

1990

POW WOW

PONY EXPRESS

COUNCIL

1990

Wow wow

PONY EXPRESS

COUNCIL

OUR SPECIAL THANKS

FOR THEIR GENEROSITY AND AID IN PRINTING THIS POW WOW BOOK

WE THANK THE ROCKWELL INTERNATIONAL
OFF-HIGHWAY PRODUCTS AND DRIVELINE DIVISION
ATCHISON, KANSAS



Rockwell International

And especially
Mr. Kevin McDermid, Mrs. Paula Simon,
Mrs. Susan Gilliland and Mr. Gary Jacobson
Without their help we wouldn't have this book!

THANK YOU SAVANNAH SENIOR HIGH SCHOOL

WITHOUT THE USE OF YOUR GREAT SCHOOL FACILITY
THIS GREAT LEARNING EXPERIENCE
WOULDN'T HAVE HAPPENED!



Thank you Savannah Savages, The R III School Board,
and especially Mr. Richard Allen Principle
For you help and generosity.

Thank You Pack 47

The 'Pizza Pack'
For furnishing the staff lunch and dinner.
Charles Diez CC and Carl Smith CM

DEDICATION:
TO YOU,
THE VOLUNTEER CUB SCOUT LEADER,
WHOSE PATIENCE, PRESERVERANCE, ENTHUSIASM,
AND MANY, MANY HOURS OF UNSELFISH SERVICE TO CUBBING IS
PROVIDING EXAMPLE AND DIRECTION TO BOYS AT A
TIME IN THEIR LIVES WHEN IT IS
ESPECIALLY NEEDED.
SO...
FROM THEM,
THROUGH US,
TO YOU:
"THANKS"

Dear Cub Scouters:

Welcome to the 1990 Pony Express Council Cub Scout Leaders Pow Wow.

Your presence here today tells us of your dedication and loyalty to the Cub Scout Program and the youth we serve.

We hope the knowledge gained from your attendance will enable you to increase your effectiveness as leaders and enable you to improve your program which will in turn help our youth to grow in character, become better citizens and develop them physically and spiritually.

The quality of our program will determine how these young men grow and develop themselves to become leaders of nations and heads of great companies and industrial giants in the future.

Always remember, Our world needs Scouting and Scouting needs **YOU!**

Have fun in Cub Scouting, always "Do Your Best" and may God bless you for expending your time and sharing your wonderful talents with our boys. Just think, If you can help just one boy be a better citizen then you have made an enormous contribution to tomorrow's world!

Yours in Scouting,

1990 POW WOW Committee

PURPOSE OF CUB SCOUTING

Cub Scouting is a program for boys younger than Scout age (11). It is a year-round, home-centered program emphasizing involvement between boys and their parents, boys and their leaders, and boys and their friends. Since it's inception on February 8, 1930 the Cub Scout program to be the largest of the three BSA programs (The other two being Scouting and Exploring).

Cub Scouting is a program of the Boy Scouts of America for parents, leaders, and institutions to use with boys in the first thru fifth grades 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 respect other people.
- Fostering a sense of personal achievement by developing new interests and skills.
- Showing how to be helpful and do one's best.
- Providing fun and exciting new things to do.
- Preparing them to become Boy Scouts.

Remember, this is a program for boys!! Yes, boys... that's what it's all about. When we keep the boys foremost in our minds, the rest seems to fall into place.

Cub Scouting is not for boys.....It is with boys!!!

Recognition is not just for boys. Leaders and parents work hard to bring the boys a quality Cub Scouting program. It is just as important to thank the leaders and parents as it is to recognize the boys.

Any organization with a serious purpose must recognize the people helping to attain this purpose.

Adults play a very important role in the Cub Scout program. Weather the adult is a registered leader or one who volunteers to help, they should be recognized.

Often a leader or an adult in the pack performs some special service which calls for a special kind of 'Thank You.'

Remember to give leaders year pins for their # of years service to the program.

'Thank You's' can be serious or fun.

Fun 'Thank You's' can mean more than others. Make these out of a variety of scrap materials around the house.

Prizes and gifts can be purchased at the Scout Office or at various stores in the area. The Scout Office has a variety of certificates that can be purchased or you can make your own.

Community resources make good items for recognition. Restaurants, theaters, and other places of business will sometimes donate tickets, coupons, or other merchandise that can be used to 'thank' a leader or a parent.

The following is a list of ways to recognize leaders and adults who have worked and deserve recognition.

Helping Hand The person who is always around when needed should earn the helping hand award. Cut a hand from wood or take an inexpensive pair of plastic gloves and attach it to a dowel rod. Give the person a 'Big Hand' or a 'Helping Hand'.

Wet Sponge A good award for the new den leader so the leader can soak up all the ideas and energies of the many people with whom the leader will come in contact with.

Go Getter Award An inflated balloon full of hot air for 'Go Power for the Go Getter'.

Good Egg Award For someone who always helps or is especially good about helping on certain projects. Use a piece of white felt and cut a yoke from yellow felt. This award can be used by itself or attached to a certificate.

Old Fossil Award For the person who has been in scouting the longest. Could be a rock or an arrowhead.

Bounce Award A sheet of 'bounce' clothes softener for the Den Leaders will give them bounce to soften their hearts.

On the Ball Award For the person who always seems to have everything together. Glue a ball to a board and a figure on top. "The Person on the Ball.

Big Heart Award The person that never fails to help someone else when problems arise. Glue a felt heart on a piece of wood and put a message on that only that person will know and understand. A large heart could be cut out of wood and presented. A stuffed heart made with red material for the 'dedicated leader'.

Bright Ideas Award Spray a light bulb gold and attach to a plaque.

Banquet Award Use a large wooden spoon and paint blue and gold. Attach a ribbon and present to chairman. Another idea for the food chairman spray a small cup blue and gold or use silverware and attach to a plaque.

Golden Pear Award Attach a plastic fruit pear to a plaque and present to the couple 'pair' who has done so much for the pack.

Counted Cross Stitch Put your message in cross stitch. See counted cross stitch instruction manuals for patterns.

Frame a Group Picture Use a picture of the Den or Pack with a greeting card border and attach to a plaque.

BSA Supply Items There are many items available for purchase from BSA National Supply for use in recognizing leaders and youth. See your national Supply catalog.

Pat on the Back A small hand 'child's for a pattern' cut out of wood and attached to a string with "A Pat on the Back" printed on the front of the hand. When presenting hang from cord on recipients back.

Thanks a Whole Lot Cut a shoe sole from an old shoe, piece of leather, cardboard, or thin wood. Cut a hole in the bottom of the sole and print "Thanks a Whole Lot".

BSA 13 Hour Clock Make a clock face with '13' hours. Print "Official BSA" on the face and put a message on the back such as "For the person who is very busy and still finds an extra hour to get the job done".

Top Banana Attach a plastic banana to a plaque and give to a Cubmaster or a master of ceremonies.

Golden Penny Put pennys on a plaque. Present to the Pack Treasurer, Fund Raising Chairman.

Picnic Outing Award Attach a large plastic insect to a plaque and present to the picnic organizer.

Link to Scouting Award Attach a few small chain links to a plaque and present to Webelos Leader.

Life Saver Award Attach a pack of Life Savers to a plaque and present to someone who has saved the program or who has been helpful.

Toy Car Plaque For the Pinewood Derby Chairman or a transportation chairman.

Golden Knot Award For the Cubmaster of the person who has tied it all together.

We have worked very hard selecting what should be in this book and what should not. We have tried not to print something that was already printed in a BSA Book. We had to leave much out that we would like to include but we are limited to space.

In this book you will find changes to the format to reflect our likes and dislikes of other Pow Wow books we have acquired. First of all we did not include an index, not because we don't like one but because of space limitations.

Each subject has it's own chapter or section. We did this because we think you or someone in your Pack will use your book for years to come. By doing this versus Theme pages you can easily combine, for example, the ceremony pages from several different Pow Wow Books into one large Pack resource book on ceremonies. Then as you are trying to find that right ceremony you will save looking through all the other theme ideas, crafts and games to find ceremonies. Try making a Game book or a crafts only book we think you'll like it.

The last section of this book is called "Cub Grub". It was written by two super Scouter's from the Southwest. The Idea is for you to copy the pages and than using a long throat stapler, staple them in the center and fold the pages in half to make your own cook book that is small enough to take camping with you. Save your Pow Wow book pages as your masters to make more copies as your others get worn from use. We plan to carry this idea farther next year and make a song book or something else.

As Pow Wow Chairman I would like to especially thank the book committee for their many hours reading and writing, cutting and pasting, and for their moral support in general. Thank you Pat Cox, Gary & Mary Park, Cheryl Fulton, Mike & Sandi Crownover, Carl Smith, and Norman & Sheri Chipps.

Also a Special Thanks to all the staff members from Heart of America Council in Kansas City. Thank You Charlene and Ken Naylor, Ron Johnson, Chris Sardi, Diane Shick, Marge Showalter, Pat Cox, Jerry Allen, and JoAnn Lile for coming up to help us and sharing your great talents with us.

Thank You also to the people from Pony Express Council who are always there when we need you. Thanks Gary & Mary Park, Mike & Sandi Crownover, Norman & Sheri Chipps, Fred & Beverly Mercer, Jon & Lisa Ralston, Cheryl Fulton, Kathy Hughs, Scott Clark, Ted Culbertson, Rick Vinnech, Barb Brown, Carl Smith, Charles Diez, Darrel McGee, Jim Hower and last but not least the Council Professional Staff especially Council Executive Dick Newton and Pow Wow Advisor Tom Gregg.

And Thank You for being interested enough in your boys to spend your Saturday with us trying to enrich your program.

Tom Jaynes
1990 Pow Wow Chairman

WHAT IS A BOY?

A boy is what he does, he does what he can. What he is going to be, he is now becoming.

He is going to sit right where you are sitting.

And when you are gone, he will attend to those things you think are important.

You may adopt all the policies you please, but how they are carried out depends on him.

Even if you make treaties and leagues he will have to manage them.

He is going to sit at your desk in Congress and assume your place on the Supreme Court bench.

He will take over your churches, schools, universities and corporations.

He will assume control of your cities, states and nations.

All your books are going to be judged, praised and condemned by him.

All your work for him and the faith of the nations and humanities is in his hands.

SO IT MIGHT BE WELL TO PAY HIM SOME ATTENTION!!!

THINGS TO TEACH BOYS

A SENSE OF APPRECIATION. To be grateful, not just for the material things in life, but for life itself.

PLAIN OLD-FASHIONED CURIOSITY. The more curious a boy is, the more eager he will be to learn.

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

LIVE AND LET LIVE. You don't have to teach a boy tolerance. It's already there. Just try not to teach him intolerance.

LOVE OF COUNTRY. A person can be strongly patriotic and still want to see the world more united than it is today.

A SENSE OF HUMOR. The Bible says: "A merry heart doeth good like a medicine". Everyone needs a dose.

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

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

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

THE JOY OF BEING A VOLUNTEER

To help others tis really a pleasure,
Giving a feeling that's beyond all measure.
To know that you have in some small way
Made lighter someone's load today.
Tis a feeling of joy to treasure.

The volunteer is unselfish indeed,
Helping others in their need,
Making smaller someone's job by sharing the load,
Tis certainly the right way to travel life's road.
Living by this unselfish creed.

WHAT IS A DEN MOTHER?

A Den Mother is a great many things -
And she runs, laughs, yells and even sings!
She can tie a knot, saw a board, hammer a nail -
She comes up with games boys like, without fail.

In her attic or basement she has an endless supply
Of tuna cans, egg cartons, hangers, and Easter egg dye.
She has bleach bottles, juice cans, boards, paint, glue and such -
She is patient and kind - never hollars - well, not much!

But Cub Scouts, beware when it's your turn for a skit!
She wants one with meaning and also some wit.
So she worries and works and you rehearse loudly for weeks -
But when you're onstage, your voice merely squeaks!

A Den Mother is proud of all of her boys
(Even though her eardrums have burst from their noise).
She helps them earn the badges worn on each shirt -
She cheers for their triumphs and feels bad when they're hurt.

A Den Mother is something that money can't buy -
And if you have one, you're one lucky guy!
So here is to Den Mothers throughout the land -
Let's all jump right in there and give them a hand!

Heres a neat idea to help increase parent attendance at the monthly
Pack Meeting: HONOR DEN STREAMER



Cut from blue cloth. Letters may be cut from yellow cloth and sewed or glued on or painted with gold marking pens. Streamer could be given each month to the den with the best advancement record or the best parent attendance that month. For a similar award, see "Cubby" in the Cub Scout Leader How-to Book.

Resource: 1986-87 Cub Scout & Webelos Scout Program Helps,
CUB 4 OCT 86



Son...

I GIVE YOU MY SOLEMN PROMISE

THAT SINCE YOU ARE A PART OF ME, AND I OF YOU

WE WILL SPEND ONE DAY A MONTH

IN DOING THINGS YOU WANT TO DO

IT MAY BE CUB SCOUT PROJECTS WITH THE GANG

OR PROWLING THRU THE WOODS, OR

JUST ANYTHING YOU SAY . . .

SO, LET'S TOGETHER PLAN THIS DAY, AND GROW AS

FELLOWS SHOULD

BOY SCOUT INSURANCE COVERAGES

We have had inquiries recently regarding insurance coverage for Scouts as well as the chartered organization and volunteers.

The Boy Scouts of America carries legal liability insurance (required as a result of a lawsuit arising out of negligence of duty) in the amount of \$1,000,000 per occurrence for bodily injury and property damage, plus \$15,000,000 limits of Umbrella Liability Insurance. This insurance does not take the place of any volunteer's personal liability insurance under a homeowner's or automobile liability insurance policy, nor does it provide medical payments for injuries.

Volunteers using their personal automobile should carry a minimum of \$50,000/\$100,000/\$50,000 Automobile Liability on their own automobile. Buses and vans are required to carry \$100,000/\$300,000/\$100,000. The council's liability insurance covers the volunteer or chartered organization for any claims EXCEEDING THEIR PERSONAL COVERAGE.

A tour permit is required if the group is going on an outing outside the immediate area. This protects both the adult volunteers and the council. A National Tour Permit is required for trips of 500 miles or more.

The local council carries a small accident and sickness insurance plan on the Scouts only. However, a family is responsible for their child at all times regardless of whether he is at school, at church, at a Scouting activity, or any other function. Council insurance is merely a SUPPLEMENT to the family's personal insurance.

The council's accident and sickness policy pays the first \$125 of a claim and then the family's insurance must pay. If the family's insurance does not pay all the remaining balance, then the council insurance will pay the balance up to \$5,000. Anything over \$5,000 is the responsibility of the family just as in any other accident their child might be involved in.

The \$20 annual fee that a unit pays when rechartering covers liability insurance only. The BSA receives \$2.3 million in liability fees from units which go toward the \$17 million that is needed.

If you have any questions please feel free to call Peggy Bloss at the Council Office.

DEN AND PACK PIZAZZ

Here are some activities that can add fun and zest to den and pack meetings:

CEREMONIES (See *Staging Den and Pack Ceremonies*, No. 3212; *Cub Scout/Webelos Scout Program Helps*, No. 7259; and *Your Flag*, No. 3188.)

Ceremonies are used to:

- Open and close meetings
- Recognize advancement
- Induct new families
- Thank leaders and families
- Graduate boys from Cub Scouting

Ceremonies should:

- Be dignified
- Symbolize the Cub Scout ideals
- Fit the monthly theme
- Contain color and action
- Be staged so all can see and hear

SONGS (See *Cub Scout Songbook*, No. 3222; *Den Chief Handbook*, No. 3211; and *Cub Scout/Webelos Scout Program Helps*, No. 7259.)

- Most people like to sing and Cub Scouts are no exception.
- Singing builds den and pack spirit and enthusiasm.
- Singing gives boys a chance to let off steam.
- Boys and adults will be more likely to sing if the song is simple and fun.
- Boys like action songs that require them to do something while they sing.
- A good song leader doesn't need to be a good singer. Tapes and records help in teaching songs.

CRAFTS (See *Cub Scout Leader How-To Book*, No. 3831; *Cub Scout/Webelos Scout Program Helps*, No. 7259; *Cub Scout Fun Book*, No. 3213; and the Wolf, Bear, and Webelos handbooks.)

Crafts help boys:

- Have a variety of experiences
- Learn to follow directions
- Learn to work with their hands
- Learn how to use and care for tools

Craft projects should:

- Have boy appeal
- Be the boys' work, not the leader's
- Be useful
- Be challenging, yet within the boys' abilities

GAMES (See *Cub Scout Leader How-To Book*, No. 3831; *Den Chief Handbook*, No. 3211; *Cub Scout/Webelos Scout Program Helps*, No. 7259.)

- Games are an important part of Cub Scouting.
- Boys like games because they are fun.
- Games teach teamwork, good sportsmanship, and getting along with others.
- Games help develop physical coordination and mental alertness.
- Active games release pent-up energy; quiet games stimulate mental alertness.
- The den chief can be a great help in leading games.

ACTIVITY BADGE PROJECTS (See *Webelos Scout Book*, No. 3225; *Webelos Den Activities*, No. 3853; *Boys' Life* magazine; and *Cub Scout/Webelos Scout Program Helps*, No. 7259.)

- Activity badge projects are a key to an interesting Webelos den program.
- They teach a boy new skills.
- They may create an interest that will lead to a hobby or vocation.
- Activity badge counselors help the Webelos den leader teach badge requirements.
- Webelos dens should prepare exhibits or demonstrations of activity badges for pack meetings.

SKITS AND PUPPETS (See *Cub Scout Leader How-To Book*, No. 3831, and *Cub Scout/Webelos Scout Program Helps*, No. 7259.)

- Skits give Cub Scouts a chance to perform and to use their imaginations.
- Use simple costumes and scenery, if desired.
- Pantomime skits are good for Cub Scouts. Boys act out their roles while someone reads the narration.
- Puppets help boys develop coordination and voice control.
- Skits and puppets help a boy act out the make-believe part of his character.

STUNTS, TRICKS, AND PUZZLES (See *Cub Scout Leader How-To Book*, No. 3831; *Group Meeting Sparklers*, No. 3122; *Den Chief Handbook*, No. 3211; *Cub Scout Magic*, No. 3219; and *Cub Scout/Webelos Scout Program Helps*, No. 7259.)

- Stunts are fun and Cub Scouts enjoy learning new ones.
- The den chief can be helpful in teaching stunts and tricks.

- Audience participation stunts and applause stunts are fun for everyone at pack meeting.
- Almost everyone enjoys a good trick or puzzle, especially boys.
- Tricks and puzzles can be used to occupy boys in an interesting and challenging way before den and pack meetings.

STORYTELLING (See *Cub Scout Leader Book*, No. 3220A; *Cub Scout Leader How-To Book*, No. 3831; *Boys' Life* magazine; and *Cub Scout/Webelos Scout Program Helps*, No. 7259.)

- Storytelling is a good way for the den leader to introduce the theme for the next month.
- Boys enjoy hearing and telling stories.
- Stories can change the pace of a meeting from noisy to quiet or put a finishing touch on a campfire.
- Stories should be positive, adventurous, or inspiring. Avoid violence, tragedy, and ghosts.

BOYS

Program Helps, Sep. 1967

Boys are people not yet grown,
Who sometimes seem to live alone
For mischief, ball games, fights and fun,
And running in the summer sun.

They stand on flowers, climb on trees,
And wear out holes in trouser knees,
The bat base balls through window panes,
They wont wear galoshes when it rains.

They hate to work; they love to play;
They want to run the streets all day.
They want to eat till dinner call,
And then they will not eat at all.

They're always out; they love to roam;
They gather junk and bring it home.
They make an awful lot of noise.
God Bless all happy little boys!
Anonymous

A SALUTE TO PACK LEADERSHIP



The Blue and Gold Banquet is an excellent time for giving a salute to the leaders for their service to the pack for the year. A token of thanks will be appreciated and will act as a new burst of energy for the events yet to come!

Remember the old stand-by admonition - the key slogan of the program - K.I.S.M.I.F. - "Keep it simple, make it fun!"

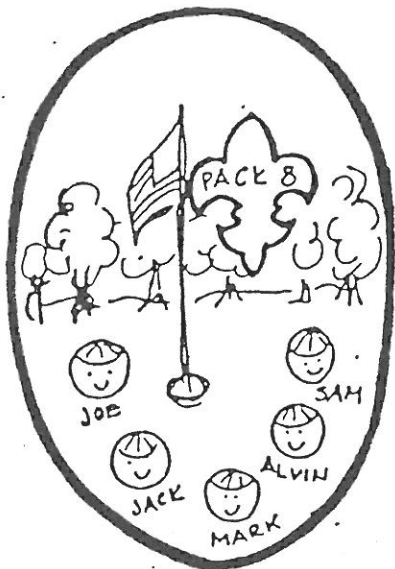
How about a hand-shaped award (for a pat on the back)....

Cut out a hand-shaped piece from leather or other appropriate material. Add pack number, date, and an appropriate saying. Punch a hole and string on a strip of leather or other craft strip. Make the loop long enough to go over the head.

Or - how about cutting out the shape of a sailboat for "smooth sailing" through the year.

Or - a bear shaped cut-out, with "It was you who make the year "bearable"

You take it from here -- lots of good ideas out there!



CUB SCOUT THANKS PLAQUE

Materials: Wooden plaques. Thin wood or paneling scraps, Jigsaw. Stain. Acrylic paints. Glue, permanent pen marker. Langer.

Stain the border and paint the front of the plaque light blue. Paint on camp site and flag.

Cut out insignia and Cub Scout "heads". (Using a nickle for a pattern.) Draw a semi-circle for cap. Paint heads and insignia. Glue in place on the plaque. Add the Cub Scout's names on the heads and the leaders' name on the insignia. Add date and present with words of praise and thanks!!

COMMUNITY RESOURCES

PLACES TO GO:

Historic sites, nature centers and zoo, museums, sports stadiums. Include information about fees and discounts, if any, for youth groups.

PLAY AREAS:

Parks and other facilities where pack picnics, field days, etc. may be held. Also list swimming pools and waterfronts.

CRAFT SUPPLIES:

Lumberyards, leather dealers, vinyl and tile dealers, and other businesses which offer scrap materials free or at a small cost.

PUBLIC AGENCIES AND BUSINESSES:

Police and fire departments, ambulance corps and rescue squads, computer installations, and businesses that offer guided tours or will send someone to a pack meeting for a presentation.

RECRUITING EXPERTS FOR CAREER FAIR

Moderate a discussion of how to find professional people and tradesmen for a pack career fair. Point out that a variety of careers is likely to be represented among a pack's parents. Now is the time to use the Parent and Family Talent Survey Sheet (show sample).

The county medical association or bar association may have a speaker's bureau. It may also be worthwhile to check the Exploring Division of Council to find experts in various career fields who might be invited to a career fair.

(The November theme for Cub Scouts is: What Will I Be?)

OTHER ACTIVITIES THAT CAN BE DONE:

1. Providing a Good Turn to your Chartered Organization
2. Start up a Toy Collection
3. World Friendship Fund (Cub Scout Program Helps 1986-87, CUB 1 DEC 86)
4. Recruiting Tiger Cubs
5. Recruiting Cub Scouts - School Night usually in September
6. Sustaining Membership Enrollment (SME) starts in February each year
7. Popcorn participation-excellent fund-raiser for pack funds
8. Pinewood Derby -
9. Space Derby -
10. Regatta Derby
11. Halloween costume/mask contest
12. Blue and Gold dinner
13. Cub Scout Sports program
14. Arrow of Light ceremony
15. Tiger Cub graduation to pack
16. Cub Scout graduation to next rank
17. Webelos graduation to Boy Scouts
18. Bobcat induction
19. Parent induction into pack
20. Kite derby
21. Pack picnic
22. Family camping
23. Ice Cream social
24. Anniversary week-booth in your district celebrating Scouting
25. Memorial Day Good Turn
(O.C.S.) Cemetary
26. Cub-O-Ree
27. Cub Scout Day Camp

GAMES

A successful den needs games, stunts, and tricks with regular routine meeting as well as a leader who is able to lead them effectively adapt them to your group of boys.

Give directions clearly. Explain games with enthusiasm. Create the spirit of cooperation.

Be alert to capitalize on unexpected happenings; laugh with your boys; don't show annoyance.

Vary your time. Mix quiet and active games. Change the event when it seems to be going best. To leave the boys wanting is better than them with too much.

You'll find many books available from Scout Council offices and public libraries, don't let any resources go wasted.

CHOOSING WHO IS TO BE "IT"

1. Throw stones, acorns, bottle caps, etc. to a line. The nearest one is "it".
2. Chalk initials on a bike wheel. Spin it. Nearest to front end of fender is first. Continue spinning till all initials are used.
3. Players slide a bottle cap from one end of the table to other. The one who lands nearest the other end without going over is first.
4. Choose a domino or paper numbers or scrabble tile. Highest goes first.
5. Spin a bottle.
6. Let each choose a coin from your change. The oldest coin wins.

Remember...the success of your game period depends in great part on your leadership. When someone says: "Games?" "They're for the birds." "Kids Stuff." "I don't wanna play."---What he's really saying is "I don't know how"---or "I'm scared to try, because I might not be any good." Your skill as leaders can challenge and persuade the shy Cub Scout and channel

the energy of the 'show-off' making den and pack games fun for all...

THE WHYS

1. Games teach Cub Scout to:
 - a. follow rules.
 - b. await his turn
 - c. to respect the rights of others and share.
 - d. to play fair.
2. Feeling of accomplishment to everyone when a game is played well and enjoyed.
3. The purpose of play is to give character training.
4. Three things to be considered in selecting games:
 - a. Physical-consider ability of the group; it must satisfy the strongest and yet not ever tax the weakest. Try to stimulate growth and development of every muscle. Running and chasing games are excellent. Warning: do not try long endurance games.
 - b. Mental-develop quick thinking, alertness, and some strategy.
 - c. Educational-learn new skills, use what he has learned.

PREPARING TO LEAD GAMES

1. Know your games thoroughly-what to do and how.
2. Start with your best game--easy to explain and enjoyable.
3. Play games that all can play--vary them.
4. Consider space required-set boundaries and have all equipment ready in advance.

EXPLAINING THE GAME

1. Stand where you can be seen and heard by all.
2. Show enthusiam.
3. Instructions should be clear and brief.

4. Understand the game.
5. Teach it by steps--walk through it and demonstrate.
6. Allow questions for clarification.
7. Start with a simple game--work towards hard ones--don't wear a game out.
8. If you need assistance--judges, referees, use them.
9. Let the boys enjoy the game with noise and shouting, but keep control.
10. Instill sportsmanship and fair play by observing all rules.

GAME BOOKS FOR REFERENCE

Games for Cub Scouts
Den Chief's Handbook
Cubmaster's Packbook
Den Leader's Book
Bear Book

Group Meeting Sparklers
Program Helps
Cub Scout Activities
Webelos Den Leader's Book

* * * * *

GATHERING TIME

SCRAMBLED TREES

Unscramble the letters and write the names of the trees that are listed in the box at the right.

1. KOA _____
2. HAS _____
3. EPNI _____
4. HICRB _____
5. ALPEP _____
6. REDCA _____
7. PAMEL _____
8. PAHEC _____
9. ANESP _____
10. ECBEH _____
11. WLWLOI _____
12. DODOWER _____
13. TANLUW _____

apple	maple
ash	oak
aspen	peach
beech	pine
birch	redwood
cedar	walnut
willow	

GAMES When someone says: "Games? They're for the birds!" "Kids'uff!" "They're for girls!" "I don't wanna play!" what he's really saying is: "I don't know how". "I'm scared to try because I might not be any good" or "Someone might laugh at me." That's the moment of truth; that's what separates the men from the boys; that's when leadership shows. As a leader you need to look for the underlying reasons why boys act the way they do, and then try to figure out ways to help them overcome weak traits and develop strong ones.

SPARROW FIGHT

Establish a six-foot circle. Standing in the circle, each contestant bends forward and grasps his ankles with his hands. The object is to upset the opponent or shoulder him from the circle. This builds strength and resourcefulness.

DUCK, DUCK, GOOSE

Players form a circle. "It" walks around the outside of the circle. He pats the head of any player as he says DUCK. That player must duck and say QUACK! If "it" pats the head of a player and says GOOSE, that player must turn fast and try to catch "it" as he races around the circle to try to get back to the empty place. All the other players yell "QUACK, QUACK, QUACK!" "QUACK, QUACK, QUACK!" If the goose catches "it", they change places or just select another "it" so as to give everyone a chance. This develops alertness.

STORK WRESTLING

Two Cub Scouts face each other, grasp their right hands, and each, standing on one foot, holds his left ankle with his left hand and tries to pull or push his opponent off balance or cause him to let go of his ankle. This develops balance.

EAT THE FISH'S TAIL (OUTDOOR GAME)

Cub Scouts line up in single file, holding each other around the waist. The first boy is the fish's head; the last boy, the tail. When all are ready the leader says, "Go." The head tries to catch the tail. The tail tries to avoid being caught. The boys must keep on holding to each other. The longer the fish, the more fun.

JUST FOR FUN

Try this test for a couple of minutes of chaos. Give the denner a card which reads:

Line up the den as follows:

- *All eight-year-old boys stand on one leg.
- *Youngest boy close one eye.
- *Line up in order of height, shortest boy on left.
- *Tallest boy get on chair.
- *All nine-year-olds sit down.
- *Third from the left salute when you are all ready.

Log Cabin on a Pop Bottle

Divide the den into two groups. Give each boy 10 toothpicks. The object is for each player to alternately place a toothpick across the top of a pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first side to get rid of all their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick.

River Jumpers

You have often told your boys, "Don't get your feet wet." In this River game you will find out just how far your boys can jump without getting their feet wet. If the boys play this game where the ground is soft, you can draw two parallel lines about two feet apart to form the river. If it is played on the grass, use two pieces of string to make the river. All the players stand on one side of the river and try to jump across it without touching any part of their feet inside the lines. The river is then widened to about 2 1/2 feet by moving one of the lines, and the players jump back across it. They jump back and forth across the river, each time the river must be widened by about 6 inches for each jump. The play continues with the players who get their feet wet dropping out. The last player is proclaimed the Champion River Jumper and wins the game.

Bear Stalking

Two players are blindfolded and placed at either end of a long table. At the signal to go they begin to move around the table. The stalker tries to catch the bear. Each player must stay within touching distance of the table. Absolute silence on the part of the audience and stalker is essential.

Discovering America

Place the Cub Scouts in a circle with a leader in the center. He should point to one of the players and ask a question about America - it's history or cities or rivers, such as, "Who discovered America?" Then he begins counting to 10 while looking at the boy to whom he points. But that boy is not the one who should answer. The third boy to his left should answer. If the boy answers correctly, he takes over as leader. If he doesn't answer in time or if the wrong boy answers, either is out of the game.

SPACE PILOT RELAY (Flying Saucers)

Make the saucer for each den by stapling together two paper plates. Each den is also given a target made from a cardboard carton with a hole about 3 feet in diameter. The den lines up in single file about 15 feet from the target. Each Cub Scout, in turn, sails the saucer through the target. If he misses, he must retrieve the saucer and run back to the blast-off line before firing again. First den through is the winner.

METEOR SHOWER

Outside: Stretch a string, rope, or net between two poles. Divide Scouts into two groups. Each group occupies the area on one side of the net. Each group is given half of the balls. (Soccer, volleyball, tennis, nerf, football or any other balls may be used. At least 3 or 4 per side should be used.) On the signal to start, the balls are thrown over the net. The object is to keep all of the balls (meteors) on the opponent's side and to get rid of all the balls on your own side as quickly as possible. The leader will signal stop, making sure that any balls thrown after the signal are returned to the throwers' side. Count the balls to determine winner.

Inside: Use balloons, balls of yarn, or nerf balls.

MARTIAN INVASION

Have a pair of stilts for each team. Place finish line approximately 15' from starting line. Have relay race with each player walking on stilts to the finish line and back. First team through is winner.

ASTRONAUT TRAINING

This is a good physical fitness relay. Two beanbags, two jump-ropes and two rubber balls are needed. Divide the players into two teams. They stand behind starting line. At a turning line 15 feet away are a jump rope, bean bag and ball. On signal, first player runs to turning line, takes jump rope, jumps 10 times, tosses bean bag in air 10 times, and bounces ball on floor 10 times. He then runs back to his team, touches next player who repeats the action. First team to finish is the winner.

SPACE FLIGHT

Paint a large box bright yellow or silver. Put holes in each side of the box. Hang the box so it is suspended about 1 foot above the Scouts heads. Let each Scout make a paper airplane and take turns throwing them into the box.

LAND ROVER RELAY

Two boys on same team lock arms with backs touching. They run sideways to the finish line and back. They cannot pick up partners. Next pair on team goes and so on. First team to finish is winner.

AFTER YOU

Divide the den into pairs. Each pair sits with a small table or lapboard between them. Give each pair two spoons joined together with a length of string so that spoons are only six inches apart. Place a large slice of cake or dish of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishing their dishes first wins.

TIRE GAMES

TIRE SPRINT: Racers line up with forward edge of tire at the starting line. On signal they push tire forward and continue to push it across finish line. If necessary, establish lanes.

ROLL FOR DISTANCE: Each player rolls his tire separately and is entitled to run to gain speed and momentum but must then stop at the stopping line while the tire rolls forward by itself.

ROLL FOR ACCURACY: Same as above, except tire is rolled at a target of two sticks set 3-4 feet apart and approximately 20 feet away.

MOVING TARGET: Players take two turns rolling tire parallel to other players 15-20 feet away who try to throw balls, beanbags or broomsticks through the tire as it rolls by.

TIRE WRESTLING: Place two tires on the ground so they touch each other. One contestant stands in each tire. At the signal, they wrestle to throw or push their opponent out of his tire. The winner is the first to cause the other to fall or step out of his tire, provided he himself remains on his feet in his tire.

TIRE BOWLING: Bowl, using discarded tires in place of balls, with milk cartons or tin cans for bowling pins. Arrange "alley" on the ground with the bowling line 20-30 feet from the "pins". Each bowler rolls two tires. Score as in bowling.

TIRE ROLLING RELAY: Form teams and give the first player of each team a tire. Place a stake or chair opposite each team on the turning line. At the signal the first player rolls his tire to the turning line, rolls it around the stake and back to the next player in line.

THROUGH THE TIRE RELAY: Establish a rolling line in front of the lines of dens. The first player of each team goes up to the rolling line with a tire. At the signal he rolls his tire forward toward his team by giving it one shove. The players in turn then straddle-jump the tire. If the roller did not steer the tire exactly straight, the line must shift in order to be in line with their tire. If a player knocks the tire down in attempting to jump it, or if it falls over before he can jump it, he must recover the tire and give it to the player in front of him who rolls it for him and the rest of the team. The original roller then takes the place at the front of the line. When the last man has jumped the tire, he rolls it to the starting line, and the action is repeated until the original roller has rolled the tire back to the starting line.

SHOWMAN

Fashion Show - This can be quite hilarious if performed for others to watch. Divide group into teams of about 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

MIXER NATURE GAME

Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Cub Scout as he comes to the den meeting. Each boy must guess who he is by asking questions which can be answered with a 'yes' or 'no'. Card is then pinned to his front.

NATURE SOUNDS

The group is seated in a quiet place in the woods or park. Each boy listens intently for two or three minutes, listing all the nature sounds heard during that time. It may be a bird call, a rustling of leaves, a cow, horse, dog, tapping of a woodpecker, etc. After time is up each tells what he heard.

SCAVENGER HUNT

Give each group or individual a list of objects to find and collect in the fields and woods about them. At the end of the hunt, the leader should be prepared to relate a few interesting facts about a few. The team that finds the most items on their list wins.

PASS AND TOUCH

Form a circle with hands in back. Pass a series of nature objects (leaf, stone, twig, thorn, cone, feather, etc.) from hand to hand around the circle. Have each boy identify the object by feel. After several items have been passed, see who can repeat (or write) the most items correctly.

NATURE QUIZ

What am I? Answer the following questions about an animal, bird, reptile, insect, or plant:

I can't shake my hips, but I can wiggle. _ _ _ _ _

I'm a needle that can't sew. _ _ _ _ _

I can walk, but it is easier to fly. _ _ _ _ _

I'm the insect that your uncle likes best. _ _ _

How many of these can you answer correctly? (Only one is correct)

In a hive, the worker bees are called: Drones__ Workers__ Queen__

Watering soil to make it fertile is: Rotation__ Selection__ Irri-

A whale is a: Fish__ Amphibian__ Mammal__ gation__

BIRDS FLY

All players stand with hands on hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the boys make flapping motions with their "wings". If a boy makes an error - He is out.

NATURE MEMORY

Teams study for two minutes a display of twenty nature specimens (leaves, flowers, shells, insects, etc.) trying to memorize them. They then set out to duplicate the exhibit. A team scores five points for each item collected, loses 5 points for each thing collected that was not in the original exhibit. A variation which can be played indoors is to have the teams write down on a piece of paper the names of the items they remember seeing in the exhibit. Allow 2 minutes.

SEED EATERS

Give each boy a sheet of paper and pencil. Allow five minutes for them to write down the names of as many seeds as they can think of which are eaten by man, raw or cooked. As a prize, give a bag of seeds - peanuts. Here are some possible answers:

Corn on the cob	Rice	Mustard	Caraway
Nuts (name)	Peas	Pepper	Cereal (different kinds)
Beans (name)	Vanilla	Sesame	Popcorn
Grain (name)	Coconut	Sunflower	Berries (name)

SEED PLANTING RELAY

Each boy in turn follows a line drawn on the floor by placing the heel or one foot against the toe of the other. About every 3 feet, he must stop and place a seed into a small-mouthed bottle set about 18" on either side of the line. He then runs back and touches the next boy in line.

GAME

FEATHERWEIGHT HORSESHOES

Make horseshoes out of plastic foam trays. Use sticks for stakes, 6" long, pound into the ground, leaving about 9 feet between the two sticks. Stand behind one of the stakes and toss the four horseshoes at the other stake, trying to hook the horseshoes around the stakes. Score 10 points for a ringer, 5 points for a horseshoe that leans on the stake and 1 point for the horseshoe closest to the stake.

SECRET SHOES

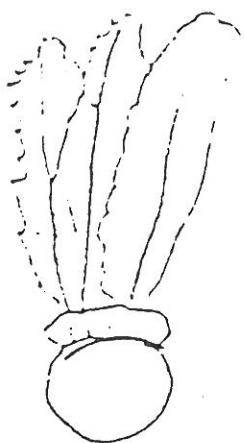
Divide the den into teams. At one end of the room, have an old sheet or other large cover. Ask all Cub Scouts to remove their shoes and put them under the cover. Scramble the shoes. The teams line up relay fashion across the room from the shoes. On signal, the first boy in each line runs to the cover and without looking under it, he must grope for his shoes. When he finds the right pair, he puts them on and races back to his line. The next boy repeats the action, and so on until all have raced. First team back at the finish wearing their own shoes wins.

BUBBLES, BUBBLES, BUBBLES

MATERIALS: Thin wire; scissors or wire cutter; small narrow glass (plastic); liquid detergent; ruler

Cut a piece of wire about 6-inches long. Curve the top of the wire to make a small loop (about 2-inches across). Twist the end of the looped wire around the handle securely. Pour liquid detergent into a small glass about three inches deep. Dip the loop into the detergent and pull it out slowly. Gently blow through the center of the loop to make bubbles. For a stronger bubble solution, add some glycerine (from the pharmacy) or leave the detergent in the refrigerator overnight.

POPUT



MATERIALS: old sock; cardboard; rags or waste material. three feathers (7-8 inches long); needle and thread; heavy string; tape

Stuff small amount of cloth in toe of old sock. Punch 3 holes in the cardboard disc and insert the feathers. Bend quills over and tape down. Pad the rest of the sock with waste and tie firmly. (Waste may be paper, rags, sawdust, etc.) To play the game, you must keep the bird in the air. Hit it over a center line. Each time it hits the ground, you lose a point. Hands are the rackets.

FUN WITH WINGED SEEDS

The winged seeds of the maple tree can be used to make fascinating toys. For a small, high-climbing helicopter, join two seeds, propeller-like, and glue in place on a flat-ended, thin dowel or sucker stick. A quick twist between the palms sends it aloft. The fragility of the seed wings can be offset to some extent by coating both sides with glue or model airplane cement. To make 3 or 4-blade propellers, split the seed pods, lengthwise; insert a drop of glue in each and fit the flattened pods together. Light-cardboard discs, cut with a paper punch, afford long-wearing hubs. Use a good sized pin to make a hole for the axle. Use a smaller pin for the axle. Use sequins for washers.

OUTDOOR NATURE HUNT

Make up a list such as one below. Boys can hunt in pairs in your back yard or park. See which pair can find most in limited time:

Something alive that flies
A worm
Five maple leaves
A piece of string

A cup of wet sand
A cup of pink water
Three rocks at least 2" diameter
A dandelion

INDIAN HOP

Each Indian takes his position a yard or so in front of a row of ten sticks placed within easy hopping distance of each other. If enough sticks are not at hand, spools, clothespins or blocks may be used instead. Contestants hop on one foot down the row of sticks. They may change feet but may not touch any of the sticks in hopping over them. When the last stick has been hopped over, the player picks it up and hops back over the remaining sticks to the starting point. Dropping the stick, he again hops over the sticks, each time picking up the stick furthest from the starting point and bringing it home. The first player to get all the sticks home wins.

GUESS WHAT?

Take cards or slips of paper and on each, with a marking pen print a letter of the alphabet. On the back print a question or statement whose answer begins with the letter printed on the other side of the card. Hold up the card so the audience can see the letter, then ask the question.

- A. Give the name of an important Cub Scout Leader. (AKELA)
- B. Something Cubs want to be when they are old enough. (BOY SCOUT)
- C. Name of the leader of the pack. (CUBMASTER)
- D. An elected officer of the Den. (DENNER)
- E. A Cub Scout elective. (ELECTRICITY)
- F. Something every Cub Scout should respect. (FLAG)
- G. We all want to belong to the right one of these. (GANG)
- H. Something all Cub Scouts like to do. (HIKE)
- I. We use this to write with. (INK)
- J. We like to see how far or how high we can do this. (JUMP)
- K. We do this to a football. (KICK)
- L. Something we do when we're happy. (LAUGH)
- M. What we can make with a guitar or by singing. (MUSIC)
- N. These can be saved for raising money for the pack. (NEWSPAPER)
- O. At these Cub Scouts events we compete in athletics. (OLYMPICS)
- P. These are fun to make and use in skits. (PUPPETS)
- Q. What everyone is when the Cub Scout sign is given. (QUIET)
- R. Something we do at the Olympics. (RUN, RACE)
- S. We like to do this at den and pack meetings. (SING)
- T. We don't do this when the Cub sign is given. (TALK)
- U. What we wear to show that we are Cub Scouts. (UNIFORM)
- V. What we take during the summer. (VACATION)
- W. What a 10-year-old Cub Scout is called. (WEBELOS)
- X. A musical instrument. (XYLOPHONE)
- Y. A noise Cub Scouts like to make. (YELL)
- Z. A place where a lot of animals live. (ZOO)

JUMP THE ROPE

Everyone stands in a circle except IT who stands in the middle of the circle. "IT" swings a long rope in a circle, keeping the rope ankle-high. Everyone in the circle jumps as the rope comes near him. When the rope hits someone, that person becomes "IT".

CUP AND BOTTLE RELAY

This is a very exciting and very "WET" relay, so it would be played outdoors. Form two relay teams with a bucket of water and a cup at the head of each line. At the foot of each line, place a bottle. At starting signal, the player nearest the bucket dips out a cup of water and passes it down the line. The last player in line pours it into the bottle, runs to the head of the line, and so on until the bottle is filled.

BALLOON-BATTING RELAY

Have an inflated balloon for each of two teams. Arrange the teams in parallel lines with the players on both teams spaced about 15 ft apart. On signal, the first Cub Scout in each line bats the balloon with either hand toward his next teammate, who bats it on to the next, until the balloon reaches the finish line. If the balloon touches the ground, it must be brought back to the starting line, and the team must start over.

RIDDLES

Riddles have been popular since kings and court jesters. Here are a few that you can use for some time to come. Keep these handy and ask them of your boys occasionally.

Why is your nose not 12 inches long?
--Because it's not a foot.

What's the best way to raise strawberries?
--With a spoon.

Why is a quarrel like a bargain?
--It takes two to make it.

What do liars do after death?
--Lie still.

What goes up and never comes down?
--Your age.

What has 18 legs and catches flies?
--A baseball team.

How many does daddy, mother and baby make?
--Two and one to carry.

What's the safest way to double your money?
Fold it in half.

GAMES

STRADDLE GOAL

The group forms a circle and stands with their legs far apart. One player is chosen to start the game and is given the ball. This player tries to make a goal by rolling the ball between the outstretched legs of those in the circle. Those in the circle try to keep the ball from going between their legs by using their hands. They must NOT bring their legs together. Unless a ball is coming toward a player, he should keep his hands on his hips. When the player in the center scores a goal, the person on whom he scored takes the place in the center. He continues to roll the ball until he scores a goal.

BUDDIES

Divide into 2 teams. Line up at a given starting line. A finish line is designated. When a signal is given, the first boy on each team joins hands with the second boy and they run to the finish line. The first remains there but the second returns to the starting line, joins hands with the third and they run to the finish line. The second boy stays and the third returns to the starting line, gets the fourth and so on. This continues until all have reached the finish line. The team that has all on the finish line first wins.

CASTING RELAY FOR DADS

Line teams of dads up for a relay race. Each one in turns casts a plug at a target and as soon as he scores a hit, he gives the rod to the dad behind him and goes to the rear position on his team. The first team back in its original order wins.

MOTHER/SON CLOTHSPIN RACE

Assisted by her Cub Scout son, who runs to get the clothespins, the mothers pin one or more paper napkins on a line.

ONE-LEGGED RACE

The first player on each team is given a colored band. At a signal, this player carries the band to a mark about 45 feet directly in front of him. When he reaches the mark he ties both his ankles with the band and returns by hopping to the starting line. The winner is the team finishing first, all players having run in relay formation.

CATCH YOUR TAIL

Players are divided into two equal teams. Members of each team grasp each other around the waist. The last player of each team has a handkerchief, his tail, tied onto his belt at the back. The head player, the captain, of each team leads his team in a chase trying to capture the tail of its opponent. Players must hold to the one in front of him. Any number of teams add to the fun of this game.

Print the phrase "Merry Christmas" or "Happy Holidays" or "Season's Greetings" vertically on a piece of paper. Give one of these and a pencil to each member of your den. Each Cub writes the name of a Christmas gift beginning with each letter in the phrase. The first one to complete a gift for every letter is the winner.

HUNGRY SANTA

Draw a colorful Santa head on a paper plate. Cut a large hole for the mouth. Suspend the plate from a doorway and give Cub Scouts a supply of "snowballs" (table tennis balls). The object of the game is to throw the snowballs into Santa's mouth.

SANTA'S BAG

Number 10 paper bags from "1" through "10". Put a familiar object, preferably one connected with the holidays, in each bag and tie it shut. Each Cub Scout is given a paper and pencil. He is handed the bags one at a time and by feeling through the paper, tries to guess what is inside. He writes his guesses on the paper. Highest number of correct guesses wins.

KRIS KRINGLE RELAY

Divide the den into 2 teams for relay racing. Each team has Kris Kringle's "boots" (two shoe boxes). Each player in turn puts his feet into the boxes and shuffles around a chair at the opposite end of the room and back to the starting line. First team through wins.

HUNT AND TRADE

Cut several sets of Christmas items from stiff construction paper such as a star, tree, stocking, bell, etc. Hide them around the room before the Cubs arrive. After they arrive, explain that different objects have different values, but do not tell them what the values are. At a given signal, everyone should begin hunting. As soon as a player finds an object such as a star, he can start trading if for another, maybe a bell. After about 10 minutes, stop the trading. Each player shows what he holds in his hands, and the scores are totaled. The one with the highest score wins. Values are: star, 1; tree, 2; camel, 3; bell, 4; wreath, 5; gift package, 6; santa, 7; stocking, 8; holly, 9; candle, 10.

CANDY-GLOVE RELAY

Have two teams line up facing each other. The first person on each team is given a closed paper bag. He must open the bag, put on some gloves that are in it, dig down for a wrapped piece of peppermint candy, unwrap the candy and put it in his mouth, remove the gloves, put them back in the bag, close the bag and pass it on. The next person goes through the same procedure. The first team to finish, wins.

NAIL DRIVING CONTEST: Give each boy a hammer and five nails, on the word go, they are to nail all five nails completely into a round log 4 inches in diameter. First one finished is the winner.

BOARD SAWING CONTEST: This is the same as the nail driving contest. Give each boy a small hand saw and a 2" x 4" board. On the word go, each boy is to saw his board in half.

TOOL BOX SORT OUT: Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws etc. to be sorted. The first boy to sort by size in the proper places in the "tool box" wins.

NAIL GAME : Players work in pairs for this game. Items needed: Hammers, boards, nails. Provide each team with a nail, board, and hammer. First cub drives nail into board. Second cub tries to pull it out with the hammer. First team to do this wins.

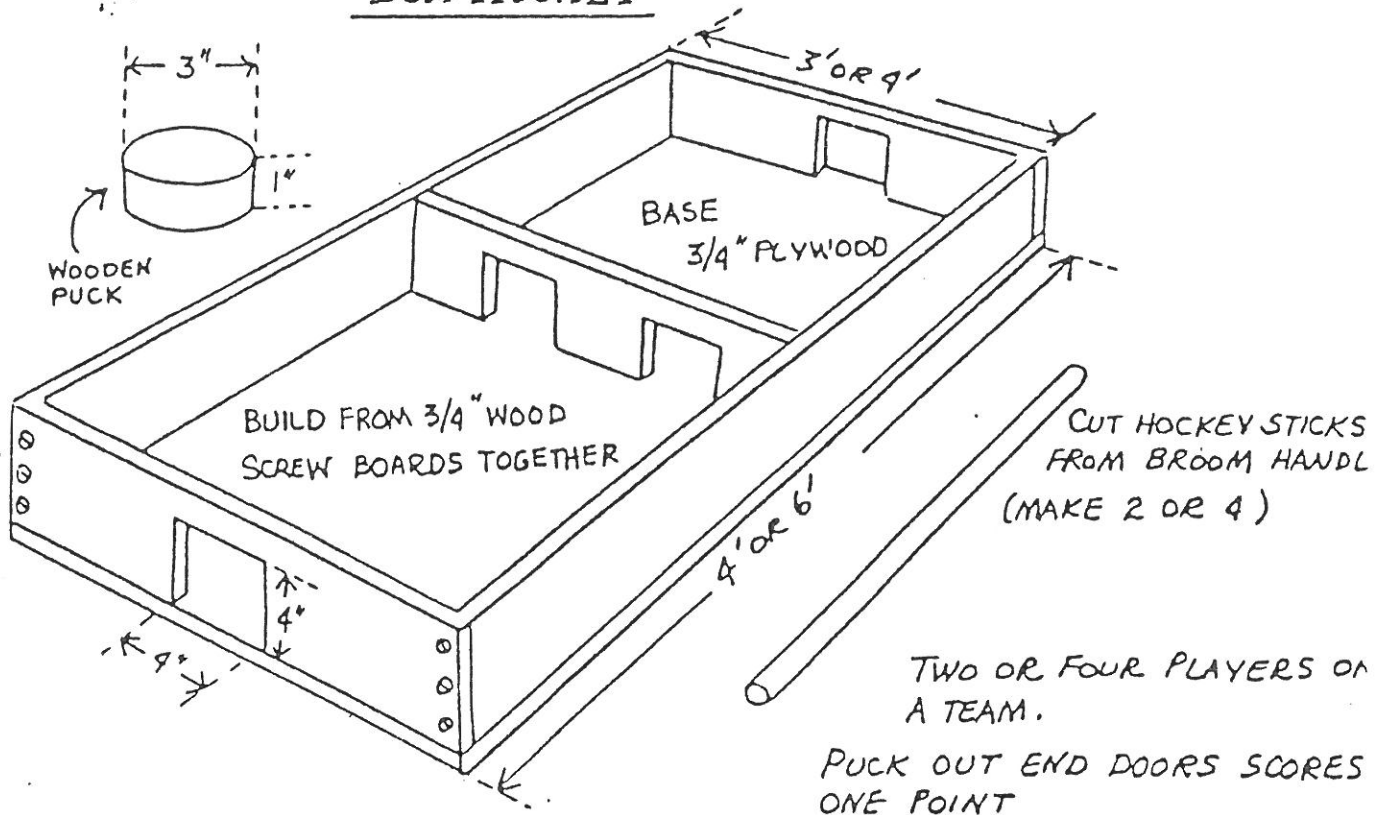
TWENTY QUESTIONS: Each den has five minutes to write down twenty things it takes to make a house. Not what is in a house after it is built, but what it takes to make it. The den that gets 20 things written down first is the winner.

FOOTPRINTS FOR YOUTH: Using heavy cardboard or 1/8" mesonite, cut out footprints 15" long and 8" wide. Two footprints are needed per person or team. Play games as a physical skill (let's see if you can do it) or as a competition (2 or 3 teams as a relay race at a set distance). Place both footprints one in front of the other, on the floor. Step on the first with one foot and on the second with the other foot. Now lift rear foot. Pick up footprint and move it ahead. Move lifted foot into new position. Do the same with the other foot and continue, step by step.

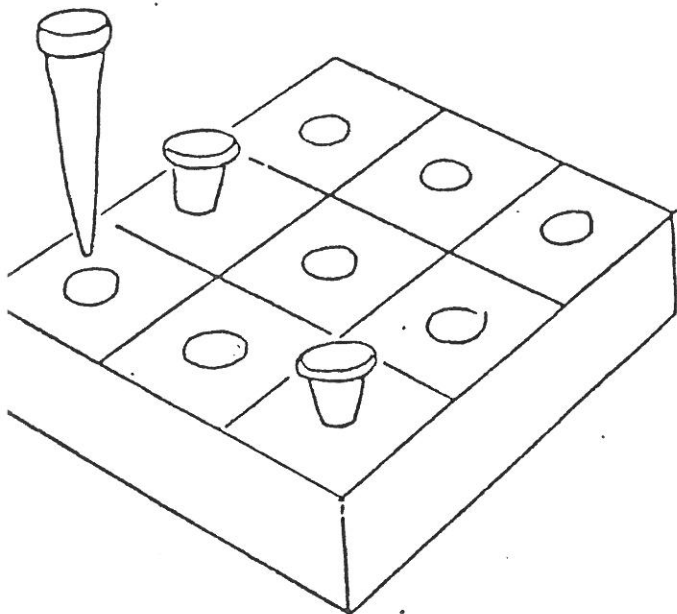
NAME THE TOOL: GIVE tools for the answers to these questions:

1. King of a country. (Ruler)
2. Something you travel or fly in. (Plane)
3. A party snack. (Nuts)
4. A part of your toe (Nail)
5. What a pirate buries. (Chest)
6. What a dentist uses. (Drill)

Box Hockey



TIC TAC TOE



CUT WOOD SQUARE 4" X 4" X 1" THICK
MARK LINES WITH FELT TIP PEN,
DRILL HOLES ABOUT 3/4" DEEP.

PAINT GOLF TEES TWO DIFFERENT
COLORS TO USE AS TOKENS.

Family Entertainment



GOD BLESS BY UNDERWARE

TUNE: GOD BLESS AMERICA

GOD BLESS BY UNDERWARE,
MY ONLY PAIR.
STAND BESIDE THEM
AND GUIDE THEM
AS THEY SIT IN A HEAP
BY THE CHAIR.
FROM THE WASHER,
TO THE CLOTHES LINE,
TO BY CAMP PACK
TO MY REAR.
GOD BLESS BY UNDERWARE,
BY ONLY PAIR,
GOD BLESS BY UNDERWARE,
OR I'LL BE BARE!!!!!!!!!!



DO YOUR EARS HANG LOW?

TUNE: TURKEY IN THE STRAW

DO YOUR EARS HANG LOW,
DO THEY WOBBLE TO AND FRO,
CAN YOU TIE THEM IN A KNOT,
CAN YOU TIE THEM IN A BOW,
CAN YOU THROW THEM O'ER YOUR SHOULDER,
LIKE A CONTINENTAL SOLDIER?
DO YOUR EARS HANG LOW?

DO YOUR EARS HANG HIGH,
DO THEY REACH UP TO THE SKY,
DO THEY DROOP WHEN THEY'RE WET,
DO THEY STIFFEN WHEN THEY DRY,
CAN YOU FLAG DOWN YOUR NEIGHBOR,
WITH A MINIMUM OF LABOR?
DO YOUR EARS HANG HIGH?



FIVE CARELESS TIGER CUBS

TUNE: ITSY BITSY SPIDER

FIVE CARELESS TIGER CUBS
HIKING ONE FINE DAY.
ONE FOUND A BIG BEAR
IT CARRIED HIM AWAY.

(CHORUS)
NO ONE ELSE WAS WATCHING
NO ONE SAW HIM GO
FOUR CARELESS TIGER CUBS
HIKING IN A ROW.

FOUR CARELESS TIGER CUBS
HIKING ONE FINE DAY.
ONE STEPPED IN A BIG HOLE
AND OOPS! HE SLIPPED AWAY.

(CHORUS, THREE CARELESS TIGER CUBS)

THREE CARELESS TIGER CUBS
HIKING ONE FINE DAY.
ONE FELL IN THE WATER
AND WASHED HIMSELF AWAY.

(CHORUS, TWO CARELESS TIGER CUBS)

TWO CARELESS TIGER CUBS
HIKING ONE FINE DAY.
ONE WALKED IN POISON IVY
AND SCRATCHED HIMSELF AWAY.

(CHORUS, ONE CARELESS TIGER CUBS)



ONE CARELESS TIGER CUB
HIKING ONE FINE DAY.
WALKED AROUND IN CIRCLES
AND WALKED HIMSELF AWAY.

NO ONE ELSE WAS WATCHING
NO ONE SAW HIM GO.
NO CARELESS TIGER CUBS
HIKING IN A ROW.



Worms

Nobody likes me
Everybody hates me
I'm gonna eat some worms.

Chorus:

Long slim slimy ones
Short fat juice ones
Itsy bitsy fuzzy wuzzy worms.

First you get a bucket
Then you get a shovel
Oh, how they wiggle and squirm.

(Chorus)

First you pull their heads off
Then you suck their guts out
Oh, how they wiggle and squirm.

(Chorus)

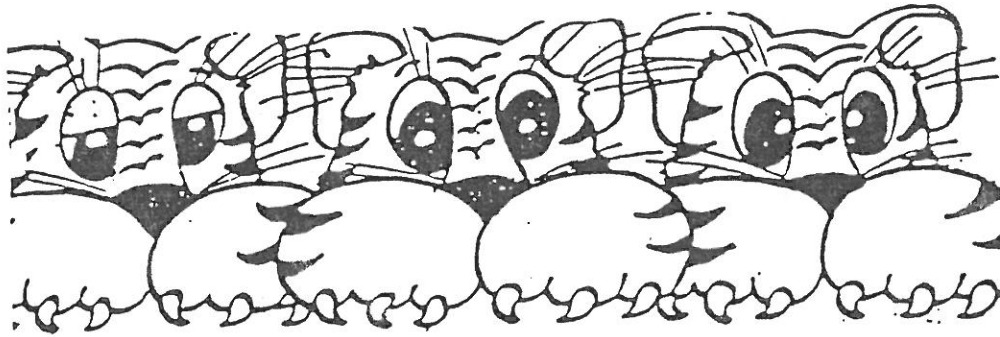
Down goes the first one
Down goes the second one
Oh, how they wiggle and squirm.

(Chorus)

Up comes the first one
Up comes the second one
Oh, how they wiggle and squirm)

(Chorus)





THE TIGER (SING TO ALICE THE CAMEL)

_____, the Tiger will be a ...Great Cub.
_____, the Tiger will be a ...Great Cub.
_____, the Tiger will be a ...Great Cub.

We want him in our Pack.

Grrr, Grrr, Grrr

REPEAT INSERTING NAME OF EACH TIGER CUB

Final verse:

All the Tigers will be ...Great Cubs
All the Tigers will be ...Great Cubs
All the Tigers will be ...Great Cubs
We want them in our Pack!

ALICE THE CAMEL

Alice the camel has 5 humps,
Alice the camel has 5 humps,
Alice the camel has 5 humps,
So go, Alice, go.
Boom, boom, boom.

Continue repeating verse counting
down to no humps - then:

Alice the camel has no humps,
Alice the camel has no humps,
Alice the camel has no humps,
Cause Alice was a HORSE!

HE'S GOT THE WHOLE WORLD IN HIS HANDS

Repeat each line 4 times.

He's got the whole world in His hands.
He's got the teeny tiny Tiger in His hands.
He's got the bit bigger Bobcat in His hands.
He's got the bossy, bossy Bears in His hands.
He's got the whiney, whiney Webelos in His hands.
He's got the dandy, dandy, Den Leaders in His hands.
He's got the classy, classy Cubmaster in His hands.
He's got the whole world in His hands.

OH, TOM THE TOAD

(Tune: Oh, Christmas Tree)

Oh, Tom the toad, oh, Tom the toad.
Why are you lying in the road?
(Repeat)

You did not see that car ahead,
Now on your head are tire treads.

