

POW WOW

1989





CONTENTS

PACK AND DEN ADMINISTRATION

BLUE AND GOLD PLANNING

CRAFTS

SKITS AND PUPPETS

SCOUTERS AND SPOUSES

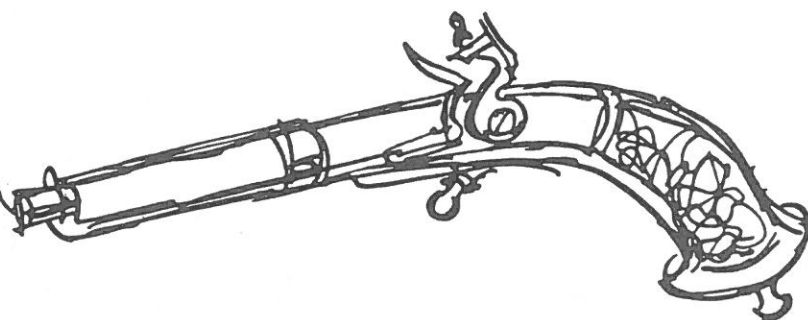
CUB SCOUT SPORTS

SONGS AND GAMES

WEBELOS

PACK AND DEN CEREMONIES

CUB SCOUT OUTDOOR PROGRAM



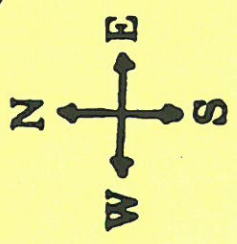
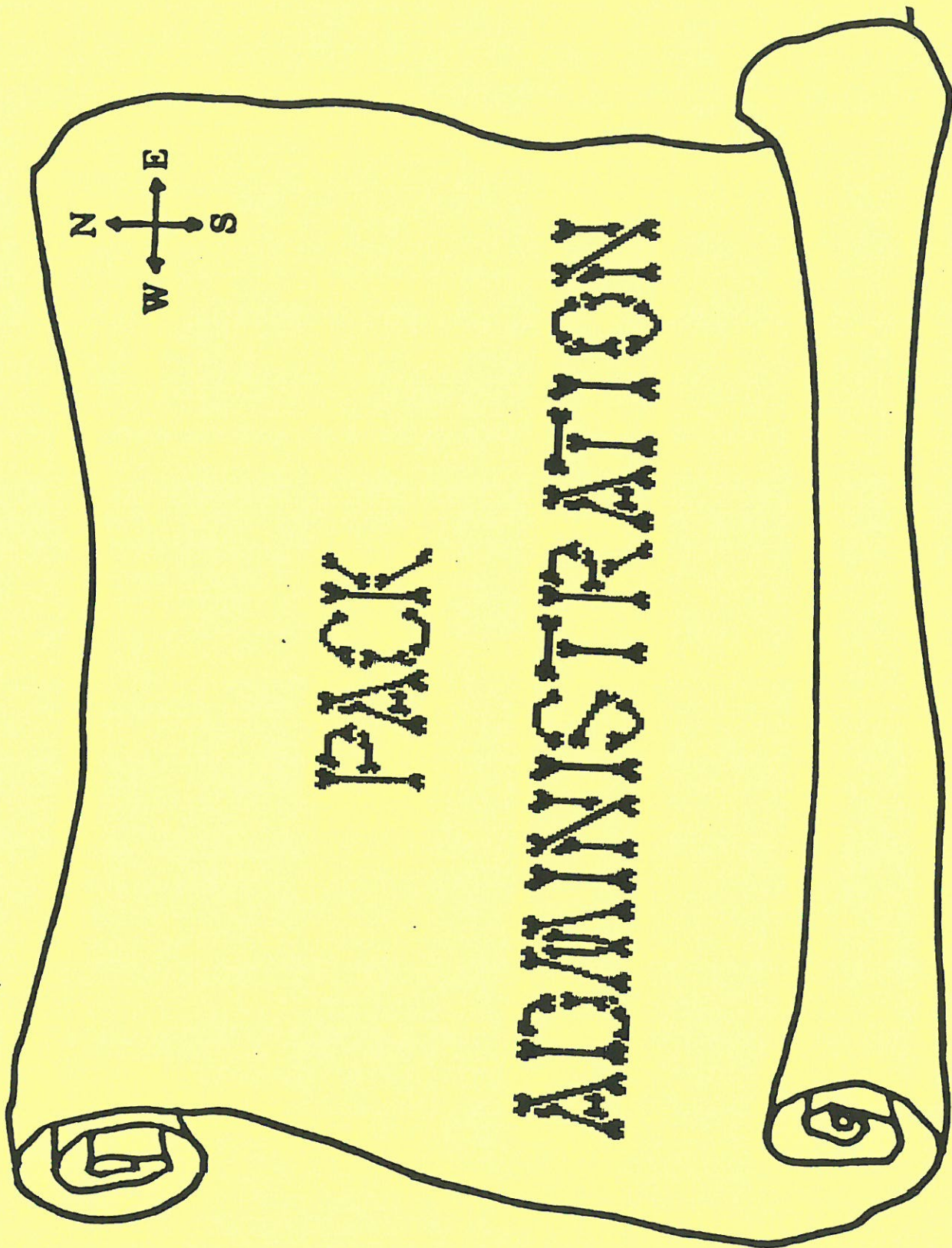
"LIVE From The Crow's Nest!"

POW WOW STAFF



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Assistant Chairman.....	Jeanie Smith
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Cub Scout Sports.....	Bernie Matlock
Songs & Games.....	Duane & Jeanini Kosmicki
Cub Scout Outdoor Program.....	Tim Mayer
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The entire front desk team



PACK

ADMINISTRATION

Pack Administration

Pack Committee

A Organizing

- See that each pack leader understands his responsibility and authority.
- Understand how the pack fits into the total Cub Scouting picture.
- See that each pack leader understands how he fits into the total pack picture.
- See that the proper equipment and materials are available.
- See that boys and leaders are promptly registered. See that the pack budget plan is in operation.

B Planning

- Design the total pack program at the Annual Planning Conference.
- Make effective use of resources -- people, places, things, time.
- Work from a written plan.
- Plan for manpower and materials needed.
- Schedule regular monthly meetings of the Cubmaster (or assistant) and Den Chiefs.
- Schedule regular monthly meetings of the pack committee.
- Schedule regular monthly Den Leader Coach/Den Leader meetings.
- Set realistic but challenging goals for the pack.
- Plan recruiting programs.
- Plan advancement and graduation programs with appropriate ceremonies.
- Conduct a goodwill project each year.

C Initiating

- Recognize situations which need improvement and seek to correct them.
- Make the most of a promising plan or idea.
- Try something new.
- Use suggestions from boys, leaders and parents.

D Communicating

- Encourage leaders and parents to express their ideas and criticisms.
- Keep informed of what pack leaders think and how they feel about the pack.
- Listen with understanding and empathy.
- Keep pack leaders informed of changes in procedures and plans.
- Recognize a good job and express appreciation.
- Make effective use of meetings.
- Insure properly uniformed boys and adults.

E Relationships with Others

- Encourage cooperation between leaders.
- Encourage cooperation with district and council Cub Scout personnel.
- Carry out programs enthusiastically.
- Support pack leaders.

F Utilizing

- Be a role model that inspires pack leaders to work toward achieving the purposes of Cub Scouting.
- Make full use of resources.
- Deal objectively with problems.

G Measuring Results

- Are the boys advancing?
- Evaluate programs and activities continually against predetermined goals.
- Use evaluations as a basis for future planning.
- Use variety, action, purpose and FUN as a yardstick for measuring success.
- Utilize the Ten Tests of Successful Packs.

H Developing Pack Leaders

- Select the most qualified person available for the job to be done.
- Keep pack leaders informed of opportunities for learning experiences and continuing development. Encourage attendance at Roundtables and Pow Wows. Participate in district and council Cub Scout activities. Plan two-deep leadership. Train Den Chiefs for all dens.

Sample Agenda

- 1 Below is a sample of a committee meeting agenda. Remember that each committee is different. Conduct meetings in the most comfortable and efficient manner for that group of adults. Ensure that everyone has the opportunity to have an input without feeling intimidated, and that one person is not running the whole show. One man or woman committees just don't work for any length of time.
- 2 While gathering, turn in advancement reports to advancement chairman, and dues to the treasurer.
Minutes and treasurer's report.
- 3 Final planning for this month's pack meeting. Review agenda to make sure all details are covered.
- 4 Plan for next month's meeting. Review the theme and what the dens and pack are planning to do with it. Decide who will provide skits, what space will be necessary for displays, who will take care of refreshments, and who is responsible for the opening and closing ceremonies. Make sure any special requirements can be met and are assigned to someone.
- 5 Den Leader Coach and/or Den Leader reports. Find out what help the dens need for the next month, and for any long range projects under consideration.
- 6 Other reports, for example publicity, outings, special community projects, council or district events, membership, and training.
- 7 Announcements.
- 8 Poll each member individually for additional business to be brought before the committee.
- 9 Adjournment.
- 10 Keep the meetings as short as possible. Stick to business. If the members want to socialize, have a social period before or after the meeting, not during.

Planning the Cub Scout Program

I Cub Scout Program Planning

The most important responsibility of leaders in Cub Scouting is program planning. The quality of the Cub Scout experience each boy receives will depend on how leaders schedule and carry out the essential planning procedures. Den Leaders spend the greatest amount of time directly with the boys. The men of the pack need to use their efforts to provide the materials, and help Den Leaders to make their job easier, more enjoyable, and meaningful.

Program planning in Cub Scouting is not a complicated process. It is a simple, easy procedure that can be fun and rewarding. A program that will stand the test of Cub Scout demands, needs:

- A proven plan (planning procedure)
- Tools to work with (Cub Scout literature)
- Some materials (project materials and boys)
- Some helpers (leaders and helpful parents)

A Basic Concepts

There are some basic concepts to understand before planning is started.

- Cub Scouting is a year 'round, 12 month program.
- Cub Scouting has enough variables to meet the needs and desires of any boy, any place.
- The Cub Scout program is built around a monthly theme for 8 and 9 year olds.
- Webelos dens use activity badge areas for each monthly program.
- The Cub Scout program should have Variety, Action, and Purpose.
- The program must be FUN for boys and their families.

B Program Resources

Where does a Cub Leader turn for specific ideas to help plan the program?

- Scouting Magazine and Cub
- Scout Program Helps
- Boys' Life Magazine, Boys' Life Magazine Reprints
- Cub Scout Literature
- Leaders' Handbooks
- Boys' Handbooks
- Pow Wow Books
- Cub Roundtables
- Local libraries

II Cub Scout Den Meeting

A well planned den meeting is divided into seven parts. The major elements of these are planned at the monthly pack leaders' meeting.

- 1 Before the meeting starts.
- 2 While the Cub Scouts gather.
- 3 The opening.
- 4 Business items
- 5 Activities.
- 6 The closing.
- 7 After the meeting.



Communications

Building Parent Participation Through Communication!

Some methods are:

- Unit Calendar
- Unit Newsletter
- Den Newsletter
- Calling Committee
- Individual notes from den.

These are but a few suggestions. The important thing is to communicate in some manner.

Training

The committee members should encourage all leaders to attend training as well as attend themselves.

Every Cub Scout deserves a trained leader. One who will provide him with the best program possible. A trained leader helps insure that the goals of Cub Scouting are met. Training helps us understand the aims and purposes of the Cub Scouting program, improves our ability to work with other leaders and the boys, teaches skills, and shows us how to plan an effective program.

The following training is available to leaders:

- 1 Orientation - A short training session which may be conducted at School Night for Cub Scouting or rallies, or at a pack parents' program. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a foundation for further training.
- 2 Basic training - Job-oriented training. Each leader attends those sessions which relate to his job. Personal coaching is available for leaders who cannot attend basic training before assuming job responsibilities so they will be qualified to conduct the program.

- 3 Roundtable - A monthly district meeting of leaders, to provide program ideas on the next month's theme which can be used in den and pack meetings. It is also an informal sharing of leadership experiences and ideas.
- 4 Pow Wow - An annual, all-day, council-wide training event for Cub Scout leaders, offering training in a variety of different areas. All leaders are encouraged to attend this exciting, fun-filled, informative event.
- 5 Philmont Conferences - Week-long training courses under the direction of the National Volunteer Training Committee are offered during the summer at Philmont Scout Ranch, Cimarron, N. M. Special programs for family members make this a great family vacation with the added attraction of training, and an opportunity to get acquainted with Cub Scouters from all around the nation.
- 6 Workshops - Den leader workshops are conducted on a district basis, as needed, in the areas of crafts, themes, skits, and puppets, outdoor program, and Webelos activity badges.

The most successful leaders not only attend basic training, but take advantage of continuing training opportunities.



Annual Planning Conference

- Held in the summer, usually in August.
- Attended by all den leaders, pack leaders, den chiefs, committee members, and interested parents.
- These items are covered:
 - Review likes and dislikes of past themes and Webelos badges.
 - Review national themes and activity badge areas recommended for the coming year.
 - Review National Summertime Pack Award requirements and agree to meet the qualifications.
 - Select 12 themes. List council and district activities which involve pack leaders. Add ideas for goodwill projects, special trips, holiday programs, etc. This becomes the program plan for the year.

Pack Leader's Meeting

- Establish a regular monthly meeting date.
- Usually held about one week before the pack meeting.
- A home is the best place to hold this meeting.
- Includes pack business and planning for the next month's den and pack meetings and specific assignments and review for pack meeting the next week.
- Meeting agenda falls into three parts:
 - 1 Den plans.
 - General ideas for skits, stunts, games and projects.
 - Detailed planning is left up to the individual Den Leader and Den Chief.
 - Webelos Den Leader meets with committee and secures the help needed to run his meetings for the month.
 - 2 Pack Plans
 - Develop plans for next month's pack meeting.
 - Specific assignments of individual jobs.
 - Assign opening and closing ceremonies.
 - Final preparations for next week's pack meeting.
 - 3 Social
 - Refreshments.
 - Fellowship.

Den Leader Coach/Den Leader's Meeting

The Den Leader Coach presents plans and suggestions developed at the monthly pack leaders' meeting and round-tables.

Helps den leaders plan their weekly programs.

Agree on songs, skits, ceremonies, etc., for pack meeting.

Den Chief's Meeting

Cubmaster or Assistant Cubmaster meets with Den Chiefs for 8 and 9 year old dens. This is usually monthly.

Den and pack plans reviewed. Problems discussed.

Coaching session on leading songs, games, etc. with emphasis on action.

Webelos Den Chief meets with the Webelos Den Leader.

Annual Planning Session

People attending, Cubmaster, assistant cubmasters, Scouting coordinator, committee chairman, treasurer, unit commissioner, den leader coach, den leaders, webelos den leaders, den chiefs, committee members, and pack secretary.

Materials needed: Yearly calendars, program helps, pack roster with complete addresses and phone numbers, and a written agenda. Have everything planned when the meeting begins. Start thinking of ideas before the meeting. Review the program helps until the monthly themes are familiar. Be open to helpful suggestions; make additions and changes as needed. Parents like organization and appreciate a Cubmaster that is prepared.

The following items should be discussed and included in the plans:

- Finances assessments, fund raisers, or dues that are necessary to operate the pack.
- School night: If the pack wants to recruit new boys, free forms can be obtained from the council with the proper time, place and phone number typed in. These may be passed out during school to second and third graders.
- Organizational meeting: Obtain den leaders and divide boys into dens at this meeting.
- Monthly themes: Use the Program Helps where applicable. Some months may be exchanged or combined to suit the needs of the pack. Choose the theme now, develop the details later. If speakers, special entertainment or materials are necessary, appoint someone to follow through on these.
- Webelos Activity Badges, There are 20 activities. Designate which will be worked on each month. Be sure that each boy is given the opportunity to complete them all.

PROGRAM HELPS

CALANDER

PROGRAM
NOTEBOOK

PACK
ROSTER

BOY'S LIFE

- List important events and dates: Find a chairman for each event. Three summer time den or pack activities should be included. Some suggestions are: Family picnic, bike rodeo nature hikes, indoor or backyard slumber parties, field trips, sports night, skating party, bowling party. Service or community projects should be included in the year. Suggestions: Clean up, planting trees, visiting the sick or shut-in with skits, songs, or small gifts, providing for a needy family, providing a service for an elderly person. District and council activities: Pow Wow, Scout Sunday, Scout week, SME, district recognition dinner, day camp, and others.
- Designate Committee Members to be responsible for the following areas: Song Leader - boys like to sing and a good song leader can add a lot of enthusiasm to a meeting. Communication and publicity - every pack needs a committee that can be depended upon for telephoning, typing, and reproduction of materials.
- General Ideas:
 - 1 Assign dens on a rotating basis for setting up, cleaning up, opening, ceremonies, refreshments, etc.
 - 2 Plan field trips.
 - 3 Offer to participate in flag ceremonies at local P.T.A. meetings.
 - 4 Plan for adequate leadership training.
 - 5 Expose Cubs to as many exciting, fun, and educational experiences as possible.
 - 6 Keep the program varied from month to month.
 - 7 Provide as much resource material as possible for den leaders.
 - 8 Give out awards every month. Use ceremonial boards, candles, props, etc., as much as possible. Boys like to feel important. Make their award memorable for them.
 - 9 Get as many parents as possible involved - the more involved, the more interested they become.
 - 10 Delegate responsibility, share the load.
 - 11 Call on your commissioner and staff for help.
 - 12 Be enthusiastic. Have fun.

Danger Signs of Weak Pack Program Planning

- Excessive Den Mother turnover.
- Programs not related to a theme.
- Handicraft not related to a theme.
- Pack meetings built around outside entertainment.
- Small pack committee.
- Month to month planning.
- Pack leaders seeking program ideas.
- Pack meetings with delays, indecisions, and weak leadership.
- Poor parent attendance at pack meetings.
- Rapid turnover of Cub Scouts or transfers from den to den.

Advancement

A well rounded program is one that encourages the boys to advance. The committee should support the den leaders by handling advancement recognition in such a manner that the boys will be eager to receive their awards.

How do we achieve advancement? There are no cut and dried solutions to this. Selecting the one best suited to the pack will get the job done. Most cubmasters have faced the problem of a boy who has been in the pack two years and is old enough to be inducted into the Webelos den, but is still a Bobcat. Why?

Where did the pack fail? Probably the pack did not fail. It could easily have been "parent failure." Parent failure - failure to have enough interest to find out why other boys are advancing when their son isn't. Failure to have enough interest to work with their son a short time each week to help him pass achievements. One solution to this problem is an up-to-date parent orientation program. Every new parent should be told their responsibilities as parents in the pack, with emphasis on working with their son at home on advancement. Most parents want their son to do well, and would help if they knew just what was expected of them.

On-Time Registration Award

This award can be easily obtained. The pack must have the charter re-registration completed and in to the council office by the 15th of the month in which the charter is due. If this is completed, then the pack will receive a streamer for their pack flag with a number on the streamer signifying the number of years they have earned the award.

QUALITY UNIT AWARD

The pack can earn the Quality Unit Award of the Boy Scouts of America if the pack program and leadership are up to the B.S.A. standards. The pack award is a large flag streamer with Quality Unit Award and the proper year printed on it. Leaders and boys may wear the Quality Unit Emblem (Available through the council service center) on the right sleeve, 4 inches down from the shoulder seam.

To earn the Award, the pack must achieve the three starred items plus a minimum of three of the remaining six items.

The criteria are:

- * The Cubmaster, den leaders, Webelos den leaders, and Tiger Cub group coach will complete fast-start training and Cub Scout leader basic training.
- * The pack will have one or more registered, trained, and active assistant Cubmasters.
- * The pack will hold a minimum of nine pack meetings a year, including one summertime pack activity.
- The pack will have a Tiger Cub group.
- The pack will conduct an annual service project.
- 50% or more of the Cub Scouts will advance a rank, or there will be a 10% increase over a year ago.
- 50% or more of the Cub Scouts will subscribe to Boys' Life magazine, or show a 10% increase over a year ago.
- The pack rechartered with an increase in youth over a year ago.
- The pack participated in one or more of the following experiences: day camp, resident camp, Webelos den overnights, and/or other activities conducted and/or approved by the local council.

National Summertime Pack Award

Boys are eager for fun and the adventure of Cub Scouting during the summer when they have the most free time and greatest need for Cub Scouting. Informal activities are needed for those boys and their families who remain at home for the summer.

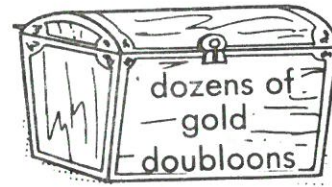
Insure a year-round pack program and qualify for the National Summertime Pack Award. All that's needed is to plan and conduct three pack activities, one each for the months of June, July, and August.

There will be plenty of boys and parents around to make the monthly pack outings successful. A quick check of the parents will show that all boys and families will not be on vacation or away at the same time. If only 50 per cent of the pack attends, a worthwhile pack activity can be held.

In order for the pack to remain active during the summer a schedule of formal weekly den meetings and monthly pack meetings is not necessary. Boys want to do things in the summer differently from what they have done the rest of the year. Use the good weather and the time available to boys to plan unusual type of outdoor den and pack activities.

Keep to the out-of-doors with the emphasis on action games, contests, and family events. Make a large calendar to show the pack schedule for the summer.

Use it in meetings with parents and let them know the pack functions 12 months a year, not just 9. Some suggestions for activities might include a field trip to a museum, a family cook-out, and game period, a carnival, pack meeting built around physical fitness activities, a bike trip with a picnic, or a swimming party.



The unit committee is responsible for the on going operation of the pack. Summer pack activities will keep parents involved, boys interested, leaders happy, and above all, the pack active and alive. Remember:

Packs that fold for the summer call for reorganization in the fall. This requires three or more extra meetings -- new leaders must be found and parent's interest redeveloped.

Many boys lose interest and drop out. Parents do not always encourage their boys to return. In some cases, new sponsors must be found. Use the tools available to provide the fun of summertime activities.

Requirements for this award are simple:

Packs - Can receive a certificate and flag streamer by conducting three pack activities, one each during June, July, and August.
Dens -- Can receive a ribbon by averaging at least 50 per cent or more of their members at the three summertime pack activities.
Boys - Can receive a National Summertime Award Pin (No. 464) by attending the three summertime pack activities. The pack should purchase the pins and present them to the boys.

There is a special sheet in the Pack Record Book (No. 3820) for recording and keeping accurate records of the pack summertime activities. The cubmaster or committee secretary should utilize this form.

Don't forget -- Applications for the award can be obtained at the council office.

Recruiting

A continued flow of new members is the life line of all packs. The committee needs to be aware of this and see that an effective program is developed.

Cub Scouting must grow in order for every boy to have a place to join. As Cub Scouts graduate and adult leaders move on additional members and leaders must be recruited.

An excellent way to recruit boys and leaders is at School Night for Cub Scouting in fall or at spring rallies.

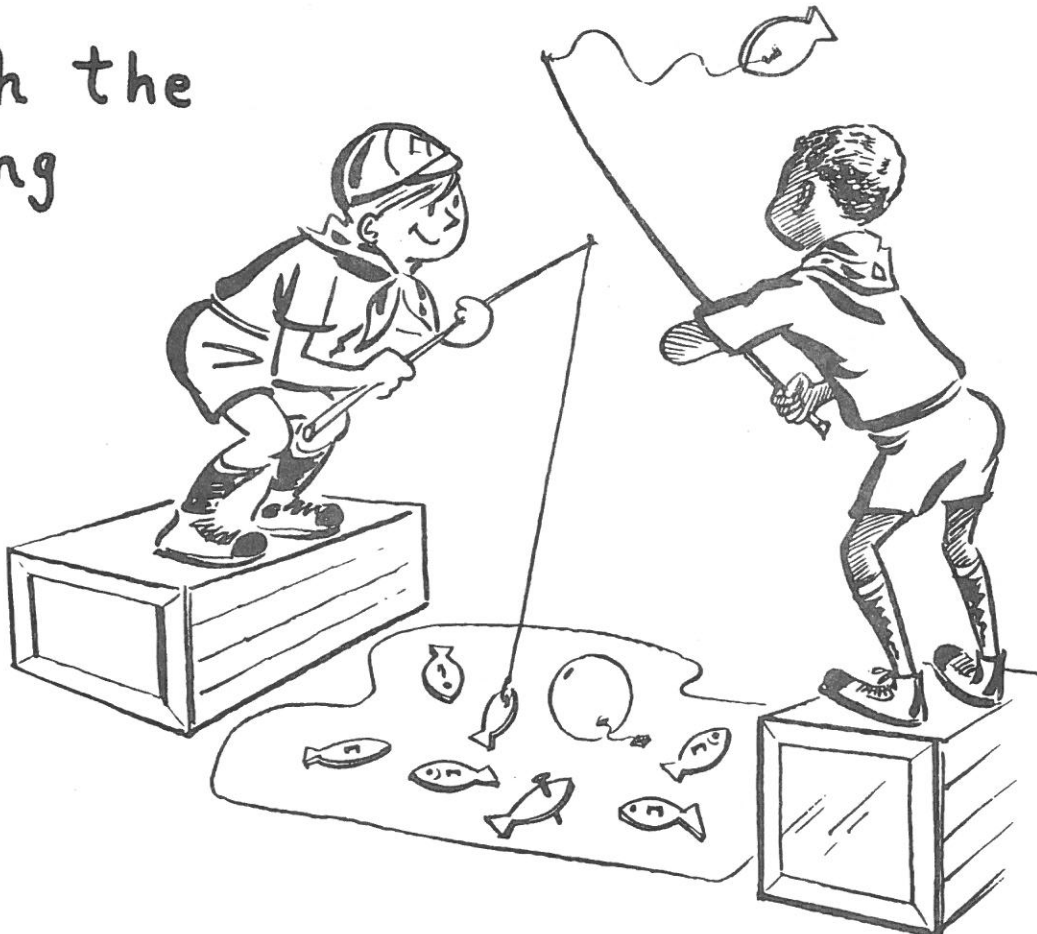
Some packs find year-round recruiting an effective way to maintain a stable membership. Having two deep leadership is a very effective method. An assistant receives on-the-job training and is ready to take over when a leader leaves.

At School Nights and rallies, parents are briefed on what they can expect from Cub Scouting and are told what is expected of them. Parents need to know what the Cub Scout program is all about.

The pack meeting is an excellent tool to recruit boys. Boys who enjoy pack meeting will spread the word to their buddies, who will want to join. Cub Scout families should have fun at pack meeting.

The Parent-Talent Survey (No. 7362) is a useful tool in recruiting leaders. Each parent should complete a copy and turn it in at School Night, a rally, or at pack meeting. These survey sheets will point out which parents are best suited to the various leadership positions.

Catch the Scouting Spirit



PACK MANAGEMENT

PURPOSES OF CUB SCOUTING

A boy who joins the Boy Scouts of America as a Cub Scout should come out of his experience a different boy, or an important goal has not been achieved. When a boy learns the Cub Scout Promise, the Law of the Pack and the Cub Scout motto, it is the

start of character development and citizenship training.

It is important that all leaders realize the 'WHY' of the Cub Scout program ... the reason it is in business, so to speak. The reason is embodied in the purposes of Cub Scouting which can be found in every leader's handbook, and is printed here. Each leader, to do an effective job, needs to be thoroughly familiar with the points of these purposes and to include items in the program that will help the boys grow.

CUB SCOUTING IS A PROGRAM OF THE BOY SCOUTS OF AMERICA FOR PARENTS, LEADERS, AND INSTITUTIONS TO USE WITH BOYS 8, 9, AND 10 YEARS OF AGE FOR THE PURPOSE OF:

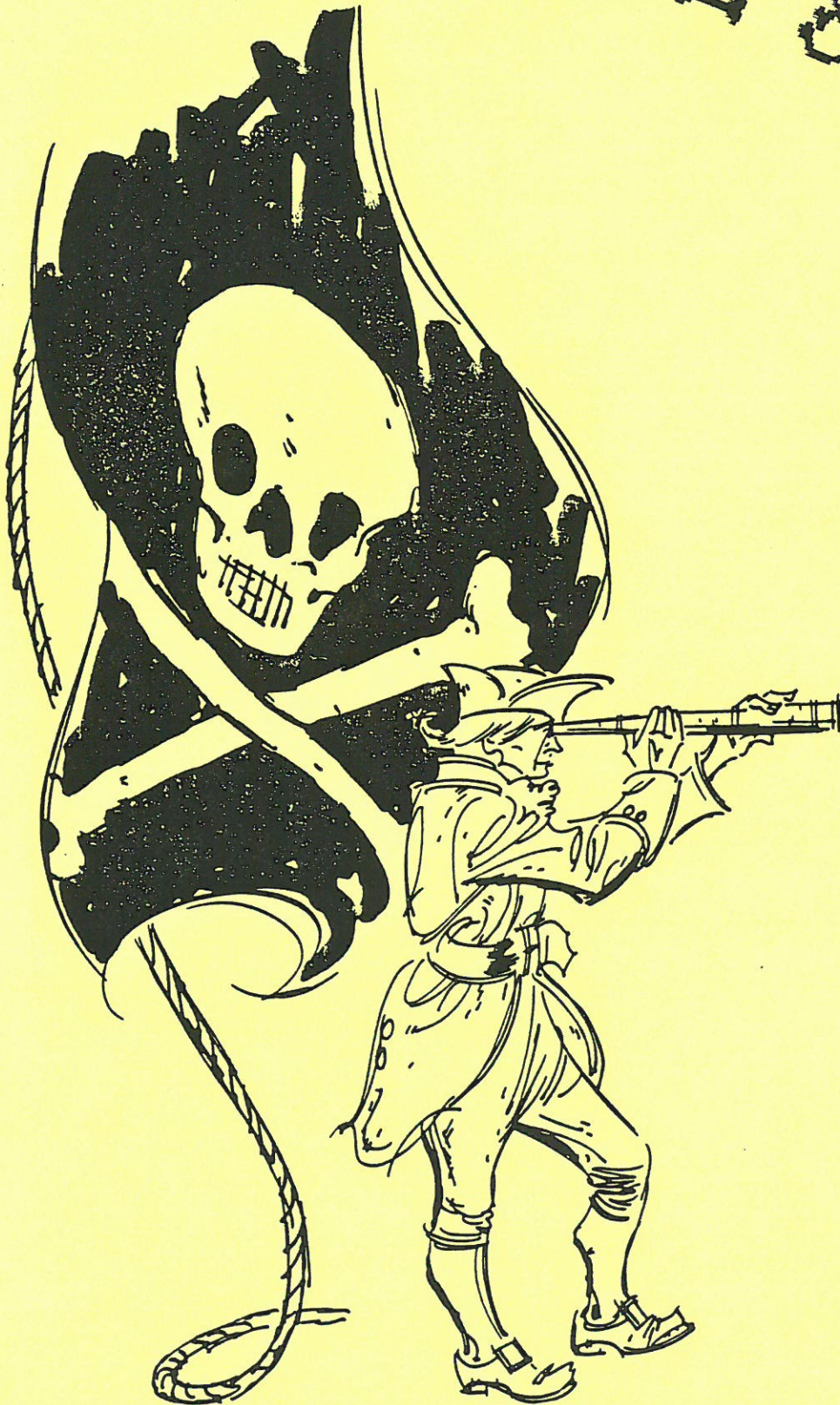
- . INFLUENCING THE DEVELOPMENT OF CHARACTER AND ENCOURAGING SPIRITUAL GROWTH.
- . DEVELOPING HABITS AND ATTITUDES OF GOOD CITIZENSHIP.
- . ENCOURAGING GOOD SPORTSMANSHIP AND PRIDE IN GROWING STRONG IN MIND AND BODY.
- . IMPROVING UNDERSTANDING WITHIN THE FAMILY.
- . STRENGTHENING THE ABILITY TO GET ALONG WITH OTHER BOYS AND TEACHING RESPECT FOR OTHER PEOPLE.
- . FOSTERING A SENSE OF PERSONAL ACHIEVEMENT BY DEVELOPING NEW INTERESTS AND SKILLS.
- . SHOWING HOW TO BE HELPFUL AND TO DO ONE'S BEST.
- . PROVIDING FUN AND EXCITING NEW THINGS TO DO.
- . PREPARING BOYS TO BECOME BOY SCOUTS.

WHAT IS CUB SCOUTING

In 1930, the Boy Scouts of America designed a new program for boys younger than Scout age. It was called Cub Scouting. Since then, it has grown to be the largest of the B.S.A. programs. Cub Scouting is a year-round, home-centered

program emphasizing involvement between boys and their parents, boys and their leaders, boys and their friends. In the multi-dimensional program of the Boy Scouts of America, Cub Scouting is where it all begins.

BLUE & GOLD

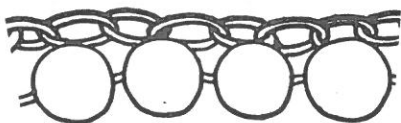


BLUE AND GOLD



On February 8, 1910, Boy Scouts of America was founded by Robert Stephenson Smyth Baden-Powell. By 1930, 20 years after the 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.

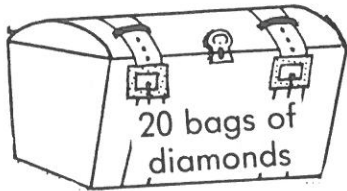
PLANNING THE BANQUET

To be successful, the banquet must be planned well in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed below. The general outline will help make planning easier. Try to involve as many people as possible and avoid giving den leaders any additional responsibilities - they will be busy working with their dens.

BANQUET COMMITTEE

RESPONSIBILITIES

1. Set the date and time of banquet if this has not already been predetermined. Most packs hold the banquet on the regular pack meeting date.
2. Decide on a meal serving plan.
 - a Pot luck. Each family brings a dish to share with the whole pack or with the den group. Families furnish their own plates, cups, utensils, and serving dishes. Food is pooled and served buffet style.
 - b Food committee. If the pack has sufficient funds, they may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins and ask pack families to bring salads, vegetables and desserts. Some packs pro-rate the cost among those who attend. Some food committees purchase all the food and prepare the entire dinner.
 - c Catered. Either have a caterer bring in the food already prepared or the pack can go to a restaurant or cafeteria for dinner. In these cases, the food is prepared so there is nothing to do but decorate the rooms and tables.
3. Secure an adequate facility at least six weeks in advance. The space needed will be determined by the serving arrangements and the type of exhibits used.



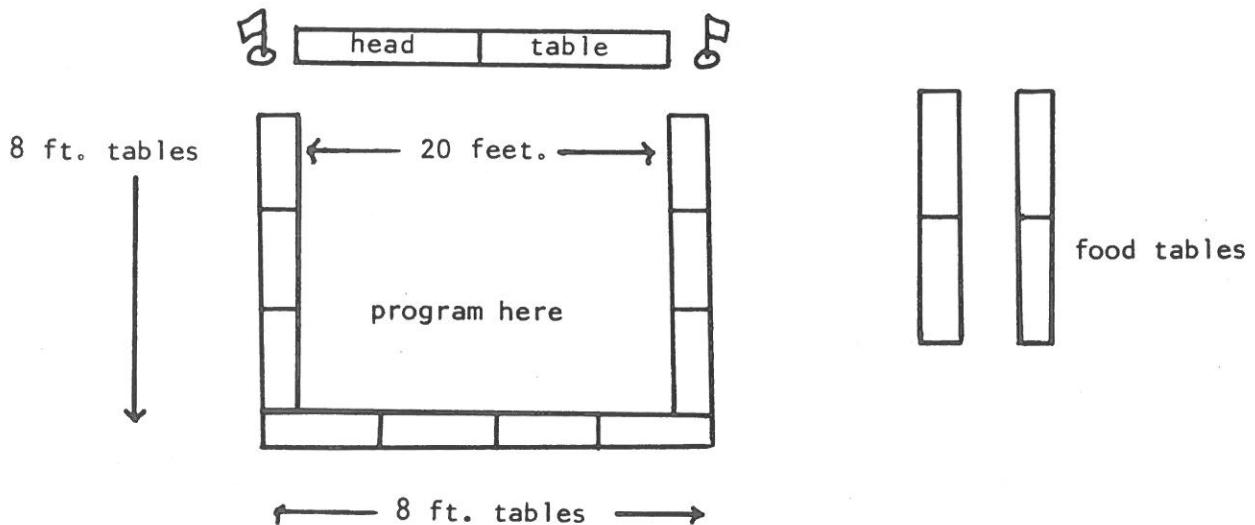
PHYSICAL ARRANGEMENTS SUBCOMMITTEE RESPONSIBILITIES

- a Type of facility:
 - 1) School cafeteria
 - 2) Church meeting room
 - 3) Civic centers, town hall
 - 4) Restaurants
- b Check on rental fee, if any. This may determine which facility is used.
- c Check seating capacity and number of tables available.
- d Inquire about kitchen availability, if needed.
- e Secure permission to use special items - PA system, speaker's stand, etc.
- f Confirm reservations at least a month in advance.

- 1 Develop a seating plan so that den families can sit together.
 - a Head table?
 - b Arrangement of tables (determined by size and shape of room)
 - 1) Square
 - 2) U-shaped
 - 3) Parallel
 - 4) Fan shaped
 - c Be sure everyone will be able to see and hear.
- 2 Make arrangements to get into the building early on the day of the banquet to set up tables.
- 3 Inform dens what time they may arrive to decorate. Be sure to allow enough time for people to go home and dress for the banquet.
- 4 Check on restroom and coatroom facilities.
- 5 Check on need to work with custodian.
- 6 Be sure there is adequate parking space.
- 7 Arrange for adult clean-up committee. Have trash bags available.

Use the members of the banquet committee as chairmen of the following subcommittees to plan the details of the banquet. Depending on the size of the banquet, some of the subcommittees' responsibilities may be combined.

BANQUET SET-UP (SAMPLE)



FOOD SUBCOMMITTEE RESPONSIBILITIES

1 Pot Luck Plan

- a Decide if dens will plan their own menus or if each family will bring food to contribute to an overall menu.
- b Let each den family know how much and what type of food to bring.
- c Ask each family to bring their own plates, utensils.
- d Decide if pack will furnish salt, pepper, sugar, napkins, etc. If so, make arrangements to buy them or have them donated.

2 Food Committee Plan

- a Decide how much food the pack will furnish (meat, drinks, paper goods or all the food).
- b Purchase food and other dinner items.
- c See that each den receives their share of purchased goods.
- d Obtain enough helpers to prepare the meal (or part of it). Be sure it is prepared well. Remember health rules.

3 Catered Plan

- a A caterer.
 - 1) Contact caterer, Agree on menu and cost.
 - 2) Check time of delivery and find out if caterer provides everything, including drinks and dessert.
 - 3) Accept reservations and estimate attendance well in advance.
 - 4) Collect money prior to banquet.
- b Restaurant
 - 1) Contact restaurant. Agree on menu and cost.
 - 2) Accept reservations and estimate attendance in advance.
 - 3) Collect money prior to banquet.

- 4 Plan to have a cake or cupcakes. This is a birthday party. Consider having a father-son cake bake.

- 5 Determine serving time and needs.
 - a Plan two serving lines if more than 150 people are served.
 - b Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks as needed.

- 6 Work with program subcommittee in adhering to time schedule for serving, eating, etc.

THE BANQUET MEAL

The type of menu selected for the banquet will be determined by current food prices. However, a well balanced meal should include meat, vegetables, salads, bread, dessert and drinks. The following information will help the banquet committee in planning.

Pot luck meals: For a den of 8 families: 2 families bring meat dishes, 2 bring vegetables, 2 bring salads, 1 bring dessert, 1 bring bread and drinks.



Food committee: The table below will serve as a guide for the committee in buying food for the banquet. The quantities listed will serve 25 people.

QUANTITY BUYING TABLE

Baked beans - 4 qt. bowl
 Butter - 1/2 lb. - 32 servings
 Carrots, raw sticks 1-1 1/2 lb.
 Coffee (regular) 1 lb. (40-50 cups)
 Lettuce - 3 heads
 Salad dressing - 1 pt. or 1/2 lb.
 Potato salad - 1 qt. bowl.
 Jello salad - 1-1 1/2 qt. mold or 9"x13" dish
 Mashed potatoes - 4 qt. bowl
 String beans - 3 - #2 cans
 Peas - 5- #2 cans
 Baked ham (boneless) 6-7 lb.
 Swiss steak - 10 lb.
 Meat loaf - 1 1/2 lb. pork & 3 1/2 lb. beef
 Chicken - 40 pieces
 Stuffing for poultry - 5 qts.
 Turkey - 18-20 lb.
 Pickles - 1 1/2 pt.
 Jelly - 1 1/2 pt.
 Rolls - 50
 Cream for coffee 1 1/2 pt.
 Ice Cream - 1 gal.
 Punch or ice tea - 2 gal.
 (makes 50 5 oz. servings)
 Crackers - 3 lb.
 Whipped topping cream - 1 pt.
 Frankfurters - 7 lb. (2 each)
 Juices - 3 - 46 oz. cans (5 oz.)
 Catsup - 3-14 oz. bottles
 Lemon (for tea) 4
 Mints - 1 1/2 lbs.
 Nuts, salted - 2 lbs.
 Peanut butter - 3 cups to make 25 sandwiches.
 Potato chips - 2 lbs.
 Radishes - 4-5 bunches
 Sugar (for tea and coffee) 3/4 lb.



Note: If the banquet is pot luck or prepared by a food committee, it is usually best to use paper plates and cups and plastic utensils to avoid dishwashing. If eating at a restaurant, cleanup will not be a concern.

FATHER-SON CAKE BAKE

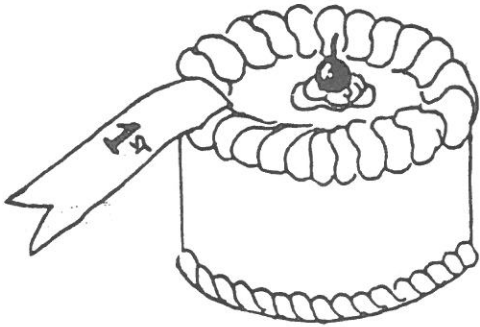
This is a popular and exciting father-son activity which can be used any time of year, but is especially suitable for February, since the cakes can be used for banquet dessert. Families are furnished with the rules below. Before the banquet, cakes are judged and prizes awarded.

Rules for Father-Son Cake Bake

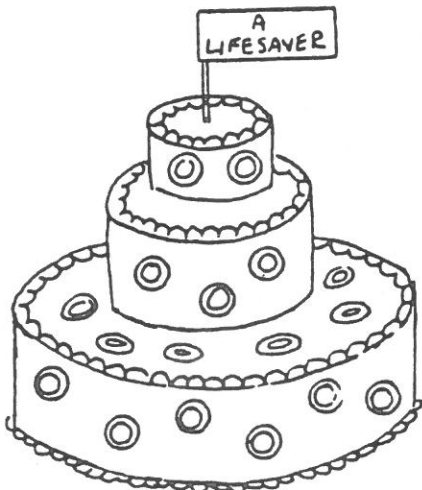
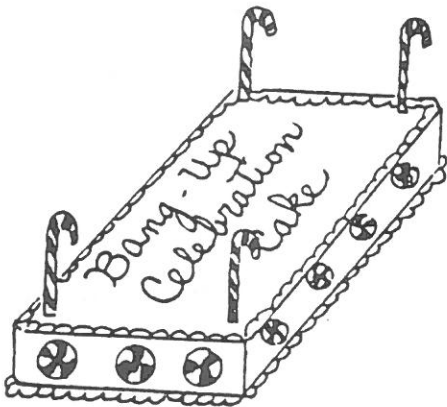
- 1 Cakes must be baked by a Cub Scout or Webelos Scout and other male. (If there is no father in the family, it can be an uncle, grandfather, older brother, or neighbor.)
- 2 Cake mixes and icing mixes may be used.
- 3 No female assistance is allowed in any respect.
- 4 Entire creation must be edible including all decorations.
- 5 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.
- 6 Cakes should be on a disposable plate or tray.
- 7 All cakes will be judged (by outside guests) and prizes awarded in the following categories:
 - a Judges' choice (grand prize winner)
 - b Most original creation - 1st, 2nd, 3rd place
 - c Most appropriately named cake - 1st, 2nd, and 3rd place
 - d Biggest cake
 - e Tallest cake
- 8 Cakes not used for banquet will be auctioned at the meeting with proceeds going to the World Friendship Fund.

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 boys draw for the cakes they will take home.



Cherry Chocolate Crater



PROGRAM SUBCOMMITTEE RESPONSIBILITIES

- 1 Cubmaster should be a member of this committee.
- 2 Select a theme for banquet.
- 3 Select a master of ceremonies.
- 4 Working with cubmaster, plan format of program and recruit a person to handle each item on the agenda.
- 5 In cooperation with den leader coach and den leaders, plan the general room decoration and head table decoration.
- 6 Decide on placement of room displays and exhibits.
- 7 Prepare a printed program for hand-out.
- 8 Arrange for props for ceremonies and skits. Work with advancement chairman on props.
- 9 Send written invitations to special guests.
- 10 Select a welcoming committee to greet people as they arrive. (Preferably a group of Cub Scouts in uniform).
- 11 Send thank you notes afterwards.

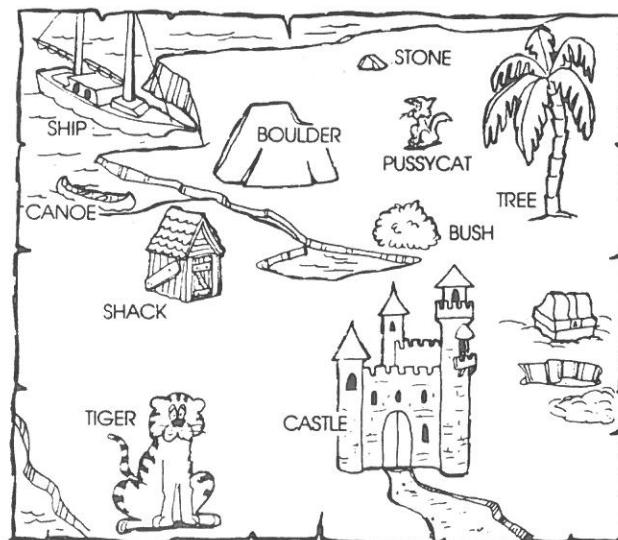
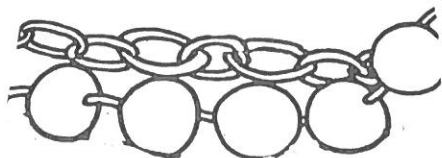
INVITATIONS - All pack and Tiger Cub families should be informed of date, time, place and cost. Each den can make their own invitations for their parents. Be sure all information is given to den regarding type of banquet, whether pot luck or to bring own tableware, etc.

If special guests are invited to this dinner, include them in the head count and pay for their meal, or if pot luck have every den bring enough extra dishes to serve the guests. If their is a head table, guests will be seated there. If not, place the guests with each of the dens. A special guest list could include the district executive and spouse, unit commissioner, minister or rabbi, Scouting coordinator and spouse, former cubmaster, Scoutmaster and spouse, school principal, local newspaper editor and spouse. The list could be endless but hold the guest list down according to the pack capabilities. Invitations should be mailed or hand delivered at least a month in advance to give the guests time to make a commitment.

THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to boys as well as adults. There is no set rule to follow for a Blue and Gold banquet program. It can be like a regular pack meeting with songs, skits, stunts, awards or something different and special, such as a magician, puppet show, group of singers or someone special or famous. Some packs use a short slide presentation on Scouting in general or slides of specific pack activities from the past year.

Avoid using a speaker. This might appeal to adults, but boys will not enjoy it. Many packs prefer to use entertainment from within their own group. As a change of pace from the ordinary, the den leaders or den chiefs may perform songs, stunts or skits. The boys like to see the adults act silly.



If the banquet is held on the regular pack meeting date, remember to include an advancement awards ceremony.

The following is a suggested agenda for the banquet program:

- Opening ceremony
- Invocation
- Dinner
- Songs (Use song leader and song sheets so all will join in)
- Welcome and introduction of special guests
- Greeting from head of chartered organization
- Bobcat induction ceremony
- Den skits and stunts
- Webelos demonstration
- Advancement awards ceremony
- Recognition of leaders
- Announcements and thanks
- Closing ceremony

This agenda may be adjusted to fit the pack's particular needs. Try to limit the total program time to no more than 1 1/2 hours.

Keep the program moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.

DECORATIONS

OPENINGS

COSTUMES

SKITS

Use the idea below for the Tiger Cubs at the Blue and Gold dinner. Or you can have each den decorate each table as a pirate ship. You could even have a contest as the best looking ship, ugliest ship, most threatening ship and so on.



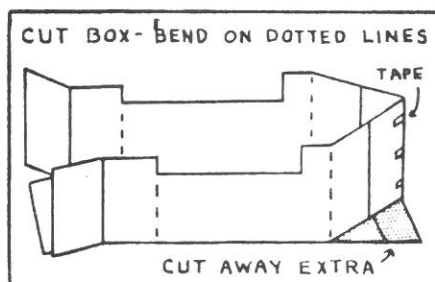
"Sail" it in this month's skit.

Young fellows can have a lot of fun with this life-size pirate ship. Plan to use it for the skit.

For the ship, use as large a cardboard carton as you can find. A refrigerator carton is ideal.

Lay the carton on its side and open out flaps at both ends. Cut off top, shaping as shown.

Next, score and bend on dotted lines at sides of carton; pull ends together to form pointed bow and



stern. Tape to hold. Cut off excess at bottom of carton.

In the center bottom of boat, glue a spray can cap, with open end up, to hold bottom of mast. Then, glue or tape a box (open end down) in the center of the boat. Cut a hole in the center of box.

For the mast, use a broomstick or tape several cardboard rolls together. Insert mast in hole in box and down into the spray can top.

For the sail, use heavy paper. Attach top of sail to a yardstick. Punch a hole near bottom and slip the sail onto the mast, tying top of sail to top of mast.

For the bow sprit, tape or glue a long cardboard roll in a slot cut in the top of the bow.

Paint boat. Add an anchor, cut from a foam tray or cardboard.

COSTUMES

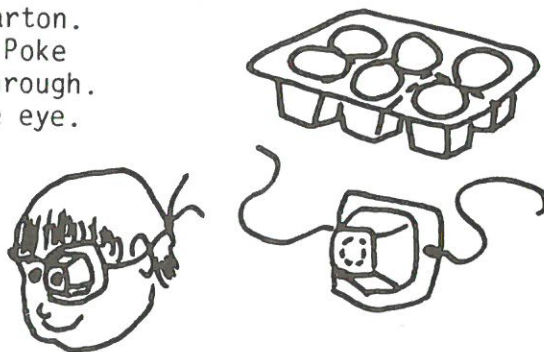
Mustaches

Fold construction paper in half. Draw a half of any style mustache along the fold. Cut out the shape and open the paper. Tape the mustache to the upper lip or cut a nose hook as shown. Fringe the bottom of the mustache if you wish.

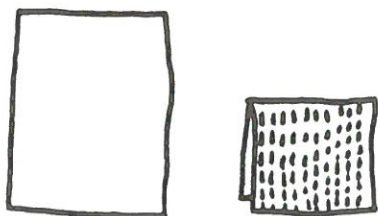


Egg Carton Eye Patch

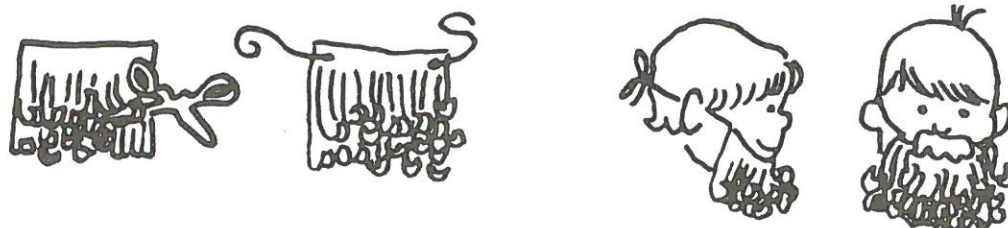
Cut one egg cup section from an egg carton. Cut a hole in the bottom of the cup. Poke a hole on each side and tie strings through. Paint black and tie the patch over one eye.



A Curly Beard



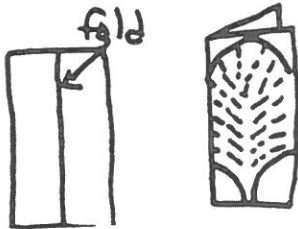
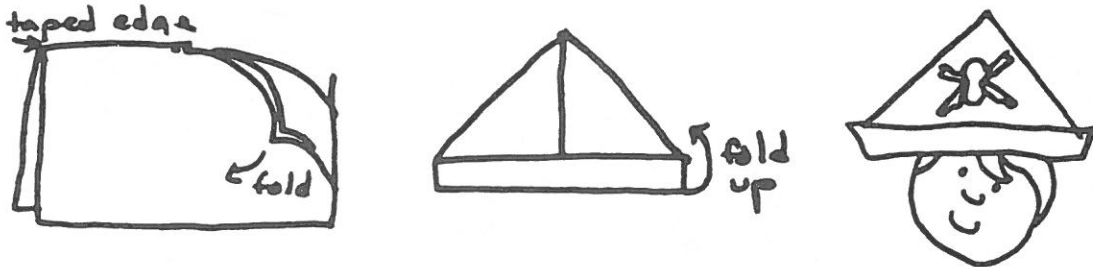
Fold a 9" x 12" piece of construction paper in half. Fringe along the open side almost to the fold. Curl the fringe by pulling it over the sharp edge of a scissor blade. Poke a hole in each side of the beard at the top. Tie strings in the holes and fasten at the back of the head or loop over the ears. Add a mustache by using one of the patterns above.



COSTUMES

Basic Pirate Hat

Tape two 18" x 12" pieces of construction paper together on the long edge. Fold in half with the tape inside the fold. Using a center point on the fold line as a mark, fold the corners in to meet at the center. Fold up the bottom flap over. Paste on the skull and cross bones. For a plume, fold construction paper 6" x 9" in half. Round off top to form shape of plume. Fringe the edges almost to the middle. Mount on a plastic straw or glue directly onto hat.





PIRATE PARTY

YO-HO-HO! A party like this should get off to a rousing start. Of course, your pirate guests must look the part.

For the pirate hats, trace large black pattern onto a folded sheet of black construction paper. Place dotted line on fold. Cut out with scissors, unfold it, and it will look like the hat in the picture above. Then trace the skull-and-crossbones design onto a piece of white paper. Cut out and draw in details with black crayon. Paste on front of hat, centering it over the fold line. Punch two holes, as marked, slip piece of string through holes, and tie at back of head.

Trace black pattern for pirate's eye patch and cut out of black paper. Punch out two holes shown and fasten with string as you did for hat. Everyone should have a pair of hoop earrings, too. Trace red pattern onto metallic paper or paint white paper with red paint. Cut out and fasten to ear by fitting open part over ear lobe. Trace green pattern for dagger onto heavy white paper, and cut out. Print each pirate's name on dagger. To make it look more realistic, paste some aluminum foil over dagger blade. For invitations, use folded white paper, and make simple maps showing how to get to your house. Mark

an X on maps in spot where buried treasure lies (prizes for games, perhaps, hidden on your front porch). The treasure chest in the center of the table is made from a shoe box. Cover it by stretching black crepe paper around it and pasting around the edges. Cut bands of brown construction paper to fit around cover and bottom of box, as shown. Fasten to box with brass paper fasteners, which will look like rivets. Cut brass bindings and handles from gold paper and paste in position. The treasure chest holds bags of gold coin chocolates for the pirate crew. Strings of glass beads and some coin chocolates spilling out of chest complete the centerpiece.

DAGGER
USE AS
NAME CARDS

EYE PATCH

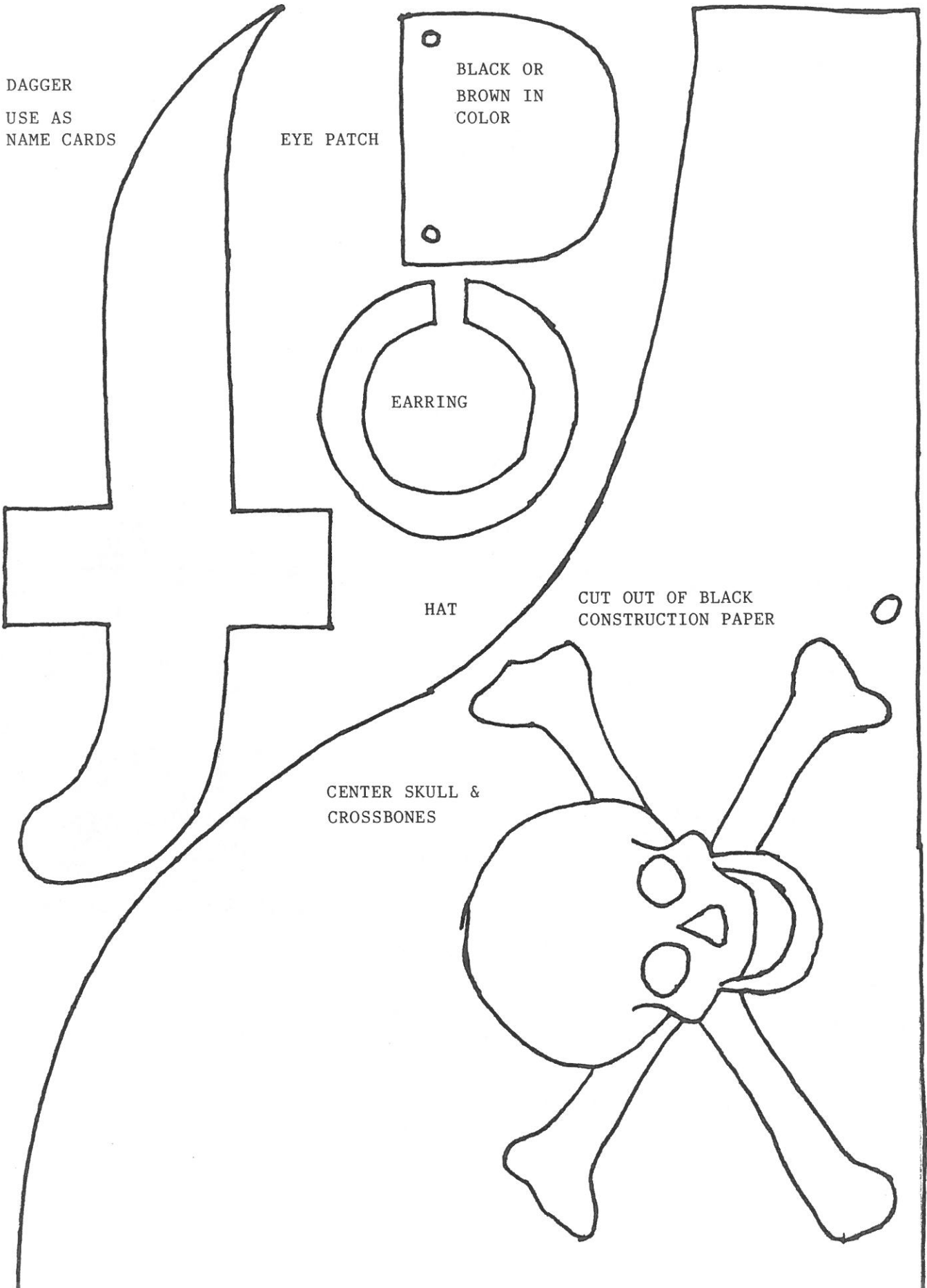
BLACK OR
BROWN IN
COLOR

EARRING

HAT

CUT OUT OF BLACK
CONSTRUCTION PAPER

CENTER SKULL &
CROSSBONES



OPENING

Choral Reading - Ship A-Sailing

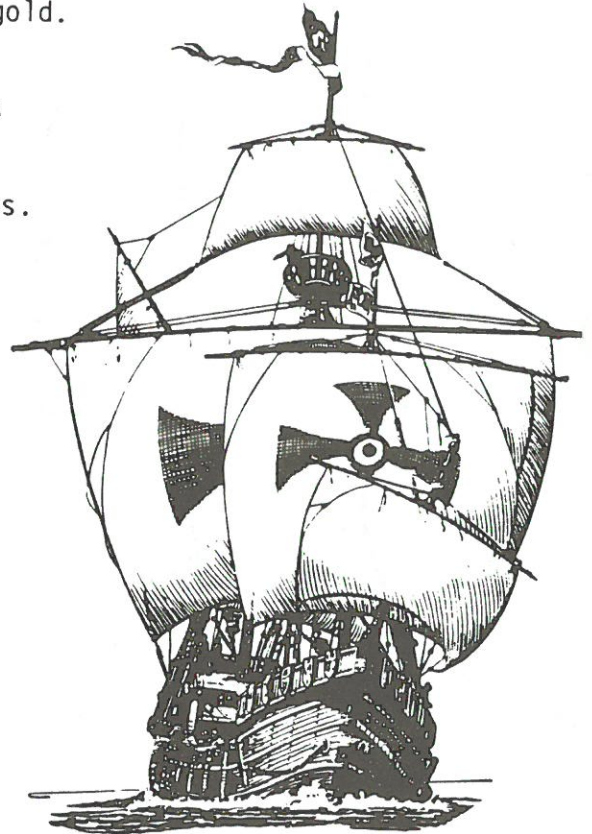
- Scout 1: I saw a ship a-sailing,
a-sailing on the sea.
- Scout 2: And, oh, it was all laden
with pretty things for thee!
- Scout 3: There were comfits in the cabin,
and apples in the hold;
- Scout 4: The sails were made of silk,
and the masts were made of gold.
- Scout 5: The four-and-twenty sailors
that stood between the decks
- Scout 6: Were four-and-twenty white mice
with chains about their necks.
- Scout 7: The Captain was a duck
with a packet on his back,
- Scout 8: And when the ship began to move,
The captain said----
- All scouts: QUACK! QUACK!

Pirate Recruits

- Items needed: Two ships big enough to sit in
Pirate outfits
Pack Flag and American Flag

Make up your own dialogue

Have several boys in one ship dressed as pirates. The second ship should have several scout pirates. The pirates in the first ship are bored and are thinking of getting into trouble. The second ship has the scout pirates having fun. The two ships meet. The scout pirates know that the first ship of pirates is up to no good. So the scout pirates express how they feel about scouting. They mention having fun, learning exciting new things, being with other boys, etc. Someone says "Come and join us in pillaging and plundering of fun times and good deeds." Then as the flags are being raised to indicate the "conquering" of the pirates all can say the Pledge of Allegiance.



OPENING OR SKIT

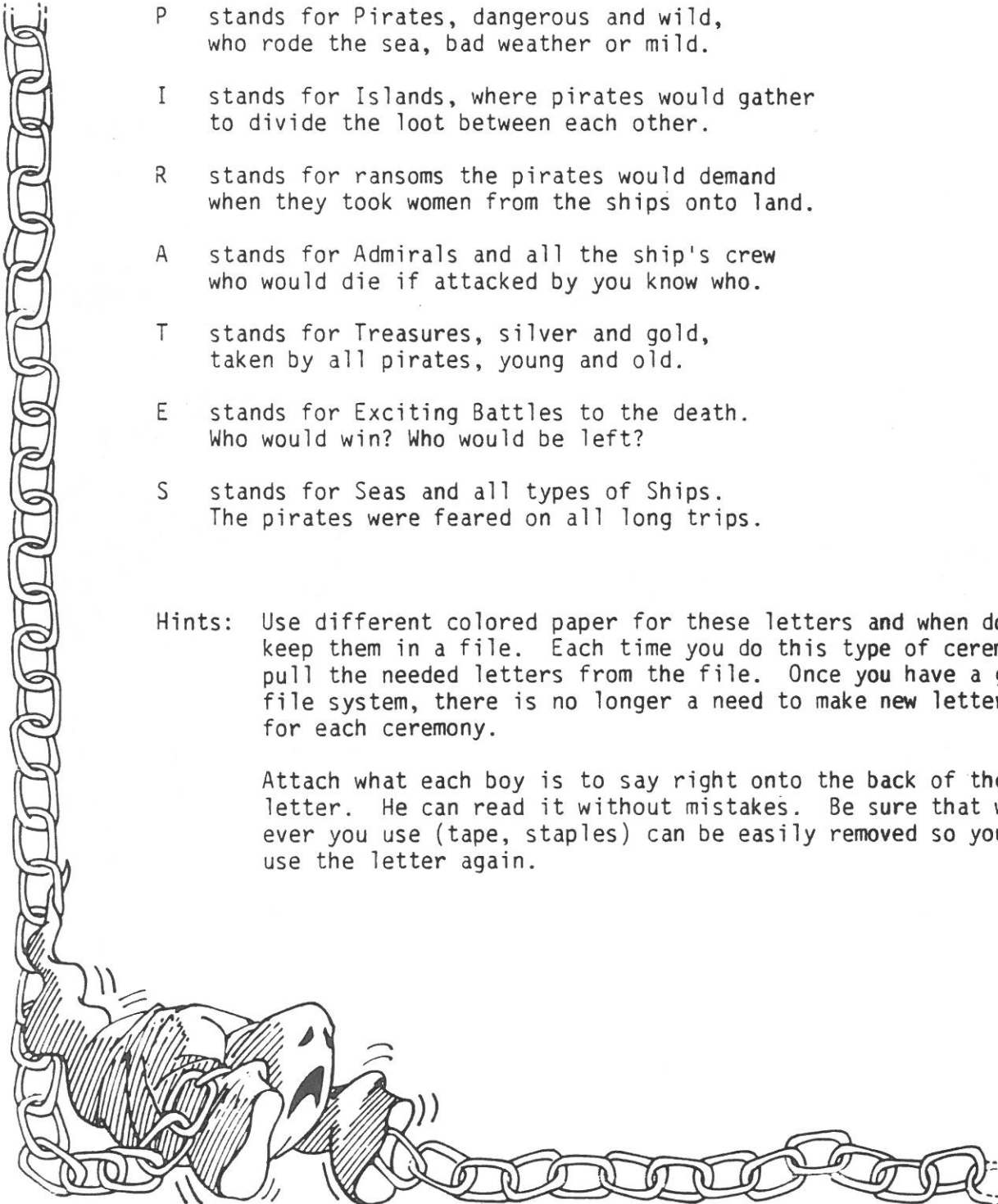
Pirates

Have the letters spelling PIRATES on heavy colored cardboard. Each boy in turn holds up his letter and reads what each letter represents.

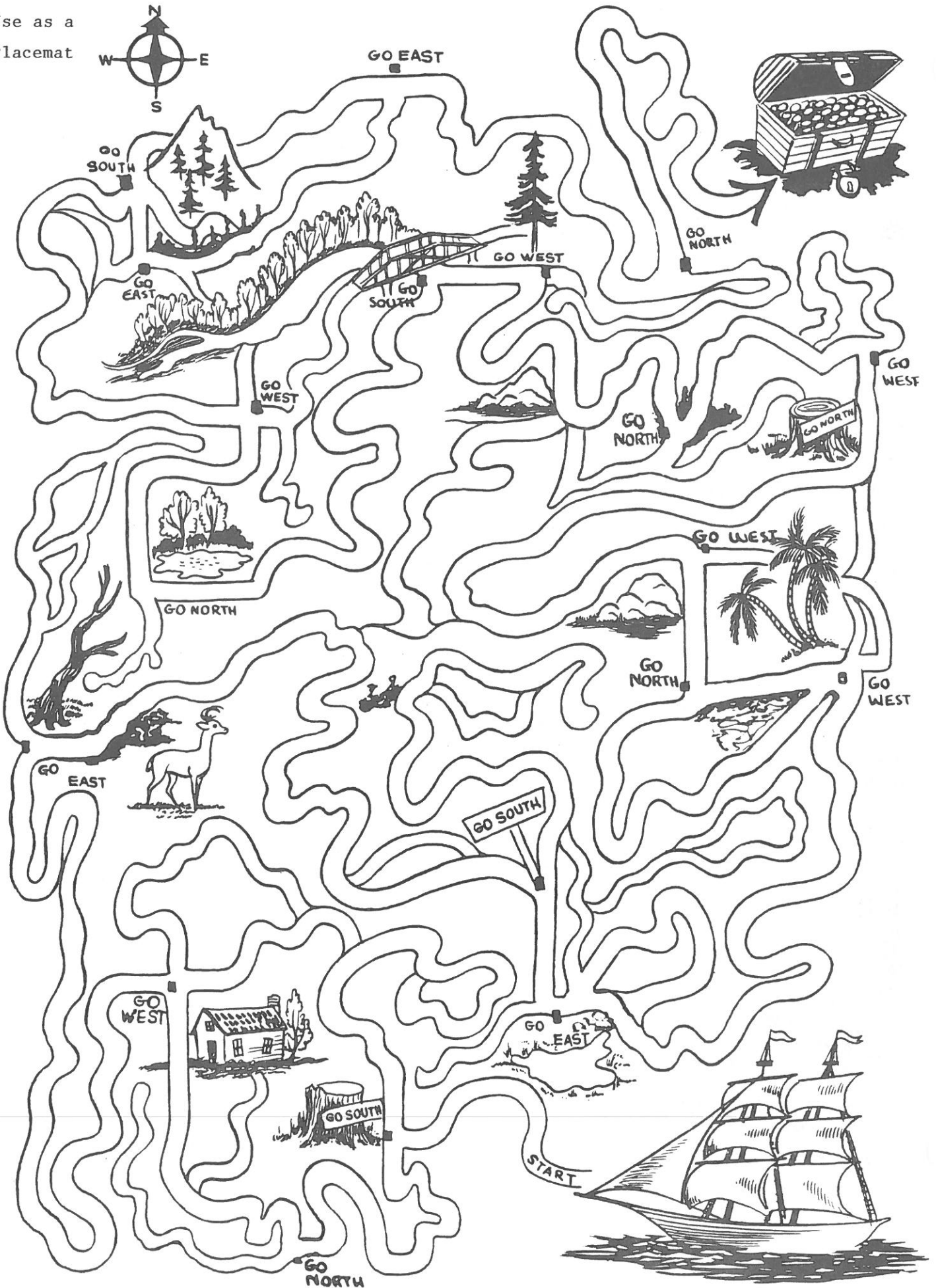
- P stands for Pirates, dangerous and wild,
who rode the sea, bad weather or mild.
- I stands for Islands, where pirates would gather
to divide the loot between each other.
- R stands for ransoms the pirates would demand
when they took women from the ships onto land.
- A stands for Admirals and all the ship's crew
who would die if attacked by you know who.
- T stands for Treasures, silver and gold,
taken by all pirates, young and old.
- E stands for Exciting Battles to the death.
Who would win? Who would be left?
- S stands for Seas and all types of Ships.
The pirates were feared on all long trips.

