboard, building the cubes up to the top. Cut with a knife to shape where needed. Finish with a sprinkling of artificial snow. Other buildings may be painted with tempera paint, if desired.

CLOTHESPIN ESKIMO

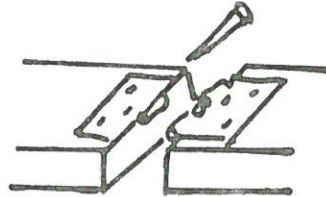
Paint on face features. Use fake fur, felt or cotton for parka. Glue in place. A piece of pipe cleaner or cotton can be used for fur around the face, cuffs, bottom of jacket and ankles if felt is used for parka.



CAN CRUSHER

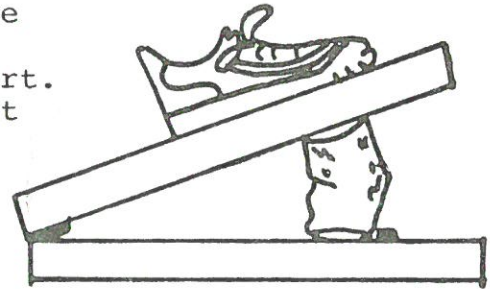
- Materials: 1 piece of 2"x6" lumber cut 2 ft. long
 1 piece of 2"x4" lumber cut 2 ft. long
 1 heavy duty door hinge
 6 flat head screws - 1½" long
 1 lag bolt ¼"x1½"

Position each hinge plate on the boards as shown in the drawing. Note that the hinge-pin loops extend beyond the board edges. Be sure the countersunk screw holes are facing upward. Mark the hole locations. After drilling, screw the plates in place.



Drill 5 holes down the center of the base board for the lag bolt. Start the holes 7 inches from the hinge and space 1" apart. The purpose of the lag bolt is to prevent the cans from sliding when pressure is applied.

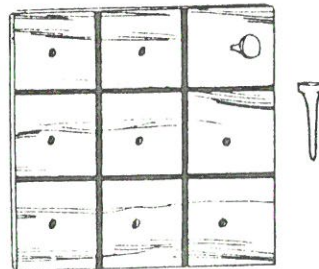
Before using crusher separate the metal cans from the aluminum ones by using a magnet.



TIC-TAC-TOE

- Materials: 4 inch square scrap wood, paint/shellac
 drill or awl, golf tees, sandpaper

Measure to find center of each square. Make the (9) holes with electric drill or awl. If electric drill is used be sure Cubs have close supervision from adult. Smooth surface and edges with sandpaper. The 6 lines required to divide the board into 9 squares may be either painted or marked by scoring the wood. Shellac top and sides, let dry.

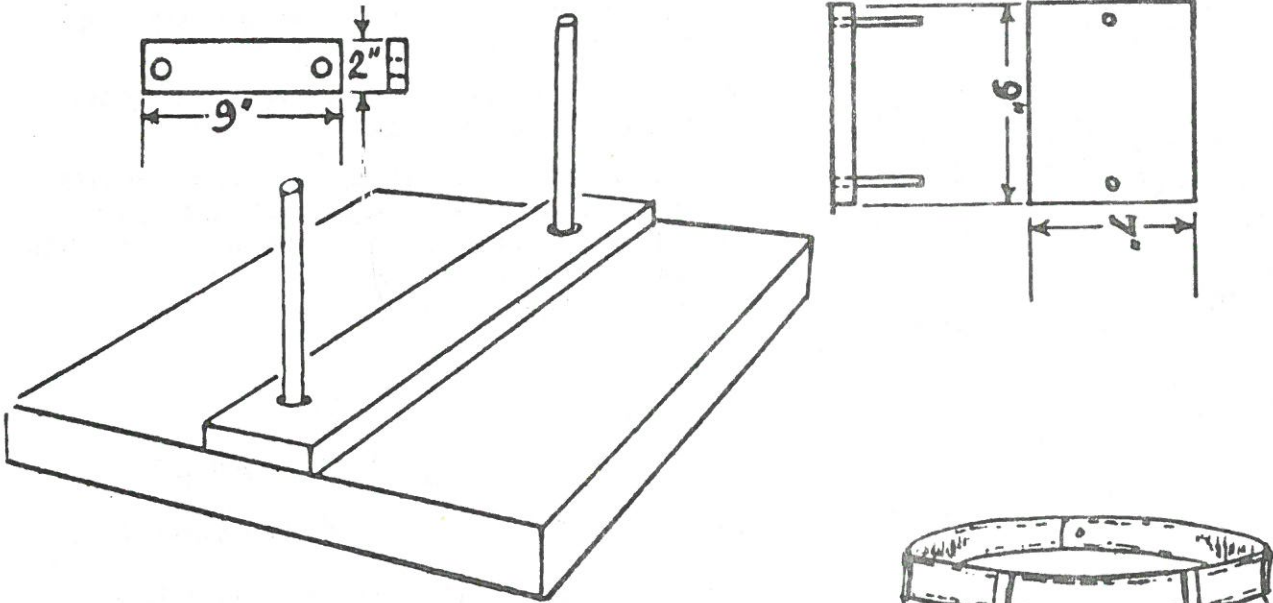


NAPKIN HOLDER

A napkin holder for outside use. It is very useful and can be made attractive with the use of paints and decals if desired.

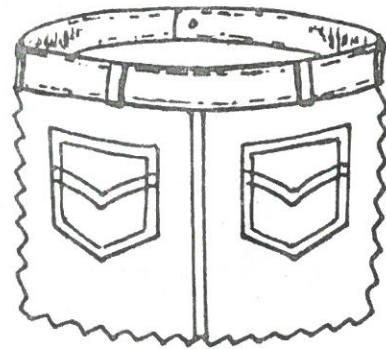
Materials: 1 piece of wood 9" x 7" x 1" - sandpaper
 1 piece of wood 9" x 2" x 1" - varnish or shellac
 2 pieces of dowel $\frac{1}{4}$ " x 5" long

Drill holes in larger piece of wood so the dowels fit snugly. Drill larger holes in smaller piece of wood so that it slides freely on dowels. Sand all pieces. Glue dowels in place, push dowels down until flush with bottom. Stain. Varnish or shellac tops and sides and bottom.

CARPENTER'S APRON

Materials: 1 pair of old blue jeans with back pockets - scissors

Cut legs off a pair of old blue jeans 1 - 2 inches 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.



JET PLANE

Materials - A solid two prong clothespin, golf tee, crayons cardboard, glue, pencil, scissors

Procedure - Cut the required tail section from cardboard (figures 1 and 2)

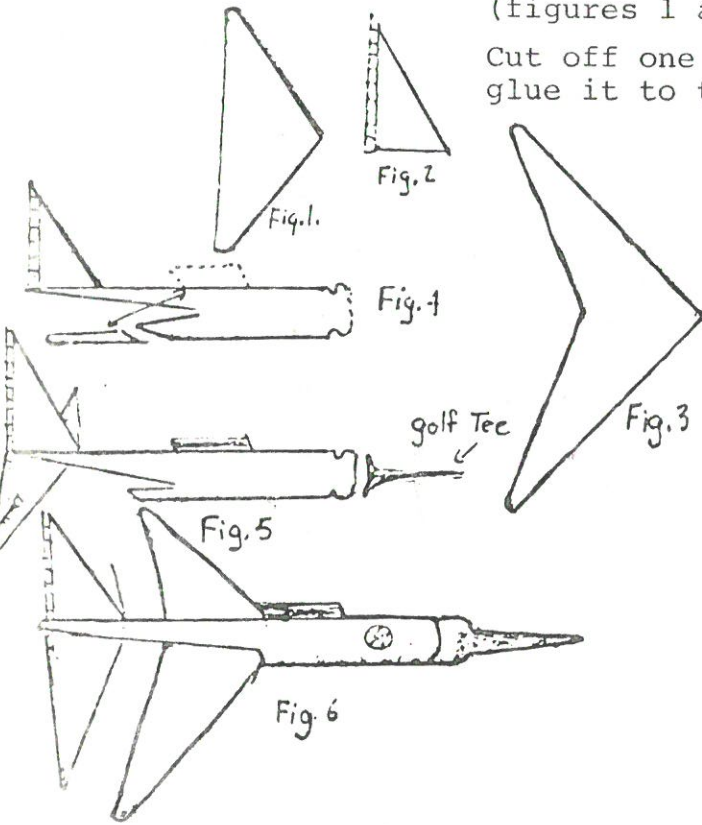
Cut off one of the blades of the clothespin and glue it to the top side blade as shown in figure 4.

Cut a slit $\frac{1}{2}$ inch long in the end of blade of the clothespin and slide the top section (figure 2) into the slit as in figure 4.

Glue the bottom section (figure 1) to the underside of the blade of the clothespin (figure 5)

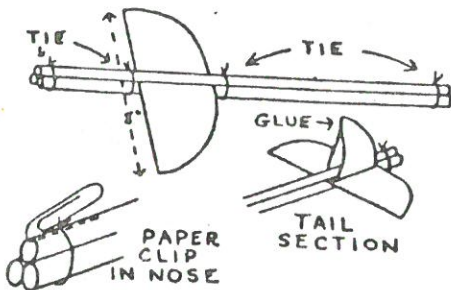
Glue the golf tee to the head of the clothespin (figure 5)

Cut the wings from cardboard as shown in figure 3. Glue the wings to the undersection of tail blade as in figure 6. Use crayons to decorate jet. Finished project figure 6.

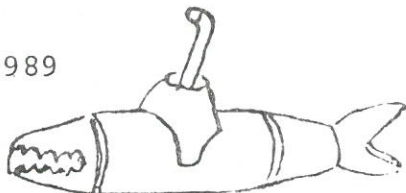


SODA STRAW PLANE

This one sails in a wonderfully looping fashion. Tie three soda straws together close to each end and about $1\frac{1}{2}$ " back from one end (this is front of plane). Cut curved paper wings from paper $2\frac{1}{2}$ " x 8", slide under upper straw and tie straws behind wings. Insert tail and stabilizer at rear of plane, gluing tips of stabilizer together so it will stand upright. Insert paper clip in nose. Hold plane by nose section to toss aloft.

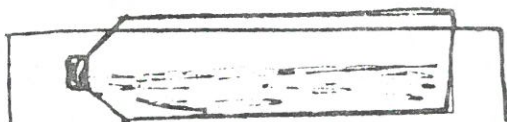


SUBMARINE

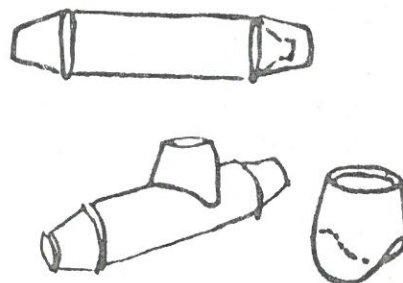


Materials - Long plastic bottle (with screw cap), sand or soil, plastic foam cups (4 to fit bottle), scotch tape, plastic straw, enamel paint (not waterbase)

Put sand or soil in the bottle until it floats with the top just above the surface.

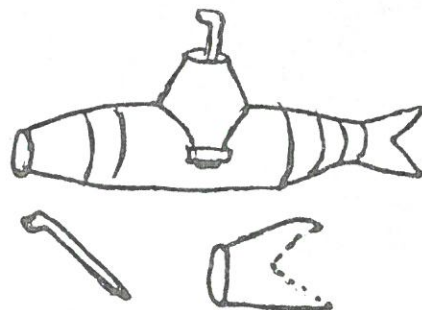


Tape a cup to each end. Make a conning tower by cutting sections from third cut and tape in position.



Cut pattern for fins from the fourth cup. Tape onto the stern of the submarine. Make a periscope from the straw.

Pierce the conning tower and insert the periscope. Paint your submarine, wait for it to dry, then launch it. You might tie a string to it for safety.

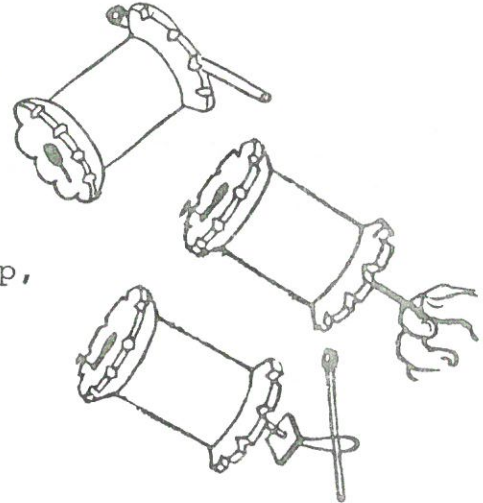


SPOOL TRACTOR

Materials: An empty spool, wooden matchstick, small nail
Small piece of soap, rubber band for motor

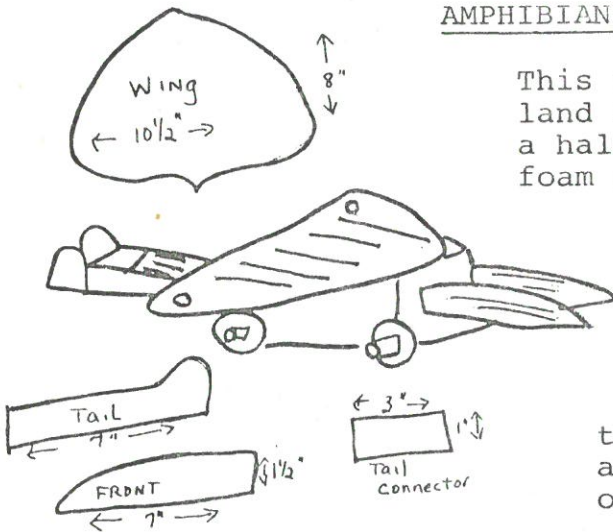
Spool tractors are easy to make and fun to play with. They roll by themselves and will even climb over the bumps on your bed.

Cut notches around the ends of the spool. Hammer a small nail into the spool at one end. Put a rubber band thru the hole in the spool and hook one end of the band over the nail. Cut a small piece of soap about as thick as a nickel. Make a hole in it so the rubber band will go thru it. Put the rubber band thru the piece of soap, and slip a long matchstick thru the loop. Turn the matchstick around and around to wind up the rubber-band motor. Set the spool down on your bed or tabletop and watch it go. Cub Scouts will get a real kick out of this one.



AMPHIBIAN

This vehicle will be equally at home on land or water. The body of the boat is a half-gallon milk carton. From plastic foam meat trays, cut out wing, a tail connector, and two each of front & tail pieces. Also, from the trays, cut 2½" circles for wheels. To attach parts, use glue made for plastic foam.



Cut slots near top at front & back of body; insert and glue front & tail pieces. Attach the tail connector across tail pieces. Glue wing on top of body.

To attach the wheels, make axles from coat hanger wire about 6" long. Insert axles thru body & attach wheels on ends of axles. For hub caps, use small plastic caps such as those found on toothpaste. Stuff each hub cap with pieces of foam tray glued in place. Push axle into foam and glue to hold. Paint the boat and add designs.

To make the medal, cut the cap into a flower shape and paint it. Fold a 3" piece of ribbon in half, and glue the ends to the back of the medal. or you can fold top "petal" back thru the ribbon. Slip a large safety pin thru the fold in the ribbon. Write "1st", "2nd" on a small paper circle and glue to the center of the medal. Use the steel wool to rub the edges of the petals. Take care in doing this as cut metal is very sharp. The steel wool will eliminate the sharp edges.

Materials: Metal screw-on cap, 3" piece of ribbon, tin snips, paint, large safety pin, construction paper, steel wool

WINNER'S MEDAL



Use metal cup hooks or snap-type clothespins to hold the slides. Cup hooks are screwed in wood. Clothespins are glued on. Add a picture hanger on back so board can be hung on the wall.

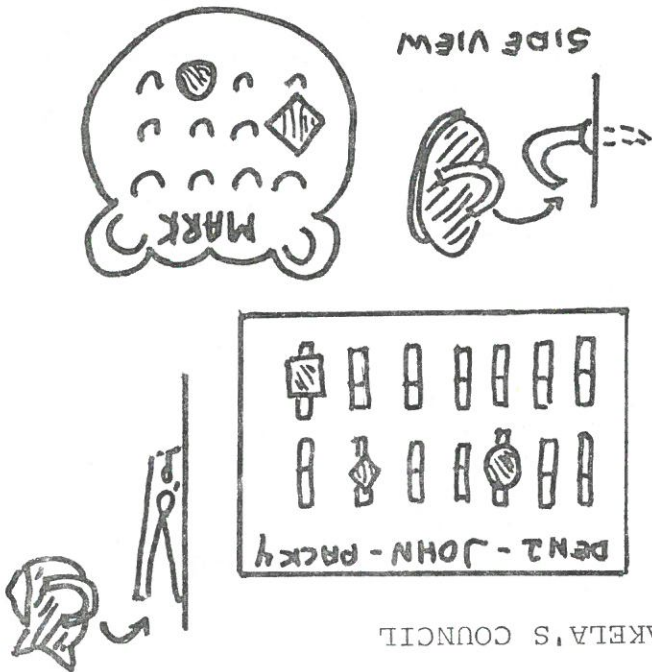
The boards shown are cut from 1/2" plywood, pegboard, or other similar wood. A 12" - 14" square is a good size for a beginner. Finish wood with stain, paint, or varnish.

Neckertie slide holders are usually made from wood, but other materials can be used.

NECKERTIE SLIDE HOLDERS

JUNE 1989

AKELA'S COUNCIL



ROLLER SKATE SCOOTER

Materials - 1 old roller skate, 1 2 x 4 24" long, wood scrap 1" x 2" x 24", orange crate, hammer, nails, saw, screwdriver, screws

Remove the strap and the toe clip from the roller skate. Remove the bolt in the center of the skate and separate the toe wheels from the heel wheels. (Figure 1)

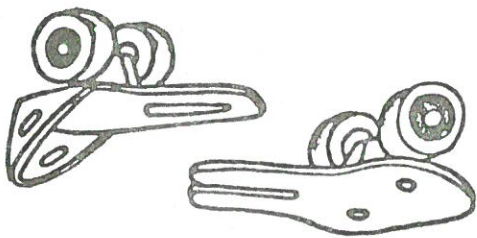


FIG. 1

Fasten the toe wheels on one end of the 2 x 4 with screws or bent-over nails. Shape the other end of the 2 x 4 to fit into the heel plate. Fasten the heel wheels in place. (figure 2)

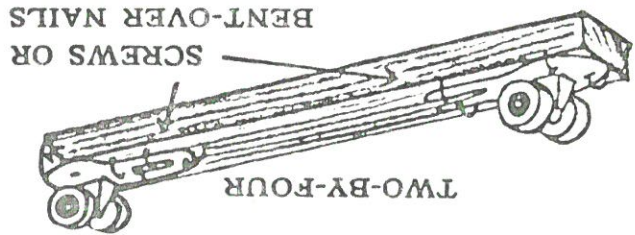


FIG. 2

Nail the orange crate on the front end of the 2 x 4. Nail the 1x2 scrap of wood across the top of the orange crate for a hand grip. (Figure 3)

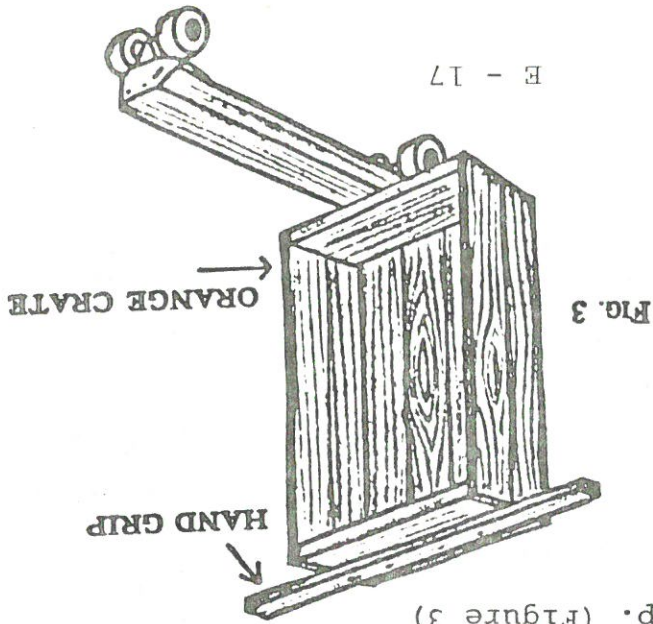
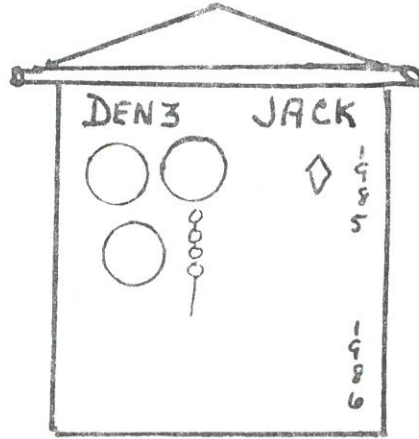


FIG. 3

CUB BANNER

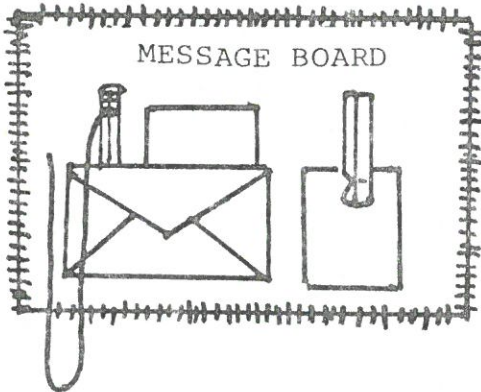
If you have a room just for your den, you can have each cub make his own flag or banner. When he advances or finishes a project, he can add a bead or decoration. When it is finished and he graduates into Webelos, he can hang it in his room and add to it.

Cut a 12" x 14" square of blue felt and hang on a dowel or place on the wall.



BURLAP MESSAGE BOARD

Materials: Fabric scraps, envelope, glue, pencil, clamp-type clothespin, cardboard-8" x 11", yarn



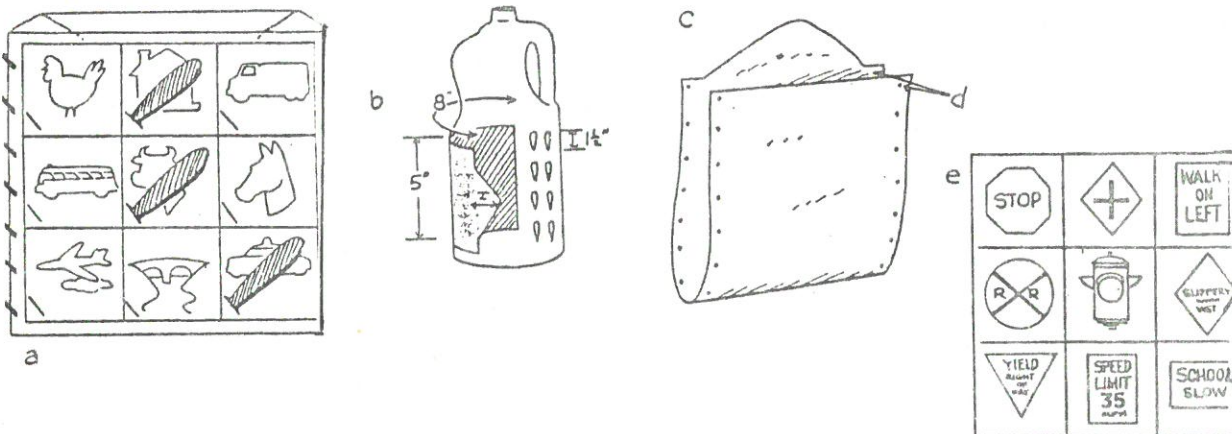
Cut cardboard to size. Fray edges of burlap on each side. Cut the word MESSAGE from felt or fabric scraps and glue across the top. Underneath, glue an envelope with the flap cut off. Poke a hole beside the envelope and tie one end of a long piece of yarn thru the hole. Tie the pencil to the other end of the yarn and stick the pencil in the envelope along with a small pad of note paper. Paint clothespin a bright color and glue it to the message board next to the envelope. The clothespin is for holding messages. Put a hanger on the top and it is ready to give.

TRAVEL-TIME TICKTACKTOE

Materials: Gallon-size translucent plastic jug, lacing (approximately 20 inches), colored felt-tip markers, paper and pencil

- 1 - cut jug (b)
- 2 - Fold the larger piece in half up to the curved flap. Fold flap over end. (c)
- 3 - Punch holes (d), matching front and back holes on each side
- 4 - Mark off front side in ticktacktoe board (1½" squares) with black felt-tip marker. (a)
- 5 - Make ½" cut at lower left corner of each square. (a)
- 6 - Cut lacing in half and lace up each side, forming a pocket. (a) Flap tucks inside.
- 7 - Cut 3 or 4 4¼" paper squares. Draw ticktacktoe board of 1½" squares on each. In each 1½" square draw a simple outline of truck, car, animal, road sign, etc. (a & e) Tuck 4¼" paper square into plastic pocket, facing outward. Pictures drawn on the paper square will show thru windows of plastic square. As many paper squares may be made as desired, the pictures differing with the part of the country that is traveled, the type road that is taken, etc. For older children, names instead of pictures may be written.
- 8 - Color 4 of the tabs from step 1 one color and other 4 another color. Tabs store in pocket when not in use.
- 9 - First player to see an object pictured on the board puts his tab into the slot at the bottom corner of the picture, and so on, till one or the other of the players completes a straight line down or across with his tabs.