Oh, Tom the toad, oh, Tom the toad.
Why are you lying in the road?

THE WRONG END
(Tune: My Bonnie)

Oh, rabbits have bright shiny noses.
I'm telling you this as a friend.
The reason their noses are shiny,
The powder puff's on the wrong end.

Chorus:
Wrong end, wrong end.
The powder puff's on the wrong end,
wrong end.
Wrong end, wrong end.
The powder puff's on the wrong end.

TIGER, TIGER, LITTLE SCOUT (TWINKLE, TWINKLE, LITTLE STAR)

Tiger, Tiger, little scout
What is Tigers all about?
Having fun and lots of joys,
Laughing with other Tiger boys.
Tiger, Tiger, little scout
That's what Tigers are about.



COMMERCIAL MIX-UP

(Tune: Farmer in the Dell)

Last night I watched T.V.
I saw my favorite show,
I heard this strange commercial,
I can't believe it's so.

Mop your floor with Crest,
Use Crisco on your tile,
Clean your teeth with Borateem.
It leaves a shining smile.

Feed your dog Chiffon,
Comet cures a cold,
Use S.O.S. pads on your face
To keep from looking old.

For headaches take some Certs,
Use Tide to clean your face,
And do shampoo with Elmer's Glue,
It holds your hair in place.

Perhaps I am confused,
I might not have it right,
But one thing that I'm certain of..
I'll watch T.V. tonight!

THE CIRCUS COMES TO TOWN

(Tune: When Johnny Comes Marching Home)

The Cub Scout circus comes to town, Hurrah! Hurrah!
The elephants, monkeys, and the clowns, Hurrah! Hurrah!
The big brass band, the merry-go-round
The midway acts with lots of sound!
And we'll all be there,
When the circus comes to town. (Repeat)

THE CALLIOPE SONG

Divide the pack meeting into four or five groups. Begin with the first group and bring each of the others in one at a time.

1st. group sings: Um-pah-pah
2nd. group sings: Um-sss-sss
3rd. group sings: Um-peep-peep
4th. group sings: Um-tweedle-tweedle
Last group sings: either the melody of "Daisy, Daisy" or "Where Has My Little Dog Gone?" or "The More We Get Together".

I'm a Little Piece of Wood

(Tune: I'm a nut)

I'm a little piece of wood
No one knew if I'd be good
I've got four wheels and a running board.
Will I be a Chevy or a Ford?
Honk, Honk, Rattle-rattle, Crash, Beep-beep
Honk, Honk, Rattle-rattle, Crash, Beep-beep
Honk, Honk, Rattle-rattle, Crash, Beep-beep
Honk, Honk, Beep-beep.

Actions: Honk - tap nose
Rattle - shake head
Crash - hit forehead
Beep - pull ear

BLUE AND GOLD MARCHING SONG

(Tune: "Davy Crockett")

Now blue is the color of the sky above,
The blue in the flag of the land we love,
Reminds us of God and our country free,
Giving us a lesson in loyalty.

Loyal, Cubs are loyal,
To God and country fair.

Like the warmth and the cheering of
golden sun,
Are the smiles of a friend and a deed
well done.

This is the gold that a Cub Scout finds,
In keeping his duty to the Law that binds

Smiling, warm and friendly,
Cub Scouts will give good cheer.

Now, the blue and gold show a world apart,
That the Cub pack is loyal and warm of heart.
Faithful to God and our country too,
We'll do our best whatever we do.

Loyal, ever cheerful,
Cub Scouts are on the march!

THE MEAT'S ALL GONE

(Tune: "Hail, Hail, the Gang's All Here")

Hail, hail, the meat's all gone,
What'll be the next course?
What'll be the next course?
Hail, hail, the meat's all gone,
What'll be the next course now?

(Add additional verses - soup, pie, etc.)

CUB SCOUT VESPER SONG

(Tune: "Maryland, My Maryland")

Softly falls the light of day
As our campfire fades away,
Silently each Cub should ask,
"Have I done my daily task?
For my country done my best,
Prayed to God before I rest,
Helped a friend along the way,
Have I done my best today?"



BLUE AND GOLD TRADITIONS

(Tune: "Jingle Bells")

While dashing all around
To prepare for Blue and Gold
The boys made napkin rings
And placemats to behold.

The nutcups, they are neat;
The amethysts are just right.
What fun it is to have -
A Blue and Gold tonight.

(Chorus)
Blue and Gold, Blue and Gold,
Banquet time again,
Families gathered all around,
Ready to pitch in. (Repeat)

Fried chicken and baked beans;
Potatoes, too.
A piece of birthday cake;
Enough for me and you.

Some people ate too much;
But we all enjoyed the meal;
The friendship that is here
Is warm and true and real.

(Chorus)

Blue and Gold, Blue and Gold,
Banquet time is here.
Time to sing and celebrate
Cub Scouting's 58th year!
(Repeat)



DO YOUR BEST

(Tune: "Do-Re-Mi")

DO - to us, means Do Your Best,
RE - are cheers for a! the fun,
MI - is what I do myself
FA - means father, mom and son;
SO - what happens to our pack,
LA - with lots of this and that?
TI - together, to the top!

(clap, clap)

Then that brings us back to DO...
(repeat above)

DO..RE..MI..FA..SO..LA..TI..DO..
DO YOUR BEST!



Seventy-six Bright Cars

(Tune: 76 Trombones)

Seventy-six bright cars lined
up at the ramp,
With a hundred and ten Cub Scouts
all around,
They were followed by a score
or more,
Of parents who would root,
As each car started down the track.
Seventy-six bright cars ran
exciting heats,
A hundred and ten Cub mouths
opened wide,
Then I modestly took my place,
As the winner of the race,
With my car---
My PINEWOOD DERBY CAR!!!!!!

(For this verse use tune:
Goodnight My Someone)

Good luck young Cub Scout,
Good luck fine Cub,
You've carved your own wooden
car,
It's painted very carefully,
Trimmed with stripes and a
bright golden star.
Trudge gently to the Pack
meeting,
Place your car at the gate,
It sure looks like a winner
to you,
Whatever may be its fate.

(Repeat first part)

Johnny Works With One Hammer

(Move one hand)

Johnny works with one hammer,
One hammer, one hammer.
Johnny works with one hammer,
Til his work is done.

(Move two hands)

Johnny works with two hammers,
Two hammers, two hammers.
Johnny works with two hammers,
Til his work is done.

(Move two hands, one leg)

Johnny works with three hammers,
etc.

(Moves two hands, two legs)

Johnny works with four hammers,
etc.

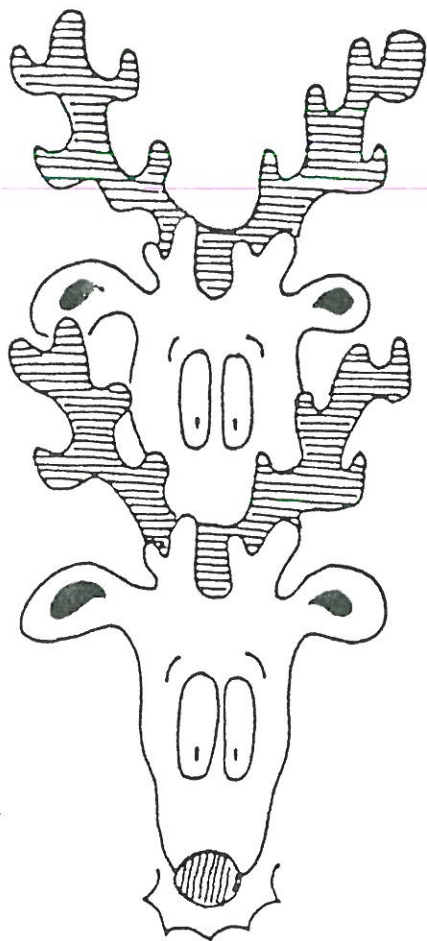
(Moves two hands, two legs, head)

Johnny works with five hammers,
etc.

My Derby Car

(Tune: Auld Lang Syne)

My Derby car, my Derby car,
It's bright wheels and racing scars.
When we've run our race at so
fast a pace,
We'll all have fun with our
Derby cars.



RUDOLPH'S LIGHT

Sung to: "Camptown Races"

^C
Reindeers pull on Santa's sleigh

^{G7} Ho-Ho* ^{G7} Ho-Ho*

^C
Rudolph's leading all the way

^{G7} Ho-Ho-Ho-Ho* ^C

^C
Gonna ride all day

^F Gonna ride all night ^C

^C
He'll be riding through the sky

^{G7} Using Rudolph's light! ^C

(*Ring bells at this point)

HE'LL BE DRIVING EIGHT BROWN REINDEER

Sung to: "She'll Be Coming Round The Mountain"

Oh, he'll be ^F driving eight brown reindeer when he comes.

He'll be ^F driving eight brown reindeer when he ^C comes.

He'll be ^F driving eight brown reindeer,

He'll be ^{Bb} driving eight brown reindeer,

He'll be ^F driving eight brown ^C reindeer when he ^F comes.

Oh, he'll be ^F piled up with toys when he comes

He'll be ^F piled up with toys when he ^C comes

He'll be ^F piled up with toys,

For the ^{Bb} good girls and boys.

He'll be ^F piled up with ^C toys when he ^F comes.

Oh, he'll be ^F dressed all in red when he comes

He'll be ^F dressed all in red when he comes

He'll be ^F dressed all in red,

From his ^{Bb} toes up to his head.

He'll be ^F dressed all in ^C red when he ^F comes.



OLD MA NATURE

(Tune: Auld Lang Syne)

From East to West
From North to South,
Ma Nature's back yard lies:
Discover things you've read
about,
Just use your ears and eyes.

KILLE KILLE

Kille Kille Kille Kille
Watch watch watch watch
Kay you kincum ka wah

(Repeat)

Hav ah hay chalma
Hay chalma polly wah ma
Hay ah hay chalma
Hay chalma polly wah

IN THE BACKYARD

(Tune: Clementine)

In the backyard, in the backyard,
You will find your summer's fun;
If you look at what's around you,
You'll have fun till day is done.

After sunset, watch the stars shine,
Nature's wonders you can see;
Mother Nature's backyard's endless,
Always there for you and me.

Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds build their
nests high,
And been thankful for the trees?

If you'll just look all around you,
Many new things you will find.
If you'd only realized it,
They were right there all the time.

SPOT ANNOUNCEMENT - We interrupt this program to bring you a very
important spot announcement.

"Arf, Arf"

Thank you, Spot

SONGS

WHERE IS FIDO?

(Tune: "Paw Paw Patch")

1. Where oh where oh where is Fido?
Where oh where oh where is Fido?
Where oh where oh where is Fido?
He's out yonder in the ol' flea patch.

Chorus:

Picks up his paw paw, then he scratches,
Picks up his paw paw, then he scratches,
Picks up his paw paw, then he scratches,
Way down yonder in the ol' flea patch.

2. Come along Cubs and let's go find him,
Come along Cubs and let's go find him,
Come along Cubs and let's go find him,
Way down yonder in the ol' flea patch.

Chorus:

He wags his tail just like the hula,
He wags his tail just like the hula,
He wags his tail just like the hula,
Way down yonder in the ol' flea patch.

MULES

(Tune: "Auld Lang Syne")

On mules we find two legs behind,
And two we find before;
We stand behind before we find,
What the two behind be for;
When we're behind the two behind,
We find what these be for;
So stand before the two behind,
And behind the two before.

* * * * *

CUB SCOUT BIRTHDAY SONG: (Tune: "Daisy, Daisy")

Cub Scouts, Cub Scouts, boys in gold and blue.
We've got a great big Birthday party for you.
1930's when B.S.A. started Cub Scouting on its way,
And they've been around for _____ years
All Cub Scouts in gold and blue.

As Cub Scouts work on den craft projects, they not only learn to make useful and amusing items, but also get valuable experience in using their imaginations and developing skills with their hands.

Remember that Cub Scout crafts must not be judged only by the outward appearance. It is the Cub Scout's effort that counts. No matter how poorly a project is done, it will have some good points, if he has done his best. As a leader, be careful to notice these good points and congratulate the boys on their efforts. Don't discourage them for what they have done; encourage them to do better on their next projects. Make them feel confident that they can do better.

In Cub Scouting, handicraft helps leaders develop and present the theme of the month in den and pack meetings. As your pack follows the theme in the Cub Scout Program Helps - costumes, props, scrapbooks, exhibits, games and puzzles related to the theme become your craft projects for the month.

Den handicraft items; made in the den and at home for exhibit at the monthly pack meeting should be easy and inexpensive. In most cases, they can be made from scrap materials found in and around the home. Expensive kits and craft materials are not necessary for den projects.

Guide the boys in your den in choosing projects which are interesting and useful. Keep them simple and on the boy level. When possible, make a sample to show them. Select handicraft ideas which will appeal to Cub Scouts. Watch out for crafts that simply keep boys busy but do not teach them and skills. These will become boring and cause a boy to lose interest in Cub Scouting.

As you help the members of your den with their craft projects, let them use their imagination. Teach them to clean up and put away tools. Let them understand that sloppy work is not acceptable. As Cub Scouts, they are expected to live up to the Cub Scout motto "Do Your Best".

Handicrafts are not used in Cub Scouting merely to provide 'busy work' for the boys to keep them out of the Den Leader's hair. There are several excellent reasons for craftwork...the most important being that most Cub Scouts enjoy making things...it's fun. And fun is a very important part of Cub Scouting.

Be sure to:

Include instructions or patterns and how to use them.

Show the boys how to cut material, put it together, and finish it with sandpaper, polish, paint, awx, etc.

Encourage help from parents.

Refer often to the Wolf and Bear handbooks for excellent craft ideas, because these will give your boys credit toward advancement.

CRAFTS

PAINTING

Tempera Paint - Water-base paint such as tempera is best to use with Cub Scouts. Mix powdered tempera with water and add liquid starch. The paint goes farther and it doesn't run. You can mix this very well in a blender. Powdered paint is cheaper.

Paint Substitutes - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Or shave crayon bits and dissolve in turpentine - one part crayon to 2 parts turpentine. Crayon paints won't run together and they have a very soft appearance that looks like oil painting.

Finger Paints - See recipe

Stencil Paints - See Recipe

Paint Brush Substitutions - When painting large objects, such as scenery for a skit, use a sponge dipped in tempera. For painting small objects use Q-tips instead of paint brush.

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

Painting on Plastic - When painting plastic containers or milk cartons, etc., mix powdered tempera with liquid detergent instead of water or starch. The paint will adhere better.

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

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

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

Cleaning Brushes - Different types of paint require different cleaning solutions. Teach the Cub Scouts to clean their brushes properly. When painting with varnish, oil, or enamel, clean brushes with turpentine; when painting with shellac, clean brush with shellac thinner or denatured alcohol; when painting with model dope, clean with dope thinner; when painting with lacquer, clean with lacquer thinner; when painting with tempera, post paint or acrylics, clean with water.

TIPS FOR DEN LEADERS

Raw Wood - Never paint or varnish raw wood. Give it one or two coats of thin shellac or wood sealer first.

Safety - Many painting supplies are combustible. Stay away from open flames. Use spray paint in a well-ventilated area. Fumes are dangerous. Painting Plaster - When painting objects made of plaster, first seal with a clear plastic spray, or equal parts of white glue and water. Plaster is absorbent and tempera will soak in unless it is sealed first.

Finish Coats - Objects painted with tempera or poster paint will have a dull finish. If you want a shiny finish, spray with clear plastic, clear varnish or give it a coat of white glue diluted in water. This will protect your paint and keep it from smearing.

GLUE

-Buy white glue in quart sizes for economy sake. Four into small containers for the boys to use.

-The best glue for use on plastic (such as bleach bottles and milk cartons) is clear silicone, usually available at hardware stores.

-Scotch Contact Cement is good for bonding rubber or plastic to wood. It has an 'anti-sniff' ingredient.

-Egg white makes a good adhesive to glue the paper of kites. It is strong and almost weightless.

-If glue doesn't work on your plastic egg cartons, try fusing the sections together with a woodburning iron or your husband's soldering gun.

-Tacky white glue is best for use on styrofoam and foam. It is well worth the cost. A little goes a long way.

-To make heavy duty glue, mix cornstarch with regular white glue until mixture is as thick as desired.

-Wheat paste (wallpaper paste) is good to use for paper mache. It doesn't mold.

ODDS 'N' ENDS

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

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

Coloring Sawdust - Use water-base paints when coloring sawdust. It gives you better colors.

CRAFT RECIPES

Baker's Clay - Mix 4 cups flour, 1 cup salt, 1-1/2 cups water together with fingers in a big bowl. (Recipe should never be doubled or halved). Always use within 4 hours of mixing. If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold objects. Bake on cookie sheet in 350 degree oven for an hour. Test for doneness with a toothpick. When object is cooled, paint with tempera and glaze with clear plastic spray.

Phillybury Modeling Mixture - Mix together in saucepan, 2 cups salt, 1 cup flour, 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 200 degree oven for 1 hour or until mixture is hard. After is has cooled, spray paint desired color.

PAINTS AND INKS

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

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

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

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

Costume Make-Up - In a jar mix some liquid skin cleanser with powdered sugar for thickness. Add food coloring for color. This make-up will wipe right off. It works even better if the face is cleansed with liquid cleanser and wiped clean before applying make-up.

CRAFT RECIPES

MODELING DOUGHS

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

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

Cornstarch-Baking Soda Dough - Mix 1 cup cornstarch, 2 cups baking soda. Add 1-1/4 cups water and mix. Bring to boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes. Store in refrigerator.

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

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

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

All of the recipes mentioned above can be used for modeling objects just like clay. They will dry to a hard finish from setting in the air. The length of time for drying depends on the thickness of the object. Punch object with pin holes to speed drying. All recipes can be stored indefinitely in plastic bag in refrigerator. All recipes can either be colored with food coloring or tempera, or painted after model is dry.

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

Rubber Molds - Dip rubber plaster molds in liquid detergent before removing the plaster casts from inside. The molds will peel off easily without breaking plaster.

Den Trips - When taking field trips, be sure all Cub Scouts wear full uniform. After trips be sure to follow up with a note of appreciation signed by all the Cub Scouts. This leaves the door open for future visits by other dens.

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

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

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

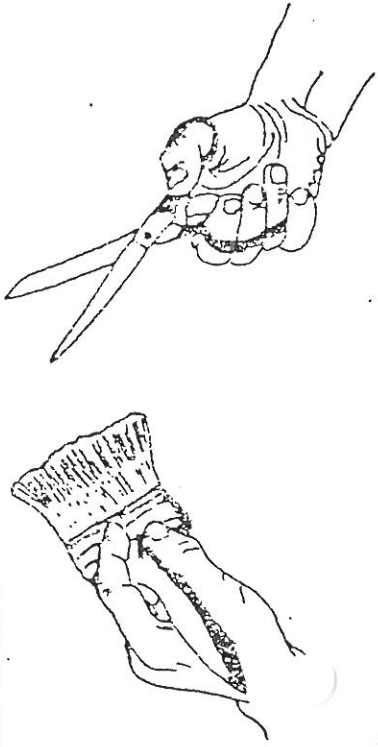
Bonding Plastic - To bond clear plastic to cardboard, first sandpaper lightly. Then press plastic on with a moderately warm iron, using constant circular motions.

Dyeing Rice, Beans Etc. - Rinse in cold water then soak in diluted food coloring until rice, beans or macaroni is proper shade. Use for mosaics or plaques.

HINTS:

-Always have all supplies and tools for craft project gathered together and ready to use and in place of use before the Den Meeting is ready to start.

-Always try out the craft before you try to teach it. You may find a flaw in the instructions, an easier way to do it or a slight variation that you might like better. This will help you to know if you need any additional tools or materials and it will help you to know how much space is needed and total materials needed.



TIPS FOR DEN LEADERS

Scrap Plastic and Leatherette - Auto upholstery compaines will often give you scrap plastic material which can be used for Indian costumes, book marks, stool covers, etc.

Coloring Modeling Dough - Use tempera paint instead of food coloring for brighter colors (See recipes for various types of modeling dough)

Dyeing Feathers - Soak feathers in diluted ammonia solution for 20 minutes. Rinse in warm water and place in solution containing 2 cups vinegar to a gallon of water. Add dye solution, making sure all feathers come in contact with dye. Simmer until desired color is reached. (Feathers will dry a lighter shade) Rinse in cool water, holding base of feather up. Spread on paper to dry. To fluff feathers, place in a shoebox with a hole cut out of the bottom and shake over a steaming kettle. You can also place them in a tightly closed pillow case and fluff in an automatic dryer set at a low temperature.

Elasticizing Clay - A permanently plastic clay can be obtained by mixing regular clay with glycerine and then adding vaseline. The proportion of clay to the vaseline varies according to the desired consistency, varying from 10 to 50 percent.

Pine Cones - To open 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.

To Clean Egg Shells - Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

Cutting Styrofoam - Some types of styrofoam can be cut with a knife. One with serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

Punching Holes in Plastic - To make a hole in plastic, use a hot ice pick or nail. If using the nail, be sure to hold it with pliers or something sillar so you don't burn your fingers. Coping saws or jig saws will cut the thick portion of plastic bottles easier than scissors or knives.

Plastic Bottle Necks - When using plastic bottle parts for craft projects, be sure to save the necks. These cut in 1" pieces can be used as the basis for neckerchief slides.

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

CRAFTS

BACKYARD FUN

JUNE 1985

WIENER STICK

You will need a pair of pliers, a wire coat hanger, and four or five spools.

Straighten out a wire coat hanger--the lighter the wire the better. The Den Leader or a dad may have to untwist the wire or just assist a little.

Use spools and pliers to make a handle on one end of the wire. The handle should be made long enough to fit comfortably into your hand.

Sandpaper the point of the wiener stick or hold it in a fire long enough to burn off the paint. Then jab the point into the ground to polish it.

Be sure the holder is long enough so that you can stand back from the fire when using it.

Everybody likes a good wiener stick for picnics. A den picnic sure would be fun and a good way for you to teach them (your Cubs) the proper way to use their wiener sticks.

Maybe the Cub's dad would help him make one for each member of their family. Store the sticks on a nail in the garage or storage room. They can be used year after year.

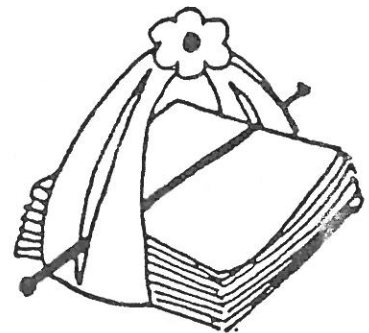
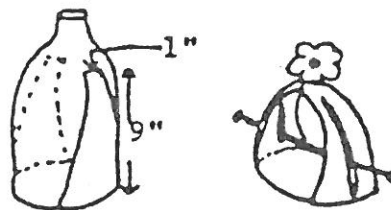


NAPKIN HOLDER

For the holder, cut a gallon plastic bottle as shown. Cut a slot about 1/8" wide down each side of the holder, starting about 2" from the top. Staple ends together at top, covering the staple with a 4" flower cut from bottle scraps.

To keep the napkins from blowing, insert an 8" piece of coat hanger wire through the slots for a bar. Cover each end of the bar with a bead. Raise the bar to insert the napkins.

This craft could also be a nice gift for Mom, the family, or used just for picnics.



JIGSAW Gifts

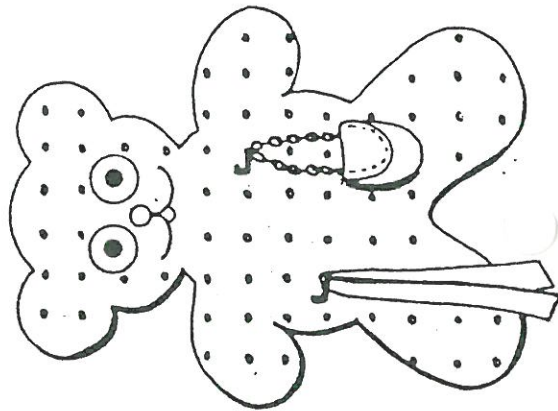
PEGBOARD

You can never be too rich, or too thin, or have too many places to put things. These attractive pegboard hang-ups won't solve all your storage problems, but they will help to organize some of the clutter.

All the patterns are cut out of $\frac{1}{4}$ " pegboard with a jigsaw or coping saw. To keep the finished piece hanging away from the wall, nail a piece of 1" x 2" board to the back of the pegboard with $\frac{5}{8}$ " wire brads. Attach wire, for hanging the finished piece, to the pegboard with two small screws.

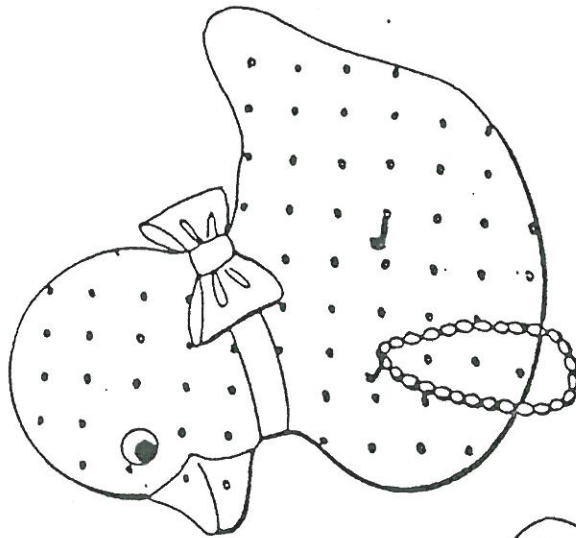
DUCK

Draw the pattern, as shown, on a 10" x 11" board. Cut out. Paint the duck's body yellow and his bill orange. Glue on a button for an eye and tie a bow around his neck.



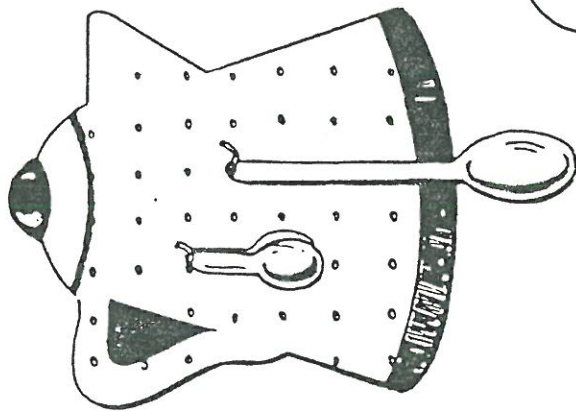
TEDDY BEAR

Draw as shown, and cut out pattern from a $9\frac{1}{2}$ " x 12" board. Paint the bear tan. Glue on buttons or paint on eyes. Draw on a mouth with a felt marker. Glue on a pink pompon for a nose.



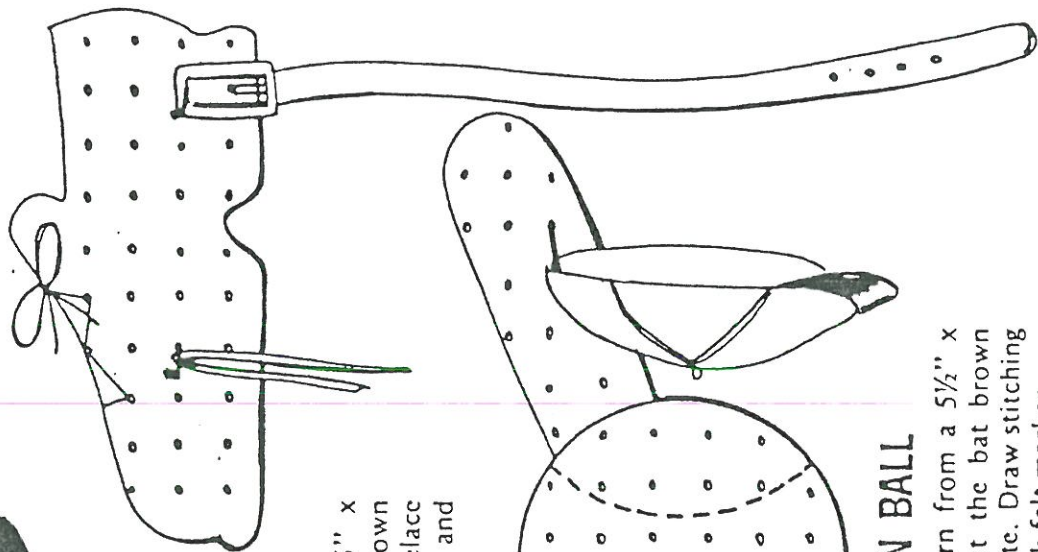
COFFEEPOT

Cut the pattern from a 10" square board. Paint the coffeepot white. Add black trim to the inside of the handle, the knob and base of the lid and a 1" wide stripe along the bottom.



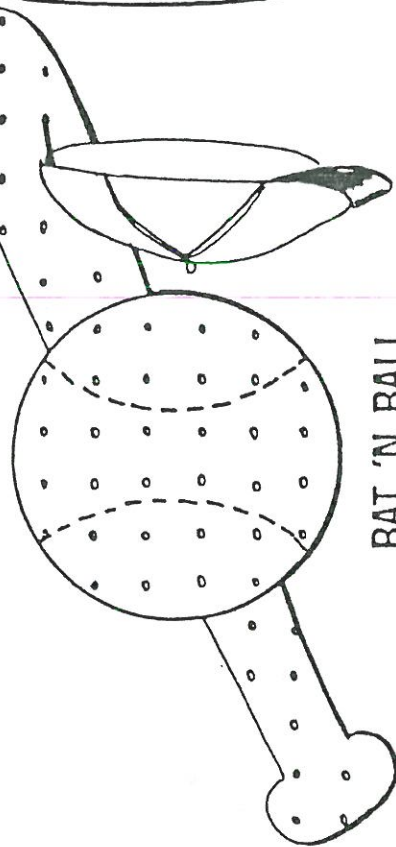
DAD'S SHOE

Cut the pattern from a 5" x 11" board. Paint the shoe brown or black. Thread a shoelace through the pegboard holes and tie it in a bow.



BAT 'N BALL

Cut the pattern from a $5\frac{1}{2}$ " x 14" board. Paint the bat brown and the ball white. Draw stitching on ball with black felt marker.



BIRD FEEDERS

GROUND FEEDER

blue jays
sparrows
juncos
quail
mourning doves
pheasants
towhees
chickadees
house finches

FOODS THEY LIKE

sunflower seeds
cracked corn
wild bird seed mix
peanuts

KINDS OF FEEDERS

split fireplace log
hubcap (food & water)
garbage can lid
trays or shallow pans
birdbath top (water)

TABLETOP OR WINDOW FEEDERS

cardinals
chickadees
goldfinches
grosbeaks
house finches
redpolls
purple finches
mockingbirds
jays

sunflower seeds
shelled peanuts
wild bird seed mix
raisins or currants

trays on picnic tables
trays on benches
trays on stumps
attached to windowsills

HANGING OR HIGH POST FEEDERS

chickadees
cardinals
goldfinches
other finches
pine siskins
redpolls
titmice
nuthatches

thistle seed
sunflower seeds
wild bird seed mix
peanut hearts
other nutmeats

plastic tube feeders
round or square post
feeders
recycled milk cartons
detergent/bleach bottles

TRUNK FEEDERS

chickadees
woodpeckers
nuthatches
many seed-eating
birds

suet or suet cakes

wire mesh holders
plastic mesh bags
log holders

Here is how to make . . .

A Valentine for the Birds!

1. Trace the heart on this page onto a piece of paper.
2. Cut out the paper heart.
3. Place the heart on a piece of stale bread.
4. Cut the bread around the edges of the heart.



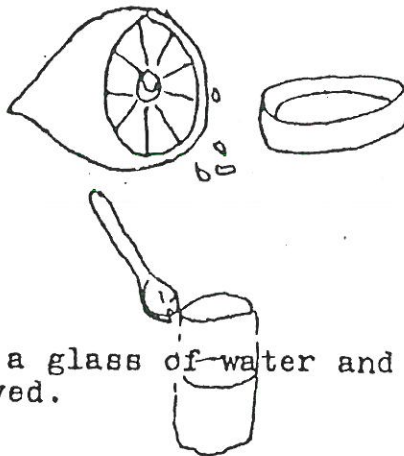
You can leave your valentine plain or make it fancy. Brush egg white on the bread heart you cut out. Sprinkle on some birdseed. It will stick to the egg white. Hang your valentine where the birds will find it. They will love their treat.

INVISIBLE INKS

One of the best ways to send a secret message is to write it in invisible ink. A friend will know how to make the message become visible by heating the paper as we will explain. George Washington's spies sometimes used invisible ink. It is easy to prepare because it can be made from things you have in the house. Here are some:

LEMON JUICE INK

Squeeze the juice of half a lemon into a small dish or glass. The lemon juice makes an excellent invisible ink. Orange juice and grapefruit juice ink can be made in the same way.



SUGAR WATER INK

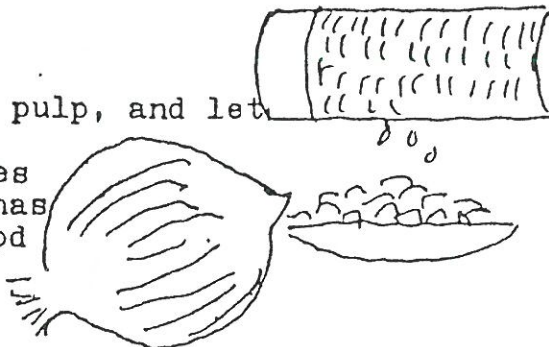
Put half a teaspoonful of sugar into half a glass of water and stir until the sugar is completely dissolved.

HONEY WATER INK

Put half a teaspoonful of honey into half a glass of water and stir until the honey is dissolved and the water is clear.

ONION JUICE INK

Peel a small onion, grate it into a pulp, and let the pulp stand in a small dish or glass. At the end of several minutes you will see that part of the pulp has become liquid. This liquid is a good invisible ink.



SODA POP INK

Put two teaspoonfuls of soda pop into a small dish or glass, add one teaspoonful of water, and stir. You can try using soda pop alone as ink, but you will probably find that writing done with pure soda pop is not completely invisible.

The best way to write with invisible ink is to use an ordinary pen point. Be sure it is clean before you dip it into your ink. A toothpick makes a good pen too, but you will have to dip it into the ink after each word you write as the toothpick will not hold very much ink.

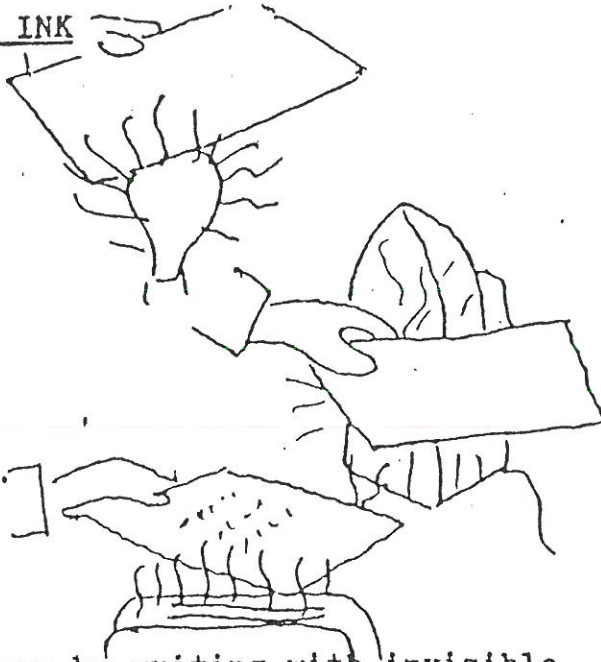
WARNING! DO NOT USE A FOUNTAIN PEN OR BALL-POINT PEN.

You can write on any kind of white paper good for regular ink. When you stop writing for a moment put a finger on the last word. Paper with lines help you keep writing straight.



TO MAKE IT VISIBLE

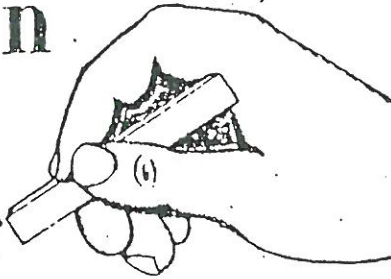
Heat the paper. Hold the paper against the hottest part--that is--against the top of a lighted 60-watt bulb. In less than half a minute your writing will begin to appear. The writing will be brown. Move the paper around until every part of it has become warm and all the writing has become visible. Do not hold the paper against the bulb too long or the paper will turn brown, too. Or hold the paper near a fairly hot electric iron or the paper, a part at a time, over the slots of a pop-up toaster.



You can also send invisible messages by writing with invisible ink between the lines of an ordinary note. Try writing them in code so even if someone knows about invisible ink they will not know the code. (The First Book of Codes and Ciphers)

Make Your Own

Chalk



Chalks can be used for sidewalk games, for writing or drawing on chalkboards and for creating beautiful pictures. Follow these instructions to make your own pastels using plaster of paris and either food coloring or powdered tempera paints. You'll also need a one-pound plastic margarine tub for each color you make.

Fill a margarine tub about 1/3 full of water. Sprinkle plaster of paris into the water until it looks like no more plaster can be absorbed by the water. Then add a little more plaster, and stir the plaster and water together with a long stick.

To color, add enough food coloring or powdered tempera to the plaster to get the color you want, and mix together thoroughly.

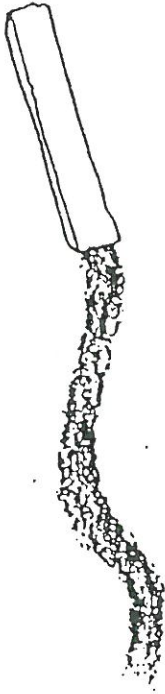
Let the plaster harden in the margarine tub for about 30 minutes. With a kitchen knife, slice the plaster into strips about 1" wide.

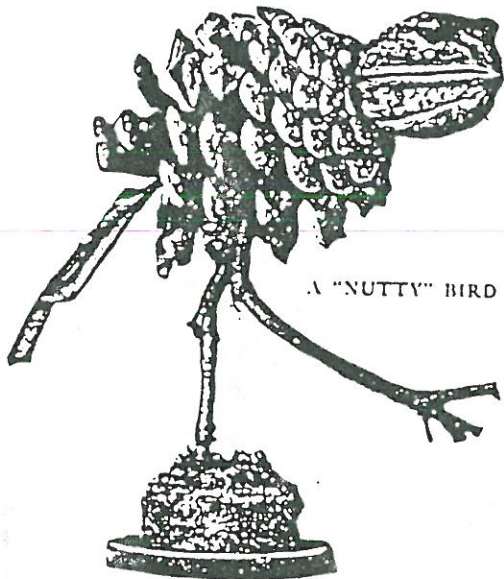
After about an hour, run the knife around the edges of the plaster to separate it from the tub. Go over center slice markings, and the chalk should come out of the container easily.

Spread the chalk pieces on waxed paper, and let the pieces dry overnight.

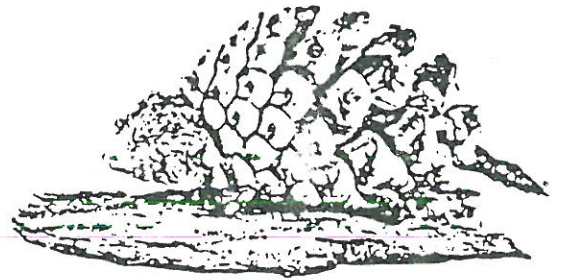
These pastels are terrific on sidewalks and cement. If you have used tempera powders to color the plaster, dip the chalk tips in water before using them on a blackboard or on paper.

And while your chalks are drying overnight, you can be dreaming about the masterpiece in pastels that you'll make the next day!

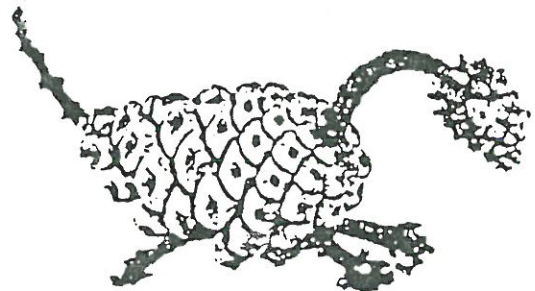




A "NUTTY" BIRD



Pine Cone Armadillo.



Doleful Dick.

Manlike Creatures



Sambo.



Topsy.



THE FOOTBALL
PLAYER



THE LITTLE
MAID

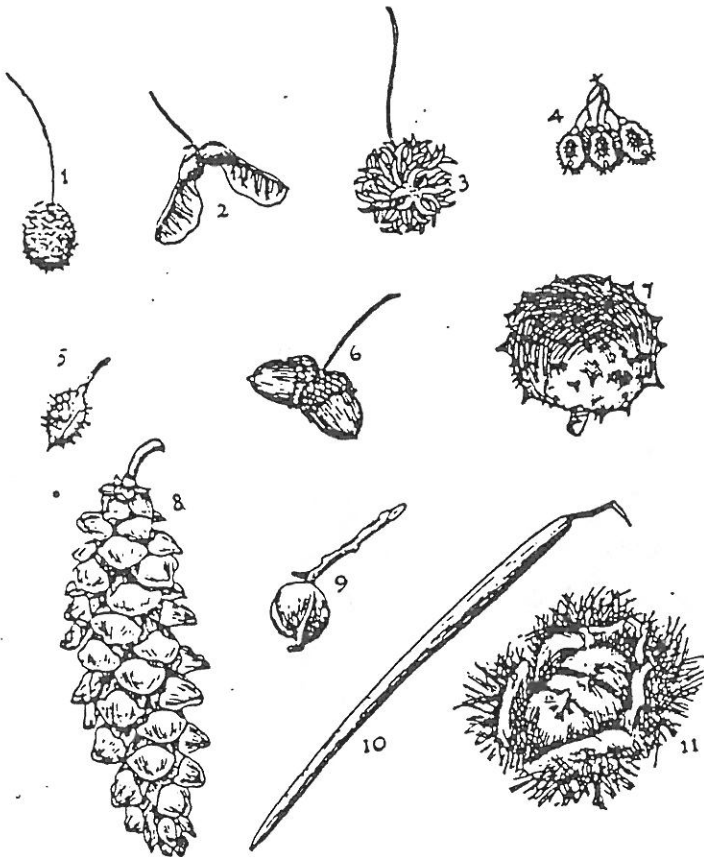
NATURE CRAFT

A use can be found for all kinds of unlikely things that fall from trees or grow on hedges. Here is a list of "raw" material that can be used in Naturecraft, but don't limit yourself to just these items:

- Acorns and cups
- Beech nuts and cases
- Horse-chestnuts and cases
- The burs of edible chestnuts
- Cones (pine, larch, fir, etc.)
- Oak galls or gall nuts
- Maple seeds (with wings)
- Twigs
- Feathers
- Moss
- Bark
- Sweet Gum Seed-ball
- Catalpa Seed-pod
- Buttonwood Seed-pod



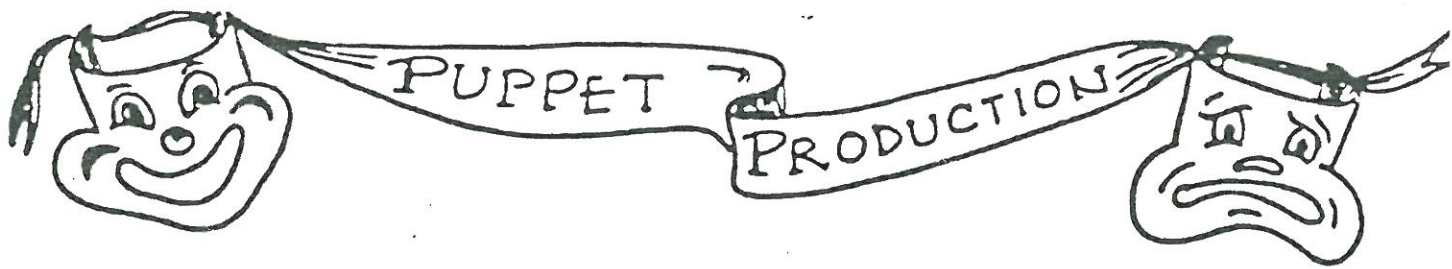
CONE FLAMINGO



PROUD TURKEY



CRANE



puppet (n.) - a small-scaled figure of a human or other living being often with jointed limbs and moved by hand or by strings or wires.

puppeteer (n.) - one who manipulates puppets or marionettes.

puppetry (n.) - the production or creation of puppets or puppet shows.

Puppetry is an art, but the business of puppetry is to entertain. Throughout the world the puppet show is a popular entertainment.

The great versatility of the puppet makes it an excellent communicative tool. A puppet may entertain, promote, announce, teach and train almost in the same breath.

A puppet will span the generation gap. They can span both the social and racial barriers.

Everyone can make these fascinating little creatures - you don't need a workshop or lots of tools. Any table, floor, kitchen or garage will do for a workshop - get ready.....get busy!

Because of the wide variety of patterns and other material, beginning puppeteers should not be discouraged by advanced material. Instead, select that material which is appropriate for beginners. More involved and advanced techniques may or may not be used at a later date.

So..... let the fun begin!!

Don't let your own fear of puppeteering deprive your boys of the joy and experience of "show biz". They are natural-born showmen - just give them the chance to put this talent to work - both in creating the "actors" and giving them life.

The library (both school and the public library) is a great resource for material on the subject - both in the making of puppets and the other "how-to's" that go into making a complete puppet theatre.

Refer to the Scout publications of Skits and Puppets and the Boys' Life Magazine reprints, Stunts and Skits. And how about all the other Pow Wow idea books that have been gathered together.

So. take the plunge! Let's make puppets!!

PUPPETS

Puppets are for all ages. For young people they are of particular fun since they stimulate the imagination and teach all at the same time. This is not only fun for the puppeteers, but for the audience as well. A shy Cub can be a master speaker just as much as the den clown. Since no one can see who is working which puppet, there is no problem in speaking the lines.

KINDS OF PUPPETS

There are many types of puppets each one as simple or as complicated as you wish. There is no such thing as a wrong way to make a puppet. The following is a starting point for further exploration and discovery:

FINGER PUPPETS: Heads and/or bodies can be made of strips of paper or felt that will fit around a finger. Only the one finger is used to work the puppet. For a group effect, you can make a puppet for each finger, then you bend the individual forward to show which is doing the talking.

BOX PUPPETS: Depending on the size of the puppet, you can make excellent puppets out of match, cereal, jello, and other small boxes. These can be the head, or just the mouth and then a sock can be used for the body over your sleeve.

PAPER PLATES: With one fold a paper plate becomes a giant mouth. A piece of paper or cloth attached to the back of the plate holds the fingers and an old sock or sleeve makes up the body.

SHADOW PUPPETS: They are flat figures on a stick, moved behind a screen with a light used to cast a shadow. These work great to act out a song on a record.

PAPER BAGS: The bottom is the head of the puppet. The fold can be used as the top of the mouth with the underside drawn on the bag itself. The features can be made with crayon or by using scraps of construction paper or cloth.

SOCK PUPPETS: The sock serves as both the body and the head of this puppet. The features may be added by using felt, fabric, or paints. Since these are very easy to operate, they are the most popular.

GLOVE/MITTEN PUPPETS: The fingers of gloves quite naturally work as bodies for puppets. The heads and bodies or clothes can be made of paper, fabric, or felt and glued to the fingers, or felt-tip pens can be used to draw on the features.

PAPIER MACHE: The head of a puppet can be made of this substance, or styrofoam ball can be hollowed out for a finger and then costumes are fitted to the character of the play. In this manner one head can serve many puppets.

STICK PUPPETS: A picture can be drawn or cut out and attached to a stick and moved across the stage. You could also use vegetables, rubber balls, stuffed toys or dolls, attach them to sticks and use for a quick easy puppet.

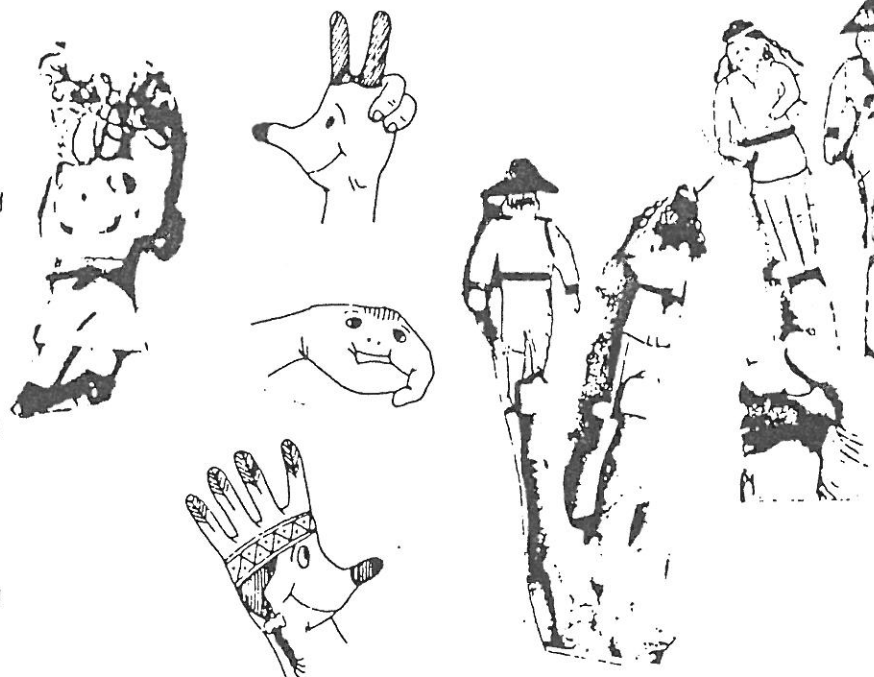
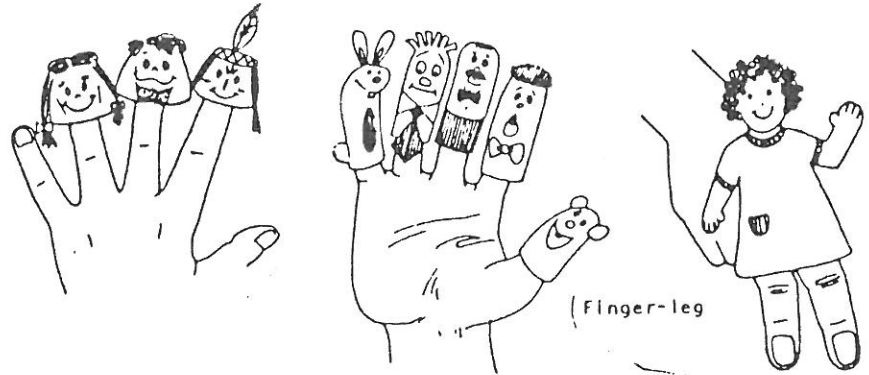
MARIONETTES: These can be simple or extremely complex. It is a jointed puppet controlled by strings. This takes much practice and an extreme amount of patience.

Now let's look at each of the above mentioned puppets with a little more detail and insight.

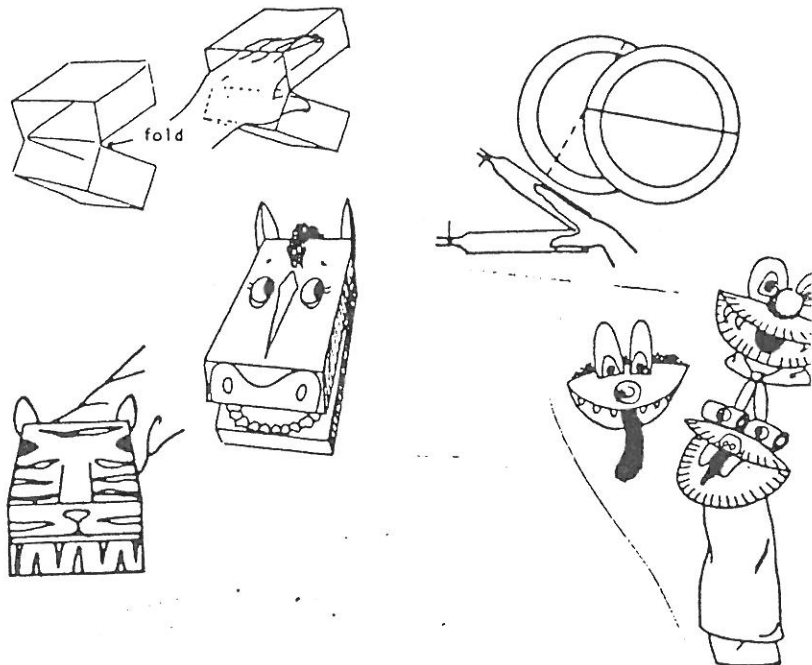
FINGER PUPPETS: Egg carton sections decorated with features and placed on the tip of fingers are a very simple, quick puppet. The finger portion of a garden glove can also be used to make a variety of critters.

Another version is a finger-leg puppet. In this puppet holes are cut in the leg area of the puppet. Your fingers are then inserted and the puppet can walk across the stage. The upper portion of the puppet would be a paper doll type of puppet. Shoes could be made for the tips of the fingers. One thing to keep in mind on full-figured finger puppets is don't forget the back side. Remember, you have a front and a back and so should your puppet.

Your hand, dressed in a cupcake wrapper or piece of fabric with the features drawn on the back of your hand can also make a quick puppet. Just by using paints, the hand you always have with you can be made into an indian, an animal, or even a Cub Scout just by drawing the features and adding a small piece of fabric.



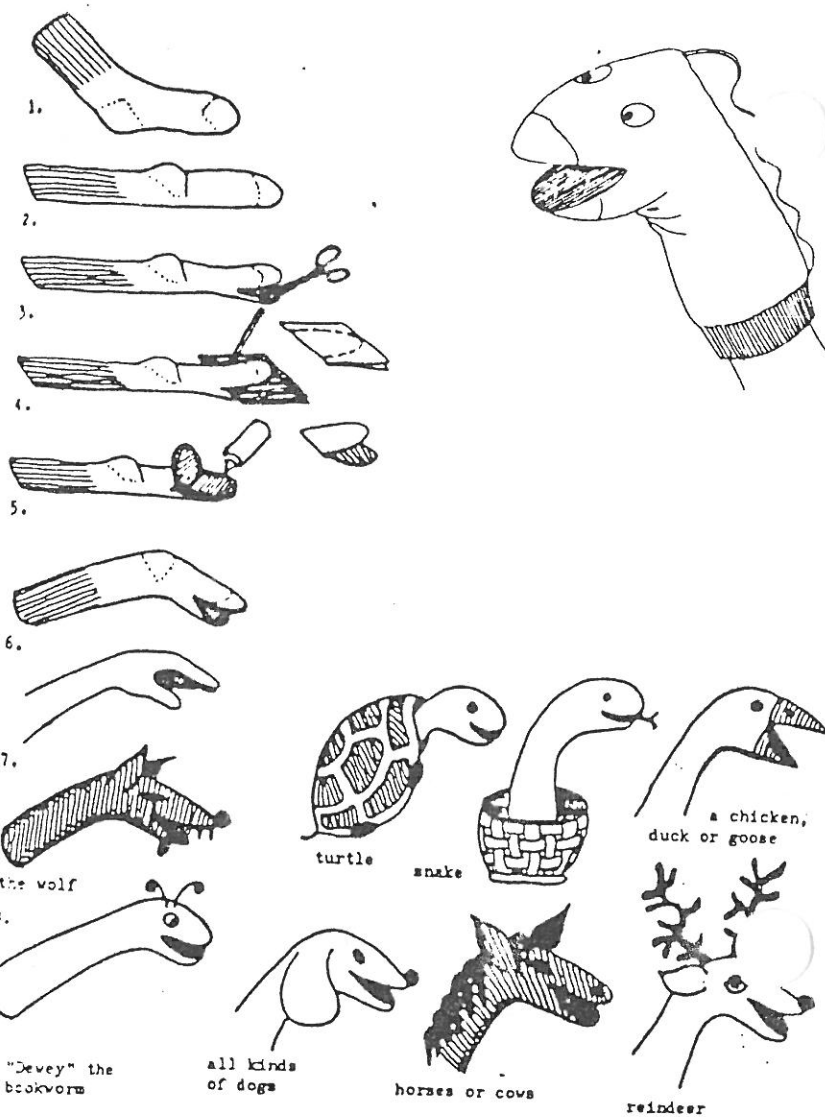
BOX PUPPETS: If you need an animal such as Baloo or Baghera for a play of the Jungle Book, why not use a jello box or small cereal box to form the head and an old sweater or fuzzy sweatshirt arm to form the body. These will also make great dragons, horses, or dogs.



PAPER PLATES: If you need a large mouth clown or fantastic dragon, these will make a great puppet with just a small amount of imagination.

SOCK PUPPETS: There are many variations of this puppet. When putting on a sock puppet, the heel should be on top of your wrist. Tuff the toe back towards your palm. Pin first, then sew the corners of the mouth in place. Sew buttons on for eyes and nose, add ears, hair, or whatever else is needed to make your puppet into the character needed for the play.

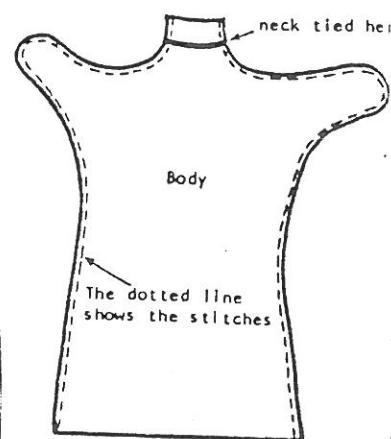
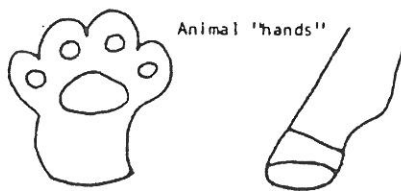
Another way to form this sock puppet is to turn the sock inside out. Cut around the edges of the toe and back about two or three inches to form the side of the mouth. Sew a piece of red, orange, or pink material into the area just cut. Be sure it fits all the way into the slit made in the sock. Trim any excess from the edges. Turn the sock right side out and finish the needed features. Using this method you can design a turtle, a snake in a basket, or whatever you imagine. By inserting your hand inside the sock and moving your fingers, you can make it look as if this puppet is really talking.



GLOVE/MITTEN PUPPET: This is also called the Hand Puppet. Besides the glove or mitten, a handkerchief or a stitched body can be used to make this puppet. The costume is taped over the hand and the thumb and second finger become the puppet's hands and the first finger holds up the head. This type of puppet can be worked to hold props, to wave, or be more active than some of the others. Since this

puppet usually has a formed head, you will need to practice moving the puppet to show when it is talking and using its "arms" to show emphasis.

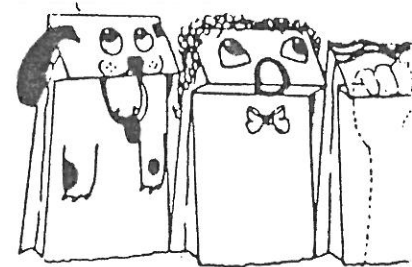
Another form of this puppet is to make the head and neck or body portion to fit on one arm and make the arm of the puppet to fit on your other arm. In this way your puppet becomes more life sized.



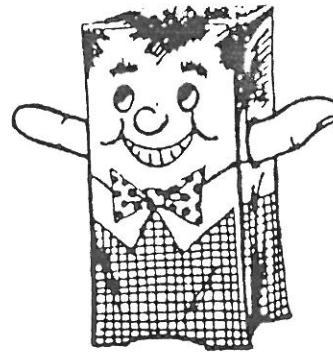
SHADOW PUPPETS: These puppets are great for extremely shy Cubs. Once the Cub and his puppet are both behind a screen, he can talk without anyone seeing him. His puppet appears as a black shadow because of the light behind. These are great because a great deal of costuming is not necessary.



PAPER BAGS: Since these are so readily available, these make the quickest and easiest made puppets. They can be made from No. 5, No. 6, or No. 8 paper bags. Insert the four fingers in the flap that is formed when you flatten the bag, this forms the mouth. By moving your fingers up and down, you can make the puppet talk.



To decorate the bag puppet lay it flat with the fold at the top and facing up. The upper lip or part of the mouth would be drawn above the fold and the lower part below the fold.



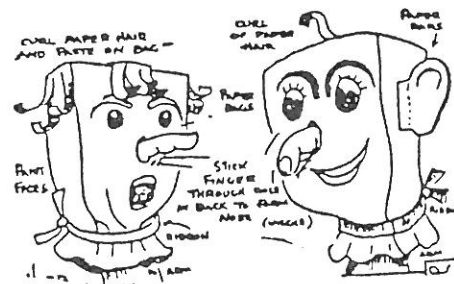
Another type of paper bag puppet would be to use a No. 2 or 3

PAPER BAG PUPPET WITH MOVEABLE ARMS

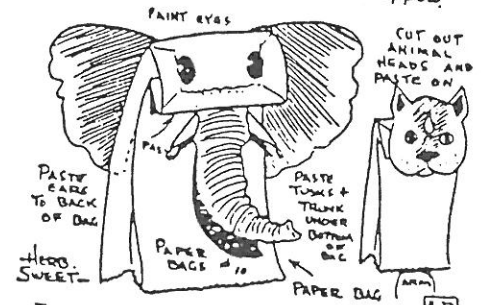
size. Open them up, see where the nose hole should be by poking your finger into the sack and marking it. Then sketch in the eyes and mouth. Decorate the paper bag puppet with hair, ears, etc. Then cut out a hole where you marked the nose and stick your finger through it. Tie the open end of the sack around your wrist.