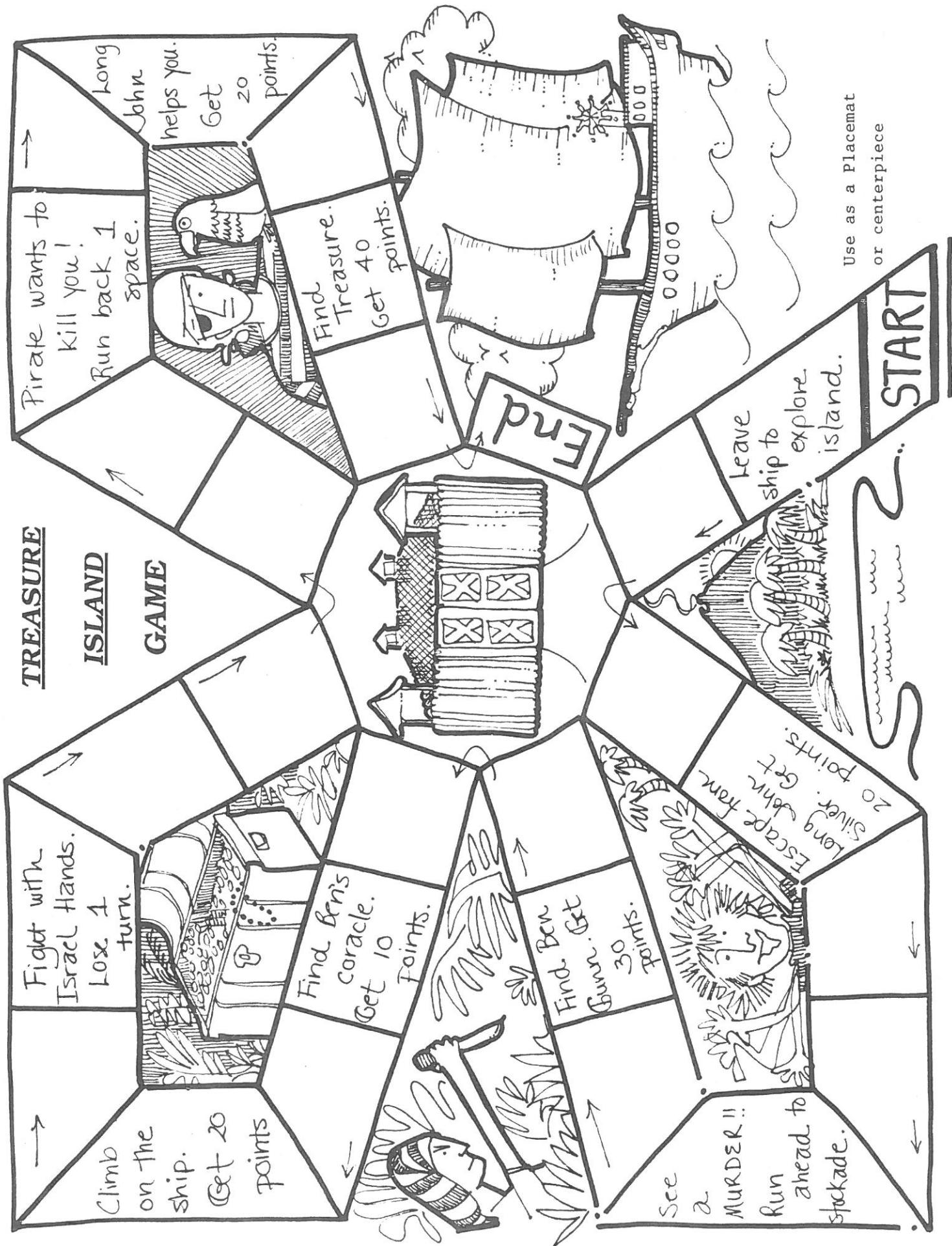
Hints: Use different colored paper for these letters and when done, keep them in a file. Each time you do this type of ceremony pull the needed letters from the file. Once you have a good file system, there is no longer a need to make new letters for each ceremony.

Attach what each boy is to say right onto the back of the letter. He can read it without mistakes. Be sure that whatever you use (tape, staples) can be easily removed so you can use the letter again.

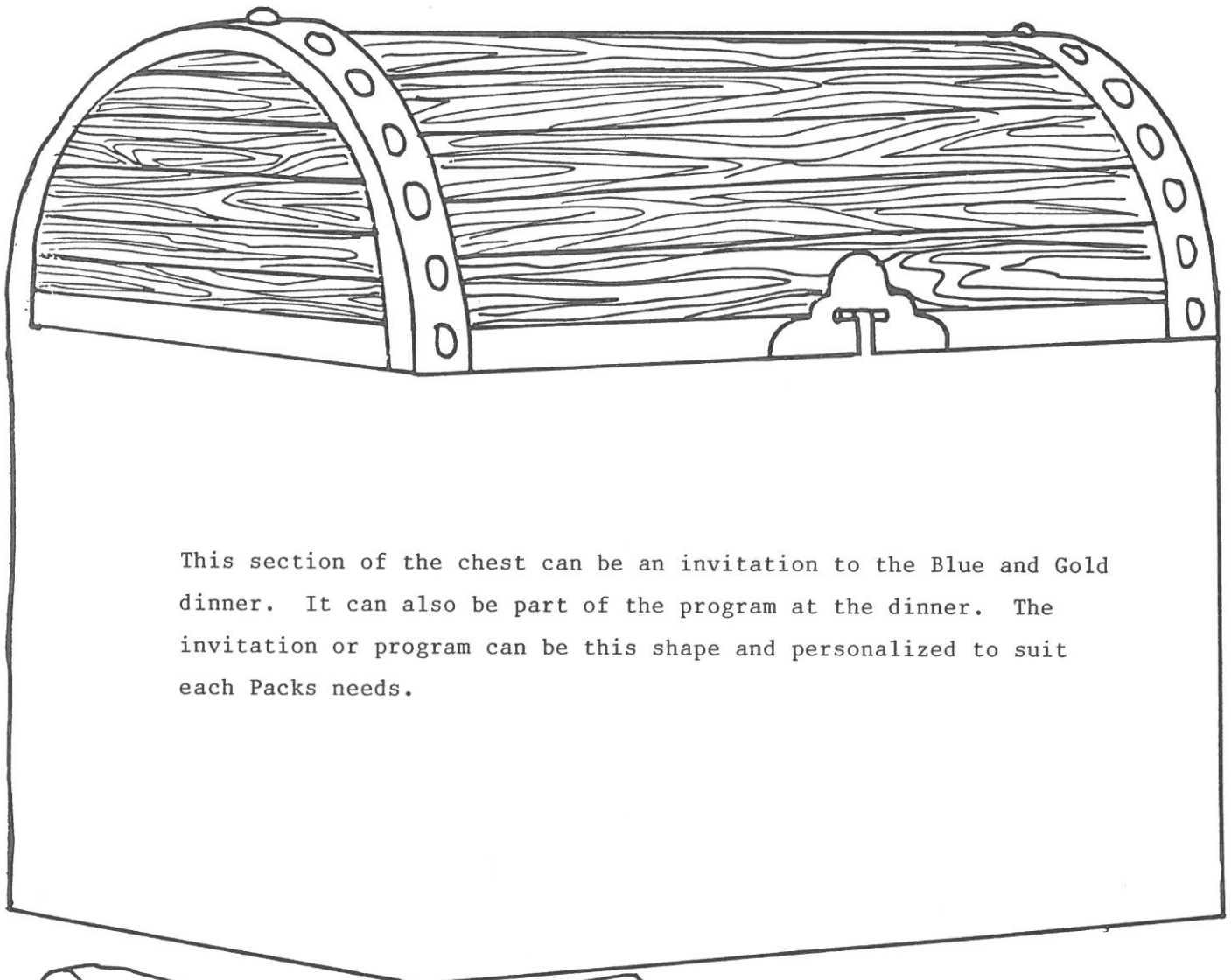


Use as a
Placemat

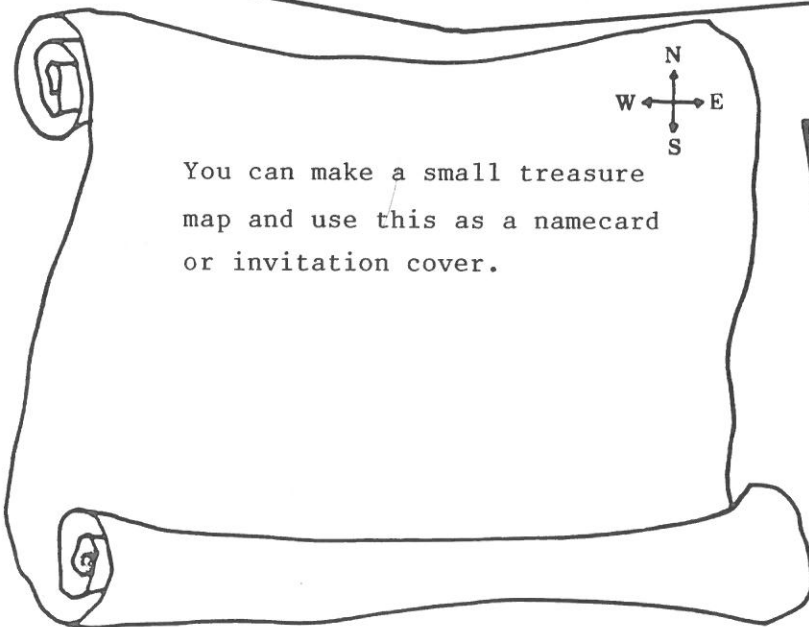




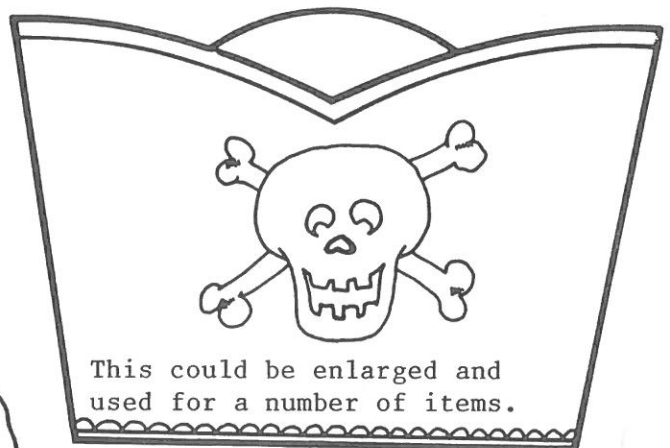
Use as a Placemat or centerpiece



This section of the chest can be an invitation to the Blue and Gold dinner. It can also be part of the program at the dinner. The invitation or program can be this shape and personalized to suit each Packs needs.



You can make a small treasure map and use this as a namecard or invitation cover.

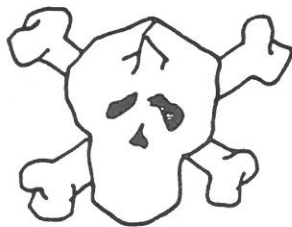


This could be enlarged and used for a number of items.

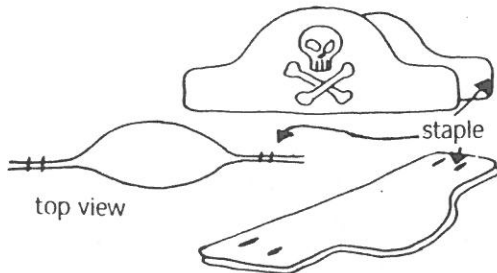
This is the last page on pirates the remaining pages contain more traditional Blue and Gold ideas.

PIRATE DEN PARTY

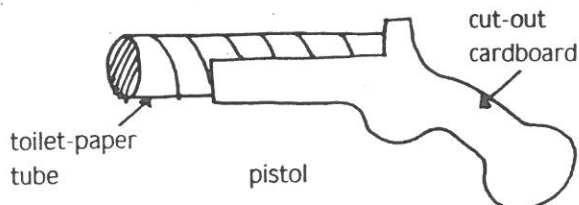
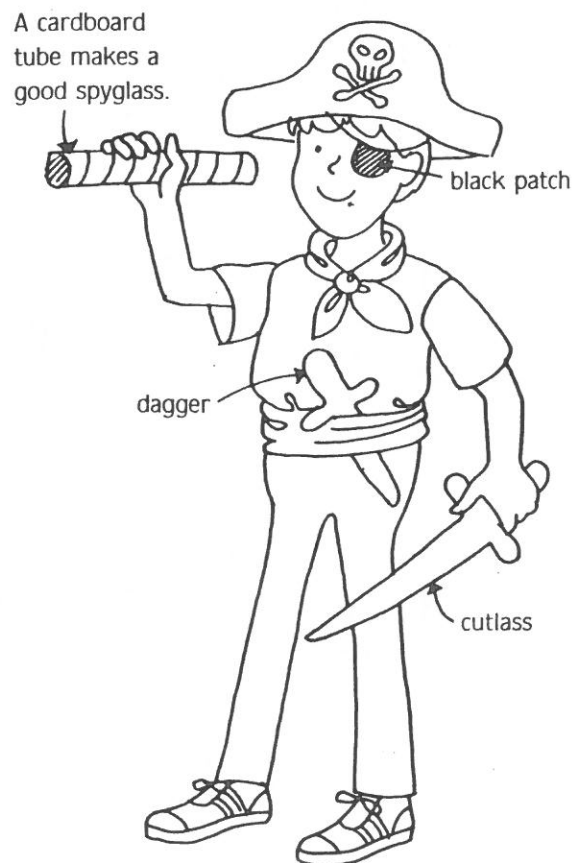
This would be great for a den meeting at the end of the month. Have your scouts dress as pirates, using all props that they made during their regular den meetings. The scouts make pirate ships to eat. Provide apple wedges, toothpicks, and cheese slices for a healthy treat. Serve fruit juice by the "galleons"

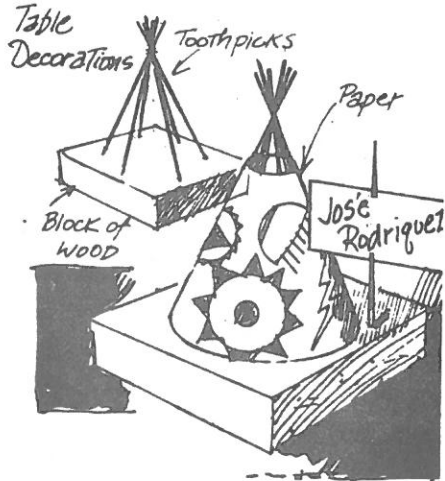


Enlarge above for a placemat

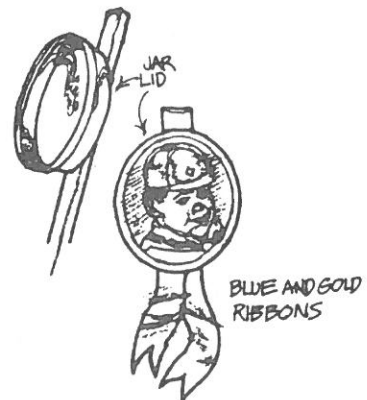
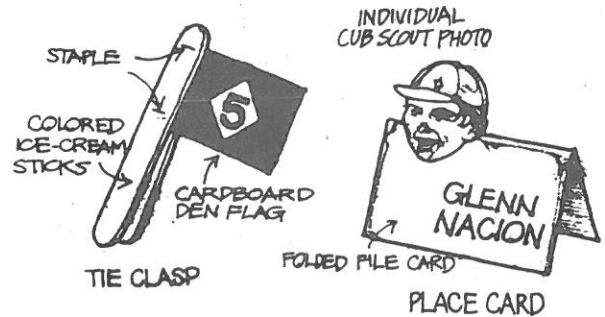
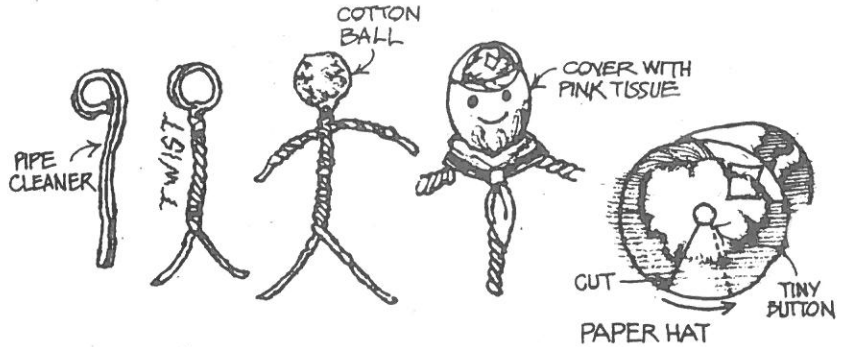
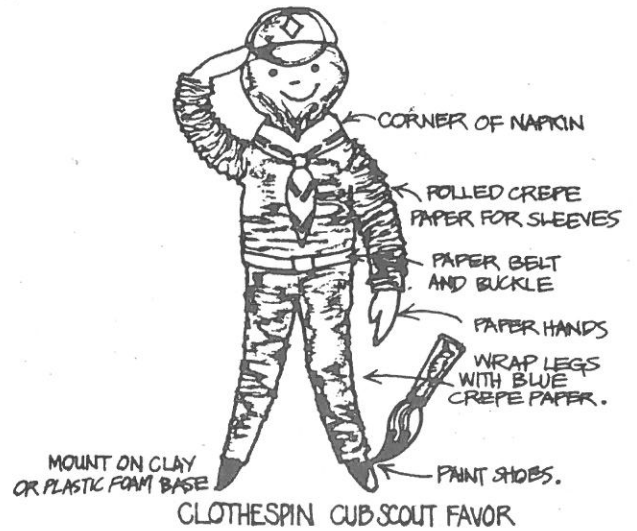
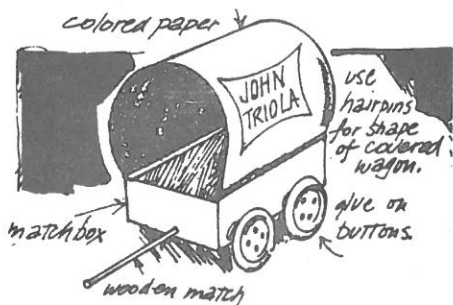
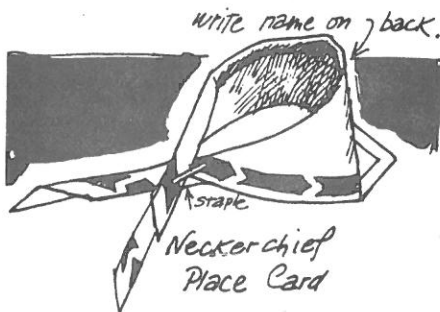


This costume would be great for the Cubmaster or Committee Chairman. He or she would really look the part.

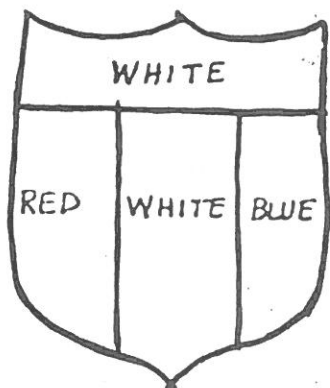




Neckerchief Place Card—Cut triangle from gold construction paper, base 8½ inches and sides 5 inches. With paint or felt pen, add blue neckerchief detail. Write Cub Scout's name on back. Fold over ¼-inch on long side, then fold twice more as you would a real neckerchief. Bring two ends together and staple where slide would go. Bend up ends in front and at the point in back so neckerchief stands.



PATRIOTIC TABLE DECORATIONS



ACTUAL SIZE PATTERN

Cut from white construction paper. Glue on red and blue stripes.



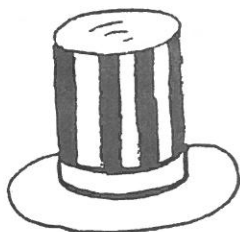
Glue shield to a nut cup

Glue shield to a white paper ring for napkin holder.

Make shield placemat by enlarging above pattern.



NUT CUP



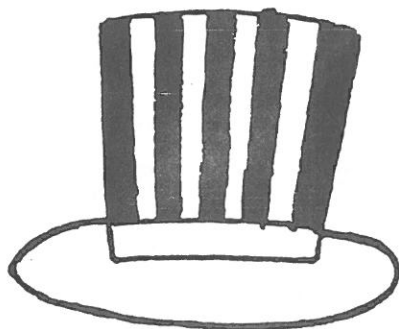
Use white cardboard roll, cut 2 1/4" high. Hat band is blue paper. Glue on red paper stripes. Brim is 3" blue paper circle.

Make table centerpiece same as nut cup, using 5 1/2" diameter tube cut 9" tall. Glue on 2" red stripes and add a 2" blue band. Base is 10" cardboard circle. (Fill centerpiece hat with flowers or flags.)

Napkin ring is 1" width of cardboard roll with red stripes and blue strip glued on.

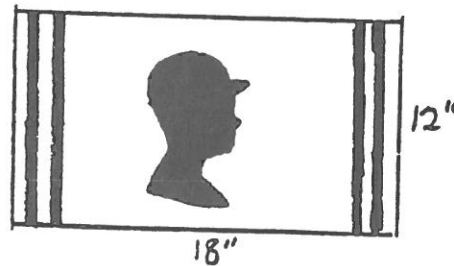
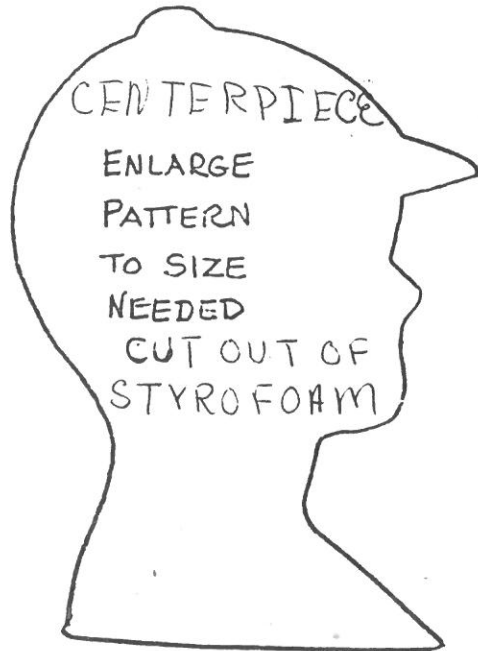
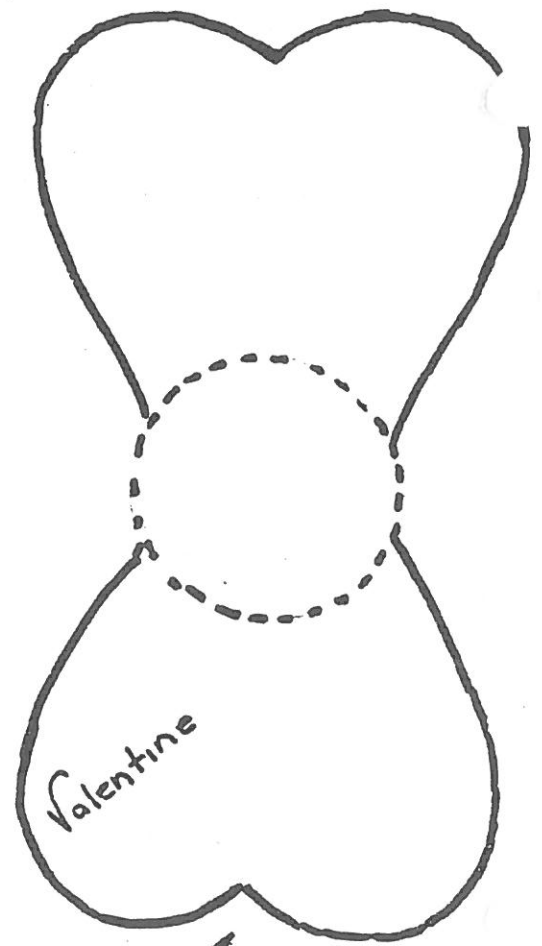
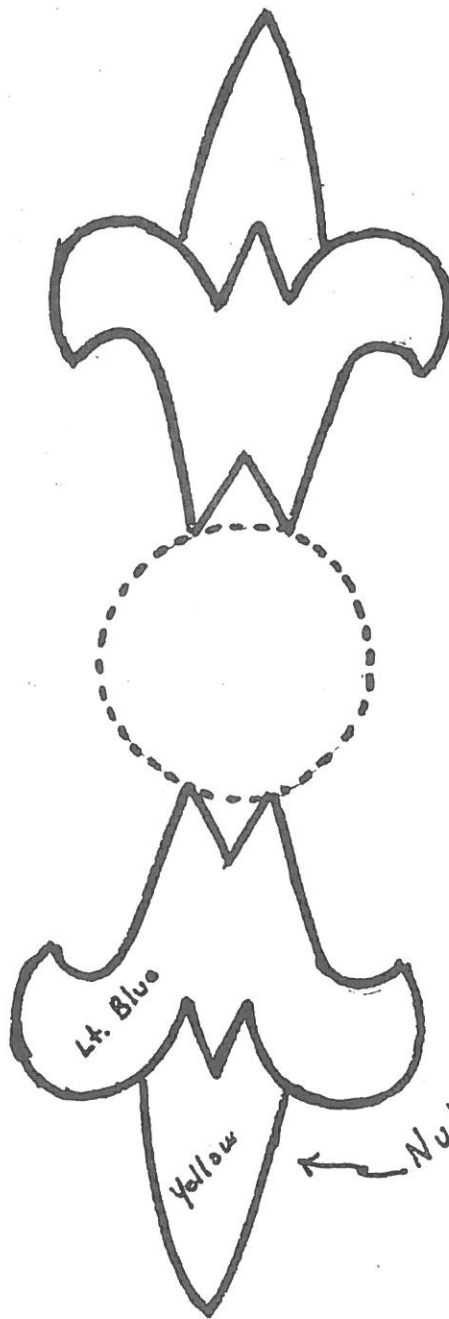
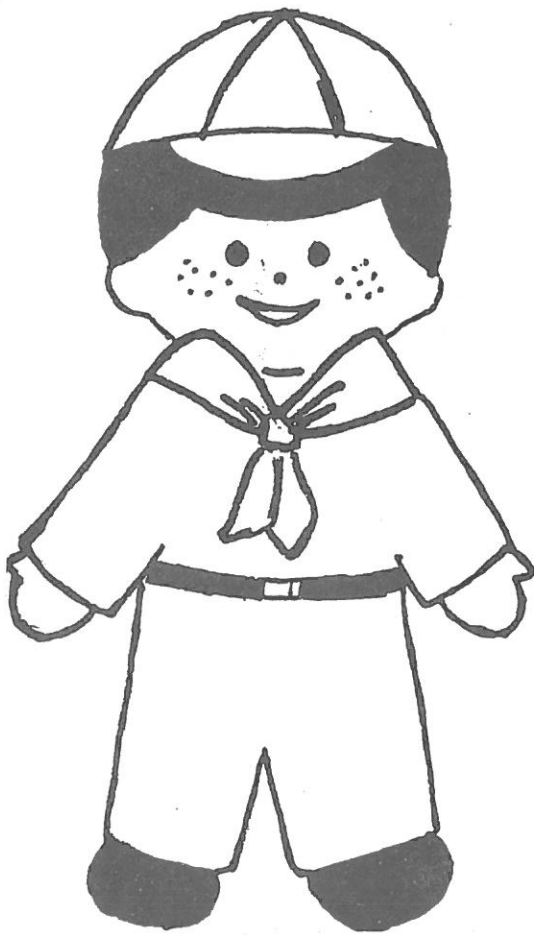


BLUE ↗ ↖ RED & WHITE



HAT PLACEMAT

Cut placemat from 1 piece of large white construction paper. Glue on red stripes and blue hat band. If desired add gummed silver stars around blue hat band.



MATCHING PLACEMATS

Use white construction paper for placemat. Cut out profile of Cub Scout from blue construction paper and glue to mat. Trim edges with either blue and gold or red to match centerpiece.

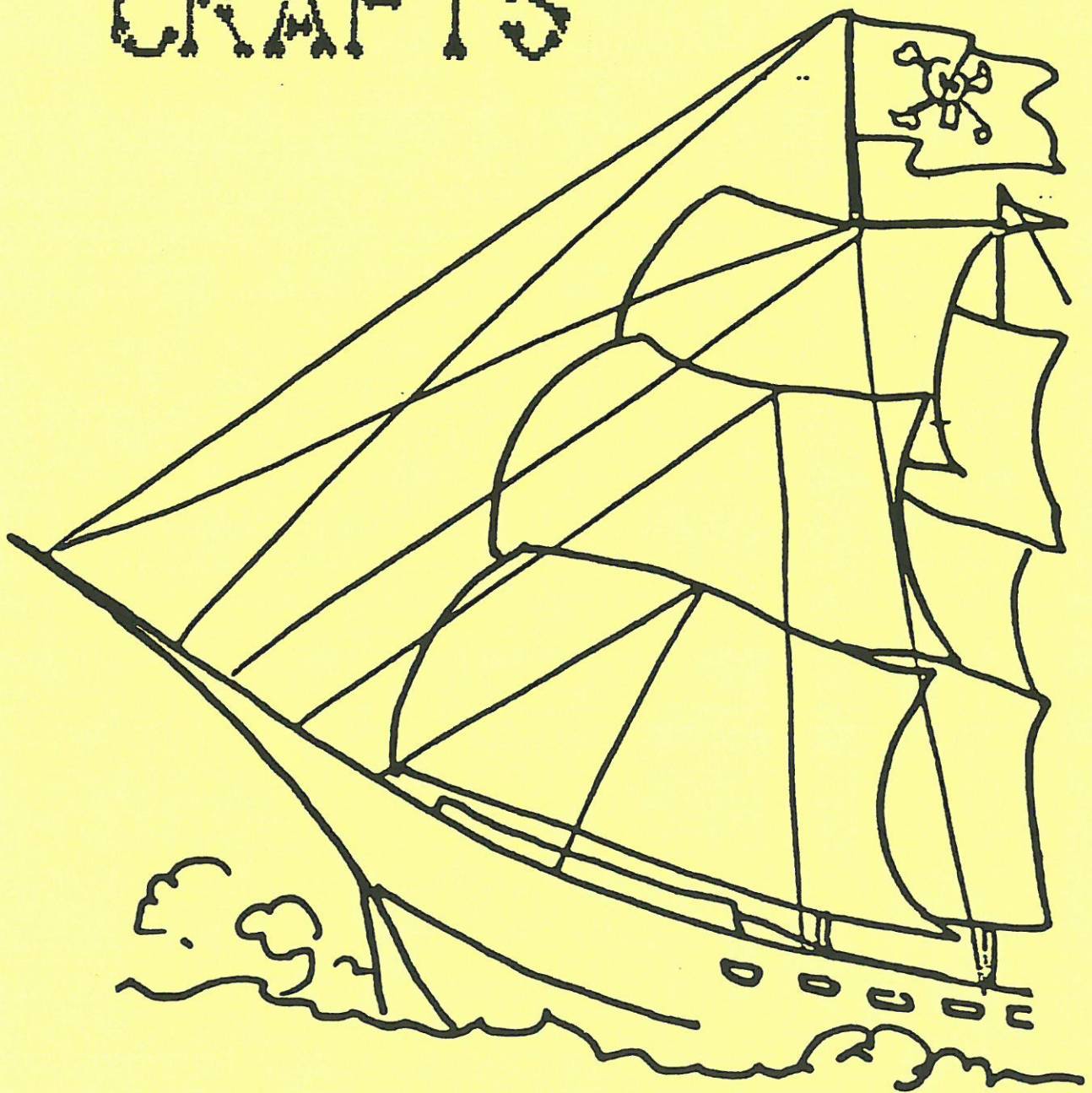
Cut three double hearts or weblow emblems. Arrange them in circle. Cut two more double hearts from white paper.

Staple white hearts over red hearts and bend up the white hearts up around nut cup.



CUB SCOUT

CRAFTS



CRAFT IDEAS, HINTS, AND RECIPES

SCRAPS AVAILABLE AT LITTLE OR NO COST

Blueprint Paper. Ask blueprint companies. Good for making leaf prints.

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

Buttons and Beads. Good Will, Salvation Army.

Bolts (fabric). Any store selling yard goods.

Cans (gallon size). Restaurants and school cafeterias.

Canvas. Canvas product manufacturers.

Cardboard. Most grocery stores or filling stations.

Cardboard Cartons (large). Appliance stores.

Ceramic Tile. Check with tile dealers about broken pieces for mosaics.

Cigar Boxes. Tobacco stores, department stores, drug stores.

Concrete Blocks. Ask manufacturer for flat broken pieces. Use for book ends, door stops, paper weights, etc.

Cork. Check with gasket manufacturers for scraps of sheet cork. Good for coasters, placemats, etc.

Drapery Samples. Drapery shops.

Film Cans and Spools. Local photography shops.

Foil Papers. Florists often have scraps from pot wrappings.

Ice Cream Cartons (3-gallon round). Baskin-Robbins, Kay's. Good for making knight's helmets, wastebaskets, etc.

Jars. Try Good Will, second hand stores or garage sales. Usually cheap.

Leather. Leather companies, upholsters.

Linoleum. Ask any linoleum company or flooring firm for scraps.

Lumber. Ask lumber yard or cabinet makers for scraps.

Plastics. Some boat manufacturers have windshield scraps.

Plastic tubes. Ask people with hospital connections.

Plastic bottles. Ask local druggist to save them.

Popsicle Sticks. Check with dairies.

Rope (1/4"). Check with venetian blind repair shops.

Sawdust. Lumber yard, cabinet makers.

Shade Rollers. Window specialty shops, venetian blind dealers.

Spools. Dressmakers, tailor shops, alterations departments of stores.

Tile. Check with dealers for broken pieces.

Upholstery sample. Upholstery dealers, also automobile upholstery.

Venetian blind slats. Venetian blind repair shops.

Wallpaper Sample Books. Wallpaper dealers for paint stores. These books are replaced periodically and you can get the old ones. Good for covering wastebaskets, scrapbooks, etc.

Wire. Electrical contractors, appliance repair shops...ask for used wire.

ASK BOYS TO BEGIN SAVING:

Egg cartons	Material scraps
Margarine tubs	Popsicle sticks
Cardboard rolls	Cans
Spools	Bottles
Coat hangers	Plastic lids
Foil pans	Milk cartons...the list can go on...and on...and on.

NEED AN IDEA?

Airplanes	Doodles	Papercrafts
Ant House	Doorstops	Photography
Bean Bag Toss Game	Electric Games	Plaques
Benches	Feather Flowers	Plastic Casts
Birdbaths	Games	Party Favors
Bird Feeder Boxes	Games Chest	Puppets
Birdhouses	Garden Box	Puppet Theatre
Boats	Gliders	Ring-the-bottle game
Bounce the Ball Game	Indian Costumes	Roller-Skate Scooter
Butterfly Equipment	Indian Shields	Rubber Band Boat
Candlesticks	Insect Board	Sculpture
Canoes	Kites	Shadow Boxes
Book ends	Knickknack Shelf	Shields
Christmas Decorations	Leathercraft	Soap Carving
Clay Pottery	Masks	Spatter Painting
Clothes Hangers	Musical Instruments	Stencils
Coasters	Metal Tapping	Stilts
Coathanger Tie Rack	Neckerchief Slides	Terrariums
Den Furniture	Noisemakers	Tie Holder
Teepees	Tin Can Telephone	Ton-Tons
Towel Rack	Weather Vane	Windmill

Handicraft supplies also lend themselves to ideas: use leather, plastic lacing, felt, plastic bleach bottles, cardboard, wood, popsicle sticks, tile, left-over linoleum or carpet pieces, pine cones and acorns, bark, marbles, marshmallows, gummed and regular crepe paper, styrofoam, foam shapes used for packaging, berry baskets, mesh from bags of potatoes, art foam, rope, pop bottle covers, cork, boxes of all sizes and shapes, etc.

- * To give plaster of paris an antique finish, paint finished object with blue-green show-card color. Allow to dry. Coat dry object with dark brown shoe polishing wax, and polish with soft cloth. Results will be an old copper color.
- * Q-tips make cheap throw-away paint brushes.
- * When making plaster casts, first measure water, fill mold with water, dump into mixing container and add about twice as much plaster, then stir. To remove plaster casts from the large rubber molds easily, first rub the outside of the mold with wet soapy hands or hand lotion. Casts must harden completely, 30 minutes or more, before trying to remove.
- * Another way of putting a finish on water-painted objects of a small size is to give a coat of Elmer's glue or similar white liquid glue. This dries quickly, giving a more natural finish.

- * When painting objects made of plaster of paris, first spray with plastic spray or brush on Mod Podge (from hobby shop). This makes the plaster less absorbant, therefore, it uses less paint.
- * Auto upholstery companies will often give you scrap plastic material which can be used for Indian costumes, bookmarks, sit-upons, etc. (Wallpaper stores for samples books.)
- * Tempera water paints are best for Cubs to use. It is easier to wash off both Cubs and brushes.
- * When painting large pieces of scenery, use a sponge dipped in paint.
- * Paint messages on greeting cards with nail polish and sprinkle with salt.
- * Baskins-Robbins and Ehrlers Ice Cream Stores are very cooperative about giving away the 3 gallon empty containers. (Call in advance.)
- * Save the tops from tubes of toothpaste, etc. They make good knobs for the tops of gift boxes, etc.
- * Play dough can be easily made this way:

1 cup flour	1/2 cup salt
1 cup water	1 tbsp. Wesson oil
2 tbsps. cream of tartar.	

Cook everything 3 minutes. Knead till smooth on waxpaper.

- * Have you ever used the product called MOD-PODGE or POP-PODGE? It can be used on metal, wood, glass, ceramics, plaster, cloth and paper. It goes on with a brush and cleans up with water.
- * Lint from automatic dryers makes good stuffing for sock puppets. (Ask commercial laundry or neighbor to save this for you.)
- * To make paste, dissolve two tablespoons of flour in a little lukewarm water. Pour two cups of boiling water over this and cook for three minutes in a double boiler. Strain through a wire strainer. Add 1/2 teaspoon of alum to keep mixture sweet. Pack in baby-food jars. A drop or two of oil or winter green will add a nice scent.

Q: What did the ocean say to the shore?
A: Nothing, it just waved.

Q: How did Jonah feel when he was swallowed by the whale?
A: Down in the mouth.

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

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

Gold Paint - For a brighter gold color, use brass rather than gold spray paint.

Spray Paint - A spray bottle (such as Windex) is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspaper underneath so paint dust will be confined.

Tempera Paint - Tempera water-based paint is best to use with Cub Scouts. Mix powdered tempera with water and add liquid starch. The paint goes further and it doesn't run.

Paper Mache - Liquid starch, right out of the bottle, can be used for paper mache instead of the wheat flour paste method.

Pulpy Mache - Tear enough newspaper into small pieces to pack a quart jar rather firmly. Cover with water and let soak overnight. Fill an electric blender 2 cups water, 1/2 cup flour, one tablespoon white glue, and one cup of the paper (with excess water squeezed out). Blend well.

Wheat Paste Paper Mache - Wheat paste (wallpaper paste) is good to use for paper mache as it doesn't mold.

Paste - Mix together 1 pint cold water and 1/2 pint sifted flour. Add 1 quart boiling water, continue boiling, stirring constantly until smooth. Cool to room temperature and add 2 1/2 oz. powdered alum, and 1 1/4 oz. glycerine, and 1 dram oil of wintergreen. Store in a wide mouth jar. Keep capped when not in use.

Sand Modeling - Using a cup, spoon or can to measure the ingredients, slowly mix 2 parts water with 1 part dry wall paper paste, stir in 2 1/2 parts sand and mix well. Add a little tempera for color and you're ready to begin modeling. The projects will harden after drying for a day or two.

Sand and Cornstarch Modeling Dough - Mix 1 cup sand, 1/2 cup cornstarch, and 1 teaspoon alum. Add 3/4 cup hot water and mix well. Add food coloring if desired, and blend. Cook over medium heat until thick, stirring constantly.

Sawdust Modeling Dough - Mix 4 cups sifted sawdust, 1/4 cup plaster and 1 1/2 cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay - moist enough to mold and stick together. Store in a plastic bag in the refrigerator.

Soapsuds Clay - Mix 3/4 cup powdered detergent and 1 Tablespoon warm water in a large mixing bowl. Beat with an electric mixer to a clay-like consistency. Mold into figures. Dries to a permanent hard finish.

Crayons to Color Candles - Use crayon stubs to color the candles you make. Just shave the stubs into the wax as it is melting and stir well.

Candle Molds - Before pouring hot wax into plastic containers, check to see if it will melt the container. Hot wax will melt styrofoam cups, but will not melt waxed cups.

Dyeing Rice, Beans, Macaroni - First rinse in cold water. Then soak in diluted food coloring until proper shade. Dry on paper towels or newspaper.

Egg Shells - To clean egg shells place them in a jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

Egg Carton Fusing - If glue doesn't work on your plastic egg cartons, try fusing the sections together with a woodburning iron or a soldering gun. This technique is good for the "L'eggs" eggs projects, also.

Marbles - To crack marbles for craft projects, simply heat them in a 375 degree oven for about 5 minutes. Remove and pour into a bowl of ice water.

Mock Oil Paintings - Soak art chalk in a solution of 1 cup water and 3 tablespoons sugar for 5 minutes. Pictures drawn with this chalk will take on the appearance of oil paintings.

Potatoe Paint - A simple black paint can be made from every day potatoes. Bake several potatoes in a slow oven until they are cooked, then turn the oven to hot and let the potatoes continue cooking until they are completely black and dried out. Grind them up thoroughly in a mortar and pestle, and add enough linseed oil to give a runny consistency. For a durable green paint, add yellow ocher.

Paint Brush Substitutions - When painting large items use a sponge dipped in tempera paint. For small areas or objects a Q-tip may be best. For delicate lines and small features a toothpick is often best.

Poster Paint - Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelop unflavored gelatin in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatin mixture and 1/2 cup soap flakes or detergent. Put in jars for different colors. Add color by using either food coloring, tempera paint, or all purpose dye. This can be thinned with water later if necessary. Note: This paint is excellent for stenciling.

Paint Substitute, Water Color - Food coloring mixed with water or liquid starch makes a quick substitute for water paints.

Paint Substitute, Crayon - Shave crayon bits and dissolve them in turpentine - one part crayon to two parts turpentine. These paints will not run, look like oil paints, and work well on sheeting and muslin.

Mixing Plaster of Paris - Pour water, equal to desired amount of plaster, into a nonrusting pan. Pour dry plaster slowly into water; do not stir. The plaster will become saturated and spread under the water. Continue adding the powder until a mound forms just above the surface of the water. Stir carefully. Keep the spoon under the surface to avoid bubbles (they cause weak spots in plaster when it sets). Stir mixture constantly until it thickens enough for a spoon to leave a mark when pulled from it. Pour immediately into molds. Scrape extra plaster from pan, fill pan with water and let it stand until plaster is loosened. NEVER pour excess plaster down the drain.

Pouring Plaster - Pour plaster into mold. Tap or bounce the mold against the table so that air bubbles will rise to the surface. Allow the mixture to stand until it is hard. If water forms on the top, this means that too much water was used in the mixture. As casting hardens, pour off the excess.

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

Plaster, Types of - Plaster of Paris may be used for projects, but casting plaster or Hydrocal from a lumber yard is less expensive and stronger. Dental and orthopedic plaster is the best quality available, but rather costly.

Carving Plaster - Let plaster chunk soak for a little while in water before carving. Plaster is porous and the water which is absorbed by the hardened plaster will make it easier to work with.

Designing Plaster Molds - A rubber mold can be made by coating an object with 10 to 20 coats of liquid rubber or latex (available at hobby stores). Make a design from modeling dough, or carve a design from Ivory soap or soft wood. Be sure to coat the soap with a thin layer of vaseline before coating with liquid rubber.

Pine Cones - To open up pine cones all the way and remove the sap on them, simply place them on a foil covered cookie sheet and put in a 250 or 300 degree oven for a while.

Flour Clay - Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops water. Add a little water at a time until mixture is stiff and holds its shape.

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

Paper Pulp - Cut the edges of newspapers (no printing, please) into small pieces. Add as much boiling water as they will absorb. Let stand for several hours. Stir into a softened mass. Great for relief maps!

Pillsbury Modeling Mixture - Mix together in a saucepan, 2 cups salt, 1 cup flour, and 1 1/3 cups water. Cook over medium heat, stirring constantly until mixture is hot (3 to 5 minutes). Spread the mixture over a tin can, box or other item with a spoon or knife. Press macaroni into mixture with fingers. Place container in a 200 degree oven for 1 hour or until mixture is hard. After it has cooled, spray paint desired color.

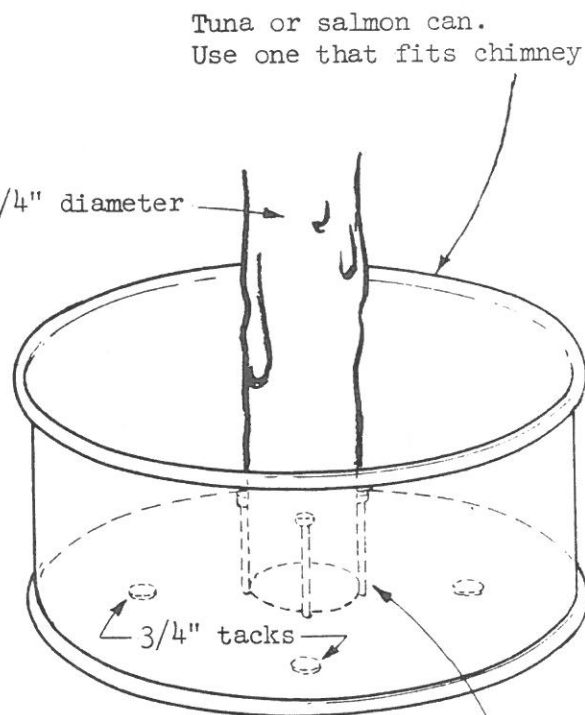
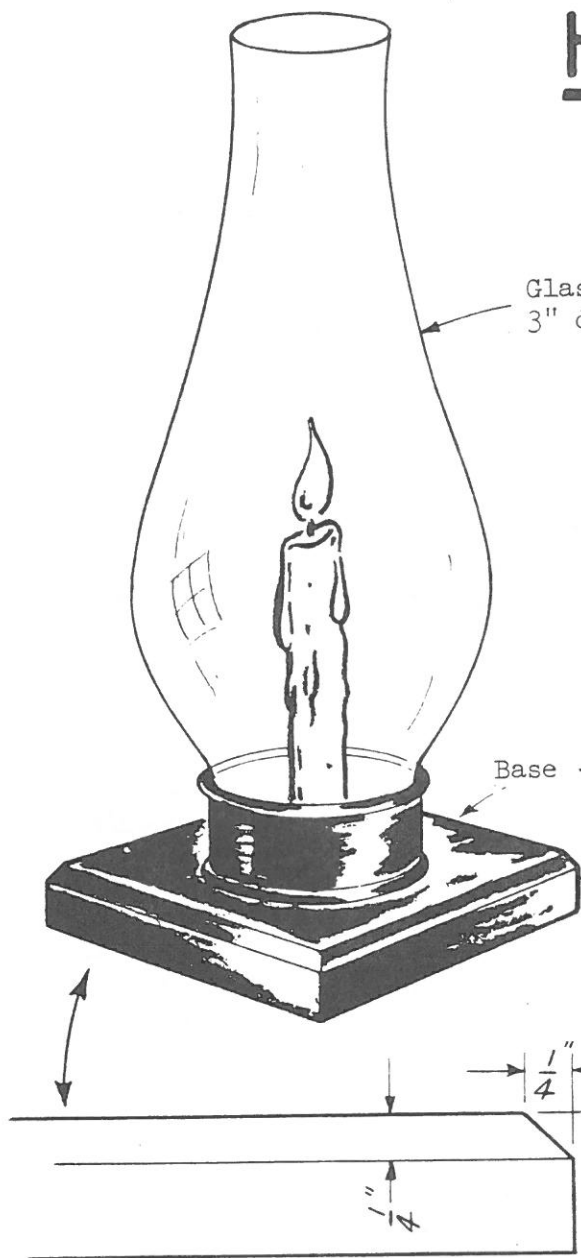
Quick and Easy Modeling Dough - Mix 3/4 cup flour, 1/2 cup salt and 1 1/2 teaspoons powdered alum in a bowl. Add 1 1/2 teaspoons vegetable oil and 1/2 cup boiling water. Stir vigorously till well blended. Add food coloring and knead into dough. Dries to a hard finish overnight. Store in a covered jar.

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

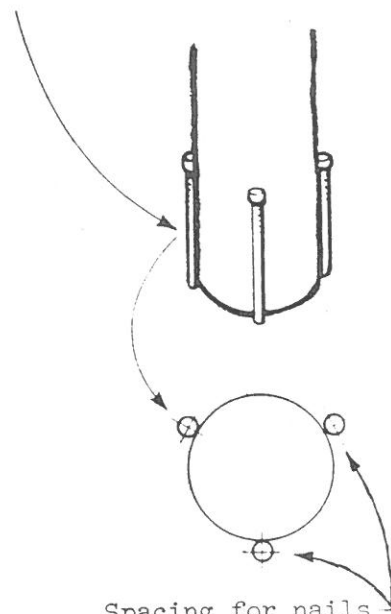
Glue - Buy white glue in quart sizes for economy sake. Pour into small containers for the boy's to use.

Heavy Duty Glue - Mix cornstarch with regular white glue until mixture is as thick as desired.

HURRICANE LAMP



1-1/2" nails to hold candle.

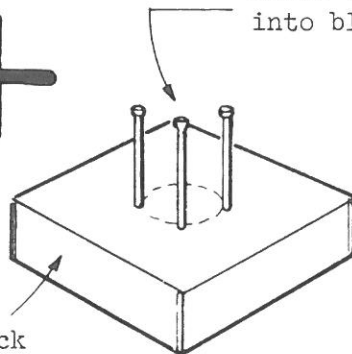


HOW TO MAKE HURRICANE LAMP

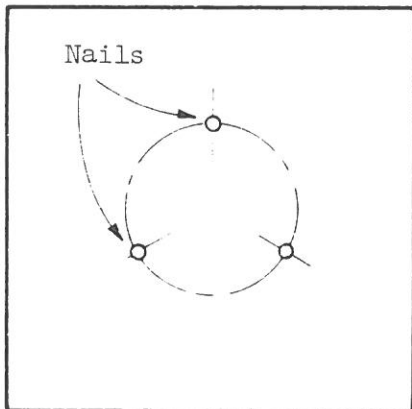
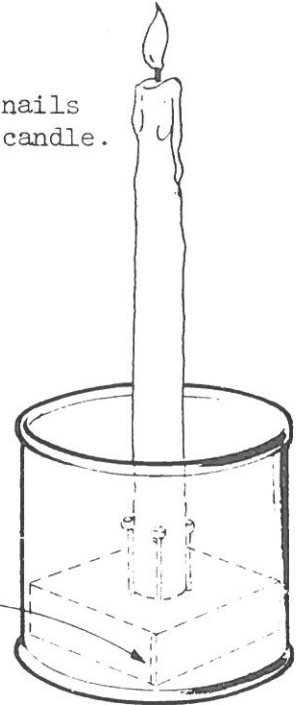
1. Tack can to base through bottom of can.
2. Drive three nails through bottom of can into base, to hold candle.
3. Paint base and can dull black.
4. Spatter with gold paint by dipping tooth brush in paint and rubbing with a stick.
5. When dry, put candle and chimney in place.

Glass chimneys can be obtained from novelty and department stores.

CANDLE HOLDER

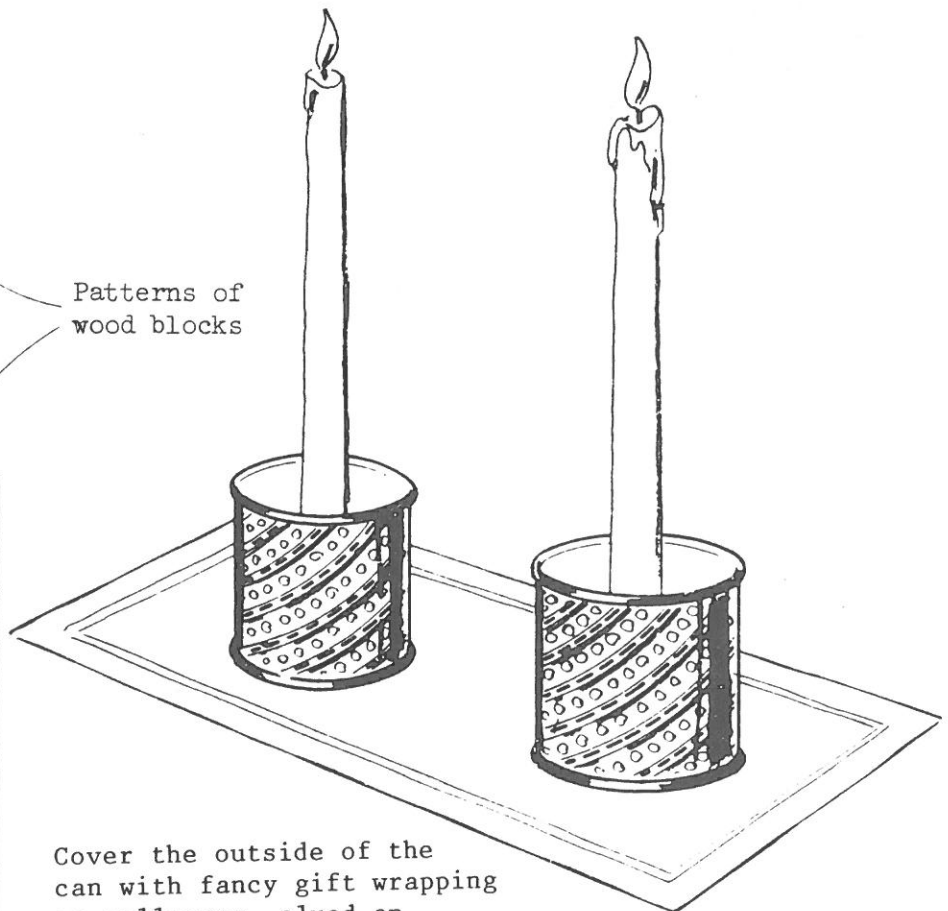
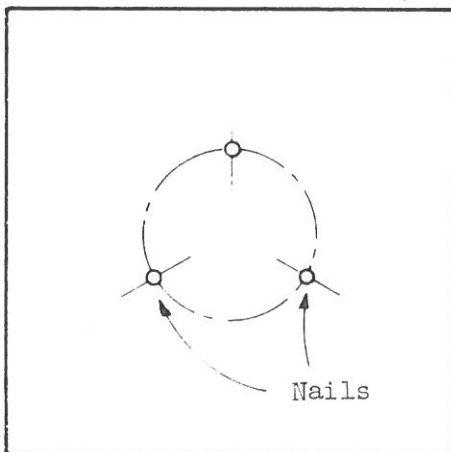


Wood block
3/4" thick.

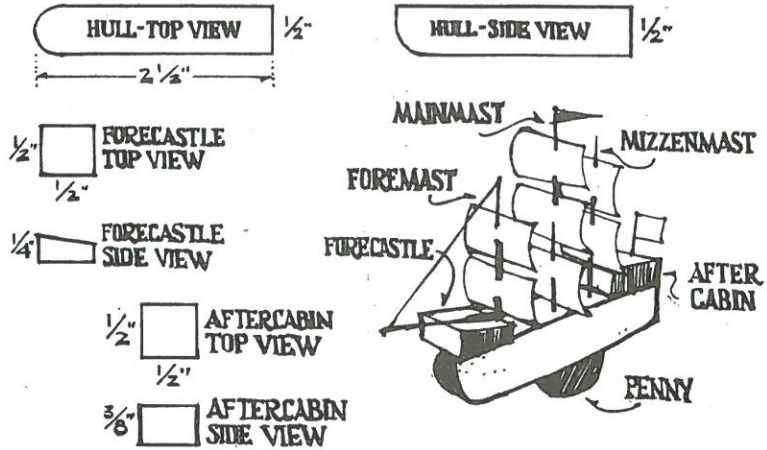


Patterns of
wood blocks

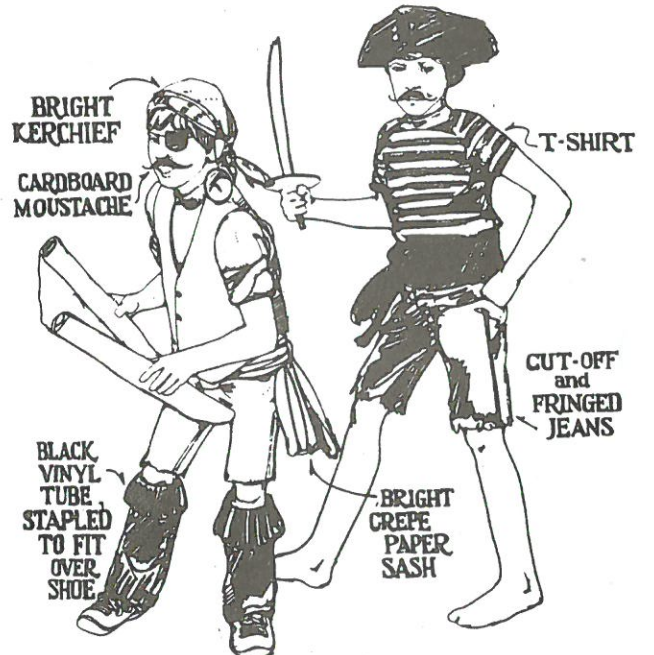
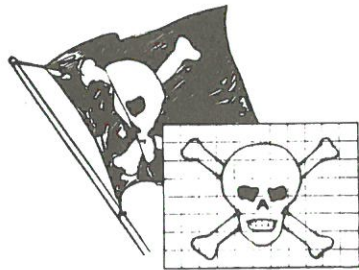
Use 2-1/8" square blocks for
3" diameter can or 2-3/8"
blocks for 3-3/8" can.



Cover the outside of the
can with fancy gift wrapping
or wallpaper, glued on
like a label



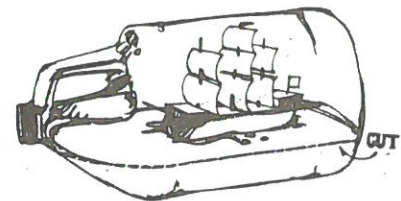
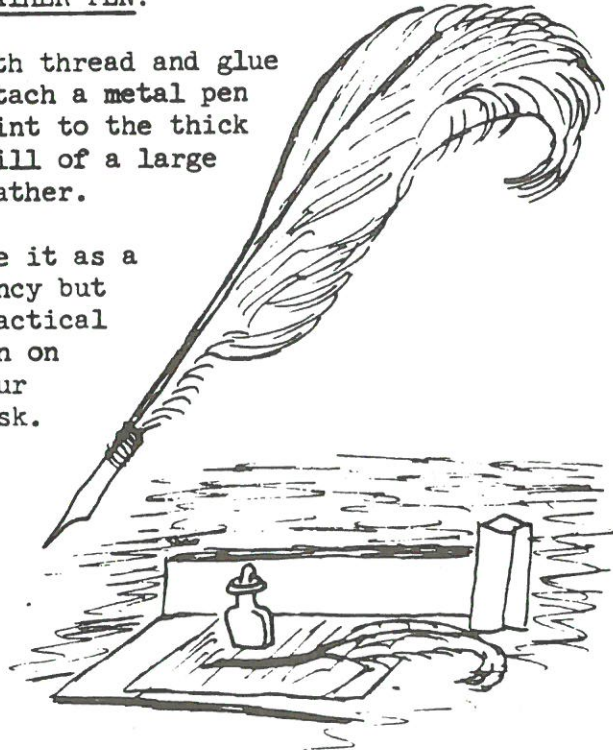
PIRATE SHIP. Hull, forecastle, and cabin are balsa or other soft wood. Masts are toothpicks. Centerboard is a penny glued in slot in bottom of hull. Sails are 3/8-inch wide, cut from white writing paper.



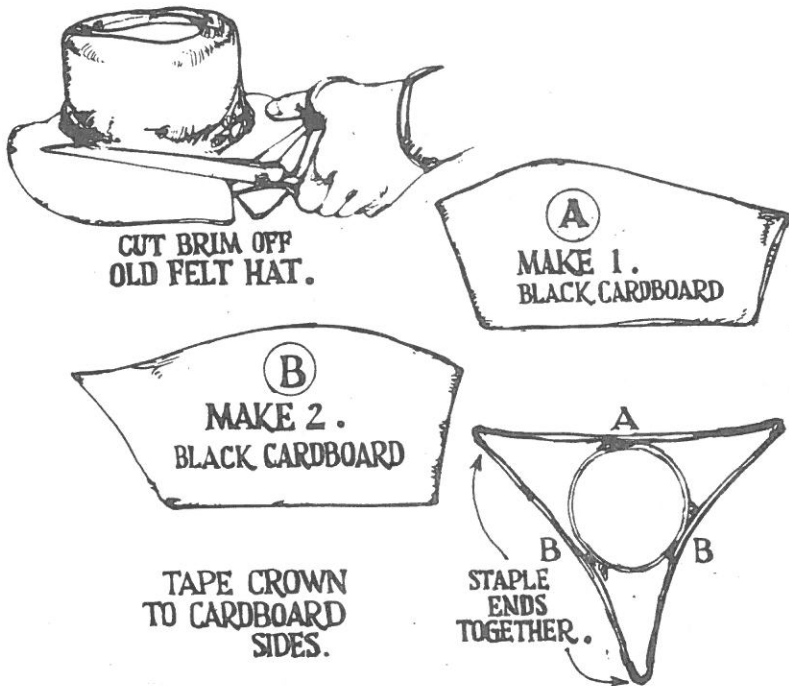
FEATHER PEN:

With thread and glue attach a metal pen point to the thick quill of a large feather.

Use it as a fancy but practical pen on your desk.



SHIP IN A BOTTLE. Use clear plastic liquid detergent bottle. Cut as shown. Fill bottom with plaster and set small ship model. When plaster is dry, paint to look like water. Fit bottom back on and fasten with bright plastic tape. Glue bottle to wooden base.



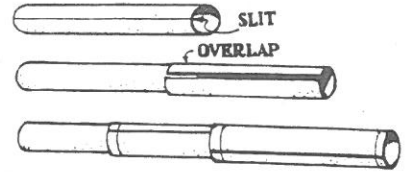
CUT BRIM OFF OLD FELT HAT.

MAKE 1. BLACK CARDBOARD

MAKE 2. BLACK CARDBOARD

TAPE CROWN TO CARDBOARD SIDES.

STAPLE ENDS TOGETHER.



SPYGLASS. Use three cores from paper towels or aluminum foil. Slit two of them lengthwise. Overlap their edges so they slide easily into one another. Tape the slit edges to hold in position.

ADMIRAL'S HAT. Use crown cut from old felt hat. Cut other pieces from cardboard and staple or tape to crown.



CORK SHIP. Carve from one- or two-inch sheets of scrap cork. Nail, pin, or glue on superstructure parts. For other models, see Model Boats elective, Wolf Cub Scout Book.

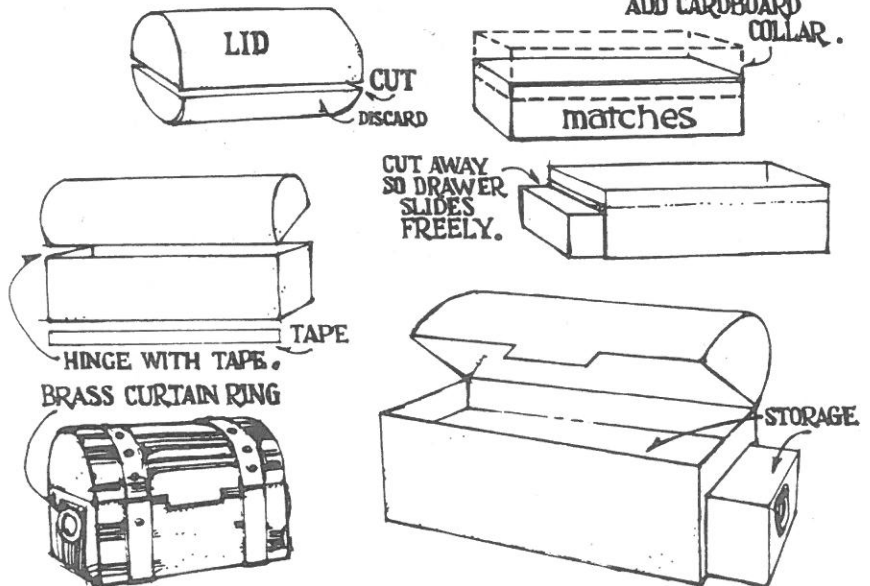


PIRATE CUTLASS. Use heavy cardboard. Cut blade and grip from one piece, hilt from another. (For safety reasons, do not use rigid material such as wood or metal for the blade.)



WATERSCOPE. Use to look underwater.

Cut top and bottom from large tin can and fasten clear plastic bag over one end with strong rubber bands. Hold covered end under water and look through open end.



SMALL TREASURE CHEST. Make from salt box and large-size match box with drawer. Glue lightweight cardboard collar around match box to increase the depth about a half-inch. Paint or decorate with wood-grain contact paper.

PIRATE CHEST

If you remember Captain Kidd and his jewel-filled chest, you will especially enjoy building this unique replica to hold your treasure of necklaces, pins, earrings, or rings. Finished in walnut stain with a coat of clear varnish, the chest becomes a shiny masterpiece for anyone in the family.

MATERIALS NEEDED:

30 Sticks
 2 Small Wood Beads
 1 Yard Gold Plastic Lacing
 Cork Pieces - $5\frac{1}{2}$ " x $3\frac{5}{8}$ " x $\frac{1}{2}$ " thick (or glue thinner cork pieces together)

DIRECTIONS

Place 5 sticks together, side by side.

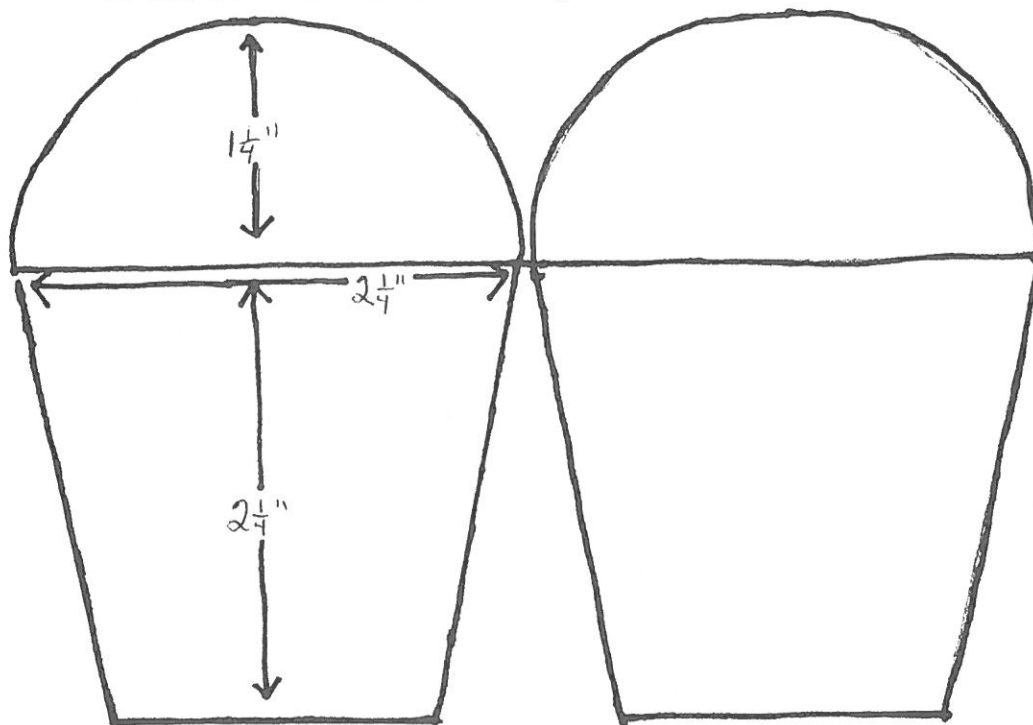
Cut cork into side pieces, forming two pieces for each side. (See illustration). Brush glue on the bottom (narrow) edges of lower pieces, and place onto sticks, $\frac{1}{16}$ " in from the ends.

Glue six sticks to each side of the cork ends. When glue is dry, cut small slits in each cork piece to attach handle of plastic lacing.

For lid, glue the other sticks around the cork half-circles.

Place lid on box and glue on two rows of plastic lacing beginning at lower back and ending at front edge on lid. The lacing will act as hinges to enable you to open the box.

Glue two beads to the front of the box, one to the lid and one to the lower part. Attach a rubber band or piece of elastic to the bead on the lid to slip over the other bead for fastening.



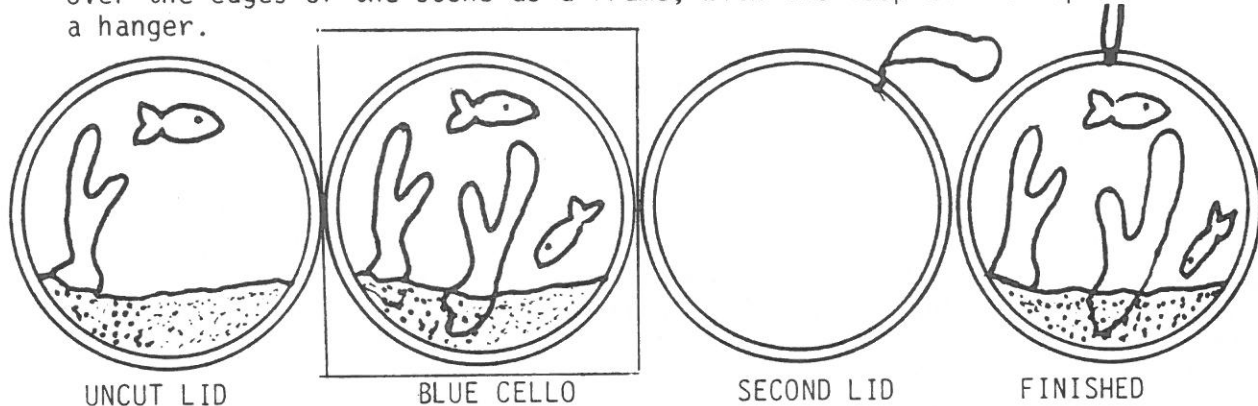
Sea Scene for a Window

You will need two plastic lids exactly the same. Cut the center out of one of the lids without cutting through the outer rim. Cut out two or three tiny fish or other sea creatures and some seaweed from colored paper.

Rub glue along the inside bottom of the uncut lid and sprinkle it with glitter or sand to represent the ocean bottom. Glue half of your cut-outs on the lid.

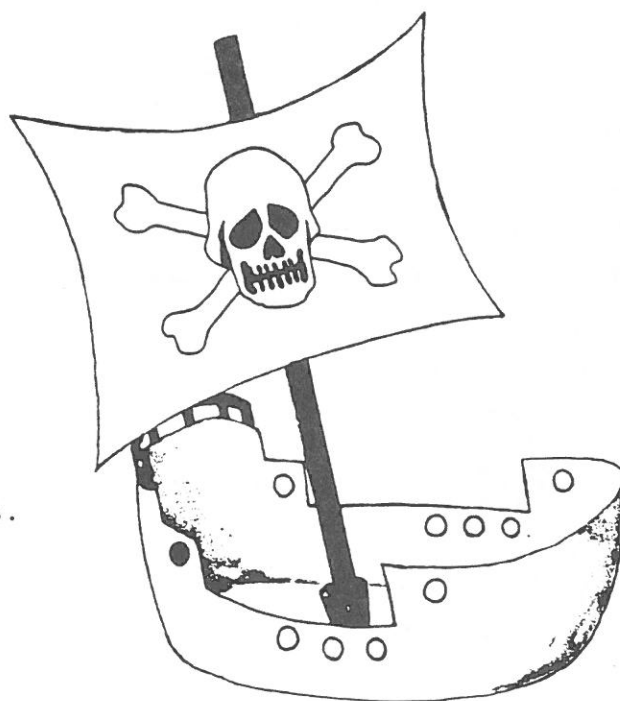
Glue a piece of blue cellophane over the scene, gluing it only at the edges. When the glue is dry, trim the cellophane to fit the circle exactly. Glue the rest of the creatures on top of the cellophane.