Cub Scouts can help den leader make this for a den project and use for hikes and field trips.



SNACKS FOR THOSE DEN OR PACK HIKES

HONEY BARS

¼ lb. seeded raisins	¼ lb. roasted peanuts or almonds, chopped
¼ lb. figs	1 teaspoon lemon juice
¼ lb. dried apricots	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

¼ lb. seeded raisins
¼ lb. cheese
¼ lb. chocolate
1 apple

Cut apple in bits, mix all together, separate into small plastic bags

NUTS AND BOLTS

¼ lb. seeded raisins
¼ lb. peanuts
¼ lb. chocolate bits
broken-up graham crackers

Mix and place in small plastic bags.

BIRD SEED (For one den)

2 or 3 medium-sized plastic bags	3 1 oz. pkgs sugar coated cereal
1 6 oz. package coated chocolate candy	8 oz. unsalted blanched roasted peanuts (small Spanish peanuts are best)
6 1½ oz. boxes raisins	

Mix all items and put in plastic bags.

FOOD FOR A COOK-OUT

HOBO LUNCH

Cut potato in small pieces, cut carrot into sticks
Make a pat of ¼ lb. hamburger, ¾" thick, place the ingredients side by side on a piece of aluminum foil. Season. Wrap in foil and put packet in the embers. Cook about 20 minutes.

"SNIFFY" SKUNK

Materials: Plastic scouring powder container (bathroom size), plastic detergent bottle, 2-" styrofoam ball, 3 black chenille wires, 2 white thumb-tacks, paint (black and white)

Cut tail (b) and feet (c) from back and front sides of detergent bottle. Crease leg pieces at dotted lines and punch holes. (d) Turn scouring powder container on its side and punch holes at back and front to match holes in leg pieces (e).

Punch two holes at top back, at tail position (f). Punch matching holes in end of tail (b). Cut away a small portion of sprinkle end of container (g).

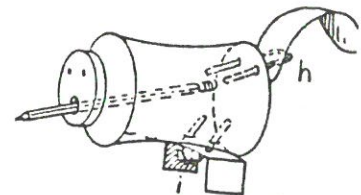
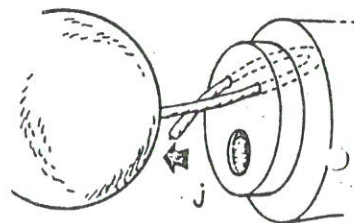
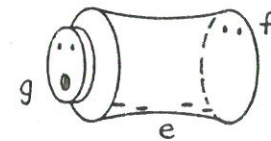
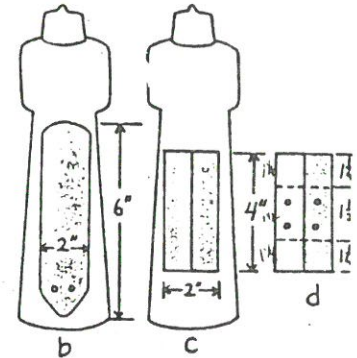
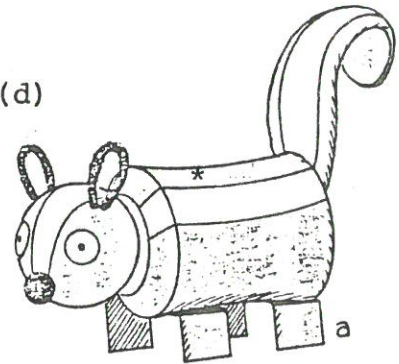
Push bent 2-" chenille wire thru tail, then into body (h). Use pencil to put inside of container to spread chenille wire ends. Repeat procedure for legs(i).

Curve a 2-" piece of chenille wire and pass it thru two holes at top of sprinkle section (j). Twist ends and push into styrofoam ball.

Paint all black except stripe across top (a)*. Paint stripe white. Push thumbtacks into styrofoam ball for eyes. Paint centers black (a).

Push small piece of black chenille wire into styrofoam ball for nose (a). Make 2 small loops from 1½-" pieces of chenille wire and push into styrofoam ball at ear positions (a).

A slit can be cut into the top of the skunk for a bank.



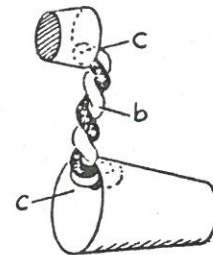
GINNY GIRAFFE

Materials: (Large plastic bottle cap (2-inch size-fabric softener size is good), plastic detergent bottle cap, six 8-inch chenille wires (3 greens, 3 orange), paint (dark green and orange), felt (brown, black, white, red - small pieces).

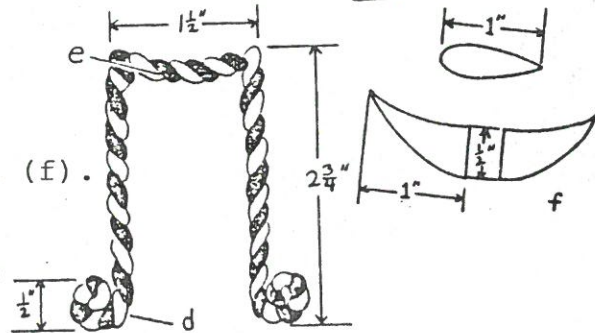


Paint both bottle caps dark green, allow to dry then unevenly spot with orange paint. Dry.

To make neck, twist together a 4-inch green and a 4-inch orange chenille wire (b). Make a loop at each end to glue into caps (c).



To make legs, twist in same manner an 8-inch green and an 8-inch orange chenille wire. Make one set for front legs and one set for back legs. Bend to shape (d).



Glue legs in place. Large cap fits in curve (e) on each set of legs.

Cut ears and tail from brown felt (f). Glue in place. To make eyes, glue in place a small white felt circle with small black circle on top. Make tiny nose from black felt and tongue from red felt. Glue in place.

FESTIVAL PRIZES

Pinwheel - On a 5" square of heavy paper, draw diagonals from corner to corner. Cut on lines to within $\frac{3}{4}$ " of center. Pin corners (see illustration) to center with small square of heavy paper on top. Push pin into a cardboard dowel or stick with $\frac{1}{4}$ " piece of soda straw between for the washer.

Comical Pencil - Glue a pop bottle cap on the end of a spool. Use marking pens to draw on a funny face. Push eraser end of pencil into spool.

Pennant Pencil - Cut a pennant from construction paper and print your pack number on it with a marking pen. Glue the pennant to the pencil.

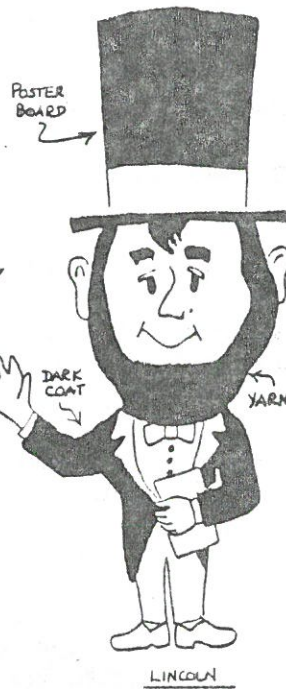
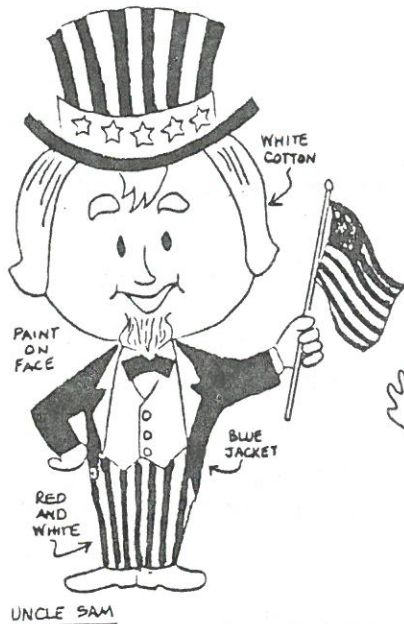
Surprise Package - Cut a 4" circle from a scrap of fabric or crepe paper. Put a gum ball or piece of candy inside and gather at top. Tie with a piece of yarn.

Clown Sucker - To a cellophane-wrapped sucker, glue a paper triangle hat, a ruffled paper collar, and facial features.

Piggy Bank - Cut a cardboard circle to fit on the top of a metal or plastic spraycan lid. Cut a slot in the cardboard and glue to can lid. Add construction paper or felt to pig's ears, nose, eyes, mouth.

Spinning Lariat - Cut a 2" wide strip of crepe paper from the end of a folded package. Open full length and glue one end to a piece of 2"x4" cardboard. Tie a spool to a hole punched in the other end of the cardboard, leaving about 4 ft. of string dangling. To manipulate, hold free end of string in one hand and swing lariat in a wide arc, forming circles, sidewise figure 8's and so on.

MORE IDEAS FOR GIANT MASKS



Musket can be cut from plywood or cardboard.



PATRIOTIC T-SHIRTS

Materials: 1 white T-shirt, acrylic paint or permanent markers, or liquid embroidery, heavy paper, exacto knife, tape, paint brush

See printing and stenciling in the Craft section of the Cub Scout Leaders How-To Book for stenciling technique.

Plan a design, then make a stencil with heavy paper. Tape the stencil in position on the shirt. Press stencil down tightly while painting. Let shirt dry thoroughly. Heavy acrylic paint that comes in tubes or permanent markers work best.

A nice simple pattern would be the stars and stripes as shown.



EAGLE JIGSAW PUZZLE

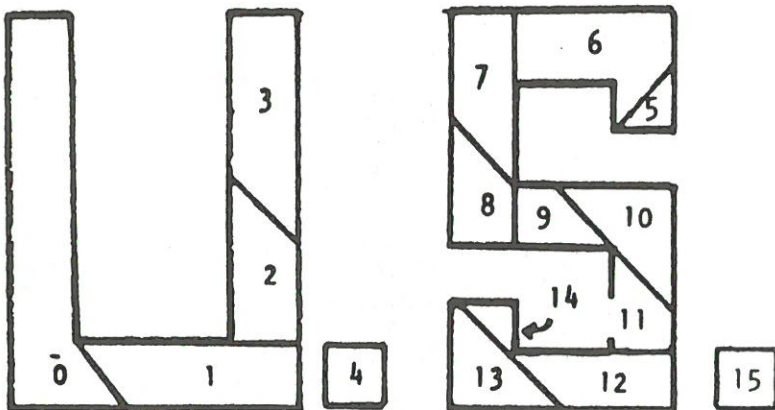
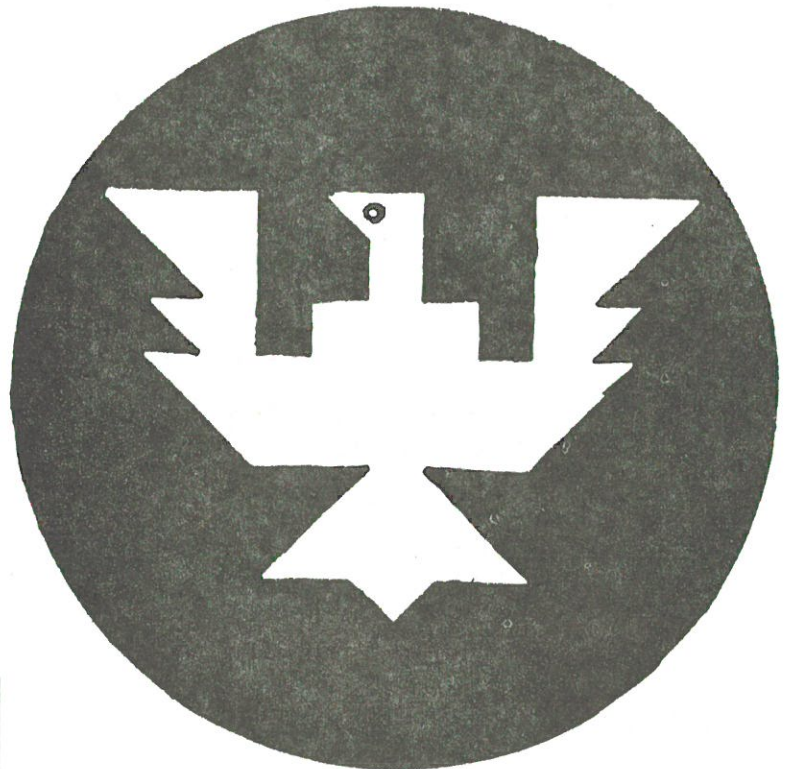
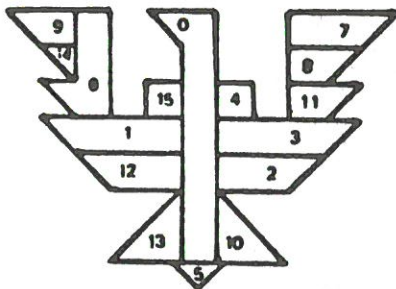
Materials: Lightweight cardboard - scissors

Below is the emblem of the United States, the eagle; and the letters "U.S."

The letters are divided into 16 parts numbered from 0 to 15.

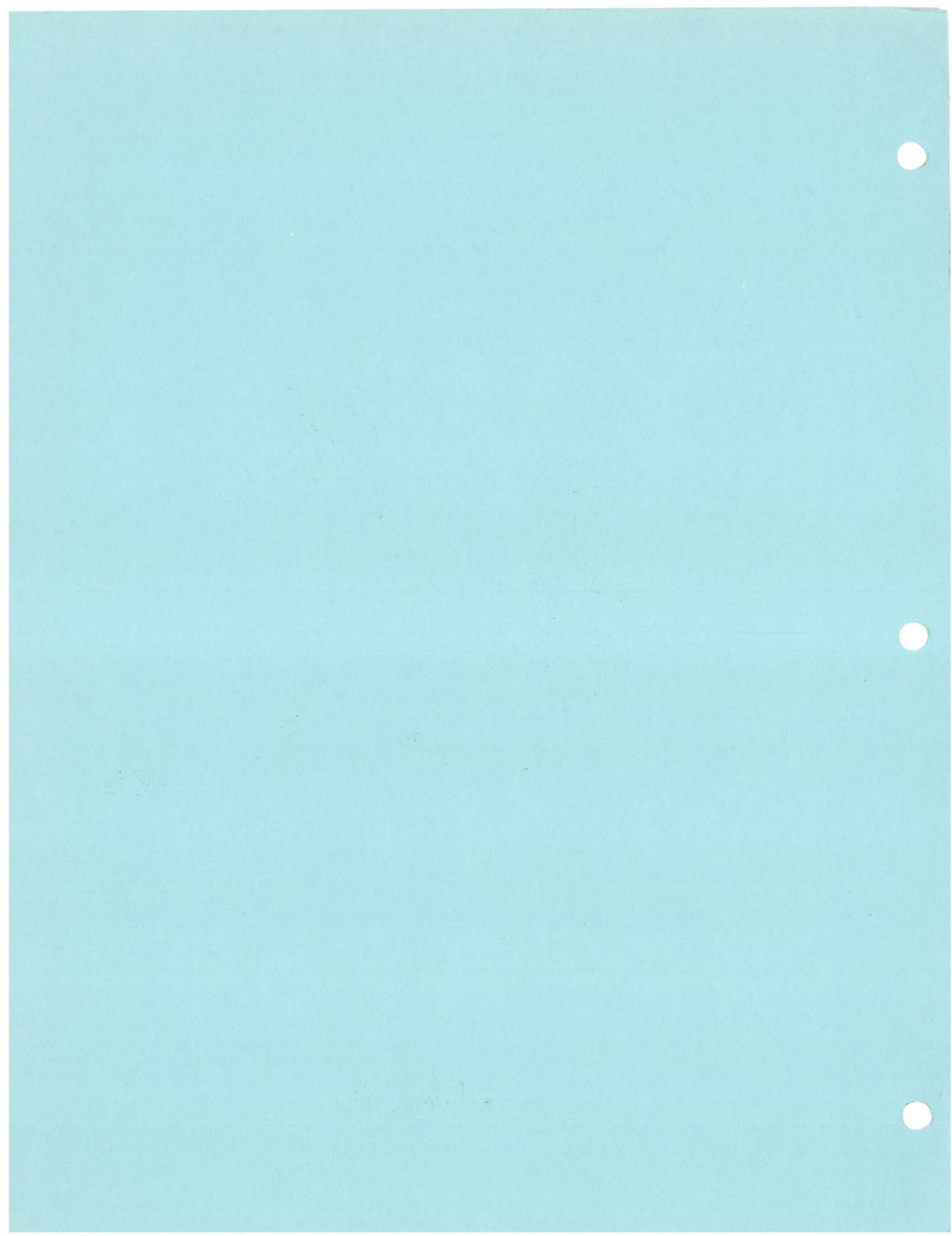
Paste the letters "U.S." on a piece of cardboard, then cut them along the dividing lines to get the 16 pieces for the jigsaw puzzle.

The trick is to place the 16 pieces on the eagle picture below in such a way that the eagle's silhouette is completely covered. (Solution below)





GAMES



TREE DECORATING

Players are seated in rows with an equal number in each row. They are numbered consecutively from front to back and each No. 1 is given a piece of chalk. On signal, No. 1 players run to a blackboard (or piece of poster board on wall) and draw the base for a Christmas tree. They return to their seats and hand the chalk or crayon to the No. 2 player, who must draw the branches. No. 3 players add a designated number of candles, No. 4 players add a certain number of ornaments. No. 5 players add star to top of tree. No. 6 players write "Merry Christmas" under the tree. Team to complete their picture first wins.

MUSICAL GIFT BAG

Each person has been requested in advance to bring a small, inexpensive gift, wrapped in Christmas paper to disguise its shape and size. Stand in a circle and in time to music, pass the gifts around the circle to the right. When the music stops, each player may keep the gift he holds. If he does this, he steps out and opens his present. If not, he returns the gift, and continues in the game. Continue to pass the gifts around with the music..until each player has a gift.

DECORATE THE CHRISTMAS TREE

Take a large sheet of green paper and cut out a Christmas tree...cut ornaments of different shapes and sizes out of wrapping paper. Make two sets of ornaments. Put one set on the tree. Let the boys study the tree and pick out an ornament to hang. Blindfold the first person, turn him around a few times, then let him pin or tape his ornament as close to its matching one on the tree. The one that is the closest wins.

CHRISTMAS TREE CONTEST

Prepare a work table with green and red crepe paper, Christmas tinsel, icicles, ornaments, paste, pins, scissors, needles and thread. Divide players into teams and allow 15 to 20 minutes for each team to turn one of its members into a living "Christmas tree." Prize for most original.

CHRISTMAS GAMES TO MAKE

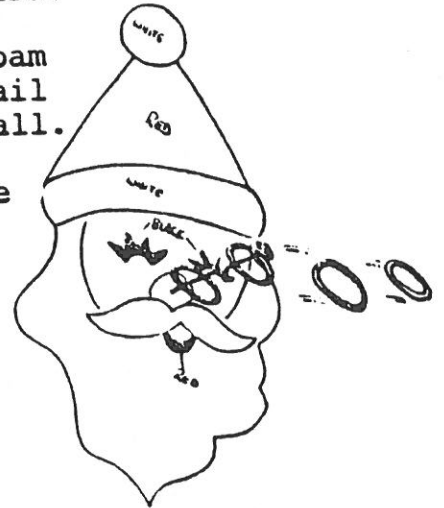
Materials: Posterboard, paint, medium size styrofoam ball, glue, nail, butter tub lids

Enlarge Santa and cut from white poster board.

Paint jolly features on Santa. Cut styrofoam ball in half and glue on for nose. Dip nail in glue and stick in middle of styrofoam ball.

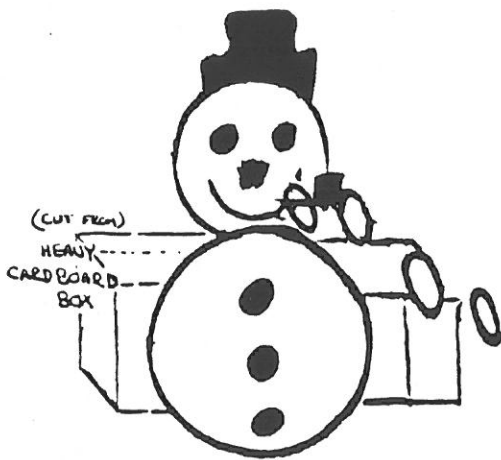
Cut rings from the butter tub lids, you are ready to play.

Boys can compete against each other in the den meeting and against different dens in the pack meeting. A simple game for the younger members of the family to play at the pack meeting. Simple enough for all members of the family to play.



Materials: Cardboard box, large black pom-pom, glue, large old pipe, butter tub lids, larger cardboard box

Cut snowman from one cardboard box, save larger of the two for later. Paint white or cover with white paper. Paint on features and add pom-pom for nose. Cut slit in mouth for pipe. Glue snowman to large cardboard box. Cut rings from butter tub lids.



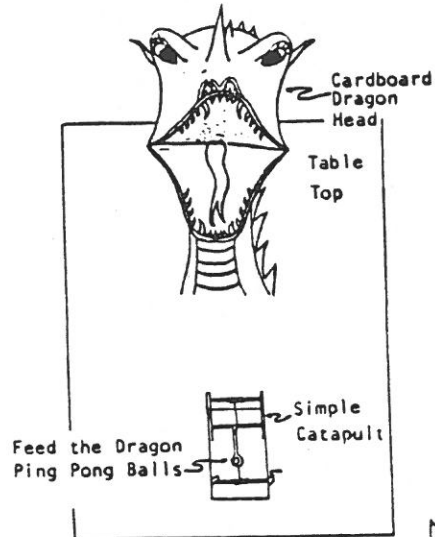
Can be played as above, using pipe for target.

Fill box with toys to be given to needy at Christmas. Can also be used to collect can goods for the needy.

Below are some games that are ideal for a den or a pack meeting. In the den the Cub Scouts can compete against each other, at the pack meetings the dens can compete against each other. They would also be easy enough for the younger ones to play at the pack meeting and fun enough for everyone to play.

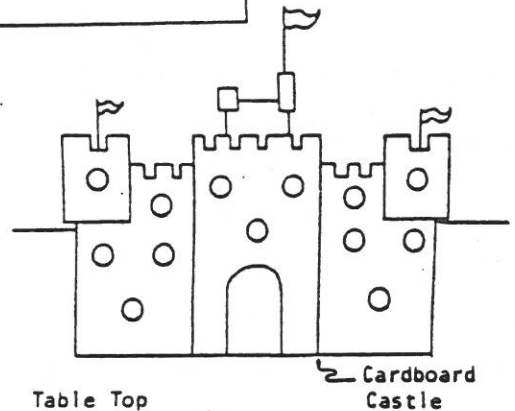
FEED THE DRAGON

Cut a dragons head from heavy cardboard. Paint in features, have opening for the mouth. Using a simple catapult, each contestant gets 5 tries to see how many ping pong balls they can shoot into the dragons mouth. Highest score wins.



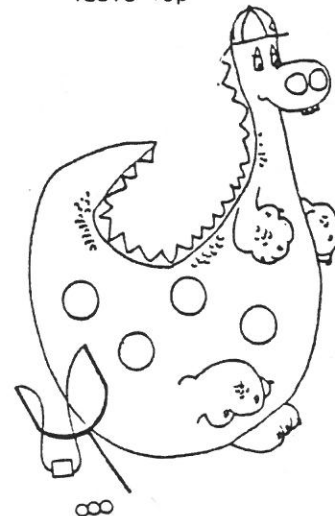
CASTLE BALL

Cut a fairly large castle out of heavy duty cardboard. Paint. Cut out holes in several places, large enough for a tennis ball to fit thru easily. Toss tennis balls thru holes in castle - one point per successful toss. Highest score wins.



SLAY THE DRAGON

Cut dragon from heavy duty cardboard - cut holes large enough for ping pong balls to fit thru easily. Paint brightly. The object is to shoot the ping pong balls thru the holes in the dragon with a sling-shot. Each player gets 3 chances to slay the dragon.



CROSS THE CREEK

The 'creek' is formed by stretching two lengths of string in parallel lines about two feet apart. Cub Scouts line up along one of the lines and take turns jumping or leaping across to the opposite line. After all Cub Scouts have crossed the 'creek' it is widened by three or four inches. Again they take turns crossing it. When a Cub Scout fails to make it across, he sits down. The 'creek' is continually widened until only one boy is able to cross it.

FEED THE GUEST

(This is a good game to play at a Blue and Gold Banquet)

Equipment - Large cloth napkins (dish towels or Cub Scout neckerchiefs will do) - gum drops - toothpicks

Each side of the table plays against the other side.

Place a napkin, bowl of gum drops and package of toothpicks at the end of the table for each team. At a given signal, the first person on each side ties the napkin around the neck of the person sitting next to him; picks up a toothpick, spears a gum drop and feeds the person next to him. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

HOP, SKIP AND JUMP

This is a contest to see how far the boy can travel with a hop, skip and jump. (Hop on one foot, skip once and jump from both feet.) Choose a den champion. This contest may also be played outdoors as a den relay, with each player beginning where the last left off. Winning team is the one that goes the farthest distance.