Sack animals can be made by cutting out the head of the animal and gluing it to the folded end of the sack, or you can use construction paper or tissue paper to make the animal's features.

Paper Bag
'Finger' Puppets



Paper Bag
Fist Puppets



These puppets are easy to make. The back of the sack so that

PAPER MACHE: This is used primarily for making the heads of marionettes. By soaking strips of paper in water and gluing them over a ball, lightbulb, or some shape, you can form a puppet head. When the paper has dried it can be cut in half and the form removed. Then the two halves are glued together and painted to make the face. A styrofoam ball with a hollowed out indentation for your finger can also be used to form a head.

Tissue paper dipped in a flour and water paste about the consistency of cream will make a much finer featured head. By separating the layers of three or four pieces of tissue, soaking them in the mixture, and gently squeezing the excess water out, you can then form it over a cardboard cube. Since the tissue shreds too easily to use strips it can be loaded and pulled into a round shape. Poke the eyes in by using the eraser end of a pencil, form the nose by building or pulling out the paper. Remember to form a collar at the neck so the costumes will have something to hang from. After it has dried you can use paint to form the features.

STICK PUPPETS: Ordinary items found around the kitchen or house make ideal puppets. Also vegetables can be dressed up to form interesting characters in a play too. A potato on a stick with a collar on could become a very interesting Farmer or Cubmaster. Just by adding felt or paper eyes, nose, mouth and hair just about any person could be represented by a vegetable.

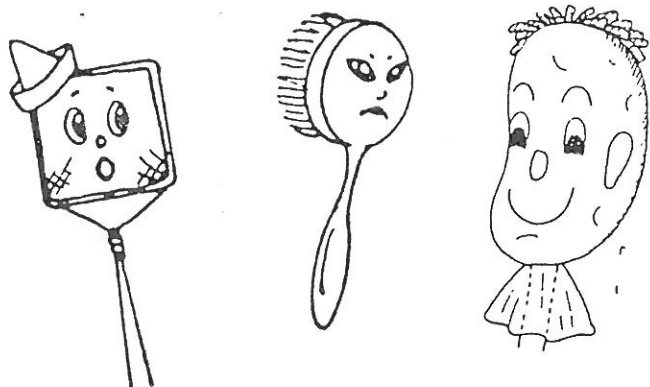


MARIONETTES: As stated before, this is the most difficult puppet to master. Because of the amount of practice needed, many Cubs may lose interest in mastering it. They are usually a full length puppet operated by strings. Each joint (elbow, hand, knee, foot, waist and head) is separate and has a string attached to it and to the control stick. By pulling on the individual strings you can make the puppet walk, bow, wave, and do just about anything a real person can do.

To make a marionette using three strings, put 3 notches in a stick 6 or 8 inches long. Cut notch 1 in the middle, running it all the way around the stick. The other 2 notches should be cut 1 inch from either end of the stick. Now cut the middle string 3 inches longer than what you will need to reach the head. The other two strings should be 2 inches longer than the arms are when they are hanging down. Tie the middle string to the middle notch and the two arm strings to the outside two notches. By moving the side strings you can move the puppet arms one at a time.

If you get really good at this, add a second stick with two notches and strings 2 inches longer than the feet. By moving those strings you can get your puppet to walk.

On the following page there are additional ideas of variations of the puppets we have discussed.



WRITING THE PUPPET SCRIPT

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

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

1. Decide what it is about
2. Is it for fun or to teach
3. Select your characters
4. How will your characters react
5. Decide on what your characters are going to say
6. How long will it be

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

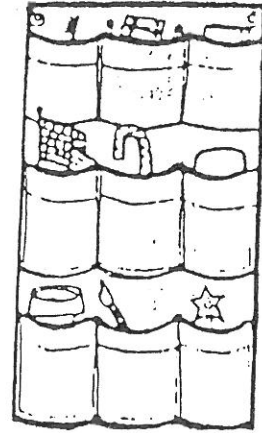
If only one page, tape it to the stage or somewhere it won't be seen, or pin it to your jeans or your knee.

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

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

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

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

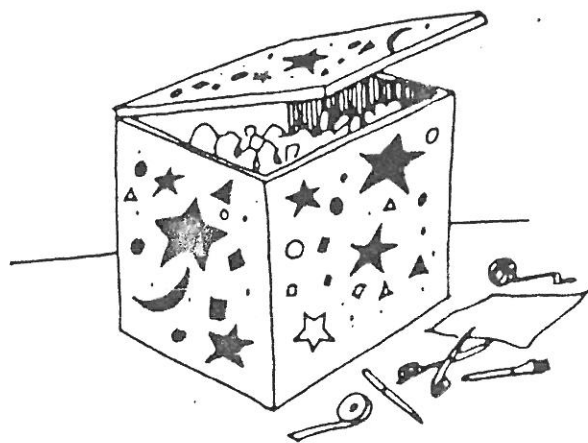


THE MAGIC OF PUPPETRY STARTS WITH A BUFF BOX

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

Some examples that can help create magic are:

- sticks for stick puppets
- straws, tongue depressors, pickle sticks, chopsticks)
- 2. Styrofoam balls, balls (rubber and ping pong)
- socks, nylon stockings
- gloves, mittens, fabric scraps
- felt scraps for faces, shirt sleeves for costumes
- old handkerchiefs, doll clothes, old doll hats
- paper sacks, plates, cardboard
- paper cups, envelopes
- construction paper, crepe paper, doilies, boxes, egg cartons, paper tubes, plastic bottles
- wig materials
- buttons, beads, sequins, wooden spoons, spools, rings, parts of old toys, kitchen utensils, flycatchers, hair brushes, cotton balls
- Anything else imaginable - stethoscope, whisk broom, bicycle tire pump



PUPPET-MAKING CHALLENGES

A Ten Minute Puppet - With your scissors, glue, needle, thread, tape and pins gathered beforehand, pick a particular room such as the kitchen, and using only the materials found there create a 10-minute puppet.

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

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

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

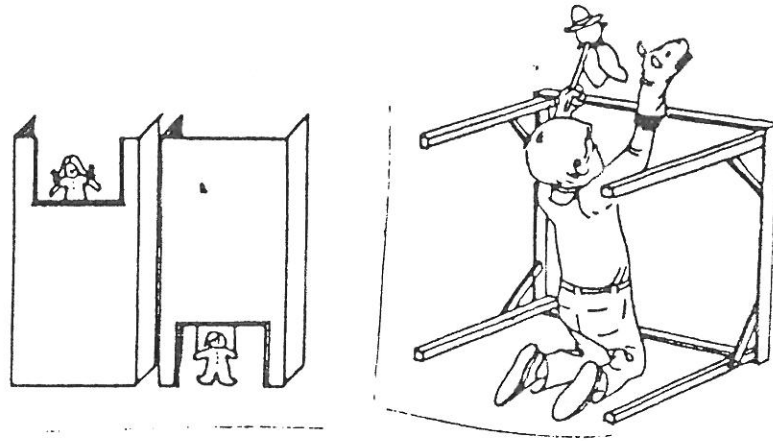
Grab Bag Puppets - Put a variety of puppet stuff into grocery sacks and staple them shut. The challenge is to create a puppet out of what you have. Tape, scissors and pins should be available.

PUPPET PLAYS

The following are a few short plays that could be used for puppet

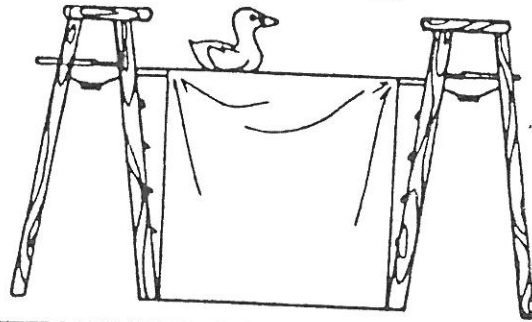
PUPPET STAGES

Now that you have your puppet
m you will need a stage to
p perform on. Shadow puppets are the
easiest since all that is needed is
a screen or sheet and a bright
light. A large cardboard box such
as a refrigerator box can be used
to make a puppet stage. If you cut
the opening at the top of the box,
by reversing it you can use it as a
stage for marionettes too.

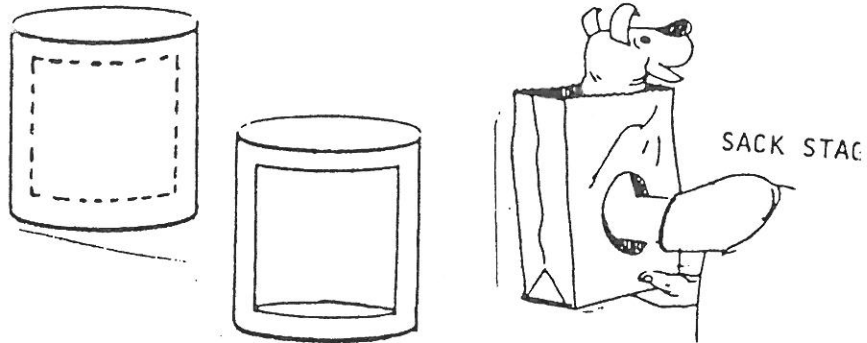


The best way of having a
"traveling" stage is by using what
is at hand. By this we mean a
table turned on its side, a folding
screen, a doorway with a blanket or
sheet covering the lower portion or
two ladders with a pole strung
between and a blanket hung down.
If you really become desperate, use
two people out of the audience to
hold the curtain, and put on your
puppet show.

LADDER AND SHEET STAGE



Now if you are using
f finger-leg puppets there are many
c different types of stages. An ice
cream carton can be used both for
finger puppets and for individual
puppet shows just by cutting out a
side 2 inches from the top, bottom
and sides. Then it can be
decorated with contact paper, wall
paper or whatever you wish. The
top portion of the container is a
fine area for finger-leg puppets to
walk upon, while the opening that
is cut into the side works well for
the other types of finger puppets.



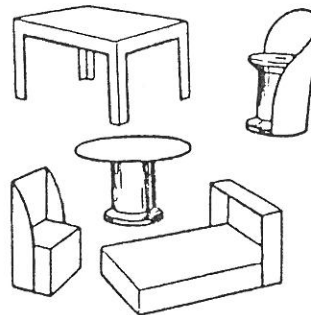
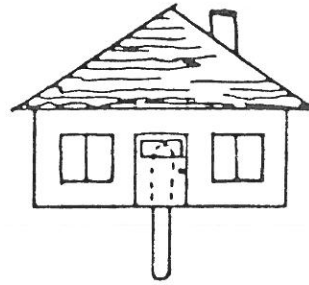
Portable stages can also be
made out of boxes with a strap that
fits around your neck so your
puppet can walk across. Or by
cutting two holes you can have two
sock puppets to entertain as you
walk around. A paper sack could
hold an interesting type of puppet.



STAGING

A bare stage works fine for finger puppets, but with hand puppets you might want to make furniture or staging to make the play more believable. One way of accomplishing this is to put your scenery on sticks. This works well for shadow puppets and will work for others if you have a large amount of changes to make. Scenery that has to be changed during a play, should be as simple as possible. Do not clutter up your area that you want to work in.

If you need items such as tables, chairs, trees etc., make them out of modeling clay, cardboard or spools. Doll house furniture can also be used. If your stage has a floor you will have no problem setting them up, but if your stage does not have a floor, place your furniture on a long stick and hold it up to look like scenery.



BRINGING THE PUPPET TO LIFE

As stated for the marionette, practice is necessary to learn how to work (manipulate) the puppets. But how do you take a hand puppet and make your audience believe you?

A puppet can answer questions just by nodding his head yes or shaking it no. By moving one hand up by its face it can whisper, by moving two hands it can shout. It should be remembered that every time the puppet speaks it should move in some manner, but don't make it flop all over the stage. It can stand still once in a while, but don't forget to move it.

The best way to practice your puppet's lines is to read it in front of a mirror, or tape your part of the play and move your puppet to the lines spoken. (In fact, a good way for Cubs to put on a show, is to tape it first, and play the tape during the performance.) Here are some points to remember:

1. Hold puppet upright.
2. Walk off stage, don't sink out of sight.
3. Think of actions the puppet can do best, but keep them clear and simple.
4. The puppet should speak and act in character.
5. Move the puppet when it speaks so audience knows who to watch.
6. Speak clearly.
7. Do not hide one puppet behind the other.
8. Exaggerate your feelings. An excited puppet should be wildly excited, a tired puppet should groan and sag as if weary.
9. Sometimes a puppet must speak out loud when he is thinking. For example:
"I think I'll look up in the tree for my pet bird."

TIMELY TIPS

Puppets will be more appealing if given a definite personality, this means that your puppet should have his own special character which is unlike any other puppet on stage.

The main idea is to make him an outstanding individual with his own mannerisms, with his special way of dressing, and with his particular way of walking and talking.

Facial features of puppet will help make him outstanding in appearance. Give your puppet a face that will attract attention.

The features of a puppet should be exaggerated. Give him an extra big nose or a very crooked mouth, so that the audience can recognize him easily.

Let your puppet speak and act according to the kind of person that he represents.

When putting on a puppet show, keep actions clear and simple.

Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak.

Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.

Do not hide one puppet behind the other.

Let the puppet exaggerate both feelings and actions that go with the feelings. An excited puppet should be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.

In some cases, it is a good idea to have the puppet speak aloud to himself as he goes about his act. For example, he might say while looking - "I'll look under this tree for a rock."

POINTERS TO HELP THE SHOW GO

Think of actions a puppet can do best and include them.

Be sure there is plenty of room behind the scenes for all puppeteers. Crowding will inhibit spontaneity.

Puppeteers should use their own words as much as possible - even in formal productions.

If children are to perform publicly, they should practice ahead of time to get used to the movements.

Tops of heads should not be seen. Have the taller children wear skull caps made from dark stocking.

For primary grades, a 15 or 20 minute show is long enough.

Monologues should not last more than one minute.

Look for ways to heighten suspense in the play.

Utilize opportunities to have the puppets exchange repartee with the audience.

Use music during the production if possible.

Plan frequent exits and entrances to hold interest and to avoid having too many puppets on stage at one time.

Actions should always be downstage.

Hold the puppets vertically.

Let the puppets walk off the stage, not sink out of sight.

Teach children to wait for laughs so the audience does not lose lines.

Have good prompters.

Enjoy what you are doing - have fun!!

SOUND

It is possible to do a play without sound, even if it is hard to be silent, but as a rule sound is a component part of a play and is just as important as what is seen.

Sound and music can often replace speech in a play and most puppets suggest possibilities of sound that are well worth working out.

With the aid of a tape recorder you can record and play back anything from simple sound effects to orchestral music. You can even record a whole puppet play on tape and play it back so that the puppets simply have to follow the text and music. You can also have puppets and people act together, so that the puppets speak from a tape and the people use their own voices.

SOUND EFFECTS FOR SKITS AND SHOWS

- ANIMAL ROAR** - Any closed box will do. Cocoa can, coffee can or 2 foil pans taped together. Tie the string in center of pencil. Punch hole in container, place pencil inside of box and pull string out thru hole. Rub string with rosin or a green leaf. Drag fingernails along string to produce noise.
- SAWING WOOD** - Rub piece of sandpaper across 6" area on rim of large foil pan.
- TRAIN STARTING UP** - Rub small juice can across 6" area on rim of large foil pan. Rub slowly at first, gradually rubbing faster as train speeds up.
- TRAIN WHISTLE** - Place sheet of paper over top of 8" pie pan. Place partly-open mouth against paper and utter a shriek without moving lips. If train is far away, make small shriek.
- FIRE** - Crumple cellophane into ball. When released, it will crackle like flame.
- WIND** - Cut narrow slit in sheet of paper; holding it about ½" from lips and blow to make sound of rushing wind.
- HOOF BEATS** - Saw coconut in half. Beat halves on pillow or rug scrap.
- AIRPLANE** - Heavy paper striking blades of electric fan.
- RAIN** - Slowly drop sand on tightly drawn plastic or cellophane.
- AUTO BRAKES** - Slide drinking glass across pane of glass.
- HAIL** - Pour rice on pane of glass, tin or wood.
- WATER** - Several persons blowing through straws into glasses of water.
- BREEZE** - Wave narrow strips or streamers of newspaper.

MOOD MUSIC TO CREATE AN-ATMOSPHERE

Symphony #6 in F Major, Pastoral (Beethoven) - birds, running streams peace

Classical Marches by the Boston Pops Orchestra

"Clair de Lune" (Debussy) - sad, poignant dreaminess

"Mars" music from The Planets (Holst) - sets an eerie or sinister mood

"In a Persian Market" (Ketelbey) - quick-moving, vivacious

Overture from The Magic Flute (Mozart) - especially fine as introductory music for a puppet performance.

"Song of India" (Rimsky-Korsakoff) - descriptive of a warm, peaceful day, water

William Tell Overture (Rossini) - vivacious introduction music

"Circus Polka" (Stravinsky) - check other compositions by same composer

"Skaters' Waltz" (Waldteufel) - for the rhythm of ice skating, a ballet, etc.

LIGHTING

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

The best way to learn how to use lighting properly is by trial and error. If you are continually moving the puppets about under different lighting conditions you can't help noticing which effect looks best in a given situation.

Photo lights with a spring clip that fixes to table or chair is a good light source.



Spot lights that are used with christmas trees are effective.

Use colored filters to create mood and effects.



TIME TO ORGANIZE

A little organization never hurt anyone. Rehearsals are necessary of course. So is knowing the who, what, where, when and why.

SAMPLE PAGE FOR YOUR NOTEBOOK:

	Den No.
Audience Group:	
Occasion:	
Date:	
Name of Skit or Song:	
Puppets Required:	
Props Required:	
Scenery Required:	
Lighting:	
Sound Effects:	

WRITING THE PUPPET SCRIPT

The best method of assembling a script is to begin with a scenario. A "scenario" is an outline for a play or some other form of dramatic action. In the process of assembling a script consider several steps.

- First: determine the intent of the script.
- Second: select a situation - real or imaginary.
- Third: select characters.
- Fourth: determine how characters act and react.
- Fifth: give the characters specific dialogue.

Be sure to keep in mind some basic things about puppets. They are quick, fantastical characters. They speak in short, jumpy phrases. They may jump to illogical conclusions as quickly as they do logical ones. Also, they have a tendency to leap to extremes in character and situation. Their pace is always quick, light and bouncy. These feelings should be suggested in script materials, not only in physical representations.

Scripts need not be original with the puppeteer - select a familiar story to dramatize, a song to "sing", a current event, a holiday idea. Perhaps at first it would be better to just let the puppets get the feel of movement and freedom - just let the conversation come as it may. Let the puppet find itself - let the boy lose himself!!

Anything that takes your fancy can be used as a puppet. An object may be sufficient in itself, or you may like to fit it with glasses, eyes, mouth, clothes, hat and so on.

The following are some hints and how-to's about manipulating the hand puppet:

walking - Move your wrist back and forth. Do not let the puppet pop up out of thin air when it makes its appearance. It should come on stage the same way you would if you were entering the stage.

Talking - If the mouth is moveable, be sure to move it. If not, move the head to show who is speaking, but only on certain groups of words. Otherwise your puppet will get a headache from wagging back and forth.

Listening - Puppets, like Cub Scouts, should listen sometimes. When a puppet listens he does not move, and he looks toward the one that is talking.

Sitting - To make it appear your puppet is sitting, lower it gently and insert your index finger of your opposite hand under the garment to make it appear as if there was a knee or lap. As the puppet rises, lower the finger until the lap disappears.

Climbing - Did you know a puppet could climb a tree? By lowering the tree or beanstalk or ladder it will appear as if the puppet is climbing upwards. All the puppet is doing is standing still and reaching for the next branch or step. Remember to reverse the procedure when the puppet climbs back down.

Piano playing - If you have a musical puppet, use a toy piano on which the sound is muffled when the keys are struck. A recording will make the actual sound of the piano selection.

Dancing/Marching - By using the pointer finger of the opposite hand to form kicks under the skirt, it will appear as if the puppet is dancing or marching.

Puppet Actions: What do you do with the:

Head - nod or thrust forward and back

Hands - clap, hold to head, scratch head, fling to sides, cross in front, point

Waist - (your wrist) bow, twist, sway, sit down

Legs - (your forearm) walk, leap, limp, dance, march

Some things a puppet can do:

March to music	Dance
Lead an orchestra	Fight
Sweep a floor	Dust
Stack Blocks	Wash Dishes
Play instruments	Write
Play with a balloon	Eat

Show Feelings and Personality when you are:

Excited - Clasp hands, jump up and down

Sad - Hand to face, show movements, bow head

Angry - Beat head, bang hands

Afraid - Tremble, shake

Tired - Slow, droopy movements

Old - Shaky, slow movements

FACIAL EXPRESSIONS AND FEATURES

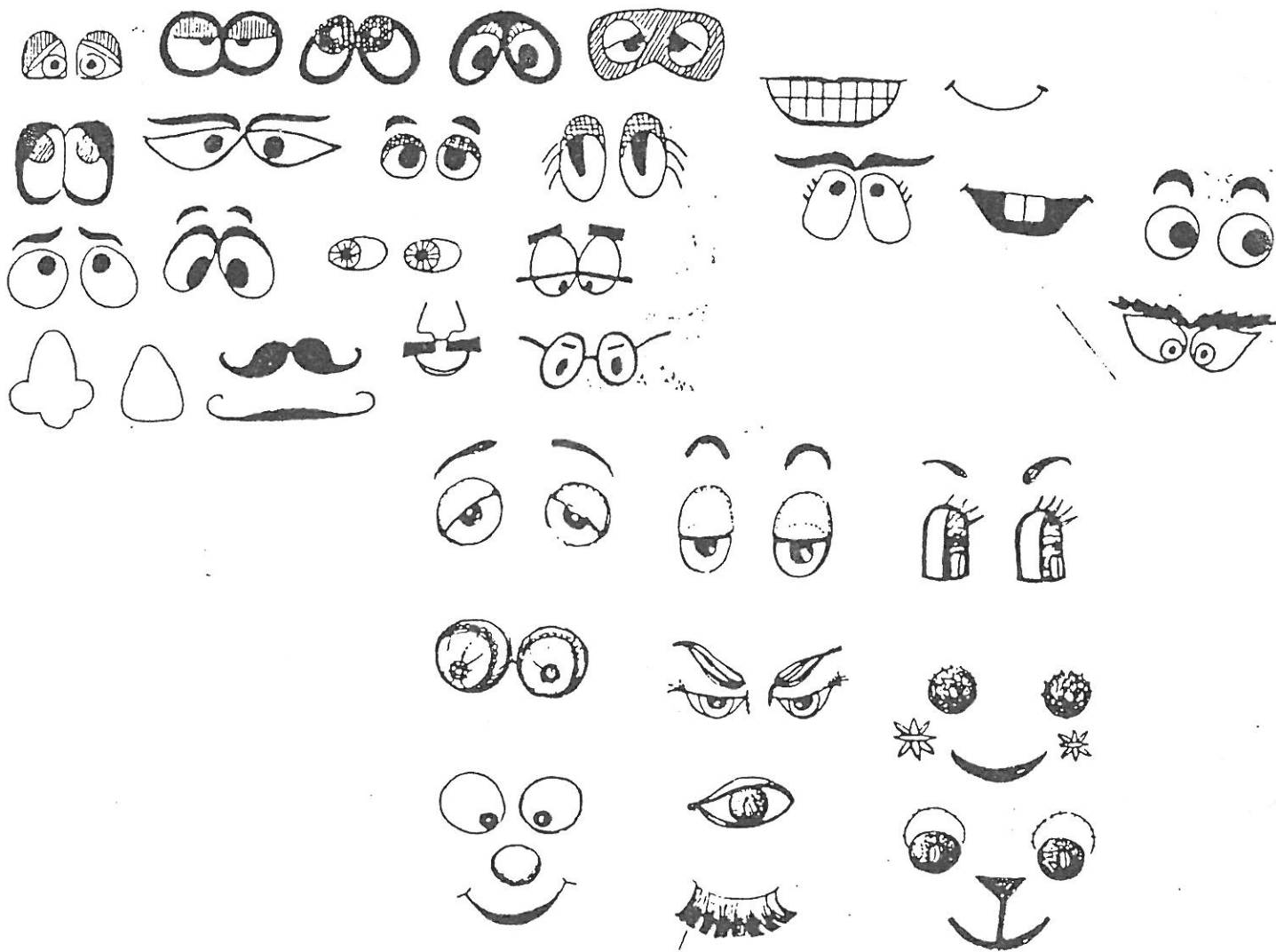
One thing you must remember about a puppet, it is small. When you make a costume for yourself the details do not have to be bright in order to show where they are or what they mean. On a puppet, who is very little, the features and costumes must be over emphasized in order to get the idea across.

To start with the face, the eyes should sparkle on a happy face, shed a tear on a sad one. Glitter or sequins can bring out this feature. Use different sizes of eyes and different colors too. The moveable eyes that can be purchased in the stores can also be quite effective. The eyes are great expression makers, noses can be left off or can be round such as

a clown's.

The hair can be made of a multitude of different things. For example yarn, narrow streamers of crepe paper, shredded plastic bags, scrub pads or steel wool, pieces of fur, string, wood shavings, or even feathers could be used. They can be sewn on, glued on, stapled, pinned, or taped on. Be sure they will stay on! What ever effect you want can be achieved by using something different.

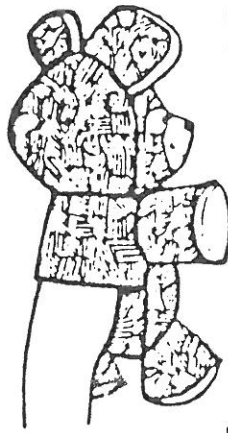
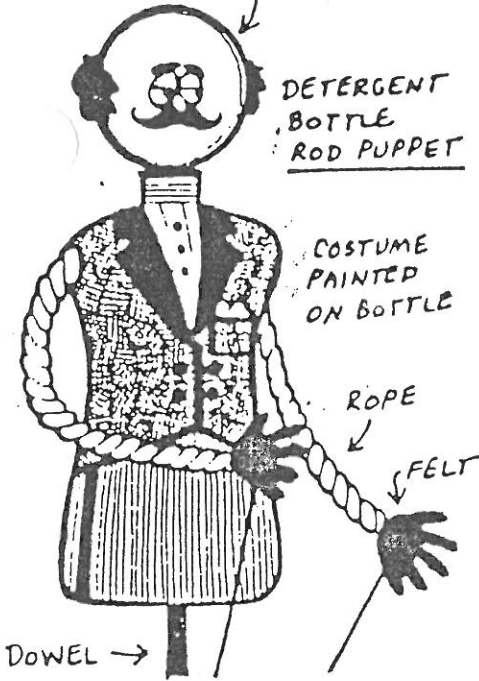
Following are some variations of features that could be used. Thin wire for glasses can also change a puppet's look.



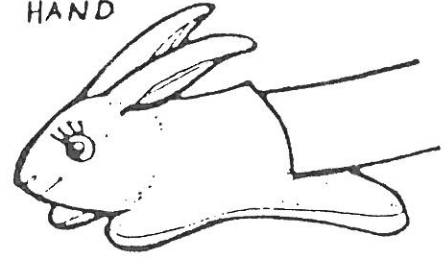
STYROFOAM BALL

MORE PUPPETS

PUPPETS FROM STUFFED TOYS

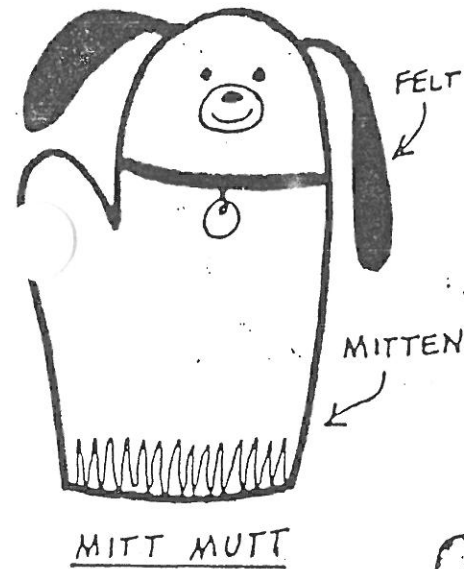
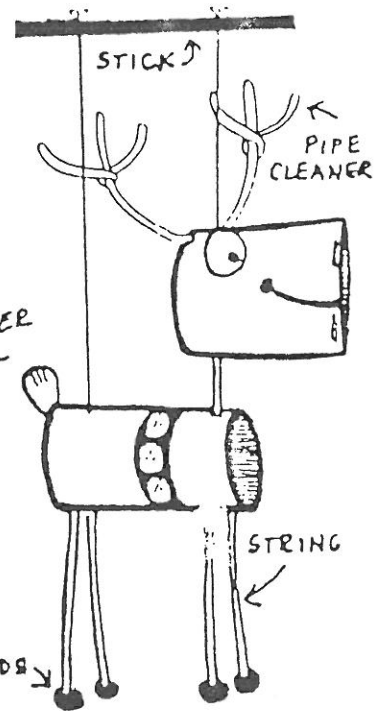


CUT A SLIT IN BACK OF TOY. REMOVE ENOUGH STUFFING FOR YOUR HAND

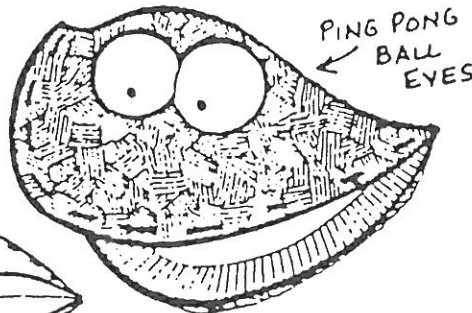


EGG CARTON SPIDER

CARDBOARD TUBE MARIONETTE

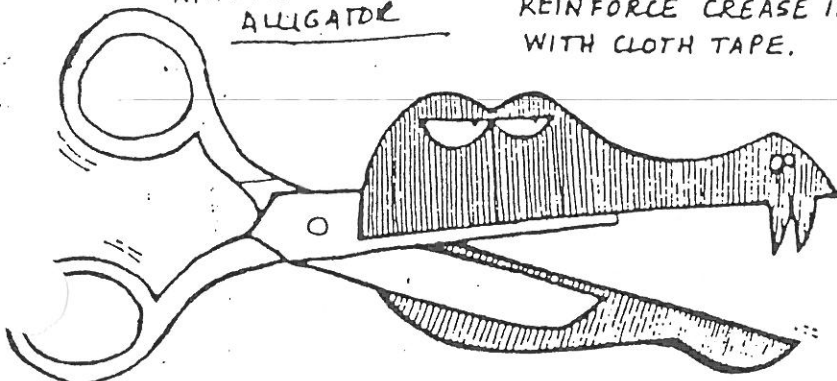


PAPER PLATE PUPPET

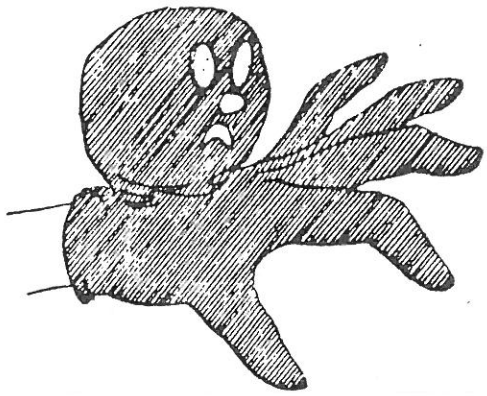


FOLD PLATE IN HALF STAPLE ON 2 HALF CIRCLES OF STRETCHY KNIT FABRIC. REINFORCE CREASE IN PLATE WITH CLOTH TAPE.

ANIMATED ALLIGATOR



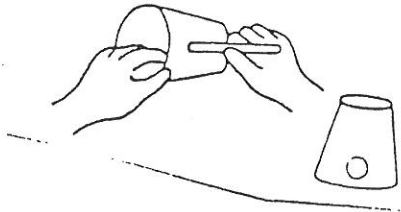
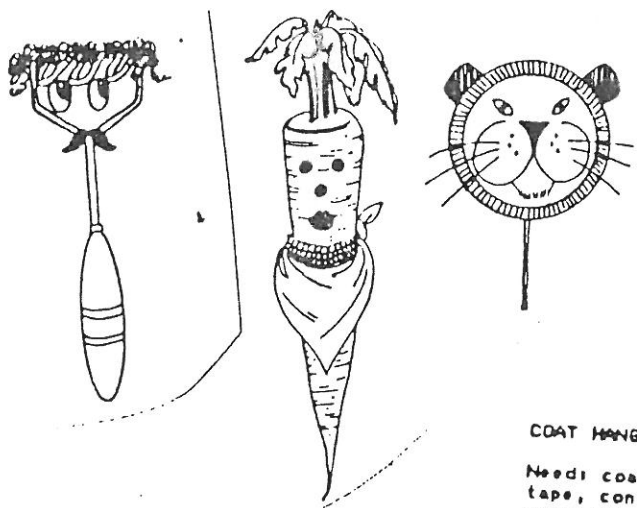
SIMPLY GLUE PAPER CUT-OUTS TO A PAIR OF SCISSORS FOR A SIMPLE ANIMATED PUPPET



For a spider puppet attach a large black yarn puff to the back of a black glove. Use buttons and felt for facial features.



a paper cup



COAT HANGER PUPPET

Needs: coat hanger, nylon hose, tape, construction paper, yarn material and paste.

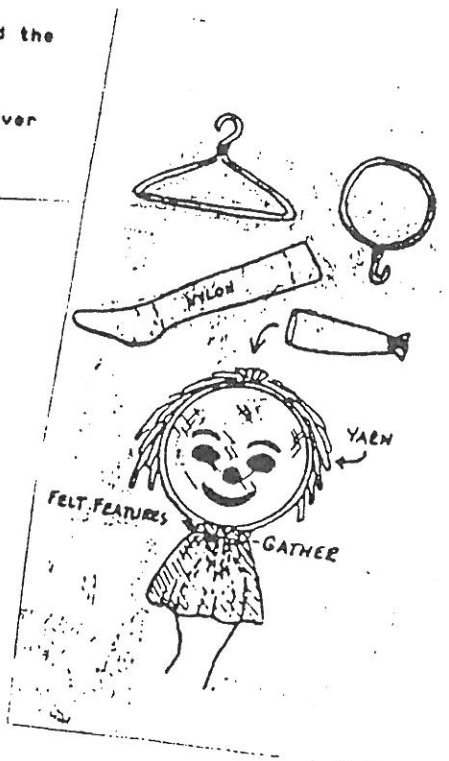
1. Shape hanger into a circle
2. Cut foot and top off hose, tie a knot at one end and pull the hose over the hanger with the knot at the top.
3. Cut out features, add hair
4. Use material to make the outfit the puppet is to wear.
5. Gather the material around the neck so it will fit over your hand while holding the hanger handle.
6. Use as a stick puppet or over your face as a mask to play the character in a story.

HULA-HOOPING CLOWN

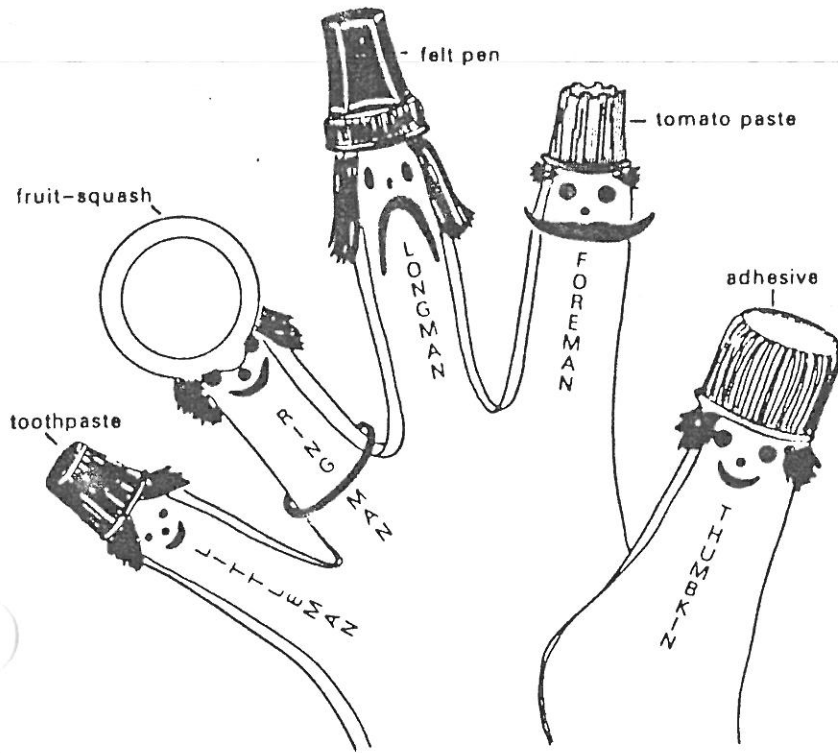
Needs: 2" styrofoam ball or a piece of material cut into a 2" circle, a piece of bright cotton for the costume 3" x 3", an 8" scrap of round elastic 1" wide ruffle for collar 8" long, 3 small pompoms for hair, scraps of felt for features

1. Make head either by hollowing out the ball for your finger or by sewing and stuffing the circle.
2. Fold cotton in half for costume and stitch the 3" ends. Gather the top edge, and glue it or sew it to the head. Make a narrow hem in the head. Insert the elastic and gather to fit finger.
3. Glue 3 pompoms to head around back to form the hair. Trace, cut out and glue the features on to the face. To make the ruffle, gather the top edge to fit around neck and glue in place.

Use the clown on your forefinger and with a little practice you'll be able to twirl a hula-hoop. A 4" ring or hoop seems to work best.



Five Merry Little Men



Do you know this rhyme?

Thumbkin says I'll dance,
Thumbkin says I'll sing,
Dance and sing you merry little men,
Thumbkin says I'll dance and sing.

Foreman says I'll dance,
Foreman says I'll sing,
Dance and sing you merry little men,
Foreman says I'll dance and sing.

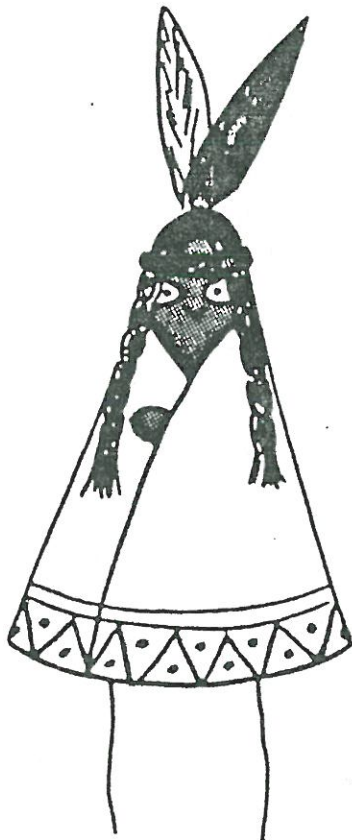
Longman says I'll dance,
Longman says I'll sing,
Dance and sing you merry little men,
Longman says I'll dance and sing.

Ringman says I'll dance,
Ringman says I'll sing,
Dance and sing you merry little men,
Ringman says I'll dance and sing.

Littleman says I'll dance,
Littleman says I'll sing,
Dance and sing you merry little men,
Littleman says I'll dance and sing.

You wiggle each finger in turn and
make it dance as you sing or say
it's own particular verse.

Ten Little Indians



Ten little Indians standing in a line,
One toddled home and then there
were nine;
Nine little Indians swinging on a
gate,
One tumbled off and then there
were eight.

Eight little Indians gayest under
heaven,
One went to sleep and then there
were seven;
Seven little Indians cutting up their
tricks,
One broke his neck and then there
were six.

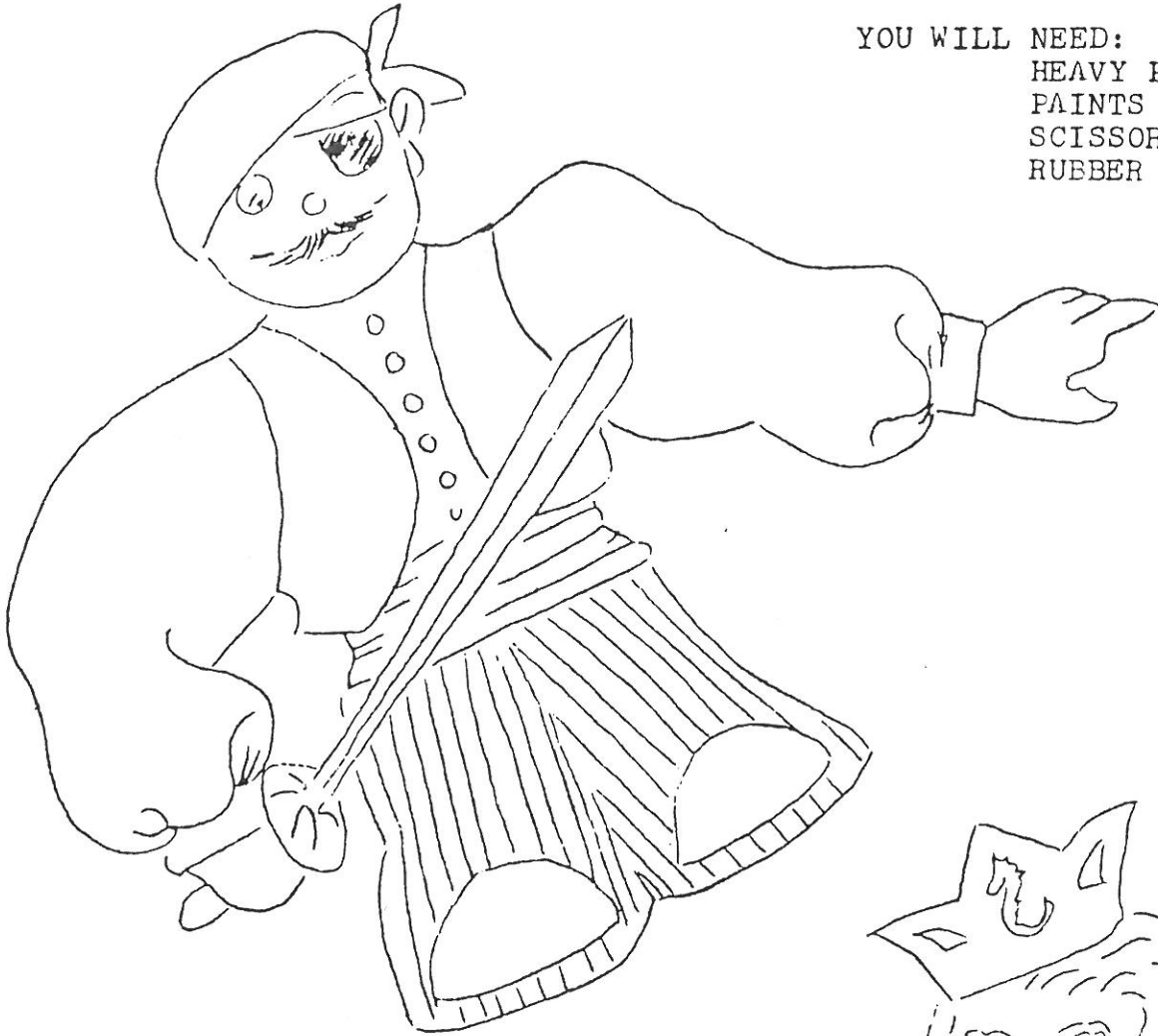
Six little Indians kicking all alive,
One kicked the bucket and then
there were five;
Five little Indians on a cellar door,
One tumbled in and then there were
four.

Four little Indians up on a spree,
One he got fuddled and then there
were three;
Three little Indians out in a canoe,
One tumbled overboard and then
there were two.

Two little Indians fooling with a
gun,
One shot the other and then there
was one;
One little Indian living all alone,
He got married and then there were
none.

FINGER PUPPETS

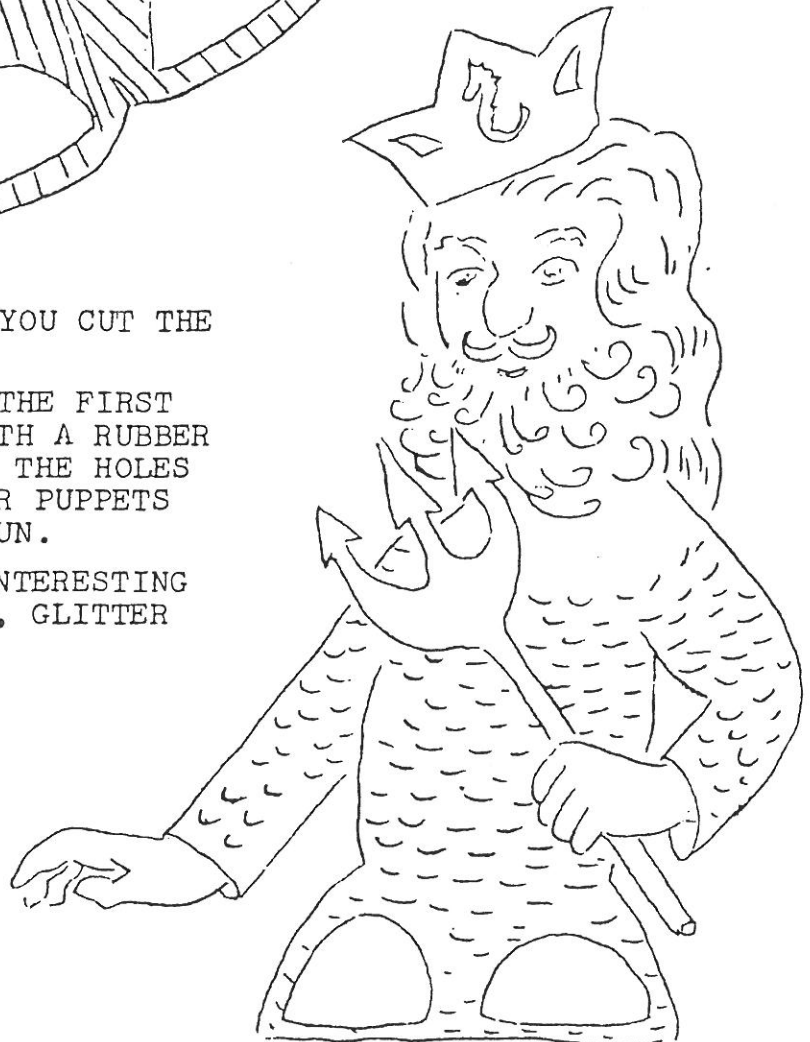
YOU WILL NEED:
HEAVY PAPER
PAINTS OR CRAYONS
SCISSORS
RUBBER BAND



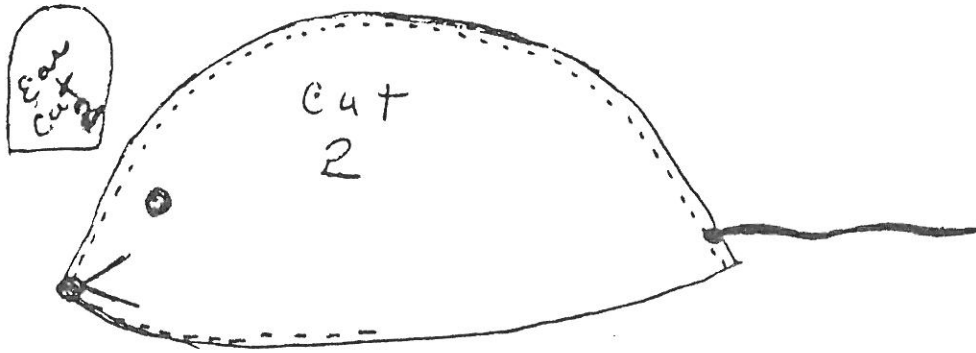
A. COLOR OR PAINT BEFORE YOU CUT THE PUPPETS OUT.

B. ATTACH THE PUPPETS TO THE FIRST TWO FINGERS OF THE HAND WITH A RUBBER BAND. YOUR FINGERS THROUGH THE HOLES ARE THE PUPPETS LEGS. YOUR PUPPETS CAN DANCE, HOP, KICK AND RUN.

C. TO MAKE PUPPETS MORE INTERESTING GLUE ON YARN OR HAIR, FELT, GLITTER OR OTHER MATERIALS.



Mouse Pattern



Cut 2 - Body

Put right sides Together Whip stitch along dotted line. Glue Ears, Nose, Eyes Whiskers under nose, As shown in Pattern. Knot Yarn + sew in seam.

Can use ANY color materials

Need:

Glue

3 1/2 x 4" sq gray felt - Ears, Nose

Thread

Needle

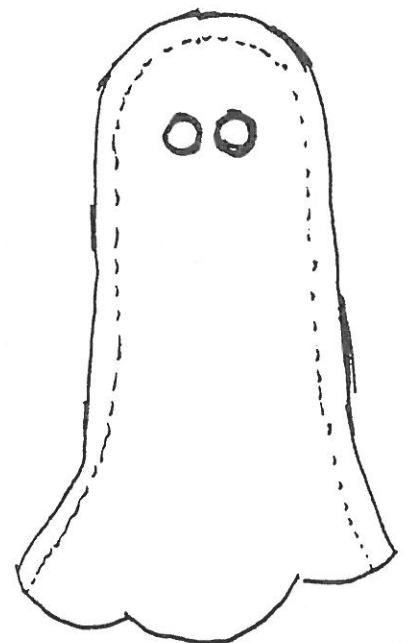
Seed Beads - Black

Yarn - Tail

Material - body (short fur)

Colors

Gray Black Brown White



Made from felt

SPOOL CIRCUS ANIMALS - SUGGESTED FOR USE WITH A CIRCUS THEME

Materials:

Thread spools - right sizes for animals planning to make.

Yarn scraps - white, black, brown, yellow-orange, and grey.

Poster board - white, black and orange (cut in 2x3 or 2x2 inch pieces).

Construction paper - brown to paste over white poster board to make brown bear.

Pens - black: writing pen

felt tip pens - 1 fine tip

1 broad tip ($\frac{1}{2}$ inch, preferably permanent ink).

Scissors

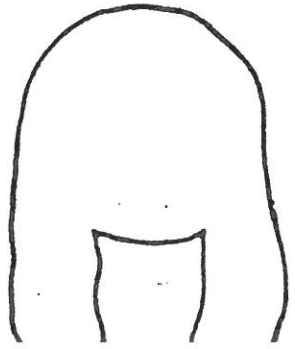
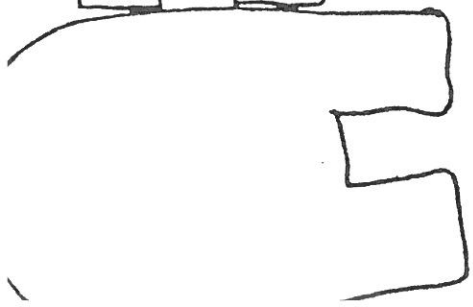
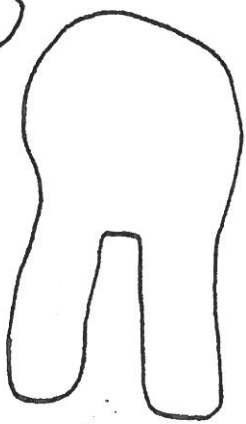
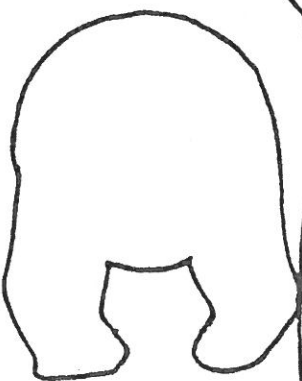
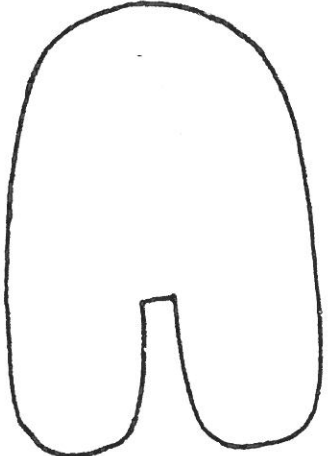
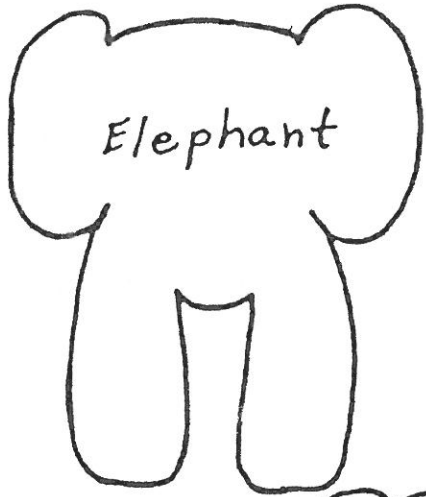
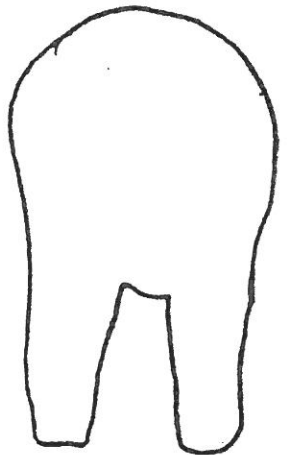
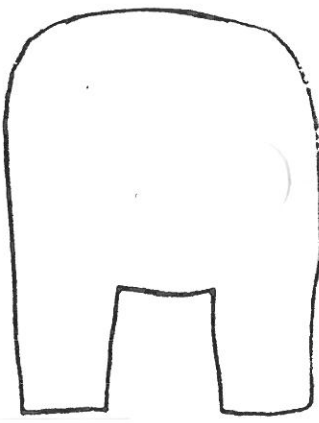
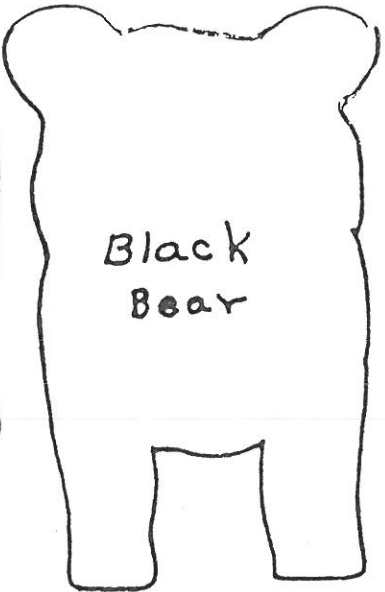
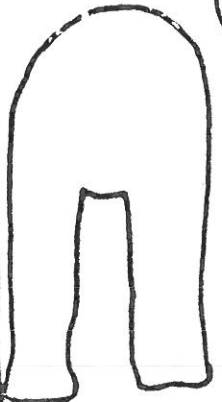
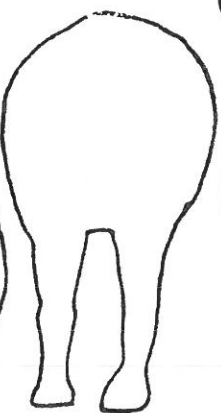
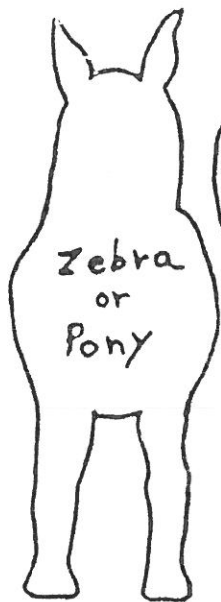
Pencils - lead soft enough for shading on white poster board to make grey elephant.

Glue - Elmers or Wilhold type.

Toothpicks - flat end type to use in applying glue.

Instructions:

1. Choose size of spool that will be best for animal
 - a. Thin for lion & tiger; fat for bears, etc.
2. Wrap spool with yarn
 - a. Select most appropriate color
 - b. Allow about 3 spool laps to hang loose at each end
 - c. Put dab of glue on to hold beginning, or all over center if desired
 - d. Wrap yarn around spool closely but not overlapping
 - e. Set aside to allow glue to dry
3. Cut tail or trunk if necessary
 - a. Make yam of suitable length and taper the tip
 - b. Apply a little glue if want a particular shape, and let dry
 - c. Dab with wide or narrow felt tip pen to make stripes or spots on tail if called for
4. Trace front and rear ends of animals
 - a. Choose best color of posterboard; shade with pencil for elephant
 - b. For brown bear, must glue brown construction paper over posterboard because brown posterboard is not available
 - c. Trace pattern with pencil, or do freehand
 - d. Draw in features with pencil and go over them with black pen of appropriate type depending on width of markings desired, also spots or stripes.
5. If needed, draw spots or stripes on yarn-covered spool to be used for body
6. Glue ends on
 - a. Apply glue with toothpick to ends of spool, including the edges where you will finish wrapping ends of yarn. Complete one end before applying glue to the opposite end.
7. If animal is to have a tail or trunk, glue it on.



A PEANUT-SHELL PUPPET

PEANUT SHELLS MAKE WONDERFUL FINGER PUPPETS. JUST POKE THE BOTTOM OF A BIG PEANUT AND SCOOP OUT THE NUTS. PAINT FEATURES NEAR THE TOP OF EACH PEANUT SHELL. PAINT THE HAIR ON, OR GLUE BITS OF WOOL OR ABSORBENT COTTON FOR THE HAIR.

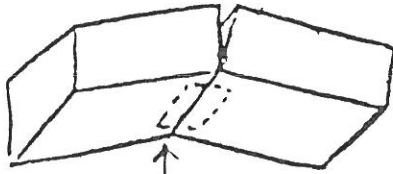
WEAR FINGERS FROM AN OLD GLOVE, OR JUST WEAR A HANDKERCHIEF OVER YOUR FINGERS. USE PIPE CLEANERS OR TOOTHPICKS FOR THE ARMS, OR PAINT THE ARMS ON.

YOU CAN MAKE PUPPETS OUT OF ALMOST ANYTHING. CAN YOU THINK OF MORE THINGS TO MAKE THEM FROM?

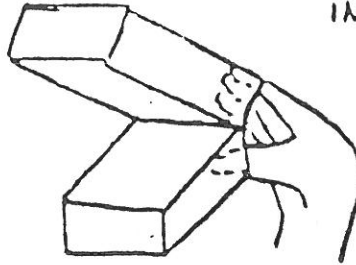


PUPPETS FROM BOXES

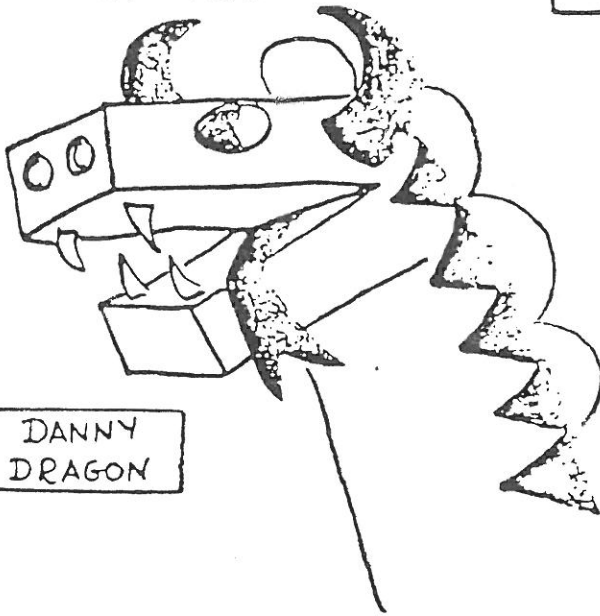
For small puppets, use Jello boxes; for larger ones, use cereal boxes. You will need 2 for each puppet, one each for upper and lower jaw. Paint boxes or use construction paper; then hinge together with tape at open ends. Features are painted on or made from construction paper. An old sock is used for the body.