Tie a loop of yarn around the rim cut from the other lid and glue it over the edges of the scene as a frame, with the loop at the top for a hanger.



Pirate's Ship

Cut the bottom of a plastic dishwashing liquid bottle to look like a ship. Make the sail from a leftover piece of the bottle. Glue the cap from a tube of toothpaste inside the ship. Glue the sail to a stick and then into the cap. Add a paper railing to the back of the ship and a decoration on the sail. Use a paper punch to make portholes.



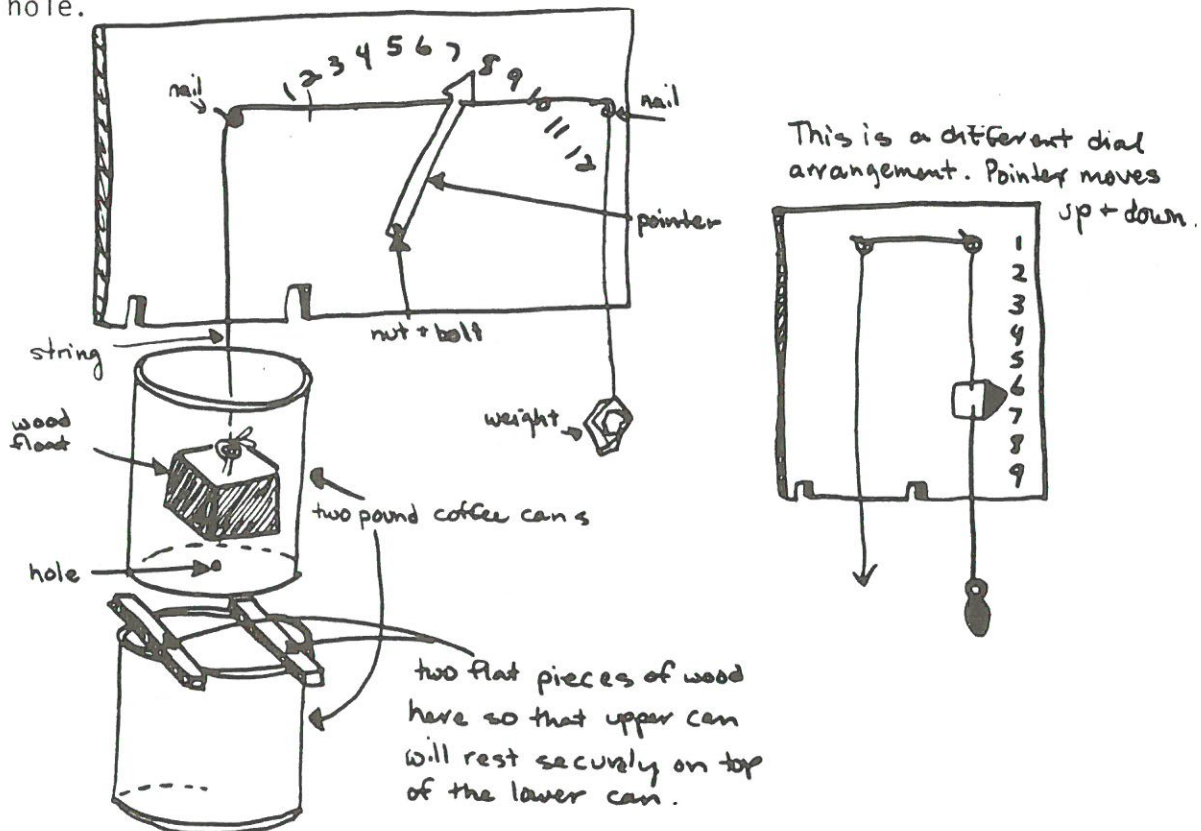
A Water Clock

- Materials Needed: 2 2-pound coffee cans
 1 block of wood
 1 piece of plywood or sturdy cardboard for dial
 2 pieces of flat wood to support upper can
 string
 1 weight (sinker or large nut)
 1 small piece of cardboard or heavy paper for pointer

Suggested Uses: To time Den games or Brainstorm sessions.
 Have each Cub Scout make one for use at home.

The principle of this clock is like that of an hour glass. Instead of sand slowly flowing through a narrow opening, in a water clock, water drips slowly through a small hole. A piece of wood, floating on the water in the upper tank, sinks lower and lower as the water level sinks lower and lower. This wood float is attached to a pointer by means of a string, and this pointer moves across a dial that shows how much time has elapsed since the water started to drip.

The size of the hole through which the water drips will determine how long it takes for the pointer to move across the dial (smaller hole, longer time; larger hole, shorter time). Start with a small hole and enlarge it to suit the time you wish to gauge. The size of the water cans also will effect the length of time. A two pound coffee can is convenient and easily attainable. Be careful to keep the cans and the water clean, because any bits or pieces of dirt are likely to clog the hole.



Ships Mobile

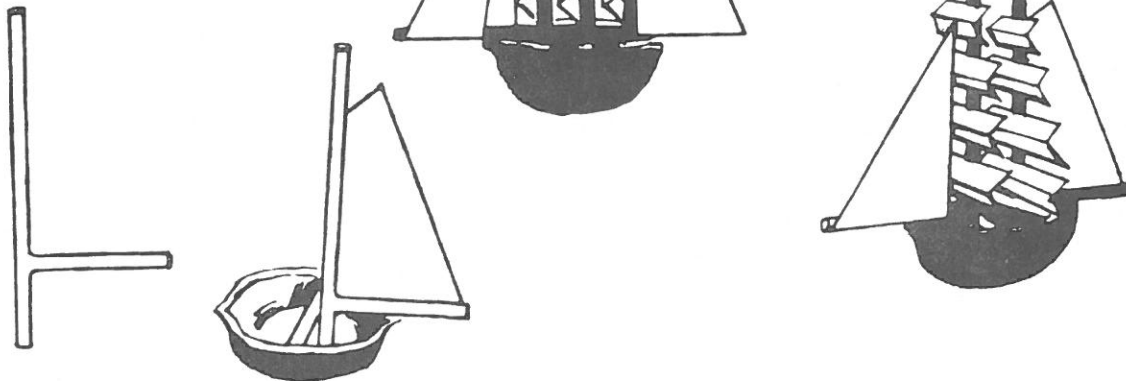
Walnut-shell ships can sail through the air as a mobile.

Save half shells from walnuts. For masts, peel the bark from small twigs broken from bushes or trees. Try to find twigs with another twig extending at a right angle. The extension can be glued to the edge of the shell to hold the sail's bottom.

Cut bits of heavy paper into sails. Some can be pleated before attached to the masts. Glue them to the masts and secure the masts to the shells with white glue. Another twig glued across the inside of the shell and attached to the mast will give more strength to the ship.

Tie white thread to the top of each boat for hanging. Use longer twigs to form the mobile. Experiment with the position of the ships until your mobile balances well.

If you prefer, the boats can be floated in water or single boats can be hung on a Christmas tree.



Balloon Boats

Combine gay balloons with a variety of scrap materials, for the zaniest boats you've ever seen!

These boats will really sail and are great for summertime fun. All the balloons are inflated only partially, then knotted and inserted in slits cut in the boat. Decorations, such as glued-on paper cutouts, or painted details, can be added to the balloons. Use enamel to paint the boats.

No. 1. Use a flat-type plastic detergent bottle for the hull. Keep cap in place. Cut off the top 3 1/2" section from a second plastic bottle, plus a tab on each side. Insert tabs in slits cut in hull. Insert the knotted ends of two partially inflated balloons between the prongs of two plastic forks. Insert the fork handles in slits cut at each end of the boat.

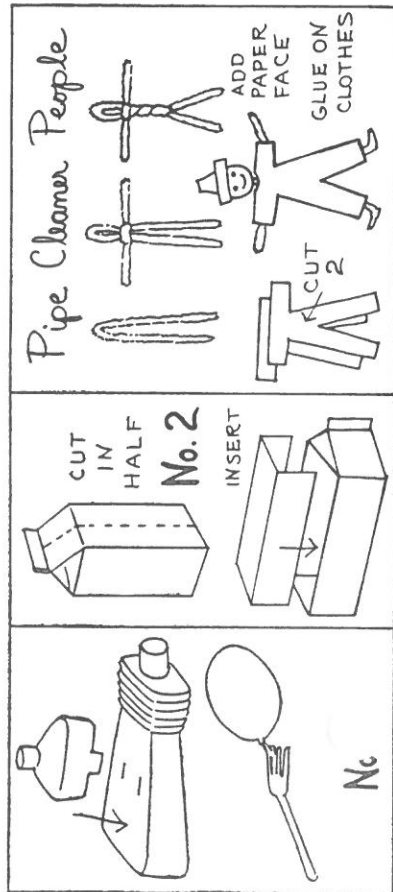
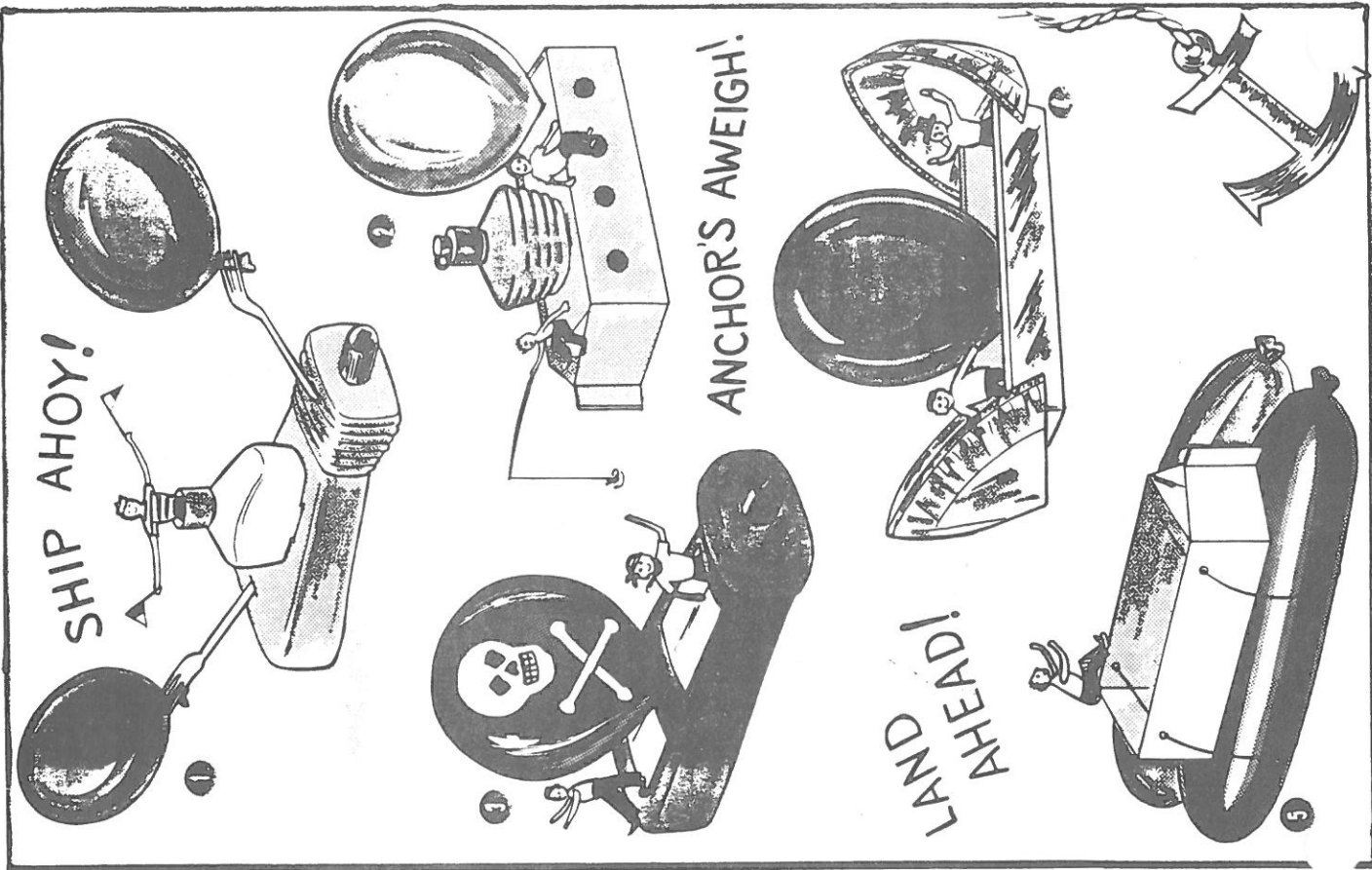
No. 2. Cut a peaked-top, half-gallon milk carton in half, lengthwise. Use one of the halves for the boat. Top it with the other half from which the peaked portion has been cut. Again attach the top 3 1/2" portion of a plastic bottle atop your boat as with No. 1. Cut a slit in hull and insert balloon.

No. 3. Use a capped flat-type plastic detergent bottle for the boat. Cut out two rectangular openings in one side of bottle (top of boat), leaving a strip 1 1/2" wide at center. Insert inflated, knotted balloon in a slit cut at center of this strip.

No. 4. Use an oblong aluminum foil pan with sides about 2" high for the hull. Cut a round aluminum foil pie pan in half; bend each half through center and staple at bow and stern. Cut a small slit in center bottom of hull and insert balloon.

No. 5. You will need two long sausage-type balloons for this boat. Cut a half-gallon milk carton in half, lengthwise. Punch two holes about 3" apart and 1/2" from edge on each side of milk carton. Place the balloons side by side with carton on top. Tie string around carton and balloons, then through holes. This boat carries quite a little weight.

For a realistic touch, man your boats with miniature people made of pipe cleaners, as shown.



Treasure Chest-small

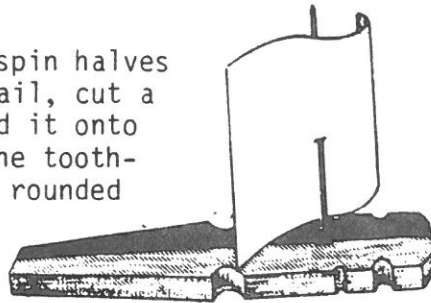
Materials Needed: Lunch box with the handle removed
Aluminum foil pans

To make the chest look like weathered wood, first paint it brown. Let it dry. Then with a nearly dry brush, paint on black lines to simulate planks of wood. Let dry. For highlights, paint on splotches of orange. Shellac.

Make the hardware from the bottoms of foil pans. Cut the following pieces: two strips to go across the top, from the back to the front just above the buckle; two pieces to fit around the top of each lock; two rings for under each lock and a two piece simulated lock for the center front of the chest. Glue all the pieces onto the chest, except the rings. To give body to the rings, back with rings of cardboard. Slit rings open and cut ends narrow to slip rings through holes behind the locks on the lunch box. Glue the ends inside the box.

Clothespin Ship

To make this ship, glue two clothespin halves together, back-to-back. For the sail, cut a piece of paper, 1" x 2", and thread it onto a toothpick. Glue the bottom of the toothpick in the small opening near the rounded end of the boat.

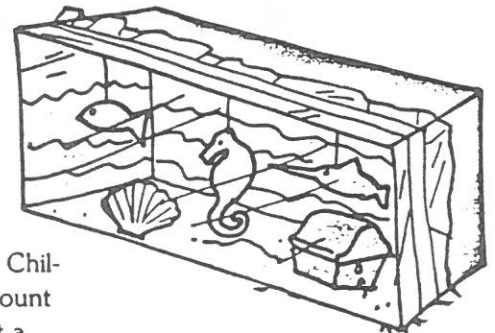


Art Treasures

Create a sunken treasure scene for a lucky diver to find! Ask children to bring in shoe boxes for this project. Each child colors or paints the inside of the box for an ocean-blue background. Bright-colored fish or other sea creatures can be cut from paper and hung from the top of the box with string. Add shells, plastic plants, and a treasure chest. A little sand glued to the bottom adds realism. Cover the diorama scene with clear plastic wrap. Display the scenes, and have students write stories about their underwater discoveries!

Treasure Chests

Children will discover money practice in these treasure chests. Save several small gift boxes. Have students make gold or silver foil-wrapped coins, or use play money. Children can decorate and label their "doubloons" with coin values. Place a different amount of money in each box, and write the total on the bottom. Place the treasure chests at a center. Students count out the money and check the answers.



Ready to give recycleables

Reuse, cut down, make out of something that's already here and a gift becomes doubly valuable. A few suggestions:

Wash all empty containers thoroughly before starting project.

Empty cans can be turned into **patio candleholders**. Remove the plastic cap from a self-polishing liquid floor wax can (Klear, Glo-Coat). Clean the inside with detergent and water and rinse. Paste seed catalogue pages around the outside and then apply several coats of an acrylic spray. Fill with sand to weight container and prevent tipping. Shave a little off the bottom of a standard size candle for a tight fit right into the opening of the top of the can.

The same idea goes for **Christmas candles** by creating a Santa face, winter scene or other holiday decorations. Paint can white, red or green. Felt and old Christmas cards glue on easily.

Bell-shaped Christmas ornaments can be created in different colors and decorations with the caps from empty Rain Barrel fabric softener bottles. Wash cap, then paint and coat with an acrylic spray. Sprinkle with glitter or artificial snow while still wet. Or use acrylic paint to apply your own special designs and trims with a tiny paint brush. Punch holes in top of cap with a hammer and nail or ice pick and thread through wire or string for the hanger. Use these special bells to adorn the tree or a hand-made garland of pine boughs and ribbon for the front door or the mantle.

Make a **wind chime** with four or five spray-painted or decorated tin cans (soup, vegetable or fruit cans). Remove the entire top of the can with a can opener. Punch a hole in the center of the can bottom through which string, rawhide or macrame can be attached. Use a dowel pin on which to tie the cans and suspend at varying lengths.

Turn an empty Johnson Paste Wax can into a **portrait frame**. Cut the photograph round to fit the bottom. Clean the can, then paint or decorate the sides. Shellac and coat with Paste Wax for a protective finish. Leave top off the decorated can, and the unique frame can be easily hung on a small nail or picture hook. Or create a three dimensional scene inside the Paste Wax can with tiny boats, flowers, trees or dolls and hang as a **miniature shadow box**.

Delight the indoor gardener with a **personalized watering can**. Use acrylic paint to coat or decorate an empty plastic bottle and top it with a hardware store nozzle used for sprinkling clothes.

Boot trees grow from two or three empty soft drink cans that are stacked and held together with wide masking tape. Or use bits and pieces of adhesive plastic covering. Make a pair to keep boot tops in an upright position. Cut ads and pictures of boots and shoes from magazines and catalogues and paste decoratively around the trees for when they are standing bootless.

For the birds make a feeder from an empty half gallon milk container. Wash and rinse the carton and restaple or tape the top back to its original closing. Use a sharp knife or scissors to cut a rectangle opening on one side. Allow a one inch margin on all sides of the opening so birds can perch on the bottom edge or enter to get out feed. The feeder can be covered with self-stick decorative paper. Punch a hole in the top and thread string or wire through the feeder to a tree limb.

Not a dime a dozen decoupage

All you need are scissors, a picture you like, a surface to decoupage, paste or glue and a decoupage seal or acrylic spray for the protective finish.

Here's how: Cut out picture, wet with water on both sides (to do away with wrinkles), use white household glue to paste the back of the picture to surface. Gently press from center of picture to outer edges and wipe off any excess paste. When thoroughly dry, apply one or two coats of decoupage seal or use an acrylic spray.

What can you decoupage? Anything and everything!

A wooden or metal **stamp box** with canceled stamps from foreign countries. A large **wooden box** for a portable desk to contain pretty notepaper, colored pens, address book and stamps.

A **recipe box** covered with tables of measures and equivalents. Or a **purse** using a plain metal lunch bucket. Spray paint first and surround it with pictures of flowers or designs cut from greeting cards or magazines.

A **picture frame** decoupage with cut-out pictures from a favorite album. Fill the frame's picture space with a checked fabric. And for **jewelry** use old campaign buttons and decoupage with photographs or tiny scenes. Glue metallic cord of thin braid from the notions department around the edge of the button to complete the picture.

ideas from the good earth

Gifts from nature are appreciated and costless. Make wall plaques by gluing **seashells** on pieces of wood in attractive arrangements. Use wood found at the beach for the weathered look or finish ordinary wood plaques with paint, shellac or varnish.

Other plaques can be created with **dry foods** such as spaghetti, macaroni, dry beans, rice and corn. Or use items from the seasoning shelf and arrange in like-fashion. Use whole cloves, bay leaves, peppercorns, tiny dried red peppers and even part of a dried dillweed flower. Glue on the plaque, leaving space for a hand-written label under each item. Finish with acrylic spray.

In the autumn, collect **dried weeds, flowers and leaves** that can be artfully arranged on a burlap background, sewn or wired on. Hem the top and bottom of the burlap piece to hold dowel pins for a wall hanging.

Dip the edges of **pine cones** in white paint and sprinkle with artificial snow or glitter while paint is wet. Glue on a hook to hang from the Christmas tree. Or glue mini **pine cones, acorns and nuts** on small wood discs for place card holders or just for a thing of nature to enjoy. Coat with an acrylic spray for loss and protection.

get it together gifts

A large rock painted in acrylic paint to match the zodiac sign of the receiver makes a decorative **door stop** or **paper weight**. Apply a thin coat or two of Paste Wax for protection.

An ordinary wooden box can be made into a variety of attractive and useful gifts by **painting and designing with stencils**. It can be as simple or as elaborate as your talents permit. Paint the base coat and outline the pattern with stencils from a craft shop or ones you draw yourself. Paint in the patterns by hand, getting shading by dipping the brush in two colors of paint at one time.

Dye a piece of muslin your favorite color and stretch on a frame. Paint an original design or copy from a magazine for the look of a **hand-crafted batik**.

An unfinished, small wooden parsons table can be purchased inexpensively. Measure out a checker board top and paint squares in black and white. Finish with varnish and wax. Get a dime store chess or checker set to go with **the table for the gamesman**.

For a traveling friend or yourself, make a **mini travel bag** of fabric, or even plastic. Get together a tooth brush, toothpaste, razor, shaving cream, bubble bath and detergent packets.

A gift for on and off the courts is a **gingham tennis racket cover** with a ribbon draw string tie. Sew it large enough to hold tennis balls or stitch on an outside pocket.

A large open seashell or a decoupage box makes a pretty **bathroom buffet** when it gets together such welcome gifts as a natural sponge, pretty soaps, nail brush, shower cap, pumice stone and bath salts.

Using a paper envelope as a pattern, make an envelope from felt. Fill with needles, a collection of threads in different colors, safety pins, thimble and small scissors for a **portable sewing kit**.

Dress up a gift box for a **gardening kit** with plastic adhesive covering in ivy, vegetable or floral pattern. Seed packages, garden gloves, trowel and hand rake can make up a special gift for the gardener.

Wit with wicker can make many gift favorites.

Mini-baskets from the five and ten (like nut baskets) can be turned into charming little crafts. Spray paint and fill with tiny straw flowers. Use crumpled nylon net to hold the stems. Or cover match books with gingham, plaid or striped ribbon. They're just the right size for the little handled baskets. For baby showers and christening favors, fill these mini-wicker baskets with a fluff of cotton. Make them look like cradles by gluing

scraps of lace around them. A tiny dime store doll can rest in the basket. Dress up a wicker **bike basket** lining it with quilted fabric in a tiny floral print, lining the basket with newspaper first to measure for material. Cut quilting from the pattern and stitch into the basket shape. Wax the basket or paint a coordinating color.

Paint **bushel baskets** black, dark green, white, yellow or red and line with a large plastic refuse bag. Fill the basket with geraniums, petunias, ivy and vines. Place alongside the front door for a cheerful welcome. Or use the smaller peck baskets the same way and attach strong cord to three or four places at the top of the basket and hang on a porch.

Onion baskets that can be picked up at grocery stores, when woven with ribbon or spray-painted, make attractive storage for magazines and record albums or even patterns for the seamstress.

the last straw

Feature a favorite animal — dog, cat, bird, mouse — in a handcrafted gift. First draw an outline of the animal's likeness on paper for a pattern. Transfer the shape to felt or other fabric. Cut out and top stitch around edge, leaving an opening to stuff. Fill with nylon stockings, cotton or plastic bags. Sequins, beads or small buttons make perfect eyes. Embroider or use a magic marker for nose, mouth and other definitive markings on the pet. For a small animal, attach a loop for this craft to be hung from a Christmas tree or bookshelf.

Embroider a denim work shirt or a pair of jeans with favorite sayings, patchwork, field flowers, zodiac signs to individualize everyday clothes to your personality and taste. Or cut the legs off out-grown jeans and turn inside out to stitch the bottom closed. Reverse for a purse and run clothes line through the belt loops for the drawstring. Embroidery-decorated pockets make easy-to-get-to outside sections for sunglasses and lipstick.

From scraps of leather (available in packets in notions and sewing departments) or left-over pieces of vinyl fabric make attractive **vegetable** or **fruit pins**. Green leaves, stem and red cherries are backed with felt and stitched together. A safety pin sewn on the felt makes the bunch of fruit a wearable wardrobe addition.

The **Patchwork craze** is more than crazy quilts. Piece together scraps of material and make into skirts, tablecloths, potholders, place mats, dinner napkins and pillows, large and small.

SKITS



PUPPETS

Pirate Ship

On a rainy afternoon when you can't go anywhere without getting wet, you can go hunting for treasure inside in this cardboard pirate ship—if you are smart enough to keep a big cardboard box on hand. The kind of box that a refrigerator or a big piece of furniture comes in is perfect.

Do you have your box? Get your cardboard-cutting tools ready: a mat knife or other strong knife, a steel ruler, and a pencil. Read about how to cut cardboard on page 5 before you start.

You might as well get out the rest of the things you'll need: a roll of strong silver duct tape, some pieces of scrap cardboard, an old broomstick or mop handle, scissors, a discarded white sheet, cardboard tubes, felt-tip markers, and paint and paintbrushes.

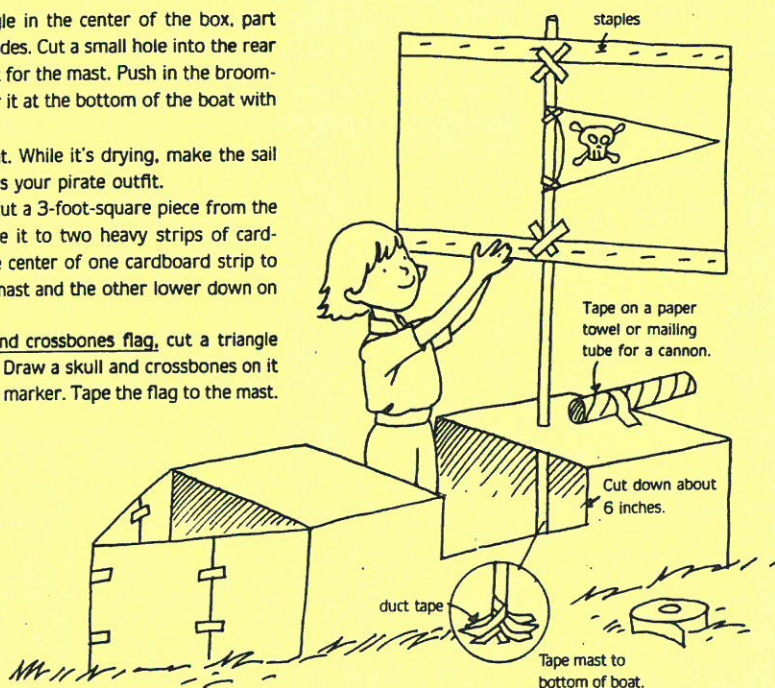
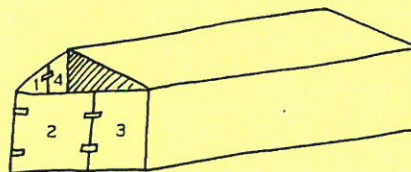
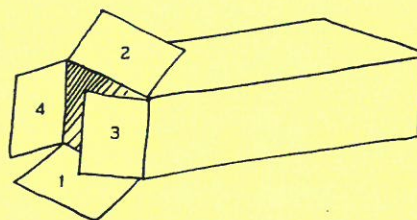
Lay your box down on its side, with the flaps open at one end. With your mat knife cut off the top and bottom flaps from the open end. Attach them to the ends of the remaining (side) flaps with tape. Bring the two long flaps together and tape them to make the bow.

Cut a rectangle in the center of the box, part way down the sides. Cut a small hole into the rear deck of the boat for the mast. Push in the broomstick and anchor it at the bottom of the boat with duct tape.

Paint the boat. While it's drying, make the sail and the flag plus your pirate outfit.

For the sail, cut a 3-foot-square piece from the old sheet. Staple it to two heavy strips of cardboard. Tape the center of one cardboard strip to the top of the mast and the other lower down on the mast.

For a skull and crossbones flag, cut a triangle from the sheet. Draw a skull and crossbones on it with a black felt marker. Tape the flag to the mast.



S K I T

A SKIT is a dramatized joke of a funny situation, usually with a snapper line at the end. Skits are short, quick and to the point.

Skits are used to help the pack meeting the parents, the Cub Scouts and the den leaders.

Pack meetings need skits. Skits are ICE breakers. They get everyong smiling or laughing and set the mood for the pack meetings.

Parents need skits. When a den does a skit at the pack meeting parents see their sons participating in the program. Parents know what the boys are accoplishing. Skits help take the pack meeting out of the hands of the adults and put it back into the hands of the boys.

Cub Scouts need skits. Skits allow the boys time to have FUN and show off. The Cub Scouts can act out their own plots, use their imagination and gain a real sense of accomplishment.

Den Leaders need skits. Skits are a program help. They allow the den leader to observe and learn about their their Cub Scouts.

Skits can be the tool for learning, experiencing or imagining.

Boys love to use their imaginations, so let them. This is their chance to be somebody else, to pretend, to dress up and to give others pleasure at the same time.

Skits let the boy express a choice of characters and develop powers of observation by helping him recognize the desirable characteristics in the people he sees. They may also help a boy become less self conscience.

There are a few ideas in this section. But...do not be limited to the ideas found here. The Cub Scouts are the greatest resource for skit ideas. Let them make it up. One boy may have a

funny event to relate from school or home. Boys are great at knock-knock jokes. Use them. The boys will participate more readily if they feel the skit is theirs.

There are limitless resources available:

Roundtable	Libraries
Other Leaders	Pow Wow Books
Children's books and magazines	
Pack-O-Fun magazines	

SUGGESTIONS FOR WRITING A SKIT

A theme stirs the imagination-make it real with a costume and some props. Let the boys play-act. A Cub likes to show off - to prove he can do things.

Types of Skits:

- Pantomime - no words
- Pantomime - with narration
- Pantomime - set to music
- Playlet with short spoken lines
- Puppet show - Cubs can read lines
- Audience participation

The subject matter is usually related to the theme but may have many variations:

- Current events
- Historical episodes - the start of the Scouting program
- Community history - story of some local legend related to the theme
- Embarrassing moments (can be very humorous)
- Demonstration of skills

THINGS TO AVOID

- Dramatization of undersirable character
- Criticism which makes no attempt to suggest a better way out
- Skits that ridicule persoms or groups
- Characters which are too difficult to portray.

Whichever skit format is chosen, it should follow this simple outline:

BOY WANTS SOMETHING - Friendship, a gold mine, a trophy, to find a lost planet.

BOY STARTS TO GET IT - By canoe, plane, horseback, on foot or some other way.

OBSTACLES STOP BOY - Crocodile, native head hunter, a secret enemy, a false friend or other problems.

BOY ACHIEVES GOAL - Through an act of kindness, bravery, wisdom, magic, unexpected help or other means.

KEEP THESE THINGS IN MIND

Keep a skit simple.

Keep it short (3 to 5 minutes at the most).

Use simple props, scenery, costumes if any.

Avoid long, memorized dialogue.

Pantomimes are great.

Let every boy participate.

Use stage directions liberally - tell who goes where and does what.

Be sure the audience can hear.

A simple skit can be written around a joke, a punch line from a joke, a song or participation of others than the Cub Scouts.

THE PIRATES COME CLEAN

Materials needed: Costumes for eight pirates
Eight Cub Scouts

The scene opens on the pirate ship. Four pirates are assembled in a group having the following discussion:

FIRST MATE: I just came from the Captain's cabin. He is really sick. I had to take his meal to him.

SECOND MATE: Well, tell us. Will he live? I have never seen anyone as sick as he is.

FIRST MATE: He is much better. He is sitting up on the largest treasure chest I have ever seen.

THIRD MATE: What do you think is in it? I'll bet it is full of gold and silver enough for us to live it up for a long time.

FOURTH MATE: You get him up here. We know how to take care of him.

The First Mate leaves and returns with the Captain. Two other pirates also enter.

COOK: Captain, good to see you up. My food must have helped you. You look much stronger.

CAPTAIN: Yes, thanks. The First Mate tells me there has been some serious damage done near the plank. Would one of you like to show me?

SEAMAN: Sure, Captain, it's right over here. Have a look.

The Captain leans over to look and is pushed over. Two mates leave and return with a treasure chest. After it is open all mates greedily begin to pull nothing but clothing from the chest.

FIFTH MATE: Why, it's nothing but his dirty laundry!!!

A PIRATE TALE

Audience Participation

Divide the group into seven sections. Each group should be given a word to respond with the following phrases.

PIRATE - "Yo-ho!"

SEA - "Slosh, slosh"

SHIP - "Hoist the sail"

RUM - "Cheers"

WOMEN - "EEK"

BLACK FLAG - "Jolly Roger"

TREASURE - "Gold, Silver"

PIRATES came to the SEA from all over the world. There were English, Irish, French, Spanish, and American PIRATES. There were brave PIRATES and cowardly PIRATES. Some were kind, and some were cruel. They sailed the SEA in many different kinds of SHIPS. What a PIRATE did best was rob other SHIPS, take whatever TREASURE they had and spend it on RUM, good food, and WOMEN!

The PIRATES sailed the SEA looking for SHIPS to rob. When a SHIP was sighted the PIRATES would race across the SEA toward their prey. When they got close to the SHIP, the PIRATES raised their BLACK FLAG and attacked! Smoke from cannon and guns would fill the air! Swords and knives flashed as the PIRATES fell upon the TREASURE SHIP. A bloody battle took place - sailors would die. PIRATES would die - in a battle to the death for riches and TREASURES.

If the PIRATES won, they would fly the BLACK FLAG high above the beaten SHIP, take all the TREASURE and RUM and SHIP held, and take the WOMEN as hostages to be held for ransom. When the PIRATES SHIP was full of TREASURE, they would sail to a nearby island and divide the TREASURE among themselves sometimes burying it to be claimed later. Then they would put to SEA again in search of other TREASURE laden SHIPS.

The life of a PIRATE was wild and dangerous. The SEA brought them TREASURE filled SHIPS to plunder, rich towns to pillage, WOMEN to hold for ransom, and strong RUM to drink. The sight of a BLACK FLAG soaring above a SHIP would bring terror to the hearts of good men of the SEA.

PEG LEG PETE'S PREDICAMENT

Audience Participation

Divide the group into four sections. Each group should be given a word to respond with the following words.

PIRATES - Yo-ho-ho

PEG LEG PETE - Clomp, clomp

TREASURE - Gold! Gold!

MAP - It's That-a-Way

Back in the swashbuckling day of PIRATES bold, there lived a certain one named PEG LEG PETE. His only goal in life was to find a hidden TREASURE which could be found by following a MAP. Only one copy of the MAP existed among all the PIRATES, and it happened that PEG LEG PETE had possession of the MAP.

One fine day he and his PIRATES set sail to find the TREASURE. After carefully studying the MAP they began their journey. Each one was dreaming of all the riches he would find when they finally located the TREASURE. PEG LEG PETE followed the MAP day by day, using his spyglass as they came closer and closer to the spot where the TREASURE was buried. Finally they spotted land and eagerly went ashore. As they approached the spot where the MAP showed the TREASURE buried, PEG LEG PETE suddenly threw the MAP down in a mad rage while the other PIRATES rushed to pick it up and see what had enraged their leader. In his haste to get to the TREASURE, PEG LEG PETE had been reading the MAP upside down. The TREASURE was really buried right in the spot they began their journey.

In a rage, the PIRATES took out their swords and killed PEG LEG PETE, tore the MAP into shreds fighting over it, and then fought until they all were killed. So the TREASURE is still buried right where it has been...at the end of the rainbow!

BOBCAT'S BIG CATCH

Characters: Grey Squirrel, Running Deer, Small Bear, Little Wolf, Bobcat, and Chief Akela. (All dressed in Indian costumes. Akela wears chief's headdress).

Setting: A clearing in the forest. All characters except Bobcat and Chief Akela are seated in a semi-circle, facing the audience, with arms folded. Grey Squirrel is slowly beating a tom-tom. Bobcat is offstage with a small bow and arrow.

RUNNING DEER: This is a big day in Bobcat's life. He'll become a brave if good with a knife.

SMALL BEAR: To our tribe he will belong, if nothing in the forest goes wrong.

LITTLE WOLF: Hope he catches heap big prey, to make Chief Akela happy today.

GREY SQUIRREL: (stops drum, cups hand to ear) Hark my brothers! A sound I hear! I think brother Bobcat must be near. (offstage continuous loud sneezing is heard Bobcat and Chief Akela enter. Chief holds Bobcat by back of shirt Bobcat continues to sneeze.)

RUNNING DEER: Brother Bobcat, what did you fetch? We waited here to see the big catch.

CHIEF AKELA: Bobcat is headed for his father's tepee. The hunt has made him tired and sleepy. He will hav to hunt where the buffalo play, another time, another day.

SMALL BEAR: But Chief Akela, where is the catch that brother Bobcat went to fetch?

CHIEF AKELA: Brother Bobcat is plenty bold! He waded the creek and caught a cold! (Chief gently pushes Bobcat offstage as he continues to sneeze. All seated braves laugh, then quickly clap hands to mouth and refold arms. Grey Squirrel starts to beat drum again as curtain closes).

JOHNNY'S MISADVENTURES AT CAMP

A Pantomime - with narration

CHARACTERS: Johnny Cub Scout
Sheriff Star Fish
Octopus
Monster
Sea Horse
2 Sponges
Narrator/Big Rock

NARRATOR: And so it came to pass that Johnny Cub Scout went to Day Camp. He was so excited and eager for what lay ahead...cooking, games, hiking, and what a clear creek and (splash) an unexpected swim...(glub, glub)

Johnny could hardly believe his eyes... but of course his eyes were shut. Upon the horizon appeared a big, green slimy sea monster. Johnny was terrified. "Help" he cried as the monster came nearer. In cam Sheriff Star Fish, riding his faithful sea horse, and rushed to Johnny's rescue. He tried and tried, but the monster came closer. Then out of nowhere came our hero the octopus, "I'll save you", he cried and the battle began.

It didn't take long and the fight was won. Johnny, the Sheriff, and the rest were happy and the sponges finished cleaning up the mess. And Johnny was ready to go on to his next adventure or mis adventure.

(This can also be used as a skit for puppets. That are made out of cardboard and mounted on sticks.)

ROBOT INVENTORS

Scene: Table covered with old sheet or other cover reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, and a black top hat are on table.

Characters: Six scientists in lab jackets (women's blouses, collars turned inside, put on backwards) stand at both ends and back of table. Scientist 2 is reading a large book, plainly titled HOW TO INVENT A ROBOT. Scientist 3 is looking over his shoulder. Scientist 4 is stirring liquid in a bowl with a wooden spoon. Another boy, a robot with a bunny tail, is hidden behind the table.

Note: If seven boys are not available some could take more lines.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it!

SCIENTIST 3: We'll have to change the formula.

(Scientist 4 adds soda to vinegar water in bowl-the mixture fizzes.)

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 5: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 4: That's rabbit, not robot!

(Scientist 2 raises book, Scientist 4 raises spoon, Scientists 1,2,3, and 4 chase Scientist 5 offstage left. Scientist 6 starts to follow, stops, and looks at hat.)

SCIENTIST 6: (shrugging shoulders) It might work! Abracadbra 1-2-3. (Takes hold of hat with left hand, tips it toward himself at edge of table, reaches "in" really reaches behind table-grabs and pulls robot out of hat)

SCIENTIST 6: Hey! It worked! Now I'll just push this button (pushes button on robot - robot drops to all fours, hops offstage, showing a bunny tail bobbing at back)

THE SPIDER'S PLEA

Characters: Four Cub Scouts in spider costumes with eight legs sewn on. Four Cub Scouts in uniform.

Setting: Spiders line up on stage. Each steps forward to speak his lines.

SPIDER 1: We lowly spiders aren't all bad. As a matter of fact, it's really quite sad. We wish to tell you now our story. You be the judge and also the jury.

SPIDER 2: No neck, no arms, no feelers have we. But eight legs, a body, and eyes to see. Our American family often, you realize, is half cobweb, half hunter, and quite good size.

SPIDER 3: We the hunters, are runners and jumpers. Some, being patient are really good stalkers; living among the flowers and grass, to prey on insects that come to pass.

SPIDER 4: We, as cobwebs, are very bright. Catching our prey is sheer delight. Spinning our own silk in making a web, gives us protection, food, and a bed.

ALL SPIDERS: Men and birds give us quite a fright. Is it because you don't like our sight? Ridding the world of flies and bugs, and all you do is exterminate us!

(Uniformed Cub Scouts enter, armed with oversized spray guns and chase spiders into the audience.)

Graduating Ghosts

"Graduating Ghosts" features a class of ghosts at graduation exercises. Ghosts have completed "Ghost School." Each ghost receives a hood, instead of the usual diploma or degree. You may act this skit out with dialogue or pantomime it with a narrator reading the various parts.

THE PLAYERS (*which may vary*): School Principal, Mr. Bugby (visiting ghost from England), Ghosts, including one who is tops in his class in spite of the fact that he failed whoooing. He bow, wow, wow, wows, instead of whooos.

COSTUMES: Sheets and hoods for all players.

PROPS: Chains that rattle.

(*Scene opens on class of ghosts whoooing a happy tune. Pick any tune your group knows well. If you have a school song, you may want to whooo to it. Above the whoooing comes an occasional bow, wow, wow, from one of the ghosts who hasn't learned to whooo. Principal signals for silence. He and Mr. Bugby begin passing out hoods to the graduates, who come forward one at a time. First Ghost approaches, twirling chain, dangling from his waist.*)

PRINCIPAL (*banding hood to Ghost*): Congratulations. Show Mr. Bugby how skillfully you rattle that chain of yours. (*Ghost rattles chain with vigor.*)

BUGBY (*clapping vigorously*): Splendid! Splendid! Jolly ole England, where Ghosts are very big, you know, could use a lot of Ghosts like you.

GHOST (*spreading his wings*): I'm ready to fly, Mr. Bugby. (*Ghost turns to group.*)

PRINCIPAL (*another Ghost approaches*): Well, who have we here? You know, they all look pretty much alike. Ha! Ha! Oh, yes. This little Ghost does a whooo like you've never heard a whooo whoooed before.

BUGBY: Out with it, young chap. (*Ghost does a resounding whoooo.*) By jove, you're right, Let's have another go at that whooo.

GHOST (*dancing around and flapping his sheet*): Whooo. Whooo. Whooo. (*Receives hood and rejoins group.*)

(*Another Ghost approaches, rattling not one, but several chains, with gusto.*)

PRINCIPAL (*sounding above loud rattling of chains*): Here comes our champion chain rattler. Took every single prize in our chain rattling competition this year. (*Rattling stops.*)

BUGBY: Well, I've heard some mighty good rattling in my day. But this chap takes the cake. Let's hear it, boy. Ring out those chains, loud and clear. (*Ghost rattles chains with great vigor.*)

PRINCIPAL (*putting hood on Ghost's head*): You've done yourself proud. You'll really go places.

GHOST (*spreading his wings*): I've got my wings now and I'm ready to take off, sir. (*Returns to group.*)

(*Great ear-splitting whoooing comes from next approaching Ghost.*)

BUGBY (*shouting above loud whoooing*): So much like home. I feel like I'm back in merry England. (*Whoooing stops.*) Can you whooo us a tune,

boy? (*Ghost whooos to tune of "London Bridge."*) By jove, if I didn't know any better, I'd swear I was back in England. This fellow's got the makings of a real honest-to-goodness English Ghost. And, you know, they don't make 'em any better than in England.

PRINCIPAL (*presenting hood to Ghost*): You've got a great future in store for you with that kind of whoooing.

GHOST: Mr. Bugby, may I ask a couple of questions?

BUGBY: Sure. Go ahead.

GHOST: Do you have haunted houses in England?

BUGBY: Do we have haunted houses in England? My lad, we sure do. The most ghostly haunted houses in all the world.

GHOST: Do you have goblins in England?

BUGBY: Goblins, did you say? The most mischievous — the most fun Goblins in all the world.

GHOST (*spreading his wings*): England, here I come. (*Disappears.*)

PRINCIPAL (*top ghost in class timidly approaches*): Here comes our star student, Mr. Bugby. Unfortunately, he flunked whoooing, but did so well in all the other ghostly doings that he ranked number one in his class.

BUGBY: Flunked whoooing? Why that's unheard of. Let's hear it, young fellow.

GHOST (*timidly*): Wow. Wow. Wow. Bow Wow.

BUGBY (*holding his sides and laughing hysterically; laughs so hard his hood falls off*): Sorry, boy. Sorry. I lost my head for a minute. (*Retrieves hood.*) Forgive me. But you sounded more like a werewolf than a ghost. My boy! My boy! We've got to go to work right now on that whoooing of yours. No ghost — no matter how bright he is otherwise — can graduate without a goxl whooo or two. Listen to me. Listen very carefully. (*Sounds a beautiful, melodic whoooo.*)

GHOST (*rattling chain which he does very well*): Oh! I'd give the last link in my last chain to be able to whooo like that.

BUGBY: Give it a try, boy. On the count of three. One. Two. Three.

GHOST (*putting his whole heart into it*): Bow wow wow wow wow wow.

BUGBY (*snapping impatiently*): Whooo! Whooo! Whooo! Not wow. wow. wow.

GHOST (*nervously*): I'm trying, Mr. Bugby. I'm trying. (*Gradually makes wow sound like whooo*) Wow . . . whooo. Wow . . . whooo. Wow . . . whooo.

BUGBY (*excitedly*): You're getting it. (*Pats Ghost on back.*) You've almost got it. Practice, lad. Practice. Practice makes perfect.

GHOST (*hesitantly*): W . . . h . . . o . . . o . . . of W . . . h . . . o . . . o . . . o!

BUGBY: You've done it! Success at last!

GHOST (*dancing around and whoooing*): Whooo. Whooo. Whooo. (*Other Ghosts join in whoooing. Several boast the successful Ghost up on their shoulders — a la winning football coach style — and carry him through the audience. All whooo to "For He's a Jolly Good Fellow." Fade out to a final bow . . . wow from our hero.*)

THE END

A Trip into Outer Space

Traditionally, February is the month for annual banquets and get-togethers. After a big meal, a "seventh-inning stretch" is a good idea to give everyone a chance to settle his dinner and relax a little before the more formal activities get under way. Here's an opportunity to put on some light-hearted entertainment. An audience participation skit always goes over big.

With this particular skit, everyone gets in on the action. Divide guests into six groups. Ask each group to take one of the following sound effects:

WHISTLING CLUCKING (Tongues) SNAPPING (Fingers)
CLAPPING (Hands) CLICKING (Heels) STAMPING (Feet)

Pick your best storyteller to read the following story. Whenever one of the action words (italicized) — *whistle*, *cluck*, *snap*, *clap*, *click*, or *stamp* is read, that group goes into action, loud and clear. Before you begin, each group may want to warm up a little on its own special sound effect. Everyone set? Okay, let's go.

STORYTELLER (As you read, pause where . . . appear to give your audience time to perform):

A Trip into Outer Space
Our story opens with two astronauts landing on a planet in outer space. Here they are greeted by all kinds of weird sounds, like *whistling* . . . *clucking* . . . *snapping* . . . *clapping* . . . *clicking* . . . and *stamping*. A strange but fascinating new world, think the astronauts.

All of a sudden — as if out of nowhere — appear six rather tiny creatures, with bright beady eyes, sharply pointed teeth, long whiskers, pointed snouts, stringy tails, and hair all over. They introduce themselves as: *Whistle* . . . *Cluck* . . . *Snap* . . . *Clap* . . . *Click* . . . and *Stamp*. "Welcome to our delicious, yummy, yum, yum world," cry out *Whistle* . . . *Cluck* . . . *Snap* . . . *Clap* . . . *Click* . . . and *Stamp*.

"We've come a long way," reply our astronauts. "Over 200,000 miles." *Whistle* . . . *whistling* . . . through his sharp teeth, exclaims, "You must be earth people then."

Cluck . . . his pointed snout twitching, says, "Earth people? What strange looking fellows you are."

Snap . . . his long whiskers bristling, says laughingly, "And look at the funny suits they're wearing."

Clap . . . whipping his long tail in the air, declares, "And see what they came in."

Click . . . his snout sniffing, asks, "What on earth, I mean, what in the world is it?"

Stamp . . . his hair standing on end, answers, "It's a spaceship. I hear everyone on earth is driving one these days."

Our astronauts, not quite knowing what kind of a reception they would get on this strange planet, take a liking right away to their new friends — *Whistle* . . . *Cluck* . . . *Snap* . . . *Clap* . . . *Click* . . . and *Stamp*. They ask *Whistle*

. . . *Cluck* . . . *Snap* . . . *Clap* . . . *Click* . . . and *Stamp* to tell them something about this wonderful place where they all live.

Whistle . . . answers, "It's a yummy, yummy place to live."

Cluck . . . answers, "We have lots of good things to eat here."

Clap . . . answers, "As a matter of fact, we have all we can possibly eat right here. Everything that we like best!"

Clap . . . answers, "It's a delicious world we live in."

Click . . . answers, "It's a place that's good enough to eat."

Stamp . . . answers, "We never go hungry here. In fact, it seems like all we do is eat and eat and eat."

Well, think our astronauts, these creatures — *Whistle* . . . *Cluck* . . . *Snap* . . . *Clap* . . . *Click* . . . and *Stamp* — certainly think a lot of this place. Odd, though, how they all seem to have a one-track mind. All they talk about is their stomachs. When we asked them to tell us about this place, every last answer they gave us had something to do with eating. Our astronauts decide to find out what's so deliciously wonderful about this place.

They ask *Whistle* . . . "If this is such a delicious place to live, do you have chocolate sundaes with whipped cream and nuts? Do you, *Whistle* . . . ?" *Whistle* . . . answers, "No. We have something that's a lot better than chocolate sundaes with whipped cream and nuts."

Then our astronauts ask *Cluck* . . . "Do you have double-decker hamburgers with catsup, mustard, pickles and the works? How about it, *Cluck* . . . ?"

Cluck . . . answers, "No. We have something a lot tastier than double-decker hamburgers with catsup, mustard, pickles and the works."

Our astronauts ask *Snap* . . . "Do you have corn on the cob smothered in butter? Yes or no, *Snap* . . . ?"

Snap . . . answers, "Nope. We have something that's even better than corn on the cob smothered in butter."

Our astronauts ask *Clap* . . . "Do you have jelly beans, peppermint sticks, and other kinds of candy? Do you or don't you, *Clap* . . . ?"

Clap . . . answers, "No. What we eat here is a lot sweeter to us than jelly beans, peppermint sticks, and other kinds of candy."

Our astronauts ask *Click* . . . "Do you ever eat triple layer chocolate cake with rich chocolate frosting? Well, what do you say, *Click* . . . ?"

Click . . . answers, "No, never! We never eat triple layer chocolate cake with rich chocolate frosting."

Our astronauts ask *Stamp* . . . "What's your favorite kind of soda pop? You do drink soda pop, don't you, *Stamp* . . . ?"

Stamp . . . answers, "We wouldn't think of drinking soda pop." By this time, our astronauts are really baffled. They've named a lot of the good things earth people like to eat. And these creatures — with their beady eyes, pointed teeth, long whiskers, pointed snouts, stringy tails, and hair all over — don't eat any of these great things. Yet, they love this place so much, because, as they say, it's such a delicious place to live.

Exasperated, our astronauts cry out, "What planet are we on anyway?" "THE MOON," shout *Whistle* . . . *Cluck* . . . *Snap* . . . *Clap* . . . *Click* . . . and *Stamp*.

Haven't you heard? The moon is made of CHEESE!

Presidential Puppet Party

A puppet skit for banquet fun

Here's a special skit to use with the "Presidential Puppets" perform the skit, you need five actors (four Operators for the puppets and a Narrator). If you want, the Operators with the puppets can be in full view of the audience. Or, you can cover a long table with a tablecloth or sheet that drapes to the floor. The Operators can kneel or sit behind the table, out of view of the audience, and reach up to place the puppets on the table. In any event, make sure the Operators speak the lines loud and clear. No other props or scenery are necessary to put on the skit.

You could also have the audience participate in the skit and add to the fun. To do this, have the Narrator divide the audience into four sections — one for each President — before the skit begins. Each section will make a sound at the mention of its President's name. Have the Narrator rehearse the sounds with the audience beforehand. The Presidents' sounds are as follows:

George Washington — Clap
Abraham Lincoln — Cheer

Theodore Roosevelt — Stamp feet
Ulysses S. Grant — Whistle

Be sure the Operators pause after the mention of each name (underlined in the script) to give the audience time to respond.

As the skit opens, the Narrator stands to one side of the stage and the puppets (except for T. Roosevelt) are in the center.

NARRATOR: You all know that the United States will be celebrating its 200th birthday next year. Various groups are already planning celebrations for this special occasion. But I bet you didn't know that a group of former presidents — George Washington, Abraham Lincoln, Ulysses S. Grant, and Theodore Roosevelt — are also planning a celebration. Let's listen as they make their plans for a gigantic birthday party for all the presidents.

LINCOLN: Nine score and nineteen years ago, our fathers brought forth on this continent a new nation
GRANT: Cut the dramatics, Abe. We know about the 200th birthday of our country. We're here to do something about it.

WASHINGTON: Let's see if everyone on the planning committee is here. I'm in charge of refreshments. Abe, you're the chairman of the hall and decorations committee. Ulysses, you're supposed to take care of the music. The invitations will be handled by Teddy — say, where is he?

ROOSEVELT (*appears on stage, sounds tired and out of breath*): Here I am, George. Sorry I'm late.

LINCOLN: We're just starting. You look awfully worn out and tired, Teddy.

ROOSEVELT: I sure am. I had a rough ride here. Say, I haven't seen all of you for a long time. You know, Abe, with both you and Ulysses wearing beards, you look a lot alike.

LINCOLN: Yes, I know. Everyone is always taking me for Grant — Ted.

GRANT: That's enough visiting for now. We've got work to do. Teddy, there'll be

38 invitations. Abe, where should we have the celebration?

LINCOLN: We'll need a lot of room. A big hall . . . maybe I can find a jumbo log cabin that's available.

WASHINGTON: How about having it at the White House?

LINCOLN: You never did get to see it finished, did you, George?

WASHINGTON: That's right. The East Room should be a perfect place for our party, if I remember the plans correctly. After all, I have such a great memory!

ROOSEVELT: What makes you think so?

WASHINGTON: Well, wasn't a monument erected to my memory?

ROOSEVELT: Ahem, well, yes. I guess so.

GRANT: Now that we know where the party will be, what will we eat?

WASHINGTON: As chairman of refreshments, I would like to suggest my all-time favorite — cherry pie!

GRANT: Sure, George, and then we'd have to cut it with a hatchet!

LINCOLN: Well, Ulysses, we could have chocolate Lincoln Logs

ROOSEVELT: Preposterous! Remember, gentlemen, that this is a birthday party. No birthday is complete without a birthday cake!

WASHINGTON: Yes, Teddy, I suppose you're right. We could ask the Poppin' Fresh Doughboy, Duncan Hines, and Betty Crocker to help us out with the cake and other refreshments. How does that sound, Ulysses?

GRANT: Delicious, George. Now if any of you are entertaining any ideas I'd like to hear about them, since I'm on the entertainment committee.

LINCOLN: We need some real all-American entertainment

ROOSEVELT: Why not invite John Phillip Sousa and his band? You can't get any more patriotic than him — he's got "U.S.A." in his last name!

WASHINGTON: Personally, Teddy, I think it's an excellent idea. After all, he did write the "Washington Post March"!

LINCOLN: That settles about everything now. I'm checking on the place. Teddy will send out invitations. George is ordering the birthday cake. Ulysses will get Sousa and his band.

GRANT: What a party! Abe, we'll have the finest of everything!

ROOSEVELT: It'll be a grand celebration!

WASHINGTON: Hold it! (*Pause*.) How are we going to pay for all of this? The money's got to come from somewhere

LINCOLN: We could ask for a donation at the door

GRANT: Or sell raffle tickets and candy bars

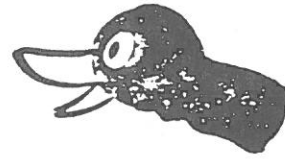
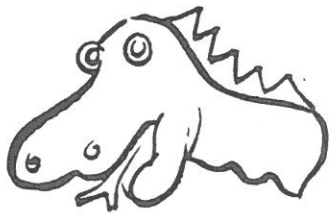
ROOSEVELT: Or sell cookies

WASHINGTON: There must be a better way to pay for our party. Let's think a little harder.

(*All the puppets huddle together and continue to mumble, as if in discussion, as the Narrator speaks.*)

NARRATOR: And so, Abe, George, Ulysses and Teddy tried to think of a way to pay for the wonderful party they had planned. They thought and thought. How would they pay for it? How could they pay for it? Finally, Teddy Roosevelt came up with the perfect answer. What could be more American! He told the other Presidents how they could pay for their expensive birthday party when he uttered his immortal word

ROOSEVELT (*opening his mouth wide and shouting*): **CHARGE!**



PUPPETS

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

There are records of puppet shows being performed in New York in 1738, and in Philadelphia in 1742. European immigrants brought their puppet heritage with them to the New World and would usually give performances for audiences of their own national origin. The next generation had little interest in this art form and its popularity dwindled until, by 1900, puppet shows had almost disappeared.

In 1937, the Puppeteers of America was founded and puppetry was revived. Today there are many companies of puppeteers traveling, giving performances and television has brought puppets to millions of viewers.

A puppet is a figure of a person, animal or object that is made to move by the efforts of a human being - adult or child. It derives its "life" and "personality" from that person's efforts and imagination.

The word "puppet" causes many a den leader to blanch and change the subject. Puppetry, however, is much easier than one might think. It appeals to a boy of Cub Scout age because it allows him to be creative. It provides an outlet for the most vivid imagination. The boys write the play, construct the stage, paint the scenery, work out the lighting and make the puppets. Puppets can be an inexpensive venture in which paper bags, old socks, discarded boxes and left-over scraps can be used.

Puppets can be used in connection with some achievements as well as monthly themes, some of the electives and the Webelos Showman badge.

Puppets can help overcome stuttering, strengthen weak muscles, relieve tensions and develop coordination. They can help a shy boy overcome inhibitions, teach a noisy boy patience and encourage the less imaginative boy to let it go.

Puppets seem to have magical powers. They almost come alive and can do things bigger, faster and better than real people. Moods and actions are exaggerated.

Many Scouts, especially at the Wolf level, are inexperienced readers. Memorizing lines and taking cues are difficult tasks for them. Use an old, familiar story or let the boys make up one while the leader writes down a rough outline to be followed later. The boys will easily develop a story once the puppets are in or on their hands. It will take very little time for them to polish up a play and want to present it at a pack meeting.

POINTERS FOR PUPPETEERS

- * Puppets will be more appealing if given a definite personality. Let the boy give the puppet its own special character with mannerisms, a special costume, a particular walk and its own way of speaking.
- * A puppet's features should be exaggerated. An extra big nose, crooked mouth, wild bushy hair, a long droopy mustache, a great big hairbow or huge eyes will make it easily recognizable.
- * Practicing before a mirror will help hone skills necessary to presenting the desired idea to the audience. A tape recorder will help the boys hear how their puppets' voices will sound and give them an idea of what changes need to be made for the puppet to be heard and understood.
- * The puppets should exaggerate both feelings and actions. A tired puppet should groan and sag so wearily the audience will know immediately how tired he is.
- * In some instances it is a good idea for the puppet to talk aloud to himself to convey an action. For example, while looking, he might say: "I'll look under this rock for buried treasure."
- * The puppet doing the talking should move - nod its head or jiggle a little. Fit the movements to the conversation. Other puppets in the scene should remain motionless until it is their time to speak. This makes it easier for the audience to know which puppet is doing the talking.
- * Hold the puppets vertically.
- * Do not hide one puppet behind another.
- * Make sure there is plenty of room behind the stage for all puppeteers. Crowding can inhibit spontaneity.
- * Puppets should make an entrance, not pop out of the air and they should exit, not just drop out of sight.

- * Frequent entrances and exits hold audience attention and prevent having too many puppets on stage at one time.
- * Keep actions clear and simple.
- * Look for ways to have the puppets exchange repartee with the audience.
- * Let the boys use their own words as much as possible. This adds to the realism and in most cases is much more entertaining than a rehearsed script.

SPECIAL EFFECTS

Music and special effects can make a puppet production more lively and vivid. Background music can be played on a record player or tape recorder. Using a tape recorder allows several different types of music to be used with a minimum of equipment. Popular music of the day may be just what the boys want to supplement the show. Special effects can always reinforce actions or ideas being conveyed during the production. Musical instruments, kitchen utensils, or natural objects such as gourds or coconuts make good tools to make special sounds. The following are a few suggestions for special effects. The boys can probably devise many more.

Thunder - Bend a heavy sheet of cardboard or a piece of tin violently back and forth so that it moves in waves.

Rain - Sprinkle dried peas or rice onto a metal baking dish, or roll marbles around in a cardboard carton.

Galloping horses - Alternately and rhythmically tap two small wooden blocks or strike upside down cups on a wooden board.

Wind - Pull a smooth stick across a tightly stretched piece of silken material; or cut a narrow slit in a piece of paper, then holding it about 1/2" from lips, blow to make a sound.

Gurgling stream or boiling liquid-

Put a straw in a cup of water and blow hard.

Mist, Fog, Smoke - Blow cornstarch or baking soda through a narrow tube by squeezing a container which is filled with this and which is attached to one end of the tube. Dry ice can be sprinkled with water just prior to the time for the special effect.

Fire - Create dancing shadows in front of a red light by placing something that moves in front. Streamers can be placed on the front side of a fan at low speed. For sound, crumple cellophane into a ball. When released, it will crackle like flame.

Lightning - Use a flash attachment from a camera, or flick stage lights on and off quickly.

Snow or magic dust - Throw up soap flakes or paper confetti.

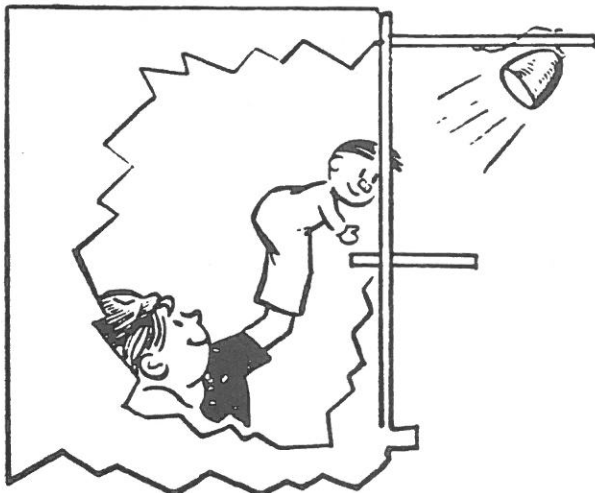
Auto brakes - Slide drinking glass across pane of glass.

Hail - Pour rice on a pane of glass, tin or wood.

Gunshot - Snap a yardstick or thin board on a hard, flat surface or fire a cap pistol.

Cricket chirp - Run a fingernail over the teeth in a fine-toothed comb.

Note: Many special effect depend on sound and should be done in front of a microphone hidden off stage to be heard.



BRINGING THE PUPPET TO LIFE

Working the puppet is called manipulation and it is not as easy as it looks. Puppets come alive as the puppeteer slides his arm into the glove or sleeve...There are things to remember as you work with puppets...

A puppet can answer questions by nodding just a little. The puppet can answer questions by nodding or shaking its head, or it can whisper things in the actor's ear. It is important to move the puppet every time. Movements must be appropriate to what is being said. If you flop the puppet around too much the movement ceases to be effective. Small movements and pauses in between work very well because then you've got more in reserve when you want to express excitement. It is even alright for them to stand still now and then. Of course, the real answer is practice - face a mirror and go through the various movements that will put life into your puppet.

Following are some hints and how-to's about manipulating your hand puppets. Walking - Move the wrist back and forth. The puppet should not pop out of thin air, but enter at the side of the stage or enter as coming up stairs into view of the audience.

Talking - If the mouth is moveable, it is simple to indicate talking. If it is immovable, move the head up and down rhythmically on phrases or groups of words.

Listening - Puppets should have good listening manners. A puppet should not move while another is speaking, and he should face the one who is speaking.

Sitting - Lower the puppet gently and insert the index finger of the opposite hand under the garment to make a knee. Gradually remove the finger as the puppet sits.

Climbing - Lower the paper mache tree or beanstalk or fence or ladder, etc. slowly while the puppet remains at stage level. Its only movement is grasping the branches or stalk at intervals.

Piano Playing - Use a toy piano that has been muffled so that no sound is heard when the keys are struck. Puppet performs as a recording or tape of a short piano selection is played.

Dancing - Two puppets may dance together or indicate kicking movements by using the pointer finger of the opposite hand to make kicks underneath a full skirt.



SAWDUST PUPPET

Materials Needed: Sawdust, wheat paste, tube roll, drink bottle, tempera paint, yarn, material for clothing, and bowl for mixing.

1. Mix two parts of fine sawdust with one part of wheat paste. Add water to make the consistency of cookie dough. Roll into a ball.
2. Insert a tube roll into the base of the ball and place roll over the neck of a soft drink bottle.
3. Press in on the ball of sawdust to make the eyes and mouth. Pull out a little for the nose and ears. Work until the shape is satisfactory.
4. Let it dry thoroughly. Drying may take two or three days and longer if in a damp climate.
5. Paint features with tempera paint. Glue yarn for hair. Gather cloth around the tube roll to form dress.
6. Manipulate the puppet by holding the tube roll.

CHILD SIZE PUPPET

Materials Needed: Brown wrapping paper, stapler, newspaper, paints or crayons.

1. Child will lie down on a large sheet of brown paper. Another child or leader will sketch around the child with a pencil.
2. Cut two pieces exactly alike as the sketch outline is cut. Staple the edges together, leaving room to stuff with newspaper.
3. Paint or draw features on the figure. Stuff with crumpled newspaper.
4. To manipulate, the child will hold the figure in front of himself as he moves about.

FINGERTIP PUPPET

Materials Needed: Construction paper, glue, shoe box

1. Draw a small figure approximately 3 inches tall, or cut a small picture from old literature.
2. For each puppet cut a strip of paper about 1 inch wide and 2½ inches long. Glue the ends of the paper strip together to make a tube. Glue side of the tube to back of the puppet. Put forefinger into the tube and move finger to move puppet.
3. These could be used with a shoe box stage. To make the shoe box stage, remove the lid from the box. Cut a stage opening in the side of the box. Cover or paint the box.

NEWSPAPER PUPPET

Material Needed: Newspaper, wire, tape, construction paper, yarn, nylon stocking, material for clothing.

1. Crumple a double sheet of newspaper to form a ball.
2. Place the ball in the center of an unfolded sheet of newspaper. Gather the paper around the ball to form the neck and body. Holding the paper securely around the head, tape beneath the head to form the neck. Leave the remainder of the paper hanging down to form the body.
3. Roll a sheet of newspaper lengthwise for the legs. Roll another sheet crosswise to form the arms. Tape the arms and legs as needed to hold in shape. Insert a medium weight piece of wire in the arms and legs before attaching to the body.
4. Lay the legs across the body about 3 inches from the bottom of the body. Bring the paper back over the legs and tape securely. Fold the legs down.
5. Secure the arms in place by taping in a crisscross fashion around the body.
6. Cover the head with a piece of white cloth. Stretch a flesh-colored nylon stocking over the cloth and secure at the neck. To finish the head, add eyes, mouth, and nose cut from construction paper. Use yarn for the hair.
7. Dress the puppet as desired.

SOAP BOX PUPPET

Materials Needed: Soap box, scrap cloth, cardboard tube from a coat hanger, tape, glue, tempera paint or crayols.

1. Create facial features with tempera paint or crayols.
2. Construct costume from scrap cloth and glue to box.
3. Tape cardboard tube to box as means of manipulating the puppet.

COAT HANGER PUPPET

Materials Needed: Coat hanger, nylon hose, tape, construction paper, yarn for hair, scraps of material, and paste.

1. Shape the coat hanger to form an oval or a profile for the face.
2. Cut the foot and top off a nylon hose. Tie a knot at the one end and pull over the coat hanger with knot at the top and open end at the handle. Tape securely.
3. Cut features for the face from construction paper or felt, and paste on. Hair may be made from yarn or cut from construction paper.
4. Gather a piece of material over the handle to hide puppeteer's hand.
5. Manipulate as a puppet or hold over the face as a mask to help portray a character in a story.

STYROFOAM BALL PUPPETS

Materials needed: Styrofoam ball, latex paint, women's liquid makeup, glue, water, paper, lacquer, poster paint, and yarn, wig, crepe hair or fur for hair.

Styrofoam balls suitable for hand puppets come in 3", 4", and 5" sizes. The 3" size is large enough to be seen in a fairly large assembly room. There are two types of these balls on the market: porous and slick. Buy porous. Shape the head, not by cutting away, but by pushing and squeezing in little by little. To start the features, mark off with a pencil the general area of the eye sockets and nose, marking the nose wider than will be needed (to allow for shaping later). Push in eye sockets and along the sides of the wide nose and shaping as needed for the character. If you wish ears to show, mark off ears larger than needed. Push in the head and cheeks.

Lightly indent for the mouth and chin. If you make a mistake, don't despair. Turn the ball over and begin again.

The next step is to make a hole in the bottom of the head where the neck should be. With a pencil, poke a hole to start and enlarge it until it will contain the index finger plus the neck of the costume. This hole should be deep enough to reach almost the second joint of the index finger to give the puppeteer control.

At this point the head is ready for painting. Use any good latex wall paint. The dealer will mix a good skin color for you. Or, use women's liquid makeup and mix it with water and glue. For durability, use three layers, letting each dry completely before adding the next. The surface of the ball will still look rough, but is not noticeable a few feet away.

Next, paint on the eyes, lips, and other features. Use poster paint. Instead of painting on eyes, you may draw them on paper and paste to the head. At this point you may spray the head lightly and quickly with lacquer. It gives a bit of durability, but also adds a shine. This step is optional. The head is ready for hair, eyebrows, beard, mustache or anything else you want. Hair may be made from yarn, old wigs, theatrical crepe hair or fur. In attaching anything to these balls, an all-purpose glue is best. The final step is to glue into the hole. Push costume up into the hole as far as it will go. Gently remove the hand. Carefully lay the puppet aside until the glue in the hole has dried, even a day or two.