SNOW SHOE RELAY

A snow shoe relay is a lively beginning for a den or pack meeting and a good way to symbolize our frozen state of Alaska. Divide the players into two teams. Have each team line up one behind the other. Set up a goal across the room from each team (a chair makes a good one). Give each team a pair of shoe boxes. At a signal, the first player on each team puts on his snow shoes (the shoe boxes) and races for his goal. He circles it, returns to his starting point, gives his snow shoes to the next player, and goes to the end of the line. The second player dons the snow shoes and races for the goal, and so on. The team whose players finish the race first are the winners. (Better have extra shoe boxes for snow shoes that wear out early in the race.)

SNOWBALL BATTLE

Use white paper bags for this game if possible...the five pound size, if available. Players are divided into two teams, and each player is given a bag which he blows up as far as he can without breaking it, then twists the neck of the sack and ties it with string to keep the air inside the bag. Each players' bag is then tied to his left wrist. When all bags are in place, teams line up, each player on the team facing a player on the opposite team. At a signal, the teams approach each other and try to break the bags of the opposing team without getting their own bags broken. As soon as a player loses his bag, he is out of the game. Team that first succeeds in breaking all the bags on opposing team wins the contest. (Have plenty of bags on hand for a second game!)

UP IN ALASKA

Players sit on floor in two lines which face each other. One of two dishes containing an equal number of tiny marshmallows is placed in front and to the right of the player at the head of each line, and an empty dish is placed beside the player at the foot of each line. Each player is given a spoon. On signal, first player takes one marshmallow in his spoon and transfers it to his neighbors spoon and so on down the line. As soon as the player at the foot receives the marshmallow in his spoon, he places it in the empty dish and yells "Up in Alaska"! When he hears this, first player starts second

MARCH 1989

EXPLORING ALASKA

marshmallow down the line. He may not start any marshmallow down the line until he hears that the previous one is "Up in Alaska." Any marshmallow that is dropped must be replaced on his own spoon by person who dropped it before it can be passed along. Team succeeding in getting all of its marshmallows into dish at foot of line first wins.

ICY SNOWBALL

This is a version of Hot Potato. The Icy Snowball consists of a ball of cotton wrapped in white tissue paper and tied with white thread. Form a circle, choose someone to be "it", and give one of the players an Icy Snowball. When "it" calls "Pass the Icy Snowball", the players start passing it around the circle. After a short period, "it" calls "Snowball Melting!" Whoever has it at that moment becomes "It".

APRIL 1989

CUB SCOUT HANDYMAN

PASS IT ALONG

Cub Scouts stand in a line. The first cub pretends to pick up something and pass it to the player next to him. He will pick up different things in different ways. A big stone will be hard to lift. He will strain his back. He will grab the stone with both hands, fingers outstretched. For a pin, he will use his thumb and first finger. He will hold a baby in his arms and pass it gently.

The second player tries to pass the object in the same way that the first player did. When the last player receives the object he tries to guess what he has. If he guesses wrong, each player up the line has a chance to guess. If no one can guess, the first player tells. Then he goes to the end of the line and the game begins again with the next in line.

If there are a large number of players, divide into teams. One person tells the leader of each team what object he must pick up. See which team can guess what is passed down the line.



RESCUE ROPE TOSS

Materials: 2 lengths of line (rope) totaling at least 25 ft.
 1 target 2 ft square= boards, traffic pylon etc.
 one "life" ring= 16" bicycle tire, large air filter from car, small inner tube, length of large diameter of line (1½" or greater) spliced to form a 12-16" circle, etc.

The game is played by using the proper knots to join two lines together to make one long line. Secure one end of the line around the bicycle tire (life ring), coiling the line and tossing the ring to a target 20 feet away.

Object of the game is to join two lines using a sheet bend, the proper knot to join two lines, with one end of the line secured around the life ring using a bowline. Coil the line around the life ring at 2 feet square twenty feet away from the target. The line is entirely the knots tied together. The game is played by one person or in teams. The game is played in four steps to four boys, with each boy doing each of four times. The steps are, starting unassembled,
 1 - tying two lines together with sheet bend,
 2 - tying bowline around ring,
 3 - coiling tied line and ring,
 4 - tossing the ring to target. Each boy or team can be timed with prizes given for speed and accuracy.

Purpose of the game is to teach cubs to correctly and quickly tie and properly use the sheet bend and bowline coil and toss a life line twenty feet hitting a marker two foot square.

 Carpenter: You hammer nails like lightning.
 Helper : You mean I'm fast?
 Carpenter: No, you never strike twice in the same place.



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.

MOON SHIP FLIGHT

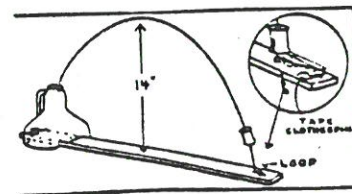
Materials: Wood strip at least 25" long, top 5" portion of plastic bottle, 36" wire (at least 16 gauge), a wooden spool, a clip clothespin. Paint if desired

Make 1" tabs on each side of the 5" portion of plastic bottle, as wide as your wood strip. Bend tabs outward, place bottle near end of wood strip, and nail tabs to wood to hold bottle securely in place. The bottle will represent the moon.

Near top of bottleneck, punch a hole and insert end of wire, twisting a knot on end to hold wire in place. Slip the spool (moon ship) onto the wire. Form the wire into a curve and with a brad, fasten other end of wire to other end of wood strip. The wire arch should be about 14" high at highest point.

At end of wood strip where wire is attached, tape clothespin with closed end facing moon. Position pin so closed end will be directly under spool when it is pushed to lower end of wire arch.

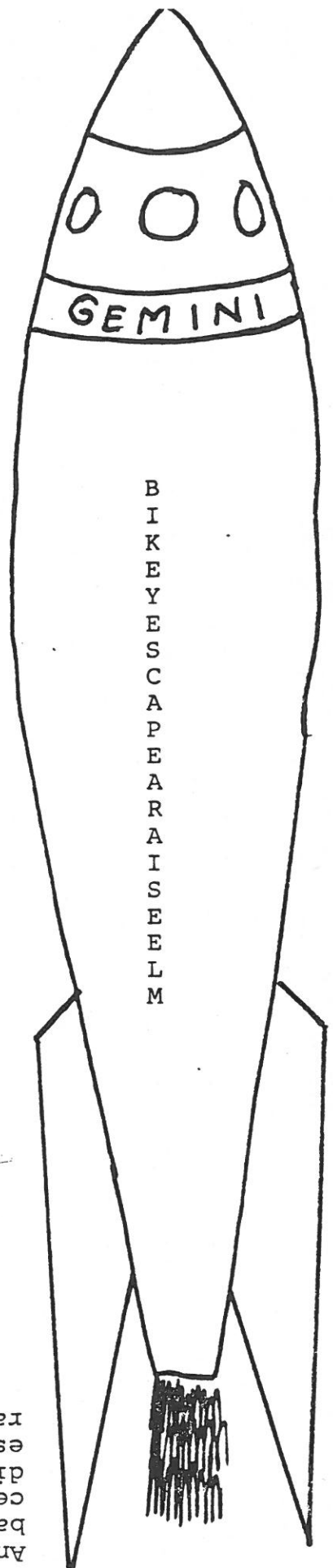
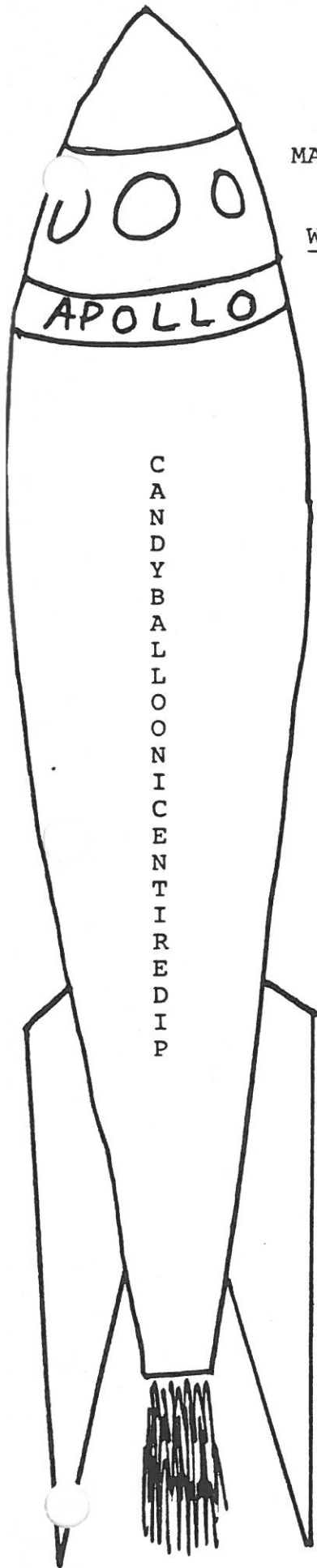
To launch moon ship hit the prong of the clothespin with fist. Each player gets 5 hits per turn. Each time ship reaches moon, score 100 pts. For more excitement paint colored areas along the arch and have each area represent a different point value. If the moon ship lands in the colored area they would get the amount of points allotted to that area. Highest score wins.



WORD FUN

"17 and counting!" Start at the top, see how many words you can find in each rocket. The letters must be in the same order as shown. One-letter words ("I" and "A") do not count. Ready-set-go---you're on your way to the moon! Or how about a rocket race with a friend?

Scoring: 0 - 3 ---Still counting
4 - 8 ---Lift off
9 - 12 --Refueling
13 or more -- Moon Landing



Answers: Apollo - can, candy, an, and, ball, balloon, all, loon, on, nice, ice cent, entire, tire, tired, ire, red, dip, Gemini - bike, key, eye, eyes, yes, escape, cap, cape, ape, pen, pear, ear, raise, is, see, eel, elm.

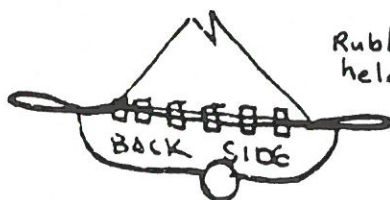
ROCK THE BOAT

This is a nice game for a den activity. Using the pattern shown, cut a sailboat all in one piece from cardboard. Make the boat about 7" high from the bottom of the keel (or target) and the top of the mast. Be sure the height will clear the floor and the seat of the chair as shown. Paint or color as desired, being sure to leave the small slit between the top of the deck and the bottom of the sail plain.

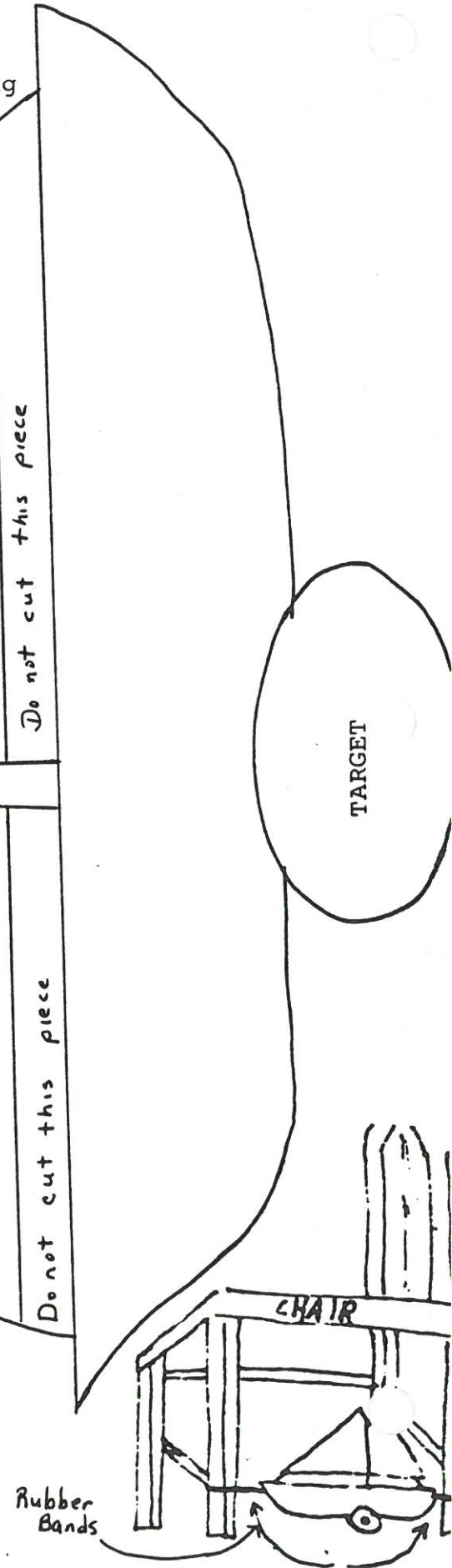
Tape a string straight across the back of the boat and tie the ends to rubber bands which are to be stretched over the legs of the chair.

The keel target must be close enough to the floor to be struck by a marble, yet high enough from the floor to allow the boat to rock.

The object of the game is to shoot a marble at the keel of the boat to hit and cause it to rock. This scores 5 points. The players take turns, the first to reach 100 wins.



Rubber bands held on by scotch tape

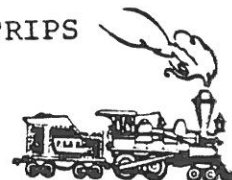


ALPHABET GAME

Have the Cub Scouts help make a set of alphabet cards. (Flash cards) You need one for every letter of the alphabet except x, y, and z, which are seldom used in scouting. Use cards about 4 x 6 inches, print one large letter on each one, and write your own question on the back. The first time you play the game you will need no more than one question for each card. The second time you play you will want to add more questions. This is important, as each question must be answerable with one word beginning with the letter on the front of the card.

Try the following questions the first time you play. You can make up others as you go along.

- A. Name an important Cub Scout leader - Akela
- B. The name of a Wolf elective and also a game most Cub Scouts like to play - Baseball
- C. Name of a neighboring country where they have Cub Scouts - Canada
- D. Important part of a Cub Scout pack - den
- E. Name a Cub Scout elective - Electricity
- F. Something every Cub Scout should honor - Flag
- G. Something a Wolf Cub Scout makes and uses with his family - Game
- H. Name a Cub Scout achievement or elective - Handicraft
- I. Name a Cub Scout elective - Indians
- J. Part of a Scouts cold-weather uniform - jacket
- K. Something in both the Cub Scout achievement and the Boy Scout requirements - knots
- L. A handicraft material - leather
- M. An important person in Cub Scouts home who may serve as den leader - mother
- N. An interesting outdoor elective - nature
- O. A letter found in which three Cub Scout ranks - Bobcat, Wolf, and Webelos
- P. Something Cub Scouts like to do - play
- Q. Something everyone likes when he knows the answer - question
- R. One of the hardest electives - Radio
- S. A Bear elective for a Cub Scout who likes water - Swimming
- T. Something Cub Scouts use for crafts - tools
- U. Something a Cub Scout wears that boys who are not Cub Scouts cannot wear - uniform
- V. Our safety rules prohibit a Cub Scout from hitching on behind - vehicles
- W. The highest rank in Cub Scouting - Webelos.



CONCENTRATION

Going on a den or pack field trip? This game should help keep the Cub Scouts busy and out of trouble.

This is a game played to rhythm - one, two, three, four: slap knees, clap hands, snap the fingers of the left hand, then of the right hand. Everybody does it together. It should sound something like; "Slap, clap, snap, snap" - a beat a piece. To the rhythm and action the players add another pattern, sort of like patting the top of the head and rubbing the stomach at the same time. The following example should best explain how its played.

First player:	(Slap, clap, snap, snap)	"Names of"
Second player:	(Slap, clap, snap, snap)	"Automobiles"
Third player:	(Slap, clap, snap, snap)	"Ford"
Fourth player:	(Slap, clap, snap, snap)	"Buick"

And so on, around and around the group. No repeats of names are allowed. Players drop out as they repeat or get mixed up - and they will. When only one is left, he is the winner. Any category can be used, advancement, baseball players, states, etc. The leader might want to set a limit on the game.

GET ACQUAINTED

Invite the Cub Scouts and their parents to furnish pictures and stories of the many wonders to be seen in America. Make up a simple game highlighting our national parks together with their chief points of interest. Stress location of these on a map. Do the same for rivers, famous cities, lakes mountains, coal, iron, oil forests, great plains, birds, animals and fish.

Passenger: This seems like a long voyage, Captain. How far are we from land?
 Captain : Three miles.
 Passenger: Which way?
 Captain : Straight down.

BIRD AND BUG

This is a fast moving game that can be lots of fun. Game equipment can be put together quite easily. The object of the game is for the bird who is "it" to catch a bug. The bird has a can for catching the bug, which is a spool tied on a string. Make a bug for each player. To do so, merely slip a spool on the middle of a piece of string, about two yards long, and tie ends together. To play the game, draw a circle with chalk, 3 to 4 feet across for the bird to stand. Then, draw another circle, about two feet outside this, for the bugs guideline. Players one at a time, or all together, roll their bugs into the birds circle. The bird tries to plop his can down on one of the bugs before the bug escapes by a pull on his string. When the bird catches a bug, that player becomes "it" and changes places with the bird.

BALLOON BADMINTON

To make the racquets, tape a flat wooden stick, or an old ruler, between two paper plates, gluing for extra support. Use a partially inflated balloon for a 'bird' and bat the 'bird' back and forth over a clothesline. You can play as singles or in teams. When one side misses the 'bird' and it touches the ground, the other side makes a point. The first side to make 15 points wins the game.

GRASSHOPPER RELAY

First player in each team holds a bean bag or ball firmly between his knees. At signal, he hops to the goal line and back to the starting line to touch off the next 'grasshopper'. If a player drops the bean bag or ball, he goes back to starting line. Team to finish first wins.

STRING RELAY

The first player in each line is given a ball of cord or string. On signal, he passes it to the second player, but holds the end of the cord. The ball is passed on down the line, unrolling as it goes. When it reaches the end, it is passed back up the line behind the backs of the players as they roll the string back into a ball.

LEAF DARTS

Boys gather leaves of different sizes, leaving an inch or two of the stem. Select flat, fresh leaves with firm bodies. Wrap a piece of thin wire around stem of leaf to add weight. Throw the leaf as you would a dart. Place an empty box about 6 feet away, line up players giving each 5 tosses. Allow one point for each dart that is tossed into the box. Player with the most points wins.

SNAKE EATING CONTEST

Pair off the boys. Give each pair a long, black licorice whip. Each one of the pair puts one end of the whip in his mouth and stands with his hands behind his back. When the starting signal is given, each boy begins to eat his way toward his partner. The first pair to reach each other is the champion "snake eater."

WEATHERVANE

Use a compass to establish the four main directions in a room. Have all boys stand facing one player who is the "wind." The wind tells the direction he is blowing by saying, "The wind blows...south." All players must face south. If a player is already facing that direction and moves, he is out. The wind may confuse the game by facing any direction he wishes. Players turning the wrong direction are out. The winner is the last player still in the game.

LUCKY UMBRELLA

Open an umbrella and place it on the floor upside down. Have the boys line up in two lines, about 5 feet away from umbrella. Each boy must bounce a ping pong ball once, and only once, and have it land inside the umbrella. Use two or three ping pong balls if you have them. Team with most successes is winner.

THE OLD SOLDIER

Cub Scouts sit in a circle. The den leader impersonates an old soldier. The old soldier comes in and asks all kinds of questions, about U.S. history, (the flag, the anthem, etc.) but in answering no one may use the words "yes, no, white, or grey, (in any form)". The old soldier asks questions that may trap the Cub into using the forbidden words. The moment a Cub mentions one of the forbidden words he must stand. The last Cub seated wins.

SENTRY POST

The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At a signal from the leader, the first player in each line sneaks forward on tip toe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he is right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

DON'T RING THE LIBERTY BELL

The object of this game is to keep from hitting the bell. Suspend the Liberty Bell from a hoop and hang the hoop from a cross-bar or in the doorway. Let the contestants take turns tossing a bean bag through the hoop. Score five points for each one who gets the bean bag through the hoop without ringing the bell and five points against each one who rings the Liberty Bell. Give everybody three turns and add up the score.

CHURNING BUTTER

Put a small amount of half-and-half or cream into a jar. Screw lid on tightly. Boys shake jars until butter is formed. (Try this out in advance to determine just how long it will take.) Boy who finishes first is winner.

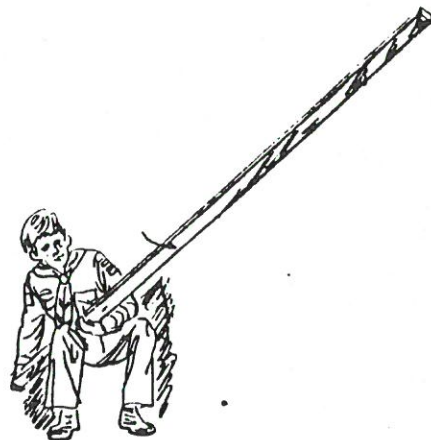
VARPA

This game, somewhat similar to horseshoes, is still played by the Vikings' descendants.

A peg is driven into the ground 65 ft. away from the players' line (for Cub Scouts, make it 25 ft). The object is to toss a flat stone weighing two or three pounds as close to the peg as possible. Score one point for the stone nearest the peg, after all have thrown in turn. All players then retrieve their stones and pitch again. Continue until one has three points (or more, if desired).

STANGSTORTNING

This is a test of strength for men on the Swedish island of Gotland. A man tries to heave a 16-foot pole as far as he can. For your Cub Scouts, use a 2x4 or pole 6 to 8 feet long. The illustration shows proper form.

VIKING MAP GAME

Divide the den into teams. Have one team draw a map locating some landmark in your neighborhood. Have another team try to find it using only the map. Score 1 point for the team drawing a correct map, 2 points for a team finding the landmark by using the map. Switch teams so that all have a chance to be both map-drafters and viking explorers.

SHIELD AND AXE

Make shield and axe as shown in craft section. Draw real or imaginary line on floor. Have boys dressed in Viking costume complete with shield and axe. Divide den into two teams, one team on either side of the line. On signal from den leader each team tries to knock the axe from other teams hands. After battle has lasted as long as den leader can stand, a signal is given and game is stopped. The team with the most axes still in hand is the winner.

PRESIDENTIAL NICKNAMES

A fun way to help the Cub Scouts remember the names of their Presidents is to make a game of it. Try this idea, maybe two or three times during the month so they can correct their mistakes from the previous try.

1. Washington
2. John Adams
3. Jefferson
4. Madison
5. J.Q. Adams
6. Jackson
7. Van Buren
8. W.H. Harrison
9. Polk
10. Taylor
11. Buchanan
12. Lincoln
13. Grant
14. T. Roosevelt
15. Taft
16. Coolidge
17. F.Roosevelt
18. Eisenhower

- A. The rail splitter
- B. Old rough & ready
- C. Big bull
- D. The little magician
- E. The rough rider
- F. Father of the constitution
- G. Unconditional surrender
- H. Young Hickory
- I. Father of his country
- J. Silent Cal
- K. Old Buck
- L. Tippecanoe
- M. Old Hickory
- N. F.D.R.
- O. Old man eloquent
- P. Sage of Monticello
- Q. Ike
- R. Colossos of Independence

ANSWERS:

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

Example

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      R
      O
      O
      S
      E
      V
      E
      L
      T
  
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MAKE YOUR OWN PUZZLE

Have the Cub Scouts print the name of their favorite President vertically on a sheet of paper. They can then provide blanks for the names of states horizontally. When this is done they can exchange puzzles or have the entire den try to solve together.

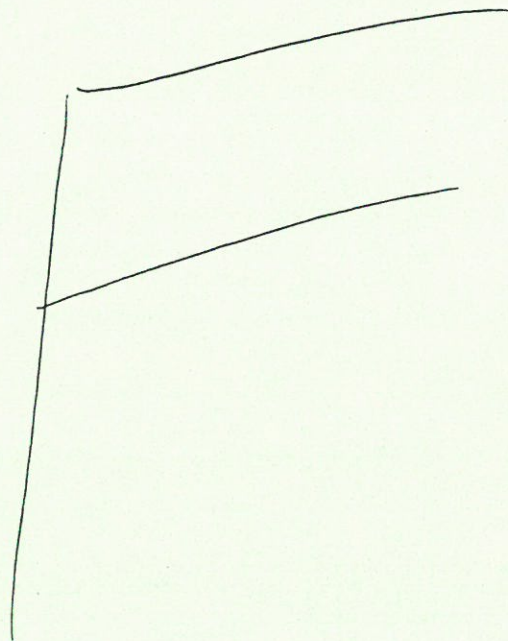
Florida, Oklahoma, Idaho, Kansas
 Georgia, Nevada, Minnesota, Alaska
 Kentucky

PRESIDENTIAL FACTS

Try this for a pack activity. Could be practiced in the den first so boys would have a chance in case you wanted to have a relay - boys against the parents.