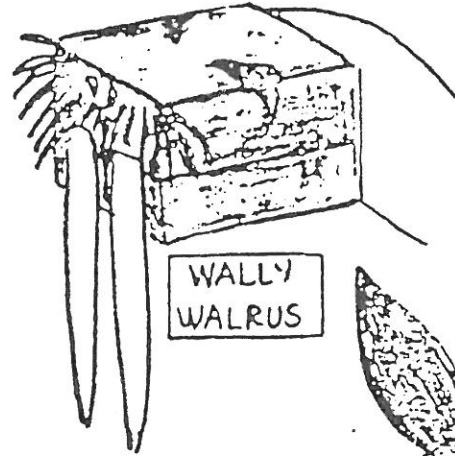
HINGE
WITH TAPE



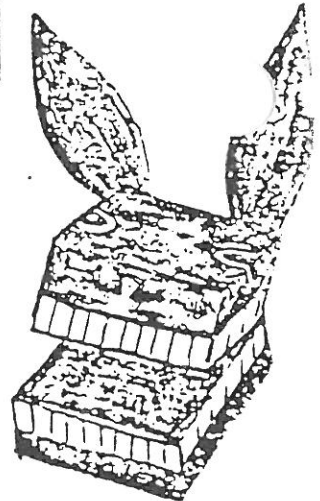
INSERT THUMB IN LOWER BOX,
FINGERS IN UPPER BOX
TO MANIPULATE -
WEAR SOCK OVER HAND



DANNY
DRAGON



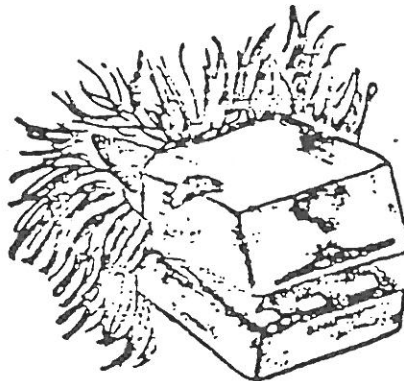
WALLY
WALRUS



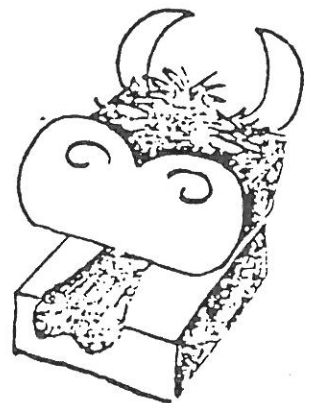
MORTIMER
MULE



ZACK
ZEBRA



LEE
LION



CORA
COW

A PEANUT-SHELL PUPPET

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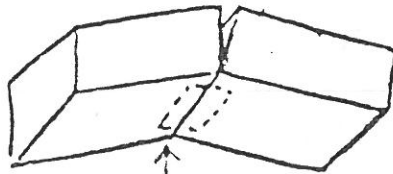
WEAR FINGERS FROM AN OLD GLOVE, OR JUST WEAR A HANDKERCHIEF OVER YOUR FINGERS. USE PIPE CLEANERS OR TOOTHPICKS FOR THE ARMS, OR PAINT THE ARMS ON.

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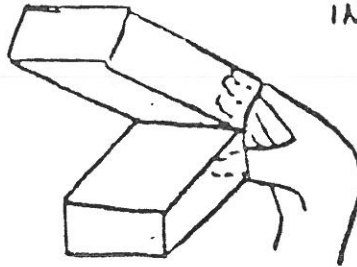


PUPPETS FROM BOXES

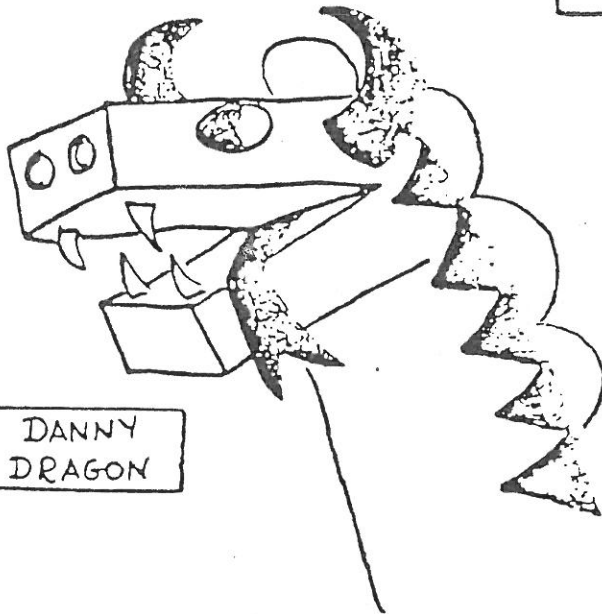
For small puppets, use Jello boxes; for larger ones, use cereal boxes. You will need 2 for each puppet, one each for upper and lower jaw. Paint boxes or cover with construction paper; then hinge together with tape at open ends. Features are painted on or made from construction paper. An old sock is used for the body.



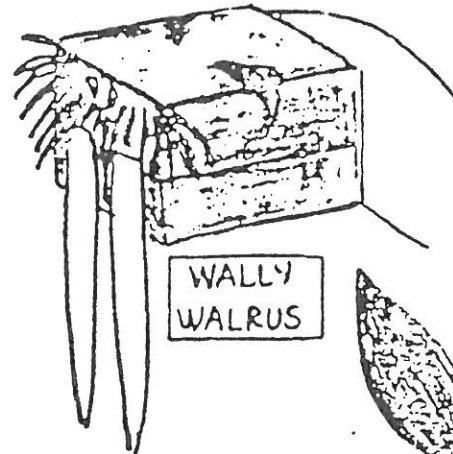
HINGE
WITH TAPE



INSERT THUMB IN LOWER BOX,
FINGERS IN UPPER BOX
TO MANIPULATE -
WEAR SOCK OVER HAND

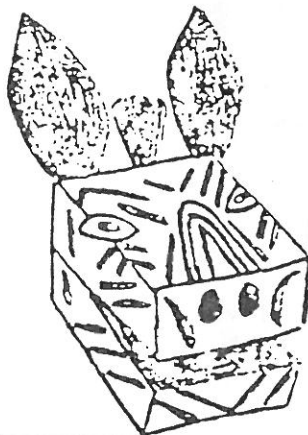
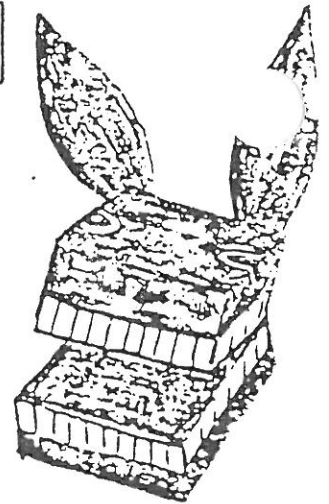


DANNY
DRAGON

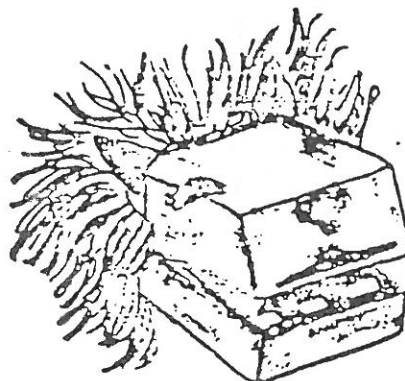


WALLY
WALRUS

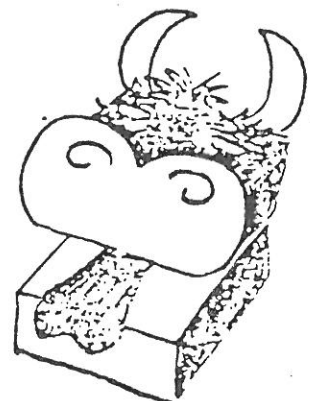
MORTIMER
MULE



ZACK
ZEBRA



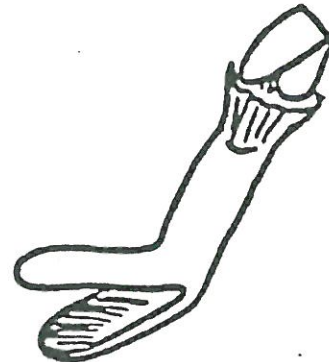
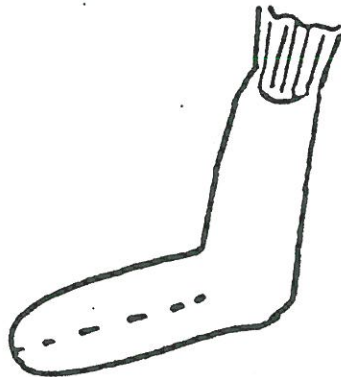
LEE
LION



CORA
COW

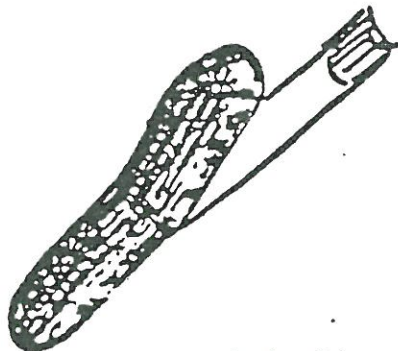
CROCODILE PUPPET

The best description of this fellow is "lovable". He's so much fun!! Children will need more help in making it than with most things, but they will have many happy hours of fun playing with it later.



1. Cut the foot of an old sock as shown by the dotted line.

3. Turn sock right side out. Cut a piece of cardboard the same size as the red mouth. Fold in half, and insert into the sock.



2. Turn the sock inside out, and cut a piece of red material the shape of the opening (for mouth). Sew the red material to the sock with an overhand stitch (or the sewing machine).

4. Sew buttons for eyes and nose. Use yarn braids and curls for hair.

SOME IDEAS FOR A PEEP SHOW

To set up your peep show, collect as many shoe boxes as you need for your featured attraction. The more the merrier.

Cut a peep hole in the front of each box. Across the top near the other end, cut a slot about 1/2 inch. Place an attraction in each box. Arrange your boxes on a table or shelf with peep holes at about eye level. String a set of Christmas tree lights over the slots to light up the attraction.

Label each box to dramatize what's inside.

A few suggestions for peeps: Hairless Dog (Hot Dog), The Five Senses (5 pennies), The Father of All Jokes (Popcorn), A Pair of Slippers (2 Banana peels), Kitchen Elevator (a Cake or package of yeast), Lamplighter (a Match), A Swimming Match (a pair of Matchsticks in a bowl of water), Bonaparte (bones set apart), Ocean Liner (a pile of sand), Meat Grinder (a picture of teeth or a set of old false teeth), The Great North American Buck (a dollar bill), The Ruins of China (pieces of broken china), The Ancient Torture Equipment (a hairbrush), and so on. Think of some others yourself. You might find some other ideas in some past Scout literatures.

PEEP SHOW

Cub Scouts will enjoy and delight audiences with this simple peep show on their den display table. Following the monthly theme or ideas listed below, have the boys place props in a shoe box or larger carton as needed. Punch a small peep hole in front for viewing and open the back of the box to light the display. Face back of peep show toward the light. Add a clever handlettered sign to identify your exhibit and attract a spectator:

1. Bust of Boy (Boy's torn trousers)
2. An Ancient Instrument of Torture (Hairbrush)
3. Bonaparte (Two bones lying separately)
4. A fool's paradise (A pair of dice)
5. Diamond pin (a dime and a pin)
6. A swimming match (a match in a glass of water)
7. A study in black and white (a piece of coal and chalk)
8. An old pair of slippers (two bananas)
9. The peacemaker (pair of scissors)
10. The downfall of China (broken dish)
11. The tie that binds (man's tie)
12. The lost chord (a piece of string)
13. A study of Greece (a piece of bacon)
14. Ready for pressing engagement (flatiron)
15. A fountain of tears (two onions)

CLOSING

BLUE AND GOLD CLOSING

PERSONNEL: Cubmaster, Cub Scout poem reader, person to turn lights off, pack.
EQUIPMENT: One candle on each table.
ARRANGEMENT: On each den table a single lighted candle burns. All houselights are out.

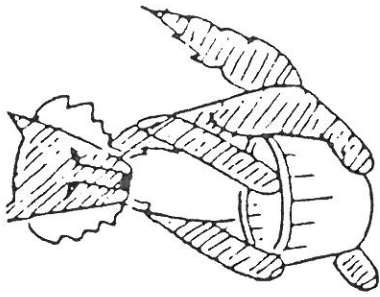
CUBMASTER: As we face each other around our Blue and Gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise.

(all repeat the Cub Scout Promise)

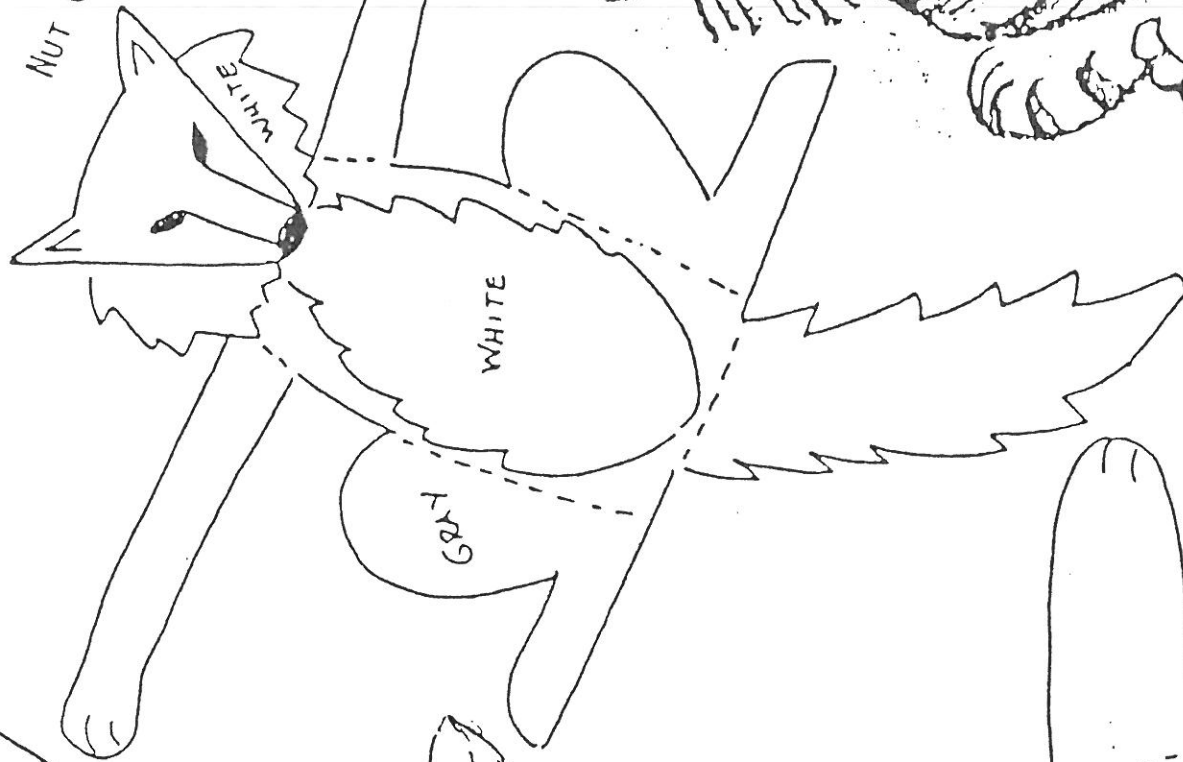
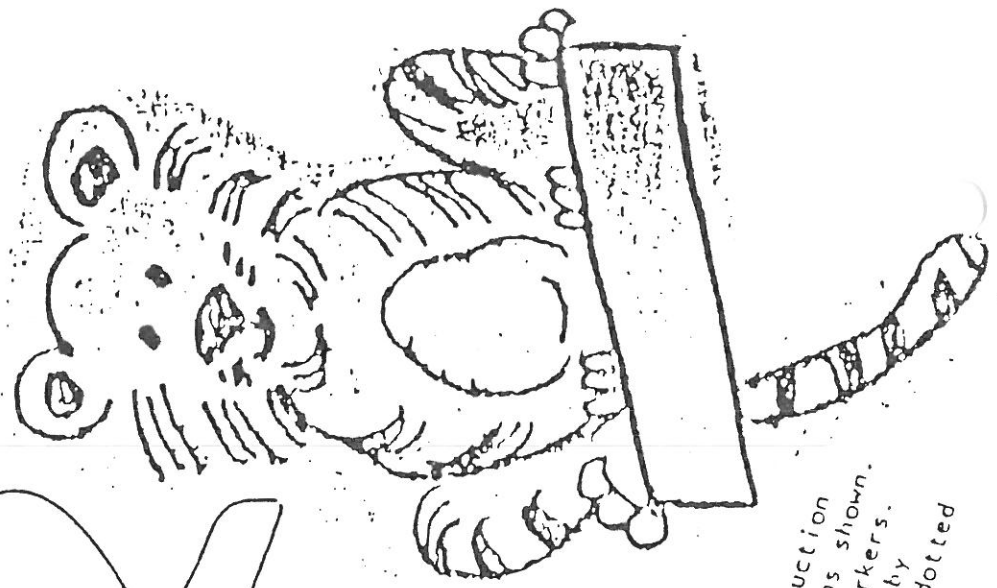
CUBMASTER: Thanks to everyone for your assistance tonight. We'll say goodnight after Cub Scout (name) reads Edgar A. Guest's "A Creed."

CUB SCOUT: Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember, when I'm tired,
The sons heroic who have died
In freedom's name, and in my way
Teach me to be as brave as they.

In all I am, in all I do,
Unto our flag I would be true;
For God and country let me stand.
Unstained of soul and clean of hand,
Teach me to serve and guard and love
The starry flag which flies above.



NUT CUPS



WHITE

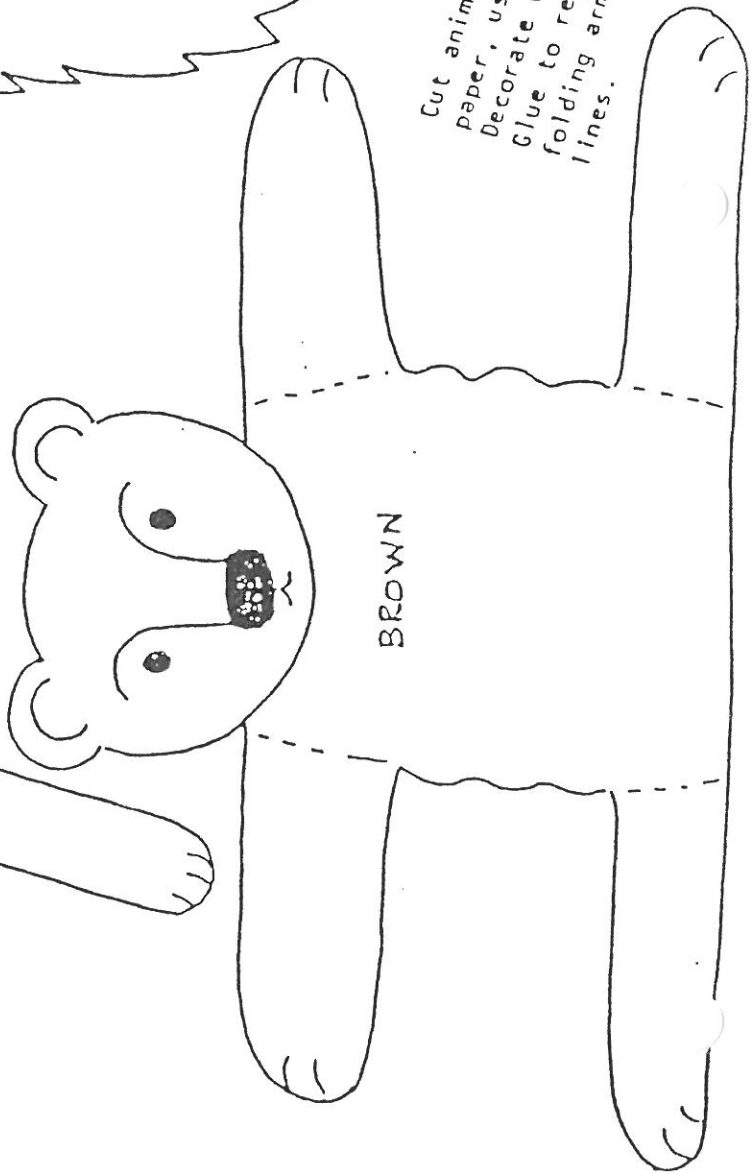
WHITE

FOX

Cut animals from construction paper, using the patterns shown. Decorate with colored markers. Glue to regular nut cups by folding arms and legs by lines.



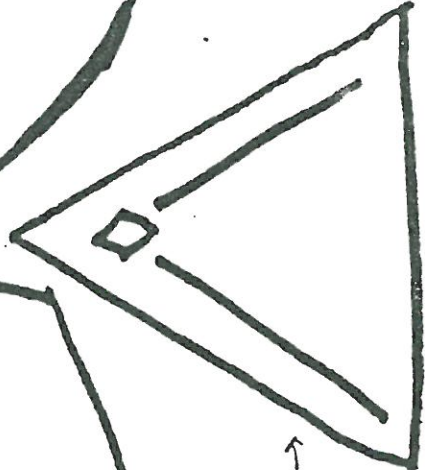
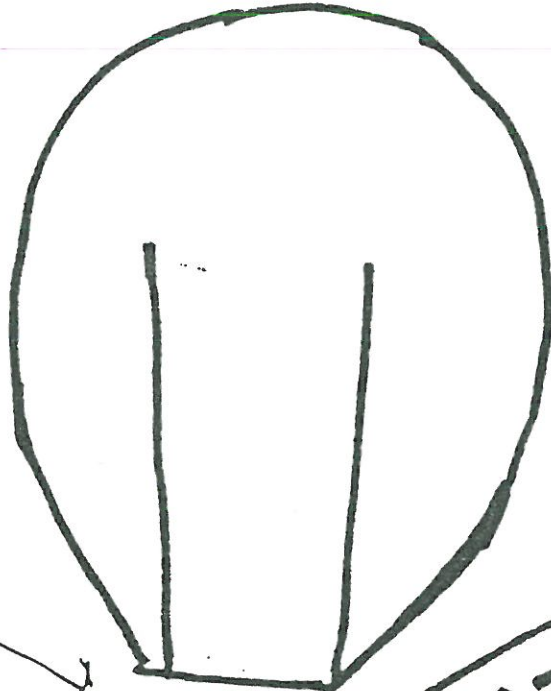
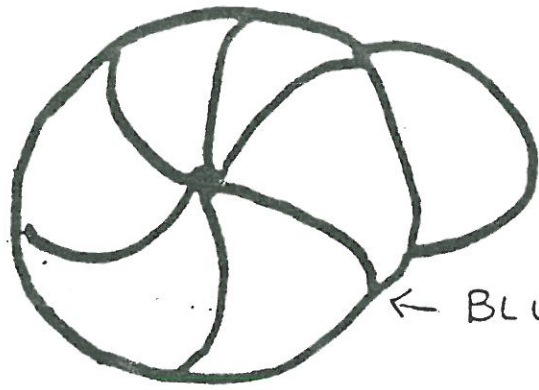
YELLOW



BROWN

WESTERN CUB SCOUT INVITATION

- USE CONSTRUCTION PAPER FOR CUB SCOUT PARTS.



DATE:
PLACE:
TIME:

(FOLD NOTE AND
PUT INTO OPEN
TOP OF PANTS)

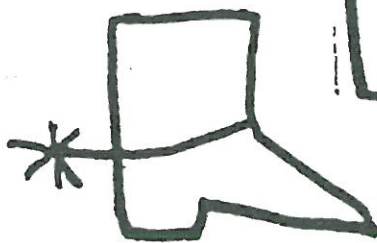
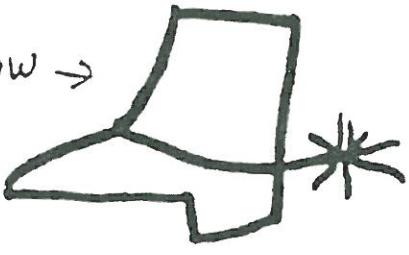
USE LIGHT WEIGHT
PAPER FOR NOTE

* ON OTHER SIDE OF
NOTE WRITE:
"BLUE AND GOLD"

LIGHT
BLUE →

← YELLOW

YELLOW →



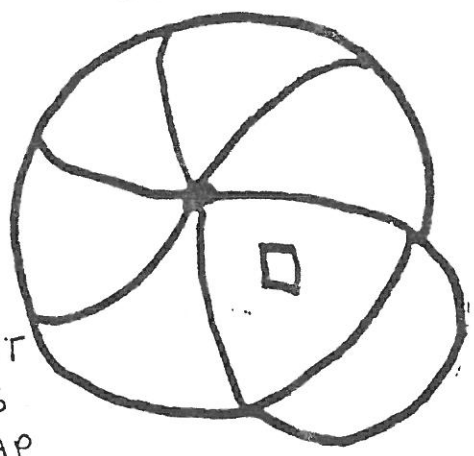
LOLLIPOP CUB SCOUT

- LOLLIPOPS
- SMILE STICKERS
- YELLOW CELLOPHANE TO COVER LOLLIPOP
- BLUE CONSTRUCTION PAPER FOR CAP.



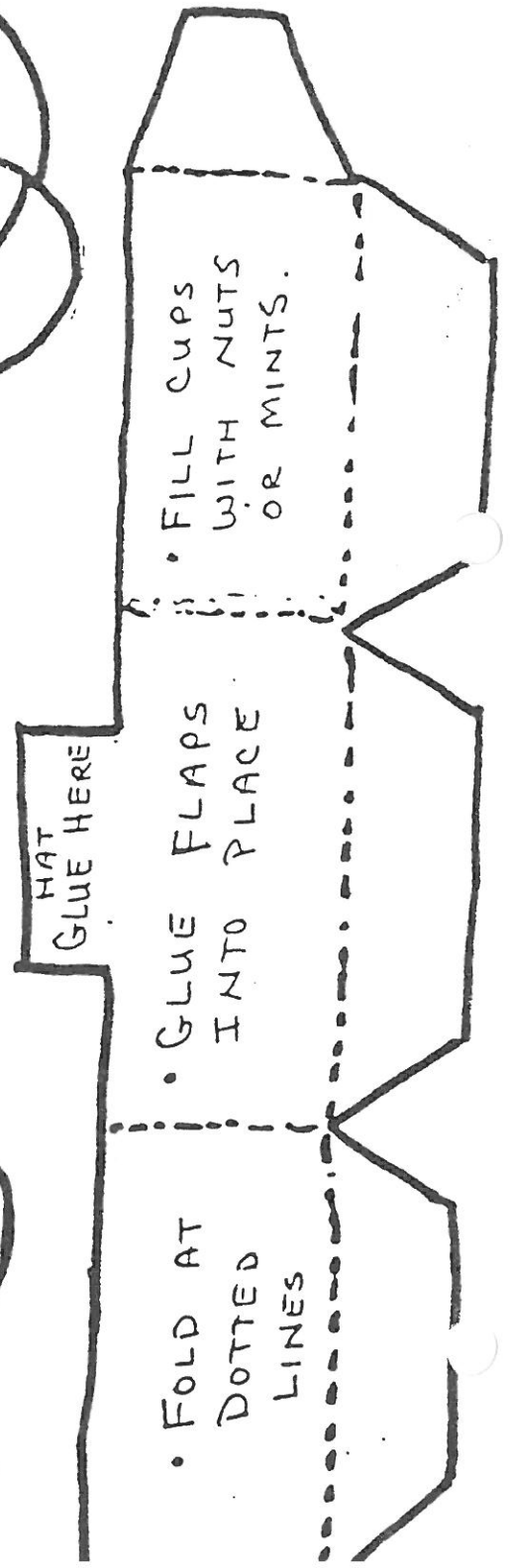
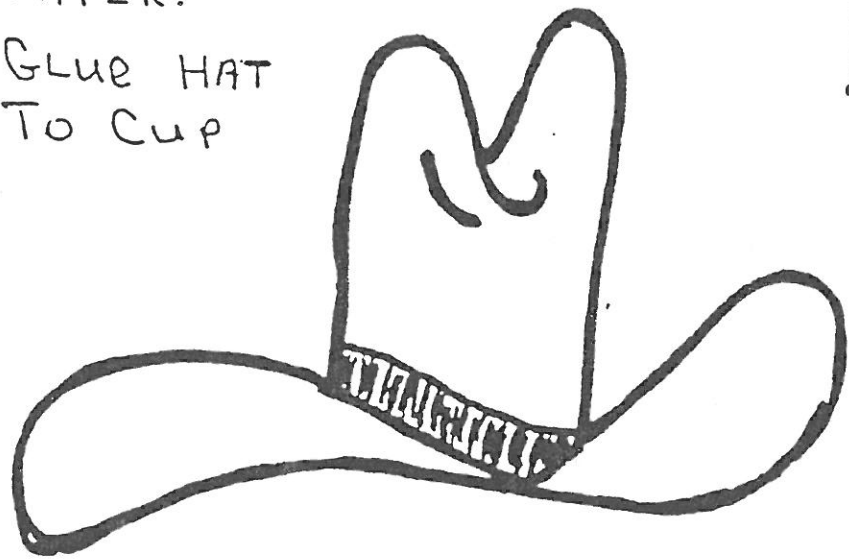
CAP

- SNIP AT LINES ON CAP
- OVERLAP AND FIT ON TOP OF LOLLIPOP
- TAPE INTO PLACE



WESTERN Nut Cups

- CUT OUT HAT AND CUP OUT OF CONSTRUCTION PAPER.
- GLUE HAT TO CUP



• FILL CUPS WITH NUTS OR MINTS.

• GLUE FLAPS INTO PLACE

• FOLD AT DOTTED LINES

SKIT

THE STORY OF THE BLUE AND GOLD

This flannel-board picture story is suitable for a den skit or a ceremony using blue and gold candles to light up the board.

PERSONNEL: Den Chief and 6 Cub Scouts

EQUIPMENT: Flannel board with blue material, large yellow colored cards with words indicated below.

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

1st CUB: (pointing to the blue flannel) "The blue reminds us of the sky above. It stands for TRUTH, SPIRITUALITY AND STEADFAST LOYALTY."

2nd CUB: (placing "TRUTH" card in the upper left corner of the board) "Truth means we must always be honest."

3rd CUB: (placing "SPIRITUALITY" card in the upper right corner) "Spirituality means a belief and faith in God."

4th CUB: (placing "LOYALTY" card across the bottom) "Steadfast loyalty means being faithful and loyal to God, country and fellow men."

5th CUB: "The gold color on the cards stands for the warm sun. It also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give goodwill." (places "GOOD CHEER" and "HAPPINESS" cards in the middle of the board)

6th CUB: "As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us more mindful of our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack."

SKIT

THE STORY OF THE CUB COLORS - BLUE AND GOLD

CURTAIN OPENS: 3 Indians sit around a fire place with kettle.

NARRATOR:

Many, many moons ago the great chief Akela called a council to see what could be done to make his tribe the best of all tribes.

He told the first Indian brave to climb the mountain and tell the great eagle to fly high into the sky and bring part of the beauty of the sun.

(Brave leaves stage)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky.

(Brave 2 leaves stage)

Both braves return, one with blue water, one with yellow water. They hold up bottles and show them to everyone.

Akela tells the first brave to pour some of the beauty of the sky into the council mixing pot.

(He does so, causing smoke)

(Akela raises hands)

Akela says from this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer.

(Akela reaches into pot and pulls out Wolf and Bear Neckerchiefs and holds them up.)

And this is why the Cub Scout uses the colors BLUE AND GOLD.

CLOSING

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

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

EQUIPMENT: Candles, one on each den's table.

ARRANGEMENT: On each den's table a single lighted candle burns. All houselights are out.

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

CUB SCOUTS: Do Your Best.

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

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

CUB SCOUT: "Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember, when I'm tired,
The sons heroic who have died
In freedom's name, and in my way
Teach me to be as brave as they.

In all I am, in all I do,
Unto our flag I would be true;
For God and country let me stand,
Unstained of soul and clean of hand,
Teach me to serve and guard and love
The starry flag which flies above.

CLOSING

ANNIVERSARY CEREMONY

EQUIPMENT: Candelabra with three candles; one larger candle.

PERSONNEL: Cubmaster and all present and former Cub Scouts.

CUBMASTER: Tonight we have had a lot of fun at the 56th birthday party of Cub Scouting and the 00th birthday of our own pack. As Cub Scouts and leaders, we are following the trail left by millions of other boys and men who have been in Cub Scouting over the last half-century.

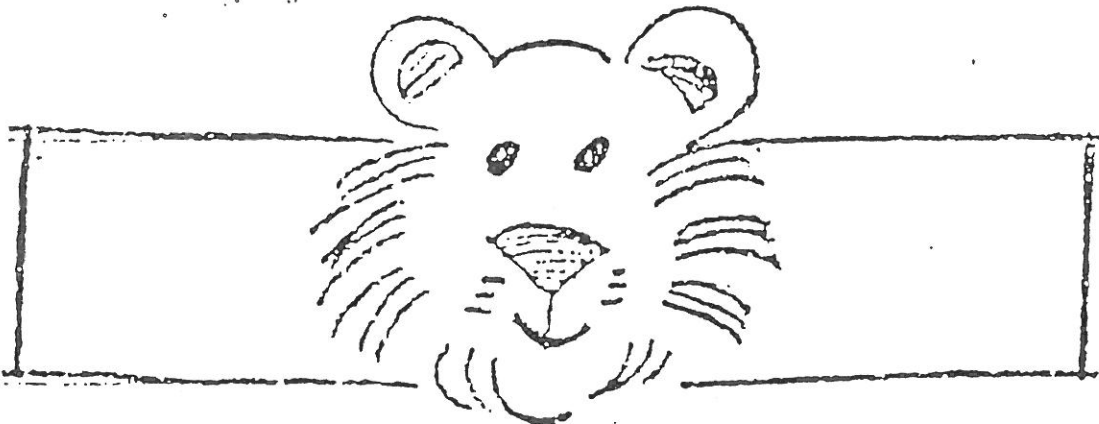
All of those boys and men have had the Cub Scout spirit, which we symbolize with the flame of this one candle. (Light separate candle. Turn room light off.)

What is the Cub Scout spirit? That's easy. It's the three things we promise to do in the Cub Scout Promise. In the Promise, we say, "I promise to do my best to do my duty to God and my country." That's the first part. (Light first candle on candelabra.)

The second part is: "To help other people." (Light second candle.) And the third is: "To obey the Law of the Pack." (Light third candle.)

Now while these three candles burn as a reminder to us, all Cub Scouts, and all former Cub Scouts with us tonight, please stand, make the Cub Scout sign, and repeat the Promise with me. (Lead Cub Scout Promise.)

* * * * *



Place card
or
Napkin holder

To cut out the
place card:
Fold on dotted
lines and cut
out double-
back is the st-
andard-
write name on
front-

napkin ring
stable ends to-
gether.

CEREMONY

BLUE AND GOLD CANDLE CEREMONY

Issue small birthday candles to each adult at the dining tables. (One to each). A narrator and four adult leaders are needed. Each adult leader needs a large candle. Two lit candles should be placed on the speaker's podium or in front of him at his place at the table so that he can see to read. All lights except the two candles are to be turned out.

NARRATOR: To a Cub Scout it looks so very black,
When there is no leader, no den or pack.
Wait, here (1st leader lights his candle)
is a leader with a lighted candle.
But the job is more than one can handle.
He needs Den Leaders and Committeemen too,
Because there is so much to do.
(2nd Leader lights candle) Now he has found one.
(3rd Leader lights candle) and now another.
(4th Leader lights candle) Here's a mother.

The four leaders go to the tables and begin lighting the small birthday candles. Pre-selected adults at each table light the candles of persons around them.

NARRATOR: Now, each to his neighbor, please pass a light.
For our Cub Scout it is now getting bright.
Out of the darkness we now have hope,
Our Cub Scout no more will grope,
To find his way along the road that millions
like him often strode.
To wear the uniform of blue and gold,
The laws of his country to uphold.
You also can now see your way too,
So, if all together we hold our candles high
Cub Scouting will never die.

LORD BADEN-POWELL

Lord Baden-Powell had many friends
And many friends had Lord Baden-Powell.
I am one of them, and so are you,
As we go marching on.
(shout) Right Arm! (begin swinging right arm)

Repeat above and add in turn:

Left Arm! (begin swinging left arm)

Right Foot! (begin stamping right foot)

Left Foot! (begin stamping left foot)

Nod Your Head! (begin nodding)

Turn Around! (begin turning around as you continue
the other actions)

Sit Down! (sit down)

CEREMONIES

BLUE & GOLD OPENING

One of the most colorful and exciting openings for this theme is having a Torch Parade preceding the Blue and Gold Banquet. This can be held outdoors, if you wish or could simply be a processional into the banquet room. The parade should be led by the Cubmaster, dressed as Rex, the Carnival King, complete with crown, robe and scepter. The rest of the parade could consist of decorated den floats and all the boys in colorful costumes. The boys can carry torches, made from cardboard and crepe paper, fit over flashlights.

The parade will end as each den of boys finds their seats and the Cubmaster moves to the front of the room. He might say a few introductory words such as these:

"Mardi Gras dates back to 1718 in Louisiana, where it was brought by French settlers. It begins on January 6, Twelfth Night and ends on Shrove Tuesday .. the entire pre-lenten season. Parades are held almost every day and a ball every night. The largest parade and ball is held on the last day of carnival season. There are costumes, masks and much merrymaking. Mardi Gras is celebrated, not only in New Orleans, but in several other southern cities ... and tonight we've had our own Mardi Gras parade to begin our Blue and Gold Banquet"

CLOSING THOUGHT

"We have had a lot of color and excitement and merrymaking at our Blue and Gold Mardi Gras tonight. That's what Cub Scouting is .. lots of fun and excitement. Let's all remember that amidst the fun and excitement, Cub Scouting has a deeper meaning ... it is helping you boys to become better citizens. Ask yourselves, "Have I done my best today?" Good Night.

SKIT

SPIRIT OF LORD BADEN-POWELL

The narrator, the "Spirit of Lord Baden-Powell" is a Den Chief in full uniform wearing a campaign hat. He reads the entire script from a lectern. As he reads seven Cubs enter one at a time carrying the objects specified below.

NARRATOR: "I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of Scouting past and present. Here is our future, Cub Scouts of America.

(1st Cub enters carrying toy church or a Bible)

NARRATOR: "We take turns praying in our dens. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs in America are sponsored by churches.

(2nd Cub enters in complete Cub Scout uniform)

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

(3rd Cub enters carrying Wolf Cub Scout book and Kipling's "The Jungle Book")

NARRATOR: "Early Cub Scout ceremonies were based on Kipling's Jungle tales. When Cub Scouting was organized in America in 1929, Indian themes were used."

(4th Cub enters with a craft project made of wood)

NARRATOR: "Cubbing means fun. We have lots of fun! But I like making things, real boy projects...things we can play with or that follow our theme."

(5th Cub enters carrying a nature collection)

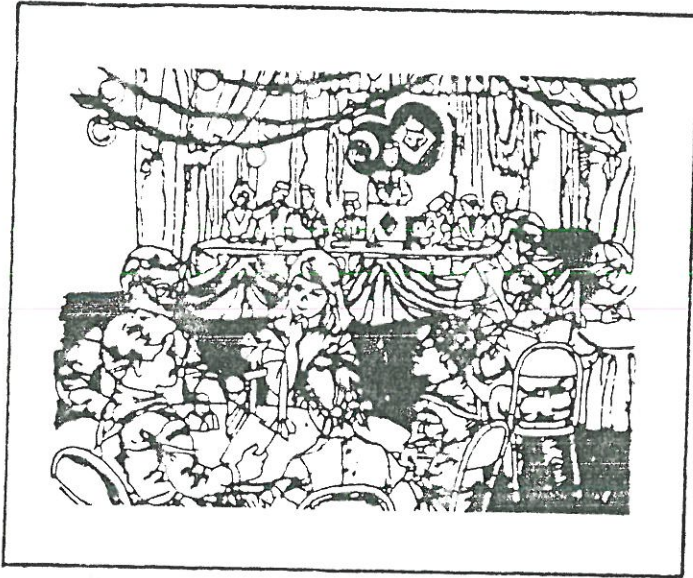
NARRATOR: "I like to go on hikes and collect things for my nature collection or the den museum."

(6th Cub enters with a "buddy" burner)

NARRATOR: "I like to go on picnics. We sure do like to eat. This is the cook stove I made."

(7th Cub enters with the American flag)

NARRATOR: "I am proud to be an American so I can salute our flag. I also like to see our pack flag because then I know I am part of _____ years of Scouting. I belong. I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage."



FEBRUARY

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February is birthday time for the Scouting movement, celebrating the founding of the Boy Scouts of America on Feb. 8, 1910. This month we mark the 76th birthday of Scouting in America and the 56th for Cub Scouting. Cub Scouting marks this anniversary each year with the blue and gold banquet, one of the most popular events of the program year.

OPENING

THE MAGIC LIGHT OF SCOUTING

On the head table are arranged magic candles (instructions following) which should be lighted as the ceremony begins.

Our candle stands tall, straight and white.
It burns and gives forth inspiring light.

As its light shines forth, you will see

Our colors blue and gold are regal as can be.

As the blue appears, think of truth and loyalty,

The sky so blue, steadfastness and spirituality.

When the gold shines forth, be of good cheer

And think of happiness and the sunlight so clear.

As our candle's flame reaches toward the sky so blue

Let us ask the Lord to give us the wisdom to lead each
boy straight and true.

Hold each of us to be like our candles, straight and
tall

And be inspired to give to God and our country our all.

CEREMONIES ARE IMPORTANT

The high points in men's lives have always been marked by ceremonies. Look back on your own life. In many instances, the important happenings were marked by ceremonies ..your graduation from high school or college, your wedding, joining the church, joining a club or sorority, the christening of your children .. all of these were probably recognized by some type of ceremony. And even the end of our lives will undoubtedly be marked by funeral ceremonies.

So it is in Scouting ... the highlights are marked by ceremonies. Joining the pack, receiving badges, graduating from Cub Scouting into Scouting ... all of these are marked by ceremonies.

We take ceremonies in our lives for granted. They just seem to happen, or naturally fit into the activities which are high points. In Scouting, we can't take ceremonies for granted. Without effort in planning and execution, they don't happen. Ceremonies can be easily omitted, and when they are, a very important part of Scouting is left out.

When a Den Mother plans the seven parts of the den meeting, she no doubt includes an opening and closing ceremony. Sometimes she may have simple recognition ceremonies in the den, such as adding a token to the den doodle, presentation of denner cords, presenting a bead when a boy completes three achievements toward a badge, or congratulating a boy on his birthday.

Let's take a look at pack ceremonies. A boy has worked long and hard to complete the requirements for his Wolf badge. Do you think he is impressed if the Cubmaster simply hands him his badge? Of course the badge is important to a boy, because it is a visible means of showing others what he has done. But use your creative imagination for a moment and think how many impressive ways it can be presented. For instance, the theme is Halloween ... imagine the Cubmaster dressed in a white sheet, drawing the badge out of a black and boiling cauldron ... can't you just see that boy's eyes widen? Or perhaps the theme is Pirates, and there stands Peg Leg Pete on the bow of a pirate ship, ready to present the award ... if the boy will walk the plank! Wow! In the eyes of an 8 or 9 year old boy, that would be a night to remember. Sure you're right ... it does take time and effort to plan such a ceremony. But think of the rewards ... think of the long-lasting benefits ... and think of the excitement and inspiration for the boy to work hard for the next badge, cause who knows what might happen then?

Then there's the most important occasion in the life of a Cub Scout ... his graduation into Scouting. How much meaning do you think it has for him to simply stop attending pack meetings? Maybe some of the other guys say "Where's Jimmy?" and someone replies "Oh, he joined the troop". Big deal! What kind of a picture is this for the younger Cub Scouts? He might as well have just disappeared into the fog.

One of the main purposes of Cubbing is to prepare a boy for Scouting. It is a proven fact ... statistically ... that boys who have been Cub Scouts stay in Scouting longer and are more successful. So it is a big deal! Cub Leaders should do their best to make it a big deal for the boy. Don't underestimate the importance of ceremonies. They are very important to a boy.

Why do we have ceremonies? For several reasons, such as:

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding badges and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
- To honor pack leaders by recognizing Den Chiefs, Den Leaders, Cubmasters, Den Leader Coach, Webelos Leaders and Pack Committee.
- To make visitors and guests welcome by including them as a part of the pack program.
- To provide an opportunity to present the purposes of Cub Scouting in a dramatic and lasting manner.
- To promote parent participation by helping explain the parent's role in Cub Scouting and creating parent interest.
- To improve the program by marking a beginning and end to both den and pack meetings. To provide a change in pace.
- To help develop the theme of the month.

In developing ceremonies there are a few time-tested ingredients and hints to keep in mind:

- Base your ceremony on Cub Scout ideals .. the Promise, Law of Pack, Motto.
- Plan the ceremony to build Cub Scout spirit.
- It should inspire and have color, but should be sincere.
- It should be well planned and staged to avoid delays and mix-ups.
- Use candles, campfire, flag or Cub emblem as a focal point.
- If specific speaking parts are required, have them read from a script with the speaker out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can't be understood.
- A good ceremony can be measured by the Cub yardstick ...FUN!!!
- Each person involved should have a copy of the script. Have extra copies in case you need someone to pinch-hit at the last minute.
- Homemade costumes enhance the ceremony and mean much to parents and boys.
- Ceremonies mean more to Cub Scouts who help make the props!
- Careful consideration must be given to the place where the ceremony will take place. Ceremonies can be changed, but often your location cannot.
- Make your ceremonies dignified. Rule out horseplay. Avoid situations which will create laughs or yawns. Never sacrifice dignity for fun.
- Every sound, action and prop has meaning. This is symbolism. When you put it all together, you have ceremony.

Make an effort as a leader of boys to plan and prepare ceremonies that will be effective and will keep the Spirit of Scouting bright in the life of your boys.

Occasions for ceremonies are numerous, here are a few:

- Joining the Pack
- Awarding rank advancements and arrow points
- Inducting new leaders
- Advancement of Arrow of Light
- Opening and closing meetings
- Graduation from Cub Scouting into Scouting
- Den Ceremonies

There are some suggestions which will help in the preparation and production of ceremonies.

Keep them simple.

Try to make it possible for every boy to take part.

Emphasize action rather than words. Keep speaking parts for boys to a minimum. Boys seldom talk loud enough to be heard. Use sound system if needed.

Consider your audience. A ceremony that can't be seen or heard won't be successful.

Pronounce names distinctly and correctly.

Allow the boys a chance to help in planning and in building props.

Prepare awards and badges in advance in the order which they will be presented. Nothing worse than to have people waiting to receive their award while you're looking around for it.

Pin on pin-type awards. Present badges. Hold plaques so audience can see them, while you read inscription.

Notify those who are to be receiving awards of the day, time and type of recognition to be presented. A Den Mother may want to get her hair done for the occasion. A Cub may want to comb his hair and have Mom iron his uniform for the event.

Avoid mass ceremonies for presentation of awards. Each boy is an individual and should be recognized as such. If the den is receiving an award, make sure you announce the name of each boy...after all each one of them is a member of the den.

* * *

REFERENCES FOR CEREMONIES

- Pow Wow
- "Staging Den & Pack Ceremonies"
- "Cubmaster's Packbook"
- Group Meeting Sparklers"
- "Den Leaders Denbook"

- District Roundtables
- Scouting Magazine
- Boys' Life Magazine
- Other Pack & Den Meetings

INGREDIENTS FOR CEREMONIES

The following will give you some ideas for ceremonies. Don't underestimate the importance of ceremonies and Cub Scouting. Ceremonies are very important to a boy.

CEREMONIES SHOULD HAVE

ACTION: Use as many people as possible. Have them use ceremonial props so they will be required to move around. This holds the interest of the audience.

ADVENTURE: Relate the ceremony to the theme of the month, if possible have the participants identified with the theme through action, narration and costume.

COORDINATION: Plan ahead, anticipating each step in the ceremony. Anticipate the props that will be needed and start work on them as soon as possible. Take nothing for granted. Explain the Who, What and Where of the ceremony.

DELEGATION OF AUTHORITY: Don't try to do everything yourself. Rely on others to help, but be sure to have your hand in the entire planning.

DIGNITY: Do not permit any horseplay or other action which will detract from the dignity of the occasion.

IMAGINATION: Use showmanship. If you don't have a dramatic flair, rely on someone else to produce the ceremony.

IMPROVISATION: Use easily-found materials. Use low-cost materials. Recycle would-be trash items to make props.

INSPIRATION & IDEALS: Help the participants and audience understand the spirit of Cub Scouting and/or the theme by your preparation of the ceremony.

MOOD: Set the stage. Use lighting, music or a prop, or announce the ceremony. Get their attention. Don't spring it on them cold.

PARTICIPATION: Get the parents involved with their sons; the Den Mothers with their dens; or outside persons to compliment the theme. Use as many people as appropriate to participate in the ceremony. It is through participation that boys develop poise, self-reliance, and confidence.

SIMPLICITY: KISMIF. Keep it simple, make it fun.

SYMBOLISM: Proper use of props can provide symbols of deeper meanings and values you want to instill. A lighted candle can represent the ideal, an individual, etc. A paper chain can represent unity, strength, etc.

STAGING: Always face the audience. Be sure everyone can see. Make sure everyone can hear. Consider sound equipment and lighting.

VARIETY: Avoid repeating the same ceremony meeting after meeting, either in the den or pack. No matter how well received it is the first time, it will be boring after repetition.

"THE DOG SHOW"
(A Skit)

CHARACTERS: Several dog owners leading their dogs on leashes, props are as described in skit, announcer

SETTING: A large sign "DOG SHOW HERE TODAY", Sign "CONTESTANTS" at one side of stage from behind which all owners and their dogs enter.

ANNOUNCER: Welcome to the fourth annual presentation of Pack _____'s Dog Show. I'm sure you will agree that there is no dog show quite like ours...and now the competition will begin.

(Each owner and dog enter as they are announced, They stand in a line facing the audience.)

Our first contestant is Cub Scout _____ and his entry Farfel. Farfel is a wonderful example of a POINTER. (Dog is always pointing at things.)

Our next contestant is Cub Scout _____ and his entry Eric. Eric is a prime example of a SPRINGER. (Dog is carrying one or more large springs.)

Next we have Cub Scout _____ and his dog, Samuel. Samuel is an IRISH SETTER, (Wearing hat with shamrocks, dog comes out carrying a chair in which he sits.)

Cub Scout _____ is proudly showing his faithful dog, Splash. Splash is a WATER SPANIEL. (Dog is wearing swim suit, mask, fins, snorkel.)

Chronograph is the dog that Cub Scout _____ has entered this year. Chronograph is an award-winning WATCH DOG. (Dog is wearing watches all over.)

Our next to last contestant is Pug, belonging to Cub Scout _____. Pug is a prize BOXER. (Dog is wearing boxing gloves and is shadow boxing.)

And finally we have Cub Scout _____ and Tiny... (They enter but dog isn't wearing or carrying costume. Scout has mop.) But I'm sorry...what kind of dog do you have?

SCOUT: (Carrying mop) A puppy!

Alternate suggestions for costumes for dogs:

Pointer carries a pointer

Springer bounces around

Setter is just called "A Setter", not Irish and carries chair

Water Spaniel carries a bucket of water

Watch Dog carries a large clock or dog comes out and just stares (dead pan) or comes out and is always announcing time and gonging the hour "Bong, Bong".

Boxer carries a large box.

CEREMONIAL PROPS

A few attractive props help set the scene for an impressive Pack meeting. A little "showmanship" along this line shows the boys and their parents that your Pack really cares that they came to the meeting and that you prepared for it.

Many props can be made from scrap material. They need not be expensive to be impressive. The following are some basic pieces of equipment that your Pack may wish to acquire:

A BLUE & GOLD TABLECLOTH - This will add color to your head table which holds the badges and other ceremonial equipment. Make the tablecloth to fit from yellow fabric, and trim with blue binding. Use washable fabric, so it will be easy to take care of.

ELECTRIC CANDLES - These can be made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on your head table. Change the posters to correspond with the rank being awarded.

INDIAN HEADDRESS - There are sometimes difficult and time-consuming to make, but most Cubmasters think it is well worth the effort. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform is adequate, unless you wish to make other Indian costume parts.

CAMPFIRE - A log cabin or teepee type fire can be nailed to a plywood base and lined with yellow, orange or red cellophane. Use a small string of individual blinking Christmas tree light underneath. Take care in using flameproof materials.

BRIDGE - A bridge can be built from scrap lumber, doweling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

ARROW OF LIGHT - This can be cut from scrap plywood, painted yellow and mounted atop another piece of plywood for the base. Holes can be drilled to hold candles.

COSTUMES - It is effective for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions such as Christmas, or themes such as Circus or Fiesta. Cubs will enjoy receiving their awards from Santa Claus or an old witch or a clown.

* * *

RECOGNITION CEREMONY

Make a large "birthday book" using an old wallpaper sample book. Wrap book in blue and gold paper and have it delivered to master of ceremonies. Fasten awards on left-hand page. Opposite each award, write statement to be read as award is presented.

Welcome and induct new families. Recognize those advancing, especially those reaching Webelos.

STANDARD FLAG CEREMONY

PERSONNEL: Flag bearers for American flag and Pack flag; Color guards for American flag and Pack flag; Speaker. (If there is an uneven number of color guards, the American flag has precedence and should have the most guards)

EQUIPMENT: American flag, Pack flag; flag holders; recorded music if desired.

ARRANGEMENT: Flag holders are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room. (See diagram on following page). Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point, the speaker advances to the front of the room.

SPEAKER: Attention! Will the audience please rise? (They do) Color guard, present the colors! (Commands should be given sharply and loudly)

(Color guard advances from rear of room (see diagram) with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker gives his next command)

SPEAKER: Hand salute! (He salutes and audience does likewise. Speaker's eyes follow American flag until it is in position in front of room)

(Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically)

SPEAKER: Pledge of Allegiance, Repeat! (He begins pledge with audience joining in)

(At this command, the pack flag is lowered slightly - take care that it does not touch the floor - and full attention is given to the American flag. Flag bearers and color guards do not salute or repeat pledge. When pledge is completed, the speaker gives the next command, which is the signal for audience's salutes to be dropped. The pack flag is raised to vertical position again)

SPEAKER: Two! Color guard, post the colors!

(The pack flag is placed in its stand, then pack flag bearer and color guards salute it and step back into place. The American flag is then posted; its bearer and guards salute it and step back into place)

SPEAKER: Color guard, retire! (Or retreat)

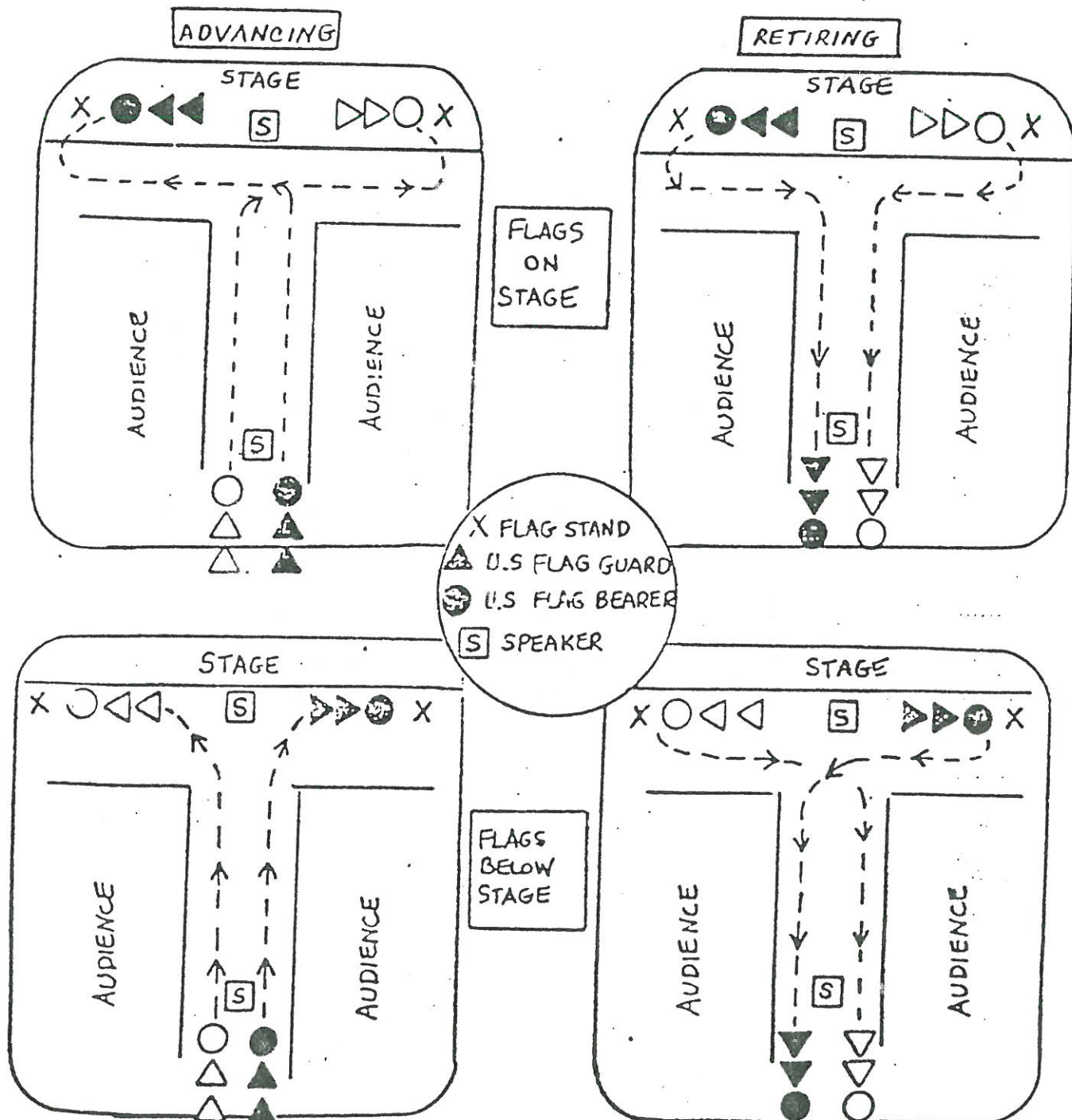
(Flag bearers lead procession to back of room .. with speaker following last)

ARRANGMENT FOR FLAG CEREMONY

If flags are to be posted on the stage, the American flag will be posted on the audience's left. Since it should be on the marching right in the procession, it will be necessary for the flags to cross in the front of the room. (See diagram below) The American flag should cross in front of the pack flag.

If flags are posted on audience level, the American flag will be placed on the audience's right. In this case, the flags do not cross.

When colors are retired at end of meeting, the same positions are used as shown below, except in reverse order. (See diagram)



PATRIOTIC

I AM AN AMERICAN

- ARRANGEMENT: Flags are advanced in regular manner. After pledge of allegiance and posting of flags, this ceremony is given. 12 uniformed Cub Scouts have speaking parts. (or use 6 Cubs, each giving two parts)
- 1ST CUB: My country gives each one of us the opportunity to advance according to his ambition. Education is for all. I am an American.
- 2ND CUB: My country means love of freedom, faith in democracy, justice and equality. I am an American.
- 3RD CUB: My country believes in the moral worth of the common man. I am an American.
- 4TH CUB: My country gives us the privilege of expressing beliefs or opinions without fear or persecution. I am an American.
- 5TH CUB: My country has the best form of government. It is our duty to keep it that way, I am an American.
- 6TH CUB: My country promises life, liberty and the pursuit of happiness. I am an American.
- 7th CUB: My country gives us a privilege that we shall protect and defend even with our lives. I am an American.
- 8TH CUB: My country is and always shall remain the land of the free and the home of the brave. I am an American.
- 9TH CUB: My country offers a living Americanism which demands an informed intelligent and active citizenship. I am an American.
- 10TH CUB: My country meets any needs or suffering with its abiding love and loyalty. I am an American.
- 11TH CUB: My country is the servant .. not the master. I am an American.
- 12TH CUB: My country possesses a Statue of Liberty whose torch shall burn as long as we keep it alight with our devotion to the freedom of the individual. I am an American.

PATRIOTIC
OPENING CEREMONY

EQUIPMENT: American Flag. One red, one white and one blue candle in holders.

PERSONNEL: 4 Cub Scouts, Den Chief

STAGING: After flags are advanced in usual manner, and before they are posted, the 4 Cub Scouts recite these lines:

DEN CHIEF: Practically from the beginning of time, man has used symbols to express hope, ideals and love in his own nation. Our flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home, and everything and everyone you hold dear.

1ST CUB: I light the red candle which is the symbol of the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.

2ND CUB: I light the white candle which is the symbol of purity and innocence and symbolizes the white of our flag.

3RD CUB: I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens.

4TH CUB: The stars in our flag represent states. They indicate that the heights of achievement for our nation are limitless as the heavens above us.

Please join us in the Pledge of Allegiance to our flag.

(Audience stands, salutes and repeats pledge of allegiance. Flags are posted. Color guard retires.)

PATRIOTIC

OUR OLD FLAG

PERSONNEL: Den Chief and Den of Cub Scouts. Den Chief as narrator, one Cub holds Colonial flag, one Cub holds American Flag, 6 Cubs unroll colors - red - white & blue.

ARRANGEMENTS: Den Chief stands to one side and reads - Cubs line up at rear of stage, and step forward as their part is mentioned.

EQUIPMENT: Colonial flag - American Flag - 3 rolls of crepe paper - one each of red, white & blue.

NARRATOR: Many years ago when our country was young, we needed a flag to show that we were now free and independent. The design was chosen as 13 alternate horizontal red and white stripes and a union of blue containing a white five point star to represent each state.

The colors were to be RED, WHITE and BLUE.

RED: for courage and sacrifice
(Cubs step forward holding the roll of red paper)

WHITE: for purity and liberty - our land of the free
(Cubs step forward holding the roll of white paper)

BLUE: for honor and true blue loyalty of its defenders
(Cubs step forward holding the roll of blue paper)

Have you ever thought of the blood and tears that have been shed for our flag throughout the years? We've won all our wars, since the original 13 states, but have to conquer our own fears and hatred. NO, it hasn't been easy to keep our land free. The increasing challenge is now passed on to you and me and soon to our children. Be proud you are an American and hold your head up high.