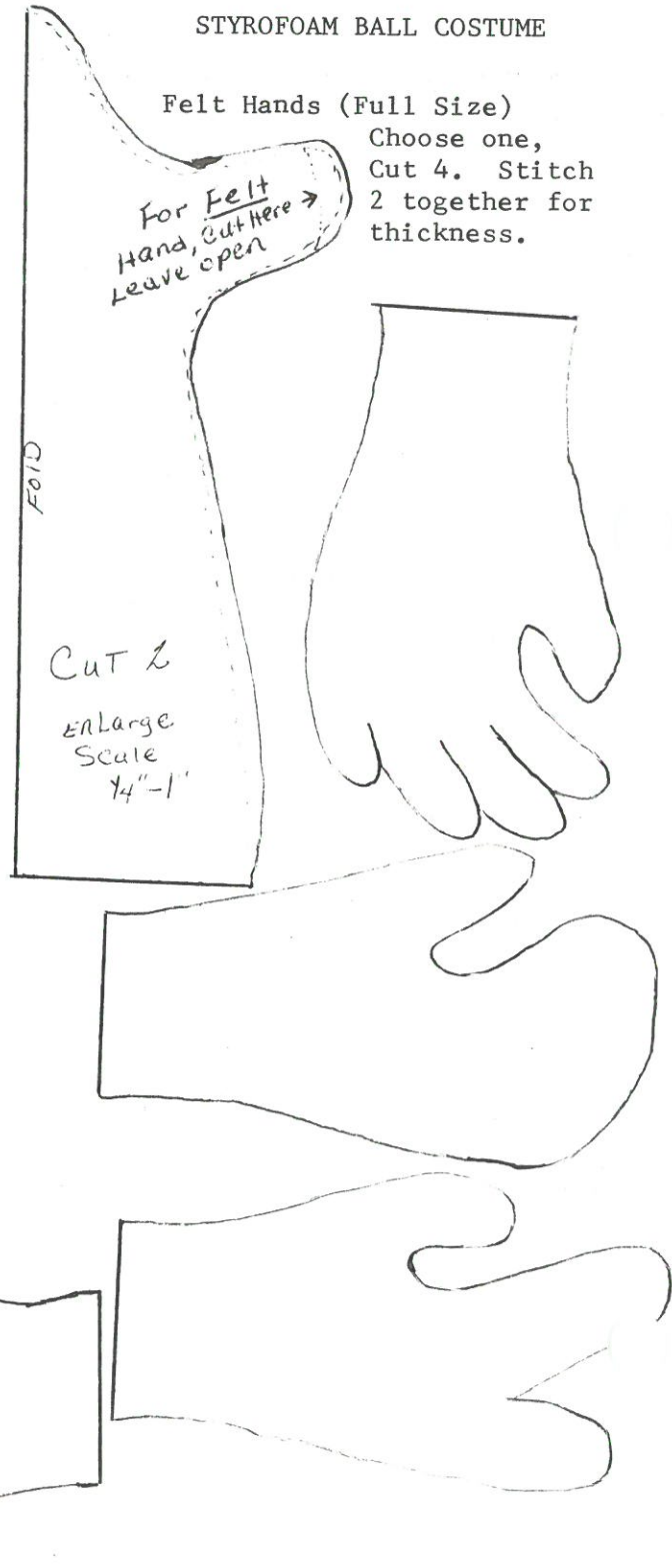
ANOTHER STYROFOAM PUPPET

Materials Needed: 6" styrofoam ball, 1 ft. 3/16 inch dowel, Duco cement, straight pins crepe paper, cloth, pipecleaners, tinsel and crepe paper or yarn for hair.

Use a 6" styrofoam ball for the puppet's head. Shrpnen one end of a one foot 3/16 in

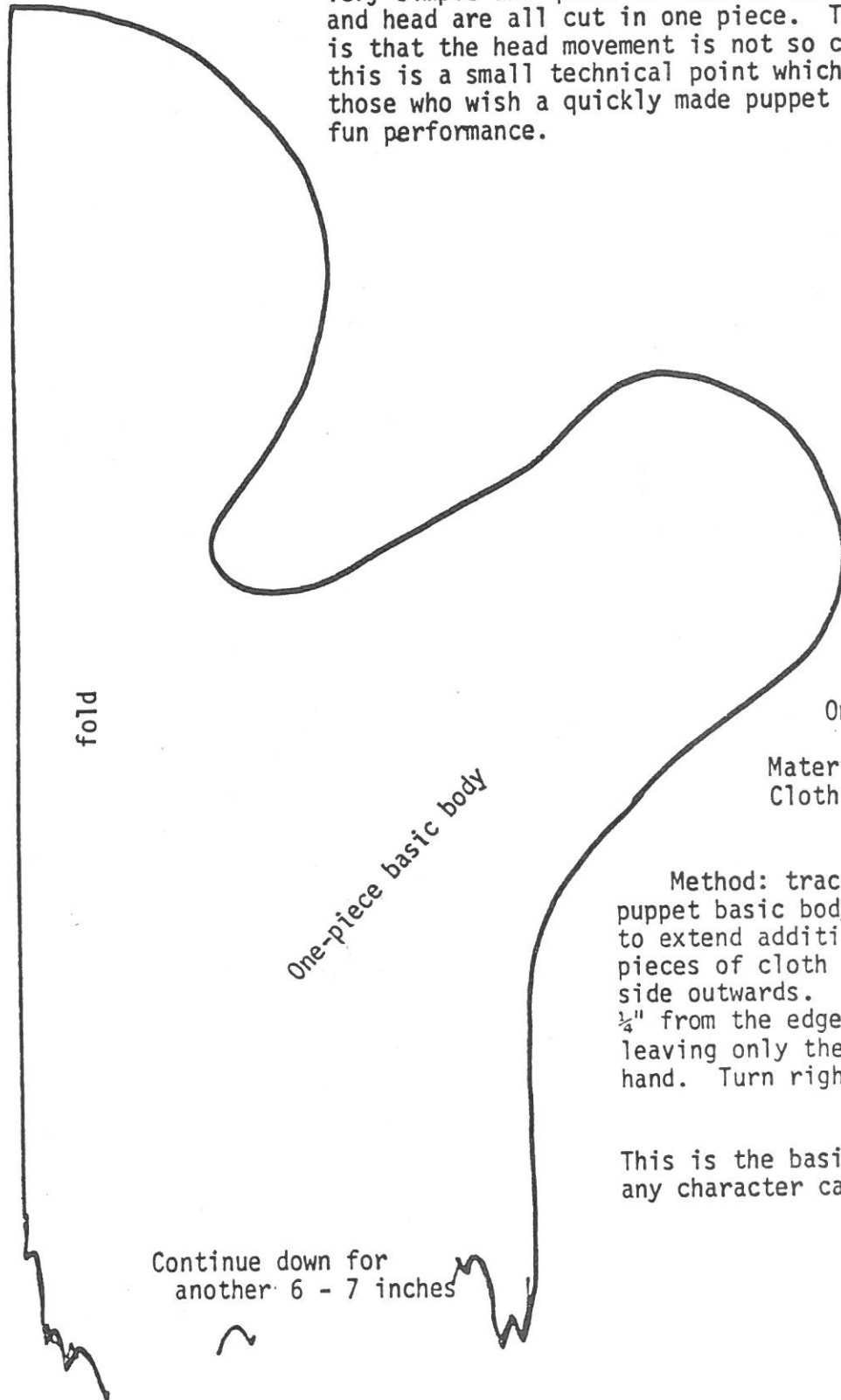
inch dowel. Stick the shrpned end (coasted with Duco cement) into the styrofoam ball. The stick will serve as the handle to control the puppet's movements. With straight pins or Duco cement, fasten facial features onto the styrofoam ball. Fashion the hair from crepe paper or yarn. Make the halo from pipe cleaners and tinsel. The costume can be made from crepe paper or cloth. Of course, other characters can be created with the basic styrofoam ball.

STYROFOAM BALL COSTUME



ONE-PIECE PUPPETS

One piece puppets are made of cloth and are more durable. Their advantages are that they are very simple and quick to make as the glove, arms and head are all cut in one piece. The disadvantage is that the head movement is not so controlled - but this is a small technical point which need not deter those who wish a quickly made puppet for a just-for-fun performance.



Basic Method
for Making
One-Piece Puppets

Materials Needed:
Cloth - 2 pieces, 14½" x 10"
thread

Method: trace the one-piece puppet basic body diagram - be sure to extend additional inches. Cut 2 pieces of cloth - lay together, wrong side outwards. Stitch together about ¼" from the edge. Sew right around leaving only the bottom open for hand. Turn right side out.

This is the basic method from which any character can be evolved.

Continue down for
another 6 - 7 inches

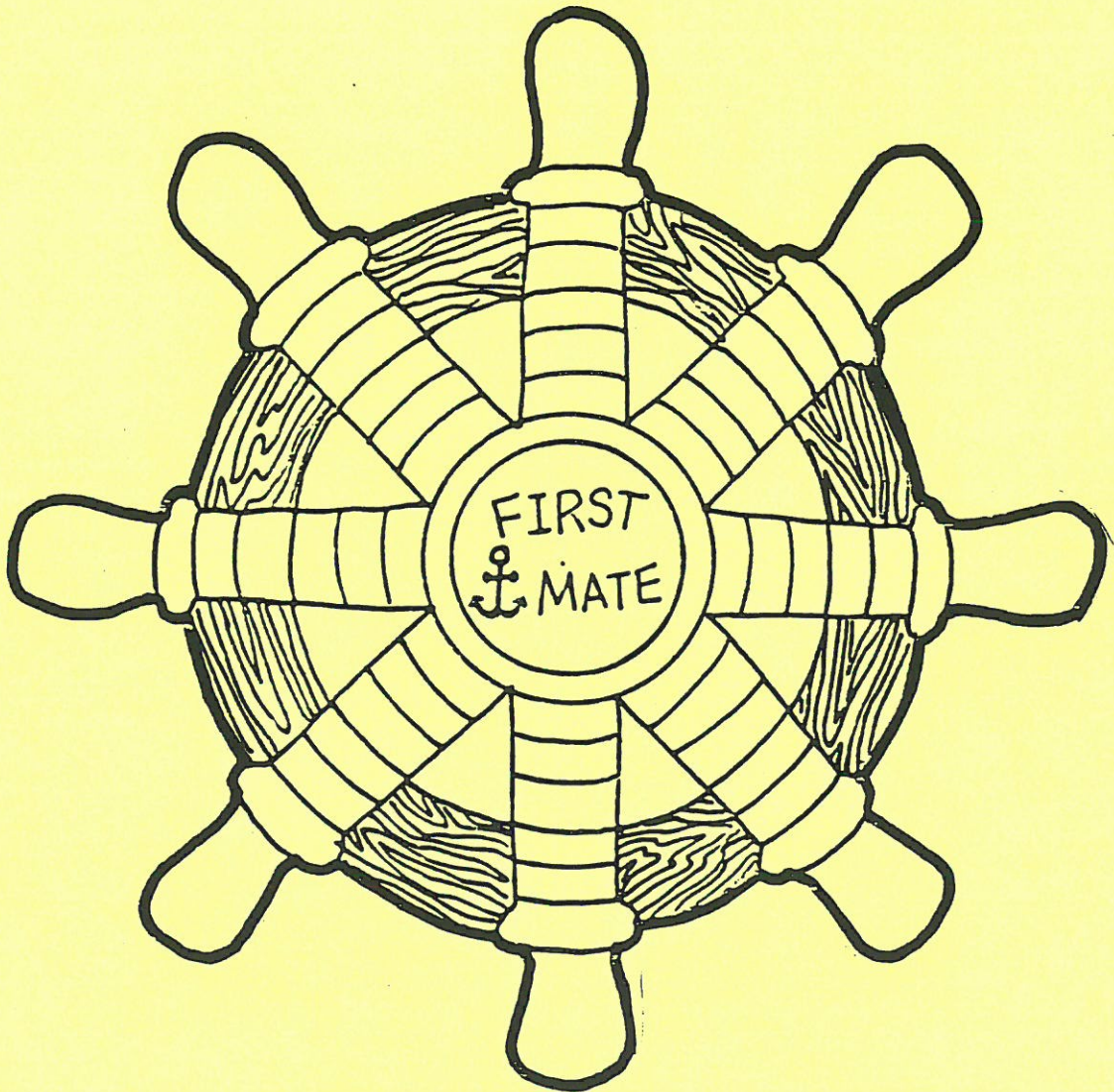
CIRCUS ACROBATS
Finger Puppets



SCOUTERS

&

SPOUSES



CONSIDER YOUR SPOUSE

- A. Preopening
- B. Opening
- C. Marriage and Scouting
- D. Let's Talk About It
- E. Song
- F. Golden Nuggets
- G. Summary

OUR GROWING MARRIAGE

Parts of Our Marriage	Needs Growth					Growing Area					Comments
	Low					High					
1. Communication	1	2	3	4	5	1	2	3	4	5	_____
2. Commitment to the marriage	1	2	3	4	5	1	2	3	4	5	_____
3. Consideration of each other	1	2	3	4	5	1	2	3	4	5	_____
4. Parenthood	1	2	3	4	5	1	2	3	4	5	_____
5. Time for each other	1	2	3	4	5	1	2	3	4	5	_____
6. Expressing appreciation	1	2	3	4	5	1	2	3	4	5	_____
7. Showing interest in each other	1	2	3	4	5	1	2	3	4	5	_____
8. Finances	1	2	3	4	5	1	2	3	4	5	_____
9. Supporting each other in:											
Community activities	1	2	3	4	5	1	2	3	4	5	_____
Place of worship	1	2	3	4	5	1	2	3	4	5	_____
Business	1	2	3	4	5	1	2	3	4	5	_____
Family	1	2	3	4	5	1	2	3	4	5	_____
Scouting	1	2	3	4	5	1	2	3	4	5	_____
10. Service to others	1	2	3	4	5	1	2	3	4	5	_____
11. Sense of humor	1	2	3	4	5	1	2	3	4	5	_____
12. Common values and goals	1	2	3	4	5	1	2	3	4	5	_____
13. Stress and management	1	2	3	4	5	1	2	3	4	5	_____
14. Expressing anger	1	2	3	4	5	1	2	3	4	5	_____
15. Getting along with in-laws	1	2	3	4	5	1	2	3	4	5	_____

Others:

THE CUB SCOUTING SPOUSE

Women: Since Cub Scouting's taken my husband
My worries are shocking to see!
Oh, what do they do in Cub Scouting
To turn his attention from me?

Chorus: Bring back, bring back,
(Women) Oh bring back my husband to me, to me!
Bring back, bring back,
Oh, bring back my husband to me!

Men: My darling, I see that you're worried.
The hair on your head's turning gray.
Don't worry about my affections,
I love you the same sweet old way!

Chorus: I'm here, wife dear,
(Men) And never will leave you - at least not long!
I'm here, wife dear,
And never will leave you for long!

Women: Now that he has joined the Cub Scouters
He's happier now than before!
He used to stay home and watch football,
But he'll be a-loafing no more!

Chorus: Cub Scouting, Cub Scouting...
(Women) I love what you've done for him, to him!
Cub Scouting, Cub Scouting...
He's now full of vigor and vim!

Men: This weekend the Webelos go camping,
There's a meeting 'most every night.
With pow wows, roundtables, and training,
I'm serving with all of my might!

Chorus: I'm here, wife dear,
(Men) And never will leave you - at least not long!
I'm here, wife dear,
And never will leave you for long!

Women: My neighbor's husband joined Scouting,
And Sue thinks that she will join too.
I even went to the Scout office --
I'm joining Cub Scouting with you!

Chorus: Cub Scouting, Cub Scouting,
(Women) I love what you've done for us - its GREAT!
Cub Scouting, Cub Scouting,
Together again we are MATES!

Men: My darling, please know how I love you.
I'm proud that our goals are set high!
Cub Scouting is GREAT for our family!
Together in all that we try!

Chorus: Cub Scouting, Cub Scouting,
(All) I love what you've done for us - its GREAT!
Cub Scouting, Cub Scouting,
Together again WE ARE MATES!

(Tune My Bonnie lies over the ocean)

GOLDEN NUGGETS

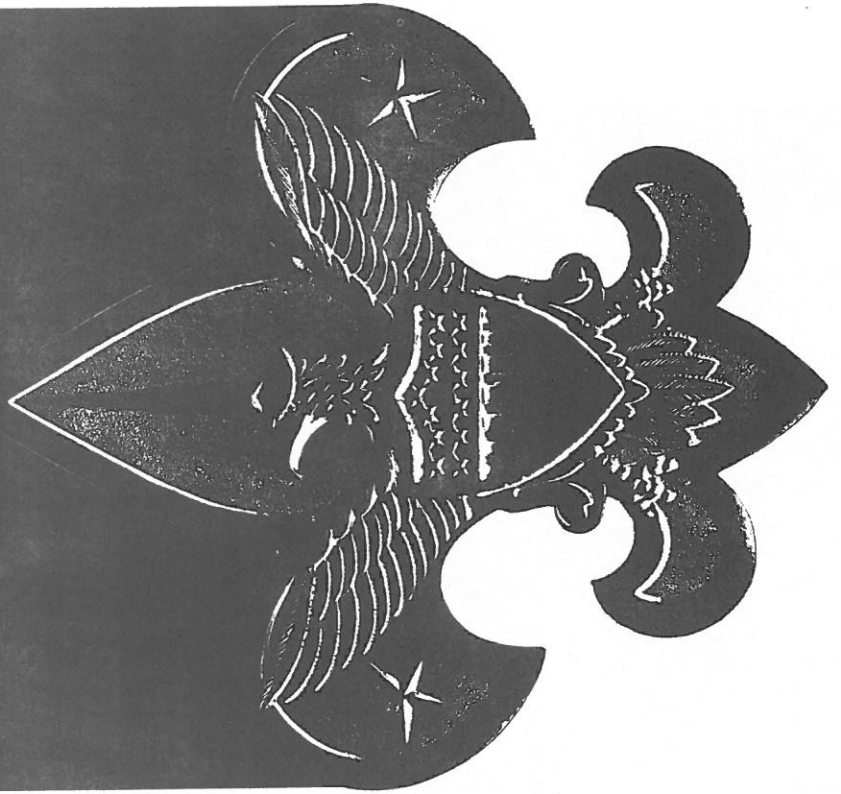
1. Use a spouse appreciation certificate (wallet size), the Scouter's Wife Award, No. 3766, the Scouter's Husband Award, No. 3765, or a "thanks" pin.
2. At unit, district, and council functions, select one spouse to represent all and present flowers, candy, plaque, poem, or song.
3. At recognition dinners, place a card, poem, or flower near each plate.
4. Ask the Scout Executive or Committee Chairperson to send a thank-you letter to each spouse.
5. Recognize spouses at all events and activities.
6. Have a Scouter testimonial for the spouses
7. Conduct an annual spouse recognition day - barbecue, picnic, or other appropriate activity.
8. Schedule a spouse's day at camp.
9. Plan a special spouse's program.
10. Have unit provide household services for spouses and Scouters.

Units could: sing, give a gift, wash the car, mow the lawn, paint the house, tend the children, tell the spouse how much he/she is appreciated.

Pack Committee/district committee/council committee could provide a night out - a dinner, movie, party, babysitting service, free tickets to the Scout Expo or district dinner.

11. Feature stories in the council newsletter and local newspaper about the services of Scouters and support of spouses. Another possible story is the spouses' role in fulfilling the purpose and mission of the BSA.
12. Recognize Scouters in front of their spouses and send letters or notes of appreciation.

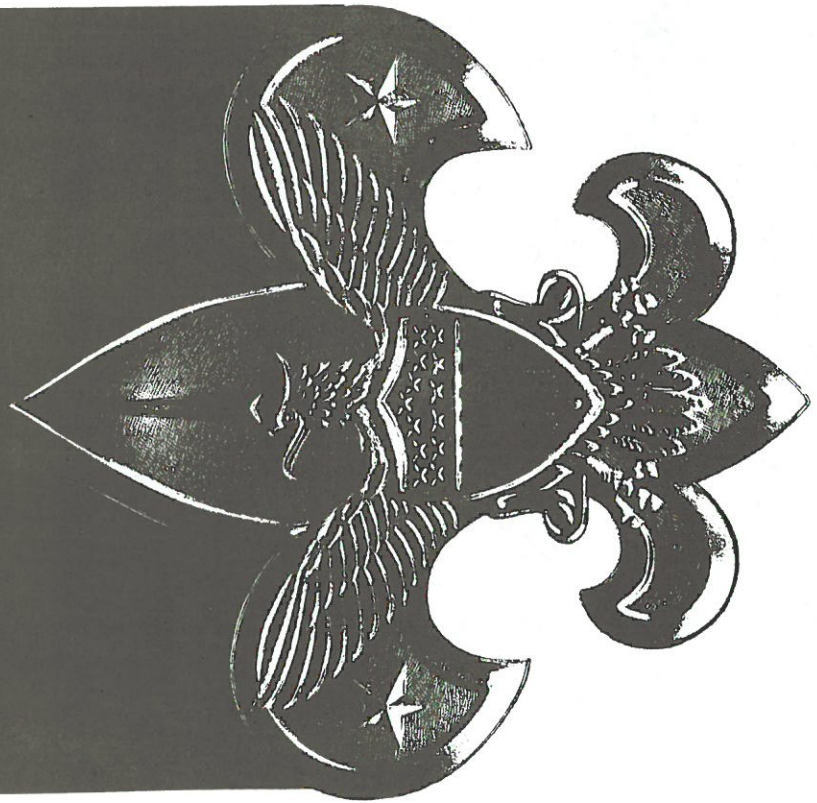
SCOUTER'S
WIFE
AWARD



*whose devoted support
of her husband's Scouting
has made possible his
service to youth.*

DATE

SCOUTER'S HUSBAND AWARD

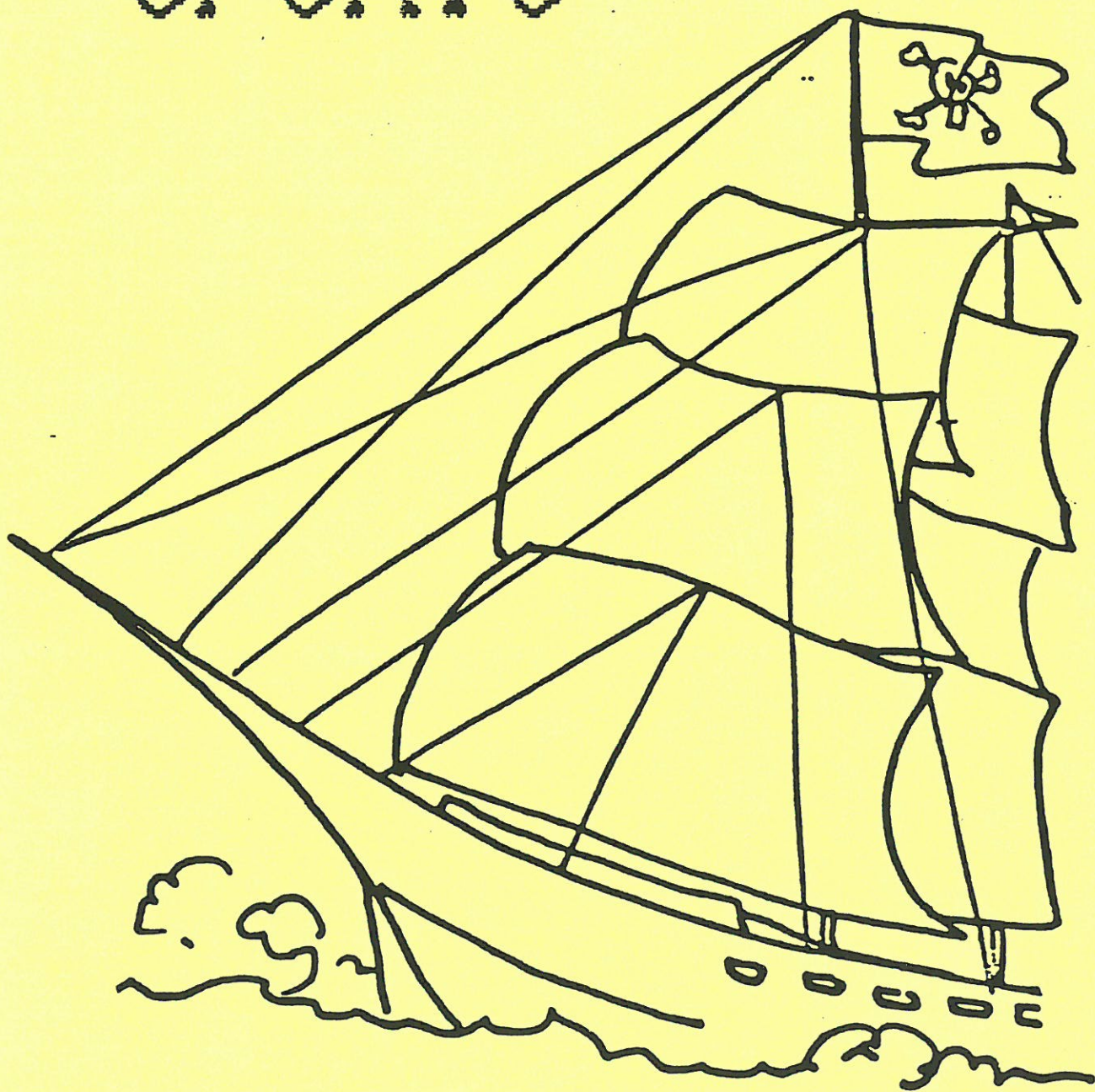


*whose devoted support
of his wife's Scouting
has made possible
her service to youth.*

_____ DATE _____

CUB SCOUT

SPORTS



CUB SCOUT SPORTS PROGRAM

Today, the number of cub scout age boys interested and involved in sports is on the increase. Often, they admire and aspire to be like famous athletic stars. The Cub Scout Sports Program was created to meet these interests and allow boys to participate in both sports and scouting in the same program framework.

PURPOSE AND AIMS

The Cub Scout Sports Program provides an opportunity for every cub scout to earn recognition for learning about and participating in all kinds of sports. The program currently includes 20 sports that cover all interests: Summer, winter, indoors, outdoors, team, individual, active and less active. In addition to sports, this program also emphasizes the physical fitness a boy must develop to learn and play these sports. The specific aims and purposes of this program are to:

1. Encourage physical fitness through sports.
2. Emphasize sportsmanship and getting along with others.
3. Provide recognition for learning a sport, participating in it and "doing your best". Winning is not the main emphasis.
4. Supplement the existing cub scout program.
5. Encourage and recognize participation by adults, preferably family members.
6. Be flexible and simple to manage with a minimum number of requirements.

The Cub Scout Sports Program recognizes that cub scouts are likely to play sports under a variety of circumstances. Therefore, it provides recognition for participation at three levels:

1. As a lone scout working with an adult.
2. In the den or pack.
3. In an organized program in the community. Some examples include park and recreation department programs, bowling leagues, sports clubs, school programs, etc.

Each level involves learning how to get along with others and includes adult family members who will be influencing their son's sportsmanship values.

RECOGNITION

Listed below are the various recognition items which boys and adults participating in the sports program can receive.

SPORTS PATCH

This patch is awarded to boys or adults who are participating in the sports program at any level. It can be worn as a temporary patch on the right pocket of the uniform shirt or on a patch vest, warmup jacket, athletic cap or other non-uniform apparel.

SPORTS BELT LOOP

There is one belt loop for each sport in the Cub Scout Sports Program. They are earned only by boys who show some understanding of the history of a sport, the equipment used, the rules, safety, sportsmanship and who participate in the sport. The information needed to meet all these requirements is in each of the special handbooks available for each sport. The unit leader determines when these requirements have been met. The amount of participation should involve several games and be enough to show some mastery of the sport's techniques. However, it does not require the completion of an entire season. When a boy is participating in a sport away from his den or pack, be sure the adult working with him is aware of what is expected of the boy. Belt loops are worn on the uniform belt.

SPORTS PIN

There is one sports pin for each sport in the Cub Scout Sports Program. They are earned by boys and adults for prolonged physical involvement in a particular sport. They must accumulate 60 points for participation (competition, practice, training) in a 90 day period. One point is earned for every 30 minutes of physical involvement (not lecture or idle time) with a maximum of 5 points earned in any one day. This amounts to 30 hours in 90 days. Recording these points should be the responsibility of the boy and his adult partner since it is unlikely that a den leader will spend 30 hours on a sport in den meetings. They can use a record sheet like those in the back of the sports handbooks.

CAUTION: Some early printings of the sports handbooks refer to 15 minutes/point and requiring 75 points in 90 days. These requirements have been changed to those listed above.

The pins can be worn on the uniform only when worn on the sports patch. Otherwise, they can be worn on the sports letter (after it is earned) or on non-uniform apparel.

SPORTS LETTER

When a boy has received any one belt loop, and any one sports pin and has an adult teammate who receives any one sports pin, the boy should receive a sports letter. The sports letter can not be worn on the uniform, but can be worn on a patch vest or other non-uniform apparel. Note also that sports pins can be worn on the sports letter.

RIBBONS AND TROPHIES

At the discretion of unit leaders, you can also award ribbons and/or trophies for den or pack competitions. You can obtain these items from local scout shops, local trophy shops or by ordering them through the official scout catalog.

MULTIPLE AWARDS

Belt loops may be awarded more than once if the boy still meets all the initial requirements AND shows a significant increase in mastering the sport's skills. This increase can be shown by playing in a higher more difficult division, by playing a new position or by showing a significant increase in average/scoring capability. Sports pins can also be earned again if the boy again meets the 30 hours in 90 days criteria.

ADULT INVOLVEMENT

Adult involvement in the sports program can be as a coach or an adult teammate. A coach works with a group of boys in the same fashion a coach normally would. An adult teammate is any adult, preferably a parent, who works one-on-one with a boy on a particular sport. This adult can earn the sports pin by meeting the same requirements as the boy.

SPORTSMANSHIP

Sportsmanship is a basic part of scouting activities. As a leader you should become familiar with the short articles in the front of each sports handbook and the Leaders Guide. Then teach by example. Ranting, raving and ridiculing by players or coaches have no place in cub scout sports. A good way to emphasize this is to include penalties for unsportsmanlike conduct during a game or event. Remember, in cub scout sports it isn't whether you win or lose, but if you do your best!

HOW TO START

Starting a sports program is easy. Just pick a sport included in the program, learn about it from the appropriate handbook, practice it and then do it! Be sure to plan ahead to insure you have enough people to help run it, an area to use and the necessary equipment. Also ensure your equipment and play area are safe. Once you get started everyone will have fun.

To help keep track of the awards the boys in your dens earn, use the Cub Scout Sports Den Recognition Report form. Each den leader should keep one as a permanent record of all their boys' names and when each has received a belt loop, sports pin or the sports letter. Put a B-date for each belt loop earned and a P-date for each sports pin earned in the block under the applicable sport (e.g. B-10/89 and P-10/89 for awards earned in October). The form is especially useful for Webelos den leaders to keep track of those sports awards necessary for the Sportsman activity badge. Note that a Webelos scout can not use sports awards earned as a Wolf or Bear to earn Webelos activity badges.

1990 SUMMER PROGRAM

This year cub scouts can earn special recognition from their council by working on the Physical Fitness portion of the sports program. To earn this as well as the physical fitness belt loop, the pack should schedule a pack physical fitness tournament as a summertime pack activity for June. The tournament would test all the boys on the various physical fitness events shown in the Physical Fitness handbook. Leaders need to keep an individual record on each boy as to how well he does in each event. Then tell the boys to practice the events over the summer for a re-test in August. If they keep a record of this, they may qualify for the physical fitness sports pin.

Then in August during either a den or pack activity, re-test the boys on the same fitness events they did in June. Record their results on their individual scorecards and take all the cards to the local council service center for the council's special physical fitness seal. Additional details on running the tournament are in the Physical Fitness handbook and the June section of the 1989-1990 Program Helps.

APPLICATION TO ADVANCEMENT

The sports program aids cubs at all levels to advance. Listed below are the achievements, electives and activity badges the sports program helps the boys to earn.

WOLF:

- Feats of Skill - Achievements 1a, f, h, i, k
- Play a Game - Electives 4b, e
- Fishing - Electives 19a, b, c, d, e, f
- Sports - Electives 20a, c, d, e, f, g, h, j, k, l

BEAR:

- Games, games, games - Achievements 15a, b, c
- Building muscles - Achievements 16a, c
- Sports, sports, sports - Achievements 23a, b, c
- Swimming - Electives 19a, b, c, d, e
- Sports - Electives 20a, b, c, d, e

WEBELOS:

- Aquanaut - Requirements 1, 2
- Electives 3, 7
- Athlete - Requirement 2
- Electives 3, 4, 5, 6, 7, 8, 9
- Fitness - Requirement 5
- Sportsman - Requirements 1, 2, 3, 4

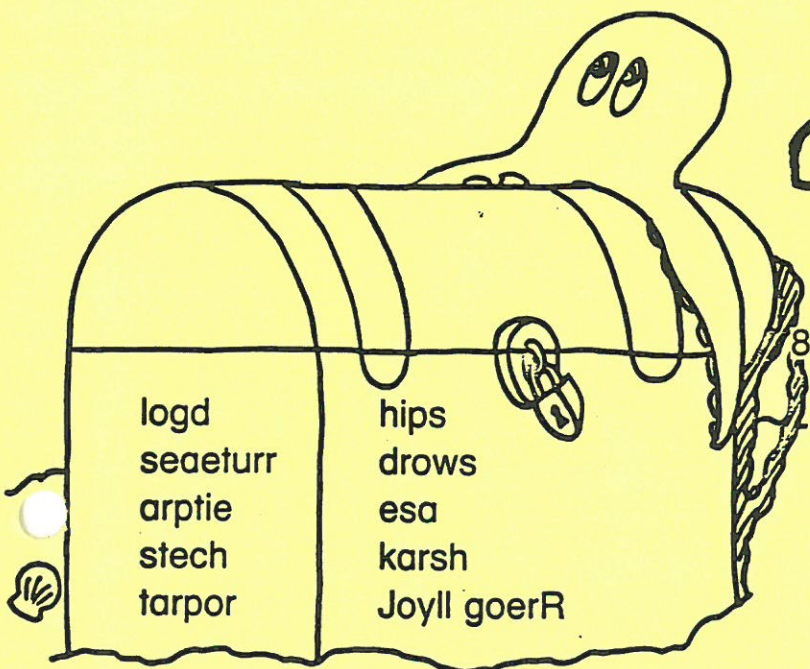
RESOURCES/REFERENCES

- Cub Scout Sports Leader Guide
- Cub Scout Sports individual handbooks
- Cub Scout Sports Den Recognition Report form
- Your Introduction to Cub Scouts Sports pamphlet
- "Sports Arena" theme in June 1990 Program Helps

SONGS

&

GAMES



DEEP AND WIDE

Deep and wide, Deep and wide,
 There's a fountain flowing deep and wide.
 Deep and wide, Deep and wide,
 There's a fountain flowing deep and wide.

Repeat using the following motions:

- 1st time: For word "deep", hold both hands in front of you,
 one above the other, to show depth
 2nd time: Show "deep" and for word "wide", hold both hands
 in front of you to show width
 3rd time: Show "deep" and "wide" and for "fountain", raise
 hands upward and outward
 4th time: Show "deep", "wide", "fountain", and for "flowing",
 ripple hands from left to right at chest level

CUB SCOUT ADVANCEMENT SONG

(Tune: "Farmer in the Dell")

1. A-Cubbing we will go, a-Cubbing we will go,

Chorus: Hi, ho, the daireo, a-Cubbing we will go.

2. The Bobcat makes a Wolf, the Bobcat makes a Wolf,
 Chorus

3. The Wolf Cub makes a Bear, the Wolf Cub makes a Bear,
 Chorus

4. Then next is We-Be-los, then next is We-be-los,
 Chorus

5. The Webelos makes a Scout, the Webelos makes a Scout,
 Chorus

6. A-Scouting we will go, a-Scouting we will go,
 Hi, ho, the daireo, a-Scouting we will go.
 Ta, ta, ta, ta, ta, ta, ta, ta, ta, a-Scouting we will go.
 Ta, ta, ta, ta, ta, ta, ta, ta, ta, a-Scouting we will go.

HOME ON THE RANGE

Oh give me a home where the buffalo roam,
 Where the deer and the antelope play.
 Where seldom is heard a discouraging word,
 And the skies are not cloudy all day.

Chorus:

Home, home on the range,
 Where the deer and the antelope play.
 Where seldom is heard a discouraging word,
 And the skies are not cloudy all day.

How often at night when the heavens are bright,
 With the light from the glittering stars,
 Have I stood here amazed and asked as I gazed,
 If their glory exceeds that of ours.

WE ARE CUB DEN NUMBER ONE

(Tune: "London Bridge Is Falling Down")

We are Cub den number ONE, number ONE, number ONE;
We are Cub den number ONE, where is number TWO.

We are Cub den number TWO, number TWO, number TWO;
We are Cub den number TWO, where is number THREE.

(Each den takes up the song in turn, making up its own couplet.)

CUBS ARE FAIR AND SQUARE

(Tune: "Jingle Bells" chorus)

Cubs are fair,
Cubs are square,
Cubs will do their best,
Cubs can work and laugh and play;
Cub Scouts stand the test.
(Repeat)

WHERE HAS MY LITTLE BOY GONE?

(Tune: "Where Has My Little Dog Gone?")

Where, oh, where has my little boy gone?
He's gone a Cub Scout to be.
Let's give him a hand and we'll help him along
And soon a Boy Scout he'll be.
(Repeat)

CUBBING IN THE MORNING

(Tune: "Sugartime")

Cubbing in the morning, Cubbing in the evening,
Cubbing at any time.
You'll find fun and laughter, in Cubbing all the time.
Cubbing in the morning, Cubbing in the evening,
Cubbing at any time.
It's fun we're after, in Cubbing all the time.
Put your left hand out there, extend that thumb along,
Make that living circle, and sing our Cubbing song.
Cubbing in the morning, Cubbing in the evening,
Cubbing at any time.
Shout it to the rafters and Cub along all the time.

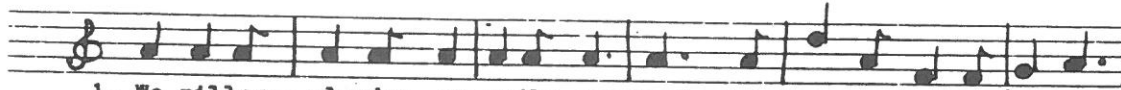
TELL ME WHY

Tell me why the stars do shine,
Tell me why the ivy twines,
Tell me why the sky's so blue,
Tell me (Pack..., Den...) just why I love you.

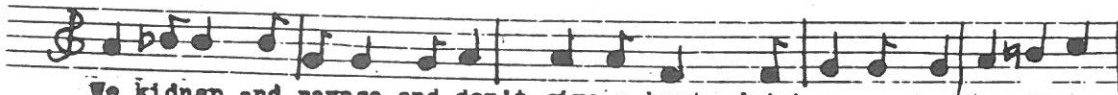
Because God made the stars to shine,
Because God made the ivy twine,
Because God made the skies so blue,
Dear old (Pack..., Den...) that's why I love you!

PIRATES LIFE FOR ME

** CHORUS: YO - HO , YO - HO , A PIRATES LIFE FOR ME !



1. We pillage, plunder, we rifle and loot, drink up me 'arties Yo Ho.



We kidnap and ravage and don't give a hoot, drink up me 'arties Yo Ho.

**CHORUS **

2. We extort and pilfer,
we filch and sack,
drink up me 'arties Yo Ho.
Maraud and embezzle and
even highjack,
drink up me 'arties Yo Ho.

**CHORUS **

3. We kindle and char and
inflammate and ignite,
drink up me 'arties Yo Ho.
We burn up the city
we're really a fright,
Drink up me 'arties Yo Ho.

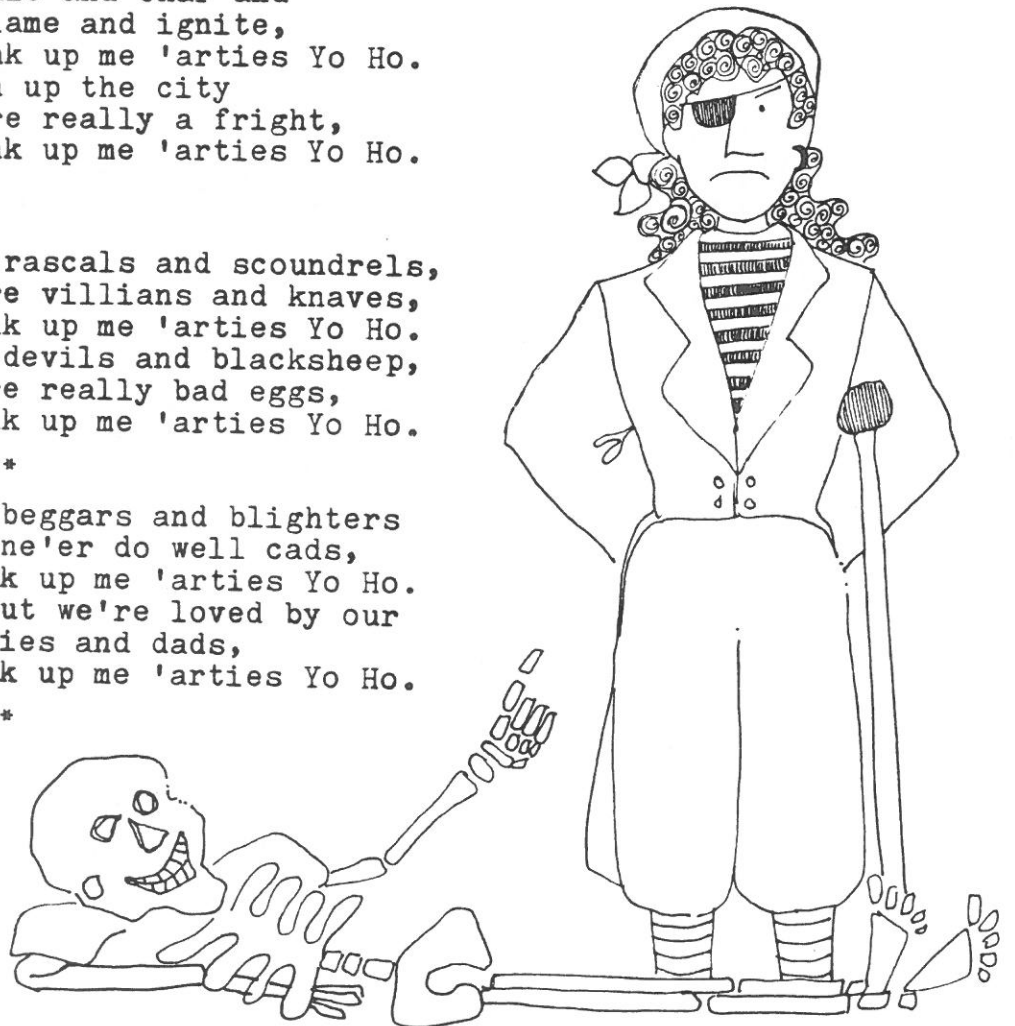
**CHORUS **

4. We're rascals and scoundrels,
We're villians and knaves,
drink up me 'arties Yo Ho.
We're devils and blacksheep,
we're really bad eggs,
drink up me 'arties Yo Ho.

** CHORUS **

5. We're beggars and blighters
and ne'er do well cads,
drink up me 'arties Yo Ho.
Aye, but we're loved by our
mommies and dads,
drink up me 'arties Yo Ho.

** CHORUS **



Cub Scout Prayer

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.

(Tune: Oh Tannenbaum)

Akela's Pack

We're a pack of happy Cub Scouts,
 Tribe of Webelos
 We'll eventually be Boy Scouts
 As everybody knows.

Don't you want to come and join us--
 Be with all the rest?
 Don't you want to be a Cub Scout?
 Come and Do Your Best.

(Tune: I've Been Working on the Railroad)

WHALE OF A TALE

CHORUS: Got a whale of a tale to tell you lads, A whale of a tale or two—
 'Bout my Scouting days and the fun I've had, on nights like this with the
 moon above, Whale of a tale and it's all true. I swear by my ta - too.

VERSES:

1. Our Den Leaders work to help us earn our badges. They do their best to
 help us learn and grow. Bobcat, Wolf, Bear, Weblo honors too.
 Howls and games and crafts and skits, All make good scouting friends.

2. On a campout weekend, learned to do things right.
 Cook and clean and scrounge up the wood for fire.
 Burned our supper, told scary stories too.
 Skunks 'n bears 'n skeeters too all came check us out.
3. At the Pinewood derby, all the cars were set to run.
 Made mine special, painted up and lookin' fine.
 3 - 2 - 1 - go! the cars went rollin' down.
 Colors flyin' , crowd a-cheerin'! Oh what a time to win.

Make up more verses about you Den or Pack !!

PINEWOOD DERBY SONG

(Tune: "Camptown Races")

Cub Scouts all join in the song,
Doo-dah, doo-dah!
Pine car track is mighty long,
Oh, doo-dah day!

Chorus

Going to rum so fast,
Going to get ahead.
Bet my money on a blue pine car,
Somebody bet on the red.

Red cars, blue cars, green, and gray.
Doo-dah, doo-dah!
Running on the track today,
Oh, doo-dah day!

Chorus

Pinewood cars have lots of class,
Doo-dah, doo-dah!
Even though they don't use gas,
Oh, doo-dah day!

Chorus

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts and their dads,
Oh, doo-dah day!

ChorusSPACE DERBY SONG

(Tune: "Camptown Races")

Cub Scouts all join in the song,
Doo-dah, doo-dah!
Spaceship wire is mighty long,
Oh, doo-dah day!

Chorus

Going to fly so fast,
Going to get ahead,
Bet my money on a blue spaceship,
Somebody bet on the red.

Spaceships--red, blue, green, and gray,
Doo-dah, doo-dah!
Running on the wire today,
Oh, doo-dah day!

Chorus

Spaceships have a lot of speed,
Doo-dah, doo-dah!
Rubber bands are all they need,
Oh, doo-dah day!

Chorus

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts and their dads,
Oh, doo-dah day!

ChorusCLAP YOUR HANDS

(Tune: "Jingle Bells")

Clap your hands! Clap your hands!
This is how it's done.
Clap your hands! Clap your hands!
To show you're having fun.
Stamp your feet! Stamp your feet!
Make a lot of noise.
Because we like so well to see
Such happy Cub Scout boys.

SMILE SONG (S-M-I-L-E)

(Tune: "John Brown's Body")

It isn't any trouble just to S-M-I-L-E,
It isn't any trouble just to S-M-I-L-E.
There isn't any trouble, but will vanish like a bubble,
If you'll only take the trouble just to S-M-I-L-E.

Second Verse: It isn't any trouble just to G-R-I-N, Grin, etc.

Third Verse: It isn't any trouble just to L-A-U-G-H, etc.

Fourth Verse: It isn't any trouble just to HA! HA! HA! HA! HA!, etc.



SHE'LL BE COMIN' 'ROUND THE MOUNTAIN

(With motions and sound effects)

1. She'll be comin' 'round the mountain when she comes,
Toot, toot!
(Motion for pulling whistle cord)

She'll be comin' 'round the mountain when she comes,
Toot, toot!
(Same motion)

She'll be comin' 'round the mountain,
She'll be comin' 'round the mountain,
She'll be comin' 'round the mountain when she comes,
Toot, toot!
(Same motion)
2. She'll be drivin' six white horses when she comes,
Whoa, back!
(Pull back on reins)
3. And we'll all go out to meet her when she comes,
Hi, Babe!
(Wave hand)
4. And we'll kill the old red rooster when she comes,
Hack, hack!
(Chop wrist with side of hand)
5. And we'll all have chicken 'n' dumplings when she comes,
Yum, yum!
(Rub tummy)

(Directions: At the end of each verse, repeat in reverse order the sounds and motions of the preceding verses.)

Ravioli

All: Ravioli, we like ravioli
Ravioli it's so good for me.

Leader: Do I have it on my chin?

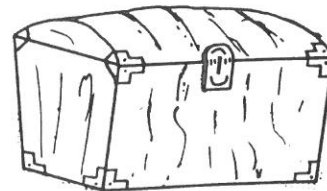
All: Yes, you have it on your chin.

Leader: On my chin?

All: On your chin, Ohhhhh
Ravioli, we like ravioli
Ravioli, it's so good for me.

(Continue with following verses:)

Tie
Shirt
Pants
Socks
Shoes
Walls
Floor
It's all over.

Lemon Drops

If all the raindrops were lemon drops and gum drops,
Oh, what a rain it would be (repeat)
I'd stand outside with my mouth opened wide,
Ahah ahahahahahahah ah ah ah
(repeat first three lines)

If all the snowflakes were Hershey bars and milkshakes,
Oh, what a snow it would be (repeat)

If all the hail stones were chocolate covered ice cream cones,
Oh, what a hail it would be (repeat)

GAME CHEST

This chest is filled with fun games, made from materials found around the home. Each den should make its own, decorating it with its own designs. The chest should be kept at the den meeting place. All material should be replaced after using. With proper care the Den Mother and the Den Chief will never be without needed game material. From time to time leaders and Cub Scouts will develop new ideas and additional equipment will be added.

We have made a list of games which can be played with the materials listed. You'll be wise if you make a game file complete with playing rules and keep it in the chest where it will be handy. Funny how your mind goes blank when you are suddenly called on to run a game or lead a song.

Blocks of Wood

Bowling
Skittles
Throwing Game

Clothes Pins

Drop in a Bottle
Pitch at Targets
Wrestlers
Clothesline Relay

Curtain Rod Rings

Tossing Games
Bottle Games

Soda Straws

Bottle Pickup
Bean Realy
Ping Pong Blow

Toothpicks

Lifesaver Pass
Stack on Milk Bottle
Pick up Sticks

Spoons

Carry Ping Pong Ball
Snap Ping Pong Ball at Target

Paper Cups

For Tossing Games
For Bowling Relay

Tin Plate

Spin the Plate
Toss Cards into Plate
Toss Washers into Plate

Rubber Ball

Throw and Catch
Ball Tossing Games
Spud Ball
Captain Ball
Pass Ball

Jar Rubbers

Ring Quoits
Toss and Count Games
Ring Baseball

Ropes

Champ Nit Games
Playway Games
Quoits

Bean Bags

Duck on Rock
Bean Bag Board Games
Hot Potato

Marbles

Rolling Games
Tossing Games
Pop Marbles
Pop Bottle Roll

Other Supplies

Nerf Ball
Ping Pong Balls
Old Socks
Blindfolds

Games should be varied to include manual dexterity, learned skills, chance, mental concentration, and hand-eye coordination. The interests and skills developed through games help to teach self-confidence, independence, and the ability to get along well with others. Many of the games chosen for this book require skills that can be used throughout life. All boys are different, and the Cubbing program should provide them the opportunity to compete on different levels. Winning isn't always the object of the games. Following the rules, waiting his turn, respect for others, and fair play are important, too, but the most important is having fun.



GAMES

My Ship Goes Sailing

This game tests your memory. The first player starts the game by saying "My ship goes sailing with _____ (example: elephants)". The second player must repeat what the first player said then add another object (example: oranges). He would then say: "My ship goes sailing with elephants and oranges." Each player must repeat all that has been said and then add his object. It gets more difficult when there are a lot of players.

Walk the Plank

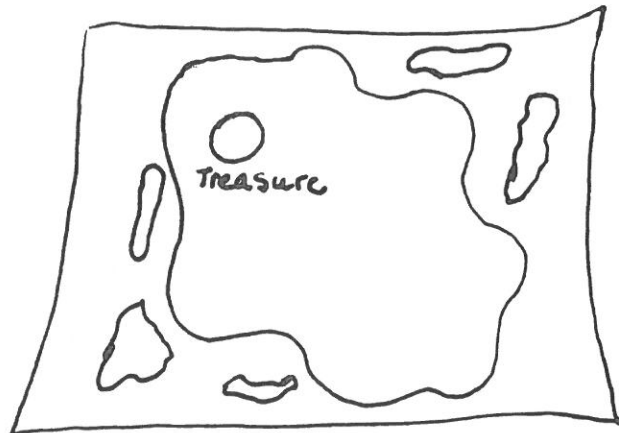
Materials needed: 1 2 x 4 board approximately 8' long
1 Blindfold

One at a time, each Cub Scout is blindfolded, spun around a few times and made to "Walk the Plank" while his blindfold is still in place.

X Marks the Spot

Make a treasure map on a big piece of wrapping paper. Draw a circle where the treasure is located.

Hang the paper on the wall. Each player is blindfolded, one at a time. The player is turned around three times, then given a crayon with which to mark a big X where he thinks the treasure is located. Give each player a different color to use so he will know which X is his. The player who draws his X in the center of the circle, or nearest to it, is the winner.

Sink the Enemy








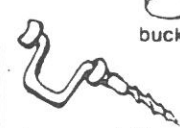




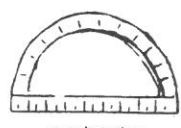

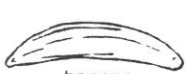
Tie a balloon to each player's right ankle for a ship. At a signal, each player tries to sink enemy ships by bursting other player's balloons with his left foot. The player whose ship is the last to remain "afloat" is the winner.

HIDDEN PICTURES



bread w faster

Can you find these **Hidden Pictures**

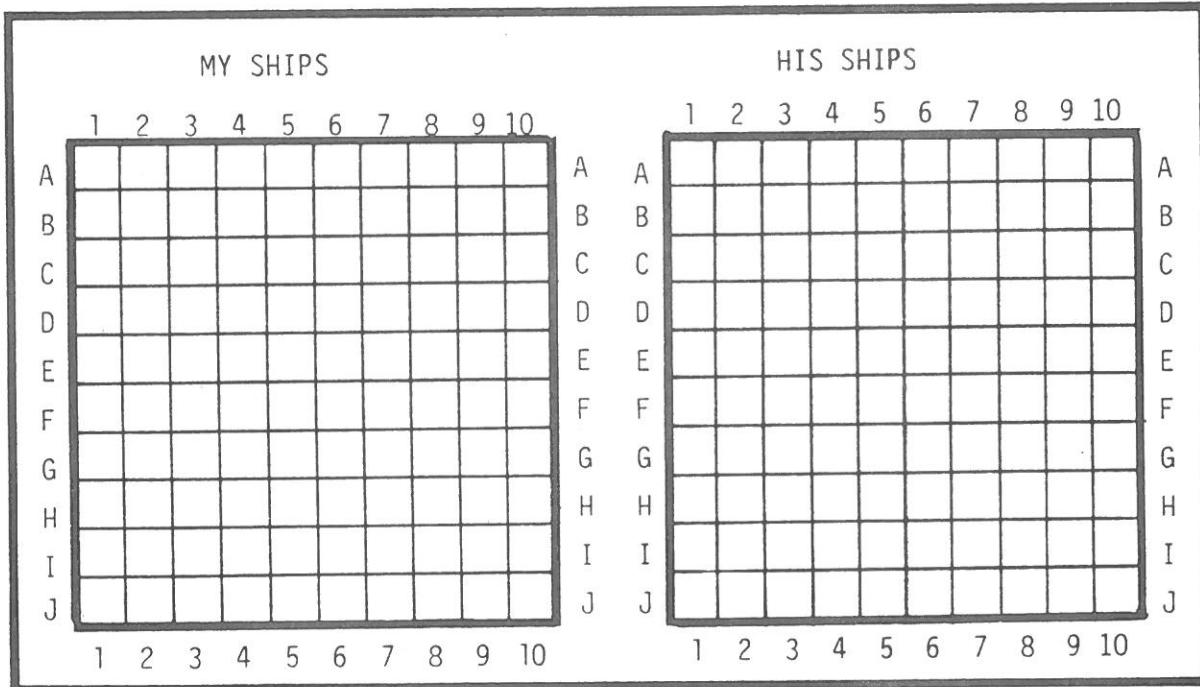
- | | | | | | | | |
|--|---|---|--|--|--|---|---|
| 
parrot | 
spyglass | 
ice cream sundae | 
head of a dog | 
rabbit | 
mug | 
sailboat | |
| 
brace and bit | 
bucket | 
candle | 
fish | 
hawk | 
protractor | 
key | 
banana |

Graph Paper "Battleship" Pirate Style

(Played the same as "Battleship" but using graph paper and pencil.)

Number of Players: 2

Game Set-up: Use photocopies of the game board shown here or set-up in same manner as shown. Each player should have a game board.



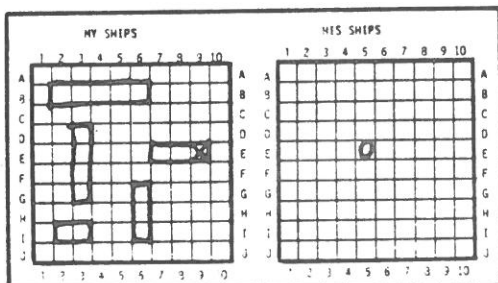
He positions his own board with his ships using the following:

- One Man-O-War.....5 squares long
- One Frigate.....4 squares long
- One Clipper Ship.....3 squares long
- One Schooner.....3 squares long
- One Dinghy.....2 squares long

Play: First player calls a square, using both a number and a letter to identify the square. The second player looks at his "Ship Set-up" and determines if the first player's shot is a "hit" or a "miss", and tells the other player. The first player then records his shot on his graph paper square with an "X" for a hit and an "O" for a miss. Play continues with players alternating turns. When a player's ship is covered with hits that player then calls out, "You sunk my (whatever type) ship."

To Win: The player who "sinks" all his opponent's ships is the winner.

Example of Play:



This show a "hit" on MY SHIPS in box E-9, and a "miss" on HIS SHIPS in box E-5.

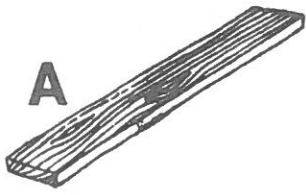


PIRATE WATERS WORD FIND




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




- Admiral
- Blackbeard
- Buccaneer
- Buried
- Captain
- Captain Hook
- Chest
- Coins
- Crew
- Eyepatch
- Galleon
- Gold
- Hat
- Long John Silver
- Man O'War
- Mutiny
- Pirates
- Rum
- Sail
- Sailors
- Seaman
- Ship
- Sword
- Treasure
- Treasure Island
- Walk the Plank
- Water




PICTURE PUZZLE

All At Sea

A  the  er, the  10

d  nes on p  k &  ns

wh  the 1st m  s 

the h  n 4 con  d 

Solution: Aboard the clipper, the captain dines on pork and beans while the first mate scans the horizon for consorted pirates.

PACK TREASURE HUNT

This Cub Scout treasure hunt can be conducted in the neighborhood park. The trail is laid out in a rough circle with at least five or six stations, preferably just out of sight of each other. The stations are plainly marked, and directions from one to the next are clear. The activity comes in doing something at each station rather than scurrying all over the landscape.

The dens assemble at home base for instructions from the Cubmaster. Each den receives directions on how to get to its first station. Den 1 starts with Station 1 and completes all stations; Den 2 starts

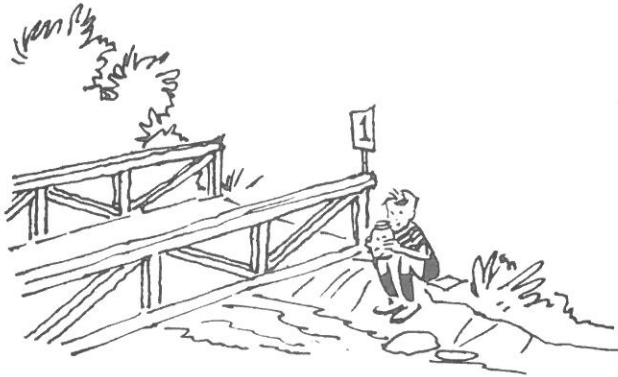
with Station 2, etc. Members of each den keep together and must not take stations out of order.

An instruction card at each station tells the den what to do and gives directions for reaching the next station. Each den has a denner who reads the problem, writes down the den's answer, and leaves the card for the next den.

After the hunt the den with the best score for each station wins the treasure for that station. This plan makes it possible for each den to win at least one treasure.

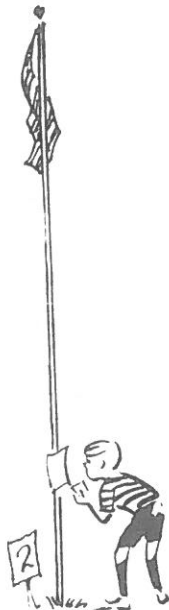
Station 1.—At bridge over Cub Scout Creek, “How many peanuts (or caramels) in this jar?”

Treasure: After the hunt, winning den gets the peanuts.



Next Station: Go to Station 2 at the flagpole.

Station 2.—At flagpole, “What achievements and electives could Robinson Crusoe have passed?”



Be sure to have a list of achievements and electives on hand. Each den could be given a scorecard which they might fill out like this:

Things Robinson Crusoe Did—	For Wolf and Bear	For Webelos Activity Badges
Made his own utensils, clothing, and tools	Whittling Tying Things Handicraft Machinery Using Rope Woodworking Things That Go Repairs	Geologist Outdoorsman Engineer Forester Craftsman
Planted garden crops	Conservation	Naturalist
Kept animals and pets	Birds Pets Water and Soil Conservation Fishing Wildlife Conservation Nature Crafts	Outdoorsman
Cooked his own meals	Cooking	Outdoorsman
Built a shelter and lived outdoors	Outing	Engineer Craftsman

Treasure: After the hunt, winning den gets a box of marshmallows. (Or, if you want every den to have marshmallows, give a bag to each den.)

Next Station: Go to Station 3 at “old barn.”

Station 3.—At the “old barn,” “Without asking your leaders, tell how many Cub Scouts are in your pack.”



Treasure: Winning den gets double desserts (or somethin’).

Next Station: Go to Station 4 at the “twin oaks.”

Station 4.—At the “twin oaks,” “How many trees in the space bounded by the path are the same kind as the twin oaks?”



Treasure: After the hunt, winning den is first in line for picnic supper.

Next Station: Go to Station 5 at the playground swings.

Station 5.—At the playground swings, “Count and identify all the different birds you can spot within 2 minutes.”



Treasure: After the hunt, winning den gets a paperback field guide to birds.

Next Station: Go to Station 6 at the maple tree on the park’s Fourth Street entrance.

Station 6.—At the maple tree on the park’s Fourth Street entrance, “Collect as many insects as you can find in 2 minutes on the tree and within 10 paces of it.”



Treasure: After the hunt, winning den gets a bag of candy.

Next Station: Go to Station 1 at the bridge over Cub Scout Creek.

PIRATE TREASURE HUNT

You can add to the atmosphere of mystery by making it a pirate treasure hunt with an authentic-looking treasure map. Use a brown paper bag and char the sides to make it look like the real thing.

You could also make it a little more difficult to find the stations by ordering dens to “walk 23 paces toward the flagpole,” “look under the big rock just east of the elm tree,” or “from where you stand, face east and walk 17 paces, then look behind the nearest tree.”

However you organize your Treasure Hunt, end with a family picnic lunch or supper. That’s always a coveted treasure.



Hidden Treasures

These treasures are hidden in old magazines. Divide into two teams. Each team gets a stack of discarded magazines, some scissors, a paper bag, and a list of 25 objects, such as a house, car, bed, toothpaste, and so on. Allow ten minutes for each team to search for the items on the list, cut them out, and put them into the paper bag. The winning team is the one that has the most "treasure" in its bag at the end of the time allotted.

Windjammer Race

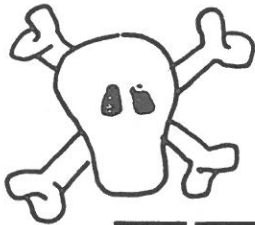
Give each player a peanut with his initials marked on the shell. The players line up on hands and knees and blow their peanuts across the floor to a set goal. First one to sail his windjammer over the goal line is the winner.

Pirate Dictionary Quiz

Match the words with the definitions.

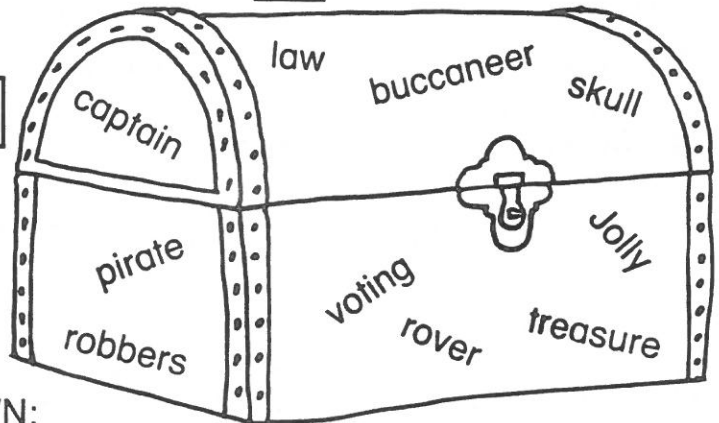
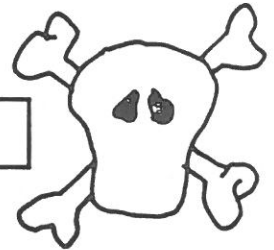
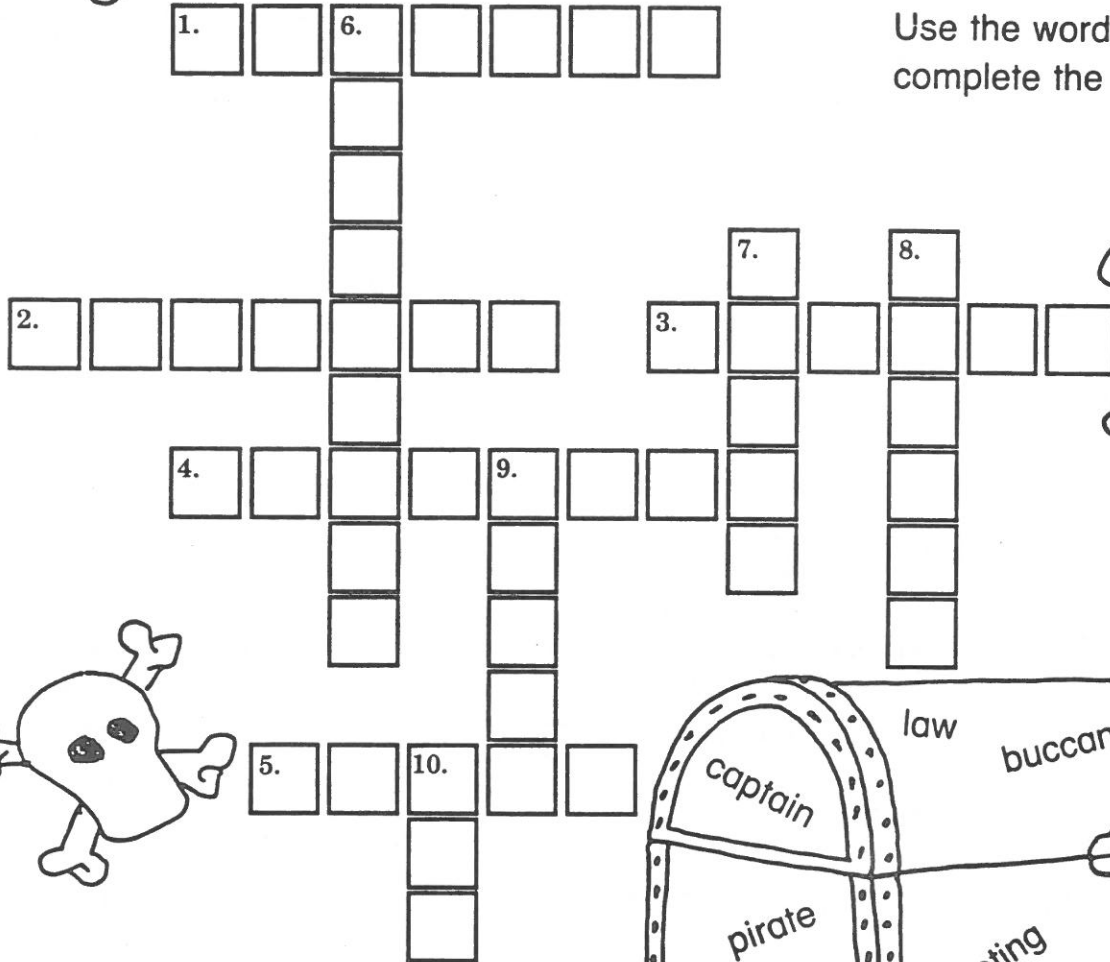
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|------------------------------------|---|
| _____ 1. Blackbeard (Edward Teach) | A. A hot, spicy pickle that pirates loved for breakfast |
| _____ 2. Cat-o'-nine-tails | B. A Spanish coin made of gold, worth about ten dollars |
| _____ 3. Cutlass | C. A type of sailing ship |
| _____ 4. Doubloon | D. A punishment for prisoners, usually fatal |
| _____ 5. Freebooter | E. A type of whip with many strips of leather and a piece of metal on the end |
| _____ 6. Galleon | F. A Spanish coin made of silver, worth about one dollar |
| _____ 7. Piece of eight | G. The most bloodthirsty Pirate: Captian _____ |
| _____ 8. Pirate | H. A kind of sword with a short, wide blade that weighed about ten pounds |
| _____ 9. Salmagundi | I. A pirate |
| _____ 10. Walk the Plank | J. A robber at sea |

Answers: 1-G, 2-E, 3-H, 4-B, 5-I, 6-C, 7-F, 8-J, 9-A, 10-D.



Crossbones Crossword

Use the words on the chest to complete the puzzle.

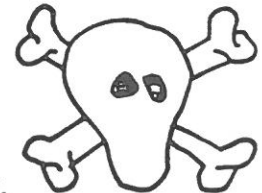


ACROSS:

1. Pirates were sea _____.
2. The pirate leader was called the _____.
3. The captain was chosen by _____.
4. The pirate stole _____.
5. The pirate flag was called the _____ Roger.

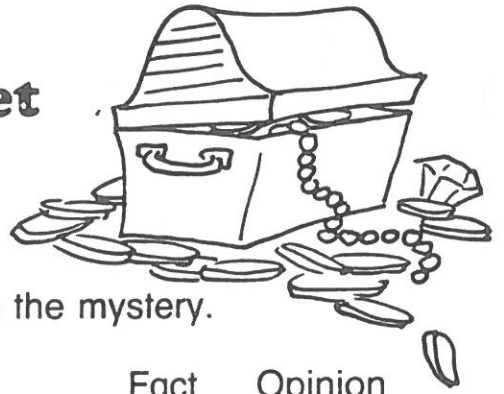
DOWN:

6. A pirate was sometimes called a _____.
7. _____ was another name for a pirate.
8. A _____ was a robber.
9. The pirate flag sometimes had crossbones and a _____.
10. Being a pirate was against the _____.



Bonus Box: Now, use the words on the chest to write a pirate tale!

Blackbeard's Secret



Circle the letter in the fact or the opinion column.

Write the letters in the numbered blanks below to solve the mystery.