1. The man who shed the robes of Chief Justice of the Supreme Court to seek the Presidency - William Howard Taft - Earl Warren - Charles Evans Hughes - John Marshall.
2. Which of these Presidents never attended school? Abraham Lincoln - Andrew Jackson - George Washington - Andrew Johnson
3. All but one of these generals became a candidate for our nation's highest office - John J. Pershing - Winfield Scott - George B. McClellan - John Charles Fremont
4. Which of these states - the birthplace of eight of our Chief Executives - is known as the Mother of Presidents? Virginia - Ohio - Massachusetts - New York
5. Only one President has been elected to two non-consecutive terms, his name - James A. Garfield - Benjamin Harrison - Grover Cleveland - William McKinley
6. "I'd rather be right than President," said one of these men, a distinguished 19th century statesman and three-time candidate for the White House - Mark Twain - Andrew Jackson - Henry Ward Beecher - Henry Clay
7. Secretary to an American diplomat in Russia at the age of 14 and a member of Congress when he died at 80, one of these Presidents served his country a total of 55 years - John Quincy Adams - Theodore Roosevelt - Thomas Jefferson
8. Name the Presidents chosen by the House of Representatives, which must designate a Chief Executive when the electoral college fails to give a majority of its votes to any one candidate - Thomas Jefferson - John Quincy Adams - Millard Fillmore - Zachary Taylor
9. The first journalist to be nominated for the Presidency is probably better remembered for his advice, "Go West, young man" - Theodore Roosevelt - Joseph Pulitzer - Bret Harte - Horace Greeley - Woodrow Wilson
10. Which of these Presidents died on the Fourth of July? George Washington - John Adams - Thomas Jefferson - James Monroe

-
- | | |
|--------------------------|--|
| (1) Charles Evans Hughes | (7) John Quincy Adams |
| (2) Andrew Johnson | (8) Thomas Jefferson & John Quincy Adams |
| (3) John J. Pershing | (9) Horace Greeley |
| (4) Virginia | (10) All but George Washington |
| (5) Grover Cleveland | (both Adams & Jefferson died on 7-4-1826, & Monroe died 5 years later to the day). |
| (6) Henry Clay | |



DAD?



SKITS AND PUPPETS



SECTION

G

SANTA KNOWS ABOUT RUDOLPH'S NOSE

Characters: Santa Claus - 6 elves (wearing hats) - Rudolph
(wearing horns)

It is Christmas eve and Santa is sitting in an easy chair by the fireplace reading the newspaper.

- 1st elf : (rushing in) Oh Santa, come here. Bad news I must tell. Rudolph's nose is all frozen. He can't smell a thing.
- 2nd elf : (running in) Hey Santa, listen here while sad news I tell you. Poor Rudolph's nose is cold and it's turning all blue.
- 3rd elf : (hurrying in) Oh Santa, I've come to tell you of Rudolph's plight. He has a cold in his nose that has put out his light.
- 4th elf : (rushing in) Santa oh, Santa! I'm so sorry to tell. Rudolph's nose is all warm and he doesn't feel well.
- 5th elf : (running in) There's something I must say, but I'd rather not. You see, poor Rudolph has a nose that's very hot.
- 6th elf : (rushing in) Santa, please come. See Rudolph's burned nose. It's all black like charcoal not red like a rose!
(enter Rudolph)
- Santa : (While Rudolph hangs his head) No! Don't say anything, but please let me guess. Your friends were all lying, so you've come to confess. I knew all the time that it was only a plot. For how could your nose be both cold and hot!
- Rudolph : Well you see, Santa Claus, I was feeling quite low, and decided on our trip I didn't want to go. But now I've learned a lesson. The truth is always best. It could have saved me from this embarrassing mess!

HANAKKAH

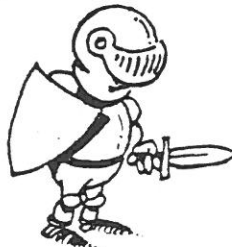
Characters: 8 Cub Scouts with cards and candles

- 1st Cub Scout: H Stands for Hannah, courageous and true, who would not yield, so her sons they slew.
- 2nd Cub Scout: A Stands for Antiochus, Syrian king, who tried from Judea, Greek worship to bring.
- 3rd Cub Scout: N Stands for "NES," that wonder so great, when oil in the cruse, stead of one day burned eight.
- 4th Cub Scout: U Is for unfurling the Maccabee banner by Judas who fought in so valiant a manner.
- 5th Cub Scout: K Is for kindling of light and of hope, for those who in sorrow or darkness now grope.
- 6th Cub Scout: K Is for keepsake of candles so bright, that father, with "Brochos," will light every night.
- 7th Cub Scout: A Stands for all, living far and wide, who tonight are glowing with true Jewish pride.
- 8th Cub Scout: H Stands for Hebrew, our language so old, in which the story of Hanukkah is told.



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)
Knight Sir Cub Scout
- Scenery : Cardboard bushes, house fronts (optional)
- Props : Sword, flames, feather, marshmallow or weiner, red sock
- Setting : Dragon comes on stage. Head boy sticks red-socked hand out of mouth occasionally as if fire is shooting out. Dragon sneezes. Head boy tapes paper flames to backdrop scenery as if it is being set on fire. All boys making up dragon sneeze together.
- Dragon : Oh, woe is me! (sniffle) 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 C.S. : I am Knight Sir Cub Scout and I have been sent from the Roundtable to take care of you. You have 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.



DRAG-ON AROUND (Continued)

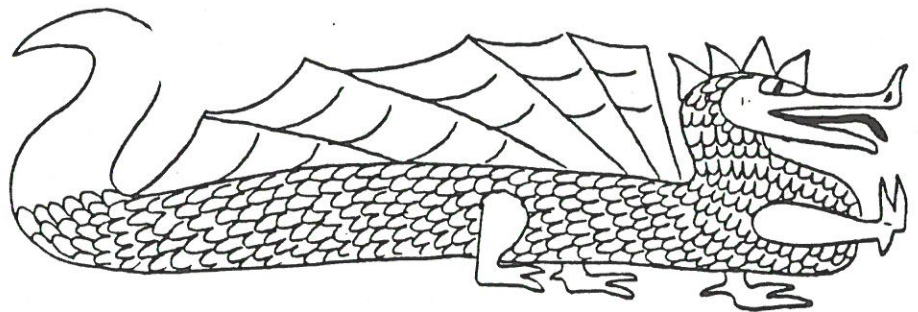
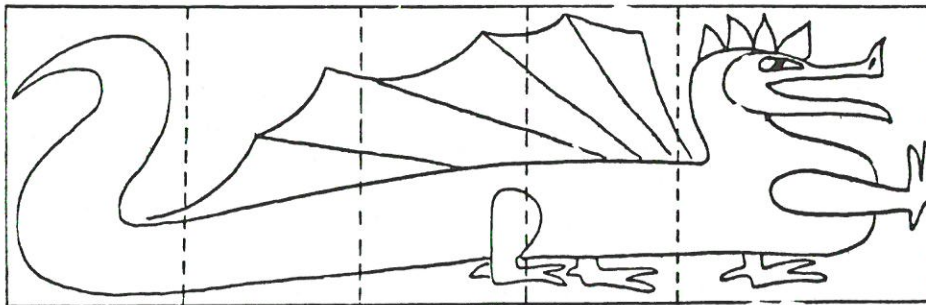
Sir C.S. : I meant, I'm supposed to kill you. But I suppose it would not hurt if I could take care of your problem some other way. Let's see now. (He looks over dragon) Why, here's the problem. (He pulls the feather out of the dragon's mouth) Now, take a deep breath. (Dragon breathes deeply) How do you 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 C.S. : I do have an idea. (He puts the marshmallow or weiner on his sword, and holds it out as if to cook it over the dragon's flame)

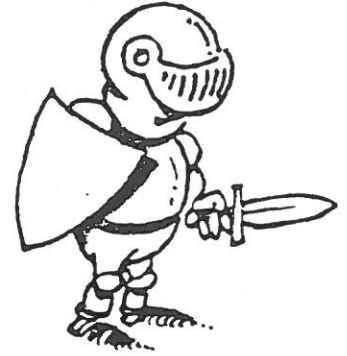
Dragon is cut from one or more pieces of cardboard, with the head, body parts and tail painted on one side of the cardboard. Arm straps are stapled to the back side for the boy's arm to fit through. Head boy wears a red sock on his arm and sticks it out thru mouth to represent a tongue of flame.

Dragon may be cut out if desired, but it will probably hold its shape better if squares are used and the background painted black.



JANUARY 1989

KNIGHTS IN ARMOR



RAPUNZEL

Characters: 8 Cub Scouts or divide to suit your den
1 Cub Scout for Rapunzel

Knights walk on "stage" and stand around the castle tower
(a freezer box with hole at top-front side for Rapunzel to
poke her head thru)

1st Knight: Well fellow knights, here's a likely-looking
castle.

2nd Knight: Maybe we can save someone here!

3rd Knight: Yoo-hoo! Is anybody home?

Rapunzel : (appears and in a high-pitched voice says) Oh,
you've come to save me!

4th Knight: Hey, Rapunzel, let down your hair.

Rapunzel : What? I can't hear you.

5th Knight: Let down your golden hair!

Rapunzel : I still can't hear you. My beautiful hair is
in the way.

6th Knight: (should be your smallest Cub, in a loud, almost-
yelling voice)

RAPUNZEL, LET DOWN YOUR HAIR!!!

Rapunzel : (tilts head forward and "wig" of yarn falls off and
onto floor. This will expose boy's head wrapped in
an ace bandage to give appearance he is bald!)

Oh, no, I've lost my hair!!!

7th Knight: Well, fellow knights, no use staying around here.

8th Knight: Maybe we can rescue someone else. Let's look for
another castle.

All knights exit talking among themselves about
what lies ahead at their next castle.

Rapunzel : Waving says: Byb-bye Sir Knights (looks sad and
disappears inside the box.

SCOUTING SPIRIT

A good skit for the Blue and Gold banquet

- Characters - #1 - old man with cane dressed as ghost
 #2 - 67 year old man with sign stating age around neck
 #3 - 34 year old man with sign stating age around neck
 #4 - 6-Cub Scouts in uniform.

All enter and stand in order 1 thru 6.

#4,5,6: Who are you?

#3 : I am the father of a Cub Scout. I too was a Cub Scout.

#2 : I was the first American Scout. Cub Scouting came to America 59 years ago.

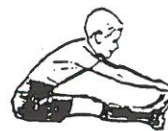
#1 : I am the spirit of all those boys who with Baden Powell began the Scouting experiment on Brownsea **Island**

All : We are the spirit of today's Scouts and Scouting movement. We wish a happy birthday to all Scouts. Won't all of you join us in singing happy birthday.

PHYSICALLY FIT

Characters - 7 Cub Scouts, carrying various types of exercise equipment, speak the following lines.

1st Cub - To keep your body strong and healthy
 Is more important than being wealthy.



2nd Cub - When you are fit, you feel so good,
 And try to do the things you should.

3rd Cub - It helps us lend a helping hand
 To needy folks around our land.



4th Cub - Eating the right foods is always wise,
 And everyone needs some exercise.

5th Cub - Stand on tiptoes, one, two, three.
 Touch your toes, don't bend a knee.

6th Cub - Run a while, then slow your pace;
 Practice will help you win the race.

7th Cub - Scouting builds boys into men,
 Cub Scouting is where it all begins.

CAMPFIRE YARNS

Characters: As many cubs as you have in your den - parts can be written to accommodate everyone

Setting : All cubs sitting around a campfire - with a winter setting

Cub #1 : (Yawns)

Cub #2 : (Starts yawning)

Cub #3 : (Yawns)

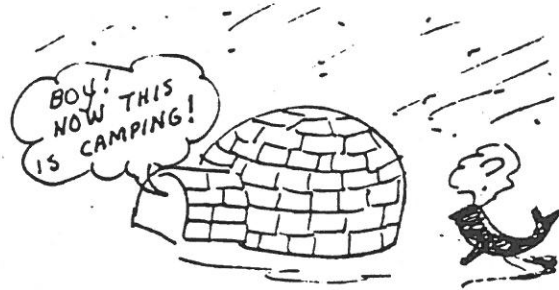
Cub #4 : (Starts to yawn)

All Cubs : (Yawn together)

Leader : (Walks in) Hey, guys, what are you doing?

Cubs : We're having campfire yawns.

Leader : (Looks puzzled) Boys, that's not campfire yawns, but campfire yarns.

PURE WATER

Characters: Visitor and 5 town folk

Visitor : So, you say the water around here is not so good?

Town Folk : Yes, it's mighty poor.

Visitor : Well, what do you do about it?

Town Folk : State said it wasn't safe, so we boil it.

Visitor : Is that all?

Fown Folk : Then we filter it.

Visitor : Yes?

Town Folk : Then we add chemicals to it that they told us about.

Visitor : Yes?

Town Folk : (a real funny guy, who is laughing even before he says anything) Yes, then we drink something else.
(All laugh)

DAD'S WORKBENCH

Characters: Narrator - dad - mother - Cub Scout - hammer -
saw - file - screwdriver

Narrator: As our scene opens, we find dad looking for his hammer.

Dad : Has anyone seen my hammer?

Mother : No, dear, did you look on your workbench?

Dad : It's not there. No one ever puts anything back where it belongs.

Hammer : No, I'm not on the bench. I'm over behind the door where he used me to drive the hinge pins down and just left me here.

Dad : Now, where in the world is my saw?

Mother : Look on your workbench. It should be there.

Dad : It isn't there! No one puts my tools back.

Saw : Here we go again. I'm lost because he didn't clean me and put me back after I was used on the garage roof to spread tar.

Dad : Good grief, now where is my file?

Narrator: Do you suppose the file could answer this?

File : I've been out in the yard since last fall. He used me to sharpen the lawn mower. He'll find me when I get caught in the lawn mower next time he cuts the grass.

Dad : I can't find my screwdriver now, and I just had it. Did you borrow it, son?

Cub Scout: Yes, dad, but I gave it back to you.

Narrator: Now, where could that screwdriver be?

Screw-
driver : Here I am right in his big pocket where he put me.
WHY CAN'T PEOPLE REMEMBER TO PUT TOOLS BACK WHERE
THEY BELONG?



COMMUNITY BUS

Characters: Bus driver - lady carrying birdcage (or some other cumbersome object) - man carrying gift boxes - man carrying groceries - confused and clumsy man - den leader and any number of Cub Scouts

This is a pantomime skit with no narration. It is important that boys use very exaggerated actions.

Setting : Chairs are set up on stage to simulate seats in bus. Chair at front is for bus driver.

Bus driver smiles when first person gets on bus. He goes through the actions of opening and closing door.

Lady carrying birdcage, purse and large hat. Asks bus driver to hold the cage while she gets her purse for money, which takes quite a while. She puts hat on head, pushing hat brim in driver's face.

Driver looks very unhappy about lady's birdcage. Lady walks back to take seat on bus.

Driver goes through actions of driving to next stop. This includes shifting gears, putting on gas, stopping at next stop by putting foot on brake and opening door for next passenger.

Man carrying boxes past his nose, proceeds to drop boxes all over floor while trying to get money for fare out of his pocket. Driver picks up boxes before paying fare and drops them again.

Driver raises his arms to protect himself against falling boxes, then tries to help pick them up. This time he says a few unpleasant words without sound.

Man sits directly behind bus driver and driver continues to hand him the remaining boxes.

Man carrying 2 large sacks of groceries enters bus. While fumbling to get fare out of his pocket, he spills some of the groceries on the floor. He hands both sacks to driver while he picks up apples and oranges. Returns groceries to sack, pays fare, pushes hat back on head and finds a seat.



MAY 1989

WHEELS, WINGS, RUDDERS

COMMUNITY BUS (Continued)

Bus driver goes through all actions of proceeding to next stop, grumbling and looking unhappy.

Clumsy man is carrying a rake, a hoe and a shovel. He runs in front of bus and tries to flag it down. Bus stops. He enters, staggers around, fumbling for fare, drops tools on driver. He drops money on floor and gets down on hands and knees to search for coins. Puts fare in box and fumbles back to find seat.

Driver goes through actions of proceeding to next stop. Everyone gets off bus. Waiting at this stop are the den leader and Cub Scouts. They enter bus, each pays fare without incident, take seats quietly. Bus proceeds to next stop and all get off, thanking bus driver as they leave.

Driver collapses!!!

JUNE 1989

AKELA'S COUNCIL

JELLY BEANS

Characters: Storekeeper in apron & glasses - 4 Cub Scouts

Props : Table - feather duster - small sacks - ladder - plastic container marked jelly beans

1st Cub Scout: (enters store) May I have 10¢ worth of jelly beans?

Store Keeper : (climbs ladder, gets jelly beans, measures them out and pours into sack) That'll be 10¢. (Puts jelly beans back)

2nd Cub Scout: (enters store) May I have 10¢

Store Keeper : (again climbs ladder, gets jelly beans, measures out and pours into sack) That'll be 10¢. (Puts jelly beans back)

3rd Cub Scout: (enters store) May I have 10¢ worth of jelly beans?

Store Keeper : (again climbs ladder, gets jelly beans, measures out and pours into sack) That'll be 10¢ (Puts jelly beans back)



JELLY BEANS (Continued)

4th Cub Scout: (enters store)

Store Keeper : Don't tell me, you want 10¢ worth of jelly beans too.

4th Cub Scout: No sir.

Store Keeper : Then what may I help you with?

4th Cub Scout: I want 5¢ worth of jelly beans.



THE CASE OF THE MYSTERIOUS PACKAGE

Characters: Elmer White - Mr. Brown - Mr. Black - Charley Greene

Narrator : Mr. Biggs, the mailman, arrived at the entrance to Arrowhead Circle to deliver a package. There were 4 mailboxes in a row by the curb, all just alike. Since all the boxes were too small for the bundle, he propped the package against the boxes and went on his way.

Along came the rain and soaked through the brown paper wrapper so that the blue gift-wrap paper showed. All that was left on the brown paper was a postmark saying "Florida."

Elmer White: (Enters and picks up package) Great, it must be the typewriter Aunt Alice promised me for graduation.

Mr. Brown : (Enters and snatches package with one hand) Ah, this must be the baby blanket my mother in Jacksonville was sending for the baby.

Mr. Black : (Enters and takes package and shakes it) It rattles a little. Maybe it's the glassware my brother in California promised for my wedding present.

Charley Greene : (Enters) I'll bet its for me. This is my birthday and I'm expecting sea shells from my Grampa in Miami.

Narrator : Whose package is it? You have all the clues to solve the mystery.

ANSWER -- It's Charley's. Too light to be a typewriter, it rattles so it's no blanket, and it came from Florida, not California.

THE BOUNCING BOY

Characters: 4 Cub Scouts - 2 on each side of stage
 1 Cub Scout on bed in middle of stage

Cub Scout : Oh dear! Did you hear what became of poor Fred?

Cub Scout : Who was always bouncing on top of the bed?

Cub Scout : When he wanted to bounce, Fred simply would choose

Cub Scout : A bed that was handy - he didn't care whose.

Cub Scout : And then he'd start in, bouncing higher and higher,

Cub Scout : Till everyone wondered just when he would tire.

Cub Scout : Up again, down again, forward and back,
 Down again, up again - alas and alack!

Cub Scout : Imagine what poor Freddy's family was feeling

All : When they saw him go bouncing straight through
 the ceiling!



GETTING THERE

Characters: Fish - monkey - bat - kangaroo - worm - Cub Scout

Fish : Fish can swim and birds can fly; that's how they
 get around.

Kangaroo : Kangaroos all like to hop.

Worm : And worms crawl underground.

Monkey : Monkeys swing along in trees.

Bat : Bats all hang by their toes.

Cub Scout : I can walk and run and jump, and that's the way
 it goes!

Everyone repeat the Cub Scouts lines together!!

HIKING WITH THE BUGS

Scene - A tent set up in the out of doors.

Enter 4 very tired and dirty Cub Scouts. All are scratching and examining their bites.



- #1: Boy am I glad to be back from that hike. I'm tired.
- #2: All of the mosquitoes must have called up their relatives and told them we were coming. I've been eaten alive.
- #3: They said a day hike, not an all day hike. Not only were we out near the river, but we were out all day. Gave those critters too much of a chance to eat at me.
- #4: I feel the same way. I couldn't feel worse if I'd been run over by a semi-truck.
- #1: Bugs! Bugs everywhere. I wouldn't mind if they didn't itch so much.
- #3: The blisters don't hurt as much as the itch itches.
- #4: Those insects hadn't seen human beings in years. Here, put some of this on all the spots.

(Boys pass around first aid ointment) (Little lights start flashing in the dark. Use 2 or 3 cubs waving small flashlights.)

#2: We'd better get inside our tents now! The bugs are out looking for us with flashlights!

Note: #2 needs to be littlest Scout in group.

* * * * *

QUICK SKIT - #1 - If you have 180 rabbits standing in a row, and they take one step back, what do you have?

#2 - I don't know, what"

#3 - A receding hare line.

OUR FLAG

Characters: You can use one Cub Scout or use a different Cub for every line - talking U.S. Flag

Setting : Flag in stand on table, under which 'voice' is concealed, or flag posted near screen concealing 'voice'. Cub Scout(s) walks by flag and stops when flag starts to speak.

Flag : Hey, Cub Scout!

Cub Scout : Who said that? (looking around)

Flag : It's me, your flag.

Cub Scout : What do you want with me?

Flag : I want to know something. It wasn't many years ago that people respected and honored me. They would always salute when I passed by, and they were proud of me. But in recent years there have been some people who have showed disloyalty and disrespect. I have even been burned. What did I do wrong?

Cub Scout : That's a hard question for me to answer. I think some people do this because they have forgotten what you stand for, and how hard it was for us to get you in the first place. We even fought wars, not only to get you, but to spread your ideas of freedom to other countries, and to keep our country a place we can be proud of.

Flag : Well, what would you suggest?

Cub Scout : Most kids my age only read about you in history books. I guess we sometimes take you for granted. Maybe we need more organizations like Scouting to tell people about patriotism and citizenship and what it means. People ought to fly their flags on national holidays and have inspirational flag ceremonies at meetings, like we do.

Flag : You have some good ideas son.



OUR FLAG (Continued)

- Cub Scout : I guess I just don't want to have to fight in any war to defend my freedom. I would like for everyone to feel that way. But if I had to, I would, because I'm proud of my country and I'm proud of you.
- Flag : Sounds like Scouting has taught you a lot about me.
- Cub Scout : That's true. And I guess I have a responsibility to help teach other people about you, too. That's the least I can do.
- Flag : You've given me a real lift, son. There is hope for us afterall.
- Cub Scout : (Salutes) Any time! See you later. (Exits)

QUICK SKITS

- #1 - Why are people always tired on the first day of April?
 #2 - Because they've just had a 31-day March.
-
- #1 - I went to a wedding where a man married 16 wives.
 #2 - How could he marry 16 wives?
 #1 - He married 4 richer, 4 poorer, 4 better, 4 worse. (Holds out 4 fingers each time.)
-
- #1 - I told you I wanted a two-page composition about milk. Your paper is only half a page long.
 #2 - I know. I wrote about condensed milk.
-
- #1 - What is the longest piece of furniture in the world?
 #2 - I don't know, what?
 #1 - The multiplication table.



ON THE MOUNTAIN TOP

Characters: Narrator - any number of Cub Scouts

Narrator : Our story opens as we join several of the world's most famous viking discoverers working their way up to the top of the very highest point of Mount Everest. Or as it was known to the Indians -- Look Out Belowwwwwwwwwwwww.

Boys pretend to be climbing up rocks using hands & feet.

1st Cub : This is sure some climb!

2nd Cub : Do you think we'll make it?

3rd Cub : It's too bad old Eric slipped. He was a real nice guy.

4th Cub : We ought to be there soon. I don't think I can go much more.

5th Cub : My arms and legs are about to give out on me, and this rope is getting pretty shredded. I don't think it will last to get to the toooooooop. (boy falls)

6th Cub : Too bad about Charley, he was a real nice guy.

7th Cub : We made it, we made it!! At last, we made it! We're the first to climb Mr. Everest!

8th Cub : (Boy with white ice cream man's hat and coat calls out) GET YOUR ICE CREAM HERE!!!

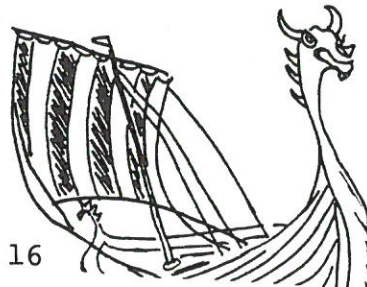
BATTLE-AXE

Scene : Any number of Viking warriors preparing for battle. They are collecting their shields, helmets, lances or spears, battle-axes, etc. They are all able to find their equipment except one who has misplaced his axe.

Warrior: (yelling) Where's my battle-axe?

Enter Katrinka dressed in helmet, blond braids, long skirt or dress & apron.

Katrinka: Here I am!!



FIVE LITTLE PUMPKINS

This is a simple skit that young Cub Scouts can easily do. Parts may be memorized or read off small note cards.

To convert Cubs into pumpkins, turn grovery sacks inside out. Don't punch the corner out--this will give the sacks a rounded effect. Spray paint the sacks orange and glue on eyes, nose, and mouth. Place sacks on Cub Scouts head. You may also make a fence out of a large cardboard box, and use a Cub Scout at each end of it to hold it up. Pumpkins merely stand behind it.

Narrator: Five little pumpkins sitting on a gate.

1st Cub : My, it's getting late!

2nd Cub : There are witches in the air.

3rd Cub : I don't care.

4th Cub : Let's run, let's run.

5th Cub : It's Halloween fun.

Narrator: Then woo-o-o went the wind, and five little pumpkins ran fast out of sight.

(Five Cub Scouts in costumes run off stage)

QUICKIES

#1: What kind of music do ghosts like?

#2" Spirituals

#1: Why do ghosts like to ride elevators?

#2: It raises their spirits.