On June 14, 1777 our flag was born. For almost 200 years our Star Spangled Banner has waved over the land of the free and the home of the brave, the proud and sacred symbol of the freedom, equality, justice, and humanity for which our flag stand.

Please stand and join us in a salute to OUR OLD FLAG.

PATRIOTIC

I AM AMERICA'S HERITAGE
(Opening Ceremony)

SETTING:

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

NARRATOR:

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

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

I am Paul Revere and his midnight ride.

I am Nathan Hale and his stand for freedom.

I am George Washington crossing the Delaware.

I am the Boston Tea Party and Bunker Hill.

I am Kings Mountain and Guilford Courthouse.

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

I am the War of 1812 and the Mexican War.

I am the Alamo and the Battle of Bull Run.

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

I am the Monroe Doctrine and the Spanish American War.

I am World War I and the depression of 1929.

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

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

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

I have seen America through all her history.

I am America's heritage.

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

PATRIOTIC
THE TALKING PACK FLAG
(Opening)

CHARACTERS: An adult off stage or out of sight behind flag. A boy about 8 years old dressed in civilian clothes.

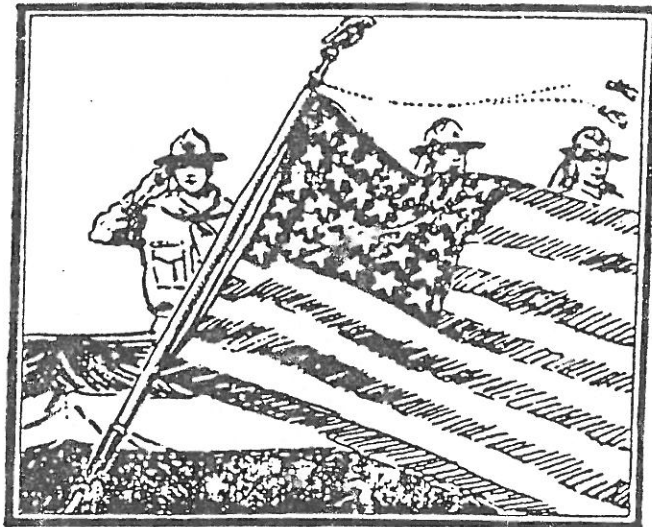
EQUIPMENT: The pack flag, flag stand, tin can, spotlight to light flag in dark room.

SETTING: Room is darkened. Spotlight is turned on pack flag and boy with a dejected look strolls across the stage kicking the tin can. Adult offstage speaks for the flag.

FLAG: Hello.
BOY: Hi! (then looking around) Who said that?
FLAG: I did.
BOY: (walking over to flag) A talking flag?
FLAG: What's wrong with that?
BOY: Nothing I guess. What kind of flag are you?
FLAG: I'm a Cub Scout Pack Flag. You sure look sad.
BOY: I am
FLAG: Why?
BOY: Nothing to do.
FLAG: I have a program of citizenship training, character building, and physical fitness .. not to mention games, crafts, interesting trips and a lot of other things to do, but I'm pretty sad too.
BOY: Gee! With all that to do why are you so sad?
FLAG: Well, I have so many boys coming to join me this fall that I don't think I am going to be able to take care of them all.
BOY: Why not?
FLAG: Why? Because I need Den Mothers and committee men.
BOY: What for?
FLAG: I need Den Leaders to help me with my games and crafts. I need committeemen to help me with pack finances, advancement, publicity, outings, training, membership, to get craft material for den and pack meetings and so many other things.
BOY: Can I help?
FLAG: No, I'm afraid not. My program is for you.
BOY: It's the moms and dads that I need
FLAG: I'll ask my dad and mom to help you.
BOY: If they will, we can work together and have a better program than ever.
BOY: (turning to leave) See you later.

PATRIOTIC
FOUR FREEDOMS CEREMONY
(Opening)

ARRANGEMENT: Each of four
Cub Scouts
holds a corner
of the American flag in one
hand a candle in the other. The
flag is tilted so that the audience
can see it. The fifth Cub, who is
the narrator, stands behind the
flag with his hands and shoulders
showing. He holds the torch and
very solemnly lights each candle,
then returns to his position and reads:



NARRATOR: What you see here repre-
sents the past, the pre-
sent and the future.

The stripes of Old Glory stand for the
thirteen original colonies. The stars re-
present the men of tomorrow. The light and
warmth of the four candles remind us of the four
great freedoms; Freedom of Speech, Freedom of Worship, Freedom from Want and
Freedom from Fear. Eliminate one of these freedoms and our world would become
darker and colder.

(At this point, the candles are blown out by the Cubs, one by one. As each is
extinguished, the narrator says in turn:)

Freedom of Speech ... Freedom of Worship ... Freedom from Want ... Freedom from
Fear.

(After the room is in darkness, the Cubs quickly shift their positions so that
when the lights come on, two Cubs are holding the flag high and other two are
saluting).

In this world of potential cold and darkness, of rule by a few, stands the United
States of America. Here the Four Freedoms do exist and are an example of warmth
and light to us all. Please stand and sing with us "God Bless America".

CEREMONIES

THE SIX SHIPS OF SCOUTING

(Opening Ceremony)

Arrangement: 6 Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words; SCHOLAR-SHIP; FELLOW-SHIP; FRIEND-SHIP; SPORTSMAN-SHIP; WORKMAN-SHIP; STATESMAN-SHIP.

Cubmaster: Tonight, Den ___ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America strong and mighty ... ships that will last forever.

1st Cub: SCHOLAR-SHIP: This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the plus sign.

2nd Cub: FELLOW-SHIP. This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high - the flag of Scouting.

3rd Cub: FRIEND-SHIP. This is the most handsome ship of all. It is true blue and its flag is golden - since friendship, itself, is golden.

4th Cub: SPORTSMAN-SHIP. This is the ship that's fair and square. It never veers from its course, its flag is never at half mast.

5th Cub: WORKMAN-SHIP. This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.

6th Cub: STATESMAN-SHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

CUBMASTER: And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!

CEREMONIES

STANDARD BEARER (Closing Ceremony)

From the classic 1914 Flag Day Address, "Makers of the Flag" by Franklin Knight Lane, Secretary of the Interior, in which he imagined that the flag was speaking:

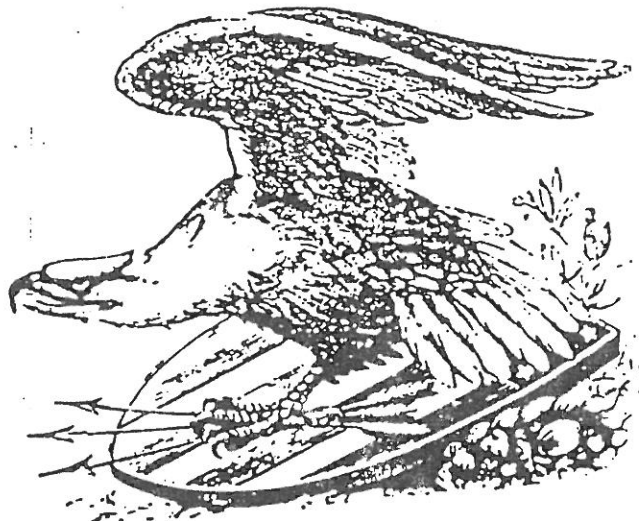
NARRATOR: I am not the flag; not at all. I am but its shadow. I am whatever you make me, nothing more. I am your belief in yourself, your dream of what a people may become. I live a changing life; a life of moods and passions, of heartbreaks and tired muscles.

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

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

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

(Flag can be spotlighted in a darkened room. Narrator should be offstage)



CEREMONIES

DUTY TO GOD & COUNTRY - CLOSING CEREMONY

ARRANGEMENT: In the center of the stage, near the back-drop, place a podium (preferably one from a Church). Alongside it, place an American Flag in a stand. Drape one corner of the Flag over the nearest corner of the podium, and place an open Bible on top of it. The reading side of the podium faces the audience.

Monologue is read from offstage by an adult, speaking slowly and with emphasis.

NARRATOR: For God and my Country ... to impress on the hearts and minds of all Cub Scouts a desire to accept their religious responsibilities and to serve their Country to the best of their abilities. This is the goal of Scouting.

Making things or playing games is not the real reason for CubScouting.

Tying knots and building fires is not the real reason for Scouting, and adventure is not the real reason for Exploring.

These are only the means of getting at the real reasons.

The Cub Scout Promise and Law of the Pack .. these are the reasons for Cub Scouting. This is the only way that Scouting can be of service to God and to our Country. This is our goal.

To reach this goal we must always remember this: The goal of Cub Scouting is reached over the bridge of a boy's imagination.

For God and my Country. This is our goal. May we all find the wisdom and desire in our hearts to reach it.

(Ask audience to rise and join in singing "God Bless America")



CEREMONIES

BEAUTIFUL AMERICA - CLOSING CEREMONY

ARRANGEMENT: 7 boys line up on stage, side by side. Each holds a card with one of these letters printed on it A M E R I C A. As his turn comes he holds up his card and says his lines:

- A America abounds in beautiful sights
- M Making it beautiful is one of our rights,
- E Each of us proud of our U.S.A.
- R Rolling hills and lakes in which we can play.
- I Instead of littering and spoiling our land
- C Crusade to keep America beautiful and grand,
- A And then we can always be proud of our land.



CEREMONY

BOBCAT INDUCTION CEREMONY

Equipment: Award Board with Blue Candle
Blue Poster Paint

LIGHT BLUE CANDLE

CUBMASTER: We wish to welcome a new family to the fellowship
of Cub Scout Pack ____.

Will all parents please stand and join these new
Cub Scout parents, repeating after me....

"We, the parents of a Cub Scout / promise to
assist our son / in earning his Cub Scout badges, /
we will be faithful in our attendance at Pack
meetings / and assist in every way possible / as
we assist our son to do his best."

Will everyone, except the new Cub Scouts and their
parents, please be seated.

Parents, because you have helped your son earn
the Bobcat badge, you will have the privilege
of awarding this badge to him, and every badge
he earns.

Mothers, will you please pin the Bobcat badge on
your son upside down on the left pocket. It will
remain upside down until the Cub Scout performs
a good deed.

Will all of the Cub Scouts stand and repeat the
Cub Scout Promise with the new Bobcats.

ALL CUB SCOUTS: I promise to do my best

CUBMASTER: Will all Cub Scouts be seated except the new
Bobcats.

Bobcats, you will notice the lighted blue candle,
this is the first color of Akela. Will you take
one step forward and prepare to receive the first
color of Akela.

(Paint a line on each cheek, and down the nose,
saying:)

"Do your best, welcome to Pack ____."

THERE IS NO FAILURE UNTIL YOU
FAIL TO KEEP TRYING.

WOLF ADVANCEMENT

RESOURCE: Staging Den and Pack Ceremonies, p. 75.

Personnel: Cubmaster, advancing Cub Scout and Parents, Den Chief.

Equipment: Large cutout or drawing of Wolf Cub Scout badge; stand or easel; single candleholder with one candle; Wolf Cub Scout badge and certificate; straight pins. (Ceremony may be adapted for Bear presentation.)

ASSISTANT CUBMASTER:

Since our last pack meeting one of our Cub Scouts has completed all the achievements for Wolf Cub Scout. Tonight we honor him and his parents at our Wolf Cub Scout ceremony. Will the Den leader of the following Cub Scouts, please bring them forward?

Will the parents of these boys please stand? May we ask to have these parents to come up front?
Thank you.

Cub Scouts, according to your Wolf Cub Scout Book, you have completed all achievements for the rank of Wolf Cub Scout. I am glad you have attained this honor and hope you will continue to progress through the Gold and Silver Arrow Point electives until you reach 9 years of age and start work on the Bear rank. Before you is a picture of the Wolf Cub Scout badge. You may now wear this badge with pride. Also before you is a candle representing the spirit of Cub Scouting. By advancing from Bobcat to Wolf Cub Scout you have demonstrated the spirit of Cub Scouting in your everyday life. (Lights the blue candle and asks the Cub Scout to hold it.)

CUBMASTER:

Mr. and Mrs. _____ or PARENTS,
We are happy that your son(s) has completed all the requirements of Wolf Cub Scout. You were privileged to help him on his achievements. To you goes the honor of presenting him with his badge and certificate.
Mr. and Mrs. _____ or Parents, will you present the Wolf Cub Scout badge to your son(s).

Now, Name or Wolf Cub Scouts, give the Cub Scout sign and repeat the Cub Scout Promise after me. (He does so.) Congratulations, Name or Wolf Cub Scouts, and may you soon appear before our pack for Gold and Silver arrows.



WOLF GRADUATION TO BEAR



PERSONNEL

Cubmaster, Assistant Cubmaster, and Cub Scout(s).

EQUIPMENT

Candles, copies of The Big Bear Cub Scout Book.

Cubmaster:

The wolf was greatly admired by the Indians for his swiftness, his hunting ability, and his endurance. In fact, the Indian Scout was called a wolf, and the sign was two fingers spread apart, symbolizing the erect ears of the wolf. The wolf was considered a great "medicine animal," and, in some tribes, the Indian Scout wore the skin and head of the wolf when on a scouting expedition.

(The Cubmaster calls the Cub Scouts forward who are going to be Bears. The Assistant Cubmaster, hands each Cub a candle. The Cub holds the candle up and stands in front of the council fire as the Assistant Cubmaster lights each candle.)

You have followed the trail of the Indian by attaining the rank of Wolf Cub Scout. You have proven yourself brave, swift, and alert, as your Indian brothers of the past. Now you must go on to greater honors for yourself and your parents by earning your Bear badge to prove your greatness. Learn the ways of our animal friends. Learn about the earth and how to grow food. Look up to our skies and learn the stories the stars tell.

Let this light be a sign to tell others that you are now a Bear!

Congratulations!

(The Bear books are handed to the boys as they blow out their candle.)

RESOURCE: Staging Den and Pack Ceremonies, p. 75-76.

WEBELOS BADGE CEREMONY

Equipment needed: Have a board large enough to accommodate the four Cub Scout Badges of rank stickers (preferably the 4" size) Cover the board with blue felt, burlap, or paint. Attach a hanger to the back (so the board may be hung on the boy's wall.)



Procedure:

1. Have Bobcat, Wolf, and Bear stickers already on the board.
2. Have the Cub Scout and his parents come to the front.
3. The advancement chairman recites the following (in his own words)

"The shape of the Bobcat, Wolf, Bear and Webelos badges form the shape of a diamond.

Diamonds are made of PURE CARBON, with small amounts of IMPURITIES that give the color to the stones. Other than another diamond, the only other material that can cut a diamond is a man-made substance called BORAZON. However, diamonds can be separated or broken with a severe BLOW, since in certain directions they lack TOUGHNESS.

When a boy finally achieves the Webelos badge he has been under a lot of pressure, as has the diamond during its formation.

We hope the IMPURITY LEVEL is low and the PURE CARBON level is high-giving the Cub Scout a clear color. We hope as the Cub Scout travels the trail of Scouting he does not encounter much BORAZON and is not subject to many SEVERE BLOWS that can separate him from the IDEAL, PURE VALUABLE Scout.

With this in mind, we now proudly present _____ (name) with his Webelos badge. You may place the Webelos sticker on the board and take the board home as a reminder of the diamond you have just completed."



CEREMONIES

ARROW OF LIGHT CEREMONY

PERSONNEL: Webelos Leader or Cubmaster, Webelos Scout, parents

EQUIPMENT: Ceremony board (see following page)

ARRANGEMENT: Room is in darkness. Leader introduces Webelos Scout (s) who are receiving Arrow of Light, and explains they have met the requirements to receive the highest award in Cub Scouting.

LEADER: The purpose of Cub Scouting is to light the way to Scouting. The first rank in Cub Scouting is Bobcat. (Turn on first light). Before becoming a Bobcat he learns the Cub Scout Promise, the Law of the Pack, knows the Cub Scout sign, handshake, motto and salute. The rank for eight year old Cub Scouts is Wolf. (Turns on second light) Twelve achievements are required to earn the Wolf badge. Then he works on Arrow Points until he is nine years old. He can earn as many Arrow points as time and ambition will allow. Twelve achievements are also required for the Bear badge. (Turn on light #3) You can see that a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear Badge, he works on Arrow Points until he is 10 years old.

Now he is 10 and becomes a Webelos Scout (Turn on light #4) Webelos Scouts do not earn cloth badges. They wear the Webelos tri-colors on their sleeve and work on Activity Badges which are metal pins. Webelos is the secret name for "WE'LL BE LOYAL SCOUTS" and it is the name of the Indian tribe of which Akela is chief. The Webelos Scout is older - he can do more for himself. His parents no longer sign for his advancement - his Webelos Leader does this. He works on the Arrow of Light Award. (Turn on Light #5) to receive this award, he must earn the Citizen Activity Badge and at least two more of four specific badges. (Turn on light #6)

He learns the Scout oath, the Scout law, the Scout motto, slogan, sign, salute and handclasp. He learns the parts of the Scout badge. He understands and supports the Outdoor Code. He plans and leads a flag ceremony at pack meeting. Now he has earned the Arrow of Light award, the highest award a Cub Scout can earn. (Turn on light #7)

Now his path has been fully lit on his way to Scouting. Now we review his path to Scouting. (All lights out) This is what his path looked like before he entered Cub Scouting. (Turn all lights on) This is what his path is like now that he has progressed through the ranks of Cub Scouting to the Arrow of Light. Goodbye Cub Scout ... Hello Scout.

CEREMONIES

GRADUATION FROM WEBELOS TO SCOUTS

PERSONNEL: Cubmaster, Scoutmaster, Webelos Scouts

EQUIPMENT: Webelos Arrow of Light ceremonial board with 7 candles, graduation certificates, Scout handbook, Troop neckerchief for each graduate.

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

- 1 - WISDOM - Wisdom does not necessarily mean superior knowledge. It means putting to right use the knowledge that one possesses.
- 2 - COURAGE - Courage is not the quality that enables you to meet danger without fear, it is being able to meet danger in spite of fear.
- 3 - SELF CONTROL - Self control isn't limited to the control of one's temper, but control one's self in allthings, eating, playing and even working and talking.
- 4 - JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.
- 5 - FAITH - Faith is the conviction that something unproved by physical evidence is true. One 8 year old Cub Scout said faith was when you turned the light switch, you knew the light would go on.
- 6 - HOPE - Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.
- 7 - LOVE - There are many kinds of love, love of family, love of home, love of fellow man, love of God, and love of your country. All these loves are necessary for a full life.

You will find that if you live by the seven great virtues, you will become a happy man and a happy man is a successful man.

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

SCOUTMASTER: It is my pleasure to present you with your Troop neckerchief and welcome you to the Troop.

CEREMONIES

CLOSING THOUGHTS

Do Your Best: When you give the Cub Scout Promise, the words "do my best" are often lost among all the other very important words. Let's stop for a minute and carefully consider these words. "Best" describes effort and action above our usual performance. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best to do certain things. Your best is just that - the very best. Think about the meaning of the promise and decide that you will always do your very best, no matter what the job facing you might be.

Good Turn: Most of us are happiest when we are doing something for others. Think for a moment of a time when you were helpful to someone. Chances are it made you feel pretty good. Of course, we feel best when we do something for others without being found out. When we help others regularly, it soon becomes a habit and gets to be a natural thing. Once a Cub Scout establishes this habit, he learns the real meaning of the good turn.

Good Turn: The good turns we do in our daily living are the things which make us useful. The good turn enables us to be useful in our home, school, community, and nation. The good turn raises us above the ordinary. It makes our lives worthwhile.

On the Good Turn: Doing nothing for others is the undoing of oneself. We must be purposely kind and generous, or we miss the best part of existence. The heart that goes out of itself, gets large and full of joy. This is the great secret of the inner life. We do ourselves the most good doing something for others.

Helpful to Others: Lord Baden-Powell, the founder of Scouting said this to Scouts everywhere: "I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds but they have made their hole in the blanket by doing good before they went to heaven. Try and make your hole in the blanket by good work while you are on earth. It is something to be good but it is far better to do good." Think of Baden-Powell's words when you promise "to help other people".

Stick to It: (hold up envelope with stamp) Cub Scouts, the postage stamp you see on this envelope had the important job of making sure that this piece of mail was delivered to me. The stamp is pretty small but, in spite of its size, it did the job. Each of you has a job to do in your den. Like the postage stamp, it isn't your size that determines how well you do the job, but rather, how well you stick to it. We aren't all good at all things. Remember the stamp. It did the job in spite of its size by sticking to the job. Make up your mind that you can do the something. Do your best - and stick to it until the job is done.



T H E
W O R L D
A R O U N D
U S

The world around your Cub Scouts may be high-rise apartment buildings, suburban greenery, a tree-shaded small town or a farm. No matter where they live, though, they're not very far from nature.

Even in the middle of a big city, there are trees, parks, vacant lots and schoolyards, as well as zoos, where the natural world is king.

This month the boys will be introduced to the natural world around them, help them learn something about it, and encourage good conservation habits.

OPENING

RECYCLE

Seven Cub Scouts hold up a large card with each of the following letters on a card. As this is done in turn, the boy reads his lines on the back.

- 1st Cub: "R - R stands for our Resources, precious to us indeed. Don't waste them on something you don't need."
- 2nd Cub: "E - E stands for the energies that some people always over-use. They don't realize there will be nothing if they continue to abuse."
- 3rd Cub: "C - C stands for conserve, which really means don't waste. Always think before you act, and don't move with haste."
- 4th Cub: "Y - Y stands for your part in taking care of life and land. These are the days that people of America must take a stand."
- 5th Cub: "C - C stands for the clear waters found in our mountain streams; it's mirror-like beauty makes you want to sit and daydream."
- 6th Cub: "L - L stands for the lights we need to use every day. Use them wisely, and they won't be taken away."
- 7th Cub: "E - E stands for the environment of our beautiful earth; clean it up and save for this great land's

SKIT

THAT'S CHRISTMAS

Arrangement: Ten boys come onstage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn. This skit can be altered to fit the number of boys in your den.

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

CLOSING THOUGHT

We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not break them. He competes with all his heart, striving to outclass his competitors. If he wins, he doesn't act smug, but instead compliments the losers for the fine job they did. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A good sport accepts defeat, congratulates the winners, learns how he can improve, and determines to do better the next time.

ADVANCEMENT SKIT

SANTA'S HELP-IN

Characters: Santa - with long list and empty sack
Helper 'X' - with green cap
6 Helpers - with red caps, working tools and toys

Setting: Santa's Workshop, with all 7 Helpers busy working on toys and whistling or singing "Jingle Bells". As curtain opens, Santa enters, puzzled, despaired, checking list in his hand.

SANTA: Ho! Ho! Help! This is an unusual list ~~from~~ the Cub Scouts of Pack _____. We're running out of time! Good grief! Sakes alive! (Santa sits down with sack opened, looking very, very sad.)

HELPER #1: I've worked hard on trains; have they run out of brains?

HELPER #2: It's clear to see they don't want trucks from me.

HELPER #3: Surely Santa, you know the score. That's no ho! ho! Please tell us more.

HELPER #4: I know, great red and white one...they need a change. (He rattles coins in his pocket.)

HELPER #5: That's right wise leader. Any new ideas in our "goody range"?

HELPER #6: Shazam! Me thinks the Cubs are tired of toys; How about more advancements for those boys?

HELPER 'X': (running across stage, carrying cardboard shield resembling large sock with advancements glued on) Sock it to 'em, Santa! (He places shield in Santa's sack.)

All stand and bow together, and yell "Shazam".

* * * * *

CLOSING THOUGHT

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CEREMONIES

DOOR - CLOSING CEREMONY

NARRATOR: As we close this time together, let's look at this door.
(Refer to actual door or a picture of door - spotlighted)

This door - can let people in or it can keep people out.
This door could be a church, school or home or it could
be a on a dirty cellar, an abandoned building or reform
school.

This door could be opened to more boys in existing units or
it could be slammed in their faces. This door could carry a
"Welcome" sign or say "Quarantined", "Full House", or "Keep Out".

This door can open into the warm light of a Cub Pack Meeting or
it can be locked and dark. This door for a boy it could open
to a great, wide wonderful world or it could open to a jail.

Watch the boys 8, 9 and 10 years of age as they come up to
this door - the happy, the carefree, the troubled, the crippled,
the lame, the blind, the deaf, the dumb, the black, the white,
the red, the yellow, every single boy.

This door has been opening for only one in every three boys.
Two boys are turned away. Away from the door that opens to
adventure, to wholesome experiences, to an understanding of
God, an appreciation of the love for their country. Doors
must be opened for boys. Boys will seldom go up and knock on
the door. They do hang around outside and wait to be invited
in. What boys do and what they think cannot be left to chance.

Open that door for just one more!

Open that door for just one more, and you open the door to the
world for him.

PASS IT ON

If a friend gives you a cheery word,

Pass it on.

If a consoling voice in your grief you heard,

Pass it on.

If someone helped you in your need

By word of encouragement, smile or deed,
And your troubled mind is some way freed,

Pass it on.

It may never be that you may still

Pass it on.

To the friend who helped you up the hill,

But pass it on.

For someone is always sadder than you,

And if you help him, you'll find it true
That someone will always help you through

If you pass it on.

by Arthur Blankeslee

CEREMONIES

A CUB SCOUT'S PLEDGE TO HIMSELF (Opening or Closing Ceremony)

ARRANGEMENT: Pack Flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, come onstage, stand near the Pack Flag and recite one of the statements below. Upon finishing, each Cub salutes the Pack Flag and retires to rear of stage, where a horseshoe is formed.

1ST CUB: May I grow in character and ability as I grow in size.

2ND CUB: May I be honest with myself and others in what I do and say.

3RD CUB: May I learn and practice my religion.

4TH CUB: May I always honor my parents, my elders and my leaders.

5TH CUB: May I develop high moral principles and the courage to live by them.

6TH CUB: May I strive for health in body, mind and spirit.

7TH CUB: May I always respect the rights of others.

8TH CUB: May I set a good example so that others may enjoy and profit from my company.

9TH CUB: May I give honest effort to my work.

10TH CUB: May I regard my education as preparation for the future.

(As last Cub finishes his lines and completes the horseshoe formation behind Pack Flag, all 10 boys join hands for the Living Circle and repeat the Cub Scout Promise)

SOMEBODY

Somebody did a golden deed,
Somebody proved a friend in need:
Somebody sang a beautiful song;
Somebody smiled the whole daylong;
Somebody thought, "Tis sweet to live"
Somebody said, "I'm glad to give"
Somebody fought a valiant fight,
Somebody lived to shield the right.
Was that somebody ---you?

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

STORY OF THE CUB SCOUT COLORS

Resource: Staging Den and Pack Ceremonies, P.81,82

PERSONNEL:

Akela, two Cub Scouts dressed as Indian Braves, narrator.

EQUIPMENT

A tripod with a large cooking pot suspended over a fire. A small pot fits inside the large one and contains a yellow Wolf neckerchief and a blue Bear neckerchief and awards. Dry ice may be packed around the small pot to give a smoking effect (smoke increases as water is added). Two small clear bottles, one filled with diluted yellow food coloring and the other filled with diluted blue food coloring. An Indian headdress. Awards.

ARRANGEMENT

The audience is seated in a semicircle, and Akela is standing behind the boiling pot.

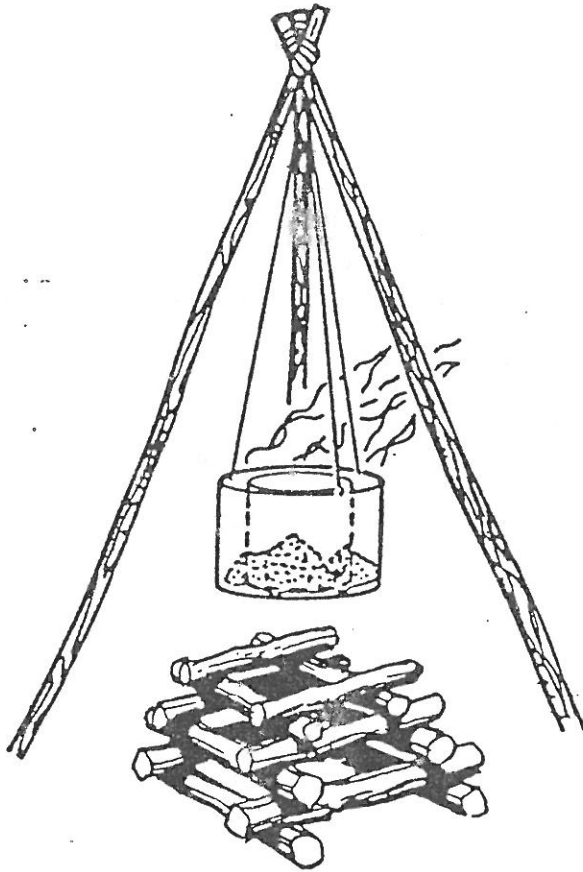
NARRATOR:

Many, many moons ago the great chief Akela called a council to see what could be done to make the Webelos tribe the best of all tribes. After many hours he called his two most trusted braves to the council fire. (Pause here as two braves come in and stand, one on each side of their chief.) He told the first brave to climb the mountain and to tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. (The first brave leaves.) He told the second brave to go to the forest and tell the sparrow to fly high into the sky and bring back part of the sky. (The second brave leaves, and both return immediately. One carries a bottle of blue water and the other a bottle of yellow water. They take positions, one on each side of the fire, kneel, and hold bottles up for everyone to see.)

AKELA:

(Addressing the first brave.) Pour some of the beauty of the sun into our council mixing pot. (The brave pours the liquid over the dry ice, being careful not to get any in the small pot. Akela signals the second brave.) Pour some of the beauty of the sky into our council mixing pot. (The second brave responds, and the boiling action increases. Raising his right hand, Akela speaks again.) From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer. (Akela stirs the pot, reaches in, and pulls out the

neckerchiefs. He holds them open for all to see, and speaks.)
And that is why Cub Scouts use the colors blue and gold. Now
let us meet the parents and Cub Scouts who helped to keep the
blue and gold of Cub Scouting alive and growing this month.
(Akela stirs the pot again and takes the awards from the pot.
The boys and parents are called forward and the awards are
presented.)



SKIT

PICNIC FOR INSECTS ONLY

The scene is the meeting hall of the International Insect League. It is their annual meeting. A sign at the back of the stage says: "International Insect League - 3,561st Annual Meeting." Have a table at one side of the stage for the chairman of the meeting and chairs on the other side for those attending the meeting.

You'll need seven actors, each one representing a group of insects. You may use more actors, adding them to the groups. You may eliminate characters by simply referring to a group of insects and not have anyone representing them.

Costuming can be as simple or elaborate as you want. Simple signs, such as "Chairman Termite," "Mr. Ant" or "Mr. Grasshopper," can be worn by the actors. This would be enough. But if you want more, wings could be made from wire-stiffened tissue paper and tied to the body; antennae could be made from wire with plastic foam balls on the tips; the antennae could be attached to a cardboard headband.

CHAIRMAN TERMITE: This meeting will come to order. I'd like to welcome all you delegates to the 3,561st meeting of the International Insect League. Tonight, we make our plans for this summer's picnic which is for insects only! We don't have any minutes from the last meeting. As you remember, a frog came in and broke the whole thing up. But we do have a treasurer's report - Mr. Grasshopper.

MR. GRASSHOPPER: As of today, we have on hand 2 sacks of honey, donated by the bees; 25 drops of blood, courtesy of the mosquitoes; and 5 bread crumbs the ants had left after taxes. Our supplies are really getting low.

CHAIRMAN TERMITE: Thank you, Mr. Grasshopper. As you see, gentlemen, we need your help; especially since our annual picnic is coming up. All of you have your assignments for the picnic, and I'd like up-to-the minute reports - especially from the invitations committee. We certainly don't want any PEOPLE there! The picnic will be held in the North Woods - my friends are really looking forward to it. Mr. Ant, will you tell us how plans for food are going?

MR. ANT: We're crawling right along. We plan to hit a lot of human picnics and kitchens before the big day. You might say, the big push is on. Our workers are out night and day. I think I can promise you all a real crummy time! Ha. Ha.

CHAIRMAN TERMITE: Thank you, Mr. Ant. We'll be looking forward to it. By the way, don't forget to throw in a toothpick or two for us termites. Mr. Caterpillar, may we have a report on the decorations.

MR. CATERPILLAR: Yessirree. We promised you butterflies, and we'll give you butterflies. Yessirree. My group intends to climb in their cocoons right after this meeting so we'll be ready for the big day. You'll have about 2,000 butterflies arranged on trees and bushes. Yessirree. And the spiders have promised to spin a chain of webs between the butterflies. Yessirree - really spectacular!

CHAIRMAN TERMITE: We get your message, Mr. Caterpillar. Yessirree. And now, in charge of lighting, a report from Mr. Firefly.

MR. FIREFLY: Yes, we were never ones to sit back. If we did, no lights! Well, the lighting should be just as spectacular as the butterflies. 10,000 fireflies are coming. Right now, we're checking all their batteries. And we're fortunate to have real experts checking them - the Japanese beetles - and we'd like to thank them. Let's just say, we're going to get a charge out of doing our part.

CHAIRMAN TERMITE: That's the spirit! And now, for the surprise I've been saving for you - the entertainment. We're happy to say that the entertainment for that night will be provided by none other than - the beetles! (Much applause.) How are you doing, fellas? (The beetles hum a note.)

CHAIRMAN TERMITE: That's great, fellas. The beetles will be backed by a full orchestra of crickets. Now, with all these fantastic plans, let's have a final important check with the grasshoppers about invitations. Have they all gone out?

MR. GRASSHOPPER: All the invitations have gone out. I tell you, it has sure kept us hopping! And from what we hear, everyone's coming. We'll really have to watch the gate carefully, so no people get in!

MR. ANT: Yeah. They ruin all our picnics!

CHAIRMAN TERMITE: Well, I think we'll discourage them. The wasps will be in charge of the door.

MR. ANT: Well, I hope so. Remember last year? They came and squirted all that insect spray? Why, we had thousands of casualties. That's why our supplies got so low. Then, we moved our picnic to the beach, and they followed us there - same thing. And those human insects they bring with them. Why, it's terrible.

CHAIRMAN TERMITE: The wasps have been warned to watch especially for those human insects, and to be sure, above all, not to let them in!

MR. FIREFLY: Ha! You didn't have to be around last year. These human insects have been around for a long time. They're there all year long, but in the summer they are really awful! They're at the beaches, in the parks, along the streets. And, boy, I don't want to be anywhere they are!

MR. FIREFLY: Human insects? Why, what are they called?

ALL: LITTER BUGS!!!

SKIT

GLORIOUS SPRING

Characters: Mr. Sun, Mr. Wind, Mr. Brook, the grass (several boys), the flowers (several boys), narrator. Each has a sign around his neck identifying him, except the narrator.

Narrator: "We're going to do a skit about spring, so first I'll introduce our characters. Here's Mr. Sun (enters and takes a bow), Mr. Wind (enters and takes a bow), Mr. Brook (enters and takes a bow), the grass and flowers (enter and bow), and ...oops! We're missing a person (looks around). Gosh, Mr. Cubmaster, could you help us?"

(Cubmaster is invited up and instructed to jog back and forth across the stage during the skit.)

Narrator: "Okay. It's a beautiful spring day. The sun is shining (Mr. Sun spreads his arms). The wind is blowing (Mr. Wind blows). The brook is rippling (Mr. Brook weaves across stage, saying, 'ripple, ripple'). The grass is growing (Boys in kneeling position, slowly stand up and raise arms). The flowers are blooming (flowers raise arms) and (pointing to the Cubmaster) ... the sap is running."

UNDERSTANDING

I know you understand
what you think I meant
but I wonder if what you
think I meant is what
I really meant to say.

CEREMONY

Props: Spell out N-A-T-U-R-E with one block letter on a large cardboard. Attach each to a pole besides which the speaker for that letter will stand. Have a table upon which the following six different nature items or pictures are placed. N---a tree seed, such as an acorn. A---water in a jar. T---a picture of a beaver. U---a robin. R---squirrel. E---bees.

Cast: Cubmaster and 6 dads to help.

- 1st Dad: N - (Bobcat candidates) As the small seed must be nurtured well to become a noble tree, so will you grow from Bobcat to manhood as you and your parents do things together. Be Noble ... Welcome to Cub Scouting. Your growth depends on you and your parents.
- 2nd Dad: A - (Wolf candidates) As water is essential for plants and animals to grow and mature, so Attitude affects growth, spirit, and knowledge. It helps develop Ability. As you accept this Wolf rank, continue the right attitude to get ability to do things.
- 3rd Dad: T - (Bear candidates) As the beaver is thorough in building dams and his home along mountain streams, creating new meadows and ponds, and he warns others of his kind when an enemy approaches and as the water nourishes the seed, a noble attitude will help you be Thorough and Thoughtful. Growth in nature, as in life, indicates Thoroughness. In earning your Bear rank, you have shown a Thoroughness of effort. Keep it up.
- 4th Dad: U - (Webelos) As the robins and other birds are useful in helping rid us of insects, as a part of our chain of life, so your place in life depends upon your Usefulness. By reaching the Webelos rank, you have shown your usefulness. Continue it.
- 5th Dad: R - (A of L candidates) As the squirrel finds the acorns and nuts and hides them away for a future day, so you must be Reliable and Resourceful to reach the time when you now are ready to graduate into Troop _____. There you will need all the traits represented by the letters in N-A-T-U-R-E. You may wear the Arrow of Light signifying your graduation from Cub Scouting.
- 6th Dad: F - (Arrow points) You Cub Scouts have gone beyond requirements for Cub Scouting ranks. As the bee is so energetic gathering the material and the nectar for making honey and the honeycomb, so you have been Energetic, another good trait. For completing additional electives, you have earned the following arrow points (name them).

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

HOW TO LIGHT A CAMP FIRE

NARRATOR: Man has known about Fire from the beginning of time, and of its' many uses, both good and bad.

Probably outside of cooking, fire is best known for its warm compelling invitation to just sit by its warmth and stare into its multi color flames, day dream, share a good story, or just enjoy a song with friends.

Nothing else in the world can generate the feeling of Brotherhood like sitting around a camp fire with good people, feeling the warmth of its flame.

Man did not always have control of fire, even today there are times when he doesn't. In pre-historic times most fires were acts of God: lightning, volcanos, and the likes of that. At some point he did realize that striking two stones together he could get a spark to kindle a fire, but I am sure it was a while before he realized that one of these stones had to be flint. Let's take a look at a cave man as he attempts to light a fire.

ENTER CAVE MAN

Makes an attempt to light a fire to no avail. Complains about the cheap stones.

(NARRATOR:)

By the time the Red Men were the only people living in North America, they had discovered that with a fire bow you could start a fire. The use of a fire bow took much practice and not everyone could master it.

ENTER INDIAN

Makes an attempt to light fire. Complains about fire bow being foreign-made or something to that effect.

(NARRATOR:)

Today we rely on modern technology. Science is a wonderful thing and at times quite mystifying. There are so many ways to start a fire, and as you will see now, new ways are being developed every day.

ENTER MAD SCIENTIST AND HELPER EGOOR

Reciting some scientific equation and makes attempt to light fire. (Puts Alka Seltzer on base of fire) Nothing happens and replies, "Come Egoor - Back to the Drawing Board."

(NARRATOR:) What are we to do now!

Down the trail comes a Scout singing. Sees the pile of wood. Takes out a match and lights it and goes on his way.

SKIT

THE RECYCLE MACHINE

Charaters: 4 Cub Scouts. In addition, another is hidden inside the machine.

Equipment: 1 large box made to look like a recycle machine; other items mentioned.

Jack: Hey look, guys, a recycle machine!

Jim: Let's try it out! (turns switch on)

Bob: Let's see what it does with this rusty, old pocket-knife. (drops it into machine. Machine makes noise and shakes, then out comes a new, shiny pocketknife.)

All Boys: Wow, it works! Fantastic!

Tom: Maybe it can recycle this old, torn handkerchief. (drops it in and the machine shakes and rattles and turns out a new hanky.)

Jim: That's really great! Here, machine, here's an old, broken pencil for you. (drops it in and the machine performs giving out a new one.)

Bob: It's your turn, Jack.

Jack: I wonder how this thing works. (steps up, peers inside, and the machine pulls him in.)

Jack: Help!!!

Other Boys: Oh no! What should we do? (all look worried)

(The machine finally makes a very loud noise and out pops Jack. A sign on him reads REJECT.)

Tom: Look! He has a sign around his neck. It says 'REJECT'. A Cub Scout's spirit is too strong and durable to ever be worn out.

Jack: Remember, to help save our American resources, follow this motto --

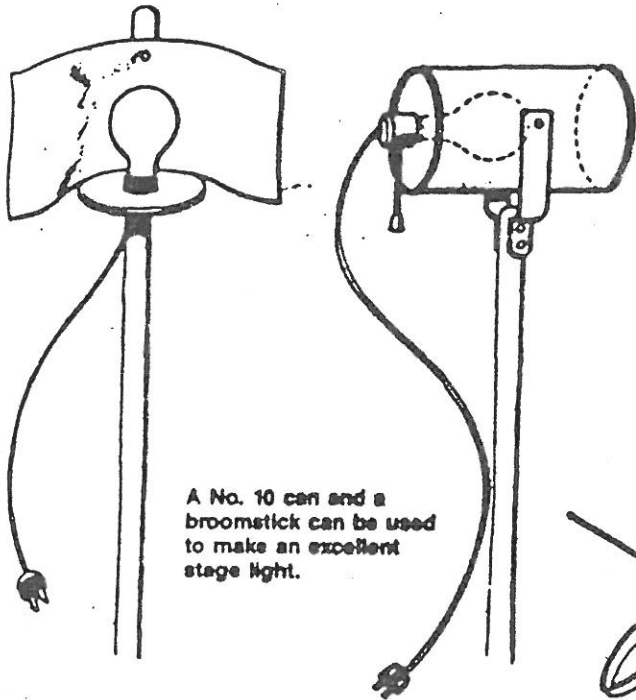
All Boys: Use it up, wear it out, make it do, or do without!

OPENING THOUGHT

"It is difficult to say what is impossible, for the dream of yesterday is the hope of today, and the reality of tomorrow."

Robert H. Goddard

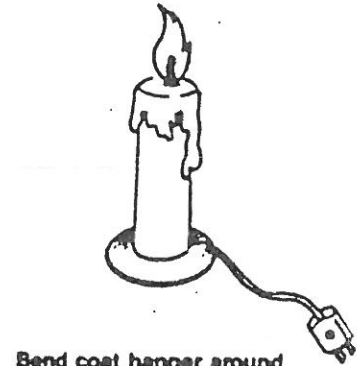
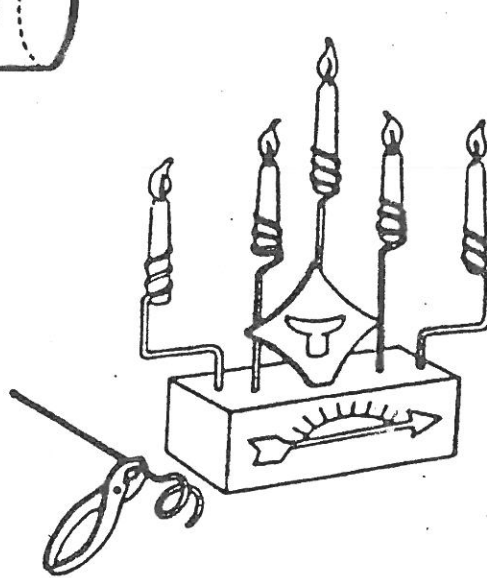
MORE LIGHTS



A No. 10 can and a broomstick can be used to make an excellent stage light.



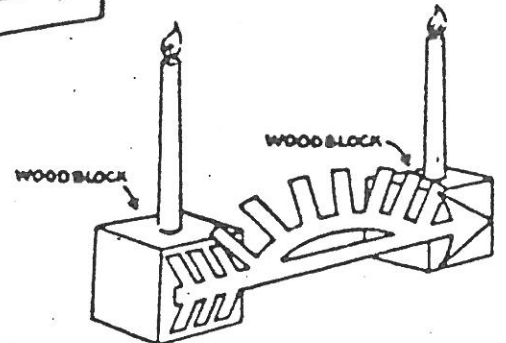
Don't forget—Christmas lights can be used in most candle holders.



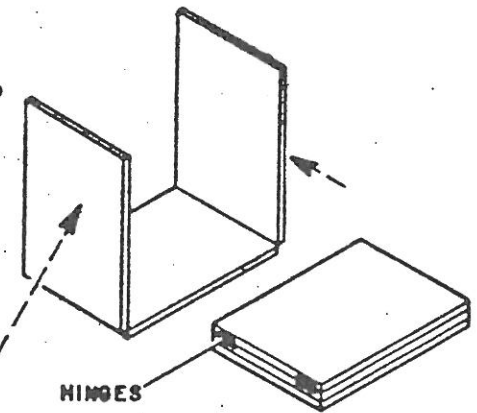
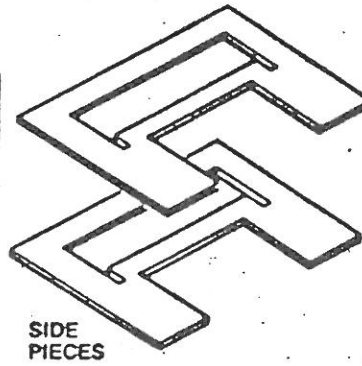
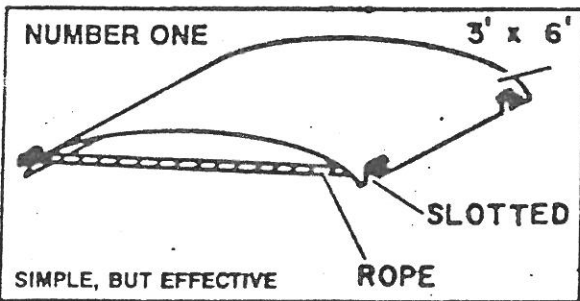
Bend coat hanger around broomstick. Insert into wood.



Wooden spools in ends of rolls of wrapping paper or newsprint make excellent candle holders.

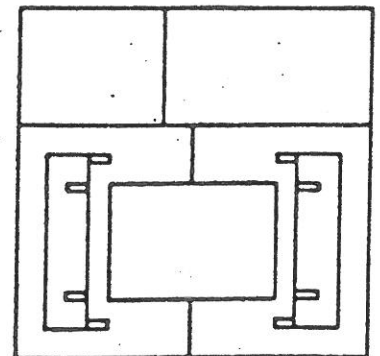
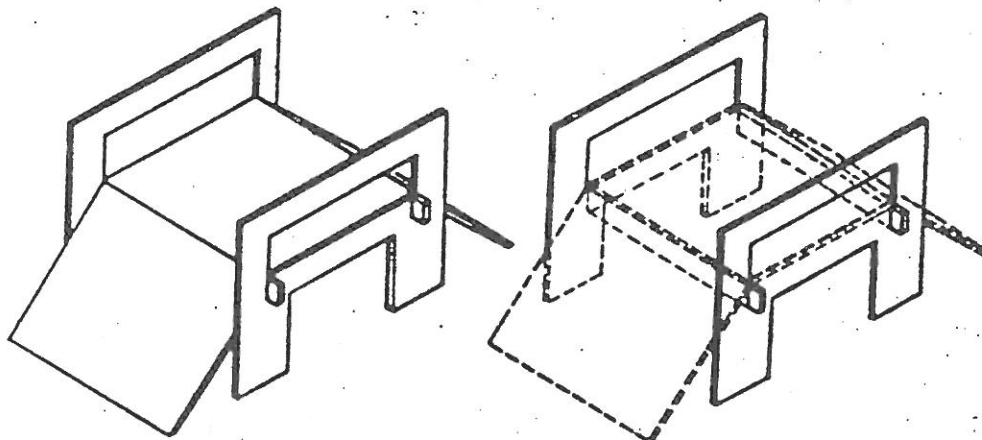


BRIDGES



NUMBER TWO
SINGLE SHEET PLYWOOD PROJECT

NUMBER TWO FOLDS LIKE THIS.



CEREMONIES

BOBCAT CANDLELIGHT INDUCTION CEREMONY

ARRANGEMENT: Bobcat candidates wait outside room with Den Chief. Table is placed at front of room holding large Cub emblem and three candleholders with candles. The room is in darkness. When all is ready, the Den Chief knocks on the door from the outside. CM and CC stand behind table.

- CM: Who wishes to enter this meeting room?
DC: Den Chief (name) with candidates to join this pack.
CM: What are the names of the candidates?
DC: Candidates (name) (name) (name)
CM: Have they successfully passed the Bobcat requirements?
DC: They have.
CM: Then bring the candidates inside.

(DC brings candidates into room and leads them to front of table.
He then takes his seat in the audience)

- CM: (To candidates) You have entered from the darkness of the outer world to the light symbolizing Scouting. This candle (he lights one candle) stands for the Spirit of Scouting. There are many benefits to be gained from belonging to Cub Scouting. You will learn a great deal, you will have a chance to help others, you will be rewarded for your efforts, and you will have a lot of fun. The Cub Scout Promise is the basic principle of Cub Scouting. Will you repeat it with me please. (Lights candle representing Promise)

(CM gives Cub sign and begins Promise. Candidates join in with him)

- CC: Just as the Cub Scout Promise is the basic principle of Cub Scouting, the Law of the Pack is the fundamental rule governing Cub Scouting. Please give the Cub Scout sign and repeat the Law of the Pack with me.

(CC gives sign and leads boys in repeating Law of the Pack)

(Lights candle representing Law of Pack)

- CM: Remember well the Promise and the Law of the Pack and use them as your guide for personal conduct in the years to come.

- CC: There are other requirements which you have learned. Will each of you give me the Cub Scout handshake? (They do)

- CM: And now we ask that the parents of these Bobcat candidates come forward to receive the badges for their sons.

(Parents come forward and stand behind their sons)

(CM presents Bobcat badges to parents, who in turn present them to their sons)

Parents play an important role in Cub Scouting. You will work with your sons on their achievements and electives. You will find that you will learn as well as your son, and in having fun with him will become a closer family.

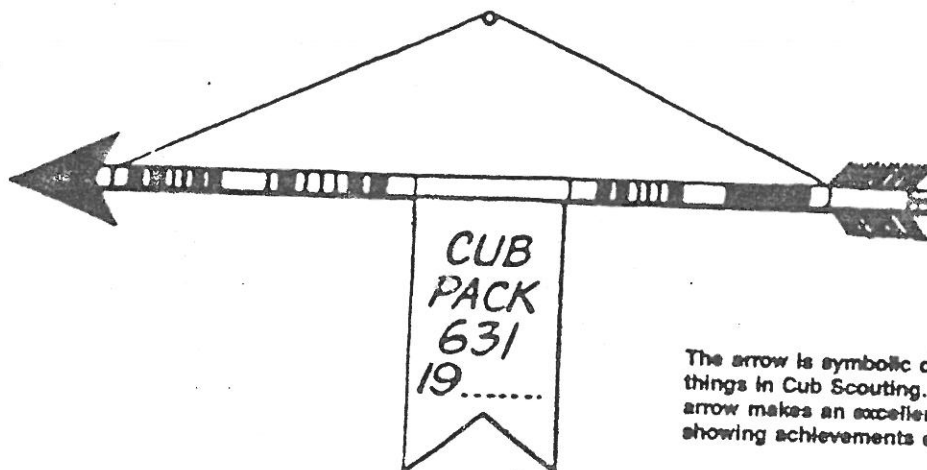
(To boys) Congratulations and good Cub Scouting to you all. (Salutes)

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.

The ribbon hanging from the center of the shaft is blue silk. Stenciled on it are the pack identification and the 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,



The arrow is symbolic of many things in Cub Scouting. This career arrow makes an excellent wall trophy showing achievements earned.

The arrow is symbolic of many things in Cub Scouting. Cub Scouts are given arrow points for earning electives, and the Arrow of Light Award is in the shape of an arrow. Indian costumes and adornments play a large part in Cub Scout ceremonies. To make an advancement wall trophy, use a 28" hunting arrow with a broadhead point. Decorate appropriately.

and silver bands are 1/4" wide. The blue band is 3" wide.

If the graduate has earned any arrow points, show this by painting a 1/4" band of gold or silver, whichever is appropriate, beside the band of the rank in which he earned his points.

Lights

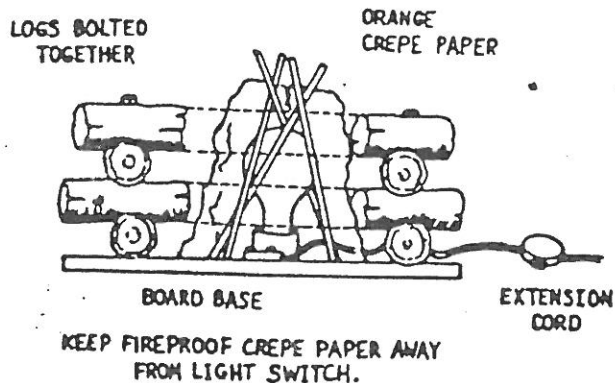
Cub Scout ceremonies are more dramatic when centered around a council fire. For indoor ceremonies, you can build an artificial fire that gives a realistic effect in a darkened room.

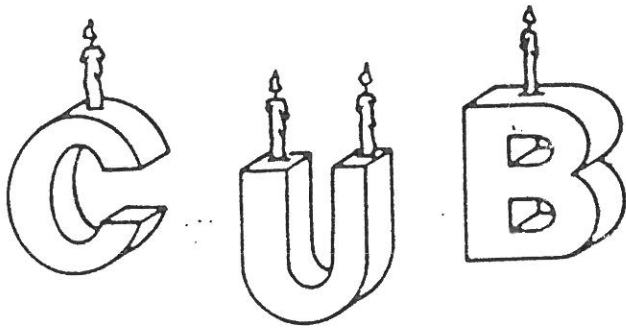
Log length and diameter are not critical, but the rising pile should taper in thickness and length. Build the fire so the logs can be dismantled for storage.

Bolt the logs together. To locate the hole centers, drive a small brad in the lower log, press the upper log over the brad to mark the center, then drill the holes.

Assemble and wire the lamp base. Use a 60-watt red or orange bulb for illumination. The light will filter

through the pile. Add a few short lengths of red and white crinkled ribbons to the top of the pile to create a flame-leaping effect.

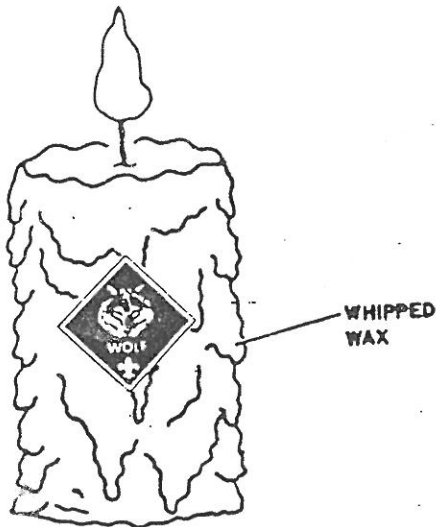




LETTER CANDLE HOLDERS

Cut simple block forms from 1" thick pine. Drill $\frac{1}{2}$ " holes for candles in top edge. Sand and varnish.

You may wish to use the activity badge as a pattern.

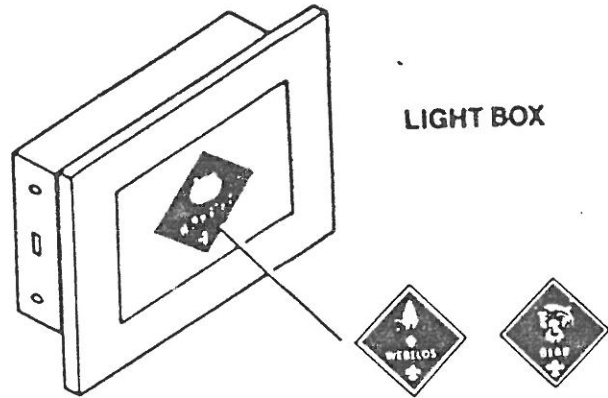


MAGIC CANDLES

Magic candles are very effective when used in ceremonies or just burning as part of your blue and gold decorations. As the candles burn down they drip blue and gold colors.

To make magic candles, use tall white candles. Drill $\frac{1}{4}$ " diameter holes every 2" down opposite sides of every candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip it with an eggbeater. Cover the candles with whipped paraffin, using a fork to give the candles a rough decoration. As the white candles burn, they will drip blue and gold wax decoratively down their sides.

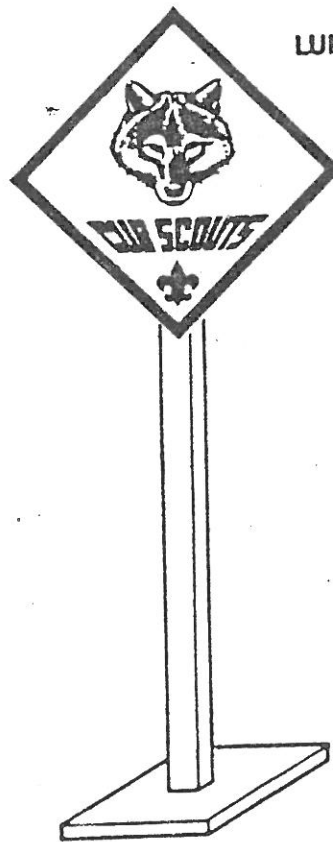
OTHER LIGHTS



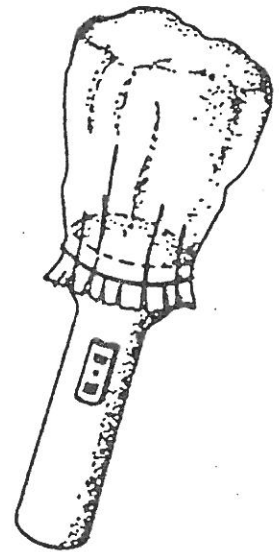
LIGHT BOX

Use a recessed, ceiling light fixture placed on its side. Attach cutout silhouette of rank being presented. You may make your own light box.

LUMINOUS BADGE



Luminous badge. Paint a 1-foot square piece of plywood yellow. When dry, sketch Cub Scout universal insignia, paint blue. When dry, paint over all blue parts with luminous paint. Attach the badge to stand. Badge glows in the dark.



A flashlight covered with crepe paper can be a dramatic prop.

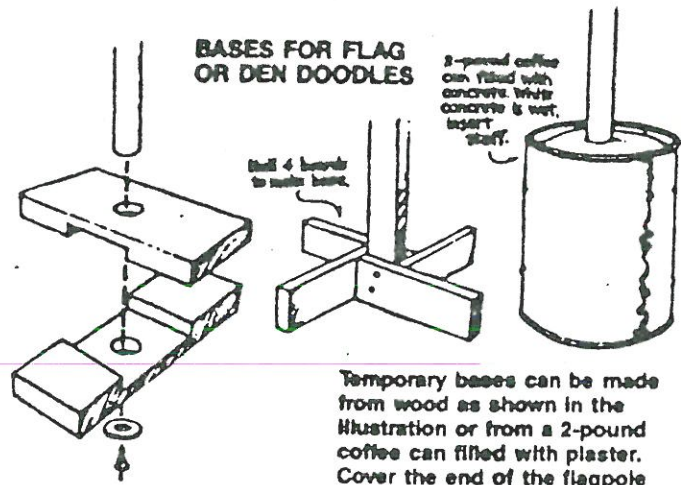
Den Doodles

You may not think of den doodles as ceremonial equipment, but they can readily be used as a part of a den or pack ceremony for recognizing advancement.

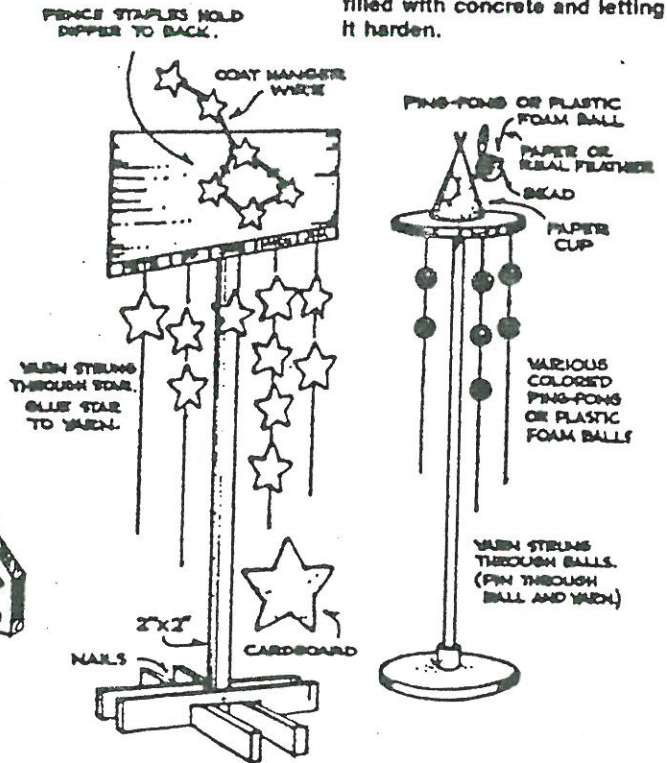
A den doodle is an emblem, a figure chosen by the den and placed on a stick or standard, or hung on a wall to show each boy's advancement status. From this emblem the boys hang (by leather thong, string, yarn, or shoelace) circles of cardboard, wood, plastic, tin, or other devices to represent the achievements they earn. The doodlestick's ancestors are the Indian coupstick and totem pole.