Fact Opinion

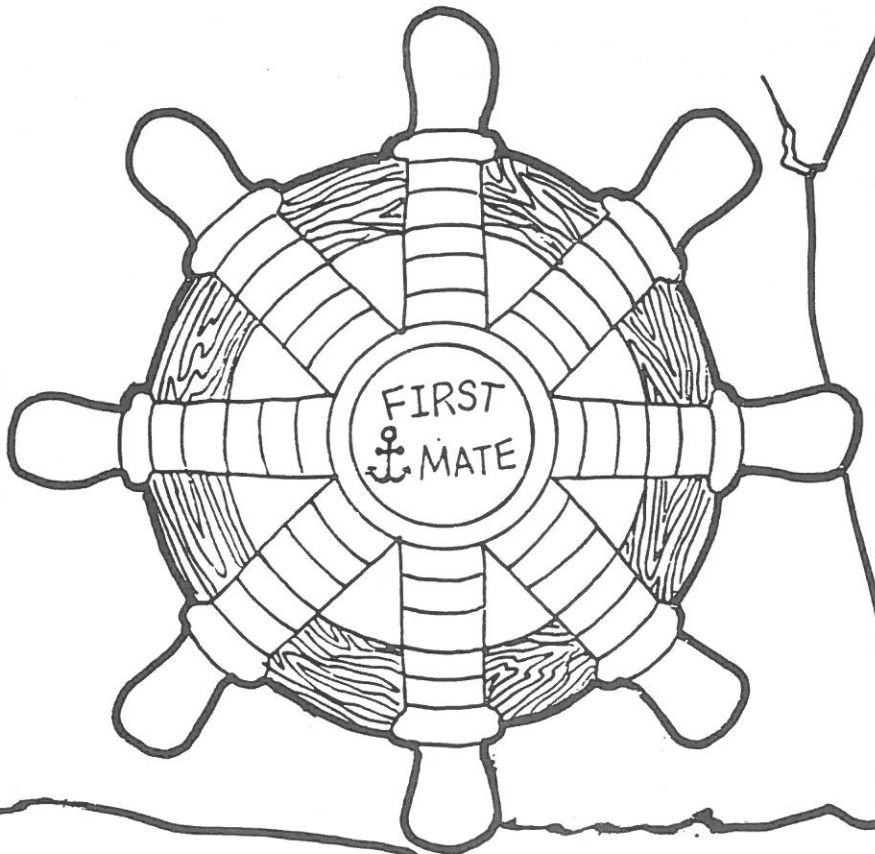
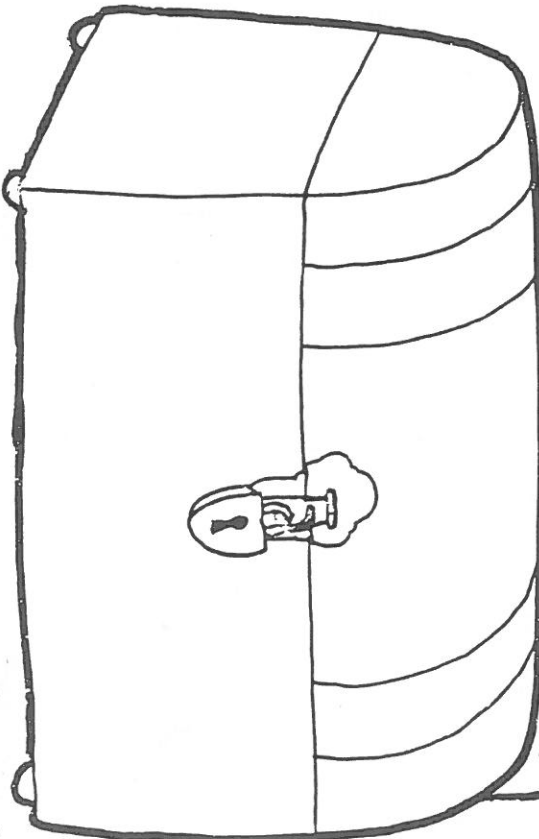
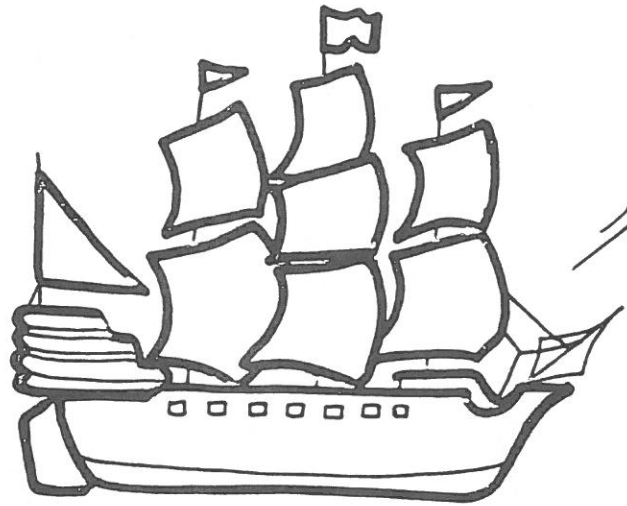
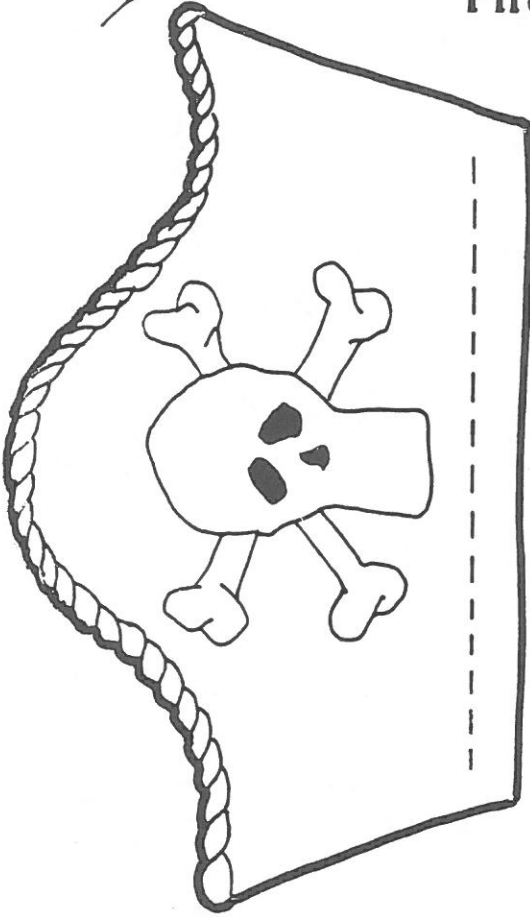
- | | | |
|--|---|---|
| 1. The word "pirate" means sea robber. | A | Y |
| 2. The Age of Pirates was over 200 years ago. | E | F |
| 3. All pirates were ugly. | G | T |
| 4. Pirates were outlaws. | D | O |
| 5. The pirates voted for their captain. | W | B |
| 6. Pirates had rules to share the treasure. | C | K |
| 7. Captain Kidd was the most dangerous pirate. | Q | R |
| 8. Some pirates were women. | H | S |
| 9. Black Bart was meaner than Calico Jack. | I | E |
| 10. Walking the plank was better than hanging. | M | A |
| 11. Today, air pirates are called hijackers. | D | P |

What was Blackbeard's real name?

2 4 5 1 7 11 3 9 10 6 8



Pirate Patterns

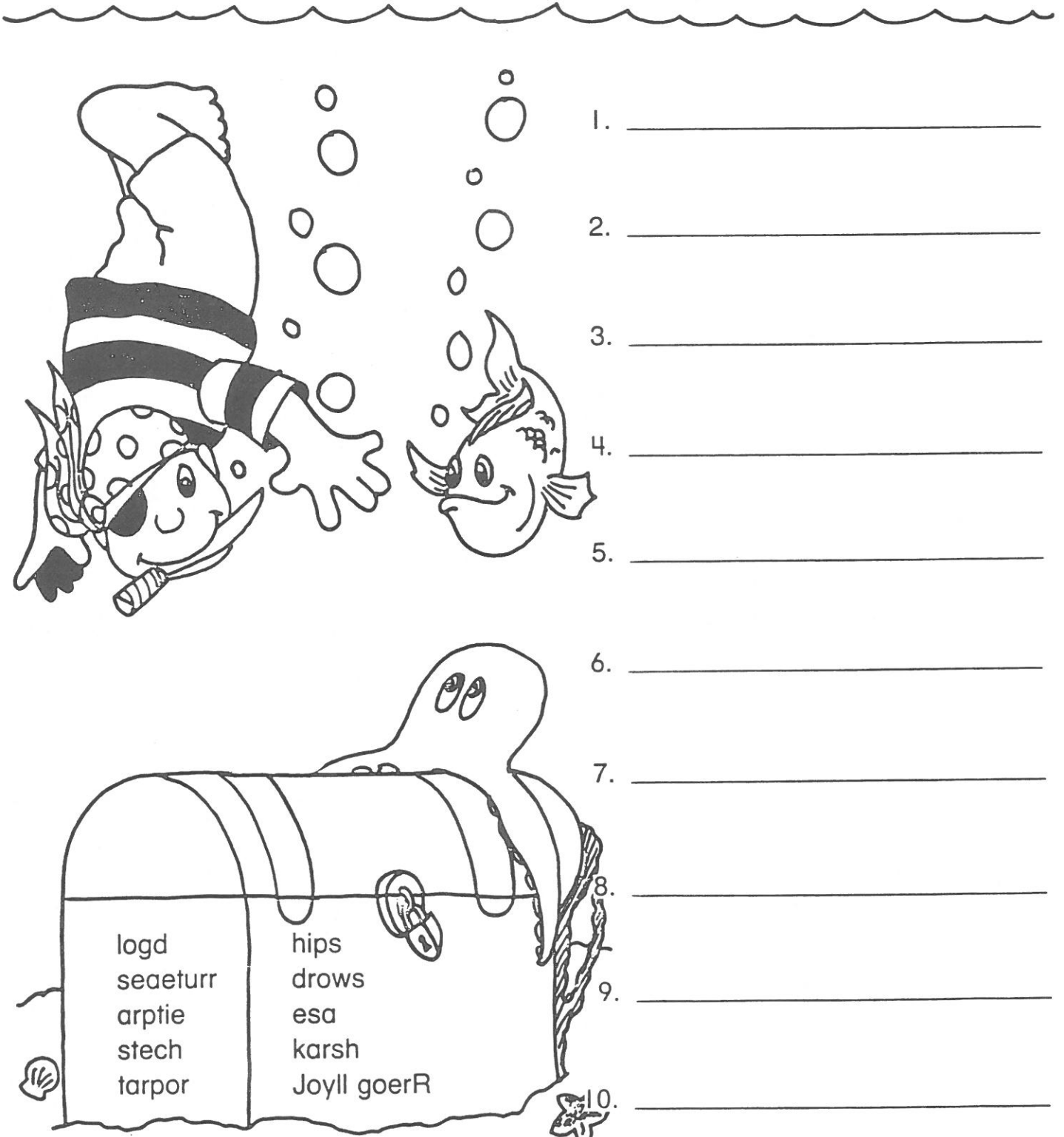


Pirate Patterns



Underwater Treasure

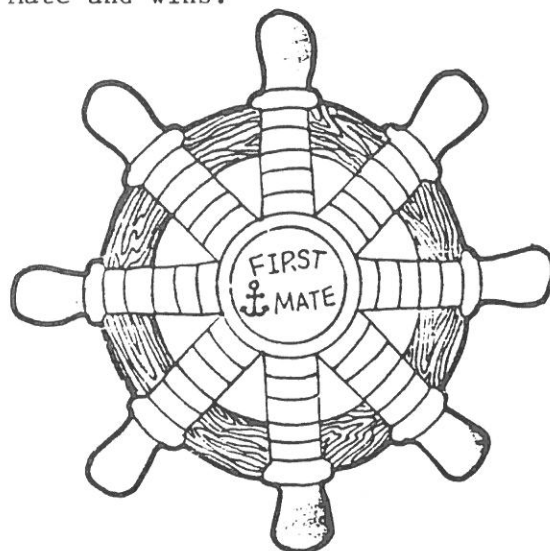
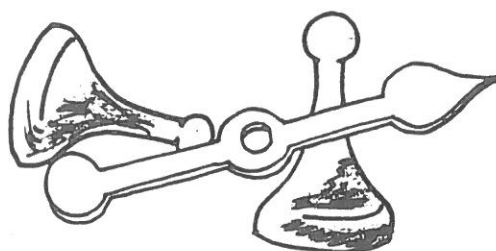
Unscramble the pirate words on the chest.
Write them on the lines in ABC order.



Bonus Box: Make a list of 10 things in "Davy Jones's Locker."
Then write the list in alphabetical order.

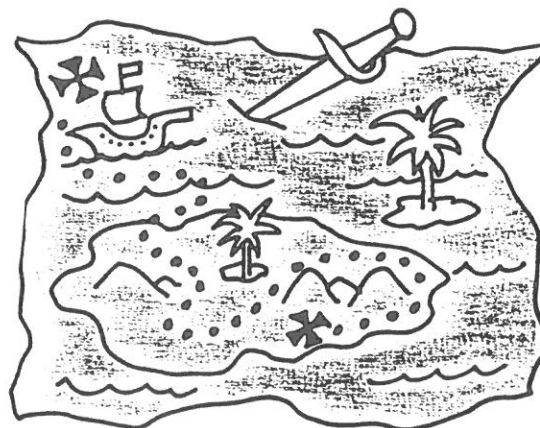
First Mate's Game

Here's a game for 2-8 players in which your "crew" members can show their skill at the wheel. Enlarge the ship's wheel on page 17 on poster board. Color and if you can laminate the game board. Fill in sections with some of the following instructions; Ahoy, Matey! Go ahead two spaces. Danger! Skull & crossbones, Go back one. Treasure ahead, go ahead one. Ship is sinking, go back one. You're lost, lose a turn. Land ho! Go ahead two. Rough seas, go back one space. Under attack, lose a turn. Smooth sailing, go ahead two. Provide a spinner and game markers. Each player chooses a spoke of the wheel. He must follow this path to reach the center. To play, scouts spin and move their markers in turn. The first scout to reach the center becomes the First Mate and wins.



Treasure maps

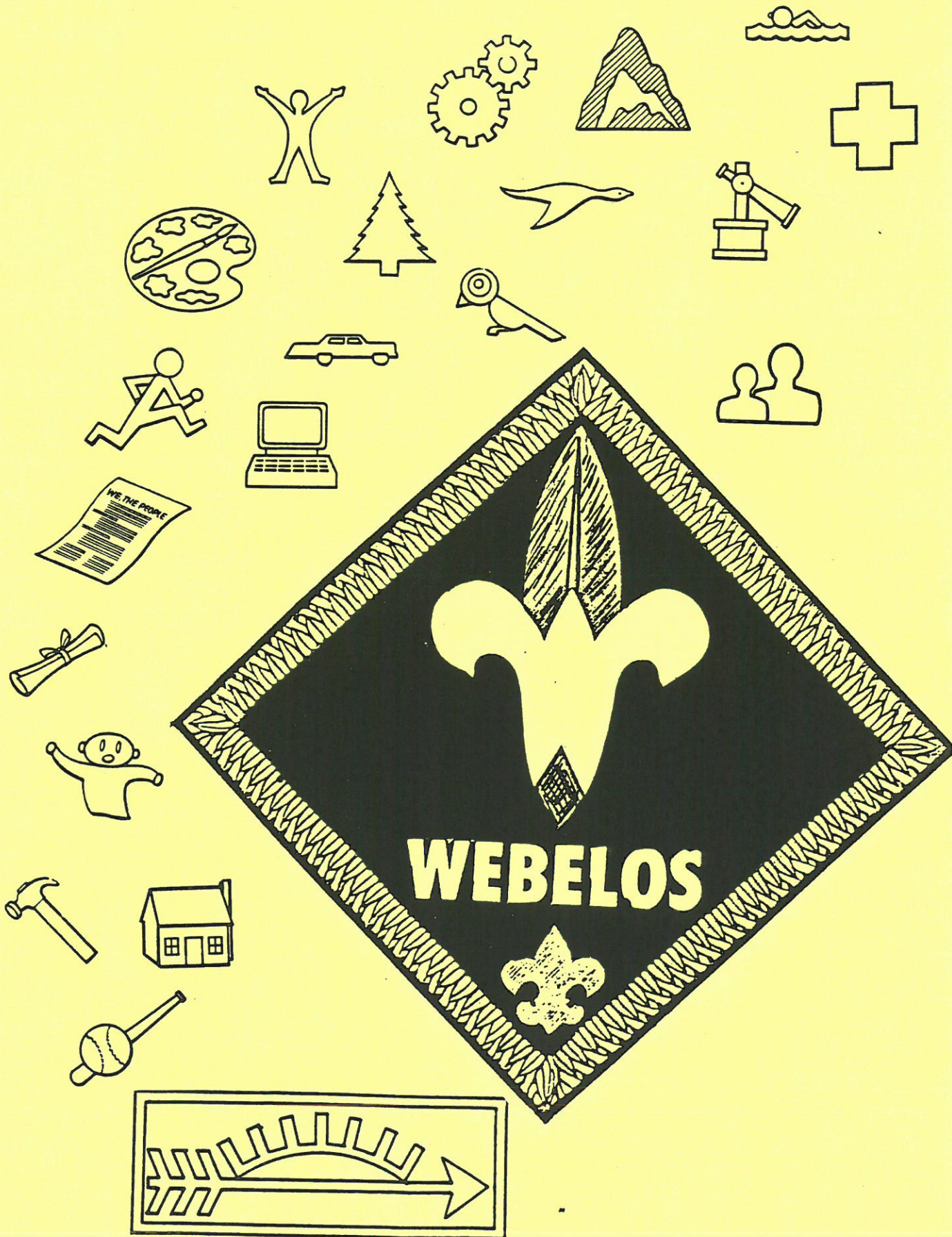
Your scouts will enjoy making their own treasure maps. Have each scout bring a brown grocery bag and tear it apart. Crinkle up a piece of bag, about 10 X 12" in size, and wet it under water. Have the scouts smooth out the paper and while the paper is still wet, have the scouts draw a map with chalk. Let the maps dry. The end result is an authentic-looking treasure map. Display the maps and have the scouts write a story or skit about their map. Use these questions: Whats in the treasure chest? Where did it come from? Who else knows about it? How did it get buried?



X MARKS THE SPOT

For map reading practice, hide some pirate refreshments in several "treasure chests" and have a treasure hunt. Provide maps and let the scouts hunt and retrieve their treasure and return to the den with their bounty of chocolate "doubloons." When everyone is back, you can have a party.

WEBELOS



WEBELOS DEN PROGRAM

Being a Webelos leader is a job not many men would undertake... to help build the future of America by influencing the lives of boys, the citizens of tomorrow. How well this job is done depends on willingness to take training and use of the many resources available.

Webelos is the final step a boy takes in Cub Scouting. He has a chance to work on activity badges which will broaden his knowledge, skills and hobbies. The key word is ACTIVITY. The more active and exciting the den meetings, the more the Webelos Scout will learn and accomplish. This section of the book has been developed just for the Webelos leader, to aid him in presenting to the boys the best Webelos program possible. Read this section carefully, keep it close at hand, and by all means use the contents of this section as often as desired for the den program.

The main purpose of a Webelos leader is to prepare and motivate boys so they will go on in Scouting and become good Boy Scouts. Maintain a good relationship with the Scoutmasters in the area. Visit one or several Scout troops. Plan to visit one of their campouts or arrange a joint campout. Visit a regular meeting of the Scout troop. Visit a Court of Honor. Let the boys know what is to come so they will stay excited and enthusiastic about going into Boy Scouts. When a Webelos is graduated into Boy Scouts make it a meaningful ceremony, something he will remember.

The new Cub Scout Leaders Book is a fine guide and reference which explains leader responsibilities and opportunities. Be familiar

with the Webelos Scout Book. Know what information is given to the boys and the approaches they are likely to take toward achieving the activity badges. This will help the leader develop a den program that will meet the boys' needs. Other reference materials are listed in this section of the book. Most of these items can be purchased through the local Council Service Center. Try to obtain as many of these resource materials as needed to make the den program as exciting as possible for the boys. Another good idea is to attend district roundtable each month and talk to everyone there. Other leaders are more than willing to share their experiences.

The job of controlling the boys at a den meeting may be more than one person can handle. Try to get other parents to help, at least on a rotating basis. It is a good idea to get one of the fathers as a permanent assistant in case someone is needed to fill in on occasion. Use all the other fathers in other ways as needed. Have each fill out a Parent Talent survey sheet and utilize those fathers who have the appropriate knowledge or skills on various activity badges. Most are more than willing to help if asked. A den chief can be a great asset to a good den program. What better way to show Webelos about Boy Scouts than through a good den chief? One thing to remember is give the den chief responsibility, don't make him just another boy in the den. Use a den chief in the proper way and the den program and the boys will profit from it.

Remember, a well planned program filled with exciting and active things for the boys to do is the responsibility of every Webelos leader. Through the use of this book and the many resources available the boys may be influenced and develop into young men of tomorrow to be proud of.

UNDERSTANDING

WEBELOS SCOUTS

Draw a line for them and they will try to cross or bend that line. While these boys are stronger and have more muscular skill than eight or nine year olds, they still lack adult judgement. They must frequently be reminded of their responsibility for property - theirs and the other person's.

A Webelos Scout thrives on praise and sometimes sulks at criticism. He is eager to please those he likes. He will follow a leader and participate in the program as long as the leader is fair and makes reasonable requests of him.

Baden-Powell, the founder of Scouting said: "You can only get discipline in the mass by discipline in the individual."

This age boy plays hard, and then may become intensely serious for a short time. It is best to mix periods of fun and seriousness in den meetings.

A great deal can be accomplished in a disciplined den. A rowdy den can accomplish little in the way of program and offers few chances for helping boys to develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys in citizenship, they must be taught the importance of self-discipline.

An active program will help eliminate behavior problems in the den. Usually boys cause trouble because they are disinterested in what's going on. Here are some tips to help maintain good discipline:

- Insist on attention while talking. Boys who want to get on with the activity will help quiet the noisy ones.
- Do not shout or yell. Use the Cub Scout sign to get attention.
- Have a good pre-opening activity. Trouble starts when a few boys arrive early and don't have anything to do. Once control is lost, it's hard to regain it.
- Praise in public, criticize in private. No one likes to "lose face."
- Make good use of the advancement program. Boys who are advancing usually do not cause as much trouble.
- Keep den meetings going at a fast pace with lots of activity and interesting things to do. Prevention is better than cure.
- Give boys responsibility and expect them to meet it. When they have responsibility, they do not need to misbehave to get attention.
- Get the boys into uniform. A uniformed group has better behavior than one that is not. Set a good example of proper uniforming.
- Be impartial. Do not let one boy get away with something that would not be tolerated from another.
- Let a new member know what is expected of him - such as regular attendance, advancement, proper behavior, Cub Scout spirit, etc.
- Be prepared to back up comments or requests.
- Always mean what you say. Do not make idle threats.
- Be firm in a friendly manner. Set behavior rules and stick to them.





DEN MEETING

For your month of work on the Aquanaut badge, try to arrange for the use of a YMCA pool, community pool, lake, swimming hole, or even a motel pool.

Swimming Games

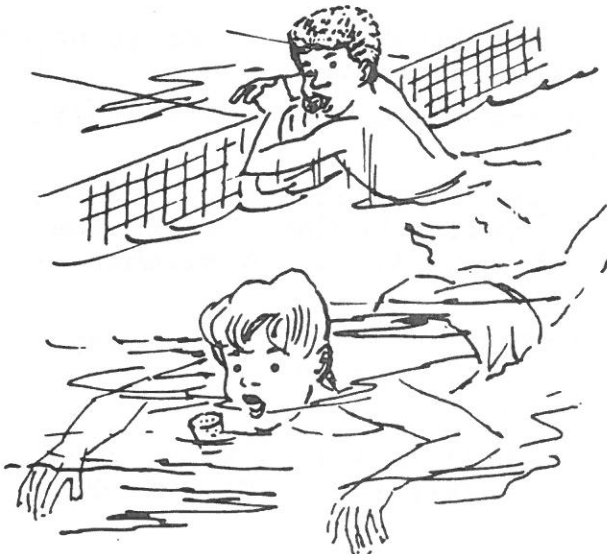
Some of your Webelos Scouts may be shy of the water, and the first step in teaching them to swim is to conquer their fear. This may be done painlessly by introducing water games. In the heat of play, the boys may forget their fear and become more assured in the water.

Here are some games:

Sharks' Teeth

Equipment: At least five corks for each player
Number of Players: Two or more teams composed of four players each

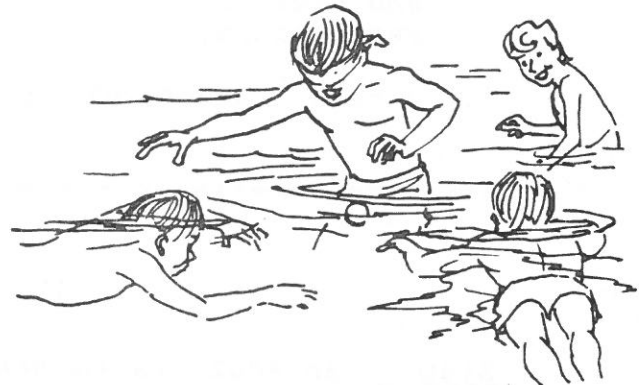
The teams line up on opposite sides of the pool. The corks are thrown into the water. At a signal, the players jump into the water, recover the corks by getting them between their teeth without the use of the hands, carry them to their collecting spot, and return for more. The team that secures the most corks is the winner.



Pearl Divers

Equipment: One Ping-Pong ball and a blindfold
Number of Players: Four or more

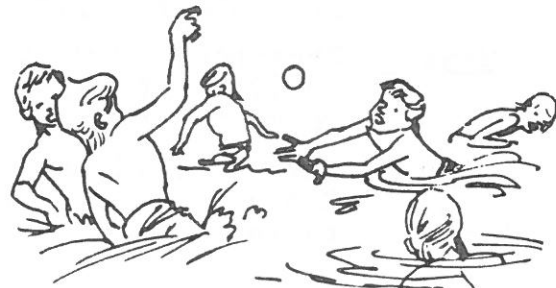
One player, the oyster, is blindfolded. The Ping-Pong ball, the pearl, is placed directly in front of the oyster. One by one, the players advance to see who can get the pearl from the oyster. The oyster must keep his hands at least 6 inches above the pearl; but, if he hears any noise or feels the water ripple, he may strike out where he thinks the diver is. If a diver is touched by the oyster, he must return and give the other players a chance. The diver who succeeds changes places with the oyster.



Water Spud

Equipment: One rubber ball
Number of Players: Five or more

The starter throws the ball high into the air and calls out a player's name. That player recovers the ball while the others scatter about the pool. From then on he tries to hit one of the other players with the ball. A player must stay in the same spot, but he may duck under to keep from being hit. If a person is hit, he picks up the ball and tries to hit someone else. If the ball goes wild, the thrower gets one spud counted against him. When a player gets three spuds against him, he must stand up and remain still, hands at sides, and let the players give him a good splashing.



IDEAS FOR WEBELOS DEN MEETINGS AND ACTIVITIES

1. Discuss the Safe Swim Defense. (See below.)
2. Take your den swimming and classify the boys according to their swimming abilities. Practice the other steps of the Safe Swim Defense while there.
3. Teach the basic rescue methods illustrated by the words: Reach, Throw, Go with support. Have them practice the first two methods.
4. Have a demonstration of mask, fins and snorkel by an expert.
5. Go to a boat race or swim meet.
6. Study about water pollutants in the area lakes and rivers and their effects on the uses of water for consumption and recreational purposes.
7. Attend a Red Cross Boat Safety course.

SAFE SWIM DEFENSE

- Step 1 An adult is in charge during a swim. He or she must be trained in water safety and use helpers who are.
- Step 2 Each swimmer must provide a current and complete health history from his parents, guardian or doctor.
- Step 3 The swimming place is cleared of hazards. Mark ability areas: No more than 3½ ft. deep for non-swimmers, a little deeper for beginners, and over the head for swimmers.
- Step 4 Strong swimmers take turns as lifeguards. Two stand on shore with a lifeline, ready to help.
- Step 5 A lookout stands where he can see and hear all areas. He directs any help needed.
- Step 6 Scouts swim in ability groups in areas matching their ability. A non-swimmer is just learning. A beginner can jump into the water and swim 50 ft. A swimmer can swim 300 ft. and float.
- Step 7 Everybody swims with a buddy with the same swimming ability. Buddies check in and check out together. They stay near one another during the swim.
- Step 8 There should be good discipline in the swimming area. Everyone must understand and obey the water safety rules.

WATER GAMES

CORK RETRIEVE:

Assign a small area of the poolside to each player. Scatter a dozen or more small corks or blocks of wood on the water close to the far side of the pool. On signal, each player dives into the pool and brings back corks one at a time and places them in his assigned area. The player who retrieves the most corks wins.

DOG RACE:

Racers line up, bark three (3) times, like a dog, and swim with a dog-paddle stroke to the finish line.

FROG IN THE SEA:

This is a good pack game that can be played in a yard or in shallow water. Players form a circle around five 'frogs' who sit with their feet crossed. The players in a circle skip (if on land) or walk (if in the water) close to the frogs and try to tap them on the head as they repeat the words, "Frog in the sea, can't catch me". The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog.

PRIATES' GOLD HUNT:

Gild 3/4-inch iron washers with gold paint. Scatter them over a roped-off area of water that is between knee and waist depth. On signal, the boys recover as many gold pieces as they can in an allotted time. Be sure boys have to duck for most of the gold pieces.

SAILBOAT RACES:

Have the boys build small sailboats. For a race have them line up 5 yards from the bank and blow their sailboats back to shore.

SIMON IN THE WATER:

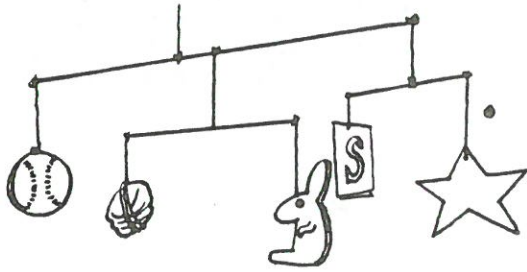
When leader prefaces a command by saying "Simon says", each player must follow instructions immediately. If he gives a command without saying "Simon says" no player may move. Commands may deal with any stunt in the water such as swimming, floating, ducking head, touching bottom, etc.

TABLE WAITER RACE:

For this race each swimmer carries a paper plate containing a stone or cork on the plate when he crosses the finish line. If it falls off, the swimmer may replace it.

TOWEL RELAY RESCUE RACE:

Divide group into two teams. Station one boy from each team on the shore. Give him a bath towel. The other team members stand in shoulder-deep water, facing the shore. On signal, the boy on shore runs into the water, heaves an end of the towel to first teammate, and pulls him to shore. Boy just rescued jumps back into water and rescues next boy, etc.

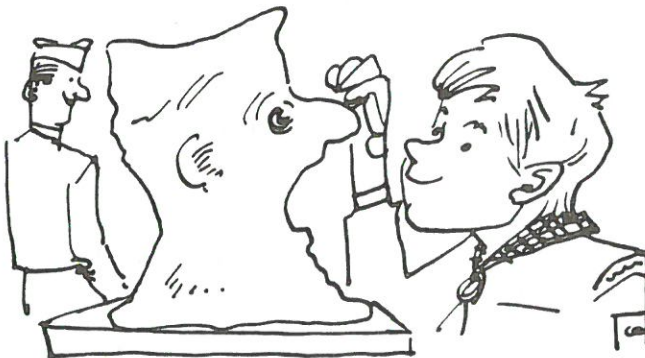


DEN MEETING

Art is such a personal thing that most of the Webelos Scouts will be working on their own projects during the month when you are featuring the Artist badge.

Group Mobile

The den could, however, plan a den mobile to hang in your meeting place, and each member might contribute a piece or two for it. Each boy could bring in a small item from a favorite sport (a baseball) or a hobby (a woodworking project or a camera) or from a collection (a rock or a small stampbook). These could be made into a mobile representing the interests of the Webelos Scouts in an art form. (The mobile would not last long, however, because it would be unbalanced as soon as the first contributor graduated into a Scout troop and asked to have his contribution back.)



PACK MEETING DEMONSTRATION

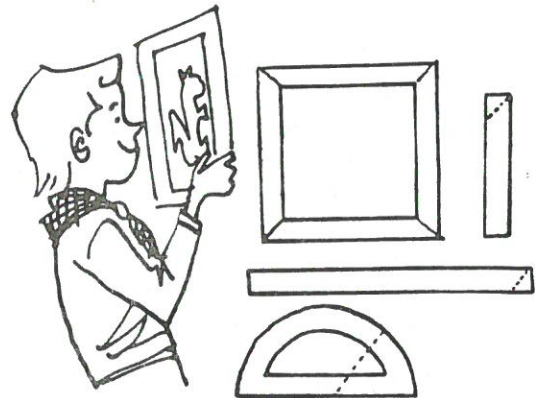
One or two items showing the best of each boy's work during the month should make an attractive display. Since they are presumed to have learned something about design, ask each of them to design the exhibit table. Then take a vote on which is best and use that one for the pack meeting display.

Making Frames

A den project could be making the frames for paintings and sketches the Webelos Scouts complete for the Artist badge.

Framing can take as much of the boy's time as the picture itself. But since the idea is to learn and practice art, frames should be as simple and easy to make as possible. Just about the easiest is a simple rectangle of softwood or even heavy cardboard to which the picture can be tacked. For a good-looking frame that won't require hours of labor, use four slats of soft pine cut to the proper lengths to fit the picture. For added neatness, miter the corners at 45 degrees so that they fit together. You can make the cuts without a miter box by using a protractor.

Tack the corners together with small nails or brads or use wood glue.



If one of your Webelos Scouts is unusually talented in painting, drawing, or sculpture, he might give a demonstration that lasts for the whole pack meeting. He could be set to work at the beginning of the meeting and, at the end, have a completed work of art, perhaps a profile of the Cubmaster or a sculpture of a Cub Scout in action. Others in the den might help him. If the art can be tied in with the Cub Scout theme of the month, so much the better. Take care, however, that your artist works quietly so that attention won't be focused on him for the whole meeting.

PLACES TO GO

- Art gallery or museum
- Industrial design office
- Advertising agency (if it has an art department)
- Art school

ARTIST ACTIVITIES

Five Dots:

Give one Cub Scout a piece of paper and have him place five dots on it wherever he pleases. He should then give it to another player who tries to fit on a drawing of a person with the head at one of the five dots, the hands at two of the dots, and the feet at the two other dots.

Eyes-Shut Drawings:

Have the Webelos Scouts draw a picture of a pig with their eyes shut. The curly tail of the pig makes this game funny.

Outlines or Wiggles:

Give everyone a pencil and paper and have him draw a wavy or zigzag line. Then tell the boys to exchange papers and make their line into a picture. The one with the funniest or the best picture is the winner.

Crazy Artists:

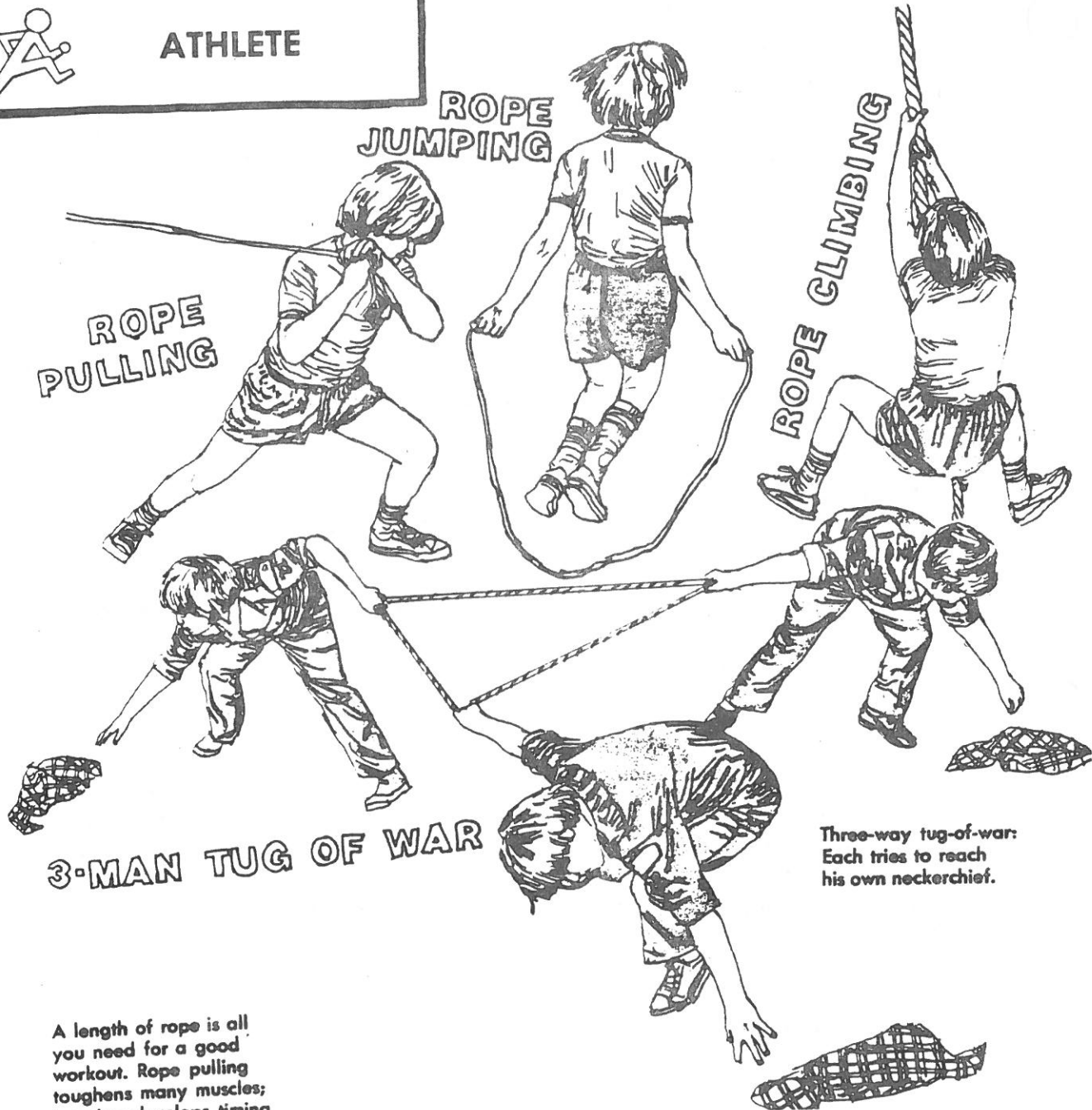
Place a blackboard or large piece of wrapping paper on the wall. Divide the den into two groups and line the boys up in relay fashion. Give the first boy in each group a piece of chalk or crayon. The objective of the game is to see which den can produce the best picture of a house, auto, church, tree, school or Webelos Arrow. The first boy runs forward and draws only two lines. The last boy completes the picture after each succeeding boy has added his two lines with the final two lines. This game should be played at least two times in order to sharpen the imagination of the boys.

ZOO:

Divide the group into two teams. Have a blackboard, cardboard or sheet of wrapping paper for each team. Teams line up in relay fashion. On signal, the first runs to the leader who gives him the name of an animal. That boy goes to the board and draws his subject. When his team recognizes what he has drawn, the next boy goes to the leader and tells him. If correct, he is then told what to draw. If not, the first boy continues the drawing until his team guesses it. The game continues until all have drawn. First team through wins.

Other Ideas:

1. Attend an art exhibit or visit a museum.
2. Hold an "Art Can Be Fun" night.
3. Have each boy prepare a color scheme for his own room.
4. Have boys sketch an outdoor scene.
5. Let boys do "dabble" art on a nice day outdoors. "Dabble" paint on a piece of cardboard and let their imaginations do the rest.
6. Let boys make use of their color wheel knowledge by combining paints making shades and tints using water colors or temperas.
7. Give each den member a piece of paper and pencil. Have all close eyes. Ask them to draw a picture of a clown or Batman or some other current figure. Collect drawings. Arrange them for display. Have boys open eyes and then try to determine their own drawing.



A length of rope is all you need for a good workout. Rope pulling toughens many muscles; jumping develops timing and rhythm; climbing is good exercise and a skill everyone should know.

A Portable Gym

Here's a "gym" you can carry, and still use for all kinds of physical fitness activities. It's a rope.

The rope is used in one of the toughest sports—the tug-of-war. Try one at your den meeting, half the den against the other. Or your den against another den. Or the three-man version shown here.

To exercise by yourself, tie your rope to a tree or telegraph pole, and pass the end over your shoulder. Now pull as hard as possible. It will give your leg, stomach, and back muscles some tough exercise.

Tractor pull is a game, but it is also a good workout. Loop rope around the back of the neck and under the armpits of two players fac-

ing in opposite directions. On all fours they try to drag each other across a dividing line.

Rope jumping develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

For rope climbing, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 15 feet off the ground. At first, climb any way you can, using calf thigh pressure. Later, learn to go up hand over hand from a sitting start. It builds arms, grip, shoulders, and the entire upper torso. It's also a skill that's good to master for possible future emergency rescue or survival situations. ♦

ATHLETE

The Athlete ACTivity Badge is the one badge that most Webelos are anxious to earn. Most fourth grade boys can complete the requirements in fifteen minutes at a meeting. So this makes it a good first badge to earn as it helps the boy get started. Since the badge is so easy for the boys to earn they should be reminded that physical activities are good for the body and should be done on a daily basis.

Try riding a broomstick to Samson-strength. Or stretch the living snap out of a bike inner tube and put the snap into your reaction time; in short, build your own muscle-builders this summer, use them indoors or out, in good or bad weather.

"Start simple, begin small" is the rule here, even if you do have the important goal of powerful muscles and fast response to meet any emergency.

Use that discarded broom handle to develop power in your wrists, fingers and forearms. Simply hold the handle at the top - in either hand - and "walk" the handle upward with your fingers until you reach the lower end.

Strengthen upper arms, chest and shoulders this way: Knot a stout rope at the middle of the broom handle and fasten the other end of the rope to a bucket of sand on the floor. Use both hands to rotate the handle so the rope winds up, raising the bucket. Now, change pace! Use both hands to grab the ends of your broom handle, lean forward a bit and try to jump over the handle without letting loose. Broom handles can break this way, but we guarantee you won't step on your own hands.

Take a deep breath, relax a minute, then hold the handle behind you, horizontally. Keep your palms up as you grip each end. Elbows must be kept close to your body too. Then bring the broom handle over your head and down to your waist. Sound simple? It is, but you'll feel your back muscles ripple, just the same.

Exercise needs variety to build up your entire body. So, we have a variety of muscle-builders.....make dumbbells and barbells at home, using tin cans, pipe and concrete ...

-For barbells, set one end of a three-foot pipe in the center of a No. 10 can. Fill the can with concrete and let it harden. Then, stand the other end of your pipe in another No. 10 can. Fill with concrete and let it harden. The same rules can be used to make dumbbells - only use a piece of pipe about a foot long for your handle, and one-pound coffee cans for holding the concrete.

-Discarded inner tubes are great muscle-builders, too. It's always possible to get used bike tubes, so try them for these limbering-up exercises: Cut the tube's circle in half, then loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides, then stretch the tube forward as far as you can. Do this eight or ten times. If you have two bike tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with the tubes resting just around the heels. A half-dozen tries at this exercise will do as a start. You can increase the number of "pulls" after a week or so.

Most of these exercises are not easy at first. But you'll be surprised how much easier they are after several weeks practice.

- Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.
- Plastic bleach bottles (1/2 gal. to 1 gal. size filled with sand, make good barbells used to develop arm and shoulder muscles.)

AGILITY EXERCISES:

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1: 8 minutes

1. Fish Flops: Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place, drop to the ground and bounce up again. (2 min.)
3. Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 min.)
4. Root Drill: You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

REST TWO MINUTES.

Set 2: 5 minutes

1. Crab Mirror: Two players on all fours. One moves at random to the left, right, back, or forward and the other mirrors his moves. Switch leaders and repeat. (2 min.)
2. Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 min.)
3. Situps: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for one minute.

REST TWO MINUTES.

FLEXIBILITY EXERCISES:

- Fingers:** Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open hand position. (30 sec.)
- Palms:** Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 sec.)
- Wrists:** Same position as palms (above). Rotate wrists clockwise, then counter clockwise. (30 sec.)

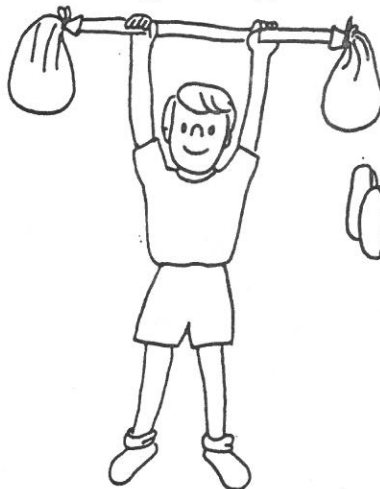
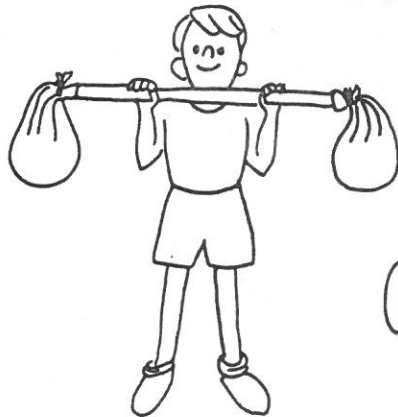
Forearm Twist: Arms extended sideward and parallel to the ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 min.)

Shoulder Stretches: 3-part exercise. (a) Rotate one arm over your head and down slowly. Repeat with other arm. (b) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (c) Lock your hands behind your head and pull back slowly from shoulders. (2 min.)

Athletes are strong. But they also have agility and coordination. Agility permits the athlete to move quickly in any direction. Coordination means muscles do quickly what the brain orders. Webelos Scouts can improve their strength, agility and coordination while earning the Athlete Activity badge.

To make homemade barbells you need a broomstick and two strong cloth sacks (or maybe an old pillowcase). Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about four inches from the ends. Tie in place.

The prone-press exercise helps develop the chest. The standing press helps increase the strength in the arms.



PRONE PRESS

STANDING PRESS



Good Turns

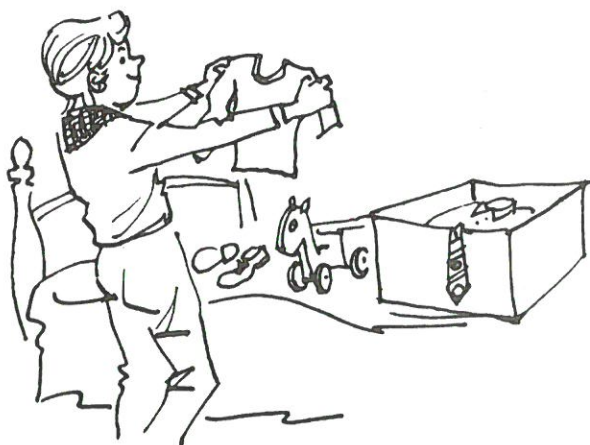
The best expression of good citizenship that your den can make is a Good Turn. Your Webelos Scouts will get a leg up toward the Citizen badge if the den does a Good Turn. Here are suggestions:

Cooperate with your board of health.—The den might distribute health literature, clean up vacant lots that harbor disease carriers, run a swat-the-fly campaign.

Aid the chartered organization or a local school.—The den might handle spring cleanup of grounds, plant shrubbery or trees, do simple painting jobs, serve as ushers, form a safety patrol, keep lawns in condition, act as monitors in school corridors, take charge of raising flags in schoolyards.

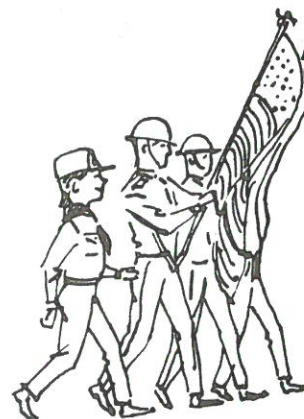
Conservation.—Build and set out birdhouses, maintain winter feeding station for birds, distribute conservation literature for state fish and game agencies, post woods where fire building is prohibited, plant trees and care for those already planted, make a local tree census.

Concern for others.—Collect worn clothing and food-stuffs for distribution to the poor, collect and repair old toys for Christmas distribution to needy children, collect books and magazines for hospitals, cooperate with relief and charity organizations.



Miscellaneous.—Keep public squares in condition by mowing grass and removing litter; clean up old cemeteries; replace worn flags; raise and lower community flags; take part in celebrations on Memorial Day, Fourth of July, Veterans Day; participate in plant-a-rose and plant-a-tree campaigns.

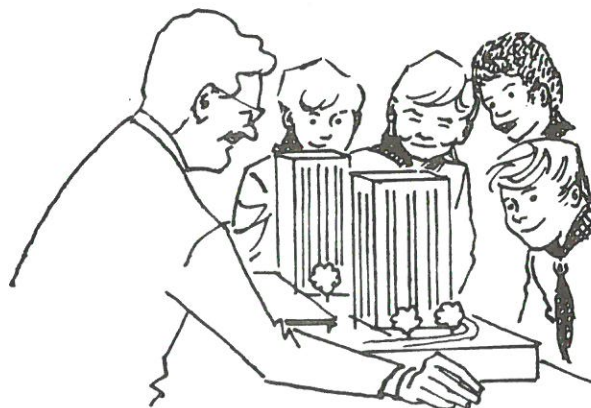
This list by no means exhausts the possibilities. As a Webelos den leader, you should be alert for Good Turns.



Firsthand Report

Invite a local public official to talk with your den about government. It might be a city councilman, clerk, or perhaps the mayor if yours is a small town.

Ask the speaker to bring whatever graphic material he might have—photos, drawings, models of buildings, etc.—and suggest a 10-minute talk with plenty of time for the boys to ask questions. Have a few leading questions prepared yourself in case they are reluctant to speak up. What does a councilman do? Who pays for sidewalks? Why can't Elm Street be repaved this year? How do you make a law?



INDIVIDUAL PROJECTS

Flag for the Home

Suggest that each Webelos Scout begin saving money for the purchase of a new U.S. flag for his home.



CITIZEN

Citizenship Pledge: "As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team."

Den Activities:

1. Get the den members to find out the current leadership of their city, state, and nation.
2. Field trips or visits might include: a judicial court; a naturalization ceremony; the police department; historical museums; a city council and/or school board meeting; tour of a municipal building; a visit to a community organization that helps others; the fire department or a paramedic team headquarters.
3. Invite a newly naturalized citizen to speak to the den on what becoming an American citizen means to him OR invite a member of the community who is a citizen of another country to come and discuss the differences in the two countries.
4. After discussing the requirements of the badge, have den decide on a good turn project for the chartering organization and how to carry it out. Make a plan, set a time, and do it. Discuss.

Newspaper Study:

Secure several issues of the same-day newspaper. Divide den up into teams and have each team go to a different part of the meeting location. Give each team magic marker, scissors, and a newspaper. On signal, teams start a search for news items that definitely illustrate The Cub Scout Promise or Law or which illustrate good citizenship. Instruct teams that they are to cut items out of the newspaper that illustrate the determined topic and be able to defend their selections. The team with the most clippings in a given time wins.

Cub Scout Uniform Inspection:

When preparing for a uniform inspection or when discussing the differences between a Webelos uniform and a Boy Scout uniform, have the den chief or denner come to the meeting with his uniform rearranged in the following manner and see how many other members of the den notice incorrect items: 1. Cap on backwards. 2. Wearing incorrect shoulder cord. 3. Service star on cap. 3. Summertime Award above left pocket. 4. Button unbuttoned. 5. Shoulder loops incorrect for shirt (e.g., denner wears Boy Scout loops etc.). 6. More than one temporary patch is displayed on right pocket.

COMMUNICATOR

Indian Sign Language

Every Indian tribe had its own language. The languages were different. Therefore Indians from different tribes could not communicate with each other through the spoken word. But they could by making signs with their fingers and by hand motions.

Every tangible thing had a word sign. But to express abstract things the Indians had to put two or three signs together. The word signs used to express the 12 points of the Scout Law have deep meaning.

The points of the Scout Law	The Indian word sign	The meaning of the word signs
A SCOUT IS		
TRUSTWORTHY	TRUE	Like an arrow, straight from the heart and lips.
LOYAL	HEART + TRUE	Heart stays that way.
HELPFUL	HEART + BIG	Cares about others.
FRIENDLY	FRIEND	Growing up side by side.
COURTEOUS	TALK + GOOD	Good: a motion level with the heart.
KIND	GOOD + KILL + NO	These three word signs indicate no cruelty, no killing, but "good."
OBEDIENT	LISTEN	Listens—heeds what is being said.
CHEERFUL	HEART + SUNRISE	A remarkable picture: "sunrise in the heart."
THRIFTY	EXTERMINATE + NO	Leaves something for others.
BRAVE	BRAVE	Knuckle to knuckle unflinching.
CLEAN	HEART + MIND + TONGUE + GOOD	The meaning is evident. A beautiful statement.
REVERENT	KNOW + GREAT MYSTERY	The two fingers up is the sign for wisdom. God, the Great Mystery, above man, indicated by the waving motion.



Heart



True



Scout



Talk



Friend



Big



No



Kill



Good



Exterminate



Sunrise



Listen



Tongue



Mind



Brave



Great Mystery



Know

A student of Indian languages, Wm. Tompkins, collected 761 word signs used by Plains Indians. Here, by permission, are 17.

COMMUNICATOR

Den Activities:

1. Charades. Establish ground rules. Divide den into teams. Have each team select one item and enact from pre-established selections. Selections might include words from the Scout Oath or Promise, Activity badges, items having to do with the month's pack theme etc.

2. Play the body language game. Explain to the den how we often speak without using our voices -- through our expressions, the way we behave, the way we hold our body or use parts of our body to reveal our feelings. Have each boy think of an emotion and then, without speaking, enact that emotion. No boy should repeat an emotion. Have other den members guess what boy is conveying.

3. Take den to a computer store and have them learn about the various uses of computers in today's society.

4. Visit the local telephone company or a radio or TV station.

5. Have den develop their own secret code. Use it to send out assignments for the next week's meeting or use it to direct den to a prearranged location for day's snack.

6. Use international flag symbols, morse code to send messages within the den or to another Webelos den at a pack meeting.

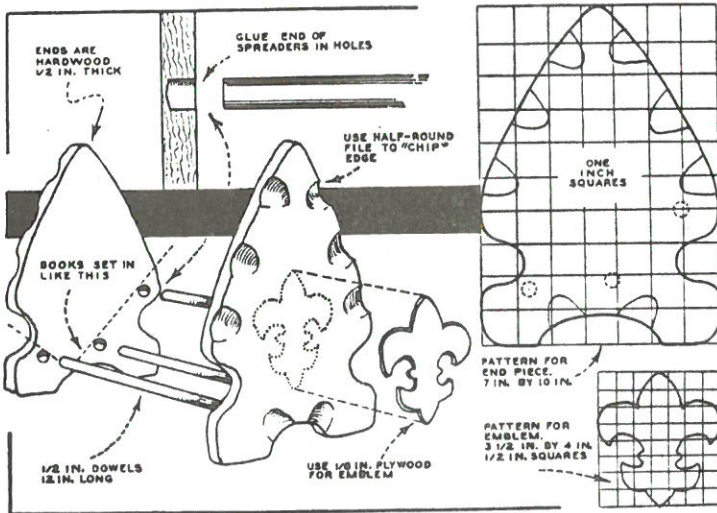
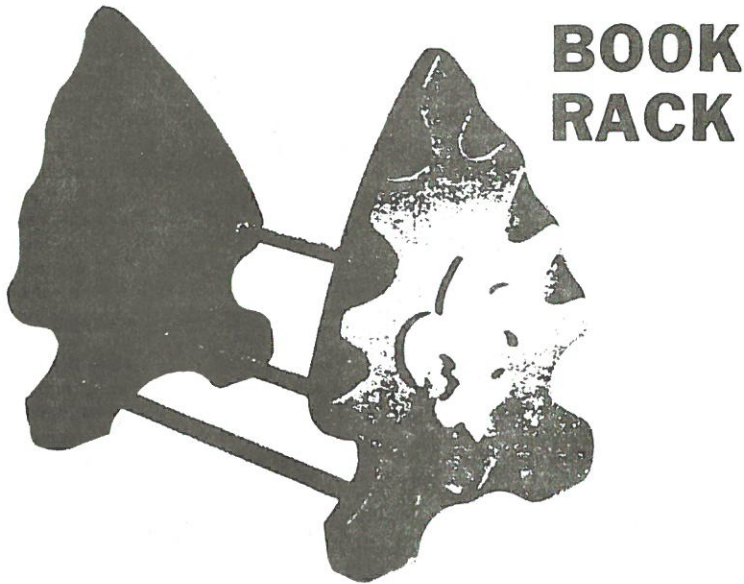
7. Visit a printing shop and/or a newspaper.

8. Have a local ham operator visit the meeting, explain radio operations of this nature, and, if possible, allow boys to talk on radio.

9. Have boys write commercials etc. and record them individually. Play back to the group and see how well they communicated about their "products."

10. Have den practice selling an item to each other (perhaps the product that the pack may be selling as a fund raising project [popcorn? Scout Expo tickets?]) to gain experience in good communication before they "hit the streets."

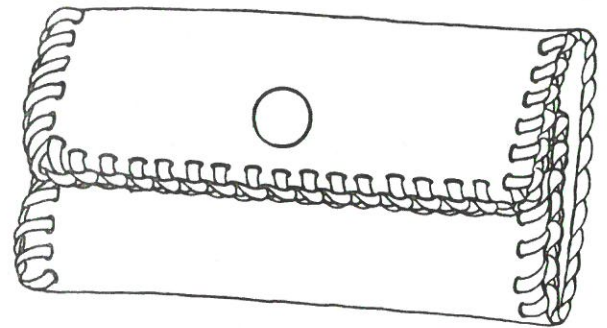
11. Have den members practice giving directions to specified locations to each other.



KEEPING your Scouting books, and other books that you are reading, in this rack will help you find just the book you want—quickly. It also makes for good housekeeping by helping to keep your room in order. You can make this rack yourself. It is not difficult, and it is a good woodworking project.

The end boards of the rack are cut out in the shape of a huge Indian arrowhead. The squared-off pattern in the sketch gives the details of the design and the size to make them. Use hardwood boards one-half inch thick for the ends. Sandpaper the edges off smooth and "chip" the edges with a half-round file. The chip grooves are made on the outside of the end boards only. The inside surface is left smooth. Three, one-half inch dowels are used for the spreaders. They are 12 inches long, and the ends are glued into holes made in the end boards. These holes must stop short of going through. The proper location of these holes can be determined from the sketch. When boring the holes, be sure to make the ends right hand and left hand. Otherwise, you will be in trouble.

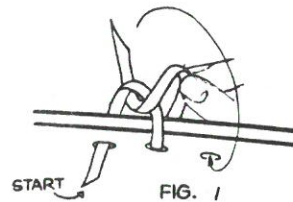
A thin piece of plywood about one-eighth of an inch thick is used for the Scout emblem. Make one for each end and glue them in place, as indicated near the center area of the arrowheads. The complete rack can be finished in any way desired. It can be stained and lacquered, or finished natural. If you like bright colors, it can be enameled to suit your fancy. The emblem should be a contrasting color. ■



Lacing Instructions for Leathercraft Projects

By JERRY WOLKE

The loop stitch is one used on leather items whose edges are subject to wear or have a tendency to curl. It is ideal for billfolds, wallets, key cases and purses, and requires five inches of lacing for every inch of edge of the item to be laced.



Above. For items that start and end at the same point: Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop front to back. Then tighten the stitch from the back.

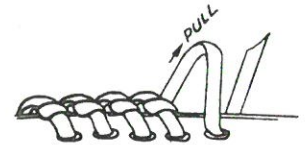
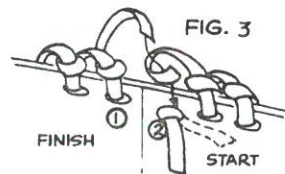


FIG. 2

Above. Continue lacing your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.



Above. Remove lacing from the starting hole 1. Lace one more stitch in hole 1. Remove starting lace from the next loop and insert working end down through this loop. Now pull both ends through hole 2 to the inside. Cement will hold them in place.

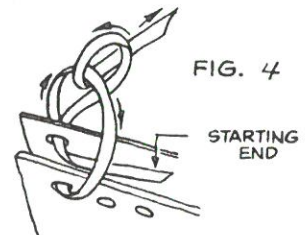


FIG. 4

Above: Items starting at one point, ending at another: Start lacing by pushing starting end through first hole from front side. Bring lace over top through the same hole in back, forming loop. Go through loop, front to back. Tighten loop from back. Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times. Finish lacing as shown at left.

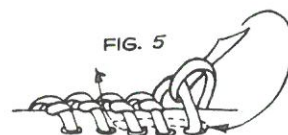


FIG. 5

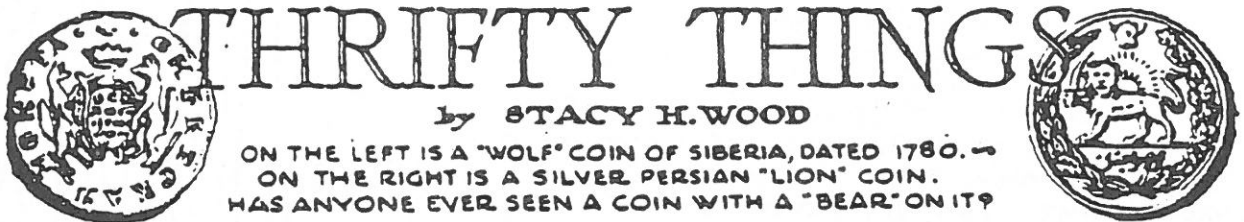
CRAFTSMAN

So you think you can teach a bunch of 9 year old boys how to build things, huh? Well, you can -- if you remember the three P's -- Patience, Preparation, and Perseverance.

PREPARATION -- Have all tools and materials laid out at separate work stations before the meeting starts. Build the item yourself before the meeting. Take note of operations that require high degrees of coordination -- be prepared to help the boys individually on these points. Let the boys see the item you have made.

PERSERVERANCE -- Let the boys finish the item they have started. This is very important. Work individually, at a later time, if necessary, find some else to help, but let him complete the project. Don't start a project you know they can't finish.

PATIENCE -- Some boys require a high degree of patience -- but stick with it -- you'll be glad you did and so will they!



THRIFTY THING

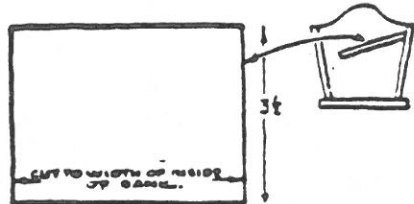
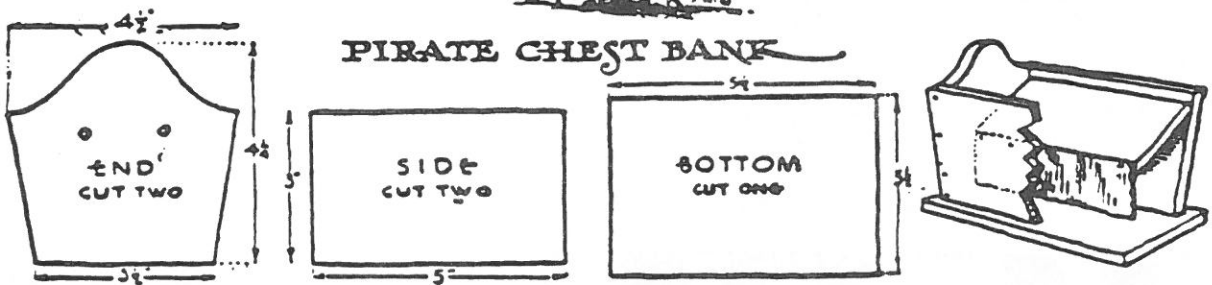
by STACY H. WOOD

ON THE LEFT IS A "WOLF" COIN OF SIBERIA, DATED 1780. -- ON THE RIGHT IS A SILVER PERSIAN "LION" COIN. HAS ANYONE EVER SEEN A COIN WITH A "BEAR" ON IT?

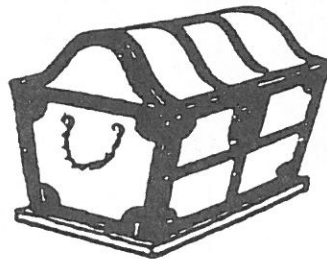
THRIFT DOES NOT ALWAYS MEAN SAVING MONEY, BUT SAVING MONEY IS A GOOD HABIT TO HAVE. THE OLD PIRATES SAVED THEIR LOOT IN GREAT IRON-BOUND CHESTS, BUT UNFORTUNATELY FOR THEM THEY OFTEN BURIED THE CHESTS AND NEVER CAME BACK TO THE SAME PLACE. CUBS CAN BE SURE THEY WILL KNOW WHERE TO FIND THEIR MONEY IF THEY SAVE IT IN



THE "BURIED TREASURE" BANK ILLUSTRATED BELOW. THEY CAN LEARN TO SAVE FOR SOME SPECIAL EVENT OR OUTING -- PERHAPS SOMETHING BIG LIKE THE WORLDY FAIR AT NEW YORK OR THE EXPOSITION AT SAN FRANCISCO THIS YEAR -- OR A SHORT EXCURSION NEARER HOME. THEN THERE ARE ALMOST HOUSEHOLD SAVINGS FOR MOTHER MADE FROM THINGS THAT WOULD OTHERWISE BE THROWN AWAY.



THIS IS THE "BAFFLE-BOARD" CUT TO WIDTH OF INSIDE OF BOX AND GLUE OR NAIL AT AN ANGLE. IT WILL PREVENT COINS FROM COMING OUT OF SLOT IN TOP OF BANK.



ABOVE IS A SECTION VIEW OF BANK SHOWING THE BAFFLE-BOARD. THIS MAKES IT ALMOST IMPOSSIBLE TO SHAKE ANY COINS OUT. CUT A PIECE OF LEATHER FROM AN OLD GLOVE AND TACK OR GLUE IT ON EDGE AS SHOWN. FOR THE TOP, USE CARDBOARD THAT WILL BEND WITHOUT BREAKING. GLUE IT ON THEN TACK IT WITH SMALL ROUND-HEAD NAILS. FASTEN THE BOTTOM ON WITH SCREWS. AFTER THE WHOLE BANK HAS BEEN ASSEMBLED, PAINT IT BROWN OR GRAY AND THEN PAINT BLACK STRIPES ON TO MAKE IT LOOK LIKE AN IRON-BOUND CHEST.

CRAFTS

KNOT BOARD

Items Needed: Piece of wood 12x12x $\frac{1}{2}$ "
 String- enough to whip
 ends of rope
 Rope appx. 95" long
 Stain
 Sawtooth hanger
 Labels

Directions:

Stain wood, let dry.

After wood is dry, put sawtooth hanger on back. Have each boy take rope home and with help of parent tie five different knots.

- Squareknot
- Slipknot
- Two halfhitches
- Sheet bend
- Bowline

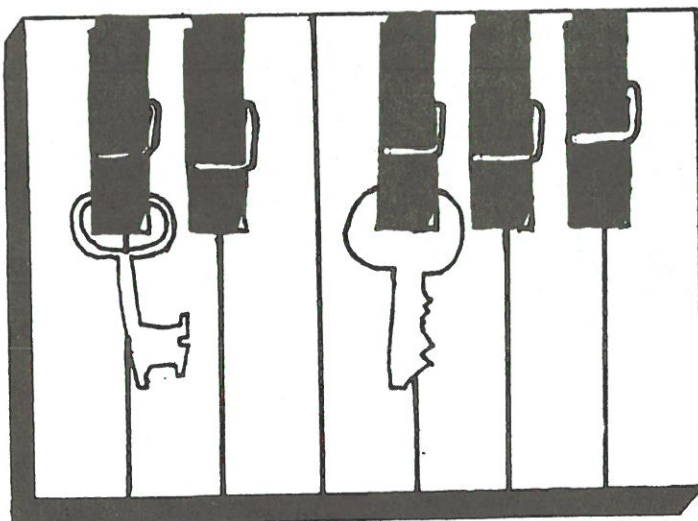
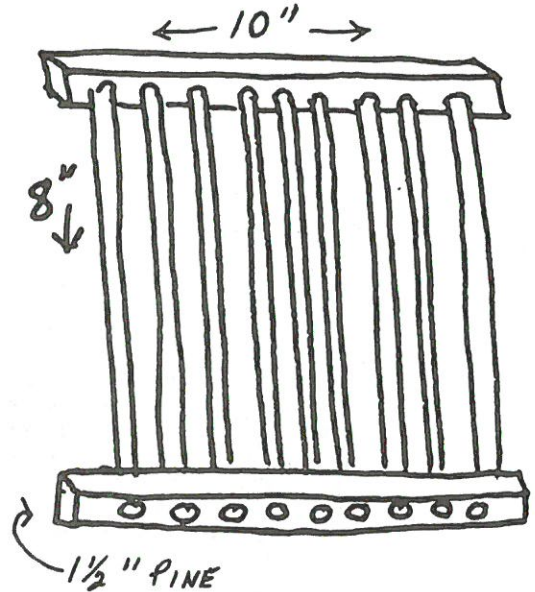
Rope must be cut into 5 pieces approximately 18 inches long each. Each boy whips each piece each end and makes a knot. Brings to next den meeting and glues onto the board. Label each knot. Each boy can hang on wall as a keepsake.

HOT PLATE

Materials Needed:


- 9- 8' $\frac{1}{4}$ " wooden dowels
- 2- 1"x $\frac{1}{2}$ "x10" pieces of pine
- Drill and $\frac{1}{4}$ " bit
- Glue

Drill $\frac{1}{4}$ " holes 1 inch apart on pine pieces. Be sure they are the same on both pieces. Glue dowels in holes. Hot plate can be painted or varnished when glue is completely dry.