#1: What does a ghost guard officer way when he hears a strange noise?

#2: I don't know. What?

#1: Halt! Who ghost there?

THE GREATEST PRESIDENT

Characters: A Cub Scout den. Can be modified at your discretion.

Cub Scout is sitting alone on stage looking sad and thinking very hard. Other Cub Scouts come on stage talking to each other. They walk over to the first Cub Scout...

Cub Scout : You look upset. What's the matter?

Cub Scout : 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?

Cub Scout : 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 United States into a great country.

Cub Scout : Oh no! Abe Lincoln was. He was president during the Civil War and fought to free the slaves and reunite all the states.

Cub Scout : John Kennedy certainly has to be the greatest! Look how well he handled the Russians when they were installing missiles in Cuba.

Cub Scout : Don't forget Harry Truman. It was his decision that won World War II for us.

Cub Scout : Oh, I know who the greatest president is. You hear on the radio and TV and see it in the newspaper all the time.

Others : Oh yeah? Who?

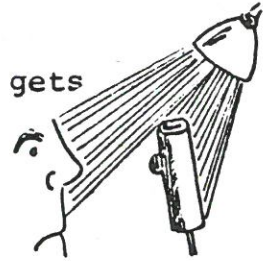
Cub Scout : The man who wants to be elected the next president!



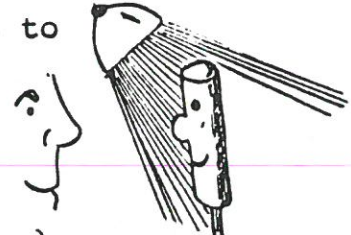
SOME FACTS ABOUT LIGHTING YOUR PUPPET SHOW

The basic purpose of all lighting is to illuminate the performance.

If the puppet is lit from behind the light gets in the audience's eyes.



The puppet properly lit, so that it comes to life.



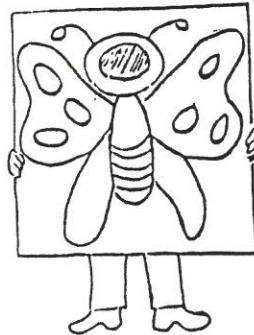
Too many lights may wipe out the puppet's features, so that it also loses its shape and looks flat.



PEEK - A - BOO MASKS

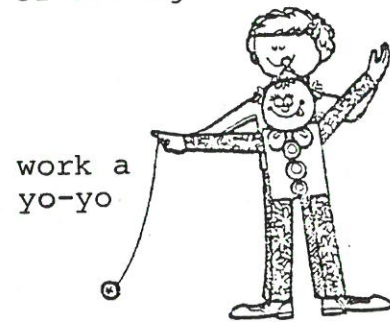
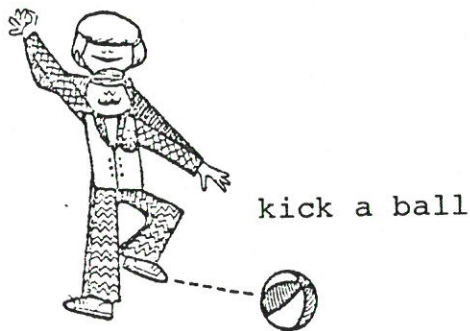
The characters in some skits can be presented by poster board masks, which have the face or face and figure painted on, and a face cut out.

The boy holds this cardboard in front of him and puts his face in the face hole. (These could be used effectively when quick changes are necessary such as in black out skits.)



PUPPET PARTNERS - Puppets you can wear

Materials: 1 box that will fit from about the chest to the hip and wide enough to hide your body
1 paper plate - scrap material - glue - stapler
rubber bands (4) - shoelace or string



1. Cover the front and sides of the box with cloth or paper.

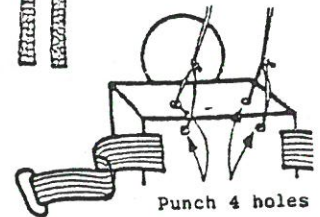
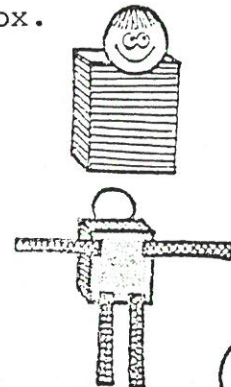
2. Draw a face on a paper plate. Glue to box.

3. For the puppet's arms and legs, cut strips of cloth about 3 inches wide. You will need 2 strips 6 inches longer than your arms, and 2 strips 6 inches longer than your legs.

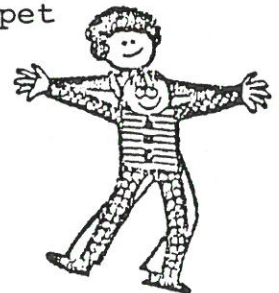


4. Glue the arms and legs to the back of the box. Staple rubber bands to the ends of the arms and legs.

5. Punch 4 holes in the back of the box. Tie a shoelace or string thru each set of holes. Leave enough to tie behind your neck.



6. To wear the puppet, tie the shoelace or string behind your neck. Put the rubber bands around your wrists and ankles. Now see how you can make your puppet partner move!

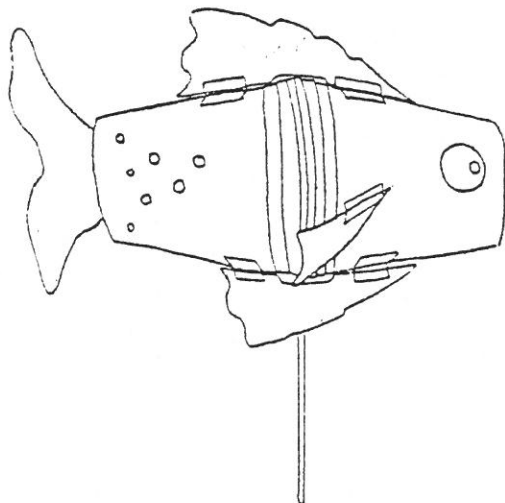
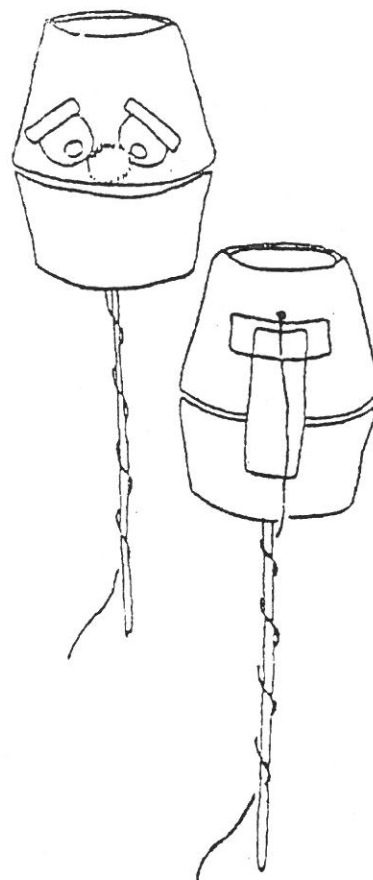


PUPPETS FROM PAPER CUPS

Moving mouth cup puppet

To make this moving mouth cup puppet, tape 2 cups together in the back (as illustrated) Cups can be full size, or cut to any size desired as long as both cups are the same size - so mouth fits together properly.

Open cups to about a 60° angle, and tape again, over first tape, inside to form hinge. Next take heavy thread or thin string, put knot in one end and tape it to top cup back, as illustrated. Knot keeps thread from pulling out. Wrap thread around rod for better control, and you have a working mouth. (Pull thread carefully so mouth opens realistically - no hard jerks)



FINNY FRIEND

2 cups taped together. Fins and tail are styrofoam scraps, taped on (the wavy bottoms of sandwich -hamburger- boxes make neat wavy fins).

Color can be added easily with magic markers.

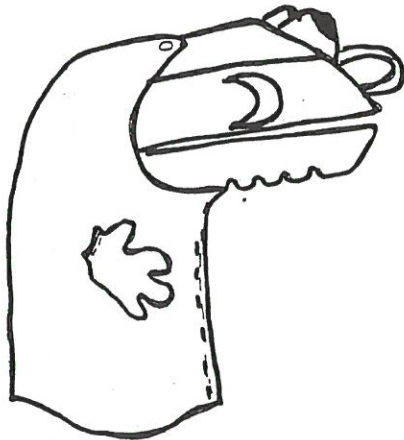
Permanent markers give bright colors - watercolor markers give pastel colors.

SANDWICH BOX PEOPLE

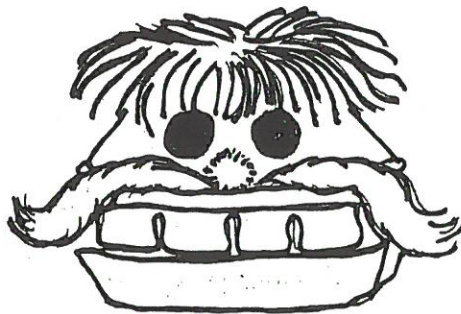
Yarn hair - Take a hank of yarn of length desired. Cut at both ends and tie in middle with at least an 8" long piece.

Make 2 small holes in top of box. Insert one end of tie piece in each hole. Open box, pull ends tight, and knot securely. Hair can be left loose, braided, made into bun, etc.

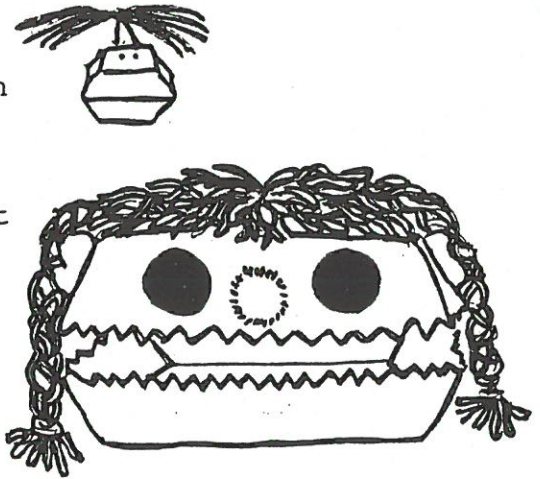
Dainty little teeth are simple to make with pinking shears.



Costuming - Sew or staple rectangle of material into a sleeve. Attach to top and bottom of box with brads. Make sure you've left enough room for your hand to fit, and for mouth to operate. Arms legs, etc. can be stapled or sewn on if desired.

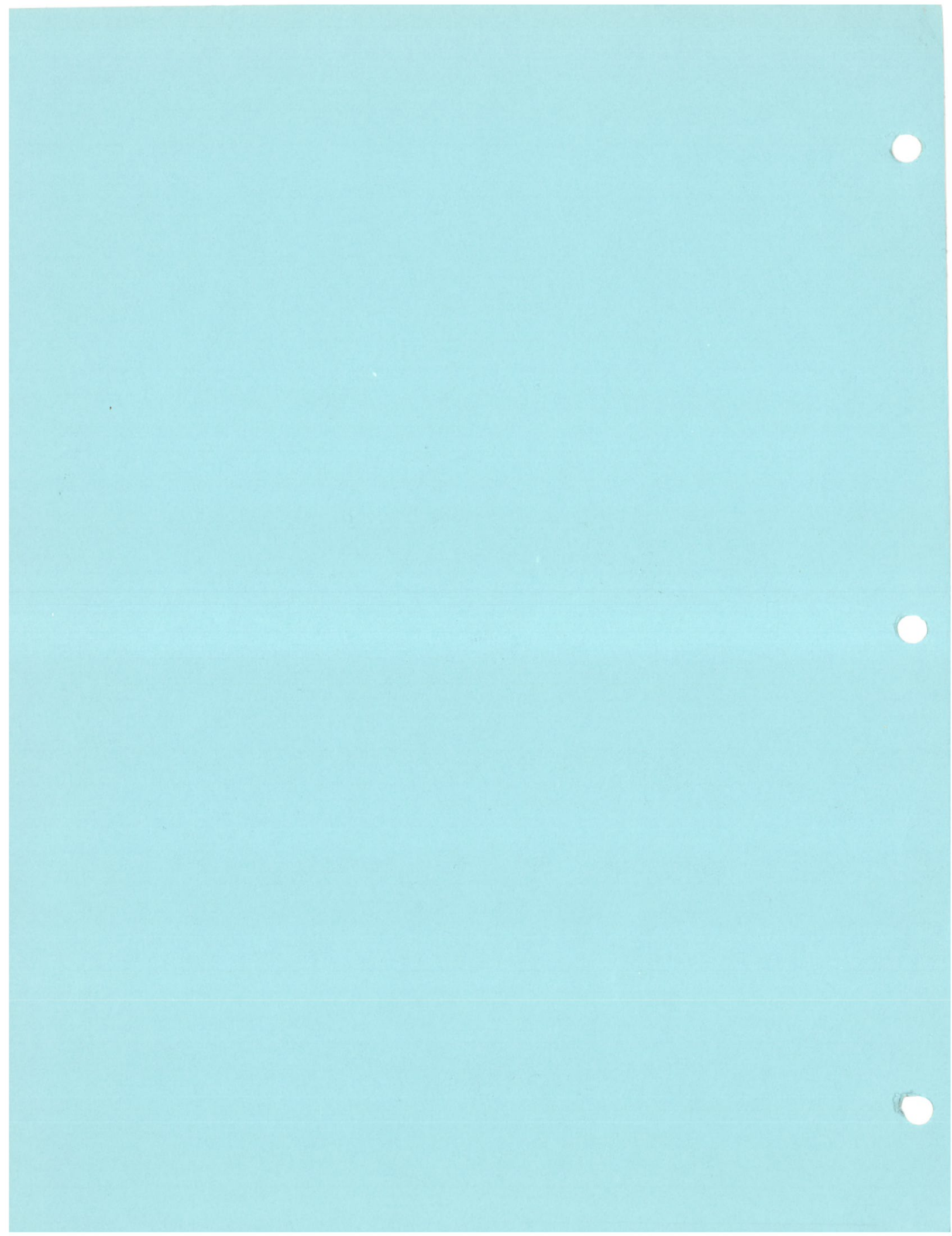


For added head height, half a small soup dish can be stapled or bradded on. Teeth can be made by cutting front edge, or stapling on extra piece. Fake fur makes great mustaches hair, etc.





SONGS



SECTION

H

CUB SCOUT CHRISTMAS SONG

Tune: Rudolph

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.

CUB SCOUTS GIVE GOODWILL

Tune: Up on the Housetop

Down in the basement Cub
Scouts pause,
They are helping Santa Claus.
Toys, games and puzzles and
goodies too.
Make children happy, yes
they do.
Ho, Ho, Ho, who wouldn't go,
Ho, Ho, Ho, who wouldn't go,
Out helping Santa, click,
click, click,
Try a goodwill project,
quick, quick, quick.



TOMMY THE CUB SCOUT

Tune: Frosty the Snowman)

Tommy the Cub Scout
Was a very happy boy;
With a uniform of blue and gold
And a den that gave him joy.

Tommy the Cub Scout
Earned his badges one by one
He did his best and he met
the test;
A good citizen he's become.

He helps out other people when
he sees they need a lot.
He does his chores around the
house and feeds his dog named
Spot.

Tommy the Cub Scout
Does his duty willingly
Someday he'll join a Boy Scout
troop,
And a fine man he will be.

DECK THE HALLS (A parody)

Deck the halls with boughs
of holly - Fa la la la la,
la la la la.
Akela says we must be jolly
Fa la la la la, la la la la.
In our blue and gold apparel
Fal la la, la la la, la la la.
We massacre this Christmas
carol, - Fa la la la la,
la la la la.
All our parents sit before us
Fa la la la la, la la la la,
Waiting for the final chorus
Fa la la la la, la la la la.
They have moved our hearts with
pity - Fa la la, la la la,
la la la
So we end this little ditty,
Fa la la la la, la la la la.

DECEMBER 1988

HOLIDAY MAGIC

HANUKKAH

Tune: On Top of Old Smokey

In the hills of Judea
In the dark of the night,
There gathered the Maccabees
All ready to fight.

Along came the Syrians,
So haughty and proud,
And the battle was started,
They clashed long and loud

When the battle was over,
And they counted the dead,
The victory was ours,
The Maccabees led.

They made pure the Temple,
And kindled the lights,
And a miracle happened,
They burned for eight nights.

JANUARY 1989

KNIGHTS IN ARMOR

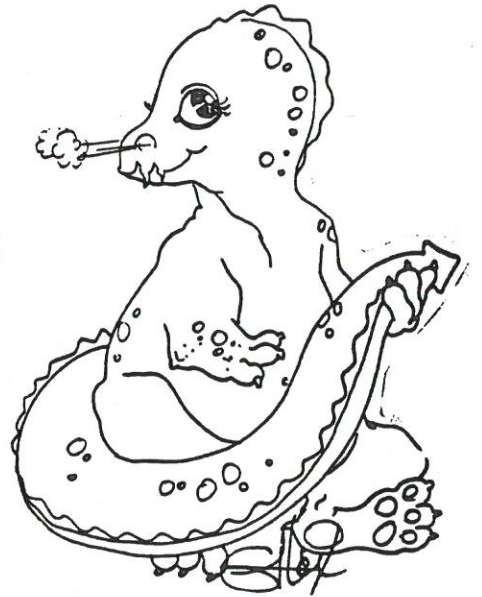
PUFF THE MAGIC DRAGON

Puff, the magic dragon lived by the sea,
And frolicked in the autumn mist in a land
called Honali.
Little Jackie Paper loved that rascal Puff,
And brought him strings and sealing wax and
other fancy stuff.

Together they would travel on a boat with
billowed sail.
Jackie kept a lookout perched on Puff's
gigantic tail.
Noble kings and princes would bow when'er
they came;
Pirate ships would lower their flags when
Puff roared out his name.

A dragon lives forever but not so little boys,
Painted wings and giant things make way for other toys.
One grey night it happened, Jackie Paper came no more
And Puff, that mighty dragon, he ceased his fearless roar.

His head was bent in sorrow, green scales fell like rain,
Puff no longer went to play along the cherry lane.
Without his lifelong friend, Puff could not be brave
So, Puff, that mighty dragon sadly slipped into his cave.



JANUARY 1989

KNIGHTS IN ARMOR

KNIGHTS' SONG

Tune: Yankee Doodle

This month we learn 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.

- A Cub Scout steps forward and repeats Cub Scout Promise
- 2nd Cub Scout reads the Knights code
- 3rd Cub Scout repeats Law of the Pack

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 changed.

Chorus

ANOTHER KNIGHTS' SONG

Tune: Hey, Look Me Over

Knights of the tournament,
Dressed in their gear,
They're in their armor,
Shiny clear from here.
Nothing dull about it,
Sparkling all the time,
'Cause I've got a page and
a squire
To make my armor shine.

And so I wear all my metal,
Proud as I can be
Knights who come to watch,
Oh, how they envy me.
So come on all you squires and
Knights and join our tournament,
Until our energies are spent.



FEBRUARY 1989

STRONG FOR AMERICA

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.

BRUSH YOUR TEETH

Tune: Row, Row, Row Your Boat

Brush, brush, brush your teeth
Morning, noon, and night.
See your dentist twice a year,
And you will be all right.

FEBRUARY 1989

STRONG FOR AMERICA

PERFECT POSTURE

Tune: Are You Sleeping?

Perfect posture, perfect posture,
Never slack, never slack.
You must grow up handsome,
You must grow up handsome,
Brace that back, brace that back.

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 stretched 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 down,
Please turn around,
And then you'll take your seat.

PHYSICAL FITNESS

Tune: Johnny Comes Marching
Home

Fitness exercise is good
For everyone.
We build our bodies, keep
in shape,
It is such fun.

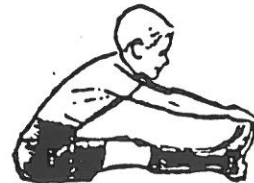
MUSCLE BUILDING

Tune: Hokey Pokey

With a one and a two and a
three and a four
Doing pushups on a hardwood
floor
Stand erect and don't crick
your neck
Or your muscles will be a
wreck.

You jump in place at a real
fast pace
Run around like a rate in a
race
You touch your toes and then
you touch your nose
That's how muscle building
goes.

Reach up high and stand up
straight
These tired muscles do not
want to wait
Tighten them up so the world
can see
What muscle building does for
you and me.



We practice our push-ups and
sit-ups too,
We throw the ball the best we
can do,
And we'll all be healthy
From fitness exercise.

FEBRUARY 1989

STRONG FOR AMERICA

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.



ALASKA'S STATE SONG

Tune: Maryland, My Maryland

O, land of gold, I sing of thee
Alaska, my Alaska.
Thy snow-capped peaks I love
to see,
Alaska, my Alaska.
From Arctic Ocean's frozen shore
To Baranoff of Russian lore,
Thy mighty rivers I adore,
Alaska, my Alaska.

O, may thy future shine most
clear
Alaska, my Alaska.
And in the hearts of men grow
dear,
Alaska, my Alaska.
Henceforth, O fairest land I
know,
The wealth from out thy hills
shall flow
And cast o'er all a radiant
glow,
Alaska, my Alaska.

GOOD NIGHT, SOURDOUGHS

Tune: Good Night, Ladies

Good night, sourdoughs,
Good night, Sourdoughs,
Good night, Sourdoughs,
We're going to leave you now.



SPRINGTIME IN ALASKA

Tune: Springtime in the
Rockies

When it's springtime in Alaska,
It's forty-nine below.
The eskimos go barefoot
Throught forty feet of snow.
The polar bears get sunburned,
And the seals sing all the day,
When it's springtime in Alaska,
In Alaska far away.



THE DEN MEETING

Tune: Clementine

On my dog sled
Pulled by huskies
To my den meeting I'll go
Running faster, pulling harder
Carrying me across the snow.

At the town hall
Wait my buddies
For our weekly hour of fun
Mr. Zuka starts the meeting
Our attention he has won

Time for singing
Time for practicing
Our part at the pack meeting
Nowe we all enjoy the den games
Time to rest before leaving.

MAY 1989

WHEELS, WINGS, RUDDERS

I'M A LITTLE PIECE OF TIN

Tune: Hust Little Baby

I'm a little piece of tin,
Nobody knows what shape I'm in,
Gor 4 wheels & 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 zoop zip zip boom boom
roar roar

Though I followed lots of ruts
I guess I had lots of guts
Used by pioneers so bold,
I'm a covered wagon old,
Creak creak clank clank bump
bump squeak squeak
Creak creak clank clank bump
bump squeak squeak

RACE YOUR CAR

Tune: Row, Row, Row

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

JUNE 1989

AKELA'S COUNCIL

RECRUITMENT SONG

Tune: Ta-Ra-Ra-Boom-Te-Ay

We want some boys today
To go the scouting way
Hold meetings every day
And you can feel this way.

Scouting is lots of fun
There's room for everyone
Come join our happy pack
It's just the thing you lack.

We know you'll love to be
In our fun scouting spree

Make your place in the sun
You know it can be done.

Yes, let's all sing today
And really shout Hooray!
We're glad to welcome you
There's nothing you can't do.

Ta-Ra-Ra-Boom-Te-Ay
Come on we'll make it pay
Ta-Ra-Ra-Boom-Te-Ay
The Scouting way.....



JUNE 1989

AKELA'S COUNCIL

CUB SCOUT PACK

Tune: 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 scouters 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 the Cub Scout
pack.

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,
But now you must move on.

CUB SCOUT LAND

Tune: Johnny Comes Marching

Let's open the door to Cub Scout
land, hoorah, hoorah,
You're welcome to join our jolly
band, we're on our way.
From bobcat to wolf and then to
bear. There's lots of fun
that we will share,
And we'll all be glad we
Visited Cub Scout land.

THE EAGLE'S WAY

Tune: Climb Every Mountain

Be a part of scouting. A
bobcat, wolf and bear. And
then a might Webelos the arrow
of light you'll wear.

The trail may be rough, but
don't let your spirit break.
For the character you build
from you no one can take.

Climbing the ladder, each rank
you earn.
Tenderfood through 1st class,
Basic skills you learn.

Then you earn star & life
Now the ladders almost done.
Then your Eagle is pinned on
Your long quest has been won.

Be a part of scouting,
Follow the Eagle's way.
Once you're a part of scouting,
The scouting spirit stays.



We've badges and arrows upon
our chests, hoorah, hoorah.
We're working hard to earn the
rest, we're on our way.
We want to be a Webelos
To learn the things a Boy Scout
knows, and we'll all be glad
We visited Cub Scout land.

JULY 1989

TRAILS, TREKS, TRIPS

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, off I fell
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!

Row, row, row your craft,
Underneath the stream,
Ha, ha, fooled you all,
I'm a submarine!!!!

THE COMFORTS OF TRAVELLING???

Tune: Clementine

There are airplanes, we call jets,
flying now across the sky.
Here and there and everywhere,
you can travel, flying high.

Chorus: But be careful, my
dear friend,
For high-jacked, your plane
could be.
And you'll end up in the
wrong place,
From where you had meant to be.

COMFORTS (Continued)

If by bus you like to travel,
You will find all comforts there.
There's a restroom where you can
groom, and conditioners for
fresh air.

Chorus: But remember, there's
the meal stops,
When the busy lines you fight,
And sometimes you may be lucky,
If there's time to get a bite!

But there's always, your own
dear car,
Which can drive most anyplace,
Seeing sights and resting nights,
Choosing to go at your own pace.