Your Cub Scouts will love to make den doodles and watch their string of conquests grow.

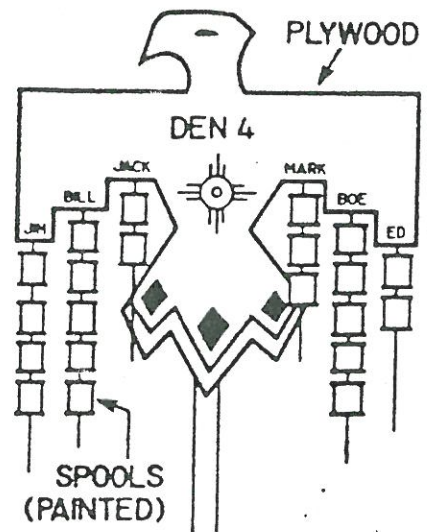
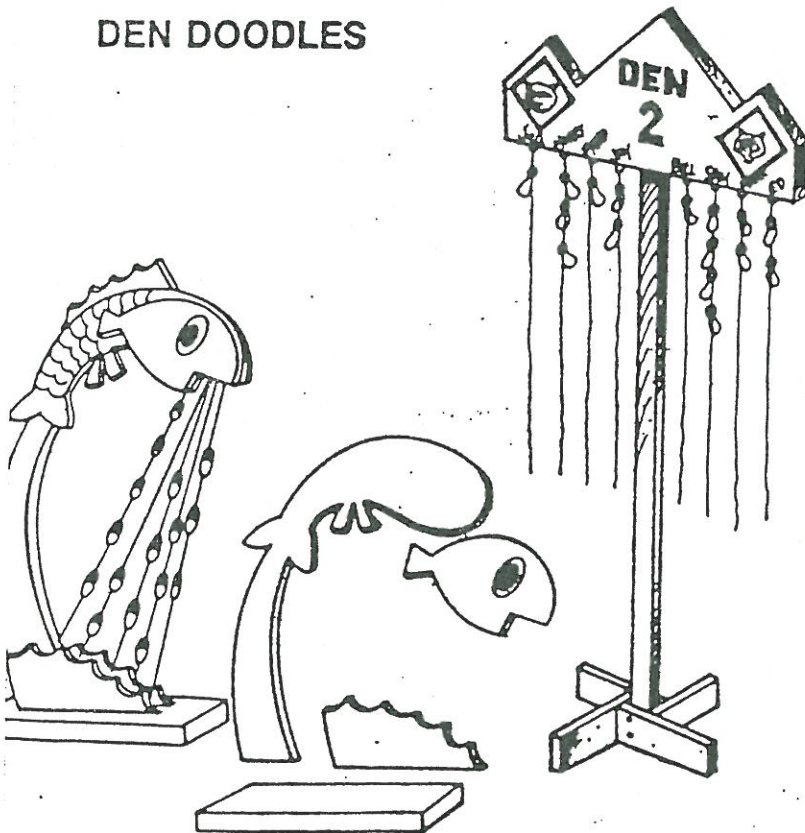
Pick an idea from among those illustrated, or make up your own. The perch for the doodle figure might be just a scrap of wood nailed to an old broom handle. A base for the doodle can be a No. 10 or smaller tin can filled with cement or plaster. A broom handle may be inserted before the mixture hardens. Some Cub Scouters prefer a stand not permanently attached. When choosing a doodle, remember that it will have to be stored. There are also doodles with only the perch—no upright or base—to be hung in den or pack meeting room.

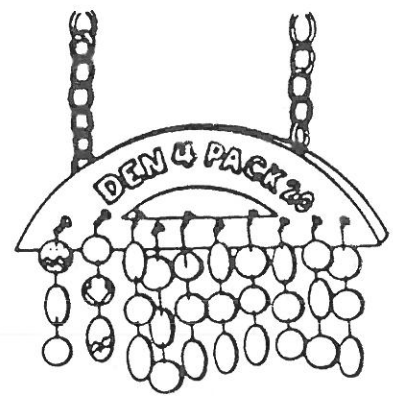
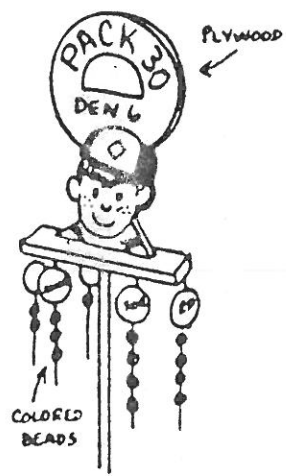
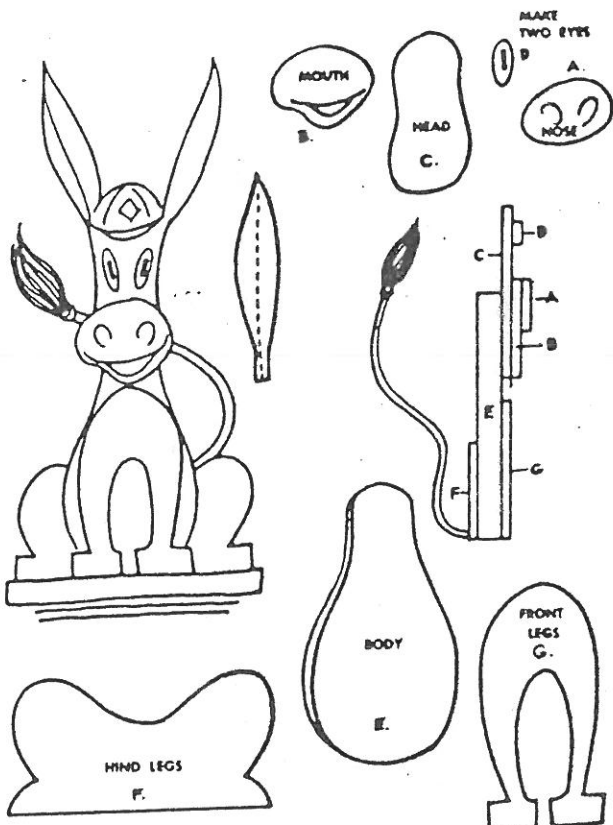


Temporary bases can be made from wood as shown in the illustration or from a 2-pound coffee can filled with plaster. Cover the end of the flagpole with aluminum foil and grease heavily with petroleum jelly, so that it will slip out easily after the plaster hardens. A permanent base can be made by inserting flagpole in a can filled with concrete and letting it harden.

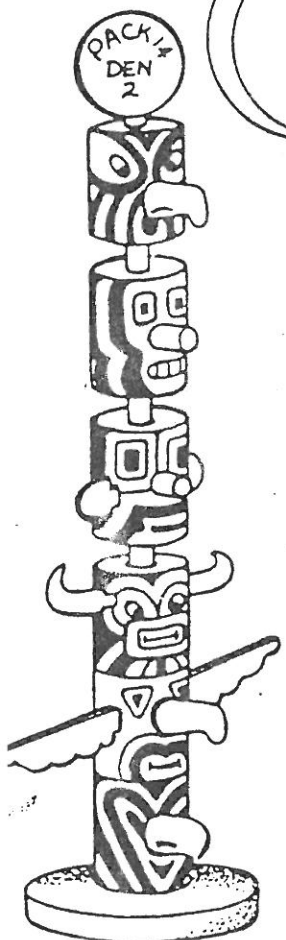
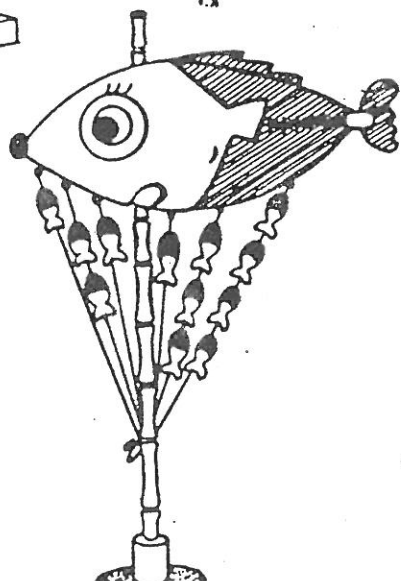
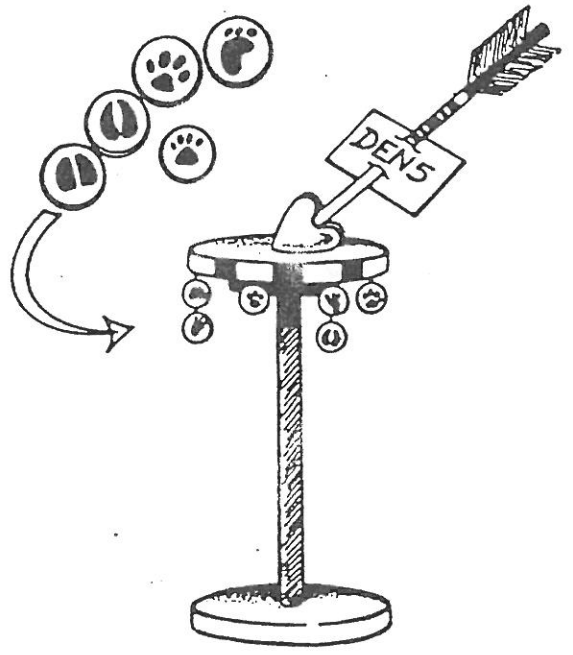
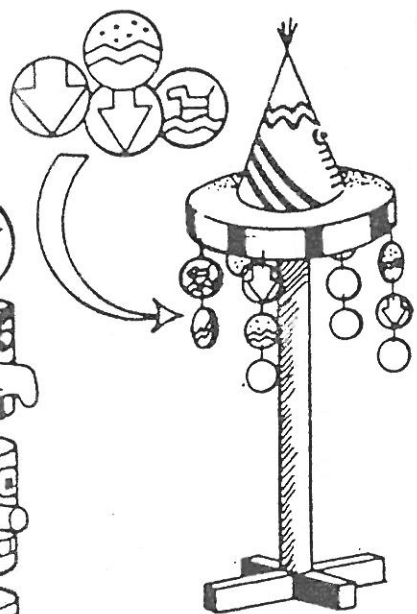
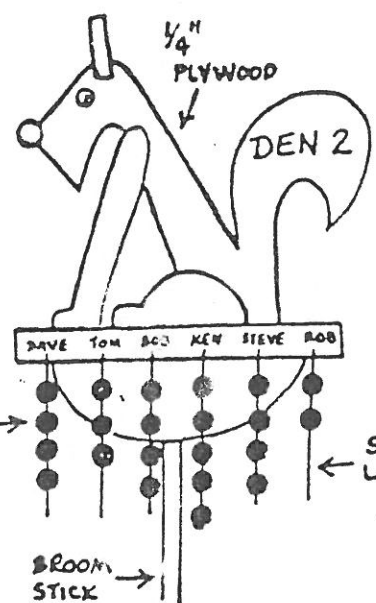


DEN DOODLES





Den doodles can be hung from the ceiling.



OPENING

Arrangement: Four boys dressed in Indian costume, carrying artificial torches. Artificial campfire which can be lighted by connecting an electrical cord. Light bulb is inside campfire and covered with red cel-
lophane.

Den Chief: (Dressed as Indian Chief) Let the North Wind enter.
(One of boys enters carrying torch. He stands by campfire and says his lines. Others do likewise as they are called in.)

North Wind: The North Wind that brings the cold, builds endurance.

Den Chief: South Wind, enter.

South Wind: The South Wind brings the warmth of friendship.

Den Chief: East Wind, enter.

East Wind: The East Wind brings the light of day.

Den Chief: West Wind, enter.

West Wind West Wind from the direction where the sun sinks, brings night and stars.

Den Chief: The Four Winds will light our council fire.

(All four boys touch their artificial torches to fire at the same time. At this moment, electrical cord is connected off stage lighting bulb.) To accomodate eight boys in the opening, two boys could come in at one time and speak together as one for each wind, or the Den Chief's part could be done by Cubs.

OPENING

Props: Artificial campfire; tom-toms; rattle for Medicine Man; and small American Flag.

Setting: 3 Indian braves and Medicine Man are seated around fire; Indian Chief is standing; boy in Cub uniform is off stage.

Indian Chief: (Raising arms outstretched toward sky) Oh Great Father in the sky, listen to thy people.

First Brave: (Raises arms toward sky) We thank thee, Great Creator for the light of the sun each new day.

Second Brave: (Raises arms toward sky) We thank Thee for the beauty of the world and the plants and animals we enjoy.

Third Brave: (Raises arms toward sky) We thank Thee for the night and the rest it brings.

TIGER CUB GRADUATION

Equipment: Tape of Ponce & Circumstance
Cap & Gown for Cubmaster or Leader
Caps for Tigers (made of Chinnet Bowl &
10" square orange poster board,
1 brad to hold together, white &
orange yarn for tassel)
Tiger Cub Graduate Patches
Tiger Cub Graduation Certificates
Cub Scout Neckerchief (optional)

Cubmaster: Tonight is a special graduation. Tonight our Tiger Cubs are graduating into cub scouts. As Tiger Cubs they have searched, discovered and shared together in their homes, community, and country. Now is the time to move along the scouting trail. (Start graduation music).

At this time I would like to present: (call up boys and parents one at a time and present certificate and patch--neckerchief may also be presented at this time, too. Have them line up by dens if you have that many boys.

As we all know and have learned, to be successful in scouting the family must be involved. With this in mind, will the parents of these new graduates please repeat after me:

As a parent of a cub scout, I will help my boy live up to the cub scout promise and obey the law of the pack.

I will work with my boy on his achievements and projects. I will attend the pack meetings and help as needed to make the pack go.

And now will our new cub scouts repeat after me:

I promise to be loyal to my cub scout family of Pack _____, to work with and play with, for my bobcat and wolf, for my bear and my webelos, in good times and bad, sunshine and rain, in den meetings and pack meetings until my graduation to Troop _____.

Members of Pack _____, will you accept these new cub scouts into our Pack. Response -- We will.

On behalf of Pack _____, I would like to welcome you into our Pack. You will now be known as Den #_____. Your den leader will be _____. May your journey along the cub scout trail be rewarding and most of all fun!

Let's here it for our new cubs! Hip! Hip! Hooray!

CEREMONIES

BOBCAT INDUCTION CEREMONY

EQUIPMENT: Bobcat investiture board with candles (see next page)

PERSONNEL: Cubmaster, Bobcat candidates, parents

CUBMASTER: The top three candles on our ceremony board represent the Cub Scout Promise. This is a promise which binds all Cub Scouts together in a common goal. It is through this promise that we are guided and directed.

I light the white candle which stands for "I promise to do my best". This is not always easy to do. Cub Scouts should do the best they possibly can. They do their duty to God, which means they accept their religious responsibilities and they do their duty to their country, which means they are good citizens.

I light the red candle which stands for the second part of the promise "To help other people". Helping others not only makes them happy, but it makes the Cub Scout happy too. You help other people by doing a good turn each day.

I light the blue candle which stands for loyalty and obedience. The third part of the promise "Obey the Law of the Pack" means that you will follow Akela, who is any respected leader such as your Cub Scout leaders, your parents, your teachers, your minister. You will be loyal to our pack and help make it the best pack in the country. You give good will, which means that your attitude of helpfulness and friendship can benefit other people as well as yourself.

Together these three candles represent the Cub Scout Promise. (Point to white candle) I promise to do my best to do my duty to God and my country, (Point to red candle) to help other people, (Point to blue candle) and to obey the Law of the Pack.

In the center of the board are three white candles representing the Law of the Pack. (Light the first candle) The Cub Scout follows Akela. (Light the second candle) The Cub Scout helps the Pack go; the Pack helps the Cub Scout grow. (Light third candle) The Cub Scout gives good will. So, briefly, the Law of the Pack means that a Cub Scout follows, helps and gives.

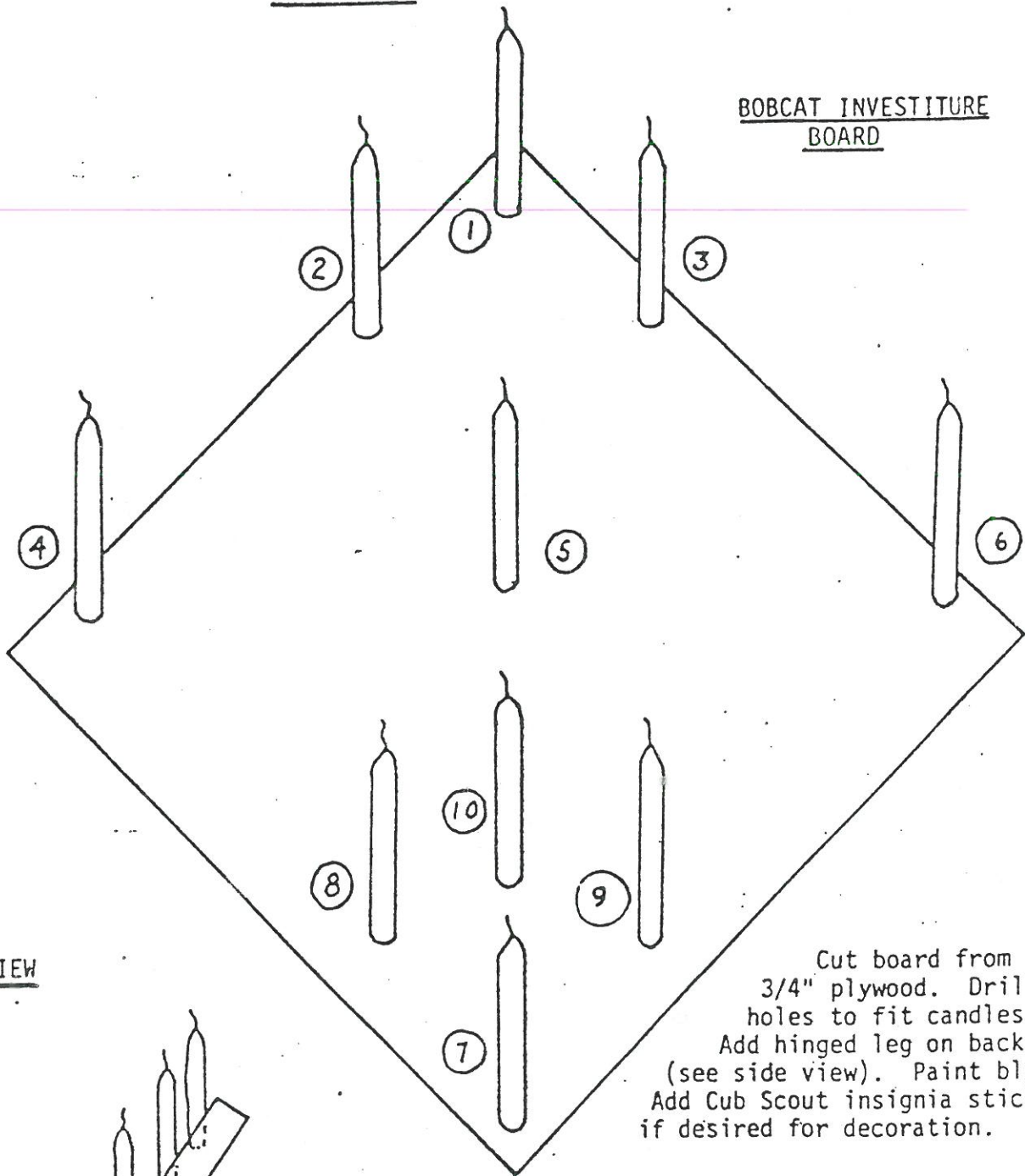
These same three white candles represent the Cub Scout's loyalty to God, Home and Country - when you give the Cub Scout salute, three of your fingers are hidden (show salute) and those three fingers stand for God, Home and Country. Please give the Cub Scout salute (they do) and remember the hidden meaning.

The remaining candles on the board stand for the ranks of Cub Scouting. We will light the Bobcat candle, and as additional awards are presented tonight, we will light the other candles.

(Presents Bobcat pins to parents, who pin them on their sons.)

CEREMONIES

BOBCAT INVESTITURE BOARD

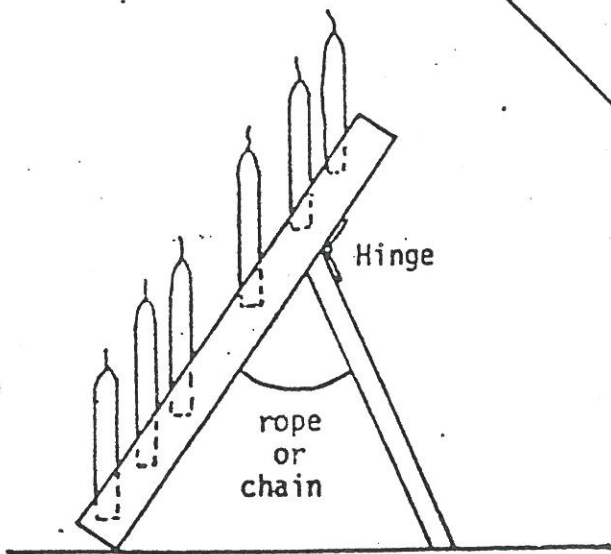


FRONT VIEW

Cut board from 3/4" plywood. Drill holes to fit candles. Add hinged leg on back (see side view). Paint blue. Add Cub Scout insignia sticker if desired for decoration.

CANDLES

1. White - "I promise to do my best"
2. Red - "To help other people"
3. Blue - "Obey the Law of the Pack"
4. White - "Cub Scout Follows"
5. White - "Cub Scout Helps"
6. White - "Cub Scout Gives"
7. Yellow - Bobcat
8. Yellow - Wolf
9. Yellow - Bear
10. Yellow - Webelos



SIDE VIEW

GRADUATION CEREMONY
"SEVEN VIRTUES OF LIFE"

PERSONNEL: Cubmaster, Scoutmaster, Webelos Cub Scout

EQUIPMENT: Webelos Arrow of Light, ceremonial board with seven candles, graduation certificates, (Boy Scout Handbook) for each graduate

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

1. WISDOM - Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.
2. COURAGE - Courage is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.
3. SELF-CONTROL - Self-control isn't limited to the control of one's temper, but control of one's self in all things - eating, playing and even working and talking.
4. JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.
5. FAITH - Faith is the conviction that something unproved by physical evidence is true. One eight year old Cub Scout said "Faith was when you turned the light switch - you knew that the light would go on".
6. HOPE - Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.
7. LOVE - There are many kinds of love - love of family, love of home, love of fellow man, love of God and love of country. All these loves are necessary for a full life.

You will find that if you live by the seven great virtues you will become a happy man, and a happy man is a successful man.

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

At this time, may I present Mr. (name), Scoutmaster of Troop (number), who will accept you into the Troop. I am sure he has a few words of welcome to you and your parents.

CEREMONIES

STUNT FOR PARENT INDUCTION

CUBMASTER: (to parents) In Cub Scouting, parents are inducted just the same as the boy. A boy takes upon himself an obligation or promise that he will do his best, that he will help other people, and that he will obey the Law of the Pack.

Now, I would like for you parents to assume an obligation that you might be better leaders of your son's. Sometimes an unusual position taken when assuming a promise, will make the promise more easily remembered ... so I'll ask each of you to bend over and place a hand on each of your knees.

Now repeat after me:

I, (your name) promise to do my best to be a good parent to my son.

I promise to work with him in the home and help him earn his awards.

I promise to attend Pack Meetings and keep his interest high.

I promise to gain useful knowledge and to impart it to my son.

I promise to cooperate with the den, the pack and the leaders.

And now,

I know in my heart,
I know in my mind,
I know that I
Stick out behind.

OPENING or CLOSING

S-O-A-R

Four Cub Scouts and a Denner or Den Chief are required. Boys hold up large cards with a different large letter on each. The Denner or Den Chief calls out letters in turn and the boy holds up his card and reads his line on the back.

1st Cub: "S - Some people seem to waste,"

2nd Cub: "O - Others save not in their haste."

3rd Cub: "A - Americans should all beware,"

4th Cub: "R - Resources we must save if we care."

All: "Save Our American Resources." (Leaders yells out each letter once more and each boy responds by shouting the word his letter stands for).

CEREMONY

DEN CHIEF RECOGNITION

Materials: Appreciation certificate for each den chief

Cubmaster: Cub Scouting is different than Boy Scouting. Like Boy Scouting, it has its games, crafts, advancement, and good will projects. The difference is in the type of activities that boys 7 - 10 years old like to do. The person who knows these activities best is one who has been a Cub.

It is the job of the den chief to help lead den activities that will help younger boys to be good Cub Scouts and Webelos Scouts, and eventually, good Boy Scouts and Explorers. Den chiefs set a good example by being both a leader and a friend.

Tonight we would like to recognize those who serve our pack as den chiefs.

(Call names and den numbers of all den chiefs.)

We would like to ask that you re-pledge yourself to your responsibility as den chief. Please repeat the Den Chief's Pledge after me:

I promise to help the Cub Scouts in my den
To the best of my ability;
To encourage, guide, and protect them
In all den and pack activities,
And to show them by my example
What a Boy Scout is.
I will strive to be prompt and dependable,
And to cooperate with the leaders
In carrying out the den program.
As each Cub Scout reaches 10 years of age
Or completes the fourth grade,
I will encourage him to join a Webelos den.
As he reaches 11 years of age
I will do all in my power to
Interest him in becoming a Boy Scout.

(Present each den chief with an appreciation certificate.)

Work while you work, play while you play, one thing at a time,
that is the way. All that you do, do with all your might;
things done halfway are not done right.

* * * * *

One of the most important things to learn in life is to put
forth your best effort when doing something. That is the
reason that we have the Cub Scout motto. As a member of this
pack, I hope that you will put forth your best effort for the
good of the pack and your own good.

* * * * *

A smile costs nothing, it creates happiness. It cannot be
bought, begged, borrowed or stolen, Yet it is something that
is no earthly good until given away.

This story can be read or told by the den leader, den chief or Cubmaster to set the mood for the Indian theme.

Many many winters ago, the world was covered by a great blanket of water. There was no sun, no moon, no stars. There was no light. All was darkness.

The only living things in the world were water creatures such as the beaver, the muskrat, the turtle, the duck, the loon and the swan.

Far above the world was the Land of Happy Sky People where Lawenio, the Great Sky Chief, rules as the Good Spirit. One day Lawenio called his daughter to him. "You must go down into the lower world to make it bright and happy", he said. Gently he dropped his daughter through a hole in the sky.

Far below on the dark waters floated the water creatures. Looking up they saw a great light. It was Sky Girl slowly falling toward them.

After Sky Girl had rested on the good earth and found that the water no longer covered everything, she asked her father, the Good Spirit, to make the earth fruitful. So Lawenio, the Good Spirit, hung the sun and the moon and the stars in the sky. On the earth he planted beautiful trees and flowers.

He made springs and streams of pure water. He created beautiful rivers protected by high hills. He made animals like Bear and Deer.

Finally, out of red clay, the Good Spirit made Man in his own likeness. From the sky he sent down Dog to be a special friend to Man.

Then the Good Spirit was pleased and gave a blessing to all the things he had made.

The Good Spirit said: "Man comes from the earth and no man is perfect". That is why the Indians say that no man has a right to judge another, for that can only be done by the Good Spirit.

A Cub Scout keeps himself strong and personally fit, not just for his own sake, but also so that he can become more useful as a citizen.

* * * * *

Life never stands still. If you don't advance you go backwards. In Cub Scouting you have many opportunities to learn and to advance as you do achievements, electives and activity badges. Do them well so that you are proud of the badges you wear.

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

PARENT INDUCTION CEREMONY

Cub Scout Leaders' POW WOW-

CUBMASTER: (to Parents)

In Cub Scouting, parents are inducted just the same as the boy. A boy takes upon himself an obligation or promise that he will do his best, that he will help other people, and that he will obey the Law of the Pack.

Now, I would like for you parents to assume an obligation that you might be better leaders of your son's. ~~Sometimes an unusual position taken~~ when assuming a promise will make the promise more easily remembered.....so I'll ask each of you to bend over and place a hand on each of your knees.

Now repeat after me:

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I promise to attend Pack Meetings and keep his interest high.

I promise to gain useful knowledge and to impart it to my son.

I promise to cooperate with the den, the pack and the leaders.

And now,

I know in my heart,
I know in my mind,
I know that I
STICK OUT BEHIND.

BUILDING A BETTER WORLD

- | | | |
|-----|-----------|--|
| 1st | Take a B | for brotherhood --
boosting for each other's good. |
| 2nd | Take E | for every land to share in
earth's riches everywhere |
| 3rd | Take a T | for trustfulness --
trusting more, and fearing less. |
| 4th | Take a T | for teamwork, too
joining hands to put things through |
| 5th | Take an E | for equal chance
for each nation to advance. |
| 6th | Take an R | for real respect in spite of
race, or creed, or sect. |

- 7th Take a W for will to work for peace with faith and skill.
- 8th Take O for opportunity to keep our speech and action free.
- 9th Take an R for reverence for a guiding Providence
- 10th Take L for love to spread around when need and bitterness are found.
- 11th Take D for dignity of man devoted to a bigger plan.

All hold letters high:

There you have it --- that is how to build a BETTER WORLD, right now.

CAMPFIRE OPENING CEREMONY

Many times an outdoor pack activity is climaxed with a campfire after dark. To set the right tone for the campfire, use an opening ceremony such as the one below during the firelighting.

Webeles Scouts will probably have a campfire at their dad-son overnight. The ceremony below would be suitable to use as the fire is lighted.

WEBELOS SCOUT #1: (As fire is started) The early caveman used fire to protect himself from wild beasts and to warm his body.

WEBELOS SCOUT #2: In ancient times the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.

WEBELOS SCOUT #3: The American Indian used fire to hollow logs for his boats, to fire pottery, and for ceremonial purposes.

WEBELOS SCOUT #4: The pioneer used fire to forge rims for his wheels and bolts to build wagons. The silhouette of the village smithy against his fire was a common sight in early America.

WEBELOS SCOUT #5: The cowboys in the old West sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail accompanied by guitar or harmonica.

WEBELOS SCOUT #6: Fire today makes the wheels of commerce and industry turn. In essence, fire is putting men on the moon.

WEBELOS SCOUT #7: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. In just a few months, we will have an opportunity to participate in Scout campfires, and all Cub Scouts have this to look forward to. If every Scout troop in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.

SKIT

INDIAN SKIT

(Young Indians around Council fire, dancing and beating tom-toms. Enter Squantum, an Indian.)

SQUANTUM: Boom, boom, boom. All day teenage Indians bang drums...dance around council fire. Drive me crazy! Bang drums, dance around corner teepee all day! (shouts loudly) Cut out drumming! Stop that boom-ta-ta-boom-boom!

(Drums stop and Samoset and Massasoit enter)
SAMOSET: How! Squantum, why you yell so loud? Wake up whole tribe.

SQUANTUM: How! You mean tribe sleeps with all that boom, boom, boom going on ?

SAMOSET: Sure, good rhythm. Rock to sleep.

SQUANTUM: Rock to sleep! Roll in agony I say.

MASSASOIT: That good joke...Rock and Roll...You help Indian Brave.

(Massasoit and Samoset go into dance chanting Rocking Rock 'N' Roll, Rock 'N' Roll)

SQUANTUM: Stop! Stop! You worse than kids. Old war chant not good enough. Ayee!...what is world coming to?

SAMOSET: Cheer up Squantum. Things not so bad. Look at all new things.

MASSASOIT: We have smoke signals now. Talk to friend far away with little fire and smoke. Not have to run many miles with message.

SQUANTUM: Sure, but what good? Sky all filled with yak-yak-yak. Daughter all day at fire talking to friend. When daughter not talking at fire all day...squaw talking. Me forced to extinction fire.

SAMOSET: (points off stage) Look! Look! Big canoe with wings coming this way.

SQUANTUM: Ho! More tourist. More yakety-yak. Smoke peace pipe too much. Get plenty sick. Where all these foreigners come from?

MASSASOIT: They good. Bring new business. Come, we get crummy beads and old arrow points. Tourist buy anything!

TURKEY DAY OPENING CEREMONY

CUBMASTER: "They came as strangers to a wild land and none of them knew which day would be their last."

"Never in the old country had they known such winter; the wind so cold, the food so scarce; the enemy night so filled with dread. Never had they worked so hard, paying with aching backs for every shelter raised against the cutting wind. Everywhere they went famine and death watched them with pale expectant eyes. By the end of that bitter year, there was hardly one among them who had not lost to the cold earth someone he could not live without. Then these men and women who had nothing, sat down to hearty feast, filled with gratitude for what they had. We who follow them sometimes wonder why. Did they know some secret of happiness, denied of us, that made them so glad for so little?"

"We can all think back...back to some personal wilderness we have been through in our life. Perhaps there was once a day when simply to feel the sun again, to smell another morning's freshness, to hear a child laugh again was miracle enough...a time when just to find oneself alive was a gift beyond belief. They had their lives. No man has more. They had their freedom, too. They were where they chose to be. All the days ahead were theirs to use as they pleased. They owned themselves. No man owns more."

"Remembering this we join their feast, brothers to all the wise men whom trouble has taught to look at what they have, not at what they lack."

TURKEY DAY ADVANCEMENT CEREMONY

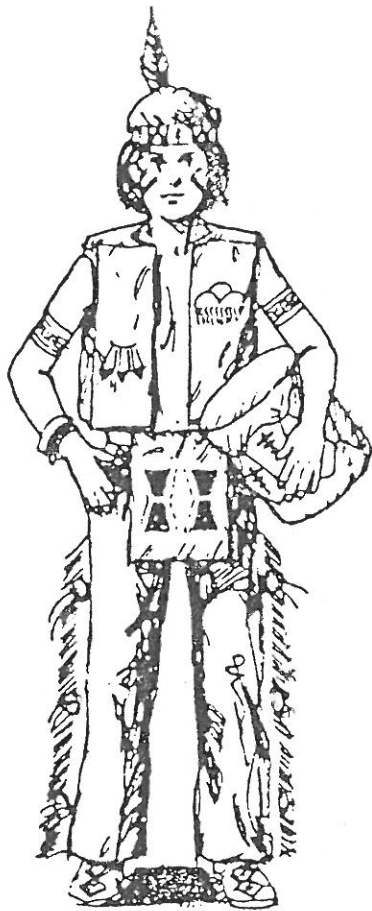
SETTING: A table set with Thanksgiving items; a bag of corn kernels.

CUBMASTER: "Ladies and gentlemen tonight we are remembering the founding fathers of our country and the native American Indians. The Pilgrims came to this country for religious freedom and when they got here they found new friends - the American Indian. The sharing that was done between these two different peoples was something to behold. We all have shared things in much the same way. Would these boys please come forward with their parents?"
(Call Wolves)

ADVANCEMENT CHAIRMAN: "You boys have shared with each other the gift of working together in your dens and homes. For this we give you your awards and also a kernel of corn as the Indians gave to the Pilgrims."

CUBMASTER: "Would these boys please come forward with their parents? (Call Bears). You boys have worked hard and work was one of the things most respected by the Pilgrims and Indians alike. The Pilgrims even made rules that if a person did not work they would not eat. For your work we give you your award and also a kernel of corn as the Indians gave to the Pilgrims."

THE FIRST
AMERICANS



Themes dealing with the first Americans have long been among the most popular in Cub Scouting.

The Indians lived in the forests, on the wide plains, along the seacoasts and in the desert. They knew how to make a living, clothe and feed themselves from their surroundings.

For many boys, Indians were the people galloping across the Great Plains with the U.S. Cavalry in hot pursuit. Movies and TV have concentrated on the Indian wars, and so many people think of fighting when they hear the word "Indian."

Indians were (and are) diverse people. Not all of them hunted buffalo, lived in tepees and battled the cavalry. There are many different tribes of American Indians. Let the Cub Scouts pick a favorite tribe and make a model of the type of home in which they lived.

CLOSING

INDIAN PRAYER

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

OPENING

INDIAN STYLE OPENING CEREMONY

A Den Chief acting as an Indian Chief sits with three Cub Scouts dressed as Indian braves around an artificial camp fire. He holds up both hands until all are quiet. Then, he speaks loudly and clearly:

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

1st BRAVE: We thank Thee, Great Creator, for the light of the sun each new day.

2nd BRAVE: We thank Thee for the beauty of this world and the plants and the animals we enjoy.

3rd BRAVE: We thank Thee for the night, and the rest it brings.

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

MEDICINE MAN: (Jumps up, shakes rattle, and as Tomtom beats, shouts:) Rise up, all you braves. Rise up, our white brothers. (All stand). We will honor the great flag of our white brothers.

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

* * * * *

INDIAN STYLE CLOSING CEREMONY

Form group into huge circle and do the friendship dance. Everyone faces in and holds arms around neighbor's shoulders or waist while doing a slow side-step dance to the beat (1 - 2) of the Tomtom. Close by repeating this Benediction: "May the Great Spirit be with you until we meet again."

Indian Definition of a Conscience

"It's a little three-cornered thing in my heart that stands still when I'm good, but when I'm bad it whirls around and the corners hurt alot. If I keep on doing wrong by and by the corners wear off and it doesn't hurt anymore."

UNDERSTANDING WEBELOS SCOUTS

10-year-old boys are testers. They want you to draw a line for them, and as soon as you do, they will try to cross or bend that line. While these boys are stronger and have more muscular skill than 8 or 9-year-olds, they still don't have 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.

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, we must teach them the importance of self-discipline. Baden-Powell, the founder of Scouting said: "You can only get discipline in the mass by discipline in the individual".

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 you are talking. Boys who want to get on with the activity will help quiet the noisy ones.
- Don't 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 you've lost control, 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 don't 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 don't 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. Don't let one boy get away with something that you would not tolerate from another.
- Let a new member know what you and the den expect of him - such as regular attendance, advancement, proper behavior, Cub Scout spirit, etc.
- Always mean what you say. Never threaten.
- Be firm in a friendly manner. Set behavior rules and stick to them.



AQUANAUT

Swimming and water sports provide the finest exercise a boy can get and the skills involved last a lifetime. The boy who is a swimmer has self-confidence. Learning to swim well is an opportunity for personal adventure as he proudly learns to be an achiever and to never stop trying.

The national Cub Scout Learn-to-Swim program is encouraged for all Cub Scouts. Webelos Scouts have an additional opportunity, through the Aquanaut activity badge, to take part in a character building process as well as to learn skills which could conceivably one day save his or another person's life.

SUGGESTIONS FOR DEN ACTIVITIES

1. DISCUSS THE IMPORTANCE OF THE BUDDY SWIMMING SYSTEM.
2. HAVE A DEMONSTRATION OF MASK, FINS, AND SNORKEL BY AN EXPERT.
3. TAKE THE DEN SWIMMING. LET THEM TRY TO PASS THE 100-FOOT REQUIREMENTS, AND SURFACE DIVE AND SNORKEL OPTIONAL REQUIREMENTS.
4. IF A ROWBOAT IS AVAILABLE, HAVE BOAT SAFETY METHODS AND ROWING TECHNIQUES DEMONSTRATED BY AN EXPERT. GIVE BOYS A CHANCE TO PRACTICE THE METHODS. INVITE DADS TO COME ALONG.
5. TEACH THE FOUR BASIC RESCUE METHODS. LET BOYS PRACTICE REACHING THE THROWING A LIFELINE FOR RESCUE.
6. PRACTICE RESCUE BREATHING ON DUMMY. (SEE PAGE F-12 AND *Webelos Den Activities*)
7. GO TO A SWIM MEET OR DIVING EXHIBITION.
8. GO TO A CANOE OR SAILBOAT RACE.
9. INVITE AN EXPERT TO EXPLAIN HOW TO HANDLE

EMERGENCIES IN THE WATER. (CONTACT A SWIM INSTRUCTOR, THE YMCA OR COAST GUARD)

10. VISIT A BOAT YARD.
11. HAVE A QUIZ ON BOAT SAFETY RULES.
12. STUDY THE SAFE SWIM DEFENSE PLAN (SEE *Cub Scout Activities*)
13. LEARN ABOUT WATER POLLUTANTS IN LAKES AND RIVERS IN THE AREA. HOW DO THEY AFFECT WATER CONSUMPTION AND RECREATION?
14. AT THE END OF THE MONTH, HAVE A FAMILY SPLASH PARTY WHERE WEBELOS SCOUTS CAN DEMONSTRATE PROFICIENCY IN SWIMMING, SNORKELING, BOATING, AND WATER RESCUE. INCLUDE WATER GAMES THAT THE WHOLE FAMILY WILL ENJOY PLAYING.

SUGGESTIONS FOR PACK MEETING

1. EXHIBIT MASK, FINS, SNORKEL; BOAT EQUIPMENT; A PRACTICE-BREATHING DUMMY.
2. DEMONSTRATE SWIMMING STROKES, RESCUE ASSISTS, ARTIFICIAL RESUSCITATION.



AQUANAUT

An aquanaut is a person who is at home on or in the water. He has a respect for the water because he knows that it can be dangerous as well as being an area where he can have fun and enjoyment.

1. Take your den swimming and classify the boys according to their swimming ability. (See 'Safe Swim Defense', 'Cub Scout Activities')
2. Teach them the basic rescue methods illustrated by the words: Reach, Throw, Row, Go, Tow. (See 'Webelos Scout Book') Have them practice the first two.
3. Demonstrate boat safety methods and rowing techniques. Give boys a chance to practice what they have learned.
4. Study about water pollutants in the area lakes and rivers, and their effects on the uses of water for consumption and recreation purposes.
5. Have a demonstration of mask, fins, and snorkel by an expert.
6. Practice rescue breathing on a dummy. (See 'Webelos Den Activities')
7. Go to a boat race or a swim meet.



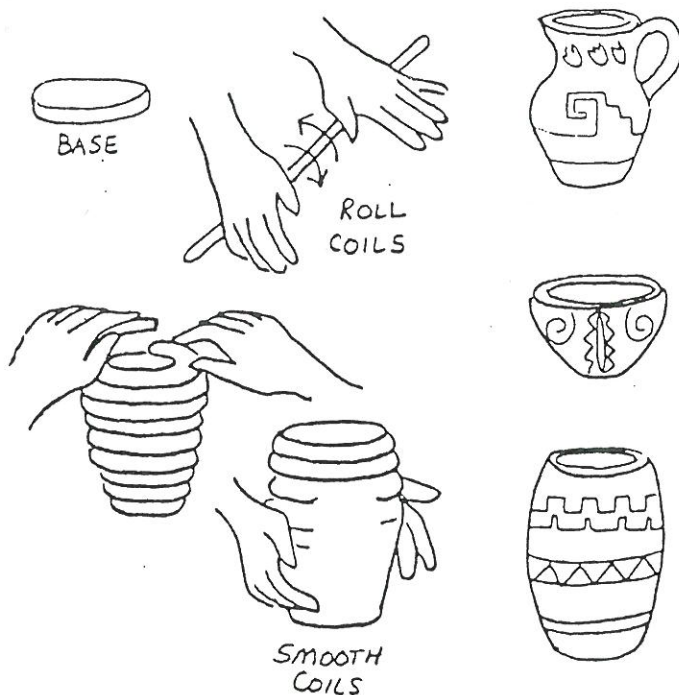
ARTIST

Not everyone is an artist, nor is it intended that you be an artist to work with the boys on this badge. The Artist Activity Badge is designed to help the boys have a better understanding of techniques and color. It is a stepping stone to the Artist and Draftsman Merit Badges. It will also help the boy learn to express himself in a manner that people appreciate and understand.

While working on the badge, a boy will become familiar with several different materials and techniques. Some boys will complete part of the badge requirements in school. You should ask them to bring their work to den meeting and explain what they did to get the results that you see.

There may be a dad in the den who has artistic talents. Ask him to come to den meeting and explain to the boys how to mix paint, how to get depth in the picture, etc. An art teacher would also be helpful in teaching this badge.

1. Invite an art teacher or artist to den meeting.
2. Attend an art exhibit or visit a museum.
3. Make mobiles.
4. Explain and demonstrate with paints and color wheel.
5. Make a simple sculpture.
6. Ask boys to make a profile of a family member and an original picture at home.
7. Have modeling clay and materials on hand for making models.
8. Make drawings on a nature hike.
9. Do sand casting or spoon printing. (See "Webelos Den Activities")



RESOURCES

Webelos Scout Book

Oil painting
Color wheel
Design
Mobiles
Constructions
Sculpture



Webelos Den Activities

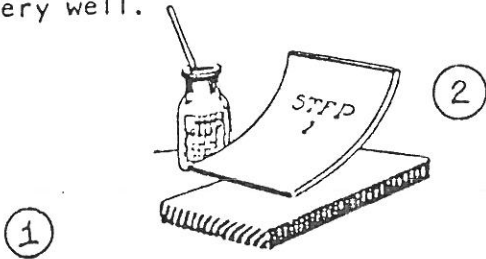
Mobile
Frames
Spoon printing
Sand casting

Crafts for Cub Scouts

Webelos Scout Helps

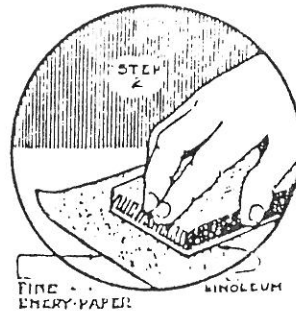
MAKING LINOLEUM BLOCKS

Linoleum blocks are easy to carve, inexpensive, and print very well.

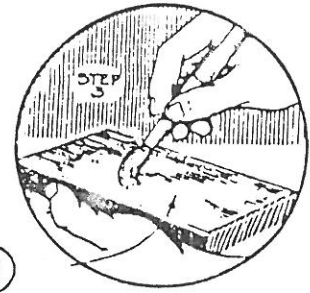


1 First, glue the linoleum to a wood block.

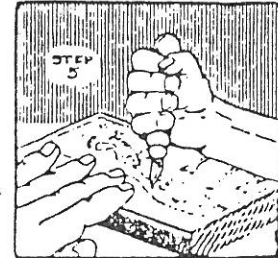
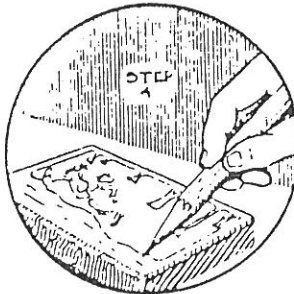
4 Trace the pattern, in reverse, on the linoleum - first with pencil, then with black ink. Mark lines and solid sections exactly as finished cut is to be.



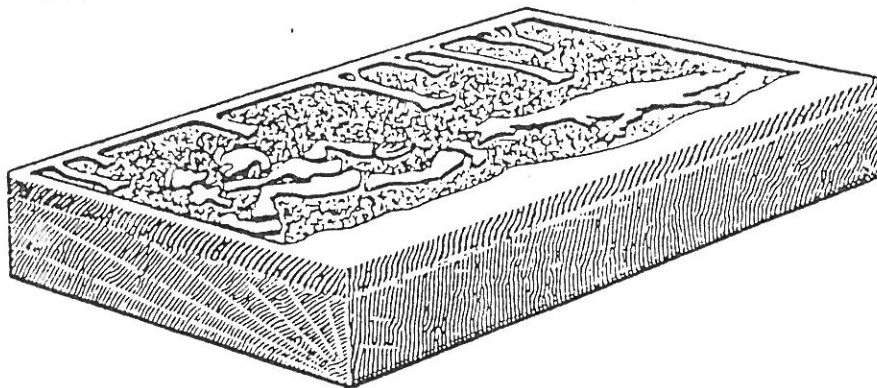
2 Rub face of block with fine emery paper until it is smooth and flat.



3 Cover face of block with white ink or showcard paint.



5 Carve, in low relief, using knife or carving tools.



6 Cover the finished cut with thin shellac. Now you are ready to print.

See "Crafts for Cub Scouts" for more information on block printing.

THINGS NEEDED FOR FAST FABRIC PAINT

Tempera Paints (Blue, Green)

Add ¼ teaspoonful of vinegar

Glass of Water

White of one egg

Plate or platter

1 small brush

1 larger brush

1. Mix the tempera color with water

2. Next add a brushful of white of egg and vinegar mixture

Paint the fabric

Put fabric down on 2 papers. Add damp cloth on top and steam in by the use of hot iron.



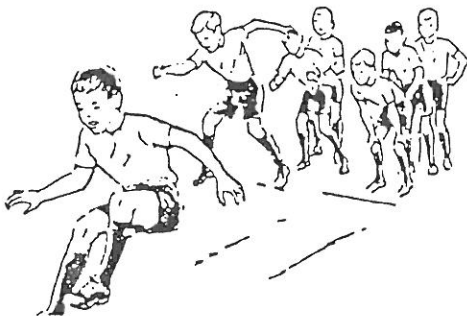
ATHLETE

Almost every Webelos Scout hopes that someday he will become a star in some sport. Even if he doesn't, he will probably enjoy testing his physical skills against a standard and against other boys. They are bursting with energy, eager for games of all kinds, and are highly competitive. So the Athlete activity badge is a natural.

This badge fits in perfectly with Scouting's purpose of developing strong bodies. It prepares Webelos Scouts for the vigorous activities they'll find in a troop. The requirements for the Athlete badge are designed to test boys in six physical skills. It encourages them to improve their fitness by practice and continuing exercise.

If weather permits, activity badge fun periods should be held outdoors. All of the tests (except the 600-yard run) can be completed indoors, but the outdoors will provide more room for vigorous games. Some Webelos den leaders use a large wall chart to show the boys' records in the tests. Space is left for periodic tests during the year, so that boys can record their progress. (See "Webelos Den Activities")

1. Encourage boys to do the exercises found in the "Webelos Scout Book". By doing them about 15 minutes each day, they will see steady improvement.
2. Make an obstacle course. Use boxes to crawl through, hurdles to jump, bars to chin, trees to climb, etc. Make it a game by timing the boys as they run the course.
3. Try out the agility exercises shown in this section.
4. Practice pull-ups and push-ups in den meeting.
5. Make homemade physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4" pipe on ends, embedded in large cement-filled cans. A bicycle inner tube is good for stretching exercises.
6. Plan a short physical fitness demonstration for pack meeting.
7. Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope.
8. Invite a gym teacher to den meeting to discuss fitness.
9. Plan plenty of games and contests that will be fun as well as being exercise. Perhaps a Field Day of contests can be planned.
10. Attend a highschool or college athletic event.
11. Take the den on a short (5 miles or less) bicycle trip. Or, play some of the bicycle games found in the Games section of this book.



AGILITY EXERCISES

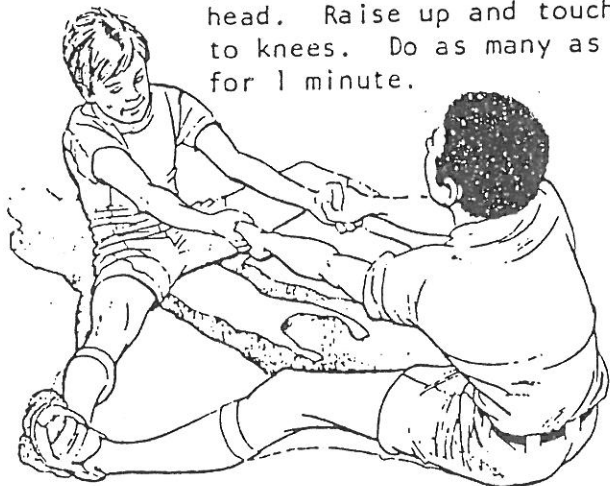
Perform these exercises within the designated time limits. Rest for two minutes between each set.

Set 1 - 8 minutes

1. Fish Flops: Lie flat on your stomach with arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place. Drop to 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: Partners square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

Set 2 - 6 minutes

1. Crab Mirror: Two players on all fours. One moves at random to the left, right, back, or forward. 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. Sit Ups: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for 1 minute.



ROPE GYM

The rope is a 'gym' that can be carried and used for all kinds of fitness activities.

Rope is used in one of the toughest sports - the tug-of-war. Try it at den meeting - half the den against the other half. To exercise alone, tie the rope to a tree or pole, and pass the end over the shoulder. Now pull as hard as possible. This will give the leg, stomach and back muscles some tough exercise.

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

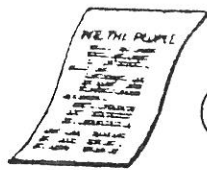
For rope climbing, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 15 feet off the ground. At first, climb it any way possible, using calf and thigh pressure. Later, learn to go up hand over hand from a sitting start. This builds arms, grip, shoulders, and the entire upper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

FLEXIBILITY EXERCISES

Fingers - Extend arms to side, palms down. Quickly flex fingers by alternating between fist and open hand position. (30 seconds)

Wrists - Extend arms to front, palms down, wrists locked. Rotate wrists clockwise, then counterclockwise. (30 seconds)

Palms - Same position as wrists. Turn palms inward and outward in quick, short movements. (30 seconds)



CITIZEN

The Citizen activity badge is one of the requirements for the Arrow of Light award. It is the first of several citizenship requirements on the trail to Eagle Scout. A Tenderfoot Scout must earn the Citizenship Skill Award which is a little more advanced than the Citizen activity badge and is a stepping stone to the Citizenship in the Nation, Community, and World merit badges which are required for the rank of Eagle Scout.

We place a lot of emphasis on citizenship. That is one of the aims of the total Scouting program. A boy needs to know about the leaders of his community, state and nation. He needs to understand his rights and privileges as a citizen. He must understand that with these rights come responsibilities. A good citizen knows he is not always on the receiving end of good things, but should be on the giving end as well.

Webelos Scouts learn to give service. Many of them are already giving some type of service by clean-up campaigns, conservation projects, the daily Good Turn and others.

1. Make notebooks to hold the information boys gain in working on this badge.
2. Visit the State Capitol, City Hall, or a local congressman.
3. Observe a naturalization ceremony.
4. Visit a night traffic court.
5. Teach the boys flag courtesy.
6. Conduct an anti-litter campaign. This could include making and displaying posters, litter clean-up, making litter bags, etc.
7. Perform a Good Turn for the school, church, or community.
8. Discuss the ways boys can be good citizens. Have them make a list of things they will do regularly.
9. Discuss the differences between the rights and responsibilities of citizens.
10. Plan a special Good Turn for the next pack meeting, such as setting up chairs, welcoming committee, ushering, clean-up.

CITIZENSHIP GOOD TURN

Impress the idea of helping others on your Webelos Scouts' minds, when you are working on the Citizen activity badge. Stress this concept and explain that the Good Turn is an expression of good citizenship.

What can the den do? What's needed in your community? Discuss it with the den at your first meeting. Is litter a problem in the neighborhood?

Are neighborhood parks, playgrounds or schoolyards drab and lifeless? Are there old people nearby who can use our help in keeping up their yards or in running errands? Is there a children's home in the area? Handicapped persons? Is there something we can do to help our chartered organization? Our school? Our church?

RIGHTS AND RESPONSIBILITIES OF U.S. CITIZENS

Every American citizen enjoys certain rights and privileges set forth in the Constitution and protected by law. With those rights go individual responsibilities which every American shares.

RIGHTS OF CITIZENS

1. RIGHT TO EQUAL PROTECTION UNDER LAW AND EQUAL JUSTICE IN COURTS.
2. RIGHT TO OWN PROPERTY
3. RIGHT TO BE FREE FROM ARBITRARY SEARCH OR ARREST.
4. RIGHT OF FREE SPEECH, PRESS, ASSEMBLY.
5. RIGHT TO EQUAL EDUCATION AND ECONOMIC OPPORTUNITY.
6. RIGHT TO ATTEND THE CHURCH OF ONE'S CHOICE.
7. RIGHT TO CHOOSE PUBLIC OFFICIALS IN FREE ELECTIONS.
8. RIGHT TO HAVE LEGAL COUNSEL OF YOUR CHOICE AND PROMPT TRIAL WHEN ACCUSED OF CRIME.

RESPONSIBILITIES OF CITIZENS

1. DUTY TO OBEY THE LAWS.
2. DUTY TO RESPECT THE RIGHTS OF OTHERS.
3. DUTY TO INFORM ONESELF ON ISSUES OF GOVERNMENT AND COMMUNITY WELFARE.
4. DUTY TO SERVE ON JURIES IF CALLED.
5. DUTY TO VOTE IN ELECTIONS.
6. DUTY TO SERVE AND DEFEND OUR COUNTRY.
7. DUTY TO ASSIST AGENCIES OF LAW ENFORCEMENT.
8. DUTY TO PRACTICE AND TEACH PRINCIPLES OF GOOD CITIZENSHIP IN THE HOME.

BE PREPARED FOR FIRE

A good citizen is fire safe. These activities can be carried out by Webelos Scouts with the help of their families, to emphasize the importance of fire prevention and preparedness.

1. Draw a floor plan for your home. Map out an escape route from each room, especially bedrooms, plus an alternate.
2. Have a family conference to discuss the plan. Have all family members practice their alternate routes to safety.
3. Learn how to remove screens and storm windows quickly and how to break out and clean off broken glass from a window frame.
4. Learn how to go out a window and drop safely from a high one.
5. Plan in advance the specific location where all family members will assemble after getting out of the house.
6. Discuss these safety rules:
 - a. Keep doors closed at night.
 - b. If smoke is smelled or a fire suspected, always test a door by feeling it at the top. If it is hot, escape another way.
 - c. If you smell smoke, arouse the family. Have a prearranged signal to announce a drill or a real fire.
 - d. KEEP CALM. DON'T PANIC
 - e. Get everyone out of the building first. Never reenter a burning building.
 - f. Then call the fire department after everyone is out. Use a neighbor's phone.

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.



COMMUNICATOR

How exciting to be able to communicate by the use of secret codes! These pages provide you with several different types of codes for your den to experiment with.

WHAT IS A CODE?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers (SY-furze). A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down. Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes.

Codes usually have two parts. The first part is for making the code. This is known as ENCODING the message. You need to know how to make your message a secret one.

The second part is called DECODING the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means.

The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts!

Some of the easiest codes use numbers for letters. There are many different ways to make this code. Here are some samples; try making your own den code using this concept.

NUMBER CODE

Draw lines on paper or use lined paper. Print the letter of the alphabet on the paper. Then start with the number 1 and write the number in order below the letters.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

Each letter of the alphabet will now have a number that means the same as the letter.

Copy this message and let your Webelos decode it. The dashes keep the words apart.

13 25 - 14 1 13 5 - 9 19 - 19 1 13
(My name is Sam.)

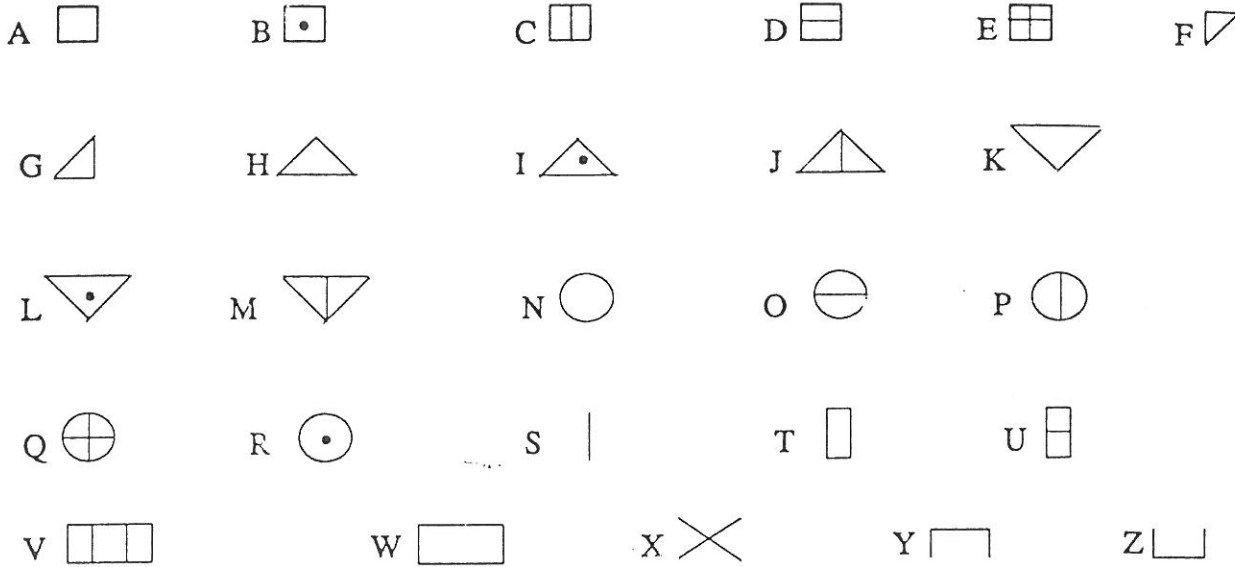
Webelos Scouts will undoubtedly accomplish the above code very quickly, so assign the numbers backwards; that is, assign 26 to the letter A, 25 to the letter B, and so on.

Another example of a number code is to use even numbers, beginning with A being #2, B being #4, C being #6, etc.

Codes can be set up in the same fashion, using only odd numbers, skipping by 5's, etc. Let your Webelos experiment and develop their own code and write out a message for another scout to decipher.

WEBELOS

The following code is a SYMBOL CODE. It uses symbols in the place of letters or numbers. It's easy to make but hard to decode, unless you know the symbol for each letter. Be careful! Some of the symbols look alike, but they are not the same.