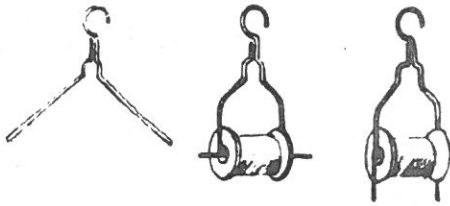


"KEYBOARD" KEYBOARD

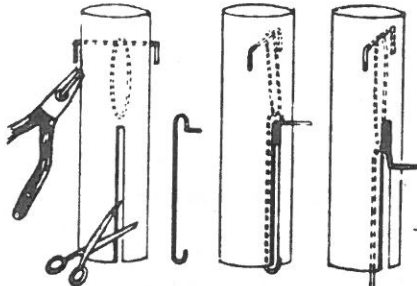
- 7- wooden snapper type clothespins painted black
 - 1- 8"x10" plywood board painted white
- Draw lines for 10 keys. Take clothespins apart and nail bottom part, nose down to board. Reassemble clothespins and clip on keys simply by pushing top of black key



ENGINEER

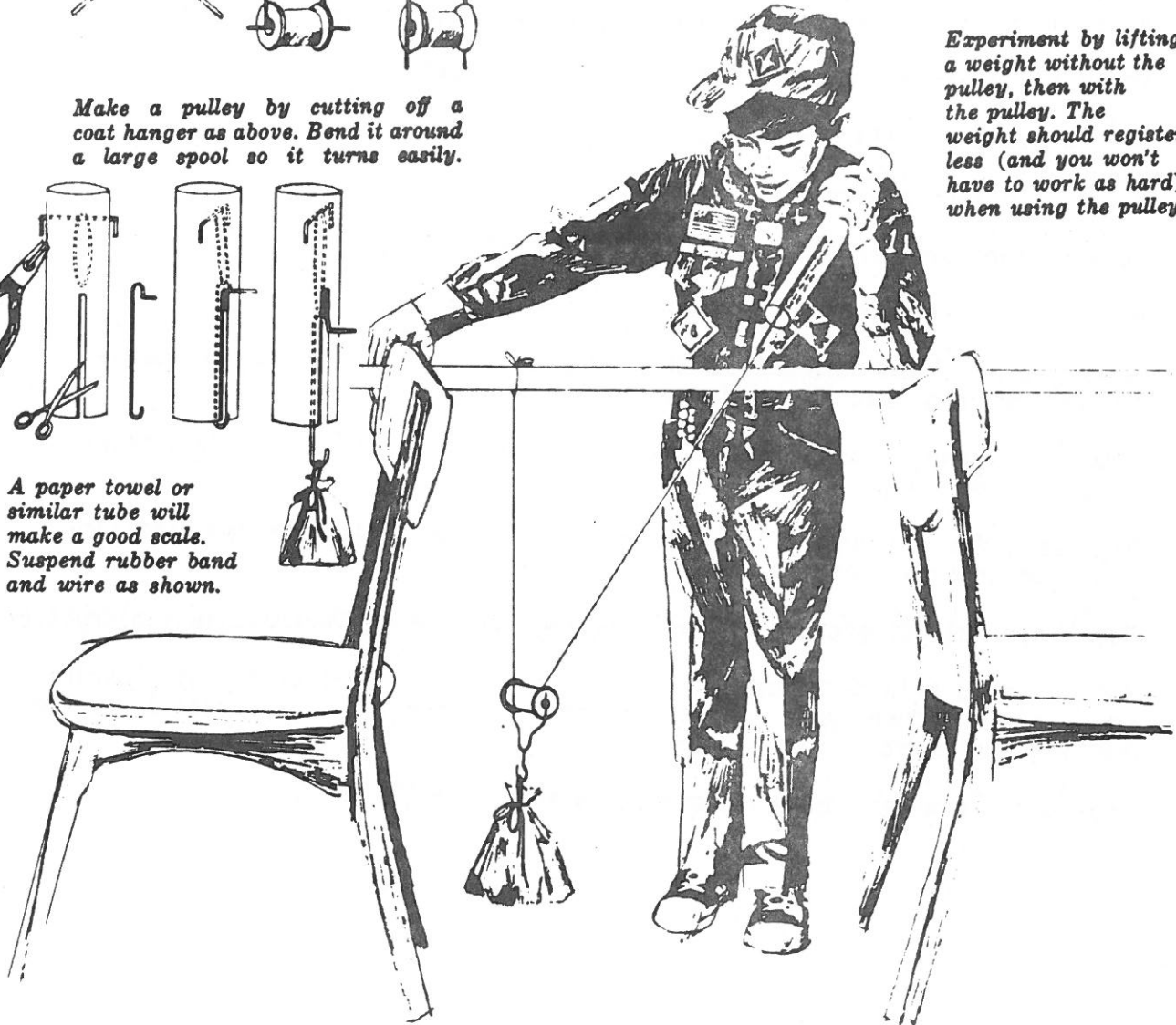


Make a pulley by cutting off a coat hanger as above. Bend it around a large spool so it turns easily.



A paper towel or similar tube will make a good scale. Suspend rubber band and wire as shown.

Experiment by lifting a weight without the pulley, then with the pulley. The weight should register less (and you won't have to work as hard) when using the pulley.



A BLOCK & TACKLE

In your *Webelos Scout Book*, you read that blocks and tackle help to lift heavy weights. Is it true? You can test it by making pulleys and a weighing scale.

Make pulleys from spools and coat-hanger wire. Cut and bend the wire as shown. Make sure the spool turns easily. Then bend the wires down to keep them from spreading.

You can make a simple hand-lift scale using materials you have at home. For your scale, use the cardboard tube from a paper-towel roll. Punch two holes near the top. Cut a piece of coat-hanger wire and push it through one hole. Slip the wire through a heavy rubber band and then push the wire through the other

hole. Now cut a slit part way up one side of the tube.

Cut another piece of wire and bend it so the end with the pointer will fit through the slit in the tube.

Make the scale on the side of the tube by "weighing" items whose weight you already know. For example, lift a full 2-lb. bag of sugar or flour. At the place where the pointer stops in the slit in the tube, mark a number "2." Repeat with a 1-lb. weight, and so on.

Now rig up your pulley-and-scale with heavy thread or fishline. Make more pulleys and try several of the rigs on page 97 of your *Webelos Scout Book*. Which makes it easiest to lift weights? ♣

DEN ACTIVITIES

Arrange for boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.

Visit a construction site and see the plans which are being followed.

Visit the municipal water works, TV or radio station.

Have someone explain how to read topographic maps.

Visit a college engineering department.

Have someone show and explain a floor plan of a house.

Make a block and tackle. Be sure to explain its purpose.

Make catapults and demonstrate them at pack meeting, shooting hard candy or marshmallows into the audience for distance.

Discuss property lines. Have an expert show how property lines are determined and measured.

Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties consist of.

Have boys collect pictures of bridges and note the differences in construction.

Take a field trip to an operating draw bridge, grain elevator, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

Tour a house under construction with a knowledgeable guide.

CATAPULT INSTRUCTION SHEET

MATERIALS NEEDED: WOOD STRIPS 1/2 inch to 3/4 inch wide.
 (54inches/catapult total after cuts.)
 PANELING NAILS (25/catapult)
 RUBBER BANDS
 GLUE (OPTIONAL)

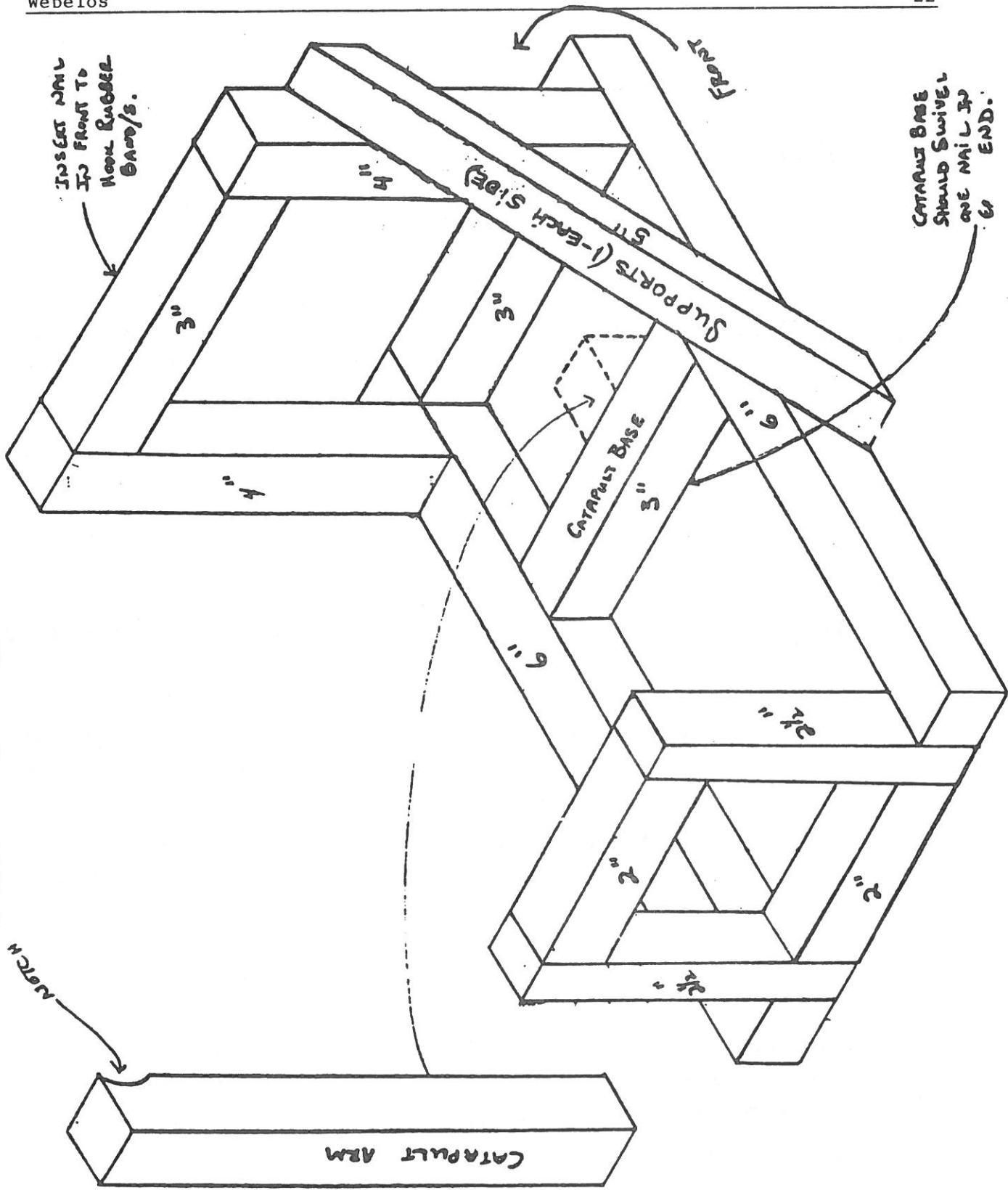
PREPARATION: RIP THE PINE BOARDS (1x6,1x8,etc.) INTO STRIPS OF
 DESIRED WIDTH. CUT YOUR PIECES TO THE FOLLOWING
 LENGTHS PER CATAPULT:

WIDTH	LENGTH	QUANTITY
1/2 inch to 3/4 inch	2"	2
	2 1/2"	2
	3"	3
	4"	2
	5"	2
	6"	3

- ASSEMBLY:
1. DRILL HOLES IN ALL PIECES THAT NAILS GO THROUGH TO AVOID SPLITTING THE STRIPS.
 2. BUILD THE BACK SQUARE SECTION NEXT.
 3. ATTACH CATAPULT ARM TO BASE--END FLUSH TO BOTTOM.
 4. ASSEMBLE MAIN BASE AND BACK SQUARE SECTION TO EACH OTHER.
 5. ATTACH TALL FRONT SECTION TO MAIN BASE.
 6. ATTACH CATAPULT ARM/BASE TO MAIN BASE ASSEMBLY.
 7. ATTACH TWO SUPPORTS. (ONE ON EACH SIDE)
 8. ATTACH RUBBER BANDS.
 9. SET UP TARGETS AND TEST YOUR ACCURACY.

IN A DEN SITUATION, IT IS ADVISEABLE TO USE GLUE ON ALL THE JOINTS EXCEPT THE PIVOT POINTS OF CATAPULT BASE. THIS IS ONLY ONE TYPE OF CATAPULT. THE NUMBER OF DESIGNS AND SIZES IS ONLY LIMITED BY YOUR IMAGINATION. HAVE FUN !!!!!!!!

BASIC SUGGESTED CATAPULT DESIGN



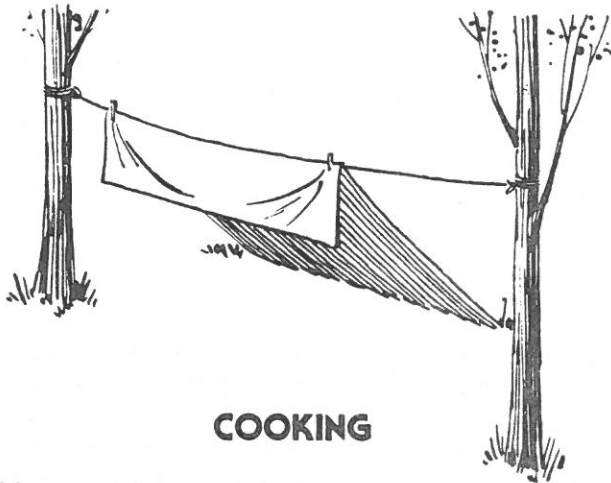
MOUNT CATAPULT WITH
 NOTCH FORWARD,
 CENTERED ON THE
 CATAPULT BASE.

CATAPULT BOTTOM SHOULD
 BE FLUSH WITH BASE
 BOTTOM.

INSERT NAIL
 TO FRONT TO
 HOLD RUBBER
 BANDS.

CATAPULT BASE
 SHOULD SWIVEL
 ONE NAIL TO
 END.

FAMILY MEMBER 

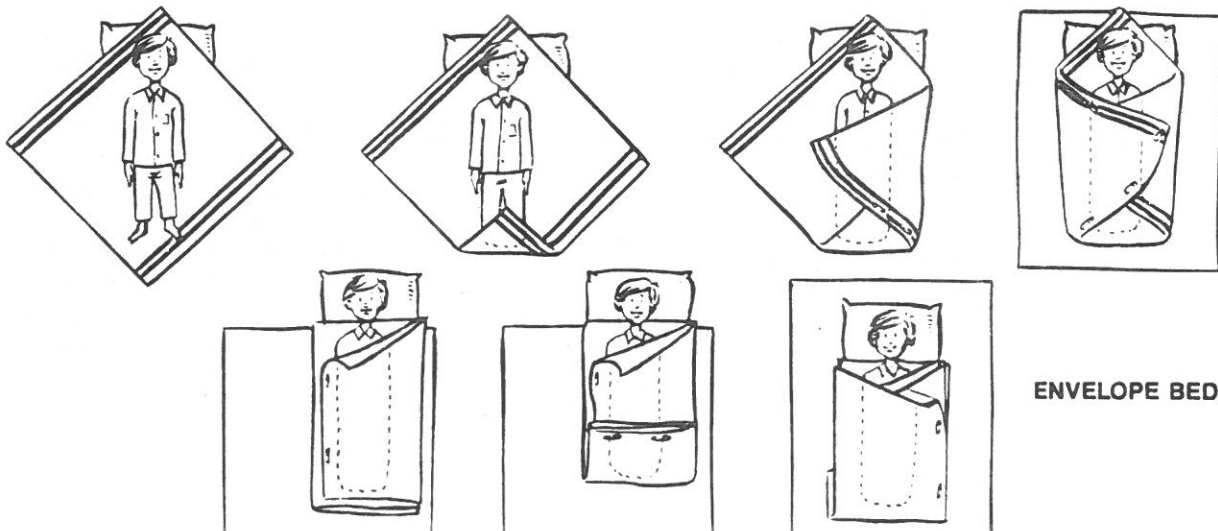


COOKING

With supervision, younger Cub Scouts can cook a simple meal on an outdoor grill, or on a tin-can stove, like the one shown in the "Crafts" section of this book. Some sample recipes are given later in this chapter.

BEDDING

A bed for backyard camping doesn't need to be elaborate. A ground cloth and a sleeping bag are adequate. An air mattress adds comfort. If these are not available, make a ground cloth from an old shower curtain, a plastic bag, or other plastic material. An envelope bed can be made from blankets as shown in the illustration. In the summer, one blanket is often enough. Fold it so there are two layers under you. In cooler weather, you will need at least two blankets. Fold the first blanket with two layers under you, then bring the bottom up over your feet. Swing half of the second blanket over you, and fold the bottom under your legs. Safety pins will help hold it in place.



ENVELOPE BED

Family Camping

Family camping has become a very popular activity and is encouraged by the Boy Scouts of America. A family camping trip can be rewarding for Cub Scouts and every member of the family.

Family camping may also be a den, or pack activity. Den or pack family camping trips should include Cub Scout or Webelos Scout activities as a part of the program. Remember, overnight and long-term camping are not permitted for 7-, 8-, or 9-year old Cub Scouts, except as a part of family camping. That means that a parent or other adult must accompany and supervise each Cub Scout.

WHERE TO CAMP

There are many places to camp, both public and private. These include national and state parks and forests, privately-operated campgrounds, and Scout camps. A campground usually has improvements such as running water, sanitary facilities, and platform floors for tents. A campsite can also be set in an undeveloped area.

State and national parks operate on a "first come, first served" basis, with no reservations. Entrance charges vary, but they are usually moderate.

SELECTING A CAMPSITE

Look for these things when selecting a campsite:

- South or southeast exposure.
- Protection from wind.
- Level and reasonably smooth ground. (Even a shallow depression can collect water in a heavy rain.)



PHYSICAL FITNESS ACTIVITIES

Fitness

Most boys of Cub Scout age love competition involving physical skills and long to be good athletes. The 'Learn a Sport' theme offers plenty of opportunities to satisfy their desires with games and contests. At the same time it can help their physical development and teach good sportsmanship.

Pack competitions in the Spring determine the pack winning team (an 8, 9 and 10-year old) who represents the pack at the District competition. District competition determines District winning team, who will take part in Council competition. Council championship is held with 1st, 2nd, and 3rd place teams from each district to determine a Council championship team.

Events in all competitions include:

Standing Broad Jump - Boy stands with his feet comfortably apart with toes just behind takeoff line. He prepares for jumping with knees flexed and arms swinging in a rhythmical motion. He jumps, swinging arms forcefully forward and upward, taking off from the balls of his feet. His jump is measured from the takeoff line to the heel or any part of body that touches the surface nearer the takeoff line. Each boy has two tries - record the better of the two (to the nearest inch.)

Softball Throw - Boy may run up to line and throw overhand the regulation 12-inch inseam, rubber and leather covered softball. He may throw two times and the better distance throw is the one that counts, measuring from the line to where the ball lands. If he crosses the line, that throw is disqualified.

Modified Push-Ups - Boy lies face down, legs together, hands on floor under shoulders with fingers pointing straight ahead. His partner holds his feet to the floor while each successful push-up is counted. Body is raised from the knees by straightening the arms and body kept straight from knees to head, the weight being supported by hands and knees. Keeping body tense and straight, elbows should then be bent and chest touched to the floor, returning to original position. Judge holds hand on the floor beneath the boy's chest and counts each time chest touches judge's hand. How many times in one minute.

Modified Sit-Ups - Boy lies on his back, fingers laced behind neck, with knees bent and feet flat on the floor, about one foot apart. Another boy holds his partner's feet to the floor while each successful sit-up is counted. The boy sits up, turning the trunk to the left, touching the right elbow with the left knee and returns to the starting position. He then sits up reversing the previous sit-up and touching the left elbow to the right knee and returns to starting position. He then sits up reversing the previous position. Judge holds a hand on the floor beneath the boy's back and counts each time the back touched the judge's hand. Each return to starting position counts as a sit-up. How many in one minute.

Fifty-Yard Dash - Boy stands behind the starting line. On signal, the judge raises his hand. "On your mark" all boys step forward to starting line, "Get set" - all boys assume starting position. "Go" - starter brings hand down quickly hitting his thigh at the same time. Boys leave the starting line and run the fifty yards. As they cross the finish line the time is noted and recorded. (Note: Score first 5 boys to finish)

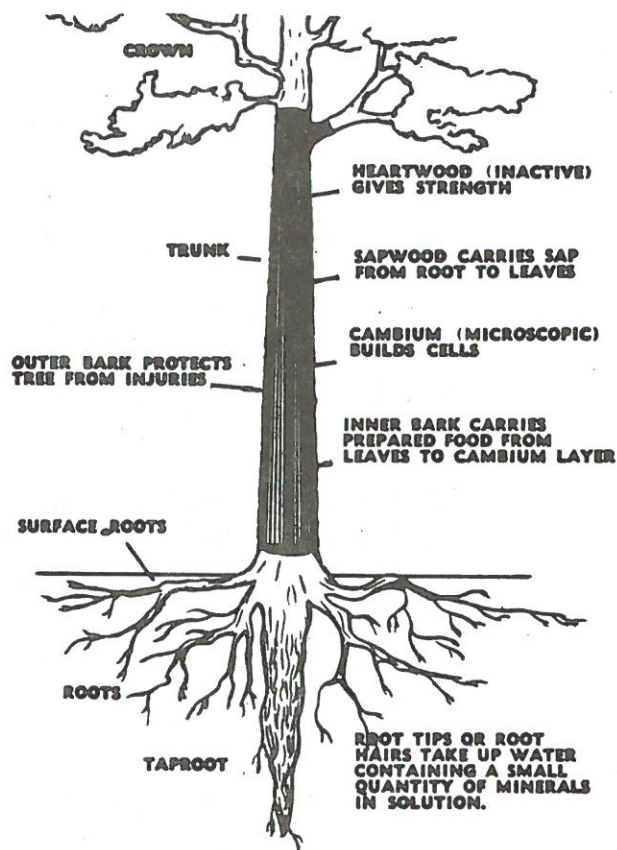
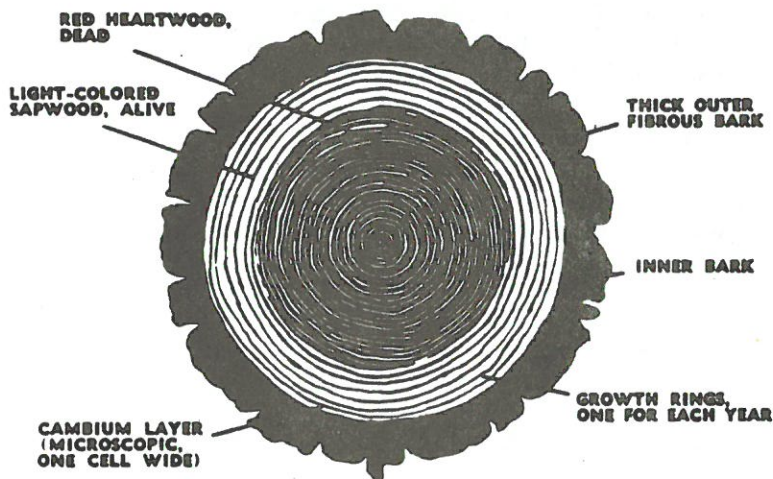
Each boy will participate in five events. In order to be as equitable as possible, and yet kept simple, points will be given to each participant as given below:

Name of Boy _____ Age _____

<u>Events</u>	<u>Score</u>	<u>Points</u>
1. Softball Throw (1 pt. for each foot)	_____	_____
2. Push-Ups (2 pts. for each in one minute)	_____	_____
3. Sit-Ups (2 pts. for each in one minute)	_____	_____
4. Standing Broad Jump (1 pt. for each inch)	_____	_____
5. 50-Yard Dash 1st - 100 points	_____	_____
2nd - 90		
3rd - 80		
4th - 70		
5th - 60		
	Bonus Points	_____
	Total Points	_____

Judges _____

Note: To the boys with the top score in each event, in each age group, 10 bonus points will be added to his score. The three boys with highest scores in their age group will make up the pack's winning team.



LEARNING TO KNOW THE TREES that live and grow in our midst can be a very exciting thing. Life means more when we have an awareness of and an appreciation for the things about us. If we can develop in our boys this kind of appreciation, we will be giving them something of lasting value.

Many of our boys look at trees and think of them as useful only for supplying wood or perhaps for climbing. Thousands of things come from trees—things like rayon, camera film, paper, fruit, nuts, maple sugar. An interesting project for your boys to do is to have them make a list of all the things they can think of that are made of wood or are wood products. See who has the longest list and who has the most unusual items.

Some interesting things about trees your boys might like to know:

- Snowflakes or fingerprints—no two leaves of trees are exactly alike. Your boys might like to see for themselves by trying to match leaves.
- Leaves are arranged on trees so they will catch every available ray of sunlight. If the leaves from a good sized maple tree were spread on the ground, they would cover a half an acre.
- Mature trees are placed in three general size categories: Small—10 to 30 feet high such as the dogwood; medium—30 to 70 feet high such as the aspen and horse chestnut; and large—over 70 feet high like the beech and red oak.

PROJECTS FOR DEN MEETINGS

1. For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other things of interest related to it.

2. Carefully cut small branches next to the trunk of different trees. Cut sections of these small branches so each boy has a piece of branch from the tree he wishes

to be able to identify. Boys cut them as illustrated, mount and identify on a board.

3. Cut twigs with buds on and stick them in water. Watch what happens as they open.

4. If your area of the country has black birch, sometimes called sweet birch, your den could make a refreshing drink with birch beer flavor. Cut some twigs into small pieces. Bring water to a boil, turn off heat, drop twigs into water, and let steep until cool enough to drink.

5. Bring a log to den meeting or find a tree stump and have boys count the annual rings to determine age of the tree. See if they can tell something about the kind of weather—dry or wet spells through which the tree lived by looking at the rings.

6. Make a short nature trail in the vicinity of the den meeting place. Mark some trees with 3- by 5-inch cards so boys can review their identification on their own.

7. Check with a local forester about advice on planting projects and seedlings.

8. Collect leaves for identification. Boys could mount them or make prints with spray paint, spatter painting, or blue printing. See *Backyard USA*.

As with most all of the activity badges—to do a good job it is necessary to refer to as many resources as possible in developing a good program for your Webelos den.

Useful this month are three posters, available free from American Forest Products Industries Inc., 1816 N. Street NW., Washington, D. C. They are: Growth of a Tree, Forests and Trees of the U.S., and Products of an American Tree Farm.

Also, there are a number of excellent books that will be of real value. Those listed in the *Webelos Scout Book*, are very good. Check your library or bookstore. A book of this type could be a part of a Webelos den library.

FORESTER ACTIVITY BADGE

Forestry is the science of planting and managing Forests. The Webelos Scout is starting on the outdoor program of Scouting. He will be spending a lot of time around trees; whether it is a clump of trees or a National Forest. The Webelos leader should strive to give his boys an appreciation of the forest.

The forest has a Macro-Climate of its own. The sunlight strikes the canopy or top leaves of the trees. Let's say that the treetop temperature is 91° and dry. For a squirrel in the middle area of the tree, the temperature would be 87° . The rabbit on the ground would be a cool 67° . Rain changes all of this. Water falling picks up heat from the leaves. The water carries this heat with it to the forest floor. After a good rain, the temperature may be the same at the canopy and the forest floor.

During a strong summer wind the tree tops may sway, but only a faint breeze would be felt at the forest floor.



Junior Forest Ranger Quiz
(circle the correct answer)

1. Campfire permits are required for (a) indoor fireplaces, (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
2. The safest way to start a campfire is with (a) a pile of leaves, (b) gasoline or (c) small pieces of kindling wood.
3. The best place to ask where campfires can be built is (a) sheriff's office (b) sporting goods store or (c) ranger or fire warden station.
4. When staying overnight, before going to bed you should (a) place heavy logs on the fire (b) put out your campfire or (c) arrange to get up every 2 hours to check the fire.
5. To cook properly over a campfire, you should (a) cook over the flames of a large fire (b) build a small compact fire and cook over the hot embers or (c) burn a lot of paper to make the fire hot.
6. The best way to put out a campfire is (a) spread out the embers and cool with dirt or water; mix thoroughly and check for hot spots (b) cover it with rocks or (c) let it alone and it will burn itself out.
7. The best spot for a campfire is (a) inside a rotten log or stump (b) under a green tree (c) in a cleared open space away from trees.
8. For camping the following is the most important and practical tool to carry in a car (a) shovel (b) bucket of water, or (c) wet blanket.
9. If a fire gets out of hand, you should (a) get your parents and run to the car; drive away (b) report it immediately to a ranger (c) get other Jr. Forest Rangers to fight the fire.
10. Camp matches should be (a) kept in a metal container (b) stored near out board motor fuel or (c) placed in the hot sun.
11. A person who is careless and starts a forest fire (a) is made honorary fire chief (b) receives a fire prevention award or (c) can be fined and sent to jail.
12. A match or cigarette thrown from a car window (a) is permissible if no one is looking (b) is permissible if it looks like it has gone out or (c) is never safe.
13. A windy day is a good time (a) to burn trash (b) to start a campfire or (c) not to start a fire.



**Webelos
Forester
Activity
Badge**

THE DINNER PAIL OF THE WOODS

Oak trees have been symbols since ancient times of strength, dignity and endurance. More than 50 kinds grow in the United States. Americans have used the oak lumber to build ships and homes and furniture. Oaks are so important to animals and birds that they may be called the dinner pail of the woods. Many wild creatures rely on oaks for food.

The acorns which these birds and animals eat differ, depending on the kind of oak the acorns grow on. Collecting and identifying acorns will help Webelos Scouts fulfill requirements of the Forester activity badge. Glue acorns to wood and attach identifying labels. Below are drawings of 20 acorns. See how many kinds you can find.



Post Oak



Chinquapin Oak



Black Oak



Northern Red Oak



Live Oak



Blackjack Oak



Spanish Oak



Pin Oak



Water Oak



Swamp White Oak



Scarlet Oak



Chestnut Oak



Gambel Oak



White Oak



California Live Oak



Shingle Oak



Overcup Oak



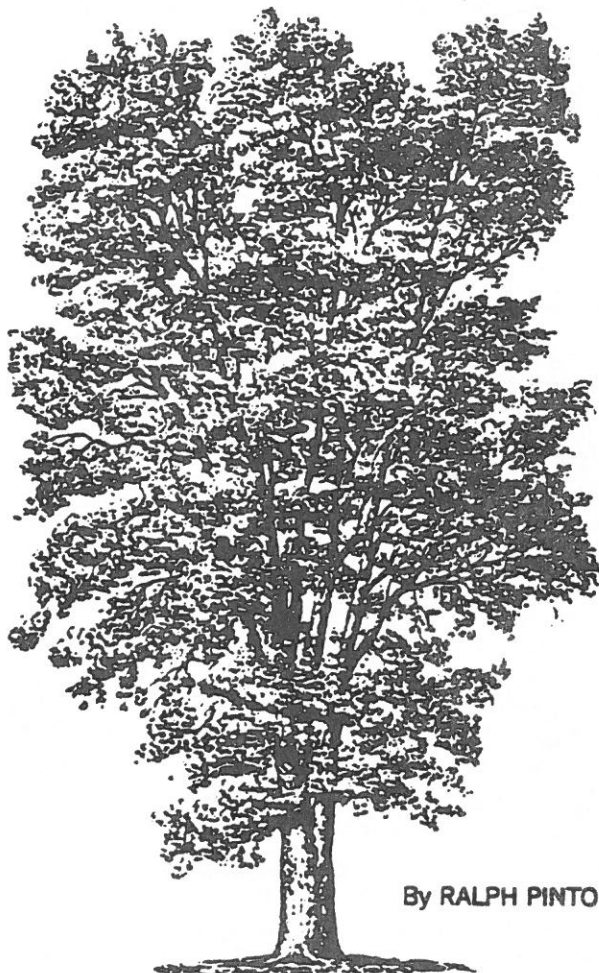
Bur Oak



Willow Oak

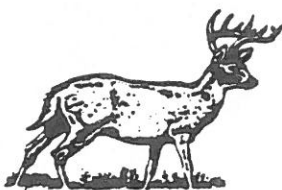


Utah Oak



By RALPH PINTO

Here are lists of some of the birds and animals that eat acorns. For some of them, acorns are their chief food.



ANIMALS

- Blacktailed Deer
- Mule Deer
- Whitetail Deer
- Elk
- Pecary
- Mountain Sheep
- Black Bear
- Beaver

- Red Fox
- Varying Hare
- Muskrat
- Ring-necked Cat
- Gray Fox



- Opossum
- Cottontail Rabbit
- Raccoon
- Flying Squirrel
- Fox Squirrel
- Gray Squirrel



GAMEBIRDS

- White-winged Dove
- Ruffed Grouse
- Sharp-tailed Grouse
- Ring-necked Pheasant
- Band-tailed Pigeon
- Prairie Chicken
- Bobwhite Quail
- California Quail
- Mourning Quail
- Mountain Quail
- Valley Quail
- Wild Turkey



SONGBIRDS

- Rusty Blackbird
- Chickadee
- Crow
- Red-shafted Flicker
- Yellow-shafted Flicker
- Willow Goldfinch
- Purple Grackle
- Road-runner
- Blue Jay
- California Jay
- Stellar Jay
- California Horned Lark

- Meadowlark
- White-breasted Nuthatch
- Yellow-billed Sapsucker
- Starling
- Brown Thrasher
- California Thrasher
- Titmouse



WATERFOWL

- Mallard Duck
- Pintail Duck
- Wood Duck

Can you recognize TREES by their LEAVES ?

Leaf Quiz

IDENTIFY EACH LEAF IN THE SQUARES BELOW IT.
LETTERS IN LARGE SPACES SPELL OUT A MESSAGE WHEN WRITTEN IN THE SQUARES ON THE BOTTOM OF THIS PAGE. THE CLUES SHOULD HELP YOU!

EXAMPLE:

NOTE: THE LARGE "C" IS THE FIRST LETTER OF THE MESSAGE BELOW. THE OTHER LARGE LETTERS FOLLOW IN SEQUENCE.

PAPER BIRCH

<p>2.</p> <p>...FROM LITTLE ACORNS GROW</p>	<p>3.</p> <p>LIKE IN BALES, MAN</p>	<p>4.</p> <p>WHAT'S LEFT OF A FIRE</p>	<p>5.</p> <p>ONE VARIETY IS SLIPPERY</p>	<p>6.</p> <p>SEEN' RED</p>
<p>7.</p> <p>ALSO CALLED SHADBUSH. HAS RED BERRIES</p>	<p>8.</p> <p>TALLEST TREE IN THE WORLD! RELATED TO THE GIANT SEQUOIA</p>	<p>9.</p> <p>SOCRATES DRANK IT—HIS LAST DRINK</p>	<p>10.</p> <p>ITS FLOWERS RESEMBLE THE DUTCH KIND</p>	<p>11.</p> <p>LIKE GETTING ALL DRESSED UP</p>
<p>12.</p> <p>A CONIFER—SOUNDS LIKE A WOOD USED FOR MODEL PLANES</p>	<p>13.</p> <p>ALSO CALLED PLANE TREES</p>	<p>14.</p> <p>HAS THREE DIFFERENT-SHAPED LEAVES ON EACH TREE. ROOTS USED TO MAKE A TEA</p>	<p>15.</p> <p>ITS NUTS ARE GOOD TO EAT</p>	<p>16.</p> <p>ALSO CALLED TUPELO AND PEPPERIDGE</p>
<p>17.</p> <p>ALSO A BIBLICAL PLAGUE</p>	<p>18.</p> <p>THINK OF WAFFLES AND PANCAKES</p>	<p>19.</p> <p>ALSO CALLED AMERICAN BASSWOOD</p>	<p>20.</p> <p>WHAT SCOUTS ARE (WITHOUT A U)—ALSO CALLED QUAKING ASPEN!</p>	<p>21.</p> <p>THIS THE BLACK VARIETY. THE WHITE IS CALLED BUTTERNUT</p>

SCORE YOURSELF
19-21 YOU'RE A REAL WOODSMAN.
13-18 VERY GOOD.
6-12 YOU MUST BE A CITY BOY.
0-5 TURN IN YOUR AXE.

HERE'S THE MESSAGE:

C

- ANSWERS:**
- 1. PAPER BIRCH
 - 2. OAK
 - 3. COTTONWOOD
 - 4. ASH
 - 5. LUM
 - 6. RED OAK
 - 7. SPICEWOOD
 - 8. BIRCH
 - 9. SOUTHWESTERN WHITE PINE
 - 10. SPURGE
 - 11. LILAC
 - 12. GINSENG
 - 13. DOUGLASS PINE
 - 14. SOUTHWESTERN WHITE PINE
 - 15. WALNUT
 - 16. SWEETGUM
 - 17. SWEETGUM
 - 18. BIRCH
 - 19. SOUTHWESTERN WHITE PINE
 - 20. ASPEN
 - 21. BUTTERNUT



GOLD MINE ADVANCEMENT

Personnel: Webelos Leader or Cubmaster.

Equipment: 1 large box - painted like mine opening.
 2 miners hats lettered Webelos Mining Co.
 1 miners pick or hammer
 Black ore car full of gold nuggets.

WEBELOS LEADER: Tonight we are going to visit the Webelos Gold mine - ask Webelos Scouts receiving awards to come forward with their parents. Put hat on Cub and adjust to fit. Give pick and send to mine. Cub finds his nugget and gives to parent to hold. Cub breaks it with pick or hammer. This continues for all awards. While Cubs are mining the Pack sings "Oh, My Darling Clementine," until Cubs are done.

washer box



paint brown then black to look like wood.

The real treasure the Cubs have been mining is not the gold nugget but what's inside - their awards that they work so hard to earn.

To make gold nuggets, paper-mache small ballooons. When dry cut hole and put award card inside. Put back together and spray paing leaf gold. Put Webelos name on outside lightly with pencil.

GEOLOGIST

Tune: The More We get Together

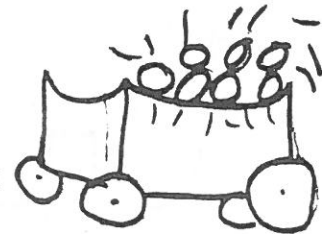
I'm a rock collector
 I find them and save them
 Webelos are experts,
 We know stones and gems.

Set ore car in front of mine.

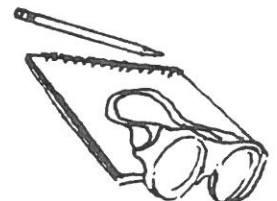
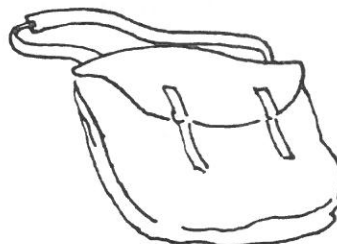
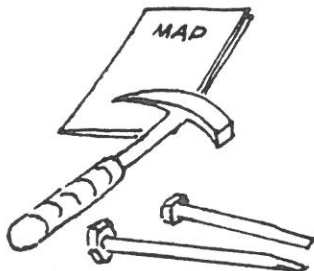
Put wheels on with paper fasteners.

Med.-size box

Use black paint on ore car



For more information on mining, rock collecting and even tours, call the Western Museum of Mining & Industry at 598-8850 or write 125 North Gate Rd. Colo. Spgs. CO 80908



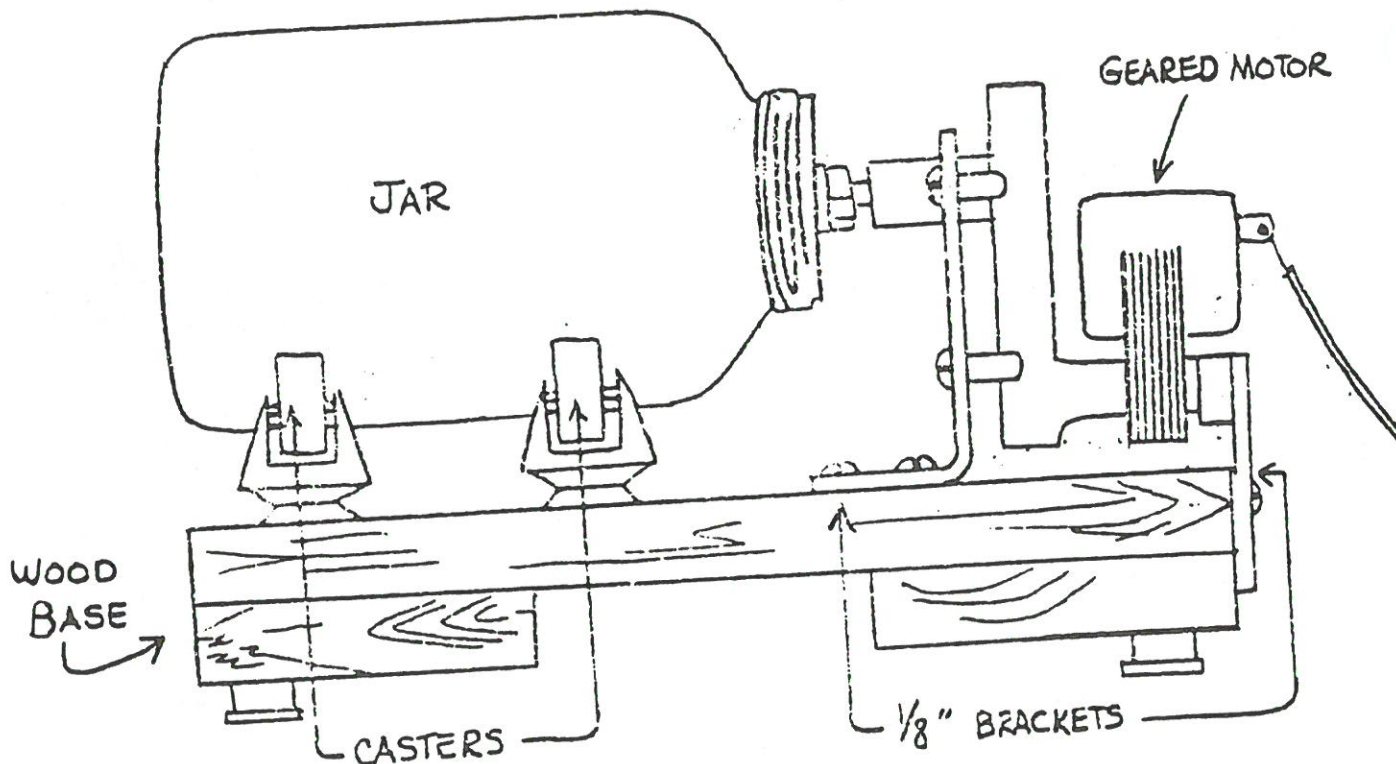
Make a Rock Tumbler

This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00.

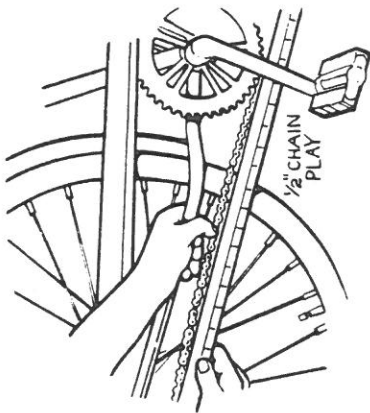
The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a gear-drive 22.8 r.p.m. 110-volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage.

The construction is shown below. Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lidshaft and, last, the casters placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.

In this and all other rock tumblers, the grinding gets done as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here cost about 4 cents a day to run.



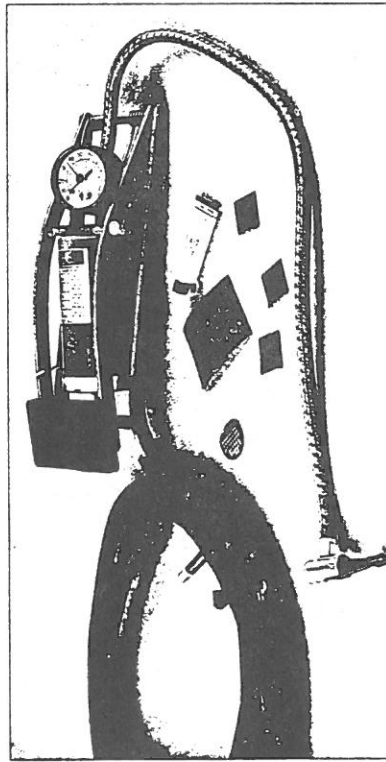
HANDYMAN

TIRE REPAIR

To fix a flat tire, you need a tire repair kit. The kit has a scraper, cement, and patches.

Take the wheel off the bicycle. Push the valve stem out of the wheel and then take off the tire and tube.

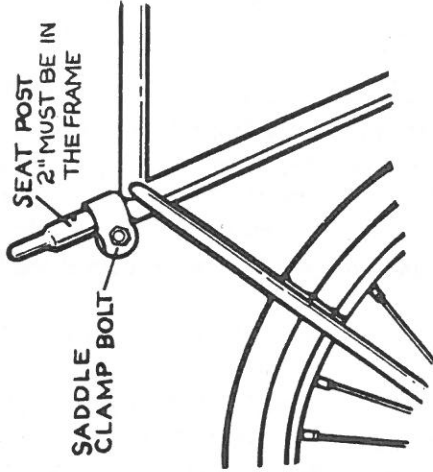


If you cannot see where the hole in the tube is, pump air into the tube. Dunk it in a tub of water. Bubbles will show where the air is escaping. Dry off the area around the hole.

Use the scraper to rough up the tube around the hole. Put a light coating of cement around the hole and quickly wipe it off. Then put on another coat of cement and let it dry.

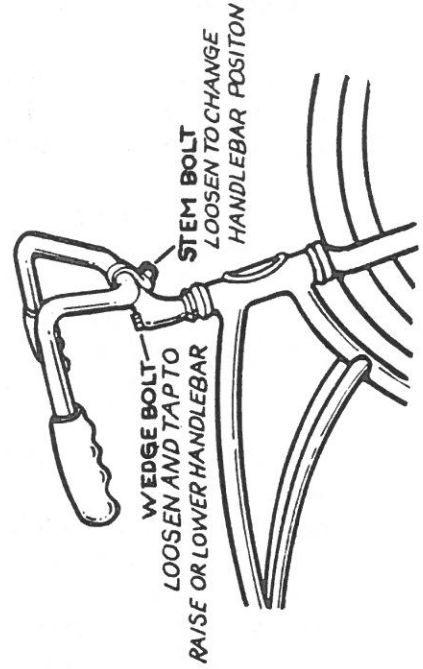
Remove the coating from a patch and smooth the patch over the hole. Roll the cement bottle over the patch to spread the cement evenly and make a tight seal.

Put the tube back in the tire and position the tire carefully on the wheel before you inflate it.



An adjustable wrench is all you need to adjust the saddle or handlebars.

To change the height of the saddle, loosen the saddle clamp bolt. Wiggle the saddle until it is where you want it. Then tighten the clamp bolt.

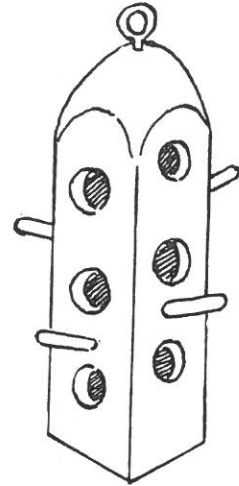
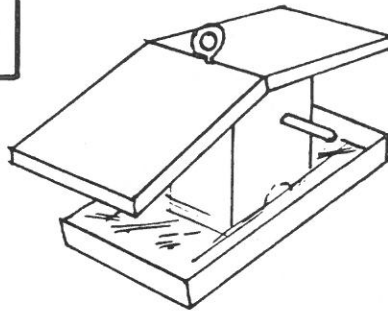
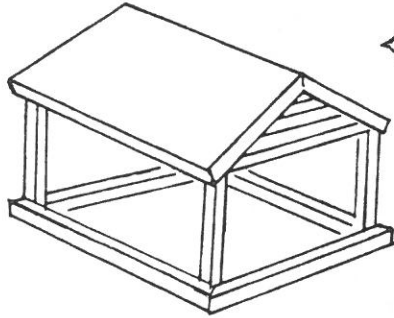


HANDYMAN

Den Activities:

1. **Mr. Fix It Tack Drive:** Provide a large board, a hammer, and a pile of loose tacks for each player. Each player must take the tacks from the pile and drive them into the board. The one driving the most in a given time wins.
2. **Fix It Relay:** Divide the players into teams of five each. The first player in line runs to a given point and saws the end off of a board, then returns and tags the second player. That player runs to the goal and hammers a nail half way, then runs back and tags the next person. That player runs to the goal and removes the nail, then tags the fourth. The fourth player runs to the goal, screws a screw into the hole where the nail was, then returns and tags the last player. This fifth player runs to the goal and removes the screw. The team finishing first wins.
3. **Nail Driving Contest:** Divide den into equal numbered teams. Line up teams about 10 feet from driving area. Provide each team with a piece of two-by-four, about 1 foot long, a hammer, and nails shorter than the thickness of the wood. Each boy runs to the board, drives two nails, runs back and gives hammer to the next player. The team driving the most nails STRAIGHT wins. Have boys switch hands for variation of game. Another variation is to have a set time established and have each boy drive and remove nails -- scout with most STRAIGHT nails at end of time is declared winner.
4. Have den do a good turn for an elderly neighbor or one in poor health who lives close to the meeting place by raking the yard and removing dead branches, shoveling snow etc.
5. Conduct a bike safety inspection and/or rodeo for the den or the pack.

 **NATURALIST**



DEN MEETING

Bird-Feeding Project

Probably the wildlife easiest to observe is birds since they are so plentiful and easily attracted. Your den might make and maintain a feeder and a birdbath to offer hospitality to birds and, not just incidentally, to offer your boys a good chance to look closely at wild creatures and learn to know them.

Your water supply in the birdbath ought to be from 1/2 to 3 inches deep.

For feeding birds, you can get a good mix of seeds cheaply at the local supermarket. This will attract sparrows, cardinals, juncos, finches, and titmice.

If you want to see robins, cedar waxwings, and mockingbirds, put out fruit. Woodpeckers, nuthatches, and other insect-eating birds will be drawn to suet or fat trimmings from beef and other meats.

Building one of these bird feeders, by the way, is a good project for the Craftsman badge.



Catching Insects

Among the requirements for the Naturalist badge is one calling for the boy to keep a "zoo" of insects he has caught. He shouldn't have trouble finding them, but if he wants a particular kind, you may be able to suggest a way to get one.


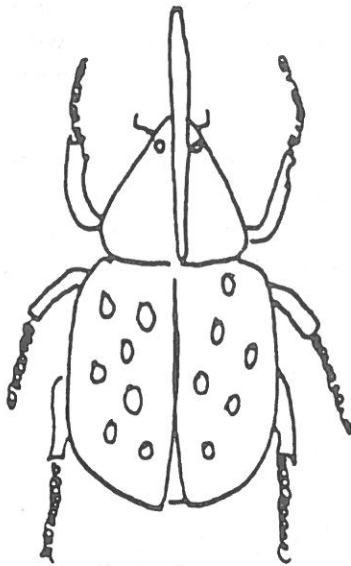
For beetles and crickets, the Webelos Scout might bait a ground trap. To do this, he sinks a small jar or can in the ground with the top level with the surface. Then

he pours in about an inch of a mixture of two parts molasses and one part water or some other very sweet mixture. This gooey mess will attract hordes of insects which promptly tumble in and are trapped. They will drown in a short time, so the Webelos Scout must check his trap every hour or so if he wants a live one.

For butterflies, moths, and other flying insects, use a sweet mixture, too. Paint it on a tree trunk or two. Especially good for the bait is a sweet, slightly fermented pulp of fruits like peaches and apricots.

NATURALIST ACTIVITY BADGE

WEBELOS SCOUT OFFICIAL
 INSECT HUNTING LICENSE
 GOOD IN ALL 50 STATES
 ~ OPEN SEASON ALL YEAR ~
 DATE: ANYTIME - NO EXPIRATION
 NO CHARGE *[Signature]*

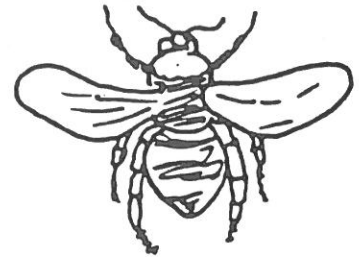
BEETLE



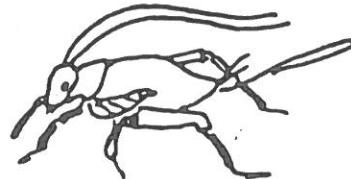
WASP



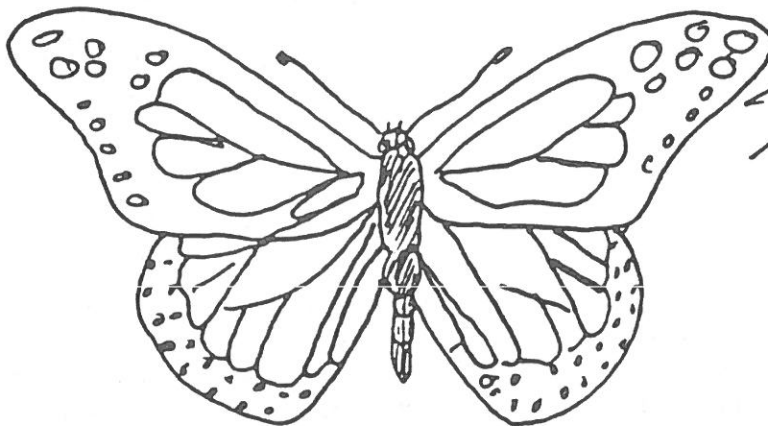
CATERPILLAR



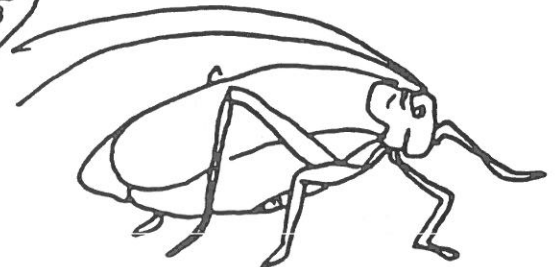
BUMBLEBEE



CRICKET



MONARCH BUTTERFLY



KATYDID

NATURALIST

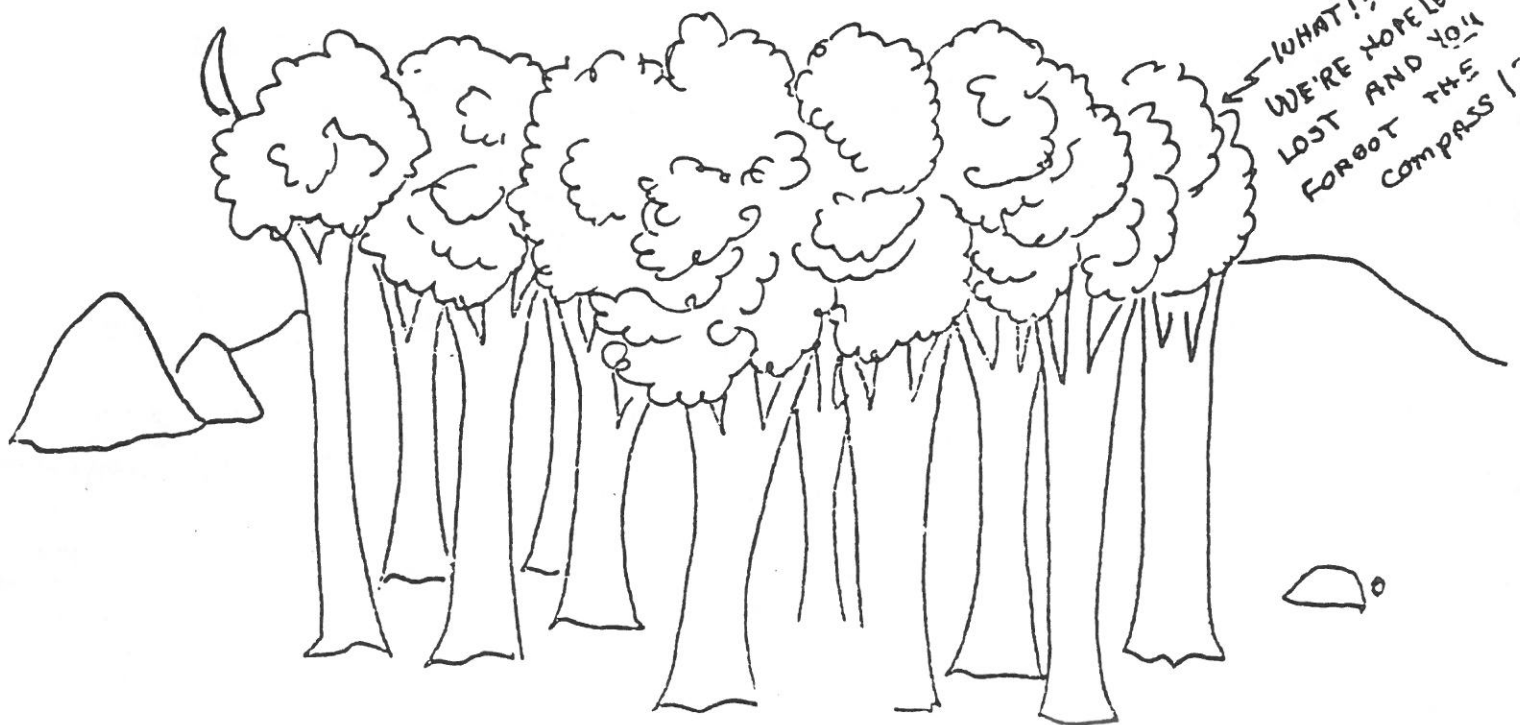
Wherever you go, wherever you live there are always secrets of nature to be discovered. The Naturalist badge is designed with this in mind.

The naturalist is a person who is concerned with finding out more about plants and animals in the world around us, and like the naturalist, the Webelos are interested in this world too. Through the Naturalist badge you can use this natural interest to help them learn more about the plants and animals in the world.

DEN ACTIVITIES

- Make a leaf collection.
- Make an ant farm.
- Make a list of plants in your area.
- Start a nature collection.
- Make a terrarium.
- Know and practice the outdoor code.
- Obtain large reprints from Scout office about poison plants and animals.

While working on this badge you may also combine it with other badges such as Forester and Outdoorsman.



NATURALIST ACTIVITY BADGE

ANT FARM -

You will need a quart or gallon size jar and a can that fits inside the jar and leaves space for the sandy soil (see illustration below). Fill the jar about half full of the slightly moist soil. Now you are ready to hunt for your ants. For this you will need a piece of white cloth or paper about 2-foot square, two large-mouth bottles or jars with caps (preferably plastic), a piece of cardboard and a garden trowel. Now find an anthill or an ant nest under some rocks.

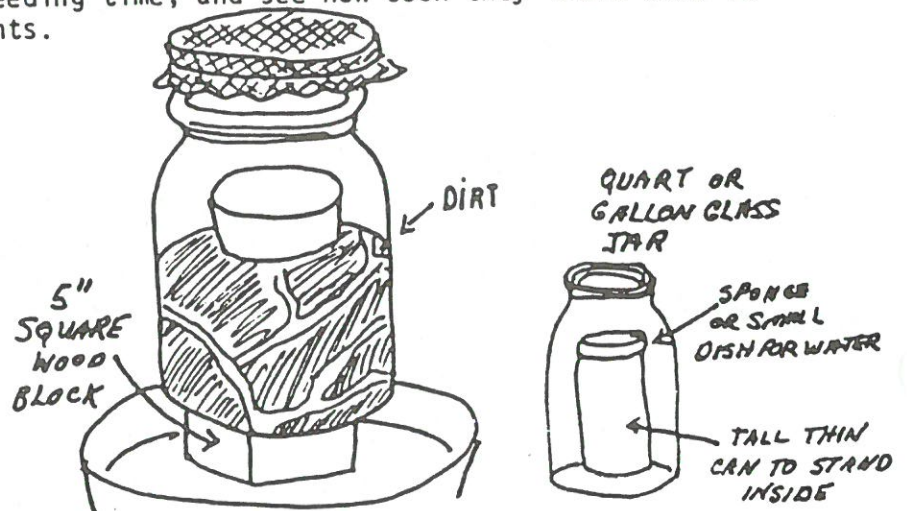
After you find the anthill, stir it up with your trowel and as the ants come out to investigate, guide them onto the cardboard and into one of the bottles. After you have collected about a hundred, screw the cap back on. You need the queen - and this requires some digging. You have to dig as much as a foot to find the queen. Take the dirt you dig and spread it out on the white cloth or paper. One ant larger than the rest will probably show up against the white. This is the Queen. It is best to guide her into the second bottle so you don't lose her.

Carry some soil from the ant hill nest back with you and put it into your nest. Fill most of the space left between the jar and the can. Put the ants and queen into the nest and close jar with a cheese cloth or screen. Fasten dark paper around the jar with rubber bands. Ants like the dark. They will build their tunnels close to the glass, where you can observe them, if the glass is covered with dark paper.

Feed the ants by putting different kinds of food on top of the soil. Try bread, cake crumbs, bits of meat, honey, small pieces of vegetables, dead insects. Always remove unused food, before adding new food. Keep the dish on top of the can filled with water. If soil gets very dry moisten it a little with an eye-dropper.

Place jar in a warm place but not in direct sunlight. After a couple of days the ants will have settled down in their new home.

Watch the tunnel building, egg and larvae moving. Try some experiments. Take some ants out of the nest for a few days; then put them back in and see what happens. Introduce some new ants from out-of-doors, and see what happens. Set up a regular feeding time, and see how soon they learn when it is. Think of other experiments.





OUTDOORSMAN

By CLYDE BAKER

Travel posters beckon to all of us. "See the mysterious wilderness," the posters tell us. "Come visit and explore."

When you see these colorful invitations to adventure, don't you become a little excited? Doesn't your imagination soar a bit?

By going on an overnight camp-out, you and a Webelos pal can find the great outdoors right outside your house. Fact is, you'll also sharpen several skills that will help you earn the Outdoorsman badge.

If you haven't put together the simple tent pictured on page 80 of your *Webelos Scout Book*, then get going on it with Dad or Mom. It's a way of working together and sharing fun and skills. Also, if you start learning to camp the right way now, Boy Scouting will be easier when the time comes for it.

Make a list. The experienced outdoorsman is *sure* that nothing necessary is left behind. (One of the rules for an overnight in the backyard: No returning to the house for anything except trips to the bathroom, or to fill your canteen at the outside hose faucet.)

On your list should go everything you'll need: food, charcoal for cooking, eating and cooking utensils. Don't forget to list blankets or a sleeping bag, pajamas and perhaps mosquito repellent. The list is your list. Put on it what you want to take; check off each item on your list as you pack it.

Look around. That means finding the best place to pitch your tent or lean-to shelter; where to place your fire can (with sand or water) and grill so the fire doesn't get away from you. Your backyard's probably free of poisonous plants, but learn what they look like, just in case.

When camp's pitched and supper is cooking, look around some more. See how many trees you know by leaf-shape, or how many plants you know in the lawn underfoot. Lie back and see whether you or your buddy knows the most about cloud shapes called "cumulus, cirrus and stratus."

Plan your menu for two meals. Hearty appetites go along with even short hikes and fresh air. Pack enough in your tote-carry bags for a supper of hot (canned) beef stew, celery and fresh carrots, raisins, a few cookies and hot cocoa.

Learn to cook before going on your backyard overnight. The best place

to learn is in your own kitchen, with Mom helping. When you are cooking or building a fire—even a charcoal fire—your den chief or an adult must be around to help in case of emergency. You must wait until you are a Boy Scout to build fires on your own.

Using a charcoal fire, a hot breakfast can be simple: Fry a couple of eggs apiece and a few strips of bacon, eat some more raisins and heat another cup of cocoa. For both meals, boil enough water to clean your cooking utensils.

Use your imagination. When your campfire glows at dusk, there's time for relaxing and letting your fancy roam. Then, spin a tall story. Beef stew for supper? Not at all, that was venison taken on the long trail. A tote-litter bag is really a heavy rucksack, and your pocketknife takes on the gleam of a deadly Bowie blade.

As darkness deepens and bedtime comes near, try another cup of cocoa to invite sleep. And remember, now's the time to turn off your imaginations. The rustle of a breeze-stirred hedge or rosebush is *not* the noise of wild beasts or outlaws, after all.

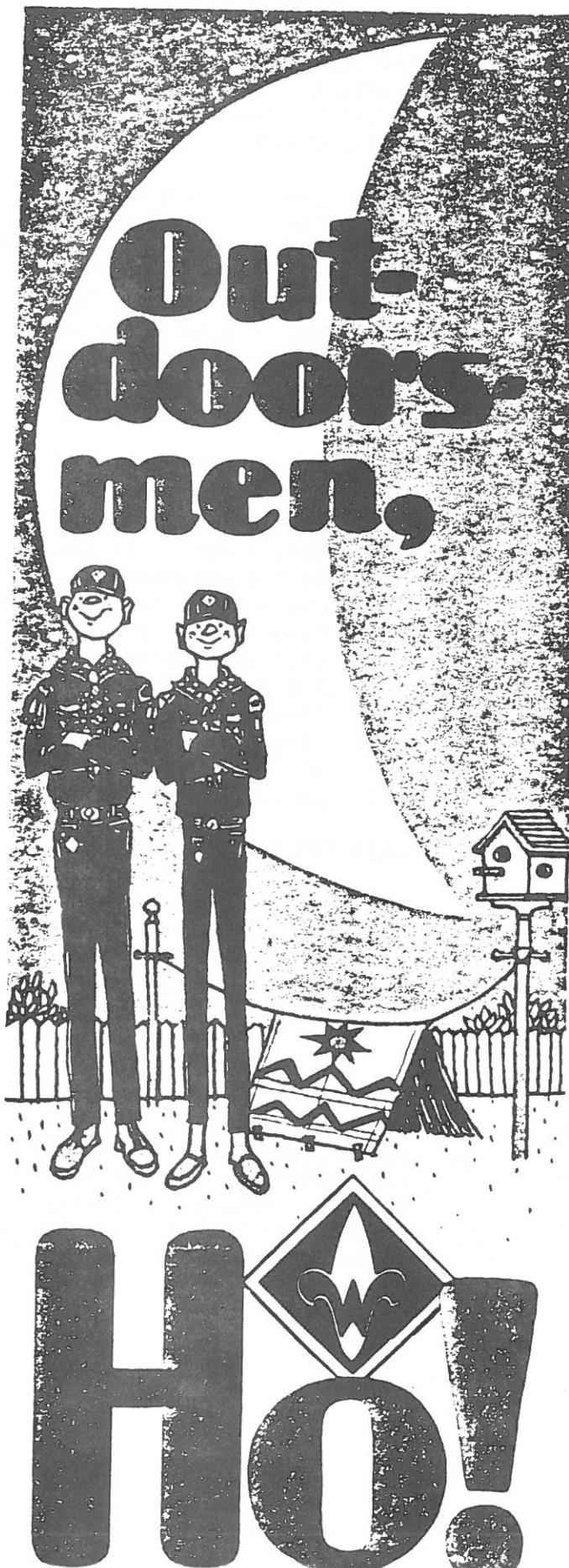
Make a record of what happens on your overnight camp. Sketch your campsite and such landmarks as the birdbath, the clothesline, the flower bed. Estimate how far it is on the return trail, then count off the paces to your goal.

If you have a camera, use it for later proof of how you pitched your tent—or pinned your blanket-bed. Take pictures of each other as you cook, eat and do your morning push-ups. If you should find an arrowhead or piece of Indian pottery, better make a record of that too. Right?

Be neat. Litterbugs are no more welcome in a backyard than anywhere else. Use a litter bag. After breakfast, clean up your campsite.

Remember what you've learned. A quick review of "Outdoorsman" projects (page 77 in your Webelos book) will remind you of the things you did. Right or wrong fire practices, difficulties in bed making? Was your list complete? Even your photos or sketches will help you analyze the campsite, and improve your future cook-camp-fun adventures in the out-of-doors.

After all this, you can ignore travel posters for awhile, because you've really made a trip of your own!



OUTDOORSMAN ACTIVITY BADGE

Many people say that Webelos is the bridge between Cub Scouting and Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman Activity badge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Scouting.

The best way to work on this badge is on a Father-Son overnight campout. Policies of the Boy Scouts of America encourage one or two Father-Son overnights during the year when a boy is a Webelos Scout. This is not full-fledged Boy Scout camping .. only a taste of what is to come when the boy joins a troop. After a Cub Scout becomes a Boy Scout he will become proficient in handling himself in the woods. As a Webelos Scout, he should not be expected to master any of these skills ... only to have a little fun in the woods. And speaking of fun ... it's sometimes hard to tell who has the most fun .. the boys or the fathers.

IDEANS FOR DEN MEETINGS:

1. Make a tent (See *Webelos Scout Handbook* or *Boys Life* reprint #26-048.
2. Make a den first aid kit
3. Have a den cook-out.
4. Learn aluminum foil cooking techniques
5. Have a campout planning session with the boys. Make a list of items you will need for backyard camping and for father-son overnight.
6. Practice camping in the backyard.
7. Show boys how to make an improvised sleeping bag or bed.
8. Make sure they are familiar with fire safety principles which include no flame lights in tents or liquid fire starters.
9. Go on a father-son campout.

IDEAS FOR PACK MEETING:

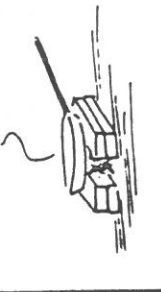
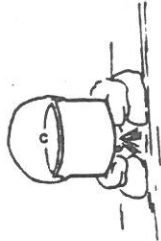
Exhibit: Homemade tent; first aid kit; improvised sleeping bag; posters or charts on safety.

Demonstrate: Oral report from father and son on overnight campout; show how to make tent or sleeping bag; explain contents of first aid kit.

Your activities on the Outdoorsman badge should all point towards the father-son campout. If you are working on this badge in spring or summer, you might dispense with regular den meetings and concentrate on outdoor activities such as cooking practice, fire building and safety and hiking. As a preliminary to working on this badge, read Chapter 7 "The Outdoor Program" in your *Webelos Den Leaders Book*. This covers the essentials of outdoor program with emphasis on the father-son overnight.

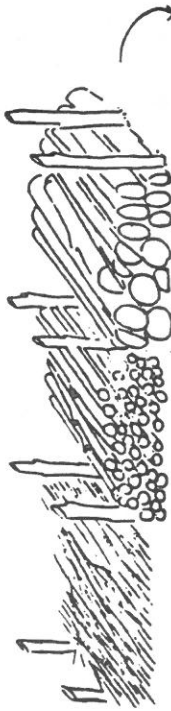
THERE'S MORE TO OUTDOOR COOKING THAN COOKING! SOME HELPS!

1. Build a fire place to fit your kettles.



Be sure they rest firmly.

2. Make a good woodpile.

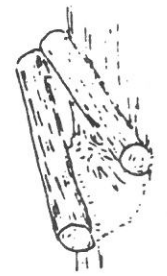
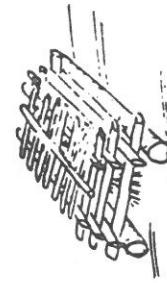
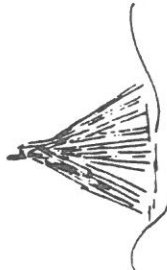


TINDER - NO BIGGER THAN A MATCH

KINDLING - UP TO THE SIZE OF YOUR THUMB

FUEL - WHAT KEEPS THE FIRE GOING.

3. Build a SMALL fire. Keep it going steadily.



A TEPEE TO BOIL.

A CRISS CROSS TO BURN TO COALS FOR LONG COOKING.

A TRENCH FIRE FOR SEVERAL POTS.

4. Clean up. Put fire OUT!



BUNDLE PAPER - WON'T FLY OUT.

BURN GARBAGE ON WIRE OR STICKS.

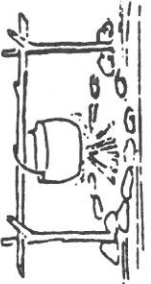
SPRINKLE WATER ON DIRT AND STIR.

BE SURE IT IS OUT!
CAN YOU PUT YOUR HAND ON IT?



Soap the Kettle

Smear yellow soap all over the outside before using over an open fire. Protects the kettle - makes it easier to clean.



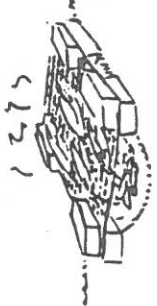
For QUICK Heating

Use a tepee fire. Concentrate heat where you need it. Replenish often with small sticks.



To Settle Coffee

Pour cold water down spout - or, drop in an egg shell or two - or, stick in a burning brand.



Use a Piece of Screening

Use over coals for roasting corn or potatoes, etc. Use for burning your garbage, too.



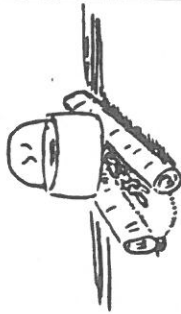
Mix Dough

For bread twists in small paper bags. Stir with finger - add moisture slowly.



Fire Help

Keep a bag of shavings near the fireplace to start or perk up a fire. Making shavings is good knife practice.



Cook Over COALS

Whenever you can - even heat cooks better - avoids burning - kettles are easier to clean.



When a Group Cooks

Pancakes Give each pair a paper cup of batter at a time. Keep main supply in a pitcher.



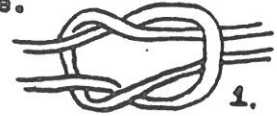
More Fire Help

The tiny twigs in bundles and have ready at fireplace for starting or encouraging a fire.

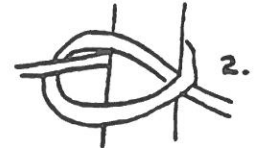
"KNOTS TO YOU"

The seven common types of knots used in camping and their use.