Chorus: But, of course, you must
remember,
All the traffic and headaches,
Making you so very tired,
And to your trip, slam on the
brakes!



AUGUST 1989

OUTDOOR FESTIVAL



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,
a 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 for 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.

Chorus:

It's a world of snakes, and
a world of snails
It's a world of turtles and
a world of whales,
Big or little, great or small,
It's a wonder to us all
It is mother nature's world.

Chorus:

It is mother nature's world
It is mother nature's world
It is mother nature's world
It is mother nature's world.



A GARDEN

Tune: Reuben, Reuben

A garden is a wonderful thing
It provides a home for bugs,
And squirmy worms and ants
with wings,
And a thousand slimy slugs.

JAY BIRD SONG

(This should be chanted, not
sung)

Way down south, not so very far
off
A Bluejay died with the whooping
cough,
And he whooped so hard with the
whooping' cough,
That he whooped his head and his
tail right off!

Same song, second verse.
Gonna get louder and gonna get
worse.

(Each time whooped or whoopin'
is said, everyone should stand up
and then sit down quickly. Chant
louder and faster for 3 times.)

A SMILE IS QUITE A FUNNY THING

Tune: Auld Lang Syne

A smile is quite a funny thing
It wrinkles up your face
And when it's gone you never find
Its secret hiding place.
But far more wonderful it is
To see what smiles can do.
You smile at one, he smiles at you
And so one smile makes two.

DOORWAY TO ADVENTURE

Tune: My Bonnie Lies Over
the Ocean

Let's follow the trail to ad-
venture
The trail every good Cub Scout
tries
With all of God's beauty around
us
The trees, and the streams and
the skies.

Chorus: Cub Scouts, Cub Scouts,
Adventure is part of Cub Scout-
ing fun,
Cub Scouts, Cub Scouts,
Oh won't you come have fun with
us?

Let's open the door to our back-
yards
With achievements, electives and
fun,
Cub Scouting is such an adven-
ture,
It's exciting for everyone.



And after we've had fun in
Cubbing,
Another door lies straight
ahead,
We're prepared for Scouting ad-
venture,
And so we have nothing to dread.

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 its 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.

CUB SCOUT ADVENTURES

Tune: On Top of Old Smokey

On top of this mountain
I can look to the sea,
To all the adventures,
That are waiting for me!
I can see Davey Crockett
And Neil Armstrong too,
The adventures are colored
In gold and in blue,
In gold and in blue means
It's for me and for you,
The many adventures
Of the gold and the blue.

SEPTEMBER 1989

OUR AMERICAN HERITAGE

BEAUTIFUL AMERICA

Tune: Home on the Range

Our America's grand,
With such beautiful land,
From the redwoods,
To the far eastern coast.
With spectacular views,
In so many 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.

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 country side;
And everywhere that we will go,
We can point with pride!

Every litter bit hurts you -
Remember this my friend;
If you don't show us that you
care,
Where will our country end?

OUR PILGRIM FORE FATHERS

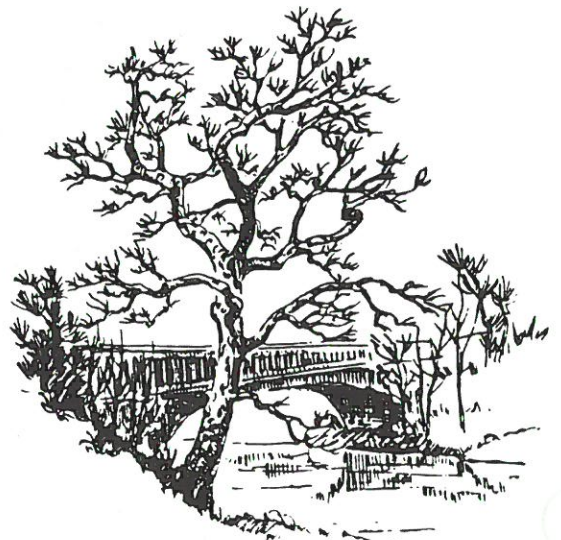
Tune: Battle Hymn of the
Republic

They came as strangers to a
wild land, brave and unafraid.
In spite of many hardships they
still bowed their heads & prayed,
"We're thankful for the growing
crops, the beauty of our land,
And freedom to live as we planned".

Chorus: Our Pilgrim fathers make
us proud,
They accomplished what they vowed,
We will sing their praises loud,
And freedom marches on.

Squanto was an Indian and he helped
the Pilgrims out,
He taught them how to plant their
corn and how to fish for trout,
They hunted in the woods for deer
And caught wild turkeys too,
He was a friend so true.

Bradford was the governor, he was
just and fair,
He thought it was important that
each man received his share,
He planned the first Thanksgiving
holiday to celebrate
A harvest good and great.



PILGRIM SONG

Tune: On Top of Old Smokey

The pilgrims from England, sailed across the sea,
 Two months on the Mayflower just to be free
 They landed at Plymouth -- there wasn't a dock
 So they anchored their ship by that famous rock.
 They built their homes quickly for winter was near
 And thoughts of the Indians filled them with fear.
 One day as the spring came, a new man they met
 He was a brave Indian, his name Samoset.
 Now with his friend Squanto, the pilgrims he taught
 The things that were good to eat, and those that were not.
 The seeds that were planted produced quite a crop
 They filled up the storehouse and still did not stop.
 While thanking the Lord for -- their bounteous living
 The pilgrims and Indians held the feast of Thanksgiving.
 Good friends and good neighbors, they'd come to be,
 We're happy they made the trip, just to be free.



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,
 Waiting' 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.

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: Clementine (chorus)

Rowed our boats, rowed our boats,
 Rowed our boats all day,
 All day we rowed our boats,
 Trying not to lose our way.

Left our home land, left our home land,
 Left our home land last week,
 Last week we left our home land,
 For Greenland we came to seek.

Hit a storm, hit a storm,
 Hit a storm one day,
 One day we hit a storm,
 Which made us put our oars away.

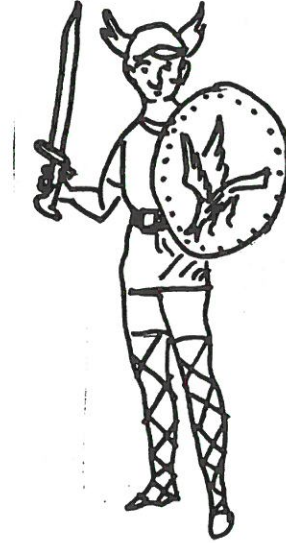
Tossed and turned, tossed and turned,
 Tossed and turned in our boat,
 All day we tossed and turned,
 Just fighting to keep afloat.

Next the fog came, next the fog came,
 Next the fog came and swallowed all,
 All were swallowed by the fog,
 Five ships were lost by nightfall.

In a few days, in a few days,
 In a few days Greenland was near,
 Greenland was near in a few days,
 Then we all stood up to cheer.

Here at last, here at last,
 Here at last in our Greenland,
 In our Greenland, we're here at last,
 How good it feels on earth to stand.

That's the story, that's the story,
 That's the story of Vikings bold,
 Of Vikings bold, that's the story,
 So now our Vikings story's told!



OCTOBER 1989

VIKING DISCOVERERS'

ANOTHER 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 Iceland,
We were a jolly band,
We settled there
Without a care,
With Eric in command.

Eric's temper flared
He was never scared
He killed a man
And left Iceland
And never even cared.

Leif was Eric's son,
He was a handsome one,
He sailed away
To explore one day
And found New-found-land.

We're Viking's brave and bold,
We live in lands so cold
And you will see
In his-tory,
Our story has been told.



NOVEMBER 1989

PARADE OF THE PRESIDENTS

PILGRIMS

Tune: Yankee Doodle

The pilgrims came across the
sea
From England far away,
And we always think of them
When it's Thanksgiving day.

The Mayflower was their sail-
ing ship
Across the waves and foam.
They landed here at Plymouth
Rock
And made this country home.

When harvest came they felt so
glad
They'd learned so much of liv-
ing
From Indian squaws and braves
and chiefs
So they held a feast -
Thanksgiving.

TOMMY THE TALL-TAILED TURKEY

Tune: Rudolph the Red-Nosed
Reindeer

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

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

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

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

NOVEMBER 1989

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 will catch it."

But Georgie's father smiled and
said,
"You've filled my 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.

PARADE OF THE PRESIDENTS

OUR PRESIDENTS
Tune: America the Beautiful

I've tried the best to choose
just one
Of all of those who served,
Our country has been very
blessed,
And seldom was unnerved.

Chorus: To write about one
president - and all the deeds
he's done, and all the battles he
has fought, and all that he has
won.

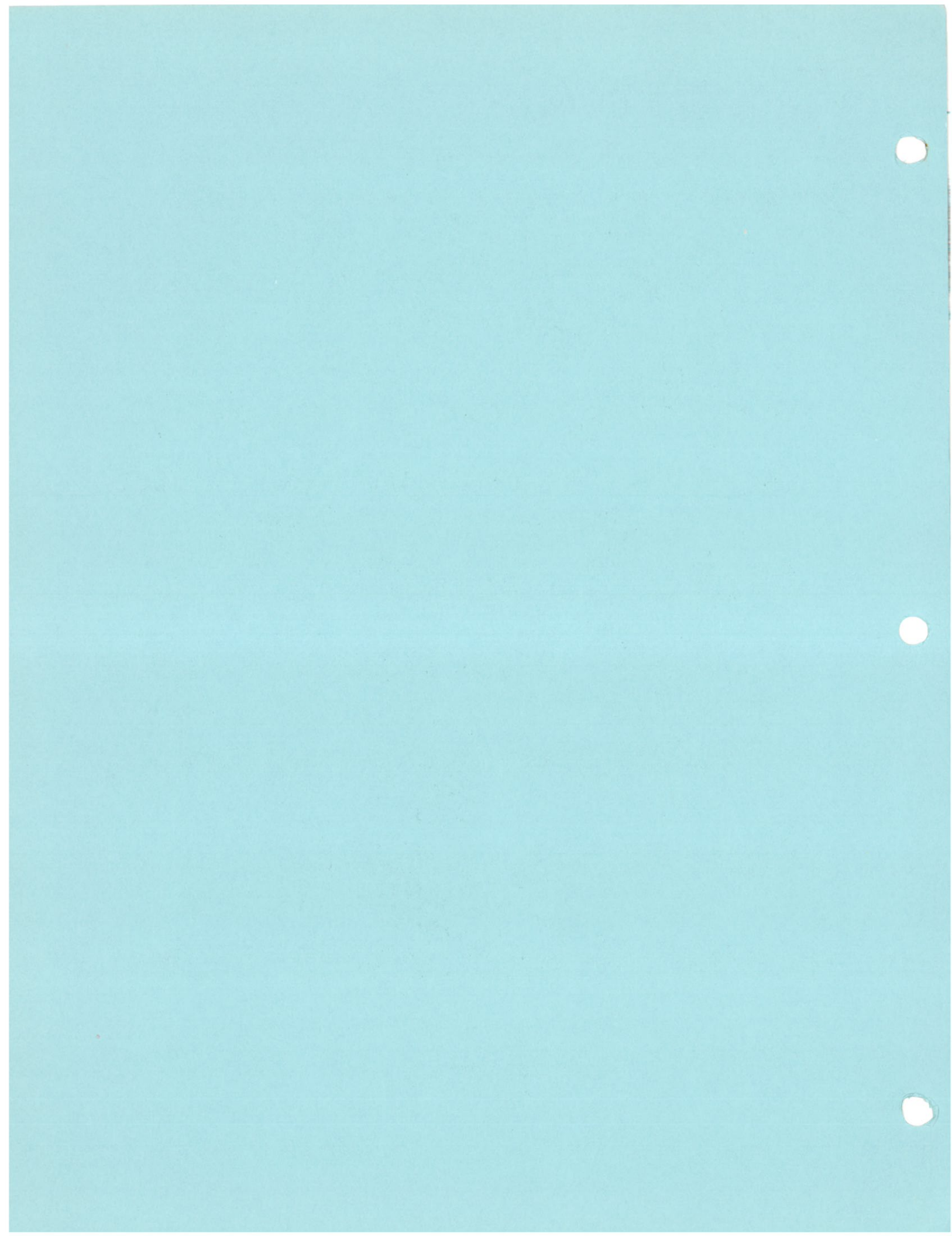
It had to take more than just one
To make this country strong
To bear the load here and abroad,
And choosing right from wrong.

Chorus: They served the best
they knew how, outstanding in
their role. We disagreed with
some we know, but still we reach
our goal.

Think of what the country has
And thank them one by one.
It isn't just how much you do,
but how well it is done.

Chorus: Outstanding presidents
were they, their efforts great
and brave. Salute them all, and
heed their call, and never be dis-
mayed.





YOU, AS A WEBELOS LEADER

So now you are a Webelos den leader! You made the plunge; decided to commit one night a week to meetings at your home and halfway decided what place in your home will serve as a meeting place. And now the realization sinks in: "Where do I go from here?" The best thing you can do is prepare yourself!

Don't attempt to carry the load yourself. You have a group of parents who should be included with you in the program. Help them realize that it is their program and then depend on them to lend expertises in aspects of the program. Invite them to attend by determining their interests and abilities and using them. Each parent has something to contribute.

Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. Some have found it helpful to sit down and plan the next week's meeting following this week's meeting. This will give you time to prepare.

Understand the Webelos program so you can help the boys and their parents grow through the program. Help the boys understand their leadership role at pack meeting and at pack activities. There is a lot of material available to help you. One of your best resources is the monthly district cub leader roundtable where you can exchange ideas with other Webelos leaders.

The Webelos program attempts to prepare boys for Scouting. You should learn which troops are active in your area. Get acquainted with the Scoutmaster of these troops. Many times troops will be glad to have your Webelos den go along on a camping trip or other outdoor activity. Take your boys to visit some troop meetings during the year. Help your boys decide before graduation time which troop they want to join; then at pack graduation ceremonies, ask the Scoutmaster to come and receive the boy into his troop. Everything you can do to lessen the boys' apprehension about going into Scouting will help. You should also consider moving into the Scout troop with your Webelos scouts.

Involve the boys in program planning. They need to learn leadership, and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

WEBELOS LEADER (Continued)

Leadership is learned and developed. You can become an effective Webelos leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no 'pat answers' to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along their way to manhood.

It has been said that life is 10% what you make it and 90% how you take it. Keep a good attitude and you and the boys will have some of the best times of your lives.



REVISED ARROW OF LIGHT REQUIREMENTS

Effective June 1, 1988, requirement No. 1 of the Arrow of Light Award was changed to read: "Be active in your Webelos den for at least six months since completing the fourth grade (or becoming 10 years old), and earn the Webelos badge."



The revised requirement is included in the 1988 printing of the Webelos Scout Book, but should be changed on page 359 of the 1987 printings that may be in use by boys or leaders after June 1.

The new requirement means that Webelos Scouts may not earn the Arrow of Light Award as fourth graders (unless they are 10-plus years old).

The Citizen Activity Badge relates directly to developing responsible citizens, one of the prime purposes of Cub Scouting and the Boy Scouts of America. This badge is one of the requirements for the Arrow of Light Award.

The Webelos leader must plan carefully so the boys get a feeling for the real meaning of citizenship without spending a lot of time in study. One of the best ways to stress the meaning of citizenship is by practicing the good turn.

The appeal of this badge to the boys will be determined in large part by the method used by the Webelos leader in presenting it. It can be exciting, fun and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make a special effort in planning it.

Just how much importance does the Scout program attach to citizenship?

- One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship."
- One of the three aims of Scouting is "Citizenship - used broadly this means the boys' relationship to others."
- One of the required activity badges for the Arrow of Light Award.
- To become a Tenderfoot Scout, the boy must earn the Citizenship Skill Award.
- To become an Eagle Scout, the boy must earn a total of 21 merit badges. Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World are three of the required ones.

For a boy on the road to Eagle Scout, the Citizen Activity Badge is the most important step in his Webelos year.

SCROLL NECKERCHIEF SLIDE

Materials: 2½" square piece of white plastic (side of bleach bottle) - ¼" elastic - "Sharpie" fine line pen - hot glue or tacky glue

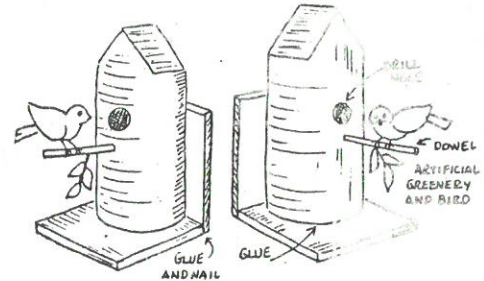
Cut a scroll shape out of the square of plastic. Print "We The People" on front of scroll. Glue flip top, or piece of elastic, etc. on back as holder.



BIRD HOUSE BOOK ENDS

Use a piece of log about 7" long and 3" in diameter for each bird house. Be sure the bases of the logs are flat and level.

Have a dad or older brother help by carving tops of logs into peaked roofs.



Base is made from $\frac{1}{4}$ " plywood. The size should be about 5" square. Use small nails and glue to fasten together.

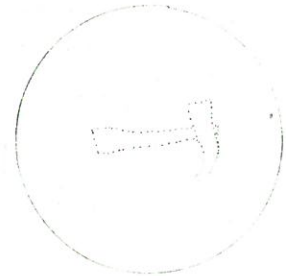
SKIT -- THE CARPENTERS

Two boys are taking nails out of a box. One of them keeps throwing the nails away. The first boy asks the second boy "Why are you throwing those nails away? They are perfectly good nails!!" The second boy replies, "The heads are on the wrong end!!" The first boy replies, "Silly, those are for the other side of the house!!"

PIERCED TIN NECKERCHIEF SLIDE

1 frozen juice can lid - 12oz. zip top type
hammer - $\frac{3}{4}$ " dowel - thin nail.

On a hard surface, hammer the rim of can lid flat. At this time, pierce a simple design into the lid using the hammer and thin nail. (Remember to do this either on scrap wood or a stack of newsprint) Once the design is completed, turn the lid over and using the hammer, flatten out the rough spots where the nail pierced the tin. This will prevent your neckerchief from snagging. Place the lid face up on the dowel. Use the hammer to shape the lid around the dowel.



The Showman Activity Badge can be worked on in conjunction with most any other badge. Here are a couple of skits that will fit two other activity badges.

THE INVENTION (SCIENTIST)

Characters: 3 or 4 boys (more can be added)

First boy is sitting on a chair (bed). Toys and clothes are scattered around the floor. He is deep in thought as several of his 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 Thomas Edison.
 4th Boy: What are you going to make? Maybe we can help.
 1st Boy: Really? Do you all want to help?
 All : Sure!
 1st Boy: O.K. (getting up) first of all, I need a big box. There's one in my closet. (one of the boys goes offstage to get box)
 1st Boy: Then I need 2 toy airplanes. (Another boy picks them up off floor), and I need some kite string. (another boy picks it up. Continuing naming items until everything is picked up.) Last I need some rags. We can use my clothes for that. (they pick clothes off floor and place in box with everything else) (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!

THE LIGHTBULB (HANDYMAN)

A doctor walks into his office, turns on the light switch, and hears a loud "click". He finds a man sitting on the floor. "Who are you" asks the doctor. "I'm a light bulb," says the man. The doctor thinks the man is crazy. He "unscrews" the man and walks him toward the door. As they proceed, they pass a janitor, who begins to follow them. The doctor asks him, "Why are you following us?". The janitor replies, "What do you expect me to do, work in the dark!!."



A FIRST AID KIT FOR YOUR DEN

A first aid kit for a den of active Webelos Scouts is a necessity. Let your Scouts help make this one.

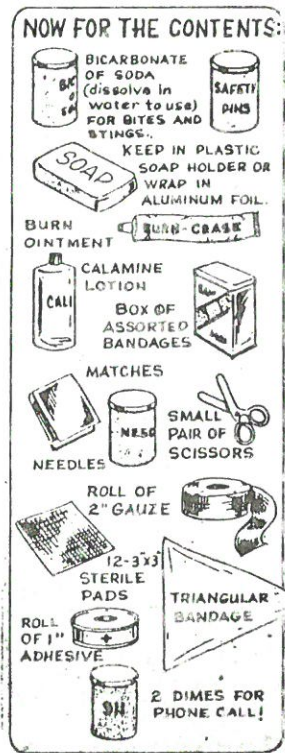
For the container you will need a large plastic bottle (such as from bleach), kitchen shears, paper fasteners, a rubber band and permanent felt markers.

Cut a door in the side of the plastic bottle underneath the handle, as shown. Insert one paper fastener in the edge of the door and one in the bottle next to the door. Wrap a rubber band around the two paper fasteners to keep the door shut. Label and decorate the container with permanent felt markers.

Place all these supplies inside the container and shut the door tightly. The handle of the bottle makes it easy for you to carry your first aid kit with you.

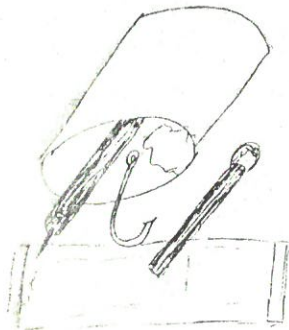


CUT ON
DOTTED
LINE



SURVIVAL KIT NECKERCHIEF SLIDE

Materials: Plastic film canister w/lid - 1/2" elastic hot glue - boullion cube - small bandaids birthday candle - steel wool - cotton ball small fish hook - small safety pin - 10 ft. nylon gishing line - wax coated wooden match paint

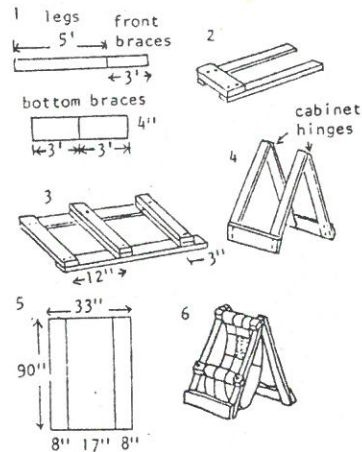


Hot glue elastic to back of film canister to make a loop. Paint and decorate outside of can. Put items in canister.

BASEBALL CATCHER

Materials: 4-1 x 2 x 8' pine furring strips
 1-1 x 4 x 6' white pine board
 8-1 1/4" wood screws - 4 3/16" x 3" stove bolts
 8-3/16" flat washers - 4 3/16" wing nuts
 2-1 1/2" cabinet hinges - 1 33 x 90 cloth
 Wood sealer - paint

Cut furring strips and pine boards. Screw pine boards to legs as bottom braces. Hold front braces in position on legs. Drill 1/2" hole through braces and legs at same time. Join front and back halves with cabinet hinges. Cut old bed sheet to size, mark strike zone on cloth with felt tip marking pen. Clamp ends of sheet between the upper and lower front braces. Bolt braces to frame with stove bolts and wing nuts.

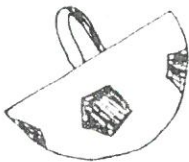


SKIT -- BASEBALL

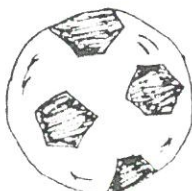
A flashlight held closely against the back of a tightly stretched sheet looks like a ball to the audience. With a pitcher at one end of the sheet and a batter and catcher at the other end, you can have a comedy baseball game. Pitches such as a sinker, curve, fast, slow, boomerang, screwball, etc. can be thrown. The game can end with the batter hitting it out of the park.

SOCCER BALL NECKERCHIEF SLIDE

Materials: Ping pong ball - plaster - small plastic curtain ring - black acrylic paint



Cut the ping pong ball in half. Fill the ball with plaster and insert curtain ring for slide. Decorate with black paint. This idea can also be used to make a basketball, baseball, etc.



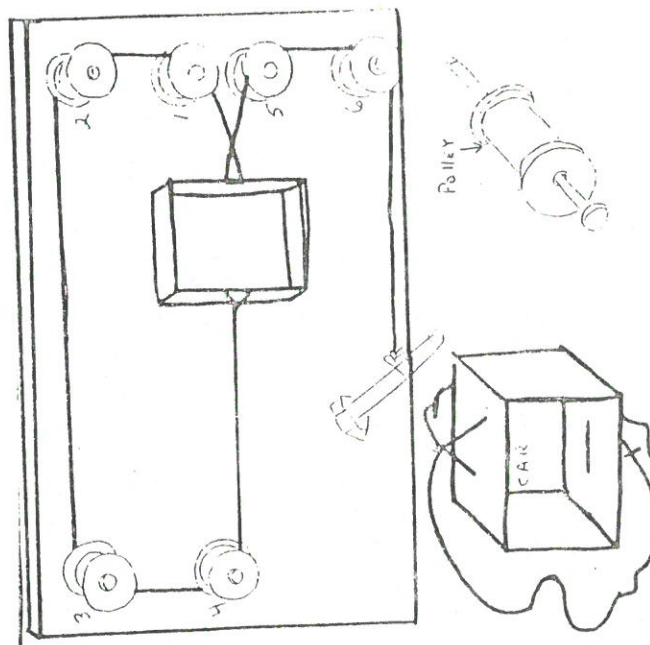
A MODEL ELEVATOR

A small cardboard box is used for the car. To keep it from swinging, tie a string to the bottom as well as to the top of it.

Drive nails through spools into a board as shown. Slip the string of the car over the spools marked 1, 2, 3, & 4. Wind string several times around spool 2. This spool will be the windlass.