Using this symbol code, have your boys code certain messages such as:
 Communicator or Scouting is fun or Arrow of Light

A final example of different coding is the Square Box Code. Draw a large square on a piece of paper with a pencil and ruler. Divide the square into 25 smaller squares. You can fit the 26 letters of the alphabet into the 25 squares by putting two letters in one of the squares. W and X would be good ones to put in one square.

	ROW					
		1	2	3	4	5
C O L U M N	1	A	B	C	D	E
	2	F	G	H	I	J
	3	K	L	M	N	O
	4	P	Q	R	S	T
	5	U	V	W X	Y	Z

This code uses numbers in place of letters. The code for A is 11, because A is in the first (1) column and the first (1) row. The code for M would be 33, because it is in column 3 and row 3. Always use your column number first. Read across for rows, and down for columns.

The message RUN FOR HELP would look like this:

43 51 34 - 21 35 43 - 23 15 32 41



CRAFTSMAN

Helping Webelos Scouts make and do things that are consistent with their abilities and interests is a satisfaction in itself. You also have the opportunity to help the boys develop confidence in their abilities by encouraging them to use their talents and skills for the more advanced handicraft projects or perhaps develop a hobby in one of these fields.

These are some suggestions for the Webelos den leader and activity badge counselor:

Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boy's.

Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.

Watch for signs of discouragement. Help boys when they seem to be having trouble.

Make sure that all boys' projects are carefully planned before they begin so they know what they are making.

Help each boy understand safety practices and take safety precautions where needed. He should know that sharp tools are a necessity and must be used with care and safety.

Be extra cautious in metalwork projects.

Clean up working area when finished. This leads to good relationships.

The requirements for the Craftsman activity badge include projects in wood, leather and tin. Pack meeting demonstrations could include demonstration of how to use various tools, leather cutting and metal work.

1. Visit a furniture factory, lumber yard, saw mill or cabinetmaker.
2. Visit a tannery or leather goods manufacturer.
3. Demonstrate the proper care and use of tools.
4. Demonstrate how to use leather tools.
5. Demonstrate metal work, using tin snips and vise.
6. Have a nail-driving contest. Give each boy a scrap of wood, nails and a hammer. Have them practice driving nails straight.
7. Make a tool chest.
8. Have a birdhouse building contest.
9. Make a leather cover for Citizen logbook.
10. Make a den knot board. (See "Webelos Den Activities")

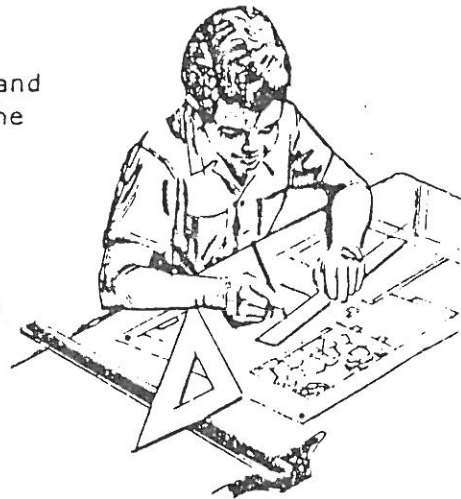




ENGINEER

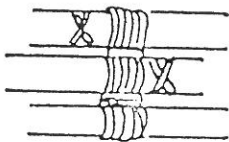
To become an engineer requires many years of study and hard work. The Engineer activity badge will help the boys realize what an engineer does and what he is responsible for. This badge is a stepping stone to the Electricity, Engineering and Surveying merit badges in Boy Scouting.

The five main branches of engineering are: chemical, mechanical, mining, metallurgical and electrical. Within these five branches there are many specialized fields such as aerospace, involving the design of airplanes and spacecraft, civil engineering, which involves design and construction of all kinds of structures, and environmental which has to do with our environment.



1. Build and demonstrate catapults.
2. Build and demonstrate a block and tackle.
3. Discuss the different types of engineers.
4. Visit a construction site and look at a set of plans.
5. Visit an engineer or surveyor in a municipal county office. Look at the surveyor's manual and learn to read a rod.
6. Demonstrate how to read a floor plan of a house.
7. Visit the municipal water works, TV or radio station.
8. Discuss property lines. Have an expert show how property lines are determined and measured.
9. Visit an operating draw bridge, grain elevator, ship loading operation or other large operation involving cranes or other lifting equipment.
10. Tour a house under construction.
11. Have someone explain how to read topographic maps. Discuss how they are use.

RESOURCES



SHEAR LASHING FOR TRIPOD

Webelos Scout Book

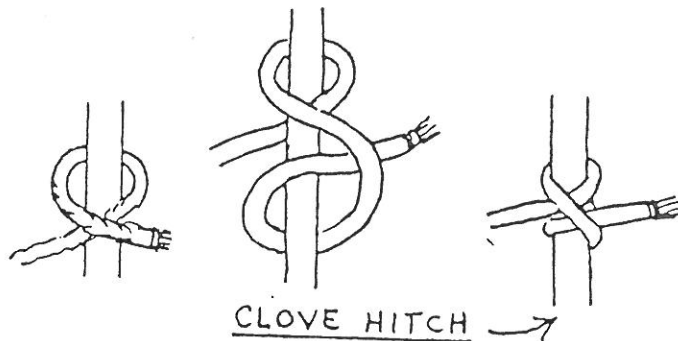
Block and tackle
Electricity safety
Bridges
Catapult

Webelos Den Activities

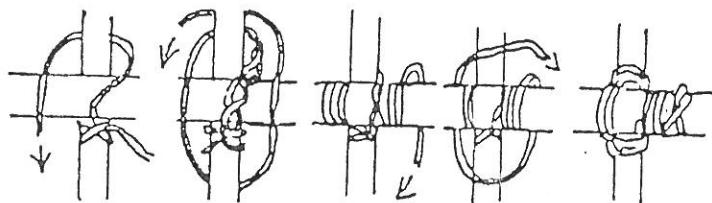
Block and tackle
Catapult
Steam turbine
Paper-clip motor

Webelos Scout Helps

Traveler & Engineer Activity
Badge Helps



CLOVE HITCH →



CLOVE HITCH

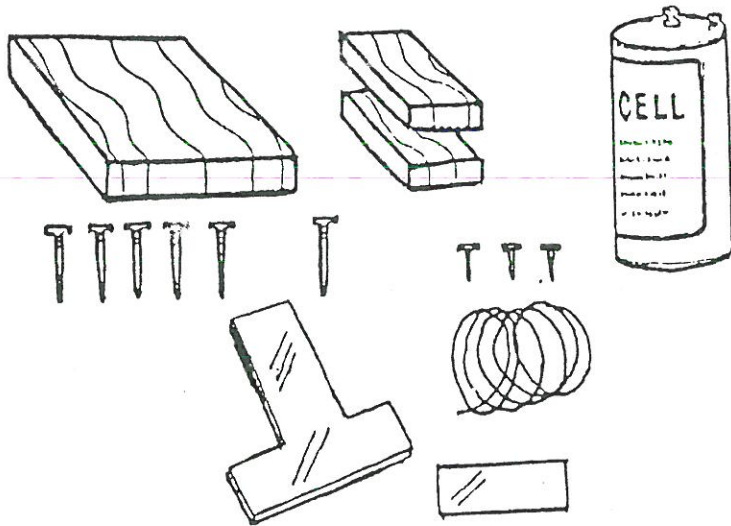
WRAPPING

FRAPPING

SQUARE LASHING →

SIMPLE TELEGRAPH SET

Two-way communication can be set up by making two separate telegraph sets. Each person has the key of one set and the sounder of the other.



Base - A flat piece of wood holds the sounder. First nail together the wood base, a wood block and the T-shaped piece of tin.

Battery - Connected by wire to key and nails. Touching the key causes electrical current to flow through the circuit. The electromagnets pull the metal T downward to make a clicking sound. The T springs upward and strikes the bent nail when the key is released, making another clicking sound. These clicks form the dots and dashes of the telegraph code. To form a dash, the key is held down for a longer time than when forming a dot.

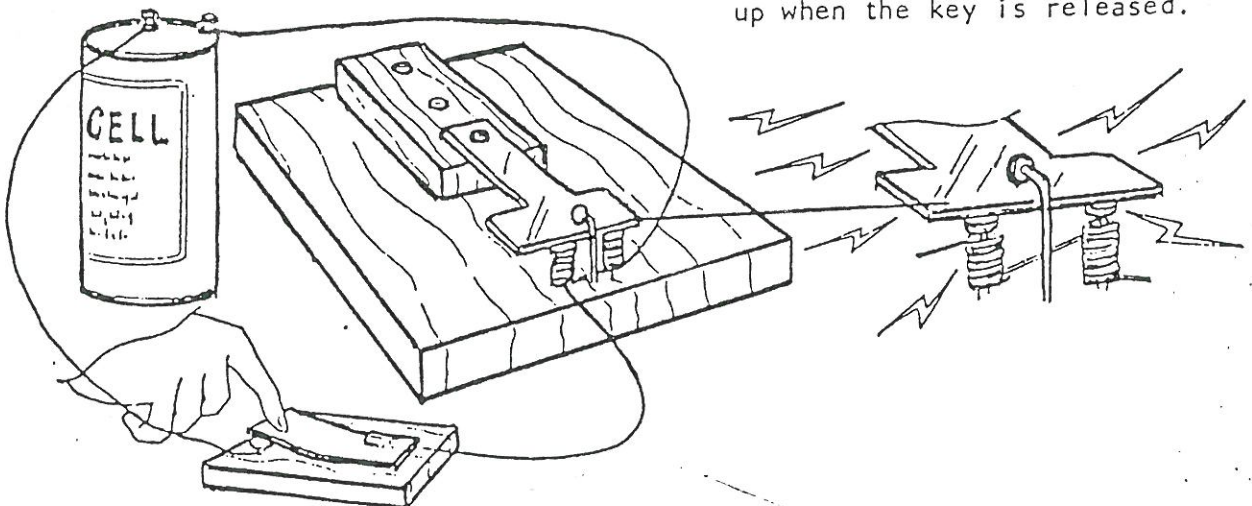
Materials

Flat piece of wood
2 blocks of wood
5 iron nails
1 aluminum nail
3 metal thumbtacks
T-shaped piece of tin
Thin strip of metal (brass, copper or tin)
No. 6 battery
Insulated wire

Sounder - Hammer two iron nails into one end of the base. Wind about 30 turns of insulated wire around each nail to form a coil. Leave loose wire at each end to connect the nails to the key and battery terminal. The nails become electromagnets when current flows through the coil. Hammer a bent aluminum nail as shown. The nail should not touch the T-shaped piece of tin.

Key - A thin strip of metal mounted on a wood block. Push two thumbtacks about halfway through one end. Scrape the insulation from the wire left loose from the nails. Wrap the bare wire around the thumbtacks and press down.

Bend the metal strip upward about half an inch from the wood block. Press the third thumbtack under the raised end. Take a piece of wire and scrape the insulation from both ends. Connect the tack and battery terminal by wire. The strip should touch the tack when pressed downward. It should spring up when the key is released.





Family Member

One definition of a family is "all the people living in the same house". Families have many and varied faces. Some families are the traditional mother, father and children; while others are parent families. Still other families consist of grandparents raising grandchildren. Even if a guardian is in charge of raising a child, we hope that love and understanding is part of every family structure.

The Family Member activity badge helps each boy understand his family and his part in that family. This badge is geared to open each boy's awareness of how the family works and what makes the family work well. Chores, laundry, grocery shopping and house cleaning are all elements included in the family unit. Remember stress that each boy is important to his own family and that his family is important to him.

SUGGESTED DEN ACTIVITIES:

1. Invite a fireman, policeman or security personnel to a den meeting to talk about home safety - how to and why.
2. Invite home economics teacher or dietitian to talk to den.
3. Your waste disposal facility - have an employee give a talk.
4. Invite an energy conservation engineer to give a talk on energy.
5. Make a list of fun activities of little cost and do them over several den meetings.
6. Invite someone from professional housecleaning or maid service to give a talk.
7. Your fast food restaurant or small restaurant.
8. Have family relations teacher visit and talk.
9. Switch chores with another family member for a month.
10. Keep a personal budget for a month.
11. Your energy conservation home (underground or energy efficient).

ENERGY CONSERVATION TIPS

LIGHTING: Turn off lights when you leave a room. Turning incandescent bulbs on and off will not shorten their lives. Use the proper size bulb for each fixture. A bulb with wattage too high for the fixture shortens the life of the bulb and may damage wall surfaces giving you more usable light. Clean lighting fixtures regularly. Dust on lamps and reflectors impair lighting efficiency. Fluorescent lighting produces up to five times as much light as incandescent using the same amount of electricity, yet it lasts up to 20 times longer than incandescent. Provide task lighting over desks, tool benches, sewing tables, etc., so that work and leisure activities can be done without lighting the entire room. Check the rating of all incandescent light bulbs in the house. In many cases, a lower wattage bulb can be used. The "long life bulb" emit less light than a standard incandescent bulb of the same wattage. When purchasing light bulbs the wattage ratings tell you only the amount of power it takes to make the bulb work. The amount of brightness is measured in "lumens". Larger wattage bulbs usually are more efficient, producing more lumens per watt than smaller bulbs. Use photo-electric cells or automatic timers with security lights.

HEATING AND COOLING: A heating or cooling system works best with a clean filter. Dirty filters make systems work harder and use more energy. Choose an energy-saving temperature in the summer and winter. Select a medium range setting on window air conditioning units.

REFRIGERATORS: Keep frost out of the freezer. Keep the refrigerator setting at 47 to 40 degrees. Level the refrigerator when installing it so the door seals tightly and closes easily. Avoid opening the refrigerator door frequently. Take as many items as possible out the refrigerator each time the door is opened. Frozen foods which require thawing before cooking should be thawed in the refrigerator. This will help cool the refrigerator and reduce cooking time and energy. A side-by-side unit uses more energy than either the top-mounted or bottom-mounted freezer models. Vacuum the condenser coils located in back or at the bottom of the unit every three months or so. Dust-covered coils impair efficiency of operation and increase energy usage. Before extended vacations, remove perishables from your refrigerator and turn the thermostat to a warmer setting.

RANGES: Select pots and pans with absolutely flat bottoms. Carefully measure water used for cooking to avoid heating more than is really needed. Develop the habit of "lids on" cooking. Tightly fitted lids help keep heat within the utensils, permitting the use of lower temperature settings and shorter cooking times. Turn unit off four or five minutes before cooking is over. Retained heat will finish cooking foods. Use a kitchen timer with a loud bell to avoid overcooking the foods. Make use of your pressure cooker. This will cut preparation time to 1/3 that required by conventional methods.

OVENS: Do not pre-heat oven for boiling or roasting. Use a maximum temperature of 325 degrees for roasting meats. Cook several foods at one time. Do not use aluminum foil to line oven. This blocks air circulation. Avoid peaking. Each time the oven is opened, the temperature drops 25-50 degrees, up to a 20% heat loss. Glass pans require 25 degrees less heat than metal pans for baking.

MICROWAVE OVENS: These ovens draw only about half the power of an electric range and cook food in a shorter time.

SMART APPLIANCES: Use small appliances when possible. They use fewer watts than the range.

FITNESS

NOTE: Most of the material in this session is from the Boy Scout Handbook (Pages 497-516).

Most boys of Webelos Scout age take their health and physical fitness for granted. This activity badge will give them an awareness that we must take care of ourselves in order to stay healthy.

To keep yourself physically fit, you must use plenty of exercise. You must pull, push, and swing your arms in work and play. You must lift with them, throw with them. To strengthen your legs you must walk and hike, run and jump. If you want to have an agile, supple body covered with flat, firm muscles, you must bend it, twist it.

DAILY EXERCISE: There are many ways to exercise on a daily basis without even being aware that you're exercising. Hiking, games and contests, swimming, rowing and team sports are all things your Webelos first think of as fun things to do rather than thinking of them as lots of exercising.

GOOD POSTURE is in itself a good exercise. You use your muscles to keep yourself upright against the pull of gravity. Get into the habit of standing tall, and sitting tall. A simple trick to be done at any time to practice good posture is to imagine that you can touch your head to the top of an imaginary ceiling just an inch above your head. Good posture means keeping your head high, your shoulders easily back, your chest up, and your stomach in.

CLEANLINESS may seem like a dirty word to a fourth or fifth grader but make your Webelos aware that a clean body is a good defense against disease. The skin is more than just a covering of the body. It keeps out germs and helps control your body temperature. Besides, the skin is the largest organ of the body and an important one. So keep it clean. Encourage your boys to bathe regularly - daily is recommended. Encourage them to get into the habit of washing their hands with soap and nailbrush morning and night, before each meal and after each trip to the bathroom.



Also encourage fitness by telling your Webelos:

WASH HAIR as often as needed to keep it and your scalp clean. Exercise your scalp daily by brushing and massaging your scalp with your fingertips.

BRUSH AND FLOSS TEETH at least twice a day - in the morning and at bedtime. Brush them also after each meal if possible. Use fluoride toothpaste to help protect teeth against decay.

EYES: Since you only have two of them take care of them. If eyes are often bloodshot or hurt and get watery often, this is a sign of eyestrain. If your eyes bother you in any way, have them examined by an eye specialist and follow his advice.

EARS: Keep ears as clean as the rest of your head by using a damp cloth over the end of a finger. Let nature take care of the inside. Never dig in your ear with any hard object. You may infect it or even break the eardrum. If you have any trouble with your ears, such as constant ringing in them, "running ear," or earache, see your doctor.

SLEEP: The Webelos Scout is nearing the age when his greatest growth occurs and when the most sleep is required. Boys of this age should be getting at least 9 - 10 hours of sleep each night.

PROTECT YOURSELF AGAINST ACCIDENTS: Learn skills to make you safe. There is a safe way of doing everything; swimming, bicycling, skateboarding, paddling a canoe, playing baseball, etc. Practice the proper use of tools. Learn the rules of sports you like. "Safety through Skill" is a Boy Scout slogan. As a leader, encourage your Webelos to understand and follow this slogan. They need to know and thoroughly understand what they are doing and the consequences of what may go wrong if directions and warnings are not adhered to.



FORESTER

A forester is a person who knows and understands trees and the other things that are found in the forest. He knows which trees are good for lumber, which are best for supply pulp for paper, and which are best for providing homes for wildlife. The forester makes tree inventories, estimates lumber content in standing timber, surveys, does logging, tree planting, insect control, recreational planning, and mapping and marking trees for harvesting. He knows how to preserve and protect forests from fire.

Many of the products in our world today come from trees - lumber for our houses and furniture, rayon for clothing and film, fruits and nuts, baseball bats and other sporting equipment.

1. Demonstrate how to measure tree diameter and height.
2. Make an exhibit 'from roots to fruit' for pack meeting.
3. Make a collection of leaf prints.
4. Visit a lumber yard or sawmill.
5. Find a tree stump or log and count the annular rings. See if you can tell which were poor years for growth.
6. Plant a tree.
7. Ask a forest ranger to tell boys about wildfire and how to prevent it.
8. Make a tree survey of your area.
9. Make a tree identification kit for the den - use strips of bark, leaves or needles, cones and seeds.

RESOURCES

Webelos Scout Book

How a tree grows
Outdoor Code
Tree cross-section
Tree planting
Wildfire prevention

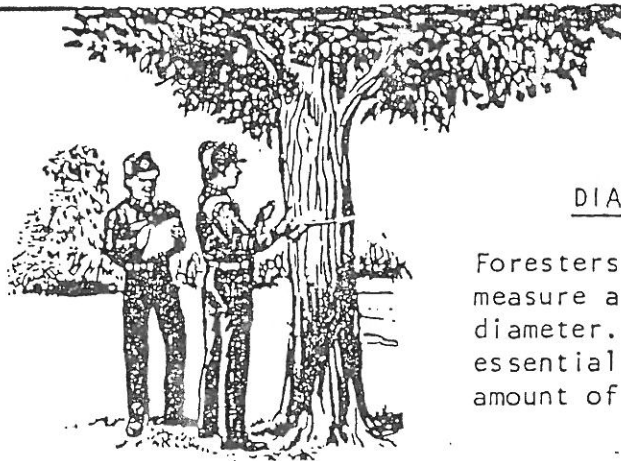
Webelos Den Activities

Leaf identification
Crosscut saw contest
Tree climbing contest
Adopt a tree
Determining tree's age

Webelos Scout Helps

Forester Activity Badge Helps

Help can also be obtained from your State Forest Service, U.S. Dept. of Agriculture.

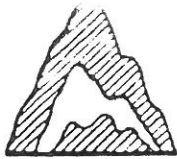


DIAMETER TAPE

Foresters must know how to measure a tree's height and diameter. These facts are essential in figuring the amount of wood in a tree.

1. Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long.
2. Begin at one end of strip and make inkmarks 3.14" apart. Number these marks consecutively starting with #1 on left end of tape. (3.14" on tape = 1" of tree diameter)
3. Wrap tape around tree at chest height, about 4 1/2" above ground. The diameter of tree in inches will be at the mark nearest where the tape overlaps the zero end.

(See page L-30 on measuring tree height)



GEOLOGIST

Most boys, at one time or another, have rock collections. Some Webelos Scouts may be surprised to learn that the study of geology deals with rocks, and it can be fun. The 'Webelos Scout Book' contains information on volcanoes, geysers and the formation of mountains so help the boys gain a fairly good understanding of these occurrences with a little assistance. While working on the badge, the boys will learn how the earth was formed, how rocks and minerals are used and what a geologist does.

1. Have boys start rock collections.
2. Have boys make drawings of what causes volcanoes, geysers and earthquakes.
3. Go on a rock hunt. Identify rocks and minerals found.
4. Make a mineral hardness kit.
5. Invite a geologist to come to den meeting and demonstrate the use of his tools.
6. Visit an industry that uses geological materials.
7. Visit a rock shop or jeweler's shop.
8. Visit a museum of natural history.
9. Make a volcano.
10. Make a rock tumbler and ask a rockhound to demonstrate how it works.
11. Make a rock exhibit for pack meeting.
12. Ask a contractor to come to den meeting to talk about materials used in home building.

IGNEOUS rocks are formed from molten material or magma from the inside of the earth's crust. Examples: Granite, diorite, lava, basalt.

SEDIMENTARY rocks are formed from other rocks that have been weathered or worn down into sediments. Examples: Sandstone, limestone, shale.

METAMORPHIC rocks are formed from existing rocks by heat or pressure. Examples: Sandstone changes to quartzite; limestone changes to marble, shale changes to slate.

RESOURCES

Webelos Scout Book

Types of rocks
Identifying rocks
Mineral hardness scale
Volcanoes
Earthquakes
Geysers
How mountains are formed
Fossils
Where to hunt

Webelos Den Activities

Crystal patterns
Collecting fossils

Geologist & Scientist Activity Badge Helps

Webelos Scout Helps



HOW ROCKS ARE FORMED

IGNEOUS ROCKS

ARE FORMED BY HEAT AND PRESSURE.
 (1) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS WITHIN THE EARTH'S CRUST.
 (2) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS ON THE EARTH'S SURFACE.
 (3) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS UNDER THE EARTH'S SURFACE.
 (4) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS UNDER THE EARTH'S SURFACE.
 (5) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS UNDER THE EARTH'S SURFACE.
 (6) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS UNDER THE EARTH'S SURFACE.
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 (8) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS UNDER THE EARTH'S SURFACE.
 (9) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS UNDER THE EARTH'S SURFACE.
 (10) MOLTEN ROCKS (MAGMA) COOL AND CRISTALLIZE INTO SOLID ROCKS UNDER THE EARTH'S SURFACE.



HOW ROCKS ARE BROKEN

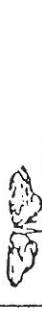
PRESSURE CHANGES, TEMPERATURE CHANGES AND WATER ACTION BREAK UP ROCKS.



RELEASED PRESSURE BELOW THE SURFACE OF THE EARTH CAUSES ROCKS TO CRACK AND BREAK INTO SMALLER PIECES.
 TEMPERATURE CHANGES CAUSE ROCKS TO EXPAND AND CONTRACT, CAUSING THEM TO CRACK AND BREAK INTO SMALLER PIECES.



WATER ACTION DISSOLVES SOLUBLE LAYERS OF ROCKS, CAUSING THEM TO WEAR AWAY AND BREAK INTO SMALLER PIECES.
 FLOWING WATER CAN SCULPT THE HARDEST ROCKS.



SEDIMENTARY ROCKS

ARE FORMED BY SAND AND OTHER PARTICLES WASHED DOWN BY RIVERS AND WAVES INTO LAKES AND SEAS.



EVAPORATION OF SALT WATER FORMS ROCK SALT.
 LIMESTONE IS FORMED BY SHELLS OF WATER ANIMALS FORM LIMESTONE.



ROCKS

HOW ROCKS ARE SHAPED
 ROLLING, CAUSED BY GRAVITY OR THE ACTION OF STRIPES AND WAVES, SMOOTH ROCKS.



SCOURING BY WIND-DRIVEN SAND AND ICE CRYSTALS AS WELL AS GRAVITY ACTION SMOOTH ROCK SURFACES.

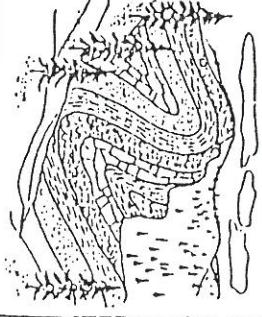


DISSOLVING SOFTER PARTS OF ROCKS FORMS IRREGULAR SHAPES.



METAMORPHIC ROCKS

METAMORPHIC MEANS "CHANGE". LAYERS OF ROCK ON THE EARTH'S CRUST MAY BE HEATED, SQUEEZED, OR PRESSED UP BY PRESSURES BELOW AND THE ROCKS, FOR EXAMPLE, AND THIS PRESSURE MAKES SLATE, AND THIS PRESSURE AND HEAT CHANGES LIMESTONE TO MARBLE AND SANDSTONE INTO QUARTZITE. PRESSURE PLUS WATER ACTION "CEMENTS" VARIOUS ROCKS TOGETHER, CALLED COAGULATES, WHICH ARE USUALLY PALE SANDSTONE AND PEBBLES.



HOW ROCKS ARE SORTED

WIND AND WATER SEPARATE LARGE AND SMALL ROCKS.



ROUNDED ROCKS ARE MOVED BY NATURAL ACTION MORE EASILY THAN FLAT ONES.



SOUBLES, LIKE SALT FOR EXAMPLE, ARE DISSOLVED BY WATER AND WASHED AWAY, LEAVING VEINS OF INSOLUBLE ROCK. THE SALT EVENTUALLY REACHES THE SEA OR DEPOSITED IN SALT MINE.



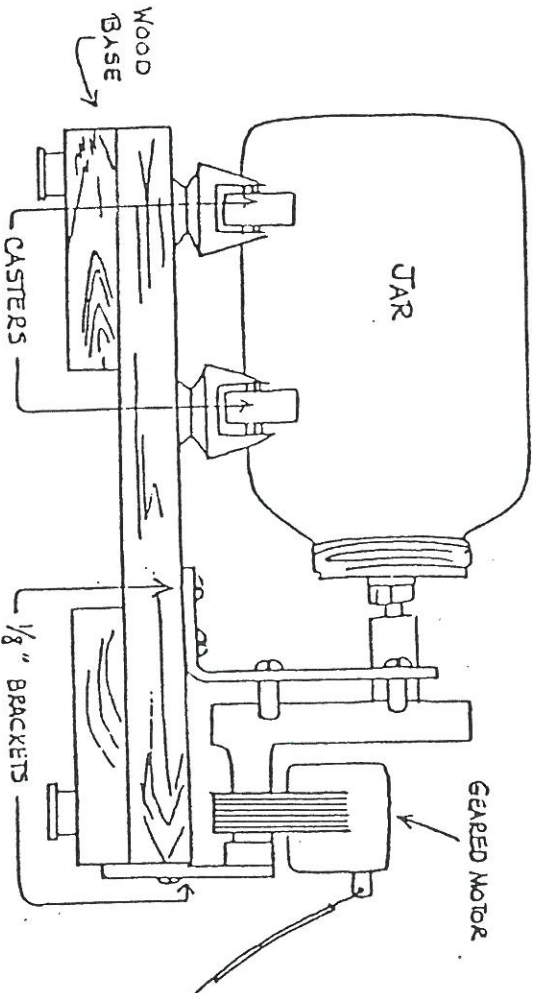
GEOLOGIST ACTIVITY BADGE

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 P.P.M. 110-volt A.C. motor obtained from the Birstein 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 lid-hatch 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

The handyman badge requires the boys to begin learning about simple home repairs. Remember that though these activities may seem simple to you, it may be the first time one of your Webelos has been exposed to changing a tire or learning about tools and how to use them. Be careful not to criticize and lose patience if the boys seem clumsy with a screwdriver or wrench. They will learn greatly from your patience and will be so proud of what they've accomplished in earning this badge.



SUGGESTED DEN ACTIVITIES

- Wash a car
- Show how to check oil level
- Check tire air pressure
- Show where and how to add oil
- Demonstrate how to change a tail light bulb
- Show safety measures for lawn mowing.
- Build sawhorses, show their use.
- Build a small step stool (See page 207 of Webelos Book)
- Lubricate chain and crank on a bicycle
- Show proper way to check & inflate bicycle tires.
- Show how to adjust bicycle saddle, handlebars & brakes.

An excellent resource on bike safety can be obtained through:

The National Safety Council, Youth Department
 425 North Michigan Avenue
 Chicago, IL 60611
 Bicycle Safety Manual, No. 450-20

BICYCLE RODEO

If Handyman is worked on during the spring or fall, it would be a great idea to tie in a bicycle rodeo or a bicycle safety program. The death toll in bicycle is about 1,000 a year. Boys between the ages of 5 and 14 are involved in the majority of serious bicycle accidents. Many people on bicycles do not realize there is a driver in the same sense as being an automobile driver. Cub Scouts need to learn that when they are on bicycles, they are drivers and must obey the same traffic rules as other drivers.

At your bike rodeo, train the boys in how to keep their bicycles in good working order, how to drive them safely, and teach them of the rules of the road.

Some elementary schools are using the National Safety Council "all About Bikes," bicycle safety course. It is a classroom experience and will not conflict with the Cub Scout program. This may be worthwhile to check into to see if the program is available for you to review.

You could set up an "obstacle" course and have the boys safely maneuver their bikes along the course. A special neckerchief slide could be made up and given to all participants, or make up a certificate to hand out.



NATURALIST

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. Most Webelos-age boys are fascinated by wild creatures. Working on the Naturalist activity badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature around us.

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in his Scout troop.

1. Make insect zoos or terrariums.
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large U.S.A. maps. Then go bird watching and see how many species you can identify.
4. Take a nature hike and look for animal tracks. Make plaster casts of the tracks.
5. Study wildlife homes.
6. Make bird feeders and observe birds who use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Visit a zoo or nature exhibit.
10. Make a leaf or nut collection.
11. Make an insect collection, mounting and identifying them.

Each Webelos Scout can make his own nature observation calendar. Every day he writes down in the appropriate box something from nature he has seen.

RESOURCES

Webelos Scout Book

- Insects
- Poisonous reptiles
- Bird migration

Webelos Den Activities

- Nature games
- Ant farm
- Raising frogs
- Snakes
- Insects

Cub Scout Activities

- Plaster casts
- Leaf spatter printing
- Den museum
- Nature games

Webelos Scout Helps

- Naturalist Activity Badge
- Helps

MAY NATURE OBSERVATION CALENDAR 19						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
ICE IS BREAKING UP	4 HAD A SMALL SNOWSTORM	5 SAW MALE BALLARD	6 BIRCH BARK	7 TULIPS COMING UP	8 OUR GUINEA HAD 12 BABIES	2 LONG SPARROW NEST ON FEEDER
DEER TRACKS IN OUR YARD	11 HONEY DIED	12 COX DOG FOUND ON TREE	13 WHITE PINE	14 FIRST ROBIN THIS YEAR	15 FEATHER FROM BLACKBIRD	16 SHOOTS FROM A SUGAR MAPLE
SNAIL SHELL	18 AN BEAN STARTED TO GROW	19 DOGWOOD STARTED TO BUD	20 TROUT BLEN	21 FOUND ACORN	22 FOUND FOSSIL IN OLD CUP	25 SAW A FALLING STAR
WENT TO BEAUMORE	25 SEA SHELL FOUND ON BEACH	26 CATTAILS COLLECTED	27 COMMON MILKWEED	28 CAUGHT SUNFISH	29 SAW GEESE FLYING NORTH	30 FOUND IN THE WOODS
BOY TURTLE						
DUND						



OUTDOORSMAN

Many people say that the Webelos program is the bridge between Cub Scouting and Boy 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 the troop. This badge ties in very well with the Camping, Cooking, and Hiking Skill Awards in Boy Scouting.

The best way to work on this badge is on a Webelos dad-and-son overnight campout. This is not a full-fledged Boy Scout campout ... only a taste of what is to come when the boy joins a troop. After a boy becomes a Boy Scout he will become proficient in handling himself in the outdoors. As a Webelos Scout, he should not be expected to master any of these skills, but only to have a little fun in the outdoors. And speaking of fun ... it is sometimes hard to tell who has the most fun - the boys or the dads.

1. Make a tent. (See "Webelos Scout Book")
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 needed for backyard camping and for the dad-and-son overnighter.
6. Have the Webelos den chief teach boys the basic knots they will need for the dad-and-son overnighter.
7. Practice camping in the backyard.
8. Show boys how to make an improvised sleeping bag or bed.
9. Teach fire-safety principles which include no flames in tents or liquid fire starters.
10. Teach the boys basic first aid. (See "First Aid Skill Book")
11. Build charcoal stoves from 5-quart cans. (See "Webelos Scout Book")
12. Plan and hold a dad-and-son overnight campout.

RESOURCES

Webelos Scout Book

Making a tent
Family camping
Taking a trip
Outdoor firesafety rules
Outdoor cooking
How to use your knife
Hiking

Webelos Den Activities

First aid kit
Aluminum foil cooking

Outdoorsman Activity Badge Helps

Cub Scout Activities

Ground rules for trips
Den cookout
Backyard stove
Backyard camping
Family camping

Webelos Scout Helps

Boy Scout Handbook

First Aid Skill Book



READYMAN ACTIVITY BADGE

The Boy Scout motto is **BE PREPARED**. It means that the Scout is always ready in mind and body to do his duty and to face danger, if necessary, to help other people.



He learns first aid. He learns how to swim safely and how to drive his bicycle without danger to himself or others. He also learns how to make his home safer and the safety rules for passengers in the car.

In earning the Readyman activity badge, he will get a faster start on being prepared as a Scout. Many of the things he learns help him advance as a Boy Scout.

Den Activities:

* Ask a member of the local Red Cross or emergency trauma team to visit your den and show you how to save lives by learning:

- HURRY CASES
- SHOCK
- OTHER MINOR EMERGENCIES

* Learn how to get help from the local authorities such as the police, fire department, ambulance, or hospital, or summon help in these situations.

- * Consult with the local fire marshal, emergency services team, or police department to find out how to plan an emergency escape route, or find where most home accidents are likely to occur in and around your home.
- * Invite a member of the local Red Cross or a qualified swimming instructor who is a WSI (water safety instructor) to show your den how to have a safe and fun time at the beach of the local pool.
- * Build a buddy tag board and use it on an outing that involves water sports.
- * Consult the Boy Scout Field Book for safe bicycling tips.

When you call for **HELP**, remember the three W's: **WHO, WHAT,** and **WHERE.**

WHO-Give your name.

WHAT-Explain the matter: fire, accident, injury, etc.

WHERE-Give the exact location, and the names of both streets or roads at the nearest corner.

Stay on the phone until your message is understood and you have answered all questions.

Sometimes you need to know how to get help but it may not be an emergency. For problems like building code violations and other housing problems, call a department of your city or county government.

WHAT TO DO AFTER AN ACCIDENT

1. Stay calm and think. This may be hard to do-but try. The victim will feel better knowing you are cool.
2. If the victim seems badly hurt, send someone to get medical help.
3. Do not move a badly hurt person, unless the victim is in further danger.
4. Check the victim for "hurry cases."
5. Treat the victim for shock.



HURRY CASES

If a person cuts his leg and blood is oozing out, he needs first aid. A broken arm is a serious injury.

Hurry cases are different. Unless you act fast and give the right first aid, the victim may die within a few minutes.

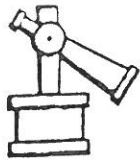
The HURRY CASES ARE:

BREATHING HAS STOPPED. It must be started immediately.

BLOOD IS SPURTING FROM A WOUND. The bleeding must be stopped quickly.

POISON HAS BEEN SWALLOWED. The poison must be made harmless.

HEART ATTACK. Get help quickly.



SCIENTIST

We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

The Scientist activity badge offers opportunities for lots of fun and learning and a touch of magic. Boys who have an inquiring mind will love it, and even those whose interests are more toward the outdoors or sports will be interested if they have plenty of chances to experiment.

Experiments covering each of the badge requirements are found in the "Webelos Scout Book" and additional ideas are found on the next few pages. Choose some experiments and enjoy an 'exploration into science' with your Webelos Scouts. Be sure that you have tried the experiments ahead of time and have the necessary materials on hand. Then the boys can use their scientific knowledge to astound the younger Cub Scouts at pack meeting with their experiments and scientific tricks. Learning scientific methods helps a boy develop the power of thinking.

1. Do the experiments in the "Webelos Scout Book".
2. Make fog, as described in the "Webelos Scout Book".
3. Make a barometer.
4. Visit an eye specialist and learn how the eyes work.
5. Make an optical illusion and show how the eyes converge.
6. Make crystals as found in the "Webelos Scout Book".
7. Visit an airport and ask an expert to explain flight principles.
8. Have a slow-motion bicycle riding contest to illustrate balancing skills.
9. Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure.
10. Make a chemical garden. (See "Webelos Den Activities")

RESOURCES

Webelos Scout Book

Experiments to illustrate atmospheric,
air and water pressure
Inertia
Fog
Crystals
Balance
Optical illusions

Webelos Den Activities

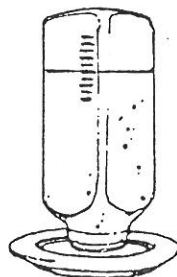
Magic garden
Experiments
Barometer

Webelos Scout Helps

Geologist & Scientist Activity Badge

BAROMETER

A barometer measures atmospheric pressure. Here is a simple one to make. Use a glass or clear plastic quart milk bottle. Fill it with water; put a saucer over top, and flip it over quickly. Allow a little water to escape into the saucer.



With a felt-tip pen, draw 8-10 scale marks $\frac{3}{8}$ " apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.



SCHOLAR

The Scholar Activity Badge is an easy one for boys to earn if they are doing acceptable work at school. This is so because more than half the requirements concern attendance, behavior, grades, and service in school. Unfortunately, a majority of Webelos-age boys may not like school; they see it as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge, but mathematics, English, history and geography usually are not high on his current list of interests. Through this badge, we hope to encourage boys to do well in school, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. The leader can influence the boys' thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. 'Scholar', when mentioned, may not provoke a series of cheers from your den; however, if the leader shows enthusiasm and assures the boys this is not just more homework, he is on the right track. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge.

Check with the teacher or principal before starting work on this badge. Chances are, they may be able to suggest other useful projects for Webelos Scouts. You may wish to have the teacher or principal sign off the first three requirements. At least meet with them and explain, so they will not be caught unaware.

SUGGESTIONS FOR DEN ACTIVITIES

1. LEARN ABOUT THE HISTORY OF EDUCATION, HOW SCHOOLS DEVELOPED IN AMERICA.
2. INVITE A MEMBER OF THE SCHOOL BOARD OR A PROFESSIONAL EDUCATOR TO TALK TO THE BOYS ABOUT THE VALUE OF EDUCATION AND WHAT SCHOOL HAS TO OFFER A BOY.
3. PLANT FLOWERS OR SHRUBS ON SCHOOL GROUNDS.
4. ASSIST THE CUSTODIAN IN SETTING UP MEETING ROOM FOR P.T.A.
5. RAISE THE FLAG AT SCHOOL OVER A PERIOD OF SEVERAL WEEKS.
6. TOUR THE EDUCATION SERVICE CENTER.
7. TOUR A LOCAL HIGH SCHOOL OR VISIT A LOCAL COLLEGE CAMPUS.
8. INVITE SOMEONE TO COME AND DISCUSS CAREERS WHICH ARE AVAILABLE IN THE FIELD OF EDUCATION.
9. OBTAIN SOME OLD SCHOOL BOOKS FOR BOYS TO LOOK THROUGH AND COMPARE WITH CURRENT BOOKS. IT WILL BE INTERESTING FOR THEM TO SEE HOW EDUCATION HAS PROGRESSED.
10. PREPARE A LARGE CHART SHOWING THE LOCAL SCHOOL SYSTEM AND WHERE CHILDREN FIT IN BOTH AS STUDENTS AND HELPERS. DISPLAY THIS AT PACK MEETING.
11. PLAN A SKIT WHICH DEMONSTRATES HOW EVERYONE FITS INTO THE EDUCATIONAL SYSTEM, OR ON THE IMPORTANCE OF EDUCATION, TO BE PRESENTED AT PACK MEETING.
12. TOUR THE CITY OR BRANCH LIBRARY. FIND OUT HOW IT WORKS. BOYS GET LIBRARY CARDS IF THEY DO NOT ALREADY HAVE ONE.

SUGGESTIONS FOR PACK MEETING

1. EXHIBIT CHART OF SCHOOL SYSTEM, OLD AND CURRENT BOOKS.
2. PRESENT SKIT ON EDUCATION, OR HAVE ONE OF THE BOYS TELL ABOUT WHAT WAS LEARNED ON THIS BADGE, AND THE FIELD TRIPS TAKEN.





SHOWMAN

There are three different ways for Webelos Scouts to earn the Showman activity badge. The three areas are Puppetry, Music and Drama.

If the boy chooses Music, this is a stepping stone to the Music merit badge in Boy Scouting. He will have an opportunity to become familiar with different composers, sing songs, play instruments, and read music symbols. One of the optional requirements is to make a collection of three or more records. This could start a boy off on a music career. Many of the requirements will be completed in school music classes, church choir or singing in den or pack meeting.

It is doubtful if the Showman activity badge will produce skilled entertainers, but it will expose the boys to theatre and musical arts and help build self-confidence in them. And it's bound to be fun for them.

1. Take the den to a school or professional concert.
2. Ask a music teacher or professional musician to come to den meeting to talk to the boys, and perhaps play an instrument for them.
3. Attend a high school play.
4. Use a tape recorder to record the boys' voices so they can hear how they sound.
5. Write a one-act play for pack meeting, or plan a musical program.
6. Visit a costume shop.
7. Write and produce your own movie. Show it to parents or to pack.
8. Write a puppet play and make the puppets to go with it.
9. Discuss sound effects. Teach the boys how to make them.
10. Ask boys to bring their favorite records to play for the den.
11. Take your show to a children's home or hospital as a Good Turn.

RESOURCES

Webelos Scout Book

Puppets
 Puppet stage
 Composers
 Plays
 Stage setting
 Stage direction
 Opera and musicals

Webelos Den Activities

Planning a show
 Puppets

Webelos Scout Helps

Skits and Puppets

Showman Activity Badge Helps



Victor Herbert (1859-1924)

W. C. Handy (1873-1958)

George Gershwin (1898-1937)

Aaron Copland (born 1900)

*Leonard Bernstein
(born 1918)*

SPORTSMAN

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 in the Sportsman activity badge. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them will already know enough about rules, scoring, techniques for several sports so they could pass the requirements quickly.

But that's really not enough. One of the primary purposes of Cub Scouting is 'encouraging good sportsmanship and pride in growing strong in mind and body'. If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den .. and you, the leader .. have wasted your time.

Discuss the importance of 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 intraden competition, make up the teams so that strength is about even. If you let the boys choose their own teammates, there is a good chance that most of the best players will wind up on the same team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

1. Have each boy list the sports in which he participated during the last year.
2. Invite a sports figure, coach, or referee to den meeting to tell the boys about the importance of teamwork and good sportsmanship.
3. Go to a football game, soccer match or other sporting event.
4. Have a dad-son bowling night.
5. Let boys practice casting with a fishing rod.
6. Select a sport to demonstrate at pack meeting and practice it.
7. Have a dad-son volleyball game.
8. Hike around a golf course.
9. Practice archery, using a bale of hay behind paper targets. Teach archery safety rules.
10. Take the den ice skating or roller skating.
11. Teach football signals. Practice until the boys know them well.

RESOURCES

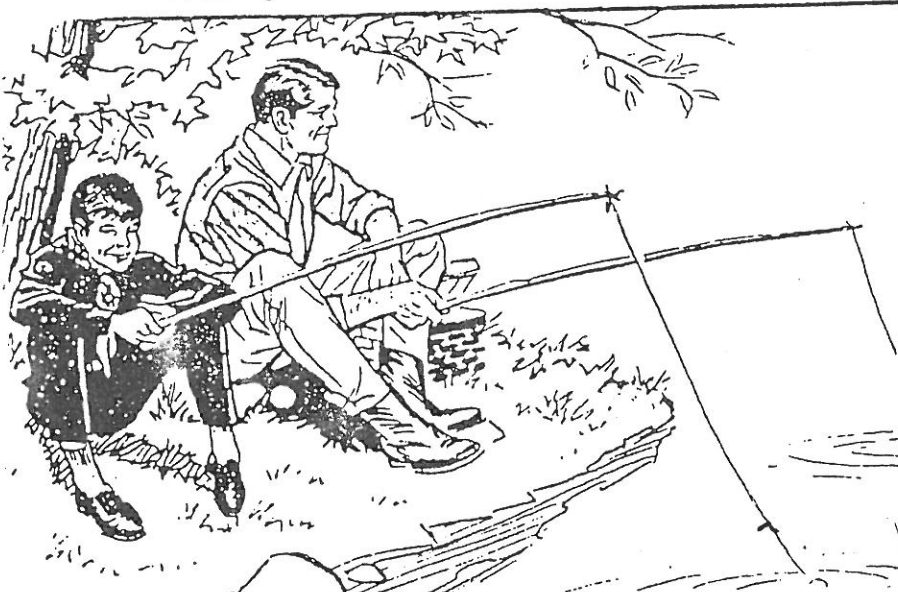
Webelos Scout Book

Baseball
Softball
Basketball
Volleyball
Individual Sports
Official Signals

Webelos Den Activities

Archery
Casting Game
Bowling Night

Webelos Scout Helps





TRAVELER

The word 'traveler' suggests faraway places and long trips. Some of the Webelos Scouts may have enjoyed such travels, but they won't add much to their mileage while working on this activity badge. They will, however, be able to learn something about trip planning and scheduling, and hopefully they will have a chance for a short trip or two, mainly for practice of what they have learned.

Through the badge requirements, Webelos Scouts will learn to read maps and timetables of railroads, buses, or airlines serving your area. They will learn the comparative costs of rail, bus, or air transportation. They will learn how to use highway maps and plan trips. Not only does this badge help prepare the boys for travel experiences but also enables them to get the most out of a trip and to learn more about this great country.

Notice that the two trips listed in the requirements are family trips and not Webelos den activities. You can help the boys secure some of the travel items they will need and teach them how to read maps and timetables as they prepare for the family trips.

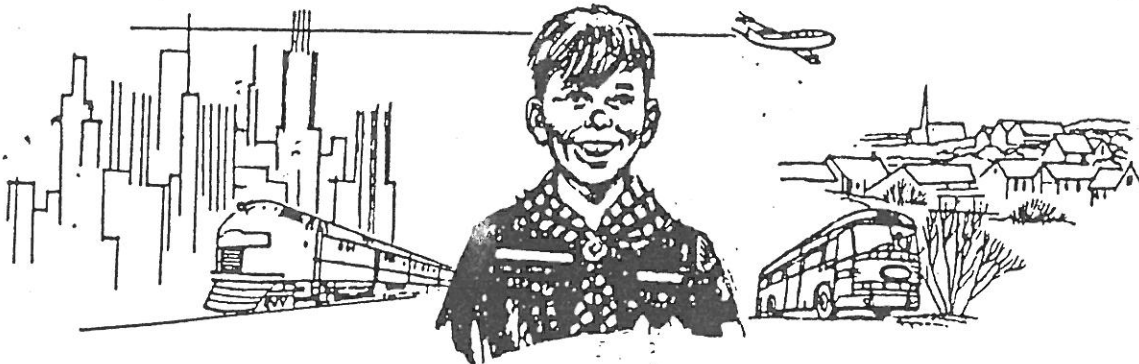
SUGGESTIONS FOR DEN ACTIVITIES

1. VISIT A COUNTY, STATE, OR NATIONAL PARK WITH DEN FAMILIES.
2. VISIT A HISTORIC SITE NEARBY.
3. TAKE A BUS OR TRAIN TRIP.
4. VISIT A TRAVEL AGENCY OR AUTOMOBILE CLUB OFFICE AND FIND OUT WHAT THEY DO.
5. CALCULATE COST AND SPEED OF A PLANE TRIP.
6. MAKE CAR FIRST AID KITS.
7. VISIT A BUS TERMINAL OR AIRPORT TO SEE THE INSIDE OPERATION.
8. DISCUSS TIMETABLES AND HOW TO READ THEM.
9. HAVE A SPEED CONTEST OF LOCATING SPECIFIC DESTINATION AND HOW TO GET THERE, USING MAPS AND TIMETABLES.
10. TEACH PROPER PACKING OF SUITCASE. AFTERWARDS, HAVE A SPEED CONTEST, STRESSING NEATNESS AS WELL AS SPEED.
11. LOCATE POINTS OF INTEREST ON CITY AND STATE HIGHWAY MAPS. VISIT SOME OF THEM.
12. MAKE A LIST OF TRAVEL AGENCIES AND TRANSPORTATION FACILITIES AVAILABLE IN YOUR AREA.

SUGGESTIONS FOR PACK MEETING

1. EXHIBIT FAMILY CAR FIRST AID KITS, TIMETABLES, SNAPSHOTS FROM TRIPS, TRAVEL LOG BOOKS.
2. DEMONSTRATE HOW TO PACK A SUITCASE, HOW TO DETERMINE COMPARATIVE TRAVEL COSTS. SHOW SLIDES OR MOVIES OF DEN TRIP OR HAVE AN ORAL REPORT OF THE TRIP.

TRAVEL INFORMATION - Each state has a tourist information department from which you can obtain maps, brochures on tourist attractions and motel and hotel directories. When you inquire for this information, let them know the month when the den plans to 'travel' because some of the attractions are seasonal, and let them know what area of the state you are most interested in.



WEBELOS-TO-SCOUT TRANSITION



Many Webelos Scouts go into Scouting with little or no help. All too many times these 11 year old boys are competing with 13 year old Scouts who are not only physically and mentally more mature, but have been practicing scouting skills for at least two years. The end result of this experience is discouragement, and instead of feeling part of the patrol he considers himself an "outcast". In the mind of this boy the "bad" experience becomes equated with the Scouting program and another boy has failed to make the Webelos-To-Scout transition. What this young man needed was more information about his opportunities for fun and adventure in the Scout troop. In other words, the first scouting experience must be rewarding and fun.

That's really the purpose of the Webelos-to-Scout transition plan; to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

It will be the boy's (and his family's) decision so we owe it to them to demonstrate some of the fun experiences and to let him know that he is wanted. Certain Key Scouters are better able to show the Webelos Scouts the various elements of Scouting. So we need to include everyone, starting with the Webelos Scouts themselves. That makes the transition plan an unlimited opportunity.

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader. He becomes more confident and enthusiastic about the patrol method, district camporee, about summer camp, and maybe even a national jamboree.

In short the boy's desire for troop membership is the result of this gradual change in appetite for troop-oriented activities.

Things a Scout leader can do to insure an orderly progression from Webelos to Scout:

1. Regularly attend pack meetings: The Cub Scouts identify you with Scouting and they know they will have a friend in the Troop.
2. Be present when the Webelos receives his Arrow of Light and/or graduates from the Pack.
3. Attend den meetings (when invited) to help with outdoor skills. Usually the Patrol Leader and one or more 11 year old scouts assist in the presentation.
4. New members of the patrol are escorted by other members to patrol meetings.
5. A visit is made to the prospective Scouts home where the program and what is expected of the boy and his parents are explained.

HOW THE TRANSITION PLAN HELPS THE LEADER.

For the Troop leader, it means BOYS..boys already versed in Boy Scouting and Tenderfoot requirements and boys whose families have been supporting them in pack activities.

For the Webelos leader, it means fulfillment. It means direct help with advancement requirements, father/son overnights, as well as a pleasant association with the troop. The time spent with a boy is productive as seen in the boy's desire to continue.

To the Cubmaster it means assurance of a stable Webelos den, more graduations and better ceremonies, the ready access to den chiefs and pack meetings that feature a lively Webelos den and Scout troop guests.

RECIPE FOR A WONDERFUL DAY

- 1 cup friendly words
- 2 heaping cups understanding
- 2 cups milk of human kindness
- 1 dash gentle humor
- 1 pinch spice of life
- 1 drop warm personality
- 2 heaping T. time and patience

Measure words carefully. Add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality, and spice of life. Serve in individual molds. Works best with a good mixer.



"There are no seven wonders of the world in the eyes of a boy; there are seven million."



This little book is dedicated to Cub Scouts and leaders with the hope that through your outdoor fun you too will find many of these seven million wonders.

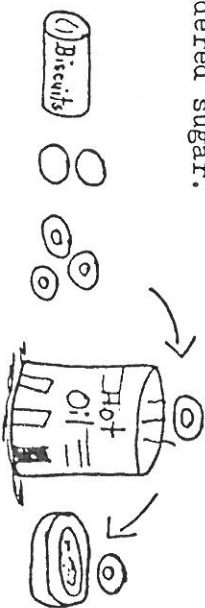
Carolyn K. Hickerson
Shelia Kay Leopper
Cherokee Area Council
Chattanooga, Tennessee

July 1988 Edition,
March 1985 First Printing

DOUGHNUTS

Make doughnuts out of canned biscuits by poking hole in center of each. Fry in hot cooking oil over hot coals. Be certain that the pan of oil is on a solid base so it can not be knocked over. Turn once with tongs or stick. Watch, as they cook quickly. It should take 1 1/2 to 2 minutes to brown one side.

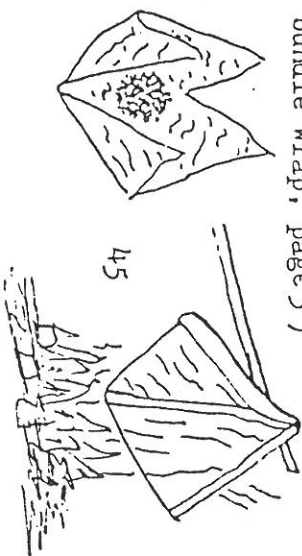
Remove to drain on paper towels, and roll in powdered sugar.



HOBO POPCORN

In the center of a foil square (6" by 6"), place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to expand.

Tie pouch to a long stick with a string, and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with butter and salt. (See bundle wrap, page 5)



SMOOCCHIES

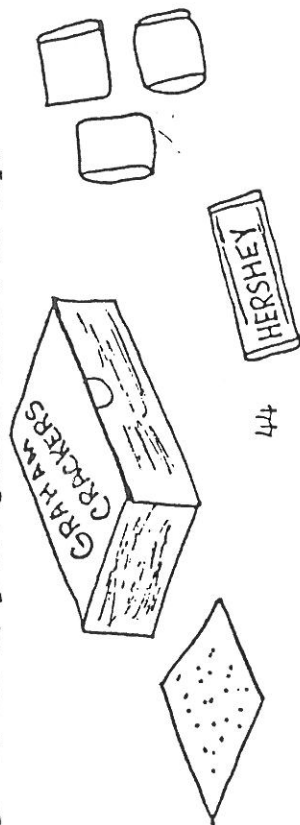
Stretch out a canned biscuit, and place a Hershey's chocolate kiss in the center. Fold biscuit over and squeeze around edges to seal kiss (will now resemble a small turnover). Fry in hot cooking oil over hot coals. Turn once with tongs or stick. It should take about two minutes to brown each side. Drain on paper towels. Eat plain or shake in bag of powdered sugar. Delicious either way!

S'MORES

2 marshmallows
 2 graham cracker squares
 1 chocolate square

Toast the two marshmallows on stick over coals. Layer sandwich - graham cracker, marshmallow, chocolate square, marshmallow, other cracker. Eat as a sandwich; you'll want s'more!

Variation: Make filling out of peanut butter and jam instead of chocolate. Cook in reflector oven layered graham cracker on bottom, marshmallows, and filling. When marshmallows are golden brown, place graham cracker on top.



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CORP
(HIKERS' BIRD SEED)

Mix together the following items in a large bowl or bag, and divide into 8 small plastic bags:

- Sugar-coated cereal - 8 1/8 oz. box
- Candy, like M&M's - 11 oz. bag
- Roasted peanuts - 14 oz. can
- Raisins - 15 oz. box:

This is a many-purpose dish and may be used as a lightweight lunch, a dessert, or a snack while hiking. It contains necessary food values and provides a lot of quick energy. Nibble it slowly while hiking or at a rest stop.

In buying ingredients for this, do not be too concerned about the proportions. Buy the most convenient sizes of the items you like. Quantities given above make about 18 cups of mixture.

Others use the proportions of 1 package sugared cereal, 2 cups M&M's, 2 cups nuts, and 2 cups raisins.

* * *

WALKING SALAD

Ingredients: apple, raisins, chunky peanut butter
 To make a walking salad, cut off the top of an apple, and remove the core. Take care not to cut all the way through to the bottom of the apple. Fill the cavity with peanut butter mixed with raisins; replace the top of the apple, and wrap with plastic wrap or place in a sandwich bag for easy carrying.

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GINGERBREAD A L'ORANGE

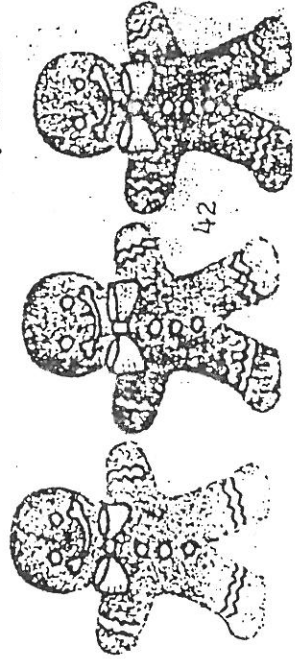
8 to 10 large oranges, cut in half
1 package gingerbread mix
1 cup water

Carefully remove fruit from orange halves to form large orange cups.

Pour gingerbread mix into a bowl; add water and beat about 300 strokes. Pour batter into the orange cups, leaving about 3/4 inch at the top, to allow for rising. Carefully place orange cups upright in hot coals. Cook about 12 minutes or until the surfaces of the cakes have lost their sheen. Remove from coals and cool slightly.

Garnish with a dab of margarine and eat with a spoon. Allow at least two for each person. Gingerbread may be used as a dessert or with the oranges for breakfast.

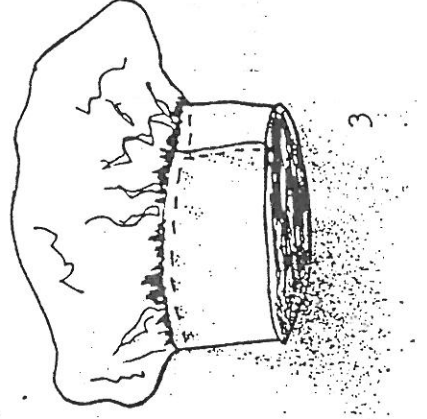
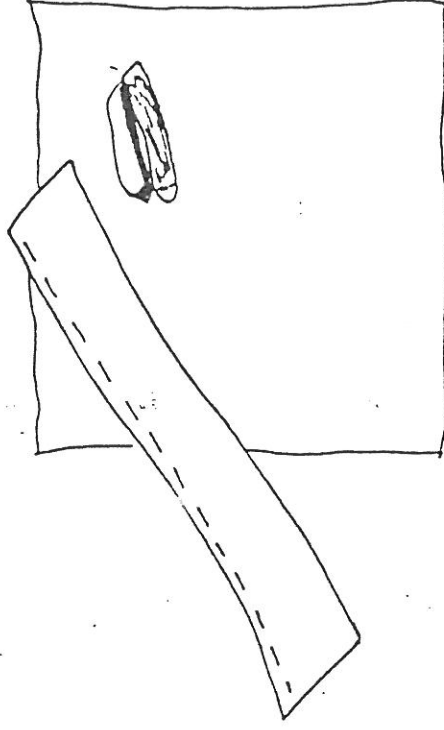
- Elizabeth Williams
Cookbook for Family Camping



CHEF'S HAT

A strip of light cardboard 4" x 26"
Stapler
1 full-size sheet of newspaper

Have each boy wrap the cardboard strip around his head. Staple ends together looser than correct size to allow for paper to be stuffed inside strip. Stuff edges of paper inside card rim, and staple in place. Fluff paper to look like the drawing.



FIRE STARTERS

1. One handy fire starter is made from newspaper. Take one section of a newspaper, and cut it into one-inch wide strips. Roll up a strip tightly, and tie with a piece of string. Holding the string, you can now dip the starter into melted paraffin. This starter may be placed in fire tinder and lit.