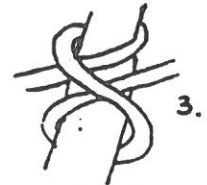
1. Square Knot for tying ropes of equal thicknesses, used in first aid and used in tying broken shoe laces.



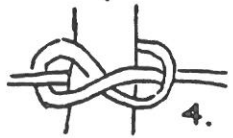
2. Half Hitch for tying packages and making temporary towel racks, etc.



3. Clove Hitch for setting up a clothes line. It is most important, for most lashings start and end with it.



4. Timber Hitch is used for tying to a post, dragging timber and in diagonal lashing.



5. Bowline for a loop for a hook or end of rope used for tying packs. Bowline forms a loop that will not slip under strain yet is easily untied.

6. Taut-line Hitch is excellent for tying tents so that the guy lines can be loosened at will.

7. Slip Knot is an easy way of making a noose and is used for tying packages. It forms a loop that will not slip.

Square Knot: Hold free end of rope in right hand. Twist it over and under the standing part in left hand. Then twist it over the right hand rope and pull it through the loop. (Right over left, left over right and through the loop.)

Half Hitch: Pass the rope around the post, then around the rope from beneath and tuck the end back between the rope and the post.

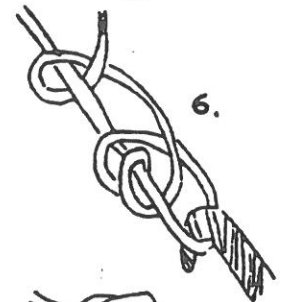
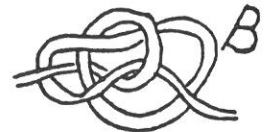
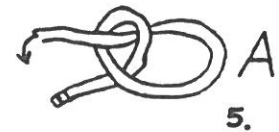
Clove Hitch: Hold free end of rope in your right hand. Carry it around the post to the right. Lay it over the standing part. Wrap it around the post again below the first round and pass it under the standing part. Pass it through between the top and bottom rounds. Pull tight.

Timber Hitch: Hold the free end in the right hand. Pass it around the post from left to right. Pass it over and under the standing part and bring it downward between the post and the rope around the post.

Bowline (pronounced bolin): A--Lay free end over standing part. Bring it through this loop from underneath. B--Bring free end under standing part, down through the center loop and out over outer loop.

Taut-line Hitch: Holding free end in right hand pass it from left to right around the post. Cross it over the standing part about four inches from the post and hold crossing with left hand. bring free end through this loop from underneath. Make another loop around left hand rope. Bring free end about three inches below first crossing on the standing part. Pass it over the standing part and through the last loop.

Slip Knot: Make a bight and hold it between thumb and forefinger. Then take short end of rope with free hand and pass it around the bight above the fingers. Pass the same end down through the loop formed in the second step.



FIRE BUILDING:

Materials for tinder used to start fire - lint from dryers, fuzz sticks (Bear Ach. 5), Dry needles, small twigs.

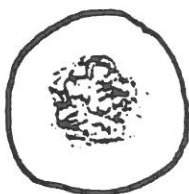
Dry wood, wood that is green will have a pitch which will pop and throw sparks. Squaw wood is the branches on a pine tree which is dead and brittle. Squaw wood is normally dry and excellent for a fire.

Fire danger is normally greatest in late August. Check with the Forest Service to see if fires are prohibited before you go. A \$50.00 fine is enforced for building camp fires where they are prohibited.

Fire building steps:

1. Clear a space 10 feet in diameter, to the soil, of all burnable material. Build fire in middle of cleared space.
2. Have tinder, kindling, and fuel (large wood) within easy reach outside of cleared area before you light your fire.
3. Place tinder on ground first. Add small twigs and branches (kindling) loosely on top of tinder. A-frame larger logs on top of kindling allowing air to circulate. Rocks around the fire make a good wind break.

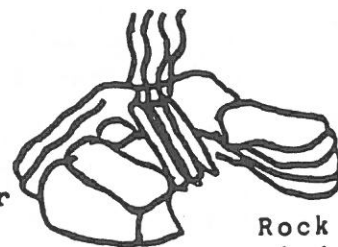
Tinder



Kindling



Fuel in A-frame over tinder & kindling



Rock wind break

4. Light fire - tinder first
NEVER LEAVE A BURNING FIRE UNATTENDED BY AN ADULT!

How to put out a fire with water:

1. Sprinkle water on fire. Never couse it as it may steam up and burn someone
 2. Spread coals with a stick and any fuel left partially burned.
 3. Sprinkle again stirring coals and turning over fuel.
 4. Double check fire is completely out before leaving.
- It is a good idea to put your fire out first then load up to go home. Be sure and recheck the fire that it is DEAD OUT! After the fire is out, you may wish to bury the coals and fuel and cover your fire pit with dirt to leave the area as fresh as when you arrived.

READYMAN
+

FIRST AID QUIZ

1. If you and a friend come across a situation requiring first aid, what is the first thing you should do?
2. When do you treat shock?
3. True or false. You always raise the head when treating for shock.
4. Should you paint a cut with iodine to prevent infection?
5. What do you do if someone splashes a chemical in his eye?
6. You are on a hike and a blister forms on a hiker's heel. You have 5 miles to go. What do you do?
7. What is first aid for removing a tick?
8. When treating for a sprained ankle the first thing you should do is remove the shoe. True or false?
9. What do you do for a nosebleed?
10. The knot used most often in first aid is the _____.
11. A handy piece of the Boy Scout uniform to use for a bandage is the _____.
12. The first step in first aid for severe bleeding is _____.
13. The first thing to do to treat frostbite is to run hot water on the affected area. True or false.
14. There are no circumstances under which you should move an injured victim. True or false.
15. What is the handiest Boy Scout publication on first aid?



FIRST-DEGREE BURN

The skin is reddened. Patient may feel pain. Sunburn is usually a first-degree burn when sunning is stopped in time.



SECOND-DEGREE BURN

Blisters may have formed. Great care is necessary to keep the blisters from breaking. If they break, wound may become infected.



THIRD-DEGREE BURN

Some skin may be burned away and some flesh charred. Patient feels no pain. This burn is extremely dangerous because growth cells that form the new skin have been destroyed.

READYMAN

Note: The treatment is merely outline. The First Aid text in the Boy Scout Handbook or a Red Cross First Aid Book text should be checked for details.

Sample Problems

1. Rusty Piper is working at his plumbing shop at 516 S. Weber Street. When walking by the shop you hear a cry of pain. You enter and find that Rusty has up-set a pot of molten lead which has burned his right leg deeply. He has stumbled and fallen. You see that his left forearm is bent in an unnatural position and he complains of considerable pain.

ANALYSIS: Third degree burns; Suspected broken forearm; Shock.

TREATMENT: Cover burns with many layers of dry sterile dressings. DO NOT USE wet dressings. Clothing may be stuck to burned area. Cut it away very carefully. Splint the suspected broken arm. Handle the arm carefully and place in sling. Treat for shock. Elevate legs, being careful of burned leg. Give salt and soda solution to victim if medical aid is not available within twenty minutes or so. Maintain body warmth with blankets. Give fluids. Get doctor.

2. Tom Johnson is unloading old lumber at the Jones Wrecking Company at Pikes Peak and Tejon. A large piece slips off the truck and falls on him. A nail in the wood punctures his left forearm. He falls, scraping his right knee and he also twists his left ankle. Give him a walking assist to your car.

ANALYSIS: Puncture wound; Abrasion; Sprained ankle; Shock.

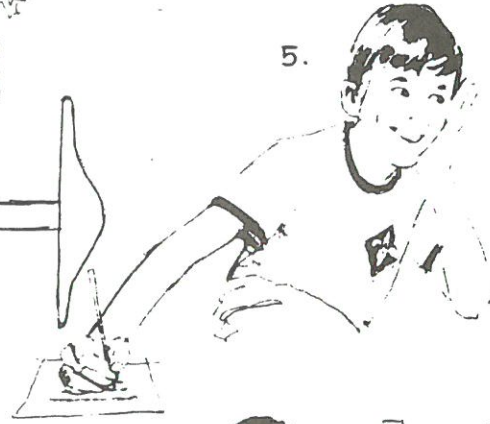
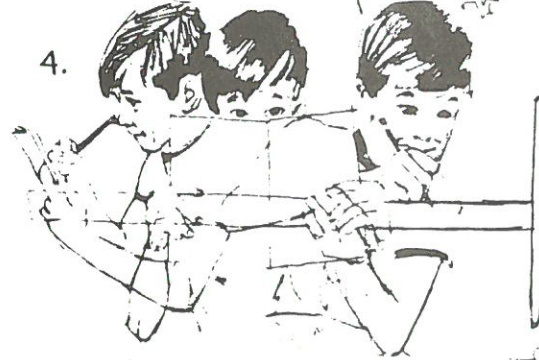
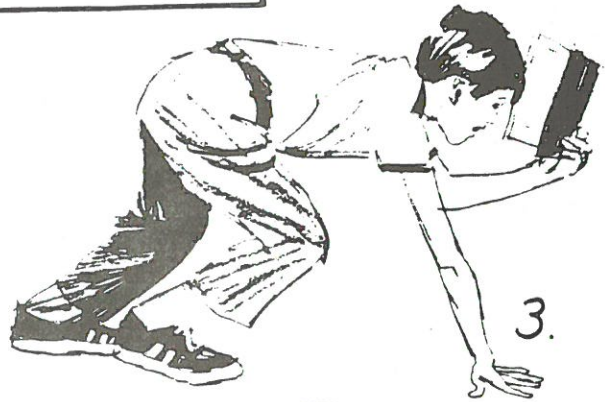
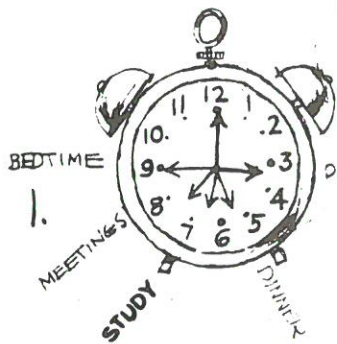
TREATMENT: Wash puncture wound with soap and water. Cover with sterile dressing and bandage. Get medical attention because of tetanus danger. Wash abrasion with soap and water. Apply sterile dressing and knee bandage. Apply sprained ankle bandage over victim's shoe after loosening laces. Anchor bandage in front of heel of shoe. SHOCK TREATMENT: Lower head, raise feet, maintain body temperature with blankets, give fluids.

3. John Jones is making a lean-to at the Mid-District Camporee up in the mountains. You hear him chopping a dead tree. He calls for help and you find him with a deep cut in his right leg from which blood is spurting. He has fallen heavily against a log. He complains of pain in the chest area near the neck and his left arm hangs limply with the shoulder sagging. Improvise a stretcher for him.

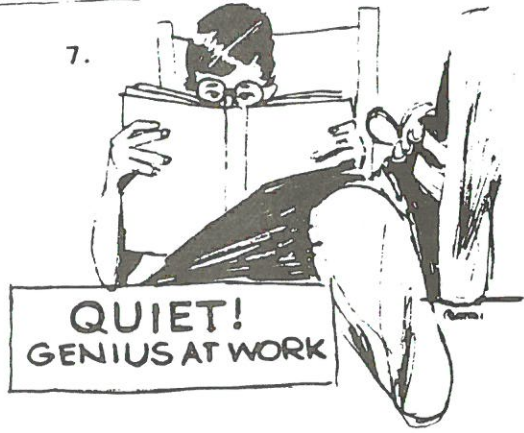
ANALYSIS: Arterial bleeding; Suspected broken collarbone; Shock.

TREATMENT: Apply direct pressure immediately on the cut by hand using a sterile dressing or clean cloth. It is best not to use your bare hand because blood is slippery. Bandage the wound securely. Apply firm hand pressure at the pressure point in the groin if the bleeding does not stop. If it still does not stop and the victim's life is in danger because of loss of blood, apply a tourniquet just above the wound. Once applied, it should only be loosened by a doctor. Elevation of the leg will help to control the bleeding. Support the sagging arm in a sling with the forearm raised slightly. Bind the arm to the body with wide cravat bandages at least two. SHOCK TREATMENT: Lower head, raise feet, maintain body temperature with blankets, give fluids.

 **SCHOLAR**



STUDY!
A
GOOD HABIT



SEVEN HINTS FOR STUDYING

Studying is work, but so is football practice or putting together a model rocket. It's the right mental attitude that can make the difference in your study habits.

On the football field, the coach has planned your workout systematically. So much time for drill, so much for tackling, and so on.

And a good way to achieve better grades is to plan a study system that's just right for you.

Here are seven study hints:

1. Choose a *regular time* for study; an hour right after dinner, for example. That will leave you with time for play after school and time for television, meetings, and friends afterwards.

2. Make it a *habit* so that you don't

even think about it—as natural as breathing.

3. Practice *reading for speed* so that you can get more work done in less time.

4. Start off each school term by working twice as hard as you thought you could. The momentum you build will carry you right through the term. Your grades will pick up, too.

5. Listen carefully in class. Make notes. Use study periods for homework and study.

6. On exams, do the problems that seem the easiest first. Then tackle the more difficult ones.

7. And no radio, television, or talking with a buddy while you're doing homework. ♦

The mention of the scholar activity badge will undoubtedly bring moans and groans from the boys. They would rather work on some other activity badge or play a game or play ball or almost anything else. This is a great opportunity for the leader who is quick on his feet with 10 year olds or who has prepared just a bit in advance.

PRE-DEN MEETING PREPARATION

Contact some of the boys parents or some neighbors who have children in school and ask them to grant interviews at a designated time to the boys, either in small groups or one at a time, so the boys can do the interview requirement.

DEN MEETING

So now you are ready. The scene goes something like this:

Leader: "Guess what, boys?" (much enthusiasm) "We are going to work on the scholar activity badge!"

Boys: (no enthusiasm) "Wow, goody, whoopie, mumble, mumble, groan."

Leader: "Tell you what. I'll give you guys three minutes to tell me what the main problems the school has. No, not what your school problems are but what the school's problems are. O.K., go."

Boys: Tentative answers, building crescendo of responses.

Leader: "Time, good! Now I'll give you three minutes to tell me what are the best things about your school."

Boys: Tentative answers, building crescendo of responses.

Leader: "Time, good! Now Here are some papers and pencils, go and interview any five people on this list of names and addresses in this neighborhood. Use the same two questions I just asked you. Please, return in half an hour."

Boys: Much crashing about and running out of the meeting place to be interviewers.

NOTE: The idea of calling ahead will be to prepare interviewees that they will be descended upon and when, so they can be ready with answers for the boys. Most people are very cooperative. Leaders might want to keep an eye on things. Once the boys get going they forget when a half hour is up. That should be enough time if most of the interviewees are in the same block or neighborhood.

TIME PASSES.....

BACK AT THE MEETING A HALF AN HOUR LATER



The Only Colors You'll Ever See

Look at a sunset, a flower garden, the Grand Canyon. You see dozens of colors, right? Wrong. Many scientists believe you see only three.

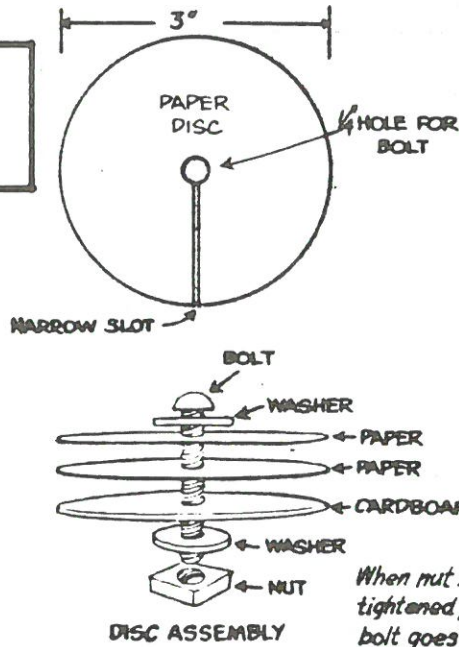
If your vision is normal you will go through life, according to this theory, seeing only red, green, and blue in different amounts. That wonderful color mixer, your brain, creates all the other hues according to the signal your eye receives.

A simple science experiment can show you a great deal about your eyes and the nature of light—how your eyes and brain work together to make a vast range of tints from these three basic colors.

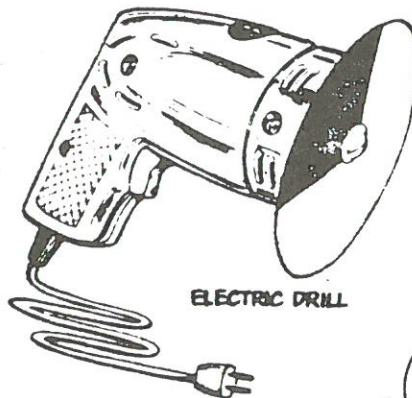
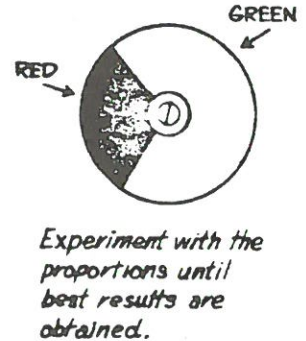
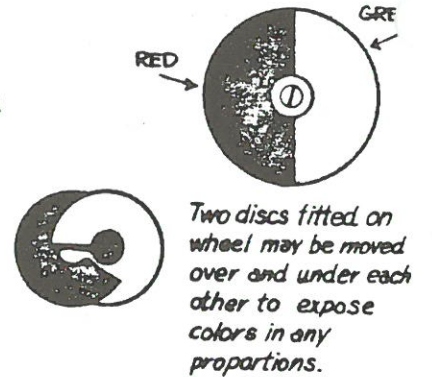
There's still some mystery about the way it works. Scientists believe that cells at the back of the eye called "rods" and "cones" (because of their shape) control the process. The rods help us see light and dark. Three kinds of cones react to red, green, and blue light, and these are considered "primary" colors.

In the experiment shown here you can prove parts of this theory. You'll need a package of construction paper with as many colors as possible, a 1/4" bolt about an inch long with a nut and two washers, and a piece of cardboard.

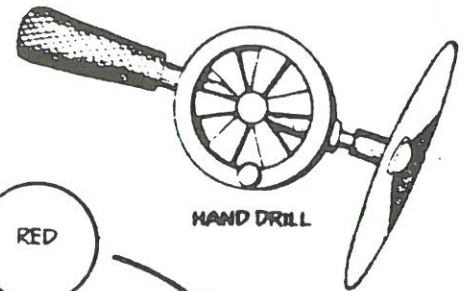
From these materials you can make colored discs to spin rapidly with a hand or electric drill. As the discs whirl, you'll be surprised by some of the colors you'll see.



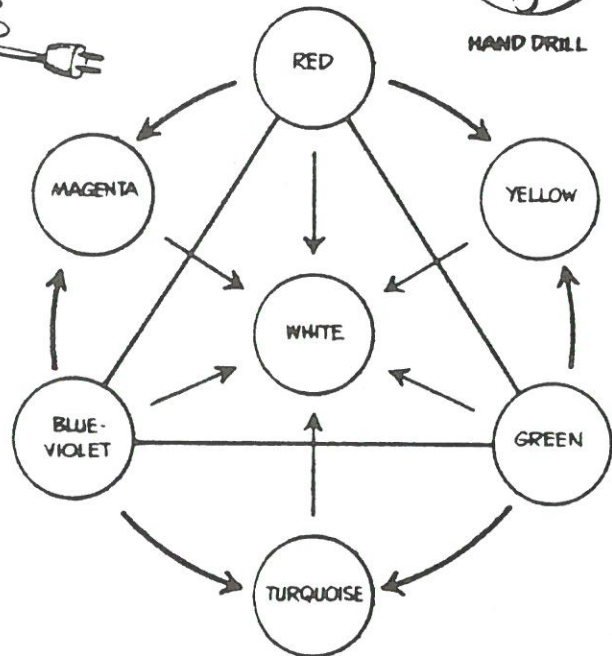
When nut is tightened, end of bolt goes into drill chuck.



ELECTRIC DRILL



HAND DRILL



Primary colors are joined by the triangle. Secondary colors are between two primaries. Spin two primary discs and arrows indicate the secondary that results. Spin a primary and the secondary on the opposite side and the result will be white or light gray.

SCIENCE TRICKS FOR FUN

Submerines

Demonstrate the basic principle of the submarine as follows:

Put a two-hole rubber stopper in the mouth of a small, wide-mouthed bottle. In the first hole, insert one end of a piece of glass tubing bent to serve as a siphon. In the other hole, place a piece of straight glass tubing with a rubber tube attached to the free end.

Place the bottle in a large jar or basin filled with water with the free end of the bent tubing in a second jar of water at a higher level. By sucking on the rubber tubing and siphoning water into the bottle, you can make it sink. By blowing water out, you can make it float again.

Explain that a submarine submerges by filling its water tanks and rises by blowing them out with compressed air.

Egg in a milk bottle

Putting an egg inside a milk bottle with an opening smaller than the size of the egg is not impossible. To accomplish this trick, place a hard-boiled egg in a jar containing some strong vinegar and allow it to stand for twenty-four hours. If the shell is still hard, place it back in the vinegar for another twenty-four hours. The acetic acid in the vinegar will dissolve the hard portion of the shell so you can force the egg into the milk bottle.

The trick is to get it in and out without touching it. Drop a burning straw or match into the bottle and quickly place egg in bottle opening. The egg should drop into bottle as soon as flame uses up oxygen and air pressure outside pushes it in. To get egg out, blow hard into the bottle, then tip it up so egg will drop into neck. If you blow hard enough, the pressure inside should pop egg out.

Making rock candy

Fill a glass half full of very hot water. Add sugar, stirring until no more will dissolve. Pour the clear sirup into a clean glass. Hang a string down from the middle of a pencil crossbar. Tie a nail to one end of the string, so it sinks to the bottom of the glass. Let the other end hang free outside the glass. After a few days you will notice large sugar crystals forming on the string. These crystals are called rock candy.

Frosted glass

Add Epsom salts to a saucepan half full of boiling water until no more will dissolve. Pour in a

few drops of liquid glue. Next, apply the hot liquid to the glass you wish to frost, using a small brush. The liquid will begin to evaporate almost immediately and form crystals which give the glass a frosted appearance.

A chemical garden

First, fill a small dish three-fourths full of salt. Dampen the salt with laundry blueing, add a few drops of food coloring, and set the dish aside where you can watch it. After about three days you will see a beautiful garden in full bloom. Repeat experiment, only this time use Merthiolate from the medicine cabinet instead of food coloring. Notice that the "flowers" in the two gardens are slightly different.

The obedient egg

Use two quart-size fruit jars for this trick. Fill one three-fourths full of water. Fill the other jar with a strong salt solution made by dissolving as much salt as possible in 1½ pints of water.

Place an egg in the plain water and you will see it sink. Put it in the salt solution and it will float. By placing the egg in the correct solution you can make it obey your commands of "float" or "sink."

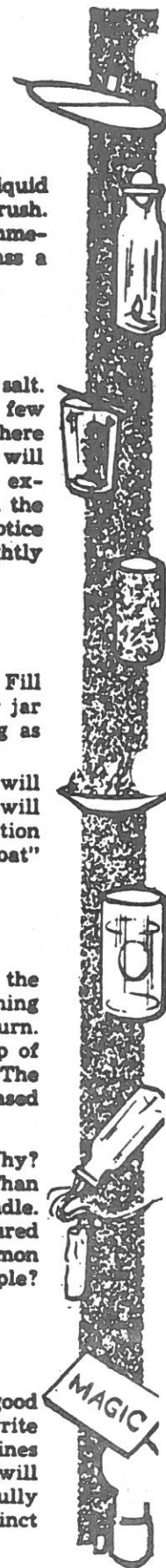
A foaming fountain

Place two teaspoonfuls of baking soda in the bottom of a quart milk bottle. Drop a burning match into the bottle. It will continue to burn. Next, pour four teaspoonfuls of vinegar on top of the baking soda and watch what happens. The seething, foaming mass is carbon dioxide, released from the soda by the vinegar.

What happens now to a lighted match? Why? Is carbon dioxide gas heavier than air? Than oxygen? Tip bottle slowly over a lighted candle. What happens? The heavy gas can even be poured so flame flutters and may go out. What common objects in most schools use this scientific principle? Fire extinguishers are a good example.

Making secret inks

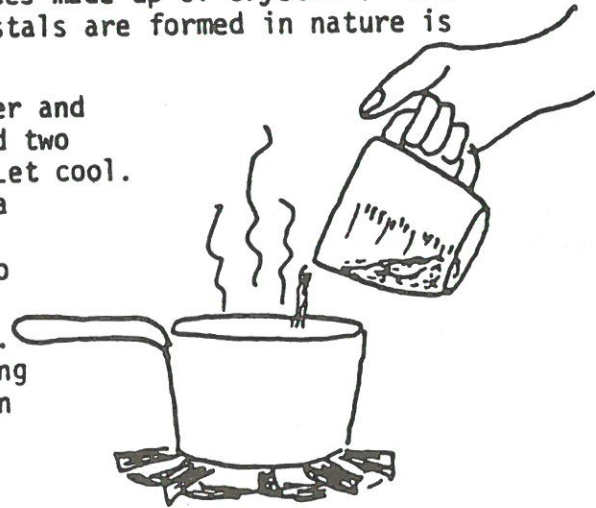
The juice from an onion or lemon makes good invisible ink. Using a clean pen and the ink, write on a piece of blank paper. Make sure your lines are clear and heavy. When the paper dries, it will be blank. However, if you heat the paper carefully over a light bulb, the writing will appear in distinct brown lines which will not fade.



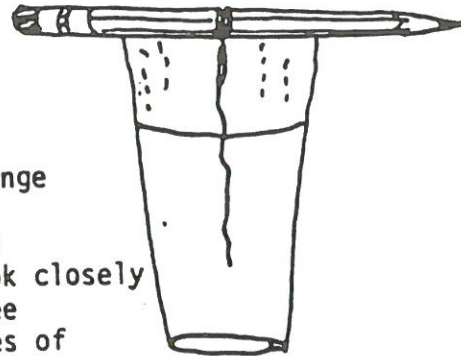
MAKE CRYSTALS YOU CAN EAT

If you've ever eaten rock candy or spooned sugar onto your morning cereal, then you've come face-to-face with crystals. Ice, table salt, glassware and sugar are just a few of the many substances made up of crystals. The best way for Webelos Scouts to learn how crystals are formed in nature is to perform an experiment to make crystals.

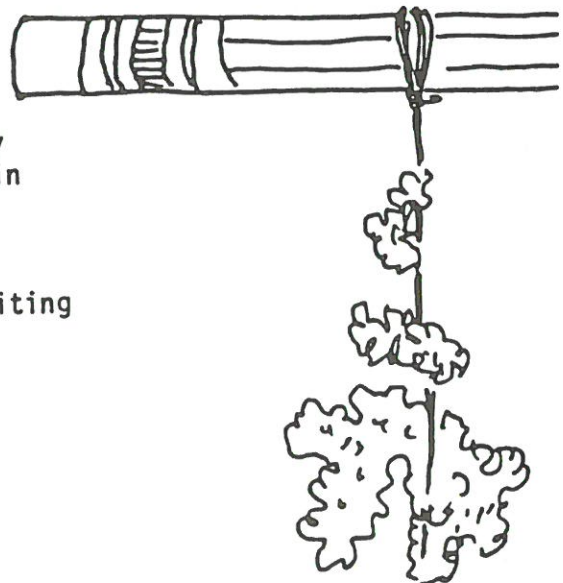
Pour one cup of water into a small pan. Cover and bring it to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick across the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few days. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. After several days large crystals, hard as a rock, will have formed around the string. Lift the string out of the glass and taste some delicious homemade rock candy.



Unlike living things, crystals grow by adding layer upon layer of their own substance to the exterior surface. In growing, tiny atoms in a crystal naturally arrange themselves in planes or flat surfaces. They form eventually a geometric pattern in space. Some crystals arrange themselves in a six-sided structure; others in ten-sided or twelve-sided formations. It is impossible to see these tiny atoms when you look closely at a crystal, but the sparkling light you do see is caused by reflection from many inner surfaces of the crystal.



Many minerals found in the outdoors are crystals too; Quartz, mica, gold, silver and graphite are some of these. If you are hiking in the woods and find a shiny stone embedded in a duller one, then you've probably discovered quartz. If the shiny stone peels in layers, then you've found mica. Take a good look at all the crystals you find. Examine them under a magnifying glass, and hold them up to the light. You will have begun the exciting study of crystals.





DEN MEETING

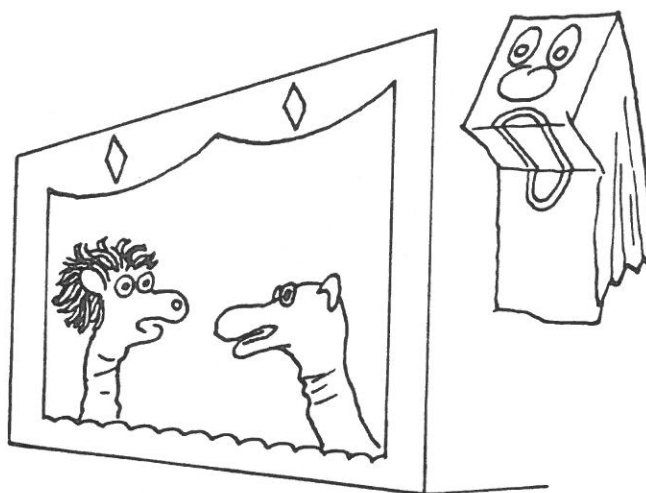
Prepare a Show

At the end of your month of activity for the Showman badge, you should have a fairly accomplished group of young puppeteers, musicians, and theater artists. So how about thinking of a whole show for the pack?

Probably the show would have to be staged during the pack meeting following the month you worked on the badge to give plenty of time for rehearsals after the acts are selected. And you would have to be sure that a half hour or more could be allotted to the production by your den at the pack meeting.

A complete show would give your Webelos Scouts an excellent opportunity to show off their new skills. You might have a monologue, a one-act play, a puppet show, and a couple of musical selections—all products of your work on the Showman badge. Let your most accomplished showman direct the performance with you and other adults assisting.

If the time problem won't permit a whole show at a single pack meeting, acts could be scattered through several meetings. And if your show proves to be a hit, maybe you could take it "on the road," visiting children's wards in hospitals, for example.



Invite an Entertainer

If your community has a theater group, an orchestra, or other type of professional or accomplished amateur entertainers, invite a member to a den meeting. The idea would not be for him to entertain but to take the Webelos Scouts behind the scene for a closer examination of his skill. A puppeteer could show how he achieves his effects on the puppet stage and perhaps some equipment; a musician could explain what a conductor does or (if he is a singer) how to breathe properly while singing; a theater man might demonstrate the use of makeup for various roles.



Hints on how to write a play.

Pick a Place: like Earth

Pick a Time: some date in history

Main part of Play:

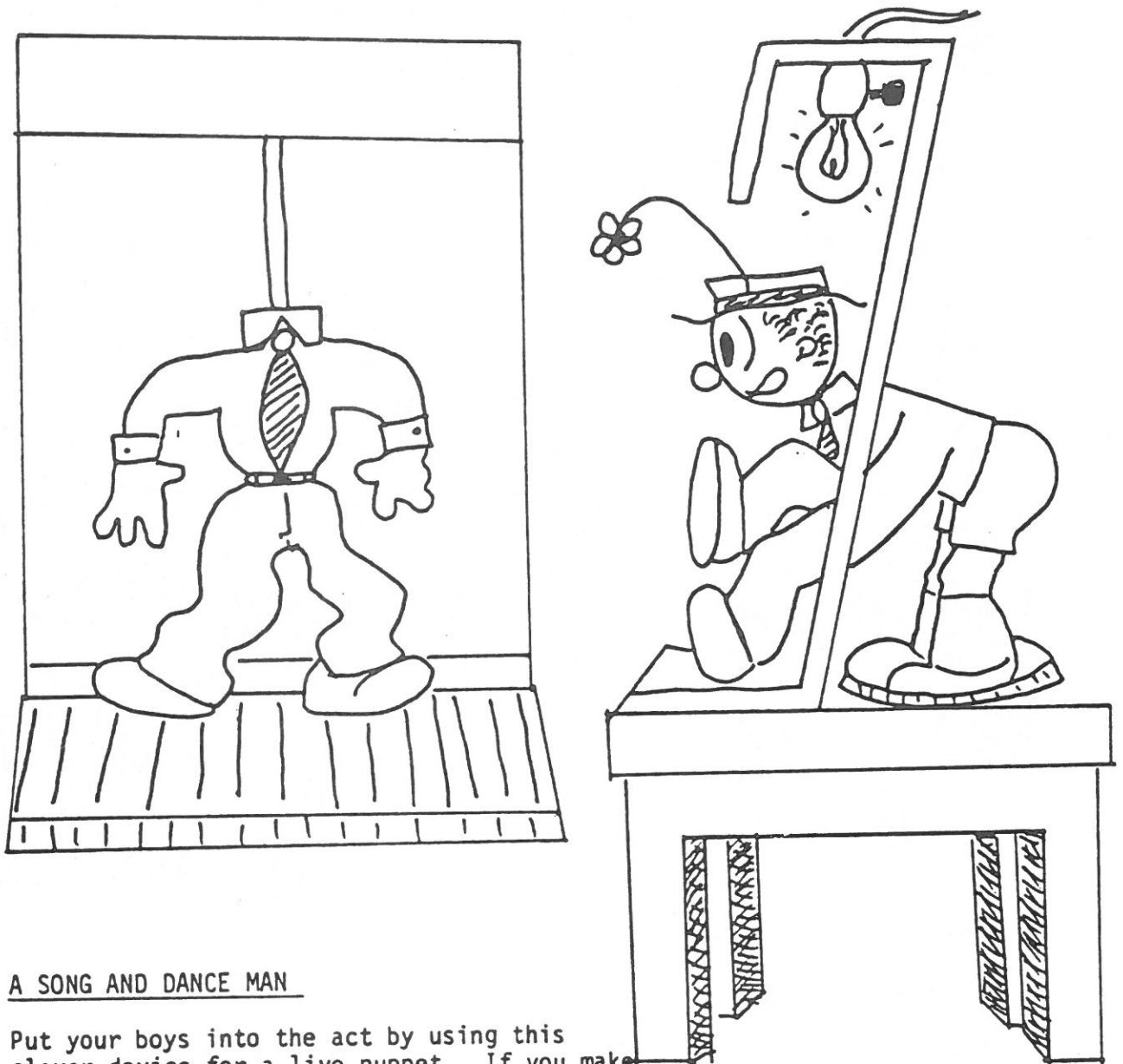
1. Dragons and monsters want something.
2. Dragons and monsters start to get it.
3. Obstacles stop dragons and monsters.
4. Dragons and monsters achieves goal.

Use your imagination and your play will turn out great!!

SHOWMAN

DEN ACTIVITIES:

1. Invite a high school drama teacher in to explain and demonstrate make-up techniques.
2. Ask a Shrine Clown to give a talk on clowning and give a demonstration.
3. Write a puppet play and make the puppets act it out.
4. Put on an advancement ceremony for your pack.
5. Talk about sound effects and try some of them.
6. Write a one-act play for a pack meeting complete with scenery, props, sound effects.
7. Discuss stage directions and what they mean.
8. Go see a school play as a den and have discussion about it afterwards.
9. Go to a dress rehearsal of the local symphony or high school orchestra. Discuss.
10. Write and film a short movie or video and show it to the pack.
11. Make a puppet stage and use it in #3 above.
12. Write a number of short-short walk-on skits for use by den at a pack meeting.
13. Have den members bring tapes or records of their favorite musicians. Have them tell about music, musicians after den listens to recordings.
14. Visit a recording studio.
15. Visit a casting agency.
16. Learn about and listen to a composer and/or musician from your area.
17. Invite an entertainer to a den meeting to discuss his/her profession.
18. Have a den talent show and invite parents.
19. Go hear a professional storyteller.
20. Invite the local drama/music critic or entertainment section editor to a meeting to discuss what makes a good performer or performance.
21. Have a silly song fest. Compose your own songs.



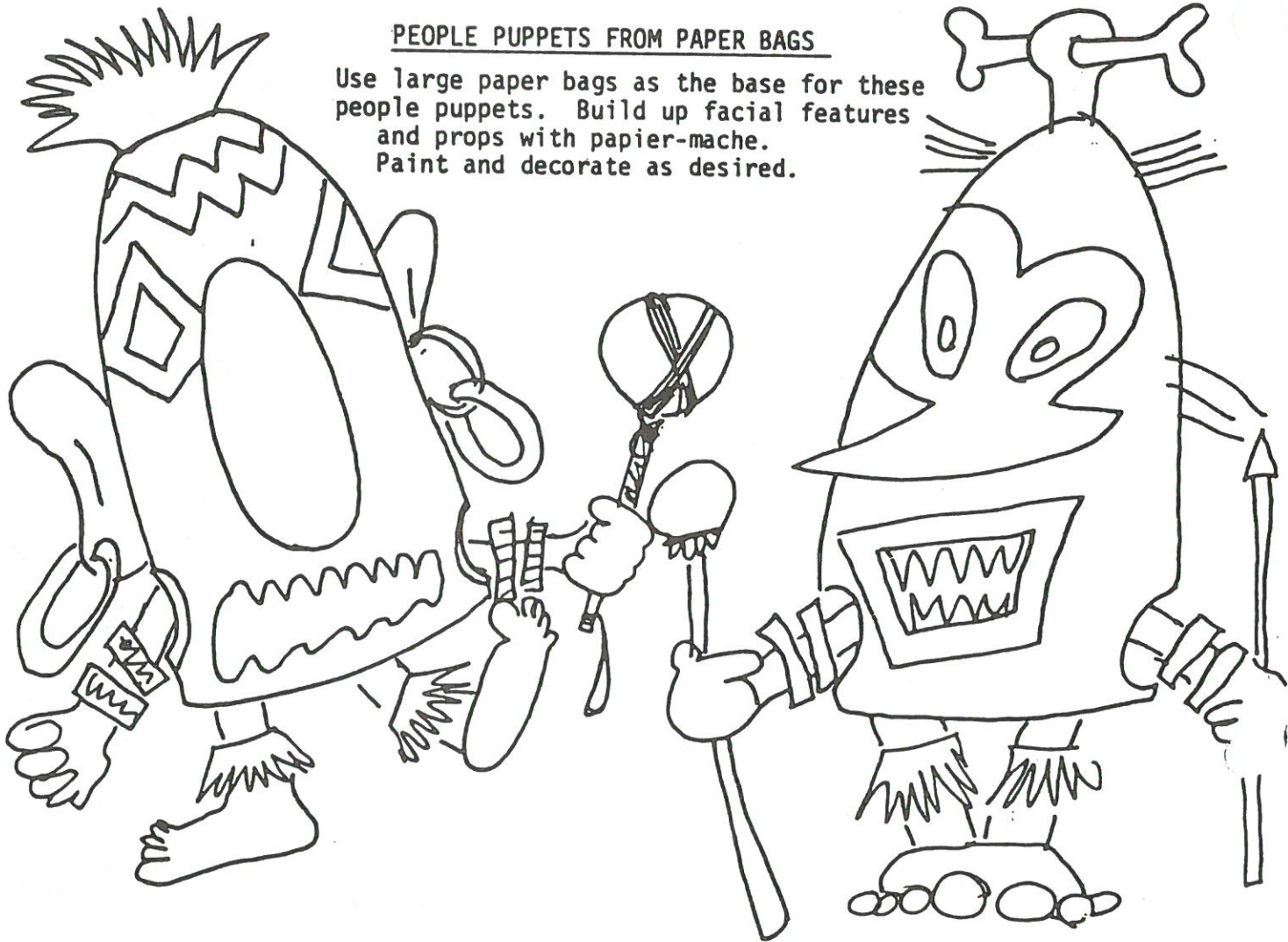
A SONG AND DANCE MAN

Put your boys into the act by using this clever device for a live puppet. If you make two or more you can have a chorus.

Make a 3 x 5 frame out of 1 x 2 pine or other light wood. Cover frame with a plain colored cloth. Sew or paint a shirt on background and fasten a pair of pants onto frame at puppets waist. Cut a slit to insert boys head and make two more slits for his arms to be inserted into the pants legs. Stuff a pair of work gloves and sew them to shirt cuffs on background. To operate have boy put his head through the slit above the shirt put an appropriate hat on his head and tie shoes securely to his hands. He can improvise dance steps to fit the tune as he goes. Some very funny routines can be worked up with this puppet frame.

PEOPLE PUPPETS FROM PAPER BAGS

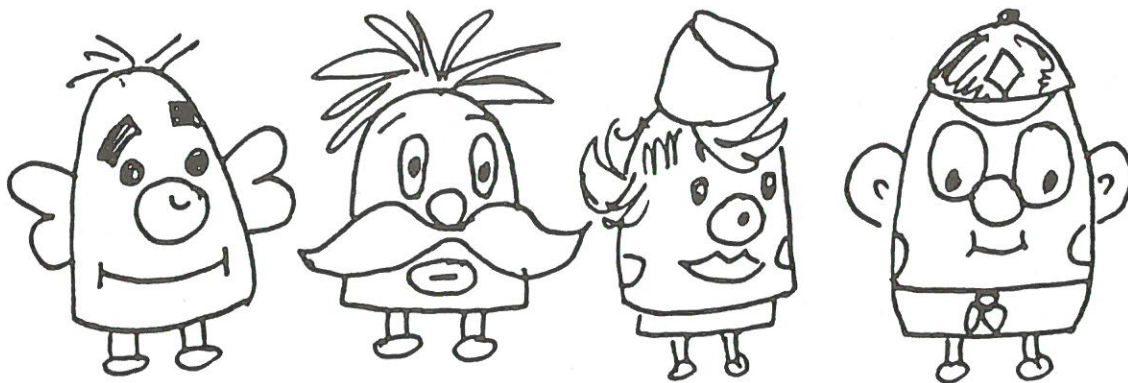
Use large paper bags as the base for these people puppets. Build up facial features and props with papier-mache. Paint and decorate as desired.

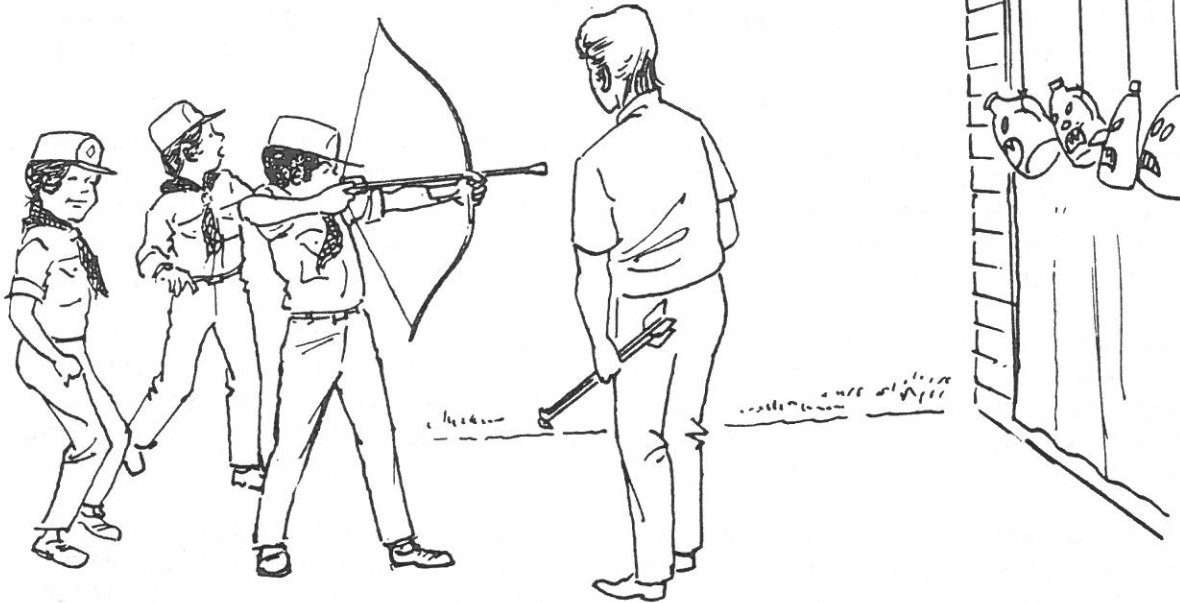


Make leg and arm bands out of colored foil.

Complete the costume with fringed leg bands of cloth or colored paper.

You're only limited by your own imagination so go to it and happy show time.





DEN MEETING

Archery Practice

A simple archery shooting gallery can be set up without great cost or trouble for fun during a den meeting or for a pack meeting demonstration. It will provide the Webelos Scouts of your pack the opportunity to learn the fundamentals of archery.

The shooting gallery consists of a large tarp or old canvas awning between two supports such as volleyball standards, posts, trees, poles, or even in the entrance way of the family garage.

For targets, prepare some plastic detergent or bleach bottles by painting or drawing designs on them and then suspending them in front of the tarp.

In most communities there are archery fans or clubs that will help and that may lend you bows and arrows. Straight bows with 25-pound pull are about right for

Webelos Scouts. Arm guards will protect their forearms; these can be made from old canvas, scrap leather, or plastic. The arrows used must have blunt rubber tips. They can be purchased at sportsmen's stores or ordered from your Scout distributor in a box of one dozen, No. 1555. Bows can also be bought from the distributor; order a 25-pound bow, No. 1721B.

To use your shooting gallery, divide the den into groups according to the number of bows you have. To reduce waiting in line, give each boy two or three arrows. Establish a shooting line about 20 to 25 feet from the targets. Remember, boys need success to sustain interest, and the distance can be increased later. After some instruction on fundamentals, allow the boys to shoot. Be sure all arrows are fired before the boys go forward to retrieve them. Do not tolerate horseplay.

Devise your own scoring system if you have competition among the boys of your den.

SPORTSMAN ACTIVITY BADGE

Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, techniques for several sports so that they could pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is 'encouraging good sportsmanship and pride in growing strong in mind and body'. If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den - and you - have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

Den Activities:

1. Explain and discuss football signals.
2. Invite a referee or umpire to talk with the den about signals.
3. Have den, with parents, attend a high school or college sports event.
4. Visit a bowling alley and get a behind-the-scenes tour, if possible, before playing and scoring a few lines.
5. Invite a Boy Scout who is on a local high school team to a den meeting to discuss team work, sportsmanship and fair play.
6. Have each boy in the den list the sports in which he participated during the past year. Find out the individual and team sports in which he would like to participate. Decide, as a den, at least one team and one individual sport that the den will learn about and try.
7. Make shuffleboard discs and cues. Lay out a court with chalk on the driveway and play a game.
8. Play a game of volley ball.
9. During the winter months, go ice skating or sledding as a den.
10. Plan and set-up a sports day for the den and/or pack to include both team and individual sports.

Beanbag Baseball

Here is a crazy kind of baseball where the batter does all the pitching! The two teams and the small diamond are set up exactly as for softball. Stand a bottle or an indian club in a small circle in the pitcher's box. The pitcher stands back of this circle at all times and serves only as a fielder. The batter throws a beanbag underhand and tries to bowl over the bottle. He has only one try; if he misses he is out. If he hits the bottle, the pitcher fields it by setting the bottle in the circle; he then throws the beanbag to cut off any runners. The catcher handles throws to home. The batter can get out by missing his throw or being caught at first. If the pitcher knocks the bottle over in error, that counts the same as if it were hit and the runner may try to advance. When three men are out, the sides change.

Golf In A Tin Can

For this game you will need some of Mom's or Dad's old golf clubs. The play is to try to get the golf ball into a tin can (turned on its side) some twenty feet away. As many can play as you have clubs. To make it more fun, use small cans as well as big ones.

Ball Over

Equipment: Ball about volleyball size. Line is drawn. One team on either side of the line. Players cannot cross line. Leader with a whistle is blindfolded or stands so he cannot see players. When he blows whistle, the ball is put into play. Object of game is to keep the ball in the opposing team's territory. When leader blows whistle again, a point is counted against the team on whose side the ball is when the whistle blew.

Hop, Step, and Jump Relay

Get the denner to help you lead this relay race. Divide Webelos den into two groups and then let each side practice the hop, step, and jump until each member can do it. Then conduct the game. First member of each team toes a mark and takes in succession a hop, step, and jump. Second player does the same, toeing the last heel mark of his teammate. Other members repeat the performance. The team whose last man finishes out in front wins.

Team Sports

Baseball
Softball
Basketball
Volleyball
Soccer
Football

Individual Sports

Skiing	Swimming
Bowling	Ice-Skating
Tennis	Badminton
Golf	Boating
Fishing	Rollerskating
Archery	Tabletennis
Horseshoes	Shuffleboard



DEN MEETING

Stay-at-Home Travel

Brighten up the den meeting place with travel posters during your month on the Traveler badge. You can get them from a travel agency and perhaps also at the nearest bus terminal, railroad depot, or airline office. Be sure to include something—photos perhaps—of a place near home that the boys might have a chance to visit soon.

Invite a travel agency representative to a den meeting to answer questions about using timetables and how a long trip is planned.



Plan a Trip

If there is a real attraction not far from your community that is served by public transportation, plan a trip to it. (There is another "if" here, of course; if the boys' parents or the den treasury can stand the expense.)

Your goal might be a historic site, a national park, a zoo, a sports event. But the main point would be the planning. Let the boys, so far as possible, do the planning, making reservations, buying tickets, scheduling a lunch stop and time for arriving home, etc.



Packing Race

Run a competition for speed and neatness in packing a suitcase. Have enough boys' clothing, shoes, and toilet gear so that when properly packed the suitcase will be full. Let each Webelos Scout try his skill at packing. Award 10 points for speed, 20 points for neatness.



Navigation

This game can be used as a gathering activity or Den Meeting game. Take a printed map of the world or draw your own showing the Atlantic Ocean. Cover the map with clear acetate. As the boys start to gather, give each a different colored crayon. As each boy takes his turn, he should be blindfolded, as he attempts to place his crayon on a ship and drawing his crayon across the map, tries to land where Columbus did. The route that comes closest to starting and landing in the right place is the winner. A damp cloth can be used to wipe the map clean so the game can be used again.

Map Making

Divide the boys in teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning iron to yellow them. Have the boys set up their own symbols for their maps. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.

Sailors Hard Tack

Players divide into two teams and line up behind a starting line. About 15 feet away, in front of each team is a chair. Den Leader stands between chairs. On signal, lead players run to chairs, sit down and are given two salted soda crackers (Sailors Hard Tack) each. They race to eat the crackers, whistle audibly. Having whistled, they run back to their lines and tag next player. First team finished is winner.

Drawing Columbus' Ship

This is a good quiet game for Den Meeting. All that is needed is one pencil or marking pen and one piece of paper. The first player draws a line. He passes the pen to the next player, but keeps the pen on the paper at all times. Everyone has a turn, each trying to add the lines to drawing Columbus' ship. Having a picture available of Columbus' ship might also help.

Sink The Ship

Use three plastic detergent bottles and fill with sand. The boys may decorate each bottle to resemble the Nina, the Pinta and the Santa Maria. Number each ship, 5 points for the Nina, 10 points for the Pinta, etc. Give each Cub Scout three rubber rings. Highest score wins.

Quiz

What would an astronaut need if he crashed on the moon and had to walk to a moon base for help? What 10 items out of a list of 20 would he take along and why?

Answer to Quiz

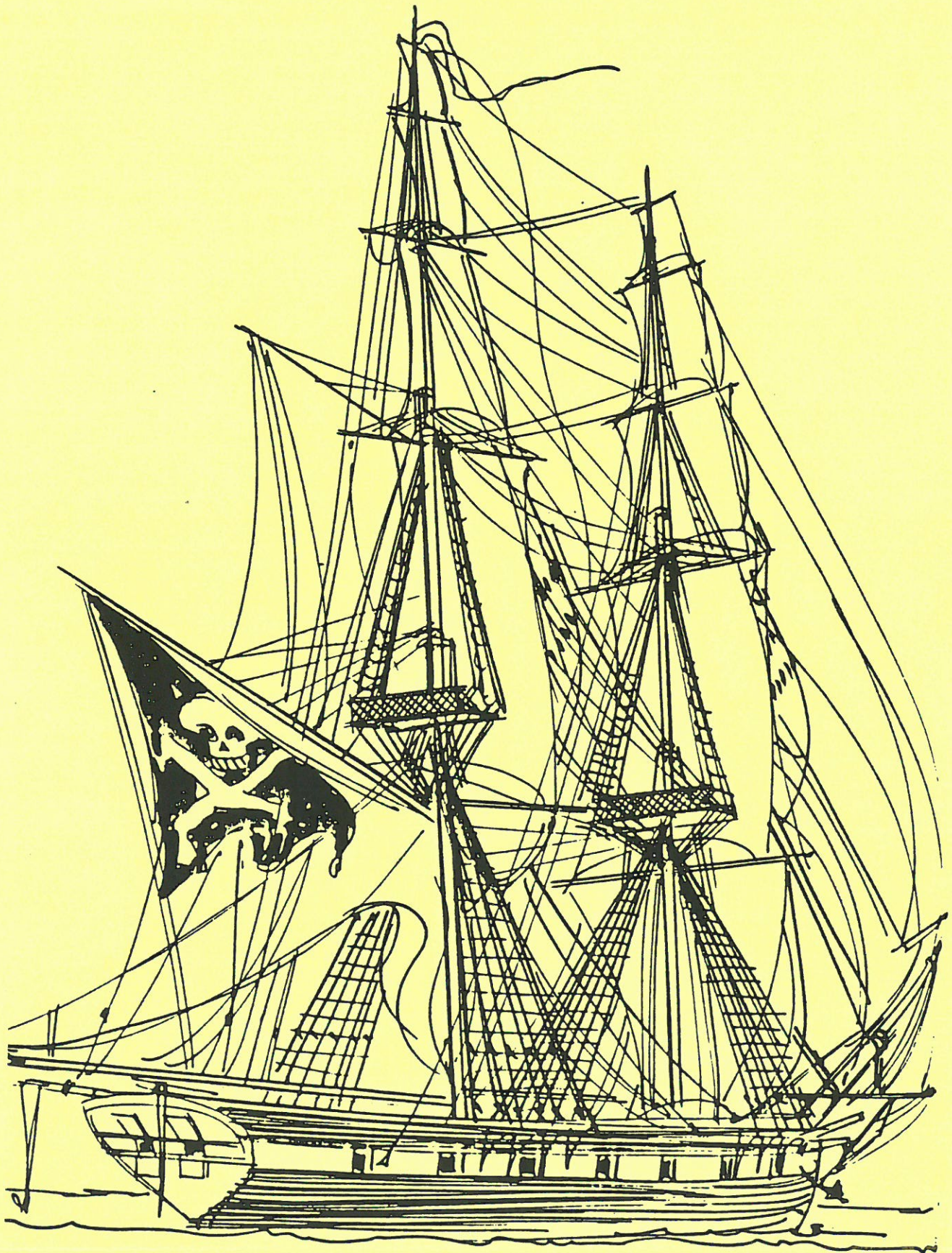
1. Oxygen - obvious, can be discarded after use to lighten load.
2. Water - obvious, load lightens as used.
3. Scrap Metal - to carry things on like a sled.
4. Tent - to wrap things in and use as protection from direct sun.
5. Rope - to tie things together, use for rappeling if needed, pull sled.
6. Star Map - for finding direction.
7. Flashlight - for signaling and seeing in the dark.
8. Rockhammer - help climb cliffs.
9. Pistol - kick of gun can be used as a propulsion unit.
10. Pocketknife - useful prying tool, cutting, lightweight.

Things which don't work on moon: compass, whistle, lighter, map of moon has too large scale to be useful. Cook stove, soup, can opener - you can live a long time without food. Telescope, needle and thread, calculator - no use for them.

Den Activities

- Locate local or nearby historic sites on maps.
- Take a bus trip.
- Visit local county, state, or national parks.
- Visit a travel agency or automobile club office.
- Discuss Boy Scout merit badges that involve travel.
- Visit a bus station, train station, or airport.
- Discuss map reading and locating destinations using maps.
- Discuss timetables and how to read them.

CEREMONIES



WHY HAVE CEREMONIES

Ceremonies are as necessary to American life as dishes are to the harvest table. They are of assorted sizes, appearances and meanings but they go together to satisfy a fundamental human desire, the desire for recognition.

Ceremonies are now and history, literature and tradition show--they always have been, the best recognition events known to man.

It follows then, that any organization with a serious purpose must recognize the people helping to attain it and its members. It must also mark off its progress from time to time in the best remembered manner.

Ceremonies do both. Ceremonies are just as necessary to Cub Scouting as they are to other institutions.

Cub Scout age boys enjoy watching pageantry, with its pomp and flourish, and its color. They like even better being a part of these ceremonies.

Careful staging and a good sense of timing will transfer attention--getting exuberance into a setting of make-believe--a flickering candle in a darkened room, a solemn voice and a real live Cub Scout from a den, marching up before an audience to receive a real award for a real reason. If he learns poise and confidence in the

process, it's a bonus to him. He's already got what he wants: the show and the attention.

PURPOSE OF CEREMONIES

Generally defined, ceremonies are forms of ritual that make more impressive the recognition in public of some work accomplished or the presentation of an award earned. They are important in these ways:

- Acknowledge formally the work of a Cub Scout or Scouter, spotlighting him before the public.
- Impress the meaning of Cub Scouting on boys and parents.
- Stimulate advancement by creating incentive.
- Offer public recognition of parents, increasing in them a desire to help in den and pack activities.

BUILDING GOOD CEREMONIES

An alert pack leadership takes advantage of every opportunity for recognizing boys, their families, and leaders, through ceremonies.

Opportunities are: A new family joins the pack, a scout earns his Bobcat, Wolf, Bear or Webelos badges. Transferring to a Webelos den or into a Boy Scout Troop. A new Den Leader or Den Chief is installed.

Of course the opening and closing ceremonies are very important to an exciting program. The following are the ingredients to a good

ceremony. Remember, if there is no ceremony to fit your needs then make up your own.

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

Special den ceremonies can be used to recognize occasions such as birthdays, the admission of a new boy into the den, a Cub Scout's transfer into a Webelos den, or a Webelos Scout's graduation into Boy Scouting. With special recognition being given in a natural manner and at frequent intervals, Cub Scouts will not be tempted to seek recognition in less desirable ways.

These ceremonies are less formal than those used in pack meetings. Den ceremonies rarely require anyone reading a part or repeating from memory. They are more spur of the moment. Encourage the boys to use their imaginations to develop new ceremonies rather than repeat old ones.

Birthday Recognition

This is a birthday recognition and presentation. Ask the mother of the birthday boy to bring a cake. The people you will need are: Denner, Cub Scout, Den Leader & Den Chief.
DENNER: (to den): Today is (names)'s 8th birthday. Let's sing "Happy Birthday" in his honor. (As Cub Scouts sing, Den Leader brings in the cake with eight lighted candles and

DEN LEADER:
Congratulations. (name).

This is your cake. As you blow out the candles, we'll wish for you many happy days of Scouting ahead.

DEN CHIEF: Will you come and stand beside me. (name). You have worked hard and are now wearing the Wolf badge on your uniform. You are 8 years old today and ready to earn your Bear badge. To help you, and with best wishes from all of us, I want to give you your Bear Cub Scout Book. We all know you will "do your best" and will soon add the Bear badge to your uniform.

(This ceremony, with some variation can be used with Tiger Cubs and Webelos.)



Graduation to Webelos Den

When a member of a Cub Scout derra is transferring to a Webelos den, the denner of the den is leaving may read this poem as a closing part of a ceremony. Then give him a Webelos Scout Book.

So long, good luck!
 We've played together and
 worked together,
 Had maybe a fight or two,
 We've taken trips and had
 some slips
 And seen many projects
 through.
 You earned your Wolf and
 arrow points
 And earned your Bear
 degree.
 But now you're earning
 your Webelos
 A Boy Scout soon to be.
 So as you follow the
 Arrow of Light
 Along the Scouting Trail,
 We hope you remember Den
 (No.) with delight.
 We salute you! Good Luck!
 Happy Scouting!

Bobcat Welcome

Personnel: Den Chief,
 New Cub Scout, Denner
 Equipment: Candles,
 ceremonial board,
 artificial campfire.
 DEN CHIEF (to denner):
 (Name of new member) is
 present and wants to join
 our den. Will you ask
 the den to be seated
 around our ceremonial
 fire and bring (name) to
 the fire. (New Cub Scout
 is escorted to the
 Denner.)
 DENNER: Have you
 completed your Bobcat
 requirements with your
 parents?
 NEW CUB SCOUT: I have
 DENNER: Tell us what does
 the Cub Scout sign mean?

NEW CUB SCOUT: The two
 fingers are like the
 Wolf's ears, alert.
 DENNER: What else does it
 mean?

NEW CUB SCOUT: It also
 means a Cub Scout is
 always obedient and is
 fair, happy, and game.
 He is square to himself
 and to others.

DENNER: Please give the
 Cub Scout Promise.

NEW CUB SCOUT: (Repeats
 Cub Scout Promise)

DENNER: Give the law of
 the Pack.

NEW CUB SCOUT: (Repeats
 Law)

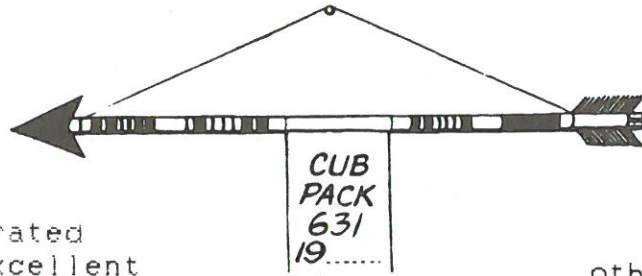
DENNER: You have learned
 well the ways of the
 Bobcat. We welcome you
 to Den (No) and now let's
 form the living circle
 with our new Cub Scout.
 (Gives handclasp to new
 Cub Scout.) Welcome.
 Bobcat.

Cub Scout Career Arrow

Present this colorful
 arrow to each graduate of
 your Webelos den. The
 presentation can be
 worked into one of the
 Webelos ceremonies in
 this booklet or you may
 develop your own ceremony
 around the significance
 of the arrow or its
 colored bands.

The arrow is symbolic
 of many things in Cub
 scouting. Cub Scouts are
 given arrow points for
 earning electives; the
 Webelos award is in the
 shape of an arrow. Indian
 costumes and adornments
 play a large part in Cub
 Scout ceremonies.

Use a 28-inch hunting
 arrow with a broadband



The arrow is symbolic of many things in Cub Scouting. This career arrow makes an excellent wall trophy of achievements earned.

point. The decorated arrow makes an excellent wall trophy of the advancement made during the Cub Scouts career.

The ribbon hanging from the center of the shaft is blue silk. Stenciled on it in gold letters are the pack number and year of graduation.

Bands of black, yellow, silver, and blue (related to the Bobcat, Wolf, Bear and Webelos badges) are painted on the shaft of the arrow. Just for color, paint a 1/4" band of red down the center of each of these. The black, yellow and silver bands are 1 1/4 inches in width. The blue band is 3" wide.

If the graduate has earned an arrow point or points, indicate this by painting a 1/4" band of gold or silver, whichever is appropriate, beside the band of the rank in which he earned the arrow point or points.

COSTUMES

Simple materials, those generally found around the home, can be used in creating effective costumes. Old hats, pants, belts, pajamas, shoes, blankets, sheets, costume jewelry, lipstick, feathers--save them. There'll be a time when such junk will become a treasure out of which you can create costumes rivaling those used in a Hollywood spectacular, at least your Cubs will think so.

That brings us to one other point: Let your Cubs have a voice in the designing of the costumes they are to wear. You'll be amazed and pleasantly surprised at some of their creations.

Den Leaders, parents, and ideas committees will also provide helpful ideas for costumes.

OPENING CEREMONIES FOR DEN MEETINGS

The opening for the den meeting is usually a bit more informal than that used in the pack meeting. Most den meetings have a preopening activity that is not highly organized. The opening ceremony brings the boys together in a quieting situation, getting them ready for the meeting. Some suggested ceremonies include:

1. A Cub Scout song.
2. A yell. Give an old familiar den yell or teach the Cubs a new one.
3. Applause stunts. Boys clap in unison to rhythm such as 1. 2. 3. 4.: 1. 2. 3. 4.: 1. 2. 3. 4.: 1. 2. 3. 4. & etc. Applause stunts can be worked out in many ways, such as clapping to the tune of "Yankee Doodle," "Dixie," and other songs. In the echo applause, boys form two lines facing each other, with one side applauding

first, 1. 2, 3, 4, and then the other side answering 1. 2. 1. 2.

4. The grand howl. Cubs form a circle around the person in whose honor the grand howl is to be given. This may be a visitor, the Cubmaster, the den chief, the Den Leader or even a Cub who has earned the respect of the "Wolves." Each Cub in the circle squats, touching the fingers of both hands (each one making the two-fingered Cub Scout sign) to the ground, between the feet. Then like young wolves, the Cubs raise their heads and give a long howl: "Ah-h--kay-y--la! We-e-e-ll do-o-o ou-u-r best!" As the last word, "best" is yelled very sharply, everyone jumps to his feet, raises his hands high above his head, and gives the Cub Scout sign.

5. A special roll call. This might consist of having each boy do something related to the theme when his name is called. Some examples are name a bird or a tree, show and explain something he has made since the last den meeting, answer his middle name, name his favorite book or hobby, or give his mother's first name.

6. The jungle ceremony. At signal of the denner, all Cubs hide nearby. Den Chief then stands in

center of room and calls "Bobcats."

All Bobcats come from hiding, crying "Me-o-o-w! Me-o-o-w!" or whatever your den has decided is the cry of a Bobcat. These Cubs continue crying while the den chief calls for "Wolves" They come howling. Then the Bears come crawling, ferociously. Now the entire den is in full cry. The Den Chief makes the Cub Scout sign (followed by the Cub Scouts), then calls: "Akela welcomes the jungle animals to his den. Let's see to it that we work and play in peace and become strong and wise Cub Scouts."

7. Circle handclasp. Cubs form a circle and give the Cub Scout handclasp, completely around, ending when it has reached the boy who started it. As each boy receives the handclasp he makes a wish, silently, and pledges to do his best.

8. Cub Scout--den chief handclasp. The den chief calls the roll and each Cub Scout comes forward and gives him the Cub Scout handclasp.

9. Christmas opening. The Den Leader or den chief introduces the Law of the Pack by emphasizing that the gifts we enjoy should make us more determined to live up to our fellowman. After

repeating the pledge of allegiance and the Law of the Pack, sing a Christmas carol and "Jingle Bells."
Introduce visitors.

10. Mob scene. This is a yell done in four parts, like a round. Repeat three times. "Fire! Fire!--Water! Water!--Help! Help!--save my child!" (use two beat rhythm to keep two groups together)

11. Flag development. Use a series of colored flags (cloth or paper) to show development of Old Glory.

12. A prayer. Choose one suitable for all faiths. If all members are of the same faith, use a prayer of that faith.

13. An inspection of uniform and for personal neatness.

14. Brief remarks about a famous person.

15. A reading such as Lincoln's Gettysburg Address.

16. A Cub Scout's influence. The Den Leader asks all Cub Scouts to form a circle and to close their eyes.

DEN MEETING

1. The living circle. The living circle may be used alone as a ceremony or it can be used as a part of one. It reminds

a Cub Scout of the friendships he is making in Scouting and of the fact that he and all other Cub Scouts are linked as members of the tribe of the Wolves.

It is made be a den and its leaders in a close circle, facing inward. They turn slightly to the right in the circle, and each extends his left hand into the circle, palm downward and left thumb pointing to the right.

Each person grasps the extended left thumb of the one to his left--thus making a complete living circle handclasp. Meanwhile, the right hand of each is held high above the head in the Cub Scout sign.

The living circle is the simplest kind of ceremony and can be put into action by pumping all the left hands up and down while the Cubs say "Ah-h--kay-y---ia! We-e-e-ll do-o-o ou-u-r best!" snapping in on a circle of individual salutes at the word best.

Remember, don't overdo the ceremonies the boys will tire of them and won't want to participate.

2. Patriotic. Den forms circle around the United States flag or den flag. Cub Scouts then salute and sing "God Bless America" or one stanza of "America."

3. Cub Scout ideals. Den stands in living circle and repeats in

4. The grand howl

5. A Den Leader's minute. This is an inspirational thought for the day, a brief story concerning the Cub Scout Promise, the Law of the Pack, the motto, or a patriotic item--without moralizing.

Here's one on sportsmanship--
Den Leader: A good sport plays hard and tries to win. But, he seeks to win only by fair and lawful means, according to the rules of the game. A good sport takes pleasure in the game right to the end, even though he is not winning, for the purpose of the game is not merely to win but to find joy and strength in trying. (Use an example from your den or pack)

Here's one on conservation--
Den Leader: (hold up a picture of the outdoors)
All of the great and beautiful America is ours to enjoy. Surely we want to preserve it for the thousands of boys who will come after us. Let us stand and repeat together a pledge that will remind us to conserve these wonderful things for those who will follow us. (repeat the Outdoor Code)

6. A Prayer. Choose one suitable for boys of all faiths.

7. Group response. The leader asks a question which offers an opportunity for a group response. For example---
LEADER: What is our Cub Scout motto?
CUBS: Do Your Best.
LEADER: Will you do your best?
CUBS: We'll do our best.

8. The cheerful candle. Boys form a circle around the Den Leader who holds a small candle. She reminds them of the cheer that even a small flame can spread.

9. Firelight. With lights out, artificial fire lighted, play a recording of a quiet tune.

10. Share the fun. Boys form a circle. Ask them if they are having fun in Cub Scouting. Urge them to invite other boys of Scout age in their neighborhood to visit a den meeting.

11. Friendship circle. Each Cub has a 3-foot section of rope joined with a square knot to that of the boy on his left. Boys hold rope with left hand and pull back to form a taut circle. Leader says, "You are now a part of a group of close friends, held together by the square knot--a symbol of being square. Let us give the Cub Scout Promise."

12. Circle song. Form a circle with arms around

each other's shoulders
and sing "Home on the
Range." Cub Days." or
another song.

13. Constitution. Den
Leader or den chief reads
the preamble to the
Constitution of the
United States and names
the Thirteen Original
States.

14. My flag. A week
before this ceremony is
to be used, ask each Cub
to prepare and bring to
the next den meeting a
10-line statement on
"What My Flag Means to
Me." Den LEader selects
as interesting one and
asks its author read his
statement.

15. "This Old Flag" All
read this poem as United
States flag is held
aloft.

This old flag is my
protection,
This old flag is my
birthright,
This old flag is full of
beauty,
May it fly both day and
night,

It's an honor to salute
it,
And with pride we hold it
high.
We will keep it flying
over us,
Like a synbol in the sky.

Hain't gonna allow no one
to tramp it,
Hain't gonna allow no one
to abuse it,
Hain't gonna allow no one
to shun it.

Hain't gonna allow no one
to use,

Hain't gonna allow no one
to down it,
for somew other flag to
use,
Going to keep that old
flag flying--
And we dare yuou to
refuse.

PACK
MEETING---Opening-Closing
Combination

Personnel: Cubmaster or
other leader
Equipment: Candle,
candlestick, matches.
Arrangement: This
ceremony may be used
alone or may introduce
another opening.