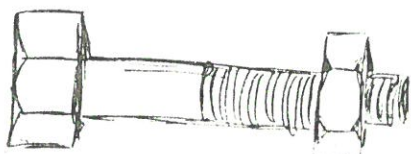
Tie a second string to top of car and run over spools 5 & 6. Fasten a small weight to this string to balance the weight of the car.

Turn the windlass with your fingers. The car will go up and down.



NUT AND BOLT NECKERCHIEF SLIDE

7/16" machine bolt approx 1½" long
 nut to fit bolt
 20 gauge stem wire
 pliers



Thread nut onto bolt. Twist stem wire around both ends of bolt to form slide. Use pliers to tighten twists and cut off excess.

Nearly all the requirements for the Scholar activity badge have to do either with what the boy is already doing in school or what he can learn by questioning and discussion outside of school. You may be able to help by having a roundtable discussion within the den about the requirements. This may spark their thinking before they go out to talk with others about school and so improve their talents as researchers. In line with the requirements, the discussion might include the value of their schooling, the good and bad things about the schools they attend, and jobs open in the field of education.

The leader should prepare some specific questions to get the talk moving. For example, "Should gym class be eliminated? Why or why not?" "If a boy is very good in math, should he be given extra work in that and less in English? Why?" "What are some desirable traits of the teaching profession? Why should a man go into it?" "What other subjects should your school be teaching?"

Conduct a quiz. Play schoolmaster for the night and conduct an oral quiz on Scout lore. Create a list of questions and conduct an open book quiz.

One of the requirements for the Scholar badge deals with school administration and operation. Invite a board member to explain to the den how the school system is operated, where the money comes from for sports teams and how much it costs to educate a boy in your school.

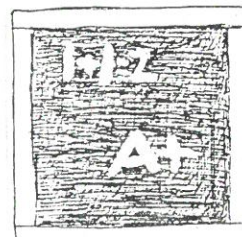
Weber-age boys have a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, math, English, history and geography are not very high on their current list of interests.

Through the Scholar Activity badge, we hope to encourage boys to do well in their school work, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge.

A+ NECKERCHIEF SLIDE

Materials: 2" square slate from craft store
white acrylic paint - small brush
hot glue & elastic

Paint an A+ on front of slate. Let paint dry and hot glue elastic onto back of slate.



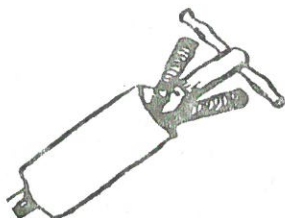
The new Handyman Activity Badge should be a good one for the Webelos Scout and his dad to work on while cleaning up the garage. Teaching the Scout to pick up after himself and to put tools away when finished with them will be good habits that he can take into his adulthood. Your Webelos Scouts will enjoy making some of the easy 'helps' below and using them with his dad at home. Who knows, maybe he will even be able to teach dad a trick or two.



Roll tapered strip of corrugated cardboard for small tool holder.



Fringe stiff screening. Roll and fit in can or can lid for quick wire brush.



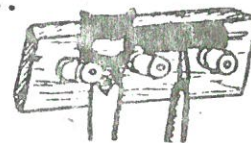
Make handy pocket for clippers on mower handle.



Immerse worn bamboo rake in hot water and re-shape tines with pliers.



Clean and oil tools by dipping in a sand and oil mix.

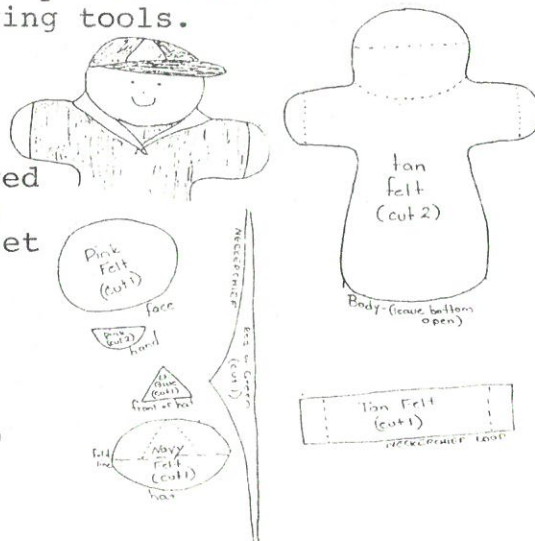


Nail spools to board for hanging tools.

FINGER PUPPET NECKERCHIEF SLIDE

Materials: Tan, navy, lt blue, pink, red & green felt - tacky glue
scissors - "sharpie" marker

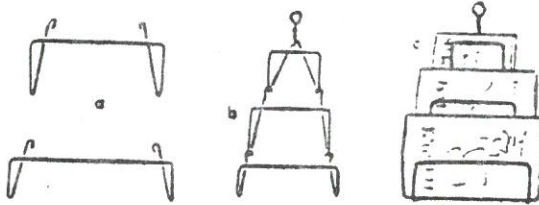
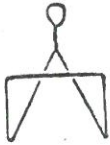
Enlarge pattern to size, cut out felt pieces. Glue together front & back - glue only around edges - leave bottom & inside open. Glue face & hands to body. Add other details. Glue felt loop to back for slide.



MAGAZINE WALL FILE

Materials: 3 wire clothes hangers - pliers - enamel brush - tin snips

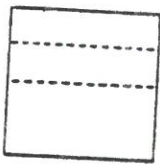
Snip off the hooks of two hangers and bend hook of third to form circle. Use pliers to straighten hangers, then bend as shown in sketch a. Paint. Hang one over other (sketch b) and they are ready to use (sketch c).



HOUSE NAME SIGN

Materials: Scrap lumber - saw - hammer - nails sandpaper - stain - pencil - ruler - 4 screw eyes - 2 S-hooks - plastic letters - brush

Measure wood and mark center. Divide one side in half. Saw boards into three pieces. Sandpaper. Nail narrow pieces at right angle. Stain wood. Tack plastic letters to sign. Attach two screw eyes to sign and two to sign holder. Fasten sign to holder with S-hooks. Nail sign holder to house.



"MR. YUK" NECKERCHIEF SLIDE

Materials: plastic milk bottle cap - 1/2" elastic - hot glue "Mr. Yuk" sticker (can be obtain thru local poison control center)

Glue a piece of 1/2" elastic to back of bottle cap to form slide loop. Place sticker on front.



WATER CATCHER

Materials: Wide mouth jar - piece of cloth - string



Extracting water from wet sand or moist riverbed soil can save your life if you're in an outdoor wilderness situation and run out of water.

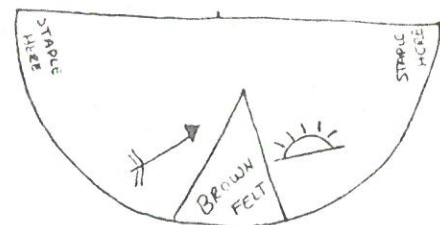
Cover a wide mouth jar with a piece of cloth, pushing some of the material into the jar to form an indented strainer. Secure the material with some string.

Bury the wide mouth jar into the soil in an upright position and allow moist soil to cover the jar. The cloth will pick moisture from the soil and act as a strainer to drop water drop by drop into the jar. Remember to mark the place you have buried your jar.

TEEPEE NECKERCHIEF SLIDE

Materials: light colored vinyl with backing - brown felt
white glue - staples

Cut a 4½" diameter circle from the vinyl. Cut the circle in half. (Each half will make a teepee.) Curve the ends of the half circle together to form the teepee shape - remember to leave a hole in the top so a neckerchief can slide thru. Staple the back of the teepee together. Cut a small triangle of brown felt and glue it to the front for the door. You can use "Sharpie" marking pens to decorate the teepee.

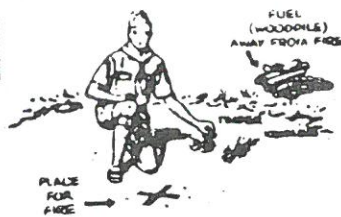


FIRE BUILDING...

THERE ARE FOUR SIMPLE STEPS IN BUILDING ANY FIRE FOR SAFETY AND EASY STARTING.

1. CLEAR A SPACE 10 FEET IN DIAMETER TO MINERAL SOIL OF ALL BURNABLE MATERIAL, AWAY FROM TREES, BRUSH, OVERHANGING BRANCHES.

BUILD YOUR FIRE IN THE CENTER OF THIS SPACE.



2. COLLECT PLENTY OF TINDER, KINDLING AND FUEL. LAY THEM WITHIN EASY REACH BEFORE YOU LIGHT YOUR FIRE.

FOR A SMALL FIRE ALL YOU NEED ARE YOUR HANDS.



3. LIGHT A HANDFUL OF TINDER THEN STUFF FLAMING TINDER INTO THE KINDLING OR UNDER A CRIBSCROSS OF KINDLING. LIGHT IT FROM WINDWARD SIDE.

FOR A MEDIUM FIRE YOUR KNIFE.



4. PLACE MORE KINDLING, THEN FUEL (LARGER PIECES OF WOOD) ON DOWN WIND SIDE.

FOR A LARGE FIRE YOUR AX.



FIRE PURPOSES...

EXPERIENCED CAMPER BUILD DIFFERENT FIRES FOR DIFFERENT JOBS.

COUNCIL

FOR A SMALLER GROUP BUILD A BACKLOG FIRE. USE BIG, SEASONED LOG FOR BACK.



FOR A LARGER GROUP - COUNCIL, FELLOWSHIP, STORYTELLING AND SING-AROUND, BUILD A GOOD-SIZED CRIBSCROSS FIRE. START IT BURNING WITH TINDER FIRE ON TOP.



COOKING

COLLECT ALL WOOD YOU NEED TO COMPLETE YOUR MEAL BEFORE YOU START COOKING. STACK A SUPPLY IN YOUR TENT AT NIGHT IN CASE OF RAIN OR HEAVY DEW. KEEP YOUR FIRE SMALL - JUST BIG ENOUGH TO COOK WITH.



HIKE FIRE BUILT ON GROUND LEVEL.



HUNTER'S FIRE USE LOGS FOR SIDES. LINE UP WITH WIND.



ROCK FIRE ONE OF THE BEST FOR ANY CAMP.



TRENCH FIRE GOOD FOR WINDY AREAS. TRENCH ABOUT A FOOT DEEP. FAULTS -
 ① FLOODS EASILY.
 ② OXYGEN HAS DIFFICULTY GETTING TO FIRE.
 ③ HOLE MAY BEGIN EROSION.

COMFORT

USE DEAD DOWNWOOD (LYING ON GROUND) OR "SQUAW WOOD" (DEAD BRANCHES STILL ON TREES WITHIN REACH).

SPLIT WOOD BURNS EASIER THAN ROUND STICKS.



ROCK REFLECTOR

AN EXCELLENT HEATING FIRE, ROCKS COMPANIES TO RADIATE HEAT AFTER FIRE DIES DOWN. AVOID POROUS ROCK.

LOG REFLECTOR A GOOD WINDBREAK.



REMEMBER:

AN OLD ENGLISH PROVERB (JOHN RAY) "BETTER A LITTLE FIRE THAT WARMS THAN A BIG ONE THAT BURNS." AND THOREAU WROTE: "FIRE IS THE MOST TOLERABLE THIRD PARTY."

FIRE EXTINGUISHING...

LEARN THESE SIMPLE OUTDOOR FIRE-PREVENTION STEPS SO THAT YOU DO THEM AUTOMATICALLY WHEN YOU LEAVE YOUR FIRE:

ONLY YOU CAN PREVENT FOREST FIRES!



WITHOUT WATER

- ① SPREAD STICKS AND COALS.



- ② SCRAPE BURNING EMBERS FROM LARGE LOGS AND STICKS.



- ③ COVER ALL WITH DIRT.



- ④ CHECK AND BE SURE THE FIRE IS DEAD OUT!



WITH WATER

- ① SPRINKLE WITH BACKS OF FINGERS.



- ② SPREAD STICKS AND COALS.

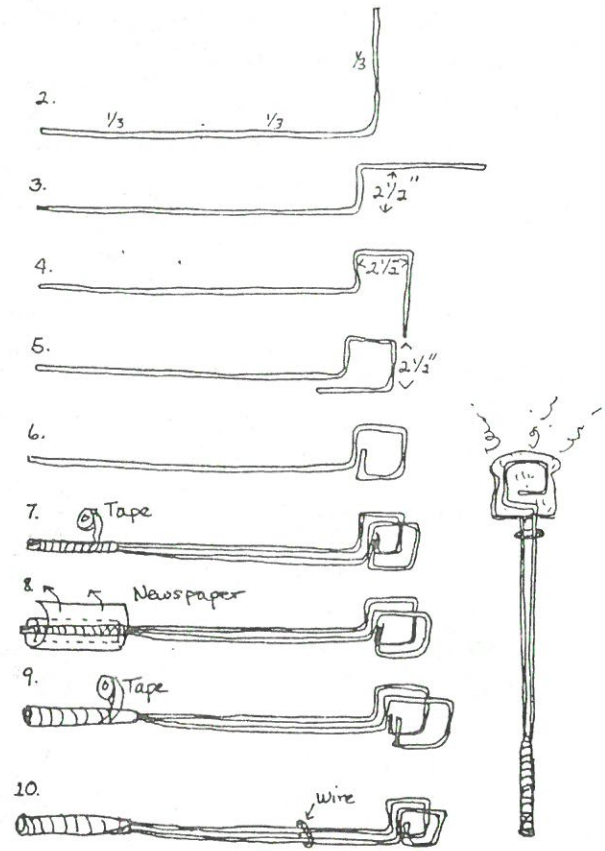
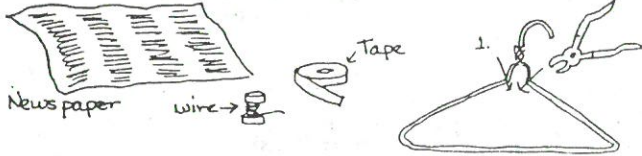


- ③ SPRINKLE AGAIN. DON'T LEAVE IT UNTIL COALS ARE COOL ENOUGH TO PUT YOUR HANDS ON.



EASY WIRE COOKER

Materials: 2 unpainted wire coat hangers - wire cutters - newspaper masking tape



CAMP MEASUREMENTS FOR COOKING



2-FINGER PINCH = 1/4 TEASPOON



3-FINGER PINCH = 1/2 TEASPOON



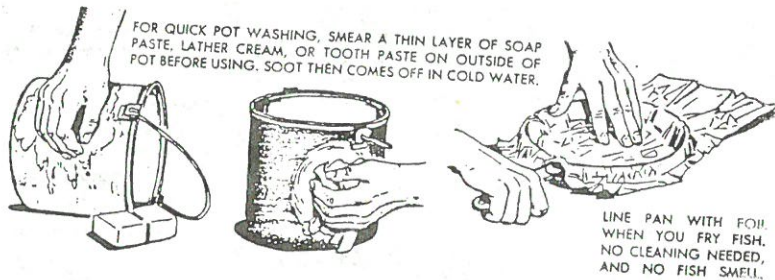
4-FINGER PINCH = 1 TEASPOON



1 FISTFUL = 1/4 CUP



1-FINGER GOB = 1/2 TEASPOON

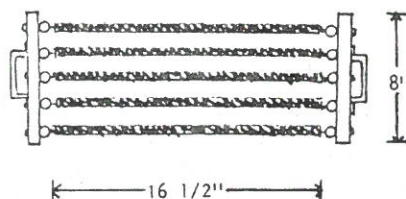


FOR QUICK POT WASHING, SMEAR A THIN LAYER OF SOAP PASTE, LATHER CREAM, OR TOOTH PASTE ON OUTSIDE OF POT BEFORE USING. SOOT THEN COMES OFF IN COLD WATER.

LINE PAN WITH FOIL WHEN YOU FRY FISH. NO CLEANING NEEDED, AND NO FISH SMELL.

HOMEMADE SPRING RESISTER

This device can be used for various arm, shoulder, and back development exercises. It is made with #7 screen-door springs which are $16\frac{1}{2}$ " long. They are connected by eyebolts to two frames which are about 8" long. Put large screen-door handles on the outside of the frames for grip.

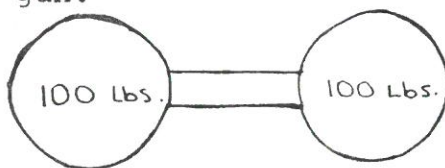
SHRINKING OIL SKIT

Two boys are talking about muscle building. One, proudly posing and flexing, is asked by the other how he developed such a great body. The first boy tells him the secret, which is to rub down every night with oil. The second boy decides to give it a try. The next day both enter, with the second boy crawling on his knees. "I shrank" he exclaims, "I thought you said it would work". "Well what kind of oil did you use?" asks the strong boy. "Crisco", says the shrinking boy. "No wonder, that's shortening" replies the first boy.

BARBELL NECKERCHIEF SLIDE

Materials: 2 20mm wooden beads - 5/16" dowel or dowel to fit into beads easily - narrow strip of vinyl paint - hot glue

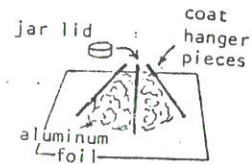
Measure and cut wood dowel $2\frac{1}{4}$ " long with small saw. Paint silver. Paint beads black. Glue one wooden bead on each end of dowel. If ends of dowel are rough, sand smooth. Paint ends of dowel black to match beads. Paint desired weight on front of each barbell with white paint. Thin-line paint pen works well for this. Fasten narrow strip of vinyl to back with hot glue gun.



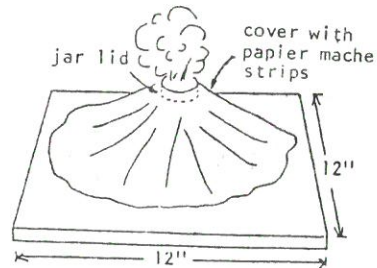
MAKE A VOLCANO

Materials: 12" square board - aluminum foil - coat hanger (cut in half) - ammonium dichromate newspaper - 1-piece jar lid - paper towel wallpaper paste

Stick ends of wire in holes in board diagonally. Fill under wires with aluminum foil wadded to give a base for papier mache. Cover with several layers of newspaper strips and glue jar lid on peak. Put on a final layer of papier mache, using paper towel strips. Allow to dry. Paint with tempera or enamel. To make volcano erupt, place about 1 tsp. ammonium dichromate (obtained from chemical house or druggist) in the jar lid. Light with a match and watch the action. This is safe indoors and is very impressive when the room is darkened.



Note: Use chicken wire for the base of the volcano, and lower the jar lid into the crater. Use it with a red electric light bulb and drop a small piece of dry ice into the crater. Only smoke will be seen.

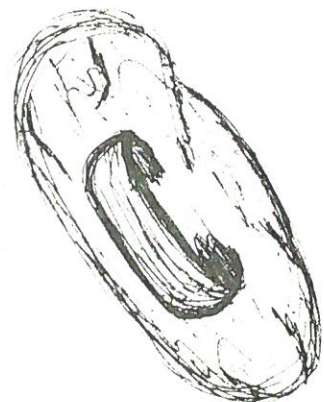


SPECIAL NOTE: OPERATE VOLCANO ONLY UNDER ADULT SUPERVISION!!!

PRECIOUS STONE NECKERCHIEF SLIDE

Materials: Small rock 1-2" square (approx.) small curtain ring - hot glue paint (metallic colors - gold, silver, copper)

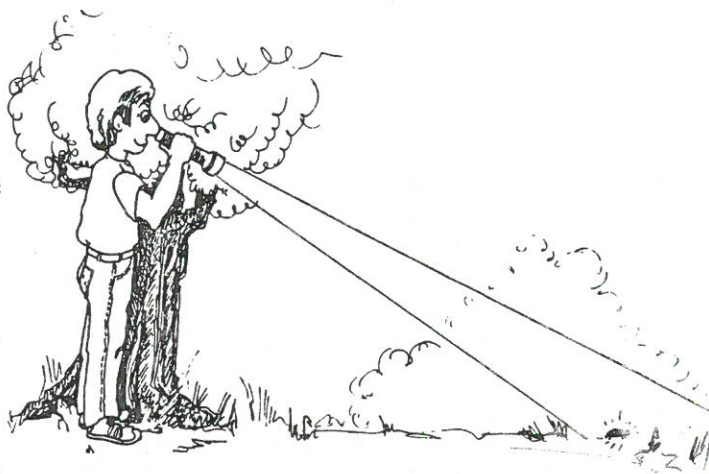
Make sure rock is clean and dry. Glue a small curtain ring to back for the slide. Once the glue sets, paint the rock desired color.



SPIDER SNIFFING -- Night-Time Nature

First off, this is not a "snipe hunt," it really works! At least it works for spiders on the ground.

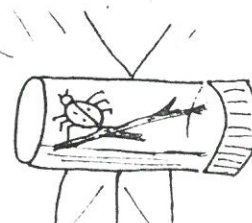
Spiders have complex eyes that are excellent light reflectors. The way you can "sniff" them out at night is to put a narrow-beam flashlight to the bridge or end of your nose and look down the beam to where spiders are likely to be. A small bright green glint (reflection) will signal the presence of a 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, raccoon or a host of other animals.

INSECT CASE NECKERCHIEF SLIDE

Clear plastic pill bottle w/lid
pliers - nail - pipe cleaner
sand - twigs



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

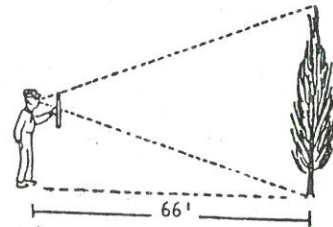
DIAMETER TAPE AND CRUISING STICK

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 cardboard about ½" wide and 45" long. Begin at one end of the paper strip and make ink marks 3.14" apart. Number these marks consecutively starting with #1 on left end of tape. 3.14" on tape equals 1 inch of tree diameter. To measure tree diameter, wrap tape around tree at chest height, about 4½' above ground. The diameter of tree in inches will be at the mark nearest where the tape overlaps the zero end.

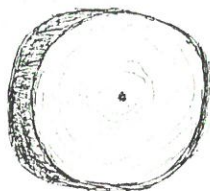


TREE HEIGHT

Glue a strip of hard paper or cardboard on one side of a yardstick. Begin at one end and make marks 6.15" apart with ink. Label the first mark 1, the second 2, and so on. To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach - about 25" from the eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving sight bottom of tree (be sure stick is still vertical) and see the place on stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is 2, there are two 16-foot lengths, so the tree is 32' high.

WOOD SLICE NECKERCHIEF SLIDE

Materials: 1½" diameter branch - ruler - saw - 5/8" staple
hammer - sandpaper - clear varnish



Cut a ¼" slice off of branch. Sand the surface to show the rings (leave bark attached). Varnish slice of wood. Once slice is dry, hammer staple onto back.

Swimming and water sports provide the finest exercise a boy can get and the skills involved last a lifetime. The boy who is a swimmer has self confidence. Learning to swim well is an opportunity for personal adventure as he proudly learns to be an achiever and to never stop trying.



The national Cub Scout Learn-to-Swim program is encouraged for all Cub Scouts. Webelos Scouts have an additional opportunity, through the Aquanaut activity badge, to take part in a character building process as well as to learn skills which could conceivably one day save his or another person's life.

When you organize a swimming program for your Webelos den be sure to:



- Secure facilities
- Secure qualified instructors
- Separate boys according to abilities
- Instill safety awareness
- Maintain strict discipline
- Teach basic strokes
- Include "drownproofing" instructions



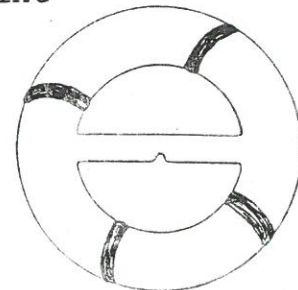
LEARN TO SWIM SKIT

A number of boys are discussing how they learned to swim. One replies that it took him two months of lessons at the YMCA. Another replies that it took him two summers at Scout camp. One boy replies that it took him only 10 minutes to learn how to swim. The others act surprised over this feat. The scout continues, "Yea, it only took me ten minutes to learn how to swim. My Scoutmaster just threw me overboard in the middle of the lake." The other boys act surprised and ask questions like "Wasn't that tough?". The scout replies "The toughest part was getting out of the canvas sack!"

LIFE PRESERVER NECKERCHIEF SLIDE

Materials: 1½" round white plastic buckle (obtained from fabric store) - red acrylic paint

Use paint to make rope lines around life preserver.



MAKE A COLOR WHEEL

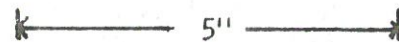
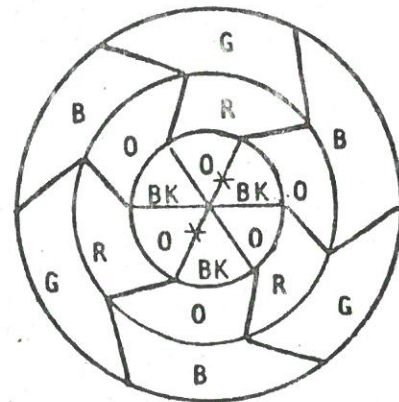
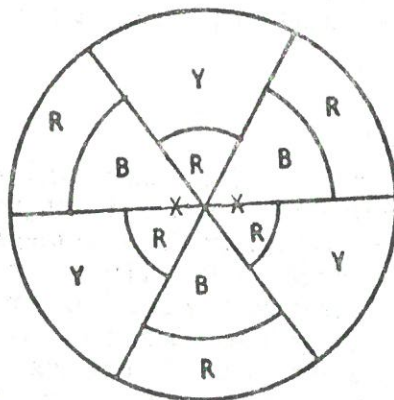
Using the patterns shown, cut a circle from heavy cardboard. Draw designs on each side of the cardboard circle. At the points marked 'X', poke a hole in the cardboard. Thread a string through one hole and back through the other one. Tie string so there is a loop on each side of the cardboard wheel. This loop should be about 2' long.

To operate the wheel, hold a loop in each hand and twist the string by whirling the cardboard wheel around in a circle. When string is twisted tightly, pull outward with both hands until string is taut. Using an in-and-out motion with your hands, the color wheel will spin.

Materials: 50" string - large needle to punch holes - piece of cardboard - crayons - scissors

Using crayons, color cardboard wheel as indicated by pattern.

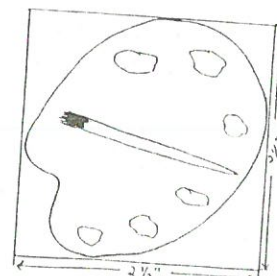
R- Red
O-Orange
B-Blue
Y-Yellow
G-Green
BK-Black

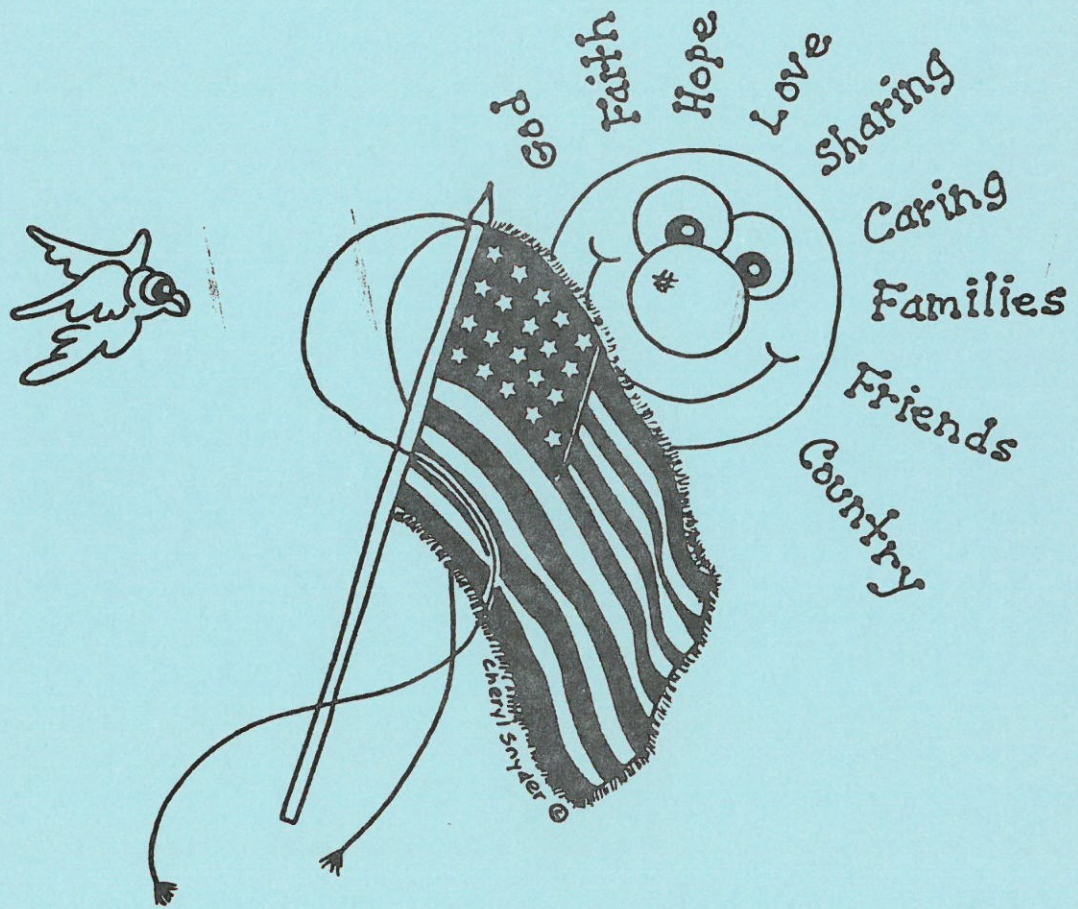


PALETTE WITH BRUSH NECKERCHIEF SLIDE

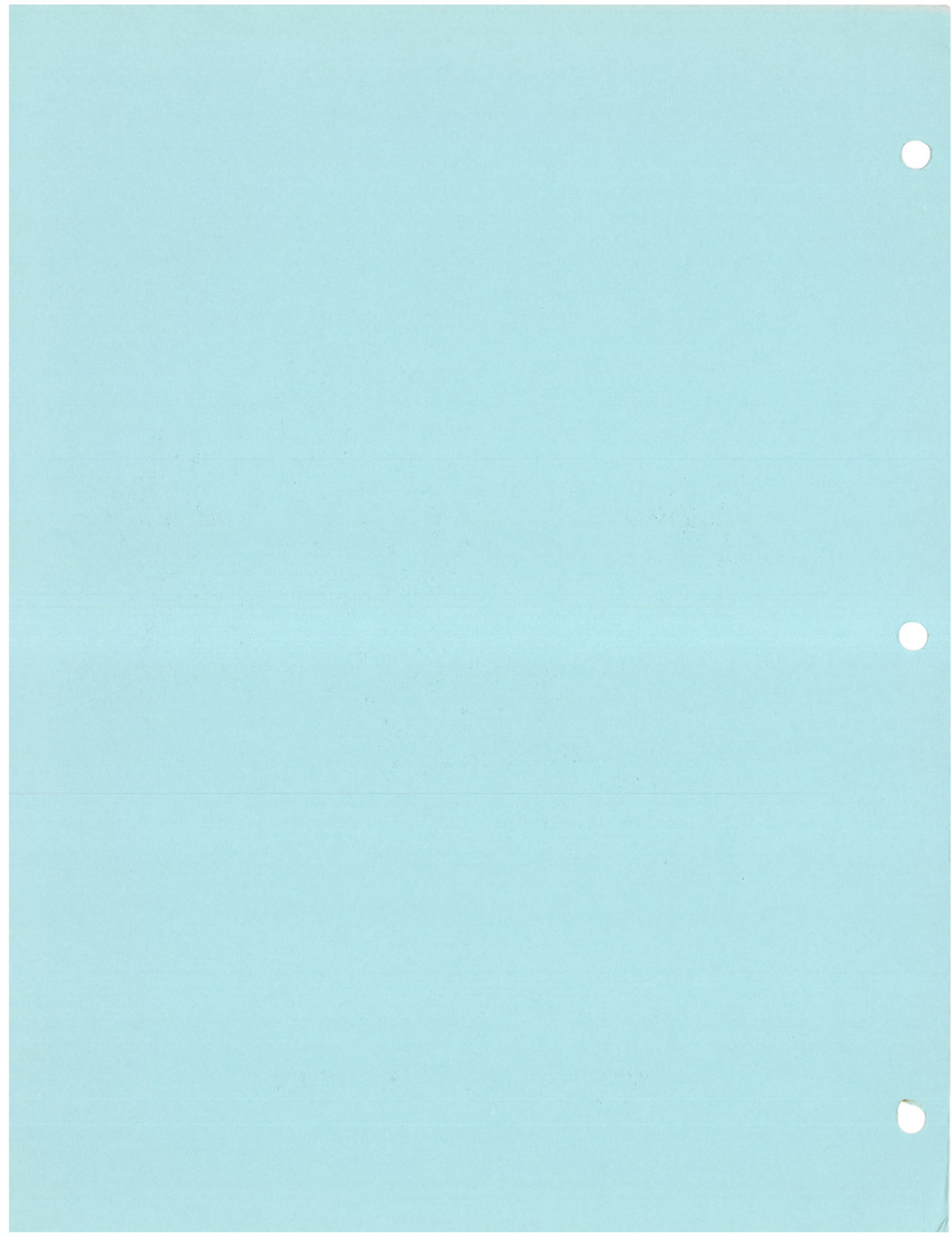
Materials: $2\frac{1}{2} \times 2\frac{1}{2} \times \frac{1}{4}$ wood scrap - sandpaper - acrylic paints
round toothpick - $\frac{1}{4}$ " elastic - hot glue/staple

Shape a palette from the piece of wood. Let the boys sand edges smooth. Put dabs of different colors acrylic paints along edge. Break off $\frac{1}{4}$ " from end of toothpick. Dab broken end of toothpick into black paint to simulate paint brush. When paint on palette has dried glue brush onto front. Glue or staple elastic on back.





GOD AND COUNTRY

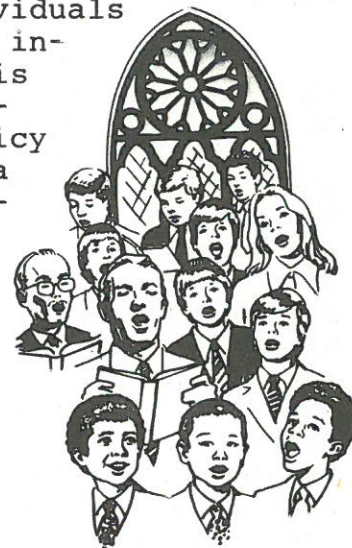


GOD AND COUNTRY

The Charter and Bylaws of the Boy Scouts of America maintain that no boy can grow into the best kind of citizen without recognizing his obligation to God. Scouting is absolutely nonsectarian in its attitude toward that religious training. The BSA does not define what constitutes belief in God or the practice of religion. Membership in a religious organization is not required. However, membership and participation in the religious programs and activities of a church, synagogue or other religious association is strongly encouraged.

The convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in organized religious institutions is respected. Religious instruction is the function of the parents and the religious institution to which a boy belongs. It is BSA policy that the organization or institution with which a Cub Scout is connected shall give definite attention to his religious life.

The principles of the Cub Scout program are often summed up in the words "Cub Scout spirit." Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad, "What is the wind?" The old salt replied, "I don't know what the wind is, but I know how to set the sail."



In Cub Scouting, a leader tries to help a boy to set the sail of his life to capture the spirit of the Cub Scout promise. As he experiences the warm feeling of citizenship through service, as he does a good turn, he can also be made aware that he is helping to fulfill his duty to God in the spirit of the Good Samaritan.

Even though Cub Scout leaders do not give religious instruction, they do have an important responsibility in this area. It must be impressed on Cub Scouts that living the Cub Scout promise is as much a requirement as earning badges. For a boy to be a good Cub Scout and to advance, he must recognize his duty to God and do something about it. How does a leader help?

One easy way to acknowledge a supreme being is to take a hike with the boys. Talk about the trees, how they grow from a tiny seed, the grass and even the weeds -- how they flower and mature. If the group happens on a nest of young animals or bird eggs, explanations may be very simple: With God's help the adults care for the young just as in human families.

Another way to teach compassion is to have an outing to a nursing home or children's ward in a hospital to sing or take gifts.

Leaders and assistants are role models for the boys. There is no room in Scouting for double standards. Respect for leadership and teachings may be lost if ideals are not adhered to by all.

On picnics or hikes, call attention to how litter makes an area look soiled just as dirty clothes make a boy look soiled. Show the boys how to clean up an area after a picnic and be sure adults do a fair share. Teach the boys to put candy and gum wrappers into their pockets and do the same. Step on a cigarette, pick it up, and pocket it. Don't leave it on the ground to litter. Cub Scouts can be taught to dislike litter.

When driving, always obey the signs and speed laws; then when driving young people, it will come naturally to you. When walking, obey walking regulations -- walk on the correct side of the street (toward oncoming traffic), cross at intersections, stay close to the curb, walk, don't run at corners, look both ways for cars, and no horseplay -- leave that for the parks and open country.

Take the den or pack on a bicycle ride. Teach the boys the safety rules -- always ride with traffic, single file, no jumping curbs, sudden swerves, etc. If the boys learn the proper way to handle a bike, parents can feel safer when the boys are out alone.



This is all part of learning to live in the community and being a better citizen. Learning to have respect for other people's property is a tough lesson to learn. Teaching can start in den meetings in the home. Have ground rules and expect them to be obeyed. Respect for other people's property is a continuing learning experience. "Property" can extend to other people's privacy, money, time, and help.

* * * * *

Last night my son confessed to me
Some childish wrong
And kneeling at my knee
He prayed with tears:
"Dear God, make me a man
Like daddy - wise and strong,
I know you can."

Then while he slept
I knelt beside his bed,
And prayed with low-bowed head:
"O, God, make me a child
Like my child here,
Trusting thee with faith sincere."

--- Author Unknown

CUB SCOUT RELIGIOUS EMBLEM PROGRAM

From the beginning, the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout promise, Scout oath, and Explorer code call upon boys to pledge themselves to do their duty to God. Scouting espouses no creed and favors no faith over another. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious bodies are the single largest category of chartered partners for packs, troops and posts.

All of the major churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts and Explorers who demonstrate faith, observe their creeds or principles and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys (and young women in Exploring) who work with their religious leader or a counselor on a fairly demanding program of requirements which often takes a year or more to complete.



In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that he achieve a certain rank or progress awarded, or have been in the unit for a minimum period, before he can receive the emblem.

Many of the booklets are available at the Scout Service Center.

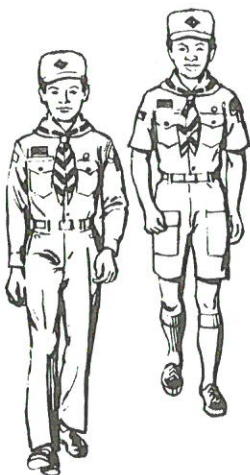
SOME OBSERVATIONS ON RELIGIOUS EMBLEMS

The Wolf, Bear, and Webelos have a religious achievement which can be met by earning the religious emblem of the boy's faith.

Scout Sunday is a good time to have the emblems presented, especially when the sponsor is a church or religious body.

Cub Scouts who have earned the religious emblem should be recognized by the Pack at a Pack meeting or at the Blue and Gold Banquet.

Religious emblem medals are worn only on formal occasions.



BUDDHIST - METTA AWARD

This program is designed to help Cub Scouts of the Buddhist faith to deepen their faith and to further their knowledge and practice of the Buddhist religion.

The word "metta" is a Buddhist term meaning loving kindness and goodwill. This word was selected as the name for the Cub Scout religious award with the hope of nurturing boys who will relate to all animate and inanimate things with loving kindness and goodwill in their hearts.

It is earned by Cub Scouts with at least three months of service. It provides a deeper enrichment of the Buddhist shrine, Buddhist holidays and the childhood teaching of Buddha. The program allows Cub Scouts to relate closely with parents and ministers on the subject of their faith.

CHI RHO ORTHODOX

The purpose of this program is to help the child become more aware of God's presence in his daily life, especially through things we do in our home and in our church. Close cooperation between the family and church is encouraged by utilizing parents or guardians and the parish priest as counselors.

JEWISH OR ALEPH PROGRAM

For Cub and Webelos Scouts who are working on their Bear rank or Webelos badge. Requirements cover knowledge of the Torah, prayers, religious holidays, the synagogue, Bible heroes, American heritage, and Israel. The Aleph medal is presented at a Scout Sabbath program in February or on Hanukkah or at some other appropriate occasion.

LUTHERAN - (GOD AND FAMILY)

The requirements cover projects of the boy's faith, worship, witness, the church ministry and service. It's for nine and ten year old Cub Scouts. The work program is prescribed by the church's ministry and is found in most Council offices. It is a workbook which enables a boy to discover himself in relationship to God, home and community.

MORMAN -- THE CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS

The Faith in God emblem has a Cub Scout and his parents with the Salt Lake Temple in the background. To receive the medal, a Cub Scout must have achieved the Bear rank and be a Webelos Scout and have earned at least five Webelos activity badges. The program is designed to strengthen boys spiritually and encourage their participation in character building experiences. Requirements include prayer, bible stories, geneological chart, leadership, and service.

REORGANIZED CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS

The Light of the World emblem may be awarded to boys between the ages of eight and eleven. The program guide is available from state or regional youth leaders. Emphasis is on personal, family and church relationships in activity centered requirements.

PROTESTANT

God and Family - medal is also for Episcopal - it is similar to the Protestant but you must specify Episcopal

The requirements are established by each denomination and covers a very warm relationship with service to God, Family, Church and Country. The counselor's manual is a manual with suggested ideas and is excellent for a church who is not acquainted with the Scouting program to carry out the program with in-depth study and the warmth it was meant to be done in.

ROMAN CATHOLIC

The Par vuli Dei emblem may be earned by Cub and Webelos Scouts. The requirement is a very beautiful program involving understanding of Christian love, knowledge of the church, home and family relationships and service.

SALVATION ARMY

The Silver Crest purpose is to help the Cub Scout become more aware of God's presence in his daily life. He is a Salvation Army Junior Soldier and registered with the Cub Scout pack. He can receive the emblem only when he has completed a minimum of six months of service as a Junior Soldier and six months as a Cub Scout. He works on the award with his parents or guardian's guidance. Requirements cover Salvation Army doctrines, history, prayer, Bible readings and service.

JEWISH -- FOR TIGER CUBS

The National Jewish Committee on Scouting has launched the Maccabee religious emblem program for Tiger Cubs. Requirements include Jewish names, holidays, terms, symbols, objects and articles, community helpers, and heroes.

Award applications and counselor guides may be obtained through your local Scout council service center.



CUB SCOUT GRACES

This happy meal will happier be, if we O Lord, remember Thee.

We thank you Lord for happy hearts, for fine and sunny weather,
We thank you Lord for this our food, and that we are together.

For every cup and plateful, God make us truly grateful.

Come Lord Jesus, be our guest, and may our meal by you be blessed.

Now we give our thanks to God, for one man's good example,
We ask his blessing on this meal, we're just about to sample.

As we enjoy this earthly food at this table you have spread,
We'll not forget to thank you, Lord, for all our daily bread.

Oh God, who givest all things good, we pray Thee now to bless our
food.

For these gifts we thank thee, Lord, and we pray that our deeds
may praise Thee, not merely what we say.

For these and all the things we hold dear, and most of all for
Thy loving care, we thank Thee, Oh God.

Oh, the Lord is good to me, and so I thank the Lord, for giving
me the things I need, the sun and the rain and the appleseed,
Oh, the Lord is good to me.

God is great and God is good; and we thank Him for this food.
By his hand we all are fed; grant us, Lord, our daily bread.

We thank Thee for the morning light, for rest and shelter of
the night; for health and food, for love and friends; for
everything Thy goodness sends.

CUB SCOUT GRACES (Continued)

On the lighter side --

Lord, make us not like oatmeal - thick and difficult to stir,
But like cornflakes - crisp and ready to serve.

Lord, bless this bunch as they munch their lunch.

CUB SCOUT PRAYERS

Oh God, the giver of all good things, grant that we may be good Cub Scouts this day; not only to be good but also to do good by helping other people. Help us do our best to live up to the Cub Scout Promise. We pray these things in Thy holy name.

Dear God, give us thankful hearts. Keep us from complaining. Help us get along with each other. Keep us cheerful when things go wrong and our plans are upset. We pray that we may grow in love and understanding of one another.

Dear God, Thou knowest how hard it is for us to do right. Help us to fight against wrong. Help us to be brave when we are afraid; to be cheerful when we are disappointed; to be pleasant when we feel angry. Help us always to tell the truth, even when it may be hard for us. Oh God, Thou art strong and Thou art loving. Help us, we pray.

We thank You, God, for the loveliness of nature, which is Your special handiwork. Everything is wonderfully made with such care. Help us understand our world so we can help take care of the things You have made and keep them beautiful as You meant them to be.

Thank you for the fun we have had tonight, for the new things that we have learned and for the friends we have made.

Forgive us if we have done anything wrong today, at school, at home, or here.

We pray that we will remember what is right and what is wrong at all times, and we promise that we will do our best and keep our Cub Scout Promise and Law.

CUB SCOUT PROMISE - LITANY

I Promise to do my duty to God
You shall love the Lord your God with all your heart.
(Deuteronomy 6:5)

I Promise to do my best to do my duty to my country
Blessed is the nation whose God is the Lord.
(Psalm 33:12)

I Promise to do my best to help other people at all times
You shall love your neighbor as yourself.
(Romans 13:9)

I Promise to do my best to obey the Law of the Pack
My son, forget not my law: but let your heart keep
my commandments.
(Proverbs 3:1)

CUB SCOUT RELIGIOUS SONGS

Tune: Edelweiss'

God of peace, God of love;
We would praise you at dawning.
Thro' the dark of the night,
In your keeping till morning.

Chorus:

So we gather from near and far,
Near and far together.
Praising You, praising You,
We would serve You for ever.

In our work, in our play,
May our thoughts be for others,
Young and old may we be,
Close as sisters and brothers.

Chorus:

Tune: 'Morning Has Broken'

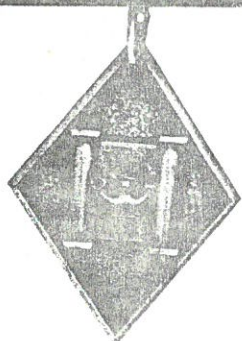
Father in heaven,
Thank you for parents,
Loving and caring,
All the day long.
Thank you for mothers,
Working to feed us,
Thank you for fathers,
Loving and strong.

Waking and sleeping;
Jesus be near us.
Working and playing;
Be at our side.
Through all our troubles,
In all our pleasures;
May we remember
You are our guide.

RELIGIOUS EMBLEMS FOR CUB SCOUTS

Cub Scouts do their duty to God. All show this by practicing their faith. Some do special study and service that qualifies them for these emblems. Does your faith have an emblem? Your religious leader will help you qualify for it.

ΑΛΦΑ



Alph
Jewish

PARVULI DEI



Parvuli Dei
Roman Catholic

GOD AND COUNTRY



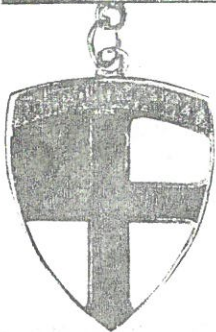
God and Family
Protestant

PRO DEO ET PATRIA



Pro Deo et Patria
Lutheran

GOD AND COUNTRY



God and Family
Episcopal



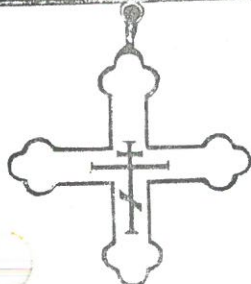
Silver Crest
Salvation Army

FAITH IN GOD



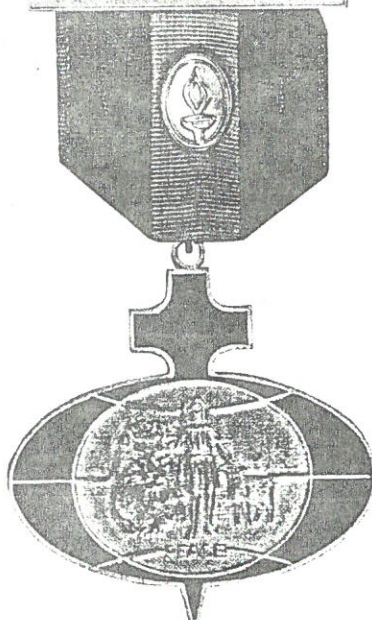
Faith in God
Church of Jesus Christ
of Latter-day Saints

ΧΙ ΡΗΘ



Chi Rho
Orthodox

WORLD COMMUNITY



World Community
Reorganized Church of Jesus
Christ of Latter Day Saints

METTA



Metta
Buddhist

RELIGIOUS EMBLEMS FOR CUB SCOUTS

For more information write:

Aleph—Jewish
Relationships Division
Boy Scouts of America
P.O. Box 61030
Dallas/Fort Worth Airport, Tex. 75261

Parvuli Dei—Roman Catholic
Relationships Division
Boy Scouts of America
P.O. Box 61030
Dallas/Fort Worth Airport, Tex. 75261

Silver Crest—Salvation Army
The Salvation Army
120 West 14th Street
New York, N.Y. 10011

Metta—Buddhist
Buddhist Churches of America
National Headquarters
1710 Octavio Street
San Francisco, Calif. 94109

Pro Deo et Patria—Lutheran
Department of National Youth Agency
Relationships
Lutheran Council in the U.S.A.
360 Park Avenue, South
New York, N.Y. 10016

God and Family—Protestant
P.R.A.Y.
P.O. Box 179
St. Louis, Mo. 63166

God and Family—Episcopal
P.R.A.Y.
P.O. Box 179
St. Louis, Mo. 63166
(Specify Episcopal)

Faith in God—Church of Jesus Christ of
Latter-day Saints
Church Distribution Center
1999 West 1700 South
Salt Lake City, Utah 84104

World Community—Reorganized Church of
Jesus Christ of Latter Day Saints
Reorganized Church of Jesus Christ of
Latter-day Saints
The Auditorium
Independence, Mo. 64501

Chi Rho—Orthodox
Orthodox Scouting Commission
1345 Fairfield Woods Road
Fairfield, Conn. 06430