Opening

(Before the opening
ceremony place a candle
at one side of the stage
or room but in view of
everyone. When time for
the opening ceremony the
Cubmaster makes the
following statement.)
Cubmaster (lighting
candle): This candle
represents the spirit of
Cub Scouting. It is going
to burn throughout our
meeting, representing the
fun and friendship we
have enjoyed together
here.

Closing

Cubmaster: Throughout our
meeting this evening this
candle, which represents
the spirit of Cub
Scouting, has burned.
Look steadily at it for a
moment. (Pause.) Now

close your eyes. The image stays with you.

Open your eyes, Now we blow out the light. As the image of the light remained in our ceremony, so will the spirit of Cub Scouting stay with us. This evening of fun and good Cub Scouting will not soon be forgotten.

Candle

Personnel: Cubmaster or other leader, Cub Scouts
 Equipment: Table, small candle, match.

Cubmaster: Now, fellows, let's all gather in a circle around the table. I'm going to turn off all the lights. (Turn off lights) I want you to think about the darkness. Now, I'm going to light this small candle (lights candle) and even this one tiny flame makes the room seem quite cheerful again. That's just the way it can be with a Cub Scout. He isn't very big, but he can light up his home and make the people around him a little more happy if he keeps the Cub Scouting spirit always alive. Do your best!

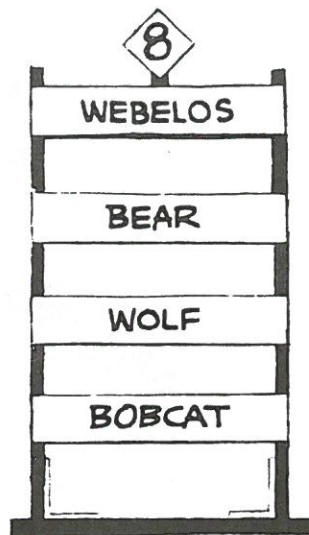
Cub Scouts: We'll do our best.

Circle of Knights

Personnel: Cubmaster in knight's costume, Reader, pack of Cub Scouts dressed as knights.

ADVANCEMENT CEREMONIES

These ceremonies may be used when recognizing the



Square at top is made of 1/4-inch plywood, 4 1/2 inches square. Mount on pivot bolt to swing down for transportation. Paint yellow with blue numerals. Rungs, spaced 5 inches apart, are 1/4 x 3 x 18 inches. Paint yellow, with blue letters. Spring-type clothespins, one for each Cub Scout, are painted blue; letter Cub's name in yellow. Uprights are 1 x 1 1/2 x 41 inches, painted blue. Corner irons for braces are 3 x 3 inches. Baseboard is 1 x 10 x 24 inches.

attainment of a new rank---Wolf, Bear, Webelos--or the activity badges or a new arrow point. Use only as much of the ceremony as is necessary for the awards you have to present. First, read the entire ceremony to see if it fits your needs.

Advancements Ladder with Clothespins

On the opposite page is a ceremonial board that can be used in many ways. You can develop your ceremony for use with it. The ladder has four rungs, one for each of the Cub Scout ranks. On the appropriate rungs are clipped springtype clothespins, one for each Cub Scout in the pack. Each den's pins are painted a different color with a boy's name printed on each pin.

When a boy joins as a Bobcat, he is given a pin to place on the first rung as a part of his Bobcat induction ceremony. When a Cub Scout transfers into the pack, he is given a pin which he places on the rung corresponding to his rank---a part of the welcoming ceremony for the new family.

As a Cub Scout advances to each new rank and the badge is presented to his parents, he moves his pin up to the next rung on the ladder. In addition to giving the Cub Scout and his parents a physical part in the ceremony, the

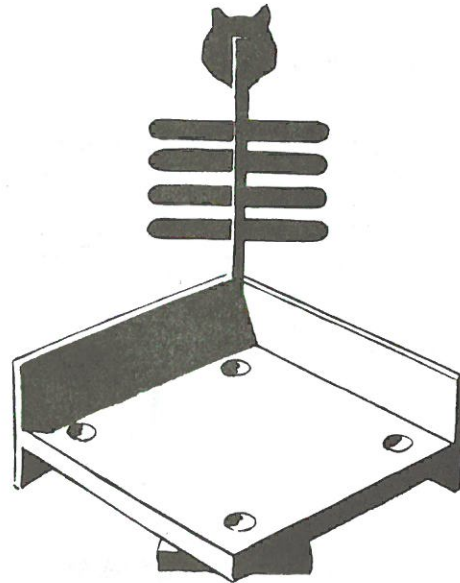
ladder provides a visual picture of the number of Cub Scouts from each den in each rank.

Pack Participation

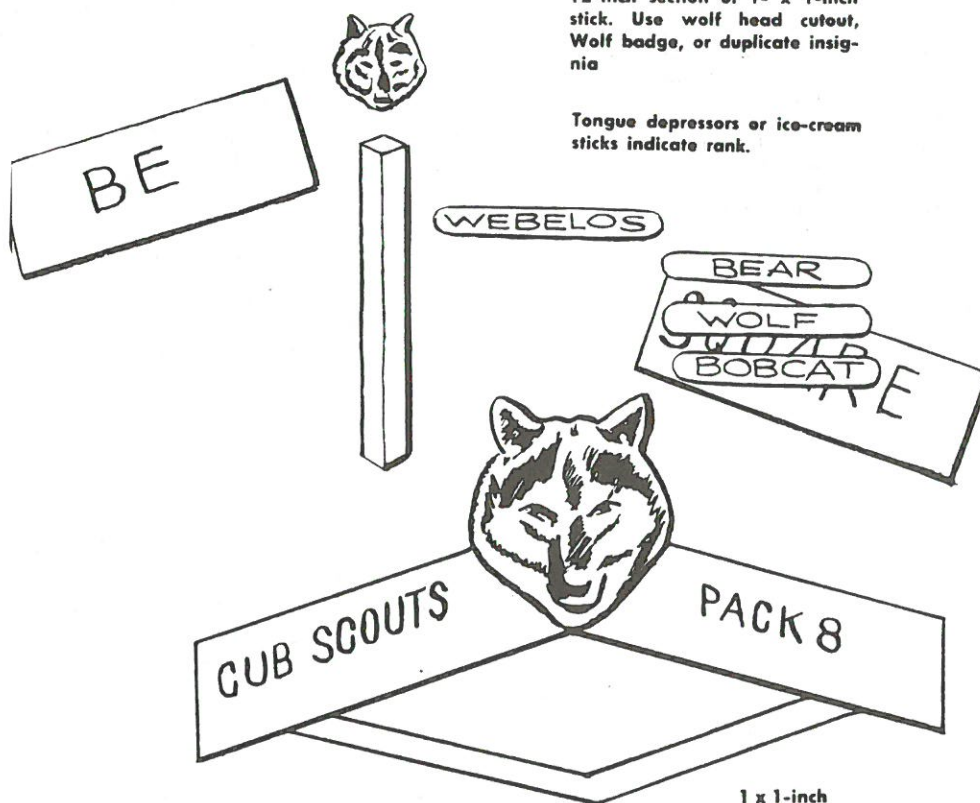
Personnel: Cubmaster, Den Chiefs, Pack, advancing Cub Scouts

Equipment: Badges and certificates, straight pins.

Arrangement: The Cubmaster asks dens with Cub Scouts ready for advancement to stand. The Den Chief gives the name of the Cub and the rank he seeks.



Here's a ceremonial board that can be used in many ceremonies. It's made in two parts: The base and two sides are one unit (bottom), two other sides and a light frame, the other (top). For base, use 15-inch square board. Bore four candle holes. Attach embroidered emblems of rank to base beside candles. Attach cut-out of rank to frame corner. The four sides are 4 x 15 1/4 inches, cut from 1/4-inch plywood. Attach two sides to base as shown at bottom. Make second frame with other two pieces, using two 1- x 1-inch strips to complete square. Paint blue and gold.



12-inch section of 1- x 1-inch stick. Use wolf head cutout, Wolf badge, or duplicate insignia

Tongue depressors or ice-cream sticks indicate rank.

1 x 1-inch

DEN DOODLES AS CEREMONIAL EQUIPMENT

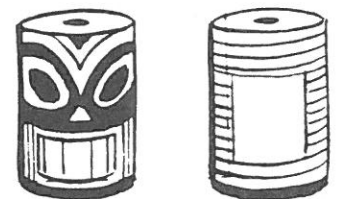
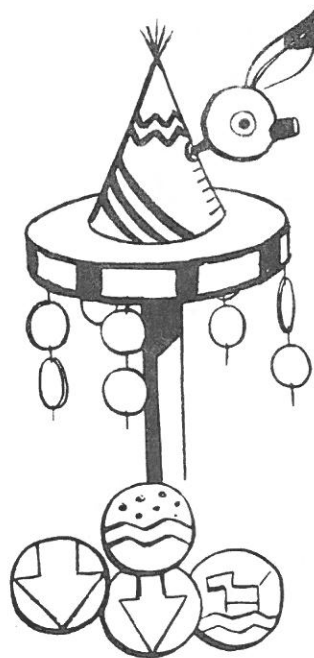
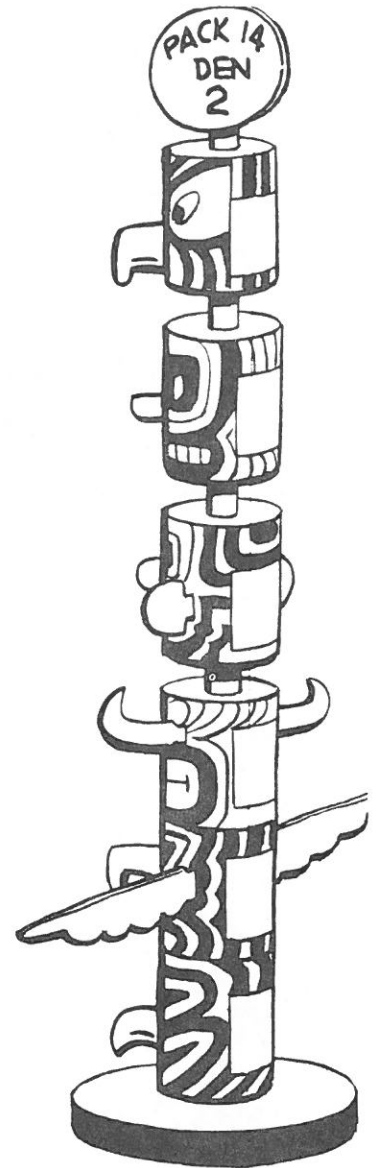
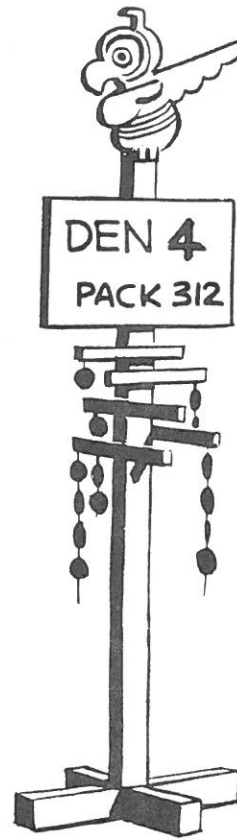
You may not think of den doodles as ceremonial equipment, but they can very readily be used as a part of a den or pack ceremony for recognizing advancement.

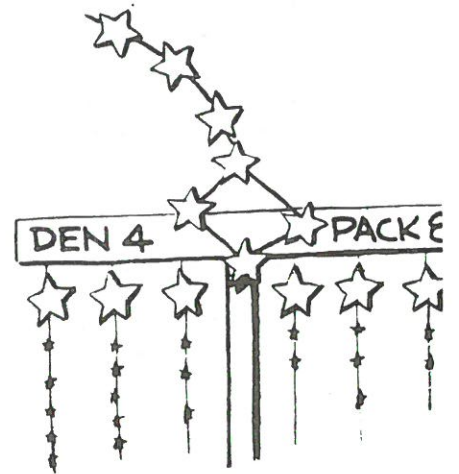
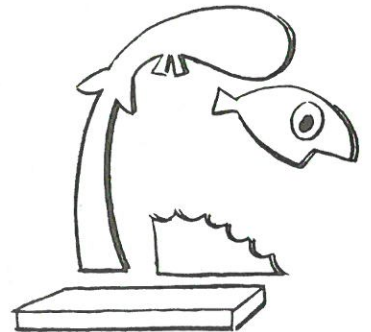
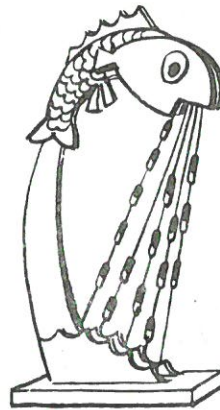
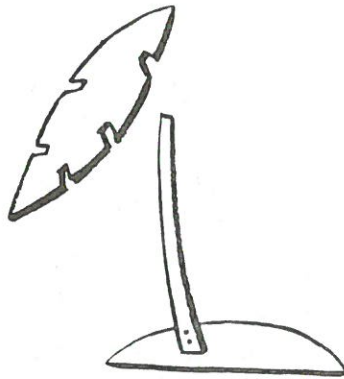
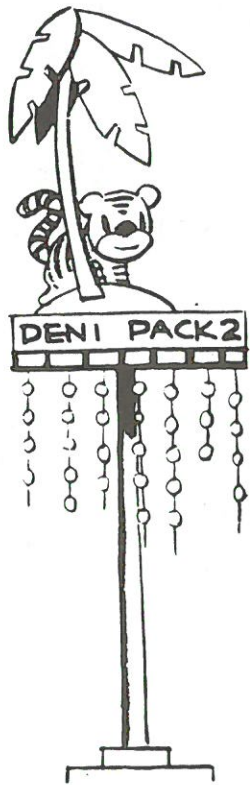
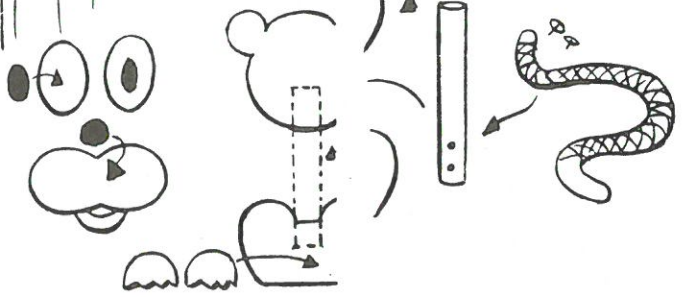
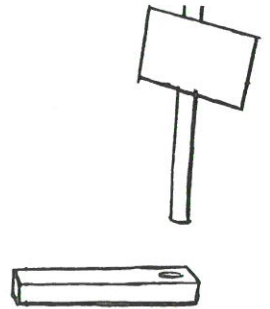
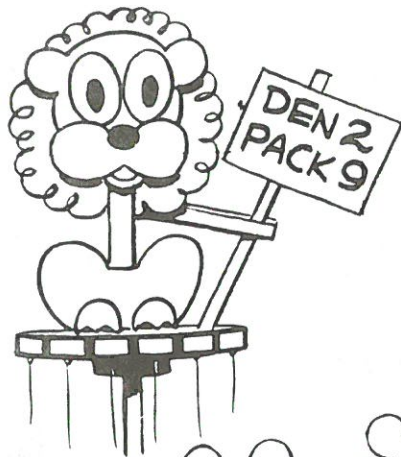
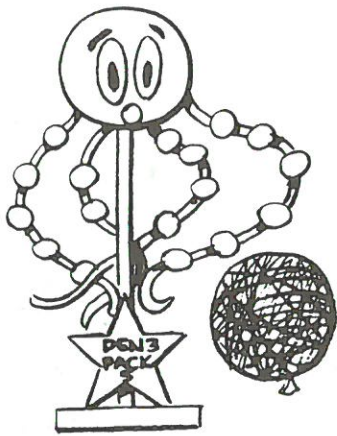
A den doodle is an emblem, a figure chosen by the den and placed on a stick or standard or hung on a wall to show the boy's advancement status. From this emblem or totem there may be suspended by a leather thong, string, or shoelace, circles of cardboard, wood, or tin or other devices as achievements are earned. The doodlestick's ancestors are the Indian coupstick and totem pole.

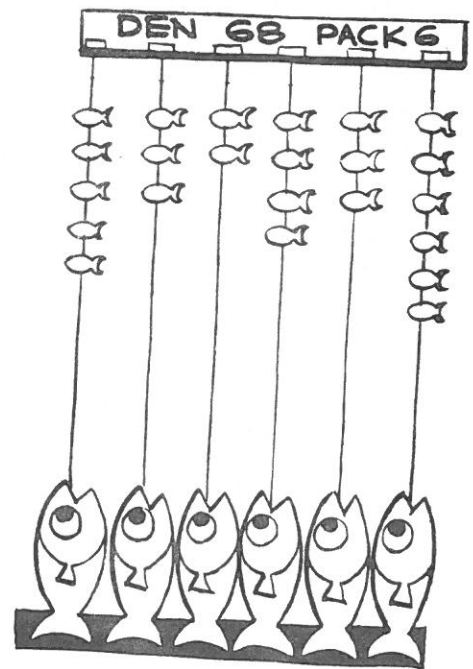
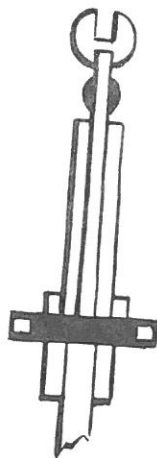
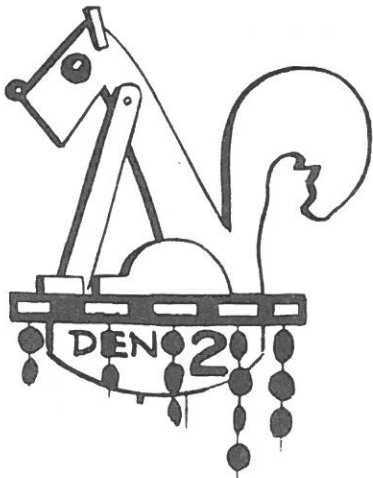
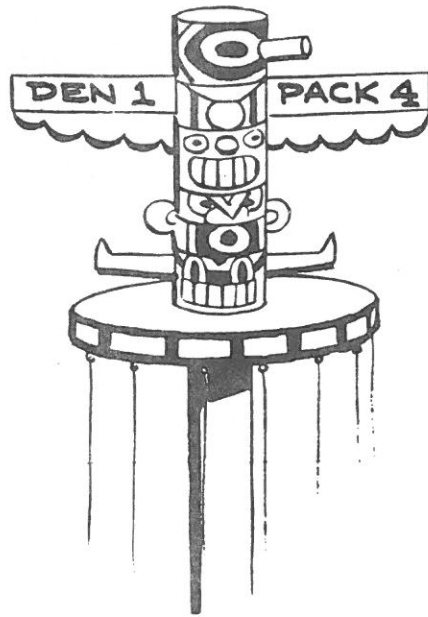
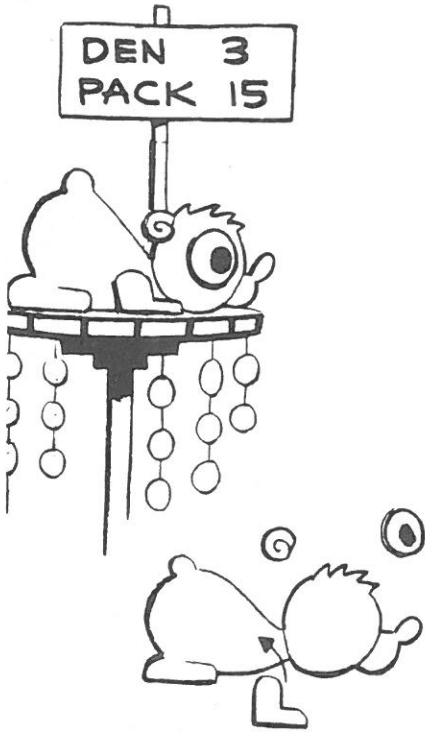
Cub Scouts will love to make den doodles and watch their string of conquests grow.

Select an idea from among those illustrated or make up your own. The perch for the doodle figure might be just a scrap of wood nailed to an old broom handle. A base for the doodle can be a No. 10 or smaller tin can filled with cement or plaster. A broom handle may be placed in the can. Some Cubs prefer a stand not permanently attached.

Then there are doodles with only the perch---no upright or base---to be hung in the den or pack meeting room.







OPENING CEREMONIES

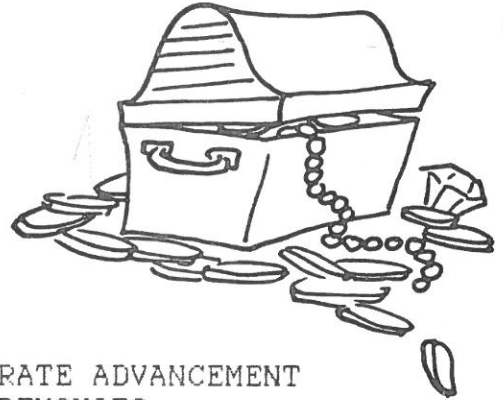
Usually den meetings begin with a preopening activity which is not highly organized. Having an opening ceremony serves notice on the boys that the meeting is coming to order. It is difficult for boys to become quiet and organized suddenly, so make the opening ceremony a little less serious and perhaps a little livelier than your closing ceremonies will be. Here

Sing a lively song.
Teach the boys a new song.
Have a roll call with boys answering in a special way.
Have the boys form a circle and pass the Cub Scout handclasp from one to the other.
Form a hollow square and sing a song.
Grand howl.

CLOSING CEREMONIES

Closing ceremonies are usually a little more quiet and impressive. They may take a bit more planning than the opening ceremonies. Occasionally the Den Leader should include in the closing a simple thought on the day. Don't preach, though. Also, don't overdo the repetition of the Cub Scout Promise, Law of the Pack, and the living circle. Here are some sample closings.

Living circle in which leader says. "Do your best." Boys answer, "We'll do our best."
Grand howl



PIRATE ADVANCEMENT CEREMONIES

Treasure Chest Advancement

Have each scout make a treasure chest. The leader makes a special treasure chest. As the scout advances he puts a gold or silver coin in his chest. Candy could be used instead. In the special treasure chest, put a secret treasure. At the end of the month, the scout with the most coins or candy wins the special treasure chest.

Ship Advancement.

Each scout makes a pirate ship without the sails. As each scout advances he makes a sail for his ship. The scout who has the most sails gets to be captain of the ships for the night.

Pirate Outfit Advancement

Have each scout make a pirate outfit. All scouts should have the same items, such as eyepatch, sword, hat, etc. As each scout advances he gets to wear one item. Make an extra special pirate hat to be used for a pirate captain. The scout who has the most complete outfit will be crowned Captain of the Pirates.

PACK MEETING

Formal and better executed ceremonies are more often found in the pack meeting than in den meetings. It is, perhaps, only natural that the den performs better before a large crowd. However, we should keep in mind that pack ceremonies should be relatively simple, not requiring lengthy rehearsals.

QUESTION AND ANSWER

Personnel: Leader, Cub Scouts
Equipment: None

LEADER: For our opening ceremony tonight we will have responses to questions on Cub Scouting ideals. What is the Cub Scout Motto?
CUB SCOUTS: Do your best.
LEADER: Will you do your best?
CUB SCOUTS: We'll do our best.

LEADER: Demonstrate the Cub Scout sign. (Cub Scouts raise and extend two fingers.)

LEADER: What do the two fingers represent when you give the Cub Scout sign?

CUB SCOUTS: The parts of the Cub Scout Promise, Be Square and obey the Law of the Pack.

LEADER: Give the Cub Scout salute. (Boys salute)

CUBMASTER: I hold in my hand several wooden matches. You can see that one match is easy to break (demonstrate) but when I put five or more together, they are almost impossible to break. Each month we learn more about the wonderful freedom and

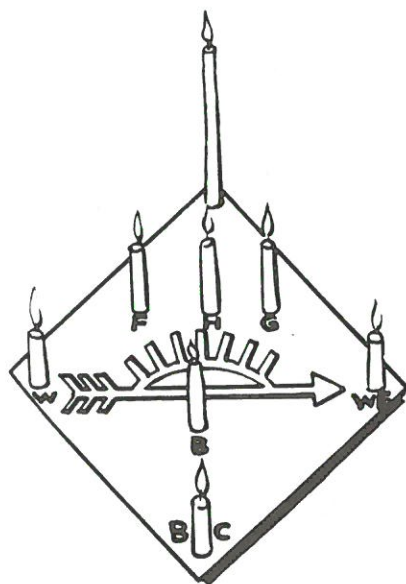
responsibilities our national flag stands for. If it could speak, it could tell about many battles fought to keep these freedoms we love. When our pack works together to uphold the traditions behind it, we too, will be hard to stop.

DOUBLE CIRCLE

For a pack meeting in a gym, large room or hall. You will need the entire pack. The items needed are the U S Flag, four spotlights or four large flashlights. Have all present stand in a double circle, with Cub Scouts and other boys on the inside, and parents and visitors on the outside. Focus spotlights or flashlights on the flag held in center of circle. Sing "God Bless America."

YEAR'S END

Personnel: Everyone
Equipment: Christmas tree with lights, ceremonial awards board, seven small candles, one tall candle.
Arrangement: With all the lights out except those on the Christmas tree and ceremonial awards board, the setting is ready for your final ceremony of the year. There are seven small candles and one tall candle representing the spirit of Cub Scouting. Light all of the candles.
CUBMASTER: This last pack ceremony of the year



WEBELOS CEREMONIES

Webelos, Indian Style
 Personnel: Akela
 (Cubmaster), Webelos
 Leader, drum beater,
 scouts & parents.

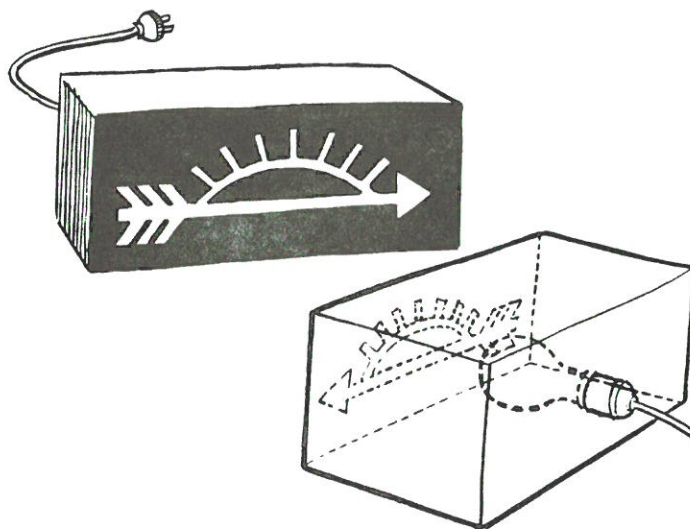
Equipment: Large Arrow of
 Light Award, Indian head
 dress & blanket for
 Akela, drum, Arrow of
 Light awards,
 certificates, pins. Have
 Pack sit in a
 semi-circle, Indian
 fashion.

Webelos Leader: Tonight
 we honor two Webelos who

is one of rededication.
 Four candles represent
 the Cub Scout ranks,
 Bobcat, Wolf, Bear &
 Webelos. Now, will all
 Bobcats and their parents
 please stand. Bobcats,
 do you promise next year
 to do your best to be
 square and to obey the
 Law of the Pack and to
 advance on rank?

BOBCATS: We'll do our
 best. (put out Bobcat
 candle and repeat for
 each rank.) Three
 candles and the spirit of
 Cub Scouting candle
 remain burning. These
 candles stand for
 follows, helps, and
 gives, which means "We'll
 be loyal." Will you be a
 loyal Cub Scout in 19__?
 CUB SCOUTS: We'll be
 loyal.

CUBMASTER: The spirit of
 Cub Scouting burns here
 as it does in the hearts
 of Cub Scouts everywhere.
 May it continue to burn
 brightly in your heart
 during the year 19__ as
 we go upward and forward
 in Pack (No.).



This Arrow of Light cutout can
 be used in many Webelos cere-
 monies. Cut the design in the
 side of a cardboard box. Paint
 entire box blue and paste yel-
 low crepe paper on underneath
 side of cutout. Place a light bulb
 inside the box.

have completed the requirements for the Arrow of Light, the highest in Cub Scouting. Will the following scout & their parents please come forward. (lights are turned off & blue, white & yellow candle are lit & drum is beat slowly. Cubmaster as Akela appears in Indian costume.

Akela: Many moons ago these braves joined the Webelos Tribe to enjoy the fun and advancement activities of the Cub Scout trail. You had to learn to follow Akela, which means the leadership of your Cubmaster, parents, teachers, & your Den Leader. Now you have earned the Arrow of Light. All of these people guided you along the trail. The blue candle represents your life as a Cub Scout. The white one reveals a new trail ahead filled with many exciting Boy Scout experiences. The yellow candle is to remind you that a little work, along with good fun, can produce rich rewards. With your parents help I present the Arrow of Light to you. (parents pin the award to the scouts shirt)

Now our ceremony will close as these scout join their den for the last time.

Four Winds

Personnel: Four Scouts, each with a candle.

graduating scouts & their parents.

Equipment: Four candles, Boy Scout neckerchief, graduation certificate

Arrangement: Scout & their parents are in the front of the room, in semi-darkness. Scouts who are the four winds stand in each corner of the room. Each lights his candle as he speaks.

North Wind: I am the North Wind, people say I am cold, but to you I will always bring the warmest of winds because you have been a true-blue Scout and have lived up to the Law of the Pack.

South Wind: I am the South Wind. I wish you good Scouting. Over time I have carried stories of you and your experiences. As a Scout you have been happy, game & fair--a credit to your den & pack.

East Wind: I am the East Wind, I wish you well. I have spread the story of our fun & happiness in Cub Scouting and how you lived up the the Cub Scout Promise and were fair & square.

West Wind: I am the West Wind. I would like everyone present to know that these praduating Webelos Scouts did not walk the Cub Scout Trail alone. Each had the help & guidance of his parents. Parents, continue to help your boys go & grow.

All Winds (in unison): We will be with you forever. We wish you the best of luck in your travels & experiences

along the Boy Scout Trail.

(Lights come on, Scoutmaster is introduced & parents replace Webelos scarf with the Boy Scout scarf. Cubmaster presents graduation certificate.

Seven Virtues of Life

Personnel: Webelos Leader, Denner, Scoutmaster, graduating Webelos & their parents. Equipment: Arrow of Light board with seven candles & graduation certificates, Boy Scout Handbooks.

Webelos Leader: Webelos, the emblem you see before you represents the Arrow of Light award. You have completed the ranks of Cub Scouting, Bobcat, Wolf, Bear, & Webelos and are ready to join Boy Scouting. The candles represent the rays in the Arrow of Light, as they are lighted by the Denner, you will hear how they stand for the seven great virtues of life.

Wisdom--Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.

Courage--Courage is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.

Self-Control--Self-control isn't limited to the control of one's temper, but control of one's self in all things, eating, playing, and even working and talking

Justice--Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.

Faith--Faith is the conviction that something unproved by physical evidence is true. One 8-year old Cub Scout said faith was when you turned the light switch--you knew the light would go on.

Hope--Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.

Love--There are many kinds of love--love of family, love of home, love of fellowman, love of God and love of country. All these loves are necessary for a full life.

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

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

At this time may I present Mr.-----, Scoutmaster of Troop---, who will accept you into the troop. I am sure he has a few words of welcome to you and your parents.

Crossing the Bridge

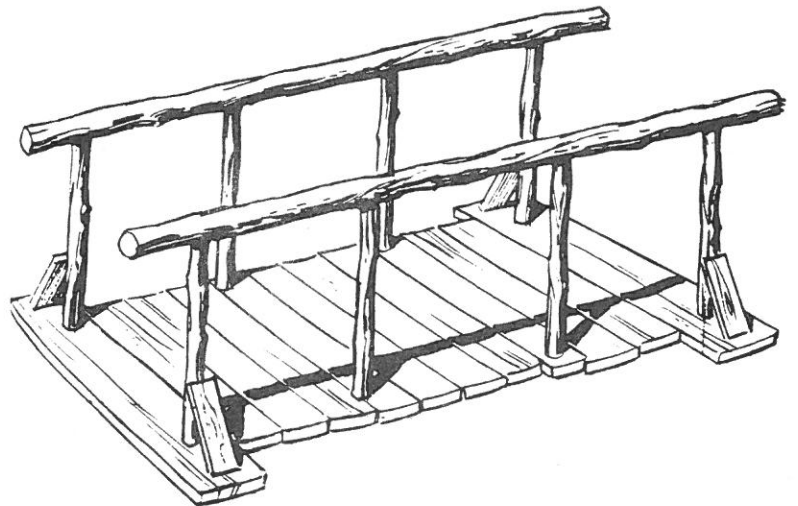
Personnel: Webelos Leader, Scoutmaster, Scout, graduating Webelos & their parents.

Equipment: Bridge with a spotlight directed on each end of the bridge. Boy Scout neckerchiefs.

Arrangement: Place the bridge in the front of the room. The Scoutmaster and scout at one end and the Webelos Leader, webelos & their parents at the other end. Weberlos Leader:

Parents, during the years you and your son have been in Cub Scouting, we have had many opportunities to work together along the trail. Now your son has reached the age of 11 and is leaving the pack to enter Boy Scouting. I am sure you are going to find the same satisfactions there that you have found in Cub Scouting. As a symbol of the growth of your son and his entrance into Boy Scouting, may I ask that he stand before me while I remove his Webelos neckerchief. You and he will cross the bridge into Boy Scouting, to be welcomed by Scoutmaster-----of troop--.

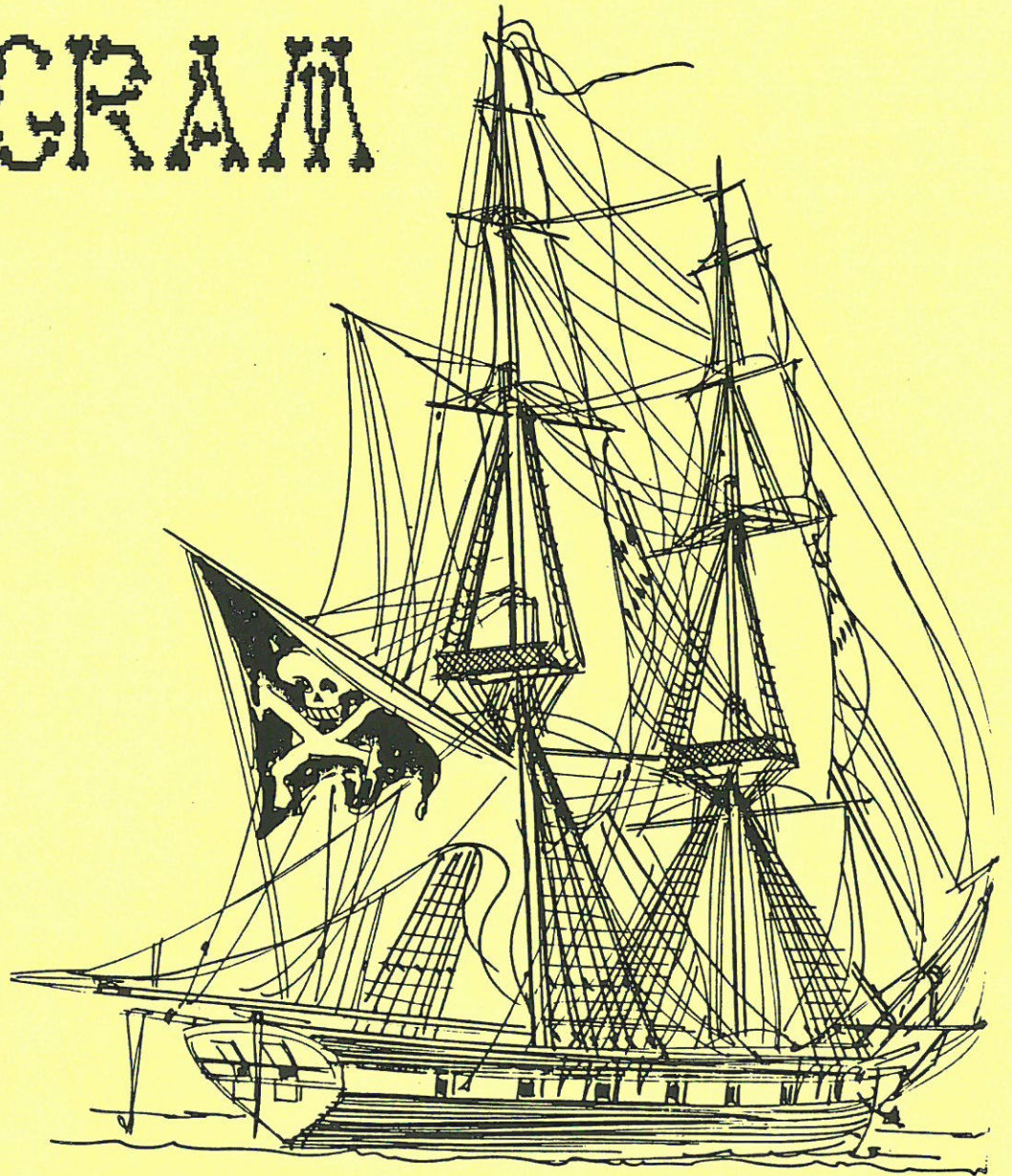
Scoutmaster: As Scoutmaster of Troop-- it is a pleasure to welcome you into the troop. I look forward to welcoming you at our next meeting. Now former Webelos Scout I present you with this Boy Scout neckerchief. May you wear it with pride: Its colors are those of Troop--which welcomes you as its newest member.



CUB SCOUT

OUTDOOR

PROGRAM



THE CUB SCOUT OUTDOOR PROGRAM

1. WHY: Introduces the out-of-doors, creates an appreciation of nature, teaches; safety procedures for hikes, cookouts, camping, first aid, and others.
2. WHAT: CUB/WEBELO DAY CAMP
CUB/WEBELO RESIDENT CAMP
DAD & LAD / MOM & ME
AKELA WEEKEND
CAMPOREE
SUMMEREER
BACKYARD CAMPING
FAMILY CAMPING
SPORTS PROGRAM
HIKING
3. PHILOSOPHY: Organized camping is a creative, educational experience. It contributes significantly to physical, mental, spiritual, and social growth.

Camping aids in spiritual growth by helping campers recognize and appreciate the handiwork of God in nature.

Camping contributes to the good health through supervised activity, sufficient rest, good fun, and wholesome companionship.

Camping contributes to the social development by providing experiences in which campers learn to deal practically and effectively with living situations.

Camping is an experience in citizenship training, decision making, planning, and carrying out activities at their own level.

Camping contributes to the development of self-reliance and resourcefulness by providing learning experiences in which campers acquire knowledge, skills, and attitudes essential to their well-being.

Camping at the Cub Scout family level provides an introduction to the future development of skills to be learned as a Boy Scout.

SCOUTING'S OUTDOOR PROGRAM
EVER INCREASING CHALLENGE
OUT-OF-DOORS

RANK	TIGER	WOLF	BEAR	WEBELO
DEGREE OF CHALLENGE	BOY-PARENT EXCURSIONS	FIELD TRIPS HIKES COOKOUTS SERVICE/ CONSERVATION PROJECTS SPORTS SUMMERE DAY CAMP RESIDENT CAMP	FIELD TRIPS HIKES COOKOUTS SERVICE/ CONSERVATION PROJECTS SPORTS SUMMERE DAY CAMP BACKYARD CAMP PARENT/SON OVERNIGHT RESIDENT CAMP	FIELD TRIPS HIKES COOKOUTS ACTIVITY- BADGE ADV. SERVICE/CON.- PROJECTS SPORTS SUMMERE DAY CAMP BACKYARD PARENT/SON OVERNIGHT RESIDENT WEBELOS- RESIDENT
	1	2	3	4 & 5
		GRADE		

CAMPING

DAY CAMP:

Provides 3-5 day experience (participants go home at night)

Teaches new skills

Strengthens pack summer program

Encourages advancement

Introduces youth to the outdoors

FAMILY CAMPING:

Family involvement (entire family can enjoy each other in a stressless environment)

An inexpensive family vacation

Household chores become fun

Family can learn to work and play together

A fun way to see our country in its natural beauty

RESIDENT CAMPING:

Provides opportunity for parent/son camping

Introduces parent to council camps

Encourages family service

Strengthens the family (members of the family work together for recognition)

WEBELOS OVERNIGHTER:

Overnight camping experience for Webelos Scout/adult at pack level

WEBELOS WOODS:

Overnight experience for 10 year old boys

Youth learn Scouting skills

Introduces youth to Boy Scout camping skills

DAD AND LAD:

An overnight experience

Dad and son have a quality, one on one experience

Dads can share their skills with sons

Sons have an opportunity to show off for dad

MOM AND ME:

A 1 day outdoor experience or overnighter

Moms and sons enjoy a camping experience together

Gives sons an opportunity to see and get to know their moms in a different context

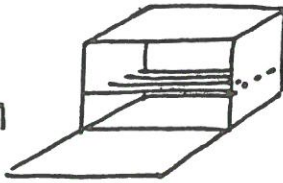
OUTDOOR COOKING PROGRESSION

1. Nosebag



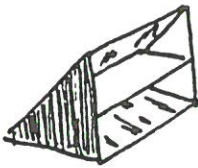
2. One Pot

3. Box Oven



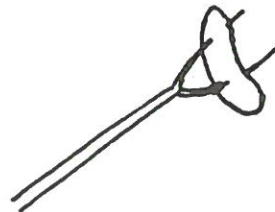
4. Skillet

5. Foil



6. Reflector Oven

7. Stick



8. Vagabond Stove



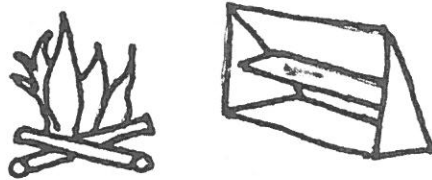
easy-guaranteed success

more difficult need experience

OVENS

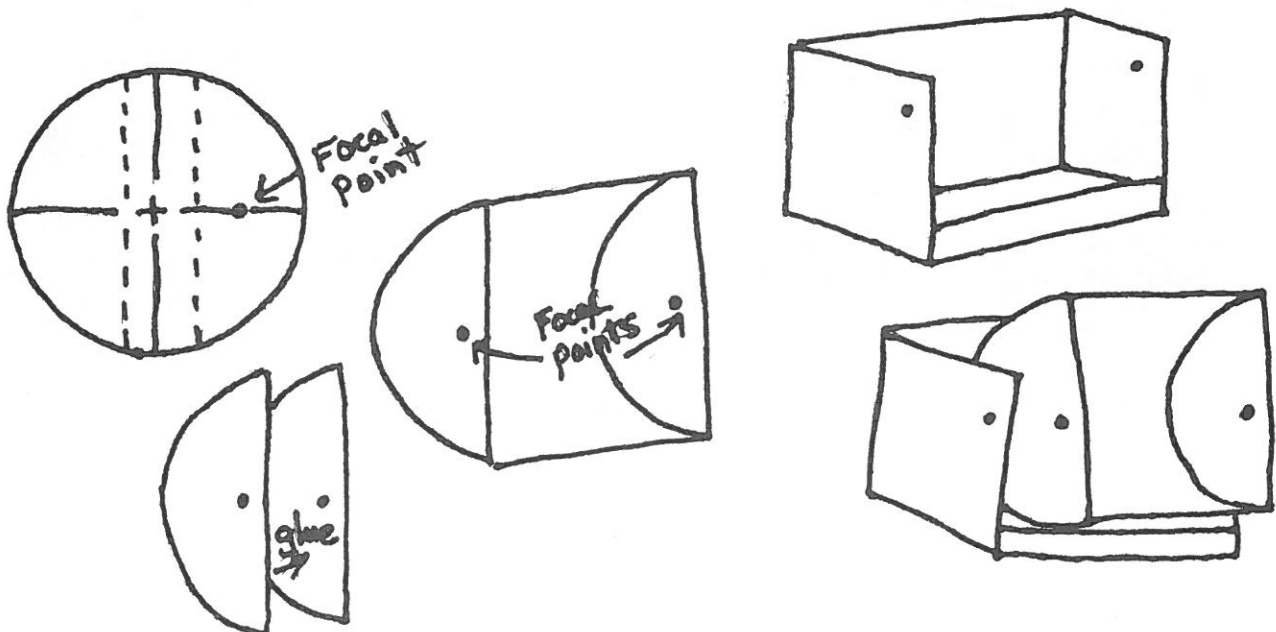
REFLECTOR OVEN:

Use a square cardboard box cut in half diagonally. Cover the inside with foil, shiny side out. Place wires from side to side in middle of box to support the cardboard shelf, also covered with foil. Place large rock at back and small one at front to brace oven in front of fire. The best type of fire for the oven is a teepee fire. If the wind is blowing or if you do not have a fire with good flames, build a fire reflector on the side of the fire opposite the reflector oven. This maybe foil stretched between two sticks or a piece of cardboard covered with foil and propped up with sticks.



SOLAR COOKER:

You can build a simple reflector cooker from cardboard and aluminum foil. Draw two 14" diameter on cardboard, and cut each out. Draw lines dividing each circle into equal quarters, and cut each circle in half. Along the other line, mark a point halfway. This is the cookers focal point. Now trim $1\frac{1}{2}$ " from each piece parallel to the straight edge--and glue the two pieces together to make each heavier. (you may use wood here instead). Cut a 10"x19" piece of cardboard, cover one side with aluminum foil, shiny side out. Use rubber cement. Tape and glue the longer edges of this rectangular piece to the two curved edges, with the foil side facing in. Poke holes in the side pieces where you have marked the focal points you now have a solar cooker. You may wish to build a frame to support your cooker. Cut the top and front from a cardboard box which is just slightly larger than your cooker. Make holes in the box and in your cooker, along the focal point's axis, and 2" from the curved edge. Use a bolt and wing nut to fasten your cooker to the frame. This will allow you to turn the cooker to obtain the most possible sunlight.



CARDBOARD BOX/FOIL OVEN:

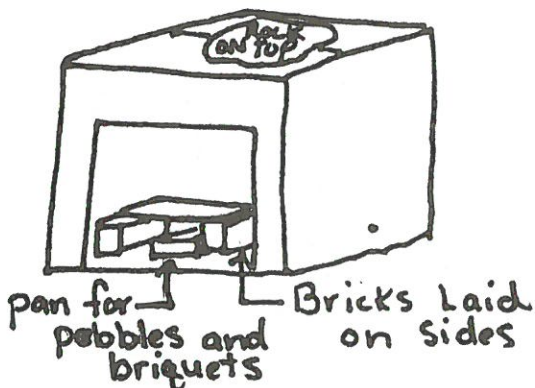
Completely line inside of heavy cardboard box with aluminum foil, shiny side out. Close all seams on the box with duct tape (heat-resistant tape) to keep heat from leaking out. Make a hole about $\frac{1}{4}$ " in diameter from inside to outside on all four sides of box near the bottom. Make a rack with wire, or place two bricks or rocks inside to hold pan. For insulation, pour pebbles or dirt into a pan that will fit into the bottom of the oven. (Foil can be placed across the dirt or sand in order to elevate the broquets a little bit so that more oxygen can get to the briquets.) Place 15-20 white hot briquets on top of the pebbles. Mix cake (snacking cake is easy, as it has its own pan) and put in pan on rack or bricks. Close cover, weight down, and bake 30 minutes.

PIE-TIN OVEN:

Two pie tins can be used to make an oven that will bake biscuits, pie, cake, pizza, and other foods.

1. Oil one pie tin and place food in it.
2. Turn a second pie tin upside down over the first tin to make a lid.
3. Use three or four metal clamps (the kind used to clamp paper together) or clothespins an equal distance apart on the lips of the pans.
4. Place three rocks or metal tent pegs in a bed of coals high enough to elevate the pie-tin oven 1 inch above the coals.
5. Place coals on lid. If many coals are desired, a foil collar can be made by folding a length of foil two or three times and hooking it together at the ends so that the collar will fit around the pie tin to hold the coals.

Item to be cooked should be done in about the same time it would take to cook it at home. Pliers or asbestos gloves are needed to remove clamps. Care should be taken to brush the coals off before opening the lid.



CARDBOARD BOX/FOIL OVEN



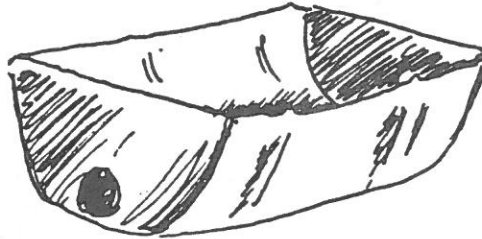
PIE-TIN OVEN

FIRES

CHARCOAL FIRE BUILDING

Well ventilated area - clear. No trees above. Fuel--Charcoal. Starter-- Twigs-tender or trench candles, wax kisses (commercial charcoal lighter or alcohol is not safe).

Place coffee can on grid in oil barrel layer starting with charcoal than a wax kiss or trench candle, charcoal, kiss, charcoal (2 or 3 kisses enough). Light from bottom of coffee can (should go up good.) When white ash or charcoal, remove coffee can with tongs, place can in fire water bucket to cool. Coals are ready for cooking.



3 lb coffee can
with ends removed
and holes punched
in sides.

Edible Fires Ideas

Tinder - coconut

Kindling - pretzel sticks, licorice - thin

Fuel - tootsie rolls, fat pretzel sticks, fat licorice

Fire circle - M&M's, marshmallows, red hots

Match - toothpick.

Firestarters

Fill cardboard egg cartons with sawdust (chunky) or woodchips. Our melted wax (or paraffin). Use one "egg" as a fire starter.

Charcoal firestarters

Put one briquet in each cup of a cardboard egg carton. Dribble melted wax over to hold in place. Tear off one "egg" as a fire starter.

Waterproofing matches

Dip matches in melted wax (thin coat), or nail polish.

Trench Candles

Roll several sheets of newspaper into a long, tight roll. Tie the roll with string at 2 1/2 inch intervals. Leave 3 inch end on each string for dipping. Cut the roll between the strings. Dip each trench candle into a container of melted wax. Hang by strings to dry.

Wax Kiss firestarter

Take a small chunk of wax. Wrap with wax paper. Twist ends.



FIRES

All fires should be in a fire circle or a fire barrel.

There are three things that a fire must have;

1. Air (fires burn upwards, light from bottom)
2. Flame/heat source
3. Fuel/material to burn

Before starting a fire;

1. Have loose clothing secured
2. Have water and a shovel nearby

Three types of wood:

Name:	Size:	DESCRIPTION FOR BOYS:
Tinder	small twigs, bark, pine needles	smaller than pinky finger
Kindling	medium pieces of wood, branches	put 3 fingers together
Fuel	logs, split and whole	Larger than wrist

Cub Scouts are minimal impact campers who conserve natural resources. Always gather "down wood"- that is dead and lying on the ground (never from living trees). Conserve wood- build fires to fit your needs.

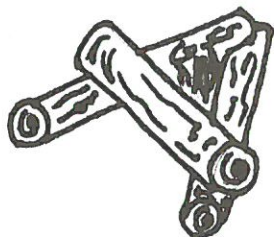
Types of fires:

A-Frame

Foundation fire

Tepee- quick cooking,
boiling, one pot meals
(heat source is one point center)

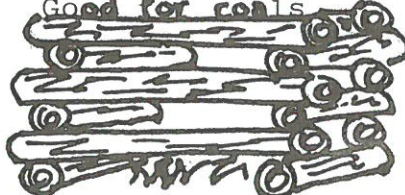
Ceremonial- Extended
tepee, push logs to
center as they burn



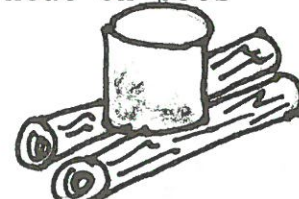
Crisscross-
Good for coals



Log Cabin
Good for coals



Hunter's Concentrates
heat on pots



Extinguishing a fire: (repeat until all coals are cold- can feel with hand)

1. Sprinkle water
2. Stir with a stick
3. Feel coals with hand

Never put water on a fire in a fireplace or woodburning stoves, this could result in broken fire bricks or cracked stoves.

Never scatter coals in the woods. This is unsafe and is environmental unsound.

CUB GRUB

ELEPHANT STEW

1 elephant, medium sized

2 rabbits (optional)

Salt

Pepper

Cut the elephant into bite size pieces. This will take two months, so plan ahead. Brown meat. Then add enough brown gravy stock to cover meat. Cook uncovered at 465 for about four weeks, adding more liquid if necessary. Recipe serves 38,000 people. If more people are expected, add the two rabbits, but only if necessary, because most people don't like to find a hare in their stew.

EDIBLE CAMPFIRE

This is a delicious way to teach Cub Scouts about firebuilding. Ingredients are miniature marshmallows for the fire ring, broken potato chips for firestarter or tinder, small pretzels for kindling, larger pretzels for logs, and red hot cinnamons for hot coals. Have fun practicing firebuilding, and then EAT YOUR FIRE!

CHICKEN BREASTS WITH RICE

(4 servings)

4 chicken breasts- boned

10½-oz can condensed cream of mushroom soup (undiluted)

2/3 cup instant rice

3 14 inch squares heavy-duty aluminum foil

Put each piece of chicken on a separate piece of double thickness foil. Mix soup with instant rice. Spoon over the chicken breasts. Seal package and put them on a grill about 5 inches above coals. Turn once during cooking. Cook about 40 minutes. Check one packet for doneness before removing all four. Salt and pepper to taste.

BEEF AND MUSHROOM DELIGHT

(4servings)

1 pound stewing beef cut into $\frac{1}{2}$ inch cubes

4 peeled baking potatoes

8 oz carton sour cream

1 envelope onion soup mix

 $\frac{1}{4}$ cup milk $\frac{1}{4}$ teaspoon garlic salt $\frac{1}{2}$ teaspoon salt

dash pepper

4 oz can sliced mushrooms (drained)

2 small onions cut in wedges

8 14 inch squares heavy duty aluminum foil

Divide beef into 4 equal portions. Put each portion in center of a foil square. Sprinkle beef with seasonings. Evenly distribute mushroom slices and onion wedges among portions.

Seal wrap. Set aside. Slice potatoes and combine with remaining ingredients in a kettle or bowl. Spoon this mixture evenly in the center of each of the remaining pieces of foil. Seal wrap. Put the potato packets on medium hot coals and cook for 45 to 55 minutes or until potatoes are tender. After the potato packets have cooked for about 15 minutes, put the beef mixture packets on the coals and cook until the potato packets are done.

TURN OVERS

Delicious turnovers can be made with English muffins:

Scrape out the center of both sides of an English muffin with spoon, take care not to scrap a hole in the muffin. Fill one half of muffin with a favorite sandwich or dessert filling. (21 oz can of pie filling will fill 8-9 muffins) Put muffin together and butter both sides. Wrap in foil, using aluminum foil . Cook in coals for 3-5 minutes per side.

Master Plan, One Pot Meal

16-20 People

- 4 lbs. hamburger, browned
- 1 pkg. dehydrated onions or 2 fresh med. size
- 1 pkg. dehydrated sweet peppers or 1 large fresh
- 3 cans tomato soup
- salt and pepper

HUNTER'S STEW

Add:
5 cans vegetable soup

SQUAW CORN

Add:
4 cans corn (#2} cans)
3/4 lb. diced cheese

SPANISH RICE

Add:
1 lg. pkg. Minute Rice
(cooked separately)
(4 cups 15 oz. pkg)

YOKI SPECIAL

Add:
4 #2} cans Spaghetti
2 #2} cans peas

AMERICAN CHOP SUEY

Add:
5 cans spaghetti

CHINESE MYSTERY

Add:
1 bunch celery
2 lg. pkgs. thin noodles
(add when boiling)
2 #2 cans tomatoes

HUNGARIAN HOT POT

Add:
4 #2 cans Campbell's
Pork and Beans

SPAGHETTI

Add:
1 lg. pkg. Spaghetti
(cooked separately)
Sprinkle with cheese

MEXICAN DELIGHT

Add:
1 can Niblet Mexicorn
1 can pitted olives
1 box cornbread, mixed
and dropped by spoonsfull
when mixture is boiling
well. Cover...cook 14 min.
NO peeking!!

SLOPPY JOES

Add:
Chili sauce, tomato
sauce or other variety
soups. Serve on open
buns.

CHILI

Add:
Chili powder
5 cans Red Kidney Beans
(#2} cans)

MACARONI BEEF

Add:
1 lg. pkg. Macaroni

MENU SUGGESTIONS

Nosebag

- pudding cones - mix pudding, place in ice cream cones, top with cool whip.
- Ants on a Log - peanut butter on celery, with raisins.
- Singing oranges - peppermint stick in an orange (get oranges soft first).
- Fresh veggies in cheese, peanut butter, or salad dressing.
- Walking salad - cut off apple tops, core (leave bottom), scoop out pulp of apple and chop. Add cottage cheese, raising, nuts, mayo. Restuff.
- Friendship salad - have everyone bring a piece of fruit. Chop and mix.
- Salad roll-ups - roll lettuce or cabbage around filling.

One Pot

- Dump Cake, 1 can pie filling, dry cake mix (Jiffy), 1/4 cup melted butter.
- Snow on the Mountain - dip crackers in melted chocolate, then coconut.
- Pineapple upside down cake - pineapple with juice in bottom, fill approximately 1/2 to 2/3 full with prepared cake mix.
- Witch's Stew - Brown hamburger (1/8-1/4 # per person). Everyone bring a can of soup (not any cream soups). Add soup. Heat.
- Bags of Gold - form biscuits around cheese cubes, drop in hot tomato soup.
- Rice Krispie bars - melt marshmallows and butter, add to individual Rice Krispies on mess kits.
- Beef Strogenauff
- Chicken and dumplings

Box Oven

- Brownies
- Cobblers
- Cakes
- Pizza (individual ones on english muffins)



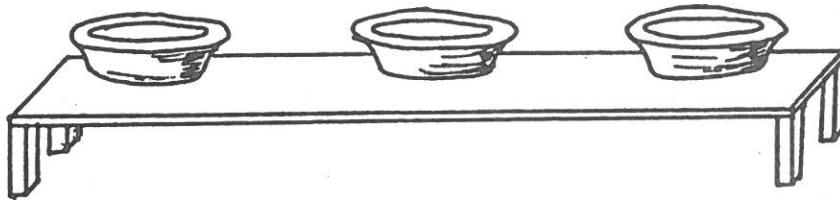
Skillet

- Mexican - tacos, burritos.
- Taco Salad
- Egg in a hole - cut out circle in bread, fill with egg. Fry.
- Pancakes (add chocolate chips, bananas, nuts, bran cereal)
- Egg McMuffin
- Garbage - scrambled eggs, onions, green peppers, tomatoes, cheese (American and/or cream), potatoes, picante. sauce. Can put in flour tortilla.
- Stir Fry

Foil/Ember

- Hobo dinners - ham, hamburger, chicken, green peppers, pineapple, green beans, potatoes (cut small), carrots, etc.
- French bread stuffed with browned hamburger, cheese and a vegetable.
- Banana boats - peel 1 strip of skin, cut grove, fill with chocolate chips, marshmallows, cover with peel and cook.
- Cake in an orange - cut off top, remove orange, fill with prepared gingerbread mix (fill 1/2 to 2/3 full). Wrap in foil.
- Baked apples - cut off tops, core (leave bottom). Add brown sugar, raisins, cinnamon. Put top on, wrap in foil. Cook.

DISHWASHING OUT-OF-DOORS



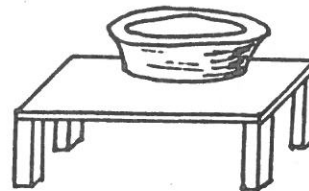
Prewash
cold water
no soap
(optional-
helps get fine
food particles
off)

Wash
hot water
soap

Rinse
warm water



Dunk Bag
put dishes and
silverware
inside



Sterilize
cold water
1 T chlorox
in 1 gallon
water



Hang
to dry

OUTDOOR ACTIVITIES

Collections:

If you do these, you need identification sources, books, or people who know.
Do not spread misinformation about nature.

ROCKS

LEAVES

MUSHROOMS- Do not eat, wash hands after touching

SHELLS

SEEDS AND NUTS AND CONES AND DRIED WEEDS

WILD FLOWERS- only if permissible and plentiful

FOSSILS

BUGS

OFFLY SHAPED STICKS AND TWIGS

TRASH

USE A CUB SCOUT'S VIEWPOINT!! WE'RE NOT TOO OLD TO SEE WITH EYES OF WONDER
AND DELIGHT IN THE SMALL SCENES OF NATURE...AS PART OF OUR DUTY TO GOD WE
LEARN ABOUT AND CARE FOR HIS CREATION.

KNOT GAMES

KNOT RELAY:

Decide on a knot to use for this game. Divide into teams of equal size and count off. Each team sits or stands in a circle with the number one player holding a piece of rope. At a given signal, the number one player runs around the circle and returns to his place. He then must tie the knot correctly (if the clove hitch was chosen, he also should have a short stick to tie the knot around). He passes the rope to the player on his left, who must untie the knot before starting around the circle. Each player takes a turn until the rope has come back to the number one player & he has untied the knot.

CAT'S TAIL:

Prepare 20 to 30 pieces of heavy string, each piece six inches in length. Hide all but 3 or 4 pieces of string. Divide the den into teams of equal size. Each team chooses a "cat", who is given one of the extra pieces of string. At a given signal, all players except the "cats" scatter to find the hidden strings. As a cub finds one, he takes it to his "cat" and ties it with a square knot to last piece of string the "cat" holds. The team that makes the longest tail of strings, wins.

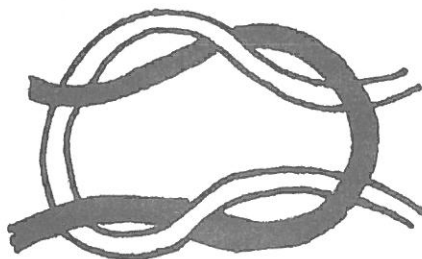
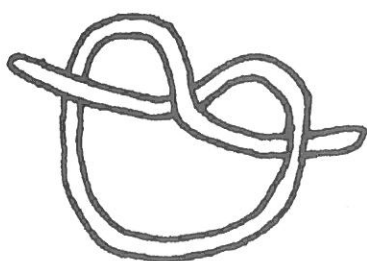
SCHOOL:

Mark off a starting line and a finish line, at least 20 feet apart. All players, with ropes, line up along the starting. The game leader calls out the name of a knot, and all players tie it. (Judges quickly check the knots). All players who tied the knot correctly take one step toward the finish line. Continue in the same way, calling out different knots. First player to reach the finish line wins.

TEST OF STRENGTH:

For this game, all players need practice ropes of the same thickness. Players sit in a circle holding their ropes. Each boy ties one end of the rope with a square knot to the boy on his left. When all knots are tied, lift the rope circle over your heads and down to the middle of your back. At a signal, lean back hard against the rope circle. (If any of the square knots isn't correctly made, you'll all fall over backwards!!) Try this game making the knots behind our back instead of in front of you or tie with your eyes shut.

BLINDFOLD TEST: See how fast you can tie a certain knot when you are blindfolded.



NATURE ACTIVITIES

1. Nature Sounds- For five minutes listen. Then make a list of what was heard.
2. Mobiles- Make with nature objects and hang by string from sticks.
3. Pebble & Twig creatures- Arrange and glue pebbles or twigs, (must be clean and dry) decorate with felt and paint. Glue on a piece of bark.
4. Cloud watching- Lie on back and use your imagination. Draw a picture in your mind.
5. Make or use an Old Hat- Decorate with materials from nature.
6. Adopt a Tree- Keep a record of everything that happens to it- what birds visit it, what insects- the direction of the wind blowing its leaves, etc.
7. Go on a nature scavenger hunt.
8. Simple Explorations-
 - Find things that are red, yellow, blue, green, etc.
 - Look for different kinds of stones.
 - Hunt for seeds & pods
 - Find things you never saw before
 - Explore a shovel full of dirt
 - Look for different tree shapes
 - Find a nature object that begins with each of your initials
9. Draw simple pictures & fill in with different seeds, pods, twigs, leaves, etc, from nature
10. Make puppets out of twigs, leaves, cloth paper bags or potatoes and have a puppet show.
11. Compose a new camp song, symbols or story
12. Draw original cartoons of camp life using cold charcoal from fires
13. Trail signs- Start teaching simple signs
14. Camping skills- Knots, knife safety, etc, then try a relay using the skills
15. Plan an evening program with a nature theme
16. Hikes:
 - Snoop- EXplore, be aware, notice oddities, be snoopy
 - Craft- Gather nature items for a craft project
 - Baby hike- Gather or list all babies seen, bird, fern, leaf, snail, etc.
 - Detective hike- Spot and list all evidence of man in nature(even litter, which can be picked up and put in the litter bag you have with you.)
 - String hike- Follow string and identify objects along the way.
 - Indian Hike- Hike quietly, single file, wear headbands, learn Indian dance, tell a nature related Indian story, always look and listen.

HIKE IDEAS

INCHER HIKE- Object: To collect as many objects as possible that are one inch, around, long, etc. Measure treasures on return and see who brought in the interesting things overlooked.

BABY HIKE- To be used in early spring to find the first signs(baby birds, buds, etc.) of spring.

HANSEL AND GRETEL HIKE- Object: To see how many wild plants you can find that are edible

PICTURE HIKE- Object: For use in the city to find the most interesting pictures in the block. This may be a tree, garden, public building, etc.

PENNY HIKE- Object: Decide direction such as - Heads east or west- Tails north or south and flip penny to determine direction. May be used with picture hike.

MONOGRAM HIKE- Each boy tries to find all the nature objects beginning with his initials along the way.

A.B.C. HIKE- The unit is divided into groups which attempt to find natural objects beginning with each letter of the alphabet. The group finding the most wins.

BIRD WALK- Group writes down the characteristics of each bird they see along the way to identify back at site.

TRACKING AND TRAILING- A variety of trail signs can be used by one group of boys to indicate a trail others can follow.

COMPASS HIKE- Trails laid and followed by means of a compass.

TREASURE HIKE- A trail laid with a treasure at the end.

RAINBOW - Object: To find and list as many colors in nature as possible. Good at anytime but especially after a rain. May be used as a contest.

HOBO HIKE- This may be planned and prepared well in advance. Each hiker is to bring a stick, bandanna and wear old clothes. On arriving at the starting point, each is labeled with some appropriate name, such as Willie the Bum, or Slowpoke Harry. A King and Queen are chose and they in turn select the official Dog Chaser, Door Rapper, and Chief Grub Begger. The group then starts in quest of its hand-outs from different spots in the areas, which have previously been left.

PROGRESSIVE SUPPER HIKE- A three stop hike with different food and recreation at each stop, probably ending at a campfire with songs, stunts, and a popcorn feast.

AN OUTDOOR FLAG CEREMONY

The important thing to remember in any Flag Ceremony is respect for the flag of our country.

Printed below is a sample Flag Ceremony. It is one of many found in Cub Scout and other publications. The boys may be able to suggest others they would like to use.

COLOR BEARER: Red sash is over right shoulder and tied with a square knot under left arm.

COLOR GUARD: Red sashes are tied around the waist on the left side. There are generally four color guards, but there may be two, six, or eight.

FORMATION: The camp proceeds in single file and forms a horseshoe around the flagpole. Color guard (bearer and guards) then advance to position in front of the flagpole and remains facing the pole during the entire event. After the ceremony the color guard retires first.

SILENCE: There is absolute silence from the time the camp moved forward until it returns to the starting point. The Color Guard is the "official guardian" of the flag for the entire period they are wearing the red sashes. They do not speak or sing.

CEREMONY: The ceremony takes place after the flag has been raised or before it has been lowered. The ceremony itself varies but often consists of the Pledge of Allegiance, patriotic poetry, and songs.

SALUTE: The Color Guard salutes at colors immediately after they have raised the flag and return to position. At retreat they salute the flag after taking their position and before lowering the flag.

RAISING OR LOWERING: At Colors and Retreat the Color Bearer steps forward first and the first two Color Guards follow, taking their positions on the right and left of the flagpole. They are responsible for seeing that the flag flies free and for catching the flag as it is lowered so that it does not touch the ground. At Colors one member may hold the flag as the Flag Bearer attaches it to the flag rope.

FOLDING: The flag is held by the Color Guard and folded lengthwise in half; then again lengthwise in half. The blue field is folded down underneath toward the outside and is nearest the flag pole. The last couple (those farthest away from the pole) begin folding the flag in a triangle. They fold until they can pass it on to the other members of the Color Guard to continue--or the flag is in a triangle.

PLACING: The Color Guard resumes its original position. One member of the first couple steps up in front of the Color Bearer, places the flag, point forward, in his outstretched hands and returns to his position.

RETURN: Each member of the Guard takes one step to the side and then turns to face the center. The Color Bearer does an about face and walks down the aisle. The first couple follows him then the second, and so on.

SUGGESTED WEBELOS CAMPOUT CHECKLIST

Our Webelos den is going on _____ at _____.
 We will meet at _____ at _____.
 We will return at _____ on _____.

Tents: Will be furnished____ Bring your own____
 Cooking equipment: Will be furnished____ Bring your own____

Each boy will share a tent with his Dad/adult partner.
 Those boys who will be sharing a "Dad" will occupy the same tent.

A full Webelos uniform should be worn to the campout.
 Sturdy shoes, suitable for hiking, will be useful.

During the campout we will be working on the requirements for the Forester____, Geologist____, Naturalist____, Outdoorsman____, _____, activity badge. The material in the Webelos Scout Book related to this badge should be read carefully and studied in advance. Bring your Webelos Scout Book to camp.

The following is a list of optional equipment which will be useful on the campout. Make a check mark in pencil by each item as you lay out your equipment to pack:

Blankets(2 or 3) or sleeping bag____
 Waterproof ground sheet, plastic____
 Sweater or jacket____
 Extra pair of shoes____
 Set of extra clothes____
 Extra socks____
 Toilet Kit: Soap in container____
 Wash cloth____
 Hand towel____
 Toothbrush/toothpaste____
 Comb____
 Kleenex____
 Toilet paper____
 Eating Kit:
 Plate____
 Knife____
 Fork____
 Spoon____
 Cup____
 Mess Kit____
 Flashlight____
 Sun tan lotion____
 Mosquito repellent____
 Chap stick____
 Webelos Scout Book____



SAMPLE CAMPOUT SCHEDULE

SATURDAY

8:30 a.m. Arrive at campsite
 8:30-9:15 Erect tents, Prepare bedding, check cooking areas and fuel supply.
 9:15 Raise flag, salute, Pledge
 9:20-10:30 Nature hike with a purpose, such as instruction in Forester, Geologist or naturalist badges.
 10:30-11:30 (Ideas) Fishing, Knot tying, Archery, First Aid
 11:30-12:15 Webelos/adult teams prepare for lunch
 12:15-12:45 Lunch
 12:45-1:15 Clean Up
 1:15-1:45 Free time
 1:45-3:00 Badge activities, or work on performance for campfire program
 3:00-4:00 Boating, games, crafts
 4:00-5:30 Free time (prepare cooking fires)
 5:30-6:00 Webelos/adult teams prepare dinner
 6:00-6:30 Dinner
 6:30-7:00 Clean up
 7:00-8:00 Free time/games
 8:00 Lower flag, salute
 8:15-9:15 Campfire program
 10:00p.m. Lights out camp quiet

SUNDAY

7:00a.m. Reville
 7:00-7:15 Clean up
 7:15 Raise flag, salute, Pledge
 7:20-7:45 Webelos/adult teams prepare breakfast
 7:45-8:15 Breakfast
 8:15-8:45 Clean up
 8:45-9:30 Break camp. Leave campsite in better condition than you found it!