2. To start your fire easily, before your trip fill the cups of a cardboard egg carton with lint from a clothes dryer or with small pieces of paper. Then fill each cup half-full with melted wax. As you build your fire, break off one cup and nestle it in your tinder. When you're ready, simply light the "fire starter." These may be stored in a Ziploc bag to keep them dry and handy.

3. Another sure way to start a fire, especially handy when the wind is blowing, requires only two flashlight batteries and some fine steel wool (double 00 or finer). Line up the batteries in the same order that they go into a flashlight. Hold a long coil of fine steel wool to the bottom of the batteries; then brush the other end across the steel knob at the top of the batteries. A spark will appear in the steel wool like magic. Nestle steel wool in tinder and blow gently.



Pour melted wax



4



Batteries
Steel
Wool

WILDERNESS ICE CREAM

Materials needed:

Small baby food jar with lid for each
Cub Scout
Chipped ice
Ice-cream salt or regular salt
1 lb. coffee can with plastic lid for
each Cub Scout
Paper towels

Ingredients:

1 egg
1/2 cup sugar
Pinch of salt
1 1/3 cup evaporated milk (unsweetened)
1 cup milk
1/2 tsp. vanilla

Beat the egg. Add remaining ingredients. Wash the baby food jars, and place them in the cans. Pack ice and salt around the jars until jars are cold, being careful to keep ice and salt outside the jars. Pour the ice cream mix into the jars until each is half full. Put lids on the jars, and pack chipped ice and salt on top. Place the snap-on plastic lids on coffee cans. Give each Cub Scout a can wrapped with paper towels. The boys may roll the cans on the grass or shake until the ice cream is frozen (approximately 10 minutes). This recipe makes enough for 8 small baby food jars.

HOT CHOCOLATE MIX

- 1 package instant dry milk (8 qt. size)
- 1 jar of Pream or Cremora (6 oz. size)
- 1 cup 10x (powdered) sugar
- 1 can Nestles Quick (16 oz. size)

Mix all ingredients together in very large bowl.

When making hot chocolate, use 1/3 cup of mix to 1 cup hot water.

* * *

FRUIT PUNCH

- 1 32-ounce bottle cranberry juice
- 1 cup orange juice
- 1/4 cup sugar
- 1 cup water

Mix all ingredients and stir until sugar is dissolved. Punch is better when served over ice.
8 servings

* * *

HOT GEL

Mix any flavored gelatin according to package instructions. Drink when it becomes just cool enough.

Extra touches for various flavors:

To cherry or raspberry, add two strips of lemon peel.

To lemon or lime, add a sprig of mint or 1 teaspoon dried mint.

- Elizabeth Williams
Cookbook for Family
Camping

40

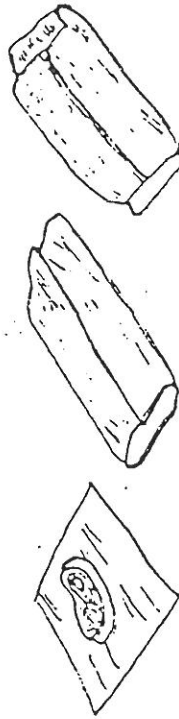
FOIL WRAPS FOR GRILLING

There are three common ways to wrap a foil package: the Drugstore, the Bundle, and the Two-Handled wrap.

Drugstore wrap

Excellent for wrapping meats, fish, and poultry

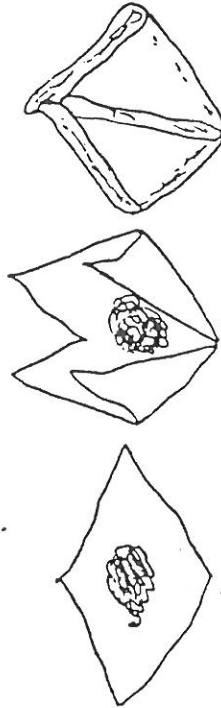
1. Center food on a sheet of heavy duty foil large enough for adequate wrapping.
2. Bring longer sides of foil together over food. Fold down loosely in locked folds allowing for heat circulation and expansion.
3. Fold up short ends; crimp to seal.



Bundle wrap

Great for odd shapes and semi-moist foods

1. Center food on a square of heavy duty foil large enough for adequate wrapping.
2. Bring four corners of foil up together in a pyramid shape.
3. Fold open edges together in locked folds allowing for heat circulation and expansion.



Two-Handled wrap

Handy when package is to be buried in coals. Leave ends above coals for easy removal.

1. Follow 1. and 2. drugstore wrap directions. Twist each end to seal and provide handles.
- 5



HANDY MESS KIT

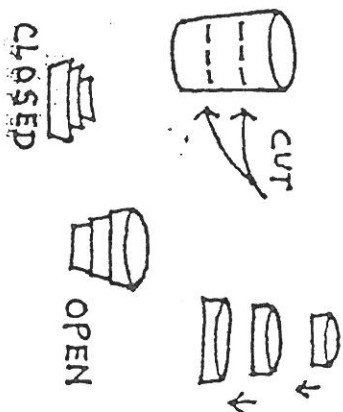
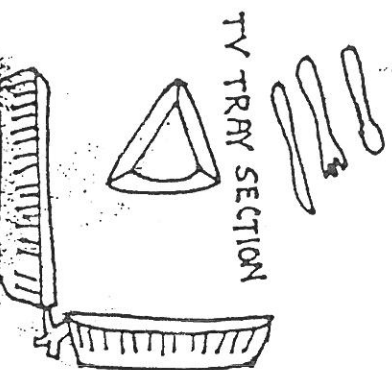
This mess kit can be hung from a belt or knapsack on a hike. Inside the mess kit are a dish and utensils needed for an outdoor meal.

1. For the kit itself use 2 large aluminum foil cake pans (round with 9" diameter); Placed rim to rim, these pans form the kit. Use two small metal spring clips to hold the kit together:

2. To make a folding cup for your kit, slice a plastic foam picnic cup into three equal sections. Place the bottom and center sections inside the upper section. To open cup, pull up the upper section. To close, press it down.

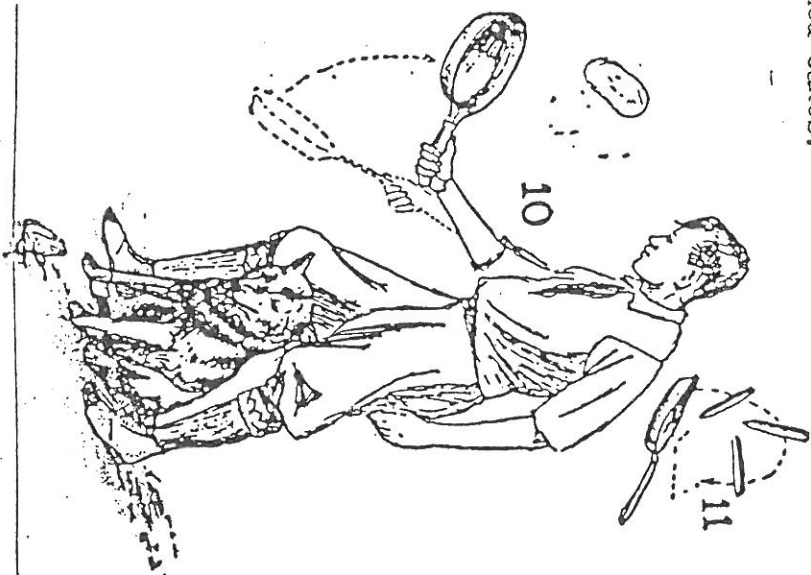
3. Make salt and pepper shakers from plastic pill bottles by punching holes in the caps. Slip plastic circles inside caps to seal shakers.

4. Cut corner section from a foil TV dinner tray for a small dish. Fold over the cut edge with pliers. Add a plastic knife, fork, and spoon to complete contents of the mess kit. String a leather shoelace through one of the clamps to hang on belt.



FLAPJACKING (CONTINUED)

begin to pockmark the surface of the cake, loosen the edges, shuffle the pan, and if the cake slides about, it is ready to flap. To flap a flapper dip outside edge of the frying-pan and by a quick wrist movement bring the outside edge upwards. This will toss the flapper in the air and as it turns over catch it in the pan. There is a job in flapping flapjacks only known to the initiated, a joy almost as keen as that of eating the nicely browned cakes."



TIN CAN STOVE

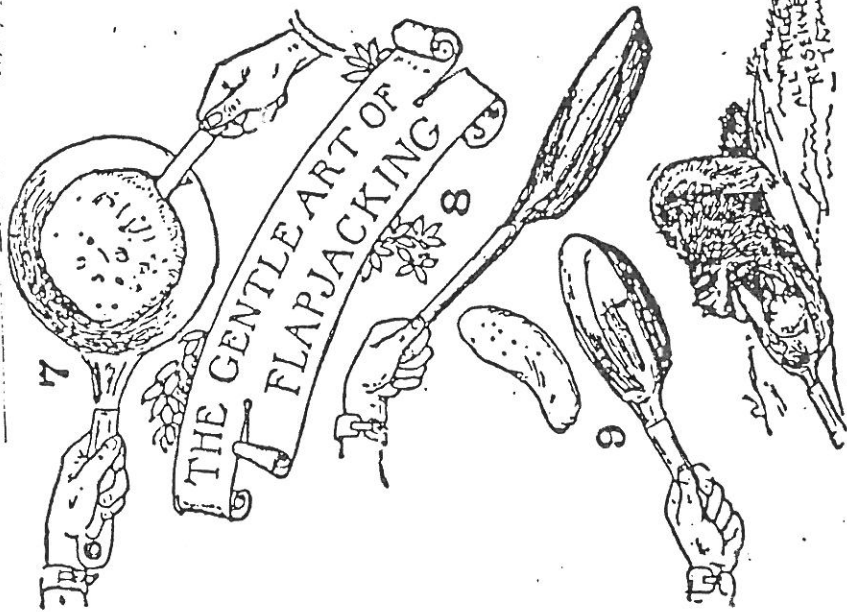
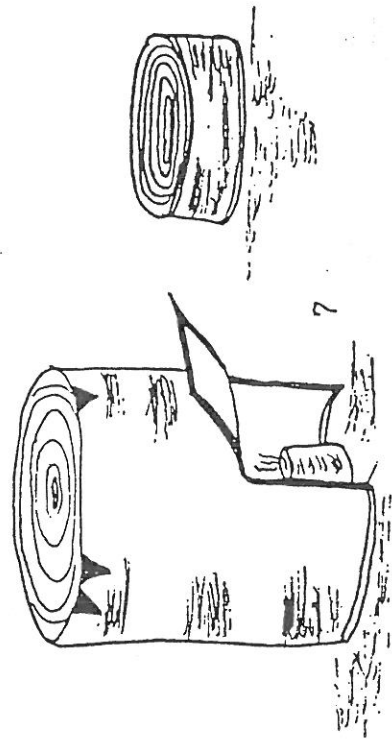
To make a tin-can stove, use a #10 (or one-gallon) can found at restaurants or any place where food is prepared in large quantities.

Invert can; and with triangular type punch can opener, make 4 holes in sides near rim, spaced evenly around can.

With a pair of tinsnips, cut a door three inches wide and four inches high at the bottom (open end) of the can. Wrap each cut edge with electrical tape immediately.

To make the buddy-burner cooking element, use an empty tuna-fish can or something similar, strips of cardboard, and melted paraffin (about 1/3 lb.). Coil strip of corrugated cardboard the same height as the can, and insert in can. (Be sure to cut cardboard across corrugation so that its holes show.) Fill the can with melted paraffin.

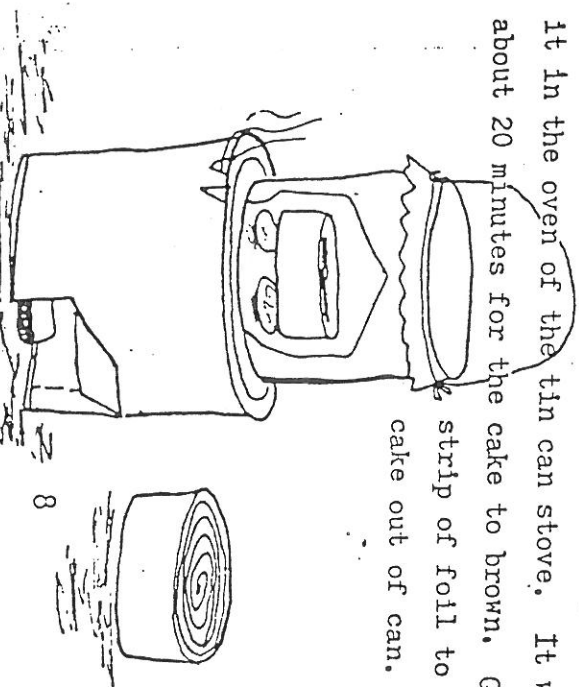
To light your burner, turn it on its side, and hold a match near the bottom of the cardboard. To turn off your burner, cover the can with something not flammable. Burner will burn 1-2 hours.



If Cub Scouts would like to practice the art of flapjacking, use the pancake recipe from the preceding page but follow the instructions written by Dan Beard, one of the early leaders in the scouting movement, in The Boy Scouts Book of Outdoor Hobbies, 1938: "Get your frying-pan hot and then grease it with a clean greased rag fastened to the end of a wand. Now pour in the batter until it almost covers the bottom of the pan; set the pan over the hot embers. When the bubbles

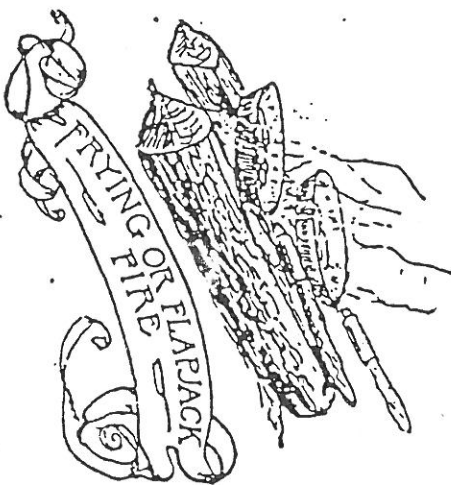
TIN CAN OVEN

A useful accessory for the Hobo Stove is this tin can oven made from a 2 lb. coffee can or a shortening can. Cut both ends out of the can, and wire see-through oven wrap tightly over one end so that the food is visible. Make a handle by hooking the end of a wire on each side of can. Foods will be placed in a tuna can or on its lid, and will be set on the stove on three very small stones, and will have the can placed over them to bake. A pineapple upside-down cake is a good item to bake in the tin-can-stove oven. Grease the inside of the tuna can; then place the one-inch strip of aluminum foil in the can. Place one slice of pineapple in the can with a maraschino cherry in its center. Sprinkle one tablespoon of brown sugar over the pineapple, and pour about one tablespoon of pineapple juice over that. Fill can about two-thirds full of cake batter; then place it in the oven of the tin can stove. It will take about 20 minutes for the cake to brown. Grasp strip of foil to lift cake out of can.



PANCAKES

2 cups Bisquick
1/2 cup dry milk
1 cup water
1 egg
Margarine, syrup or jam
(Makes 18 four-inch pancakes)
Mix Bisquick, dry milk, water, and egg; beat with rotary beater or spoon until smooth. Bake on hot, lightly greased griddle or frying pan, turning when bubbles appear. Serve with margarine and syrup or jam.



TWIXER BISCUITS

Bisquick
Water

Twixer (a clean, pronged stick)
Jam, jelly, or cheese (if desired)

Open the Bisquick box, and make a depression in the contents so that you can pour a little water into the hole. Stir it gently with a 'twixer' until it forms an egg-sized ball.

Remove ball of dough from 'twixer,' flatten it, and twist it around a pre-heated stick. Hold over coals until browned and cooked through.

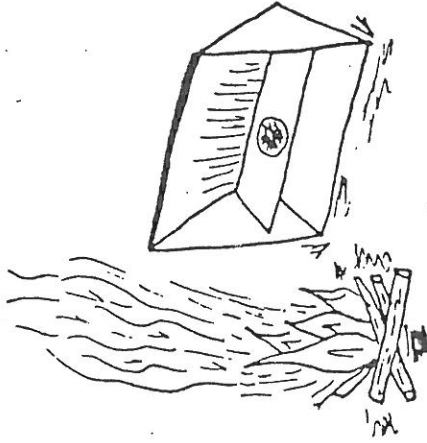
Or, for extra flavor, make a depression in the dough and fill it with jam, jelly, or cheese. Wrap with foil and bake over coals for 10 minutes.



REFLECTOR OVEN

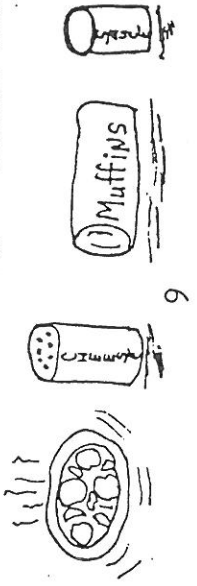
Use a square cardboard box cut in half diagonally.

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 may be foil stretched between two sticks or a piece of cardboard covered with foil and propped up with sticks.

Minute pizzas need about 10-15 minutes to cook. They are made with English muffin, tomato or pizza sauce, and choice of toppings. Toppings may include grated American cheese, grated Parmesan cheese, and slices of hot dog or similar meat.



SOLAR COOKER

You can build a simple reflector cooker from cardboard and aluminum foil.

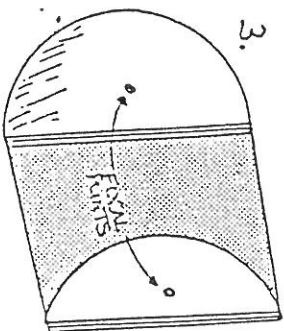
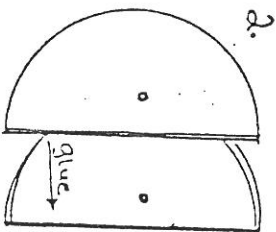
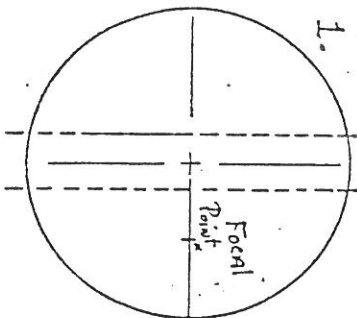
Draw two circles 14" in diameter on cardboard, and cut each out. Draw lines dividing each circle into equal quarters, and cut each circle in half. Along the other line, mark a point halfway. This is the cooker's focal point.

Now trim $1\frac{1}{2}$ inches 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, and 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.



BAKED APPLE

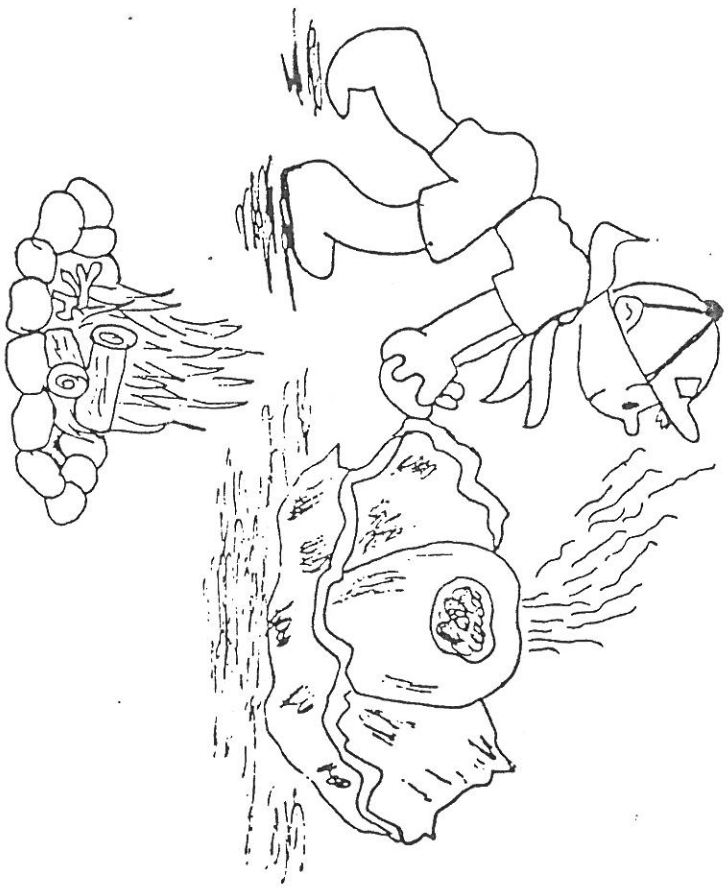
1 apple
1 tablespoon raisins
1 tablespoon brown sugar
Dash of cinnamon (or a few red hot cinnamons)

Core an apple, and place it on a square of buttered heavy-duty aluminum foil about 10" square.

Fill hole with raisins, brown sugar, and cinnamon or cinnamon candies.

Wrap foil around apple, and twist ends. Bake in hot coals 25-30 minutes.

This goes well with the foil dinner and may be put on coals as you are taking off the dinner. It will be ready to be served as dessert.



(continued for frame)

LAZED CINNAMON APPLE ON A STICK

Method: Stick cooking

Time: 5 to 10 minutes

Place 1 apple on the sharp end of a stick. Hold the apple near the flames or hot coals to scorch the peel until it bubbles; remove from the fire and peel the skin off.

Roll the apple in a mixture containing sugar and cinnamon.

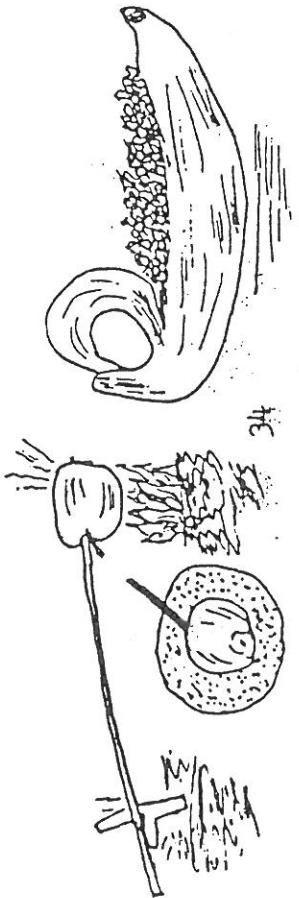
Rotate the apple slowly over the coals until the melting sugar forms a glaze. Slice off the outer portion and eat it. Repeat dipping the apple into the sugar and cinnamon, toasting it, and eating it until the apple is gone. This will taste much like apples in apple pie.

* * *

BANANA BOATS

Use one banana per person along with small marshmallows, chocolate bits, nuts, and raisins (may substitute other items if you wish). Peel back one strip of peeling, but do not remove. Scoop out a hole, and fill with whatever desired.

Bring peeling back up, wrap in foil, and place on hot coals 5-10 minutes.

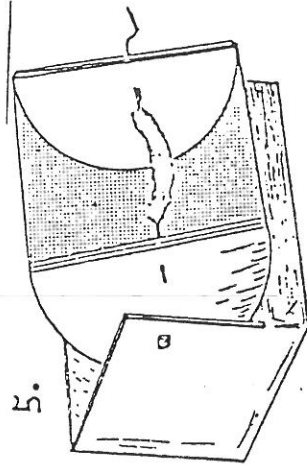
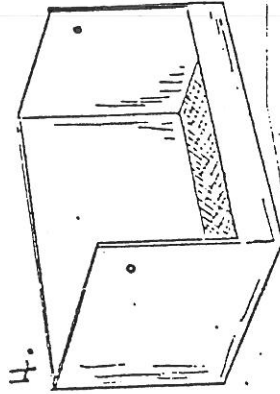


SOLAR COOKER (CONTINUED)

You may wish to build a frame to support your 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 inches 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.

Place a hot dog on a skewer or on an unpainted coat hanger. Rotate the cooker so that the sunlight is reflected on to the hot dog. Now sit back and let the sun do the rest!

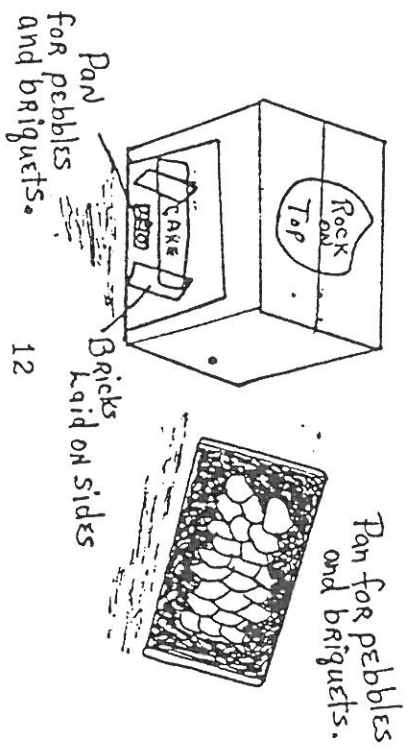


CARDBOARD BOX/FOIL OVEN

Completely line inside of heavy cardboard box with aluminum foil, shiny side out. Close all seams on the outside of the box with duct tape (heat-resistant tape) to keep heat from leaking out. Make a hole about 1/4 inch 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 bottom of the oven. (Foil to elevate the briquets 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.

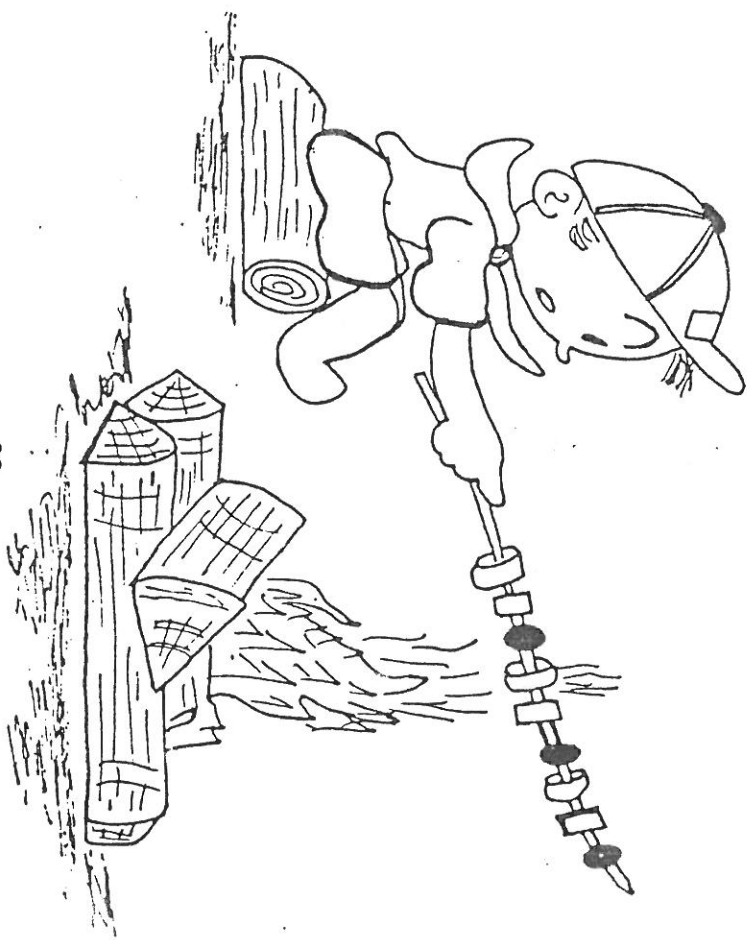


FRUIT KABOBS

Ingredients: fruits (such as sliced bananas, pineapple chunks, apple slices, cherries), large marshmallows

Skewer hunks of fruit such as sliced bananas, pineapple, cherries, etc. and alternate with large marshmallows. If you use banana or apple slices, immerse them in pineapple juice to keep them from turning brown. Toast over the fire until marshmallows are golden brown. They're just as much fun to make as they are to eat.

- Dian Thomas
"Incredible Edibles"



BLUE RIDGE FRIED APPLES

Utensils needed:

Cooking pan (1 pound flat coffee can or similar can)
Can opener, measuring cup and spoons
2 bowls or small pans
Fork for stirring
Large cooking fork
Paper towels

Ingredients needed for 8 persons:

Canned pie apples, a #2 can
Biscuit mix - 1 1/2 cup
Sugar - 3/4 cup
Cinnamon - 1 teaspoon
Milk - 1/4 cup
Shortening

1. Melt shortening in cooking pan over coals. If you use a flat coffee can, have about 1 1/2 inches of shortening in it when melted.
2. Open apples, and drain as much as possible.
3. In one bowl mix the dry mix - 1/2 cup biscuit mix, 1/2 cup sugar, and 1 teaspoon cinnamon.
4. In other bowl mix the batter mix - 1/4 cup milk, 1 cup biscuit mix, and 1/4 cup sugar.
5. Coat apple pieces thoroughly with dry mix. Do this a piece or two at the time.
6. Take coated pieces and coat thoroughly in batter mix.
7. When the shortening is hot, take one piece of apple out of the batter, using mixing fork. Let surplus batter drain away and then drop coated apple in hot shortening. Other pieces will be handled the same way but only 1 or 2 pieces at a time.
8. When coating on apple is golden brown, remove from hot shortening with large cooking fork. Allow surplus grease to drain off; then place apple on double layer of paper towels.
9. Continue process until all pieces are cooked.

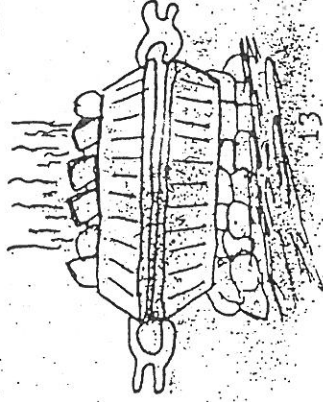
32 -Arthur Walrath
Camp Cookery

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.

-Dian Thomas, Roughing It Easy



BASIC HAMBURGER MIX

May be used to make hamburgers, meat loaf, cannonballs, meatballs, etc. Yields 4 or 5 servings.

Combine in plastic bag: 1 lb hamburger

1 egg

$\frac{1}{2}$ teaspoon salt

dash pepper

$\frac{1}{2}$ onion

other spices as desired
(bread or crackers may be added with some milk)

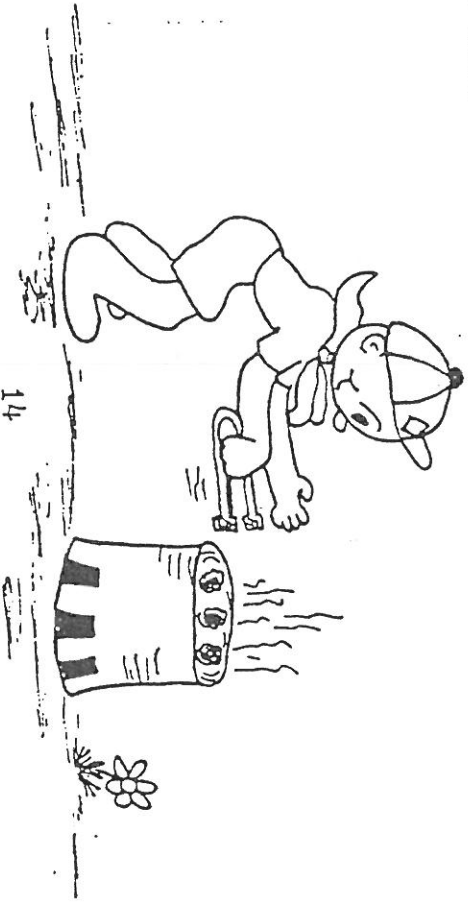
Mix thoroughly.

* * *

BITE-SIZED MEATBALLS

The basic hamburger mix recipe may be rolled into small meatballs and cooked on a hobo stove. Use tongs to turn. Serve with toothpicks.

This works well to demonstrate to a den of boys on one hobo stove how they can use their stoves at home.



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GRILLED CORN ON THE COB

Ear of corn

1 teaspoon butter

Dash of salt

Water

Foil

Pull down husk and remove cornsilk from ear of corn.

Dot with 1 teaspoon butter, and add dash of salt.

Sprinkle with water, and replace husk.

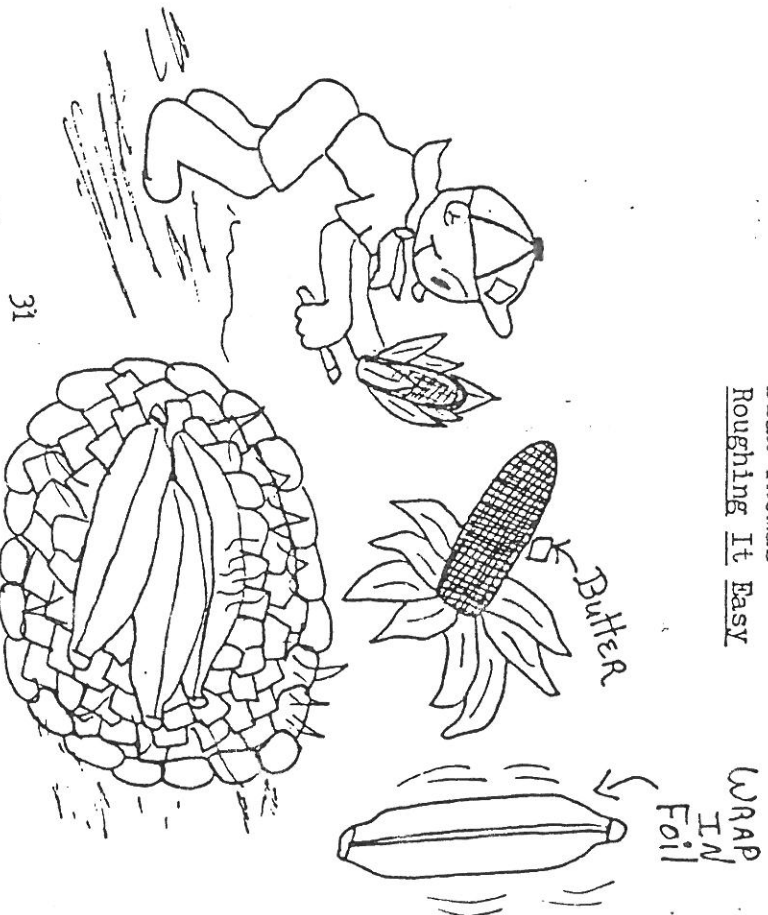
Wrap with foil, and place in coals.

Cook for five minutes per side.

Variations: Barbecue sauce or chili powder can be added. Corn may be placed on a stick and cooked over coals if preferred.

- Dian Thomas

Roughing It Easy



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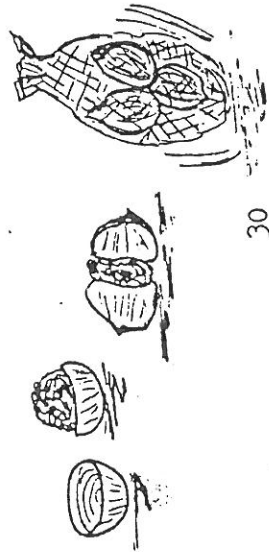
CANNONBALLS

1 lb. lean ground beef
1 egg
1/4 cup cracker crumbs
1/4 cup tomato sauce
1/8 teaspoon pepper
1/2 teaspoon salt
1/2 teaspoon dry mustard
6 large onions, peeled
(or see basic hamburger mix recipe but omit onion)
Cut six 12x14" rectangles of heavy-duty foil;
set aside. In a medium bowl, mix ground beef,
egg, cracker crumbs, tomato sauce, pepper, salt,
and dry mustard; Set aside.
Cut onions in half horizontally and remove centers,
leaving 1/4" shell.

Chop onion centers, and stir 2 T into meat mixture.
Spoon meat mixture into 6 onion halves, rounding
on top. Place remaining onion halves on top of
filled onion halves. Place 1 filled onion on
each piece of foil. Wrap with drugstore wrap
(see page 5). Cook on coals about 25 minutes,
turning once during cooking. Serves 6.

- Dian Thomas

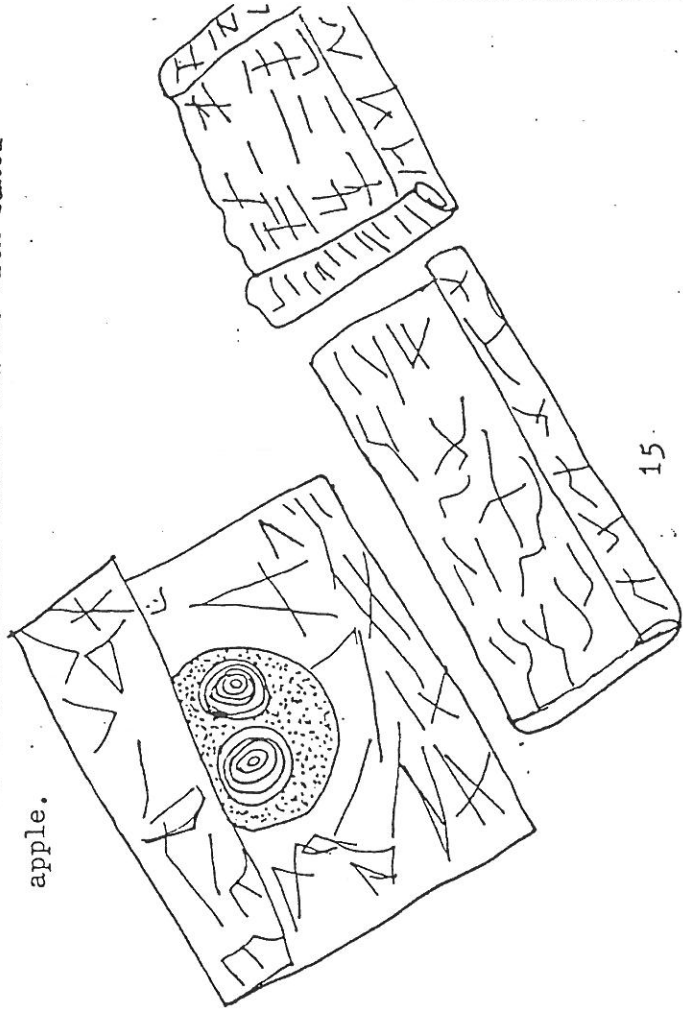
Today's Tips for Easy Living



FOIL DINNER

1/4 lb. hamburger patty
1 medium potato, thinly sliced
1 carrot, cut into small pieces
Thin slices of onion or onion soup mix
Seasonings - salt, pepper, butter
10" square of heavy-duty aluminum foil
On the foil square, layer potato, carrot, and onion.
Season each layer lightly. Place the hamburger
patty in the middle; and continue with layers of
potato, carrot, and onion. Season with butter,
salt, pepper, and 1T water.

Wrap with drugstore wrap so that all edges are
turned under twice. Cook for 20-30 minutes over
hot coals, turning twice during cooking. Be
careful not to puncture foil during cooking.
This makes a delicious dinner served with baked
apple.



BAC-O-CHEESE DOGS

Wielner, small slice of cheese, strip of bacon, and 2 toothpicks

Cut wiener lengthwise, but not completely through. Fill cut on wiener with small slices of cheese.

Close wiener around cheese. Wrap bacon strip around wiener and cheese, and place toothpicks in each end.

Cook on stick or in reflector oven 10-15 minutes.

* * *

FRANK-A-BOBS

2 wieners per person

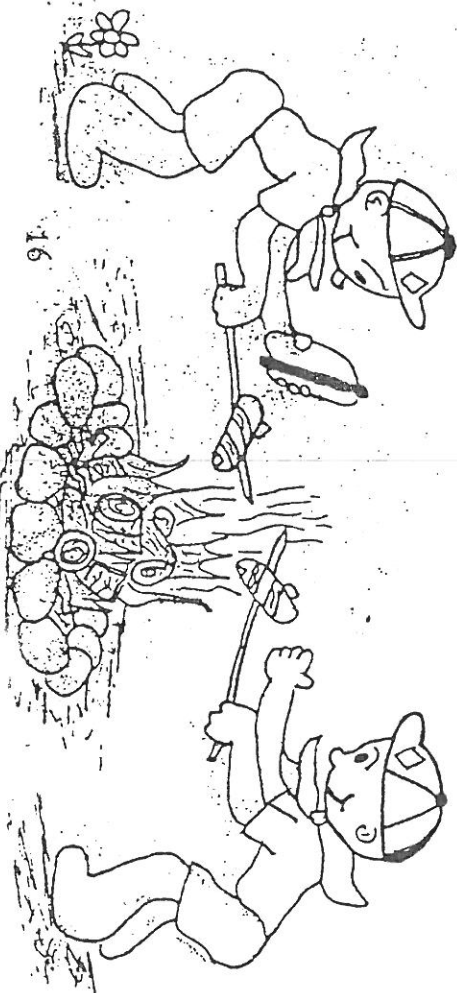
1 can sliced or chunk pineapple

Cut each wiener in 4 or 5 pieces. Open and drain the can of pineapple.

Thread frank onto stick; then add pineapple.

Alternate this process until entire frank is on stick. Cook over hot coals 5-10 minutes.

Variations: tomatoes, onions, green peppers, canned potatoes, cherry tomatoes



BREAKFAST-IN-AN-ORANGE

1 orange
Muffin batter
1 egg
Aluminum foil

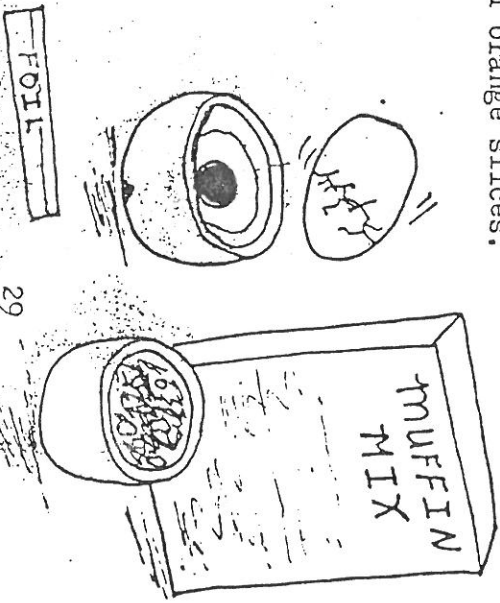
Cut an orange in half, and carefully remove meat of orange without tearing the cup-shaped peels.

If the orange has thick skin, slide your finger between the meat of orange and its skin, and slowly work down the peel until orange can be removed.

Break egg into one orange peel "cup," and fill other one two-thirds full of a favorite muffin batter mixed in a self-sealing bag.

Place each "cup" on its own 8- to 10-inch square of foil; then bring four corners of foil to the top above the filled orange-peel "cups" and twist securely to seal. (Leave room for muffin to rise.) Set foil-enclosed "cups" on hot coals for 10-15 minutes.

Enjoy a scrumptious breakfast of eggs and muffins and orange slices.



ELEPHANT STEW

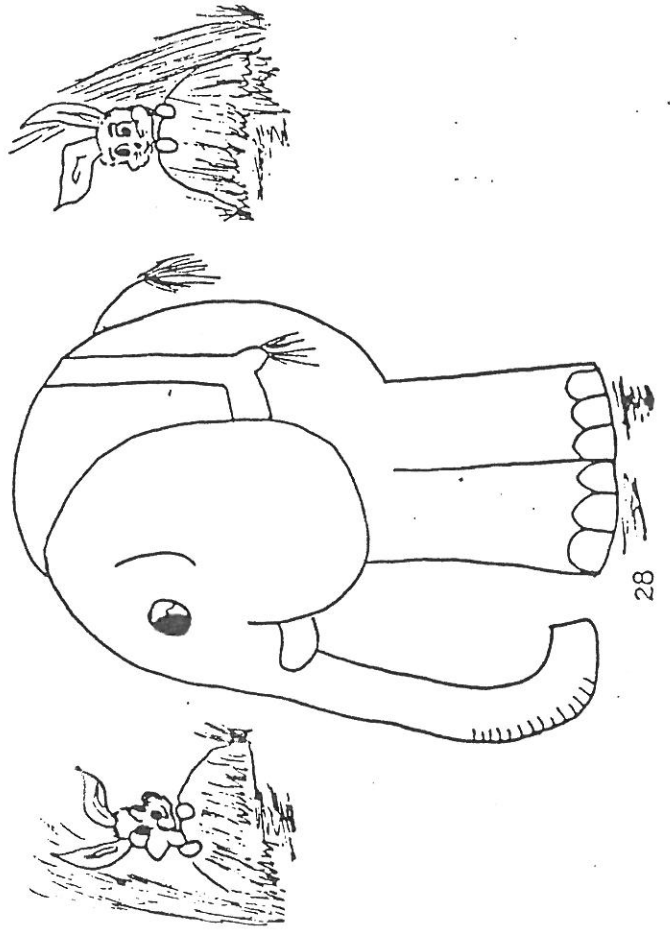
- 1 elephant, medium sized
- 2 rabbits (optional)
- Salt
- Pepper

Cut the elephant into bite size pieces. This will take two months, so plan ahead.

Brown. 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.



FRIED CHICKEN

- Utensils needed:
Pan for washing chicken
Paper towels
Aluminum foil
Tongs
Gloves

- Ingredients (8 persons)
8 chicken legs
1/4 lb. butter
salt, pepper

1. Wash each piece of chicken in cold water, and dry with paper towel.
2. Cut 8 pieces of foil in 12" x 16" pieces.
3. In the center of each piece put a pat of butter about 1/4 inch thick, and place one chicken leg on top of the butter.
4. Sprinkle some salt and pepper over chicken.
5. Seal chicken in aluminum foil using the drug-store wrap. Do not break the foil at any time, as the chicken must cook in its own liquid.
6. Place sealed pieces directly on bed of coals which are past their peak.
7. Turn packages at least every 5 minutes. The chicken will probably take 25-30 minutes to cook, depending upon how hot the coals are. It would be wise to test the one that is on the hottest part in about 20 minutes to make certain that it is not being overdone.
8. Test each piece as you take it off the coals. If it is done, the meat will come off the bone easily. If it is not done, reseat and put back on the coals. Uncooked chicken is terrible!

Time required: This should not take longer than 45 minutes after you start if you have a hot bed of coals.

Suggestion: You may sometime wrap the chicken leg in bacon and omit the butter.

-Arthur J. Walrath
Camp Cookery for Small Groups

HOBO STOVE RECIPES

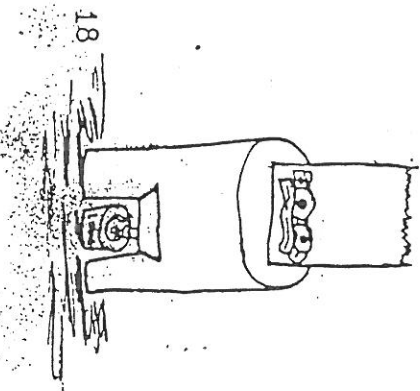
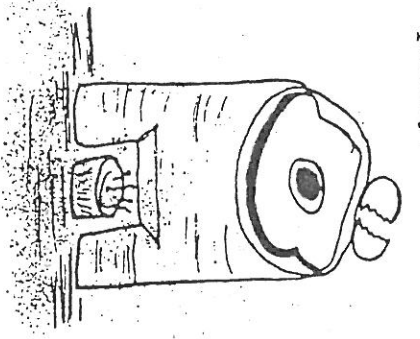
EGG ON A RAFT

Grease the cooking surface of hobo stove. Cut two-inch diameter hole in a slice of bread. Place bread on burner, and break egg into the hole. Season and turn once while cooking.

EGGS AND BACON IN A BAG

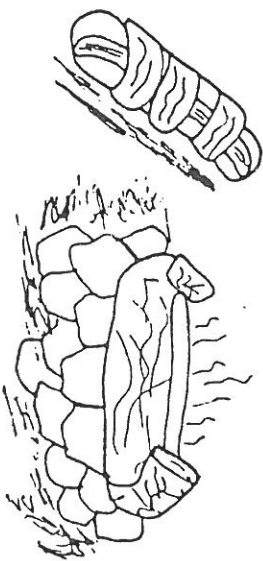
To add to your outdoor cooking fun, try this "magic" trick:

Open a lunch-size paper sack, and line the bottom of the sack with a strip of bacon cut in half to keep eggs from sticking to the sack. Place on the hobo stove, and let cook 5-10 minutes (sack will be greased by this time). Crack and drop one or two eggs into the sack. For scrambled eggs, drop egg from a foot or so above the sack. Cook until egg is the way you like it. Tear down the sides of sack, and remove the food with a spatula. Toast can be made by placing two slices of bread on the can. The bread sticks to the can and toasts quickly.



HOT DOGS IN FOIL

Cut a hot dog in half the long way. Put some cheese in the slit, and close the hot dog by wrapping a slice of bacon around it. Wrap the hot dog in foil using the drugstore wrap. Cook in hot coals 8 minutes, turning after 4 minutes.



HOT DOGS IN BATTER

Batter mix: 2 cups instant dry milk
1/2 cup flour
1/2 cup (1 stick) margarine

Mix ingredients in large bowl until it looks like cornmeal.

Each Cub Scout in the den cuts his hot dog into 1-inch pieces. Dip the pieces in the batter, making sure that each piece is completely coated. Each boy wraps his hot dog in a 5" square of heavy-duty foil: Place packages on hot coals and cook for 4-5 minutes. Remove and eat!



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HIKE CHOCOLATE PEPPERMINT

Recipe from 1935 B.S.A. book, Camp Fires and Cooking. Remember this when candy bars are listed as 5¢!

Ingredients for One Gallon or 8 Large Cups:

- 1 can condensed milk (1 lb. size)
- 1 can evaporated milk (pint size)
- 4 bars 5-cent chocolate
- 1 5-cent box of chocolate peppermints

Boil 3 quarts of water. While it is coming to a boil, open the cans and break the chocolate into small pieces. Remove the boiling water from the fire and dissolve the chocolate. Next add the condensed milk, and, lastly, the evaporated milk.

Do not put the pot back on the fire. Even in winter, if prepared in this way, the drink will be found comfortably hot.



SPICED TEA

Mix the following ingredients before leaving home:

- 1 cup instant tea (100% tea)
- 2 cups Tang
- 1 cup sugar
- 2 pkg. unsweetened lemonade mix (1 qt. each)
- 1 tsp. clove
- 2 tsp. cinnamon

Add 2 rounded teaspoons mix to a cup of boiling water (or according to taste), and stir.

BASIC FRUIT LEATHER (or fruit rolls)

30-ounce can (or 4 cups) of applesauce
Coat an 11-inch by 16-inch cookie sheet with non-grease spray or stick. Spread applesauce evenly on the sheet so that it is no more than $\frac{1}{4}$ -inch thick. Dry the fruit puree in a slow oven (about 150°F) with the door open a crack for 6 to 8 hours. When dry (may take up to 10 hours), the leather will be translucent, pliable, and barely sticky. Peel the fruit leather from the pan, and roll and slice it into 8 small, individual rolls. Each roll is the equivalent of $\frac{1}{2}$ cup fruit and makes a good trail snack. (Note: Nuts and spices may be added to the puree for more flavor. Sliced rolls store well in large, air-tight jars.)

- Wildlife Country
National Wildlife Federation

TURNOVERS

Delicious turnovers can be made with English muffins:

Scrape out the center of both sides of an English muffin with fork or spoon, taking care not to scrape a hole in the muffin.

Fill one half of muffin with a favorite sandwich or dessert filling. (21 oz. can of cherry pie filling will fill 8-9 muffins.)

Put muffin together, and butter both sides. Wrap in foil, using drugstore wrap.

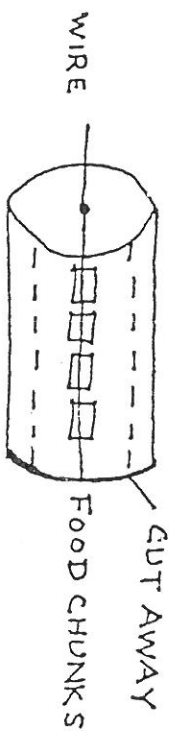
Cook in coals for 3 to 5 minutes per side. (Three minutes per side is usually enough.)

- Roughing It Easy #2
Pian Thomas

Take an aluminum coke can, and carefully cut out a 2-inch section with scissors. Line the can with aluminum foil.

Punch a hole through one end of the can, and string an 8-inch wire through the hole. Put food to be cooked on wire, and bring the other end of the wire out where the can had first been opened.

Set your solar oven in the sun to cook the food. Chunks of hot dog and pineapple work well.



- Cherokee Area Council
Pow Wow Book '86

PIONEER DRUM STICKS

Mix together the following ingredients:

- 1 cup finely crumbled corn flakes
- 1 pound hamburger meat
- 1 egg
- 1/2 onion, chopped
- 2 tsp. salt
- 1/8 tsp. pepper
- 1 tsp. mustard

Wrap a small quantity of this mixture around the end of a stick, squeezing in place evenly and making it long and thin instead of into a round ball. Wrap foil around the meat and part of the stick so meat will not fall into the coals. Place it over a bed of coals and cook 20-30 minutes, turning it often to cook evenly. (Makes about seven drumsticks)

Stir the following dry ingredients together:

- 1 cup all-purpose flour
- 2/3 cup yellow cornmeal
- 2 T. sugar
- 1 1/2 tsp. baking powder
- 1 tsp. salt

Cut in 2 T. shortening. Combine 1 slightly beaten egg with 3/4 - 1 1/2 cup milk. Add to dry mixture, beginning with 3/4 cup milk and adding a bit at a time until batter is dipping consistency. Spear hot dog halves, coat with batter, and then fry in hot oil (add 1 tsp. salt to oil) 1-2 minutes or until a golden color.

- Carol Webber
Middle TN Council

QUICK SCONES

Method: Dutch oven or frying pan or #10 can
Time: 3 to 5 minutes

Place 1/2 pound or 2 cups shortening or oil in pan to heat. Cut in half each side of an English muffin, or cut in quarters a slice of slightly dry bread. With a fork dip muffin or bread pieces into basic pancake batter.

Drop these into hot oil. Usually, when a wooden match ignites in the oil, it is hot enough to cook the scones. When they are golden brown, turn them and let them brown on the other side. Serve plain or roll in sugar and cinnamon or powdered sugar, or spread with honey, jam, jelly, or syrup.

- Roughing It Easy #2
Dian Thomas

6-8 large apples, sliced thinly
 3/4 cup sugar
 2 teaspoons cinnamon

Slice apples, and sprinkle sugar and cinnamon over them in 8 x 8" pan.

Topping:

3/4 cup oatmeal
 3/4 cup brown sugar
 1/2 cup flour
 1/4 teaspoon salt
 1/2 cup margarine

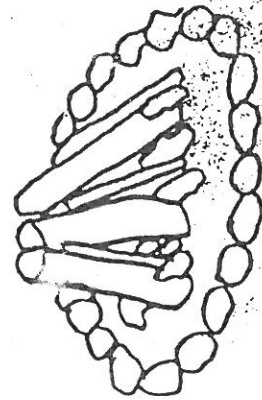
Mix topping ingredients and sprinkle over apples. Bake at 350° for 35-40 minutes. This recipe works well in a box oven, as it is quite tasty at whatever degree of doneness. Fourteen charcoal briquets should give a 350° oven.

- Doris and Rush Thompson
 Central Florida Council

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 cinnamonons for hot coals. Have fun practicing firebuilding,

and then EAT YOUR FIRE!
 - Sherry Smith
 Sequoyah Council



RECIPES FROM FRIENDS



HONEY BALLS

Mix all of the ingredients in a bowl. Form the mixture into balls about one inch in diameter, after rubbing a little butter onto your fingers. As a variation, try rolling balls in nuts/coconut.

- Reiko Bowers
 Daniel Boone Council

CAMPFIRE CHOCOLATE ECLAIRS

High butter-content biscuits (1869, Butter-Me-Not)
Canned chocolate cake frosting
Canned vanilla pudding
Stick of margarine
Broomsticks

Take a broomstick and "butter" the rounded end.
Take one biscuit and form it over the end of the broomstick, squeezing it and pulling it gently down over the stick until it covers 4-5".

Hold it over the fire, and rotate it until it is raised, browned, and cooked thoroughly.

Slide it off the broomstick. Holding it in your hand, partially fill it with vanilla pudding. Then take a knife and frost it with chocolate cake frosting.

Eat and enjoy!
- Julia and Les Hammer
North Florida Council

* * *

EXTRUSIVE AND INTRUSIVE IGNEOUS ROCKS - CHOCOLATE FUDGE -

This can be a very tasty experiment for Webelos Scouts as they work on the Geologist activity pin.

Notes: The size of the mineral grains depends upon the rate of cooling of the Igneous rock. This can be demonstrated with chocolate fudge. Fudge (like the rock) that is allowed to cool slowly without beating will have large, coarse grains as the sugar

crystallizes. Cooled without beating, the fudge resembles an Intrusive Igneous Rock.

FUDGE (CONTINUED)

Fudge that is cooled quickly will be fine-grained. Cooled quickly by beating and by refrigerating will cause it to resemble an Extrusive Igneous Rock.

Intrusive - Cools inside earth
Extrusive - Cools outside earth's crust

Experiment: (Can not use packaged fudge)

Cook 2 cups of sugar,

3/4 cup of milk,

2 squares of baking chocolate, and

2 tablespoons of light corn syrup

slowly until the chocolate melts. Stir gently. Boil without stirring to 112°C (234°F) or until the mixture forms a soft ball when dropped into cold water. Remove the mixture from the heat, and add 2 tablespoons of butter. Pour half the mixture into a greased pan and let stand until cool. This will produce Intrusive Fudge.

For Extrusive Fudge beat the mixture that is left until it is smooth and thick. Pour into a greased pan and refrigerate.

- Carol Webber
Middle Tennessee Council



AWARDS

In the "Spirit of Scouting" we give recognition and awards throughout the year to deserving Cub Scouts, Leaders and guests. These fall into three categories: **Serious, Not-so-serious and Puns.**

The awards/recognition needs to be in accord with the event and the personality of the recipient. It should be "PRESENTED" and not just shoved at the person.

PUNS: These are usually "found" or "concocted" and are often the most common and the most fun to present.

SPACE DERBY - (1) Nose Cone - Cardboard cone (silver foil covered) to be worn upon "RE-ENTRY INTO OUR ATMOSPHERE".
(2) Golf Club - For those difficult "moon shots". (3) Roll of Caps - For that difficult "blast off".

STICKY SITUATIONS - For that person that always gets us into (out of) STICKY SITUATIONS - (1) a cactus plant in a blue and gold pot. (2) a package of bubble gum.

DEN LEADER COACH - A "Bull horn" to help get the attention of the other leaders.

TIGER CUB ORGANIZER - Toy Tiger Cub in pieces, to be organized by our fearless leader.

SUPER CLEANER-UPPER - For that Special person that is always a SUPER CLEANER-UPPER (1) A tattered washcloth and bar of soap (Scout emblem painted on with acrylic) (2) Monogrammed broom (Blue and gold of course!)

DEN LEADERS - Rope - to round up all the Cub Scouts and/or parents for meetings. Also for tying up "loose ends"

SUPER SCROUNGE - The person who can always come up with supplies- A yard sale box of "odds and ends".

RAISE-IN-PAY - For the person who deserves a "raisin pay" a small box of raisins.

BUG AWARD - For the person who "bugs" you to do your best. (Make with chenille sticks and moveable eyes or buy a ready made BUG.)

CUBMASTER - (1) A Hula Hoop to jump through in those trying situations (2) A can of Sardines "Packed in" for the next Pack meeting.

BAD PHOTOGRAPHER - Some already "exposed film" - we wanted to save you the trouble.

TIGER TAIL - Issue each Tiger a necklace of lacing and award an orange bead for a group or Pack activity.

KEY TO SUCCESSFUL SCOUTING - Cut out a giant key and give to leaders who are the key to success of a program.

CRUTCH AWARD - For the person on whom you can always lean on (Mount small crutch on a base).

GOOD EGG AWARD - Spray a "Legg's Egg" with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

NUTS ABOUT " " AWARD - Attach nuts to a plaque adding moveable eyes and smiles, for the leader who had to be "nuts" to take on a hard task.

HELPPFUL PAW AWARD - Use ink and mark paw prints on a rounder for those leaders who lent a "hand" or even a "paw".

ORDER OF THE BEAR - Any type of bear given to the leader who did a "Beary Good Job", made things "bearable, or for the "Beary Best".

OUR EYES ARE ON YOU - Wiggly eyes are glued to ribbon for the leader "who sets the example".

PIG AWARD - For the person who is a big "HAM" a small toy pig or a painted one or a piggy bank.

CLOWN AWARD - For the person who is one or for the person who doesn't mind acting like one. Make or buy a clown.

FIRECRACKER AWARD OR DYNAMITE AWARD - For the person who did a "bang-up" job, a small firecracker made of chenille sticks in red, white and blue with ribbon.

NOT SO SERIOUS AWARDS

These are the next category of awards and are usually purchased or made or a combination of both. The most obvious are RIBBONS.

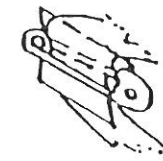
Some quick variations are possible by adding different TOPS. You can add STICKERS to ribbons and on the back add the Cub Scouts name, Den #, Event and date. You can also use fold over paper illustrations. (You can always find a magazine photo and have it copied.) In a pinch you can make a paper ribbon and stencil the information onto it.

PLAQUES - Wooden bases of various sizes can be purchased at local craft stores or if you are handy, can be cut from lumber. The simplest is to either paint and/or stain directly or work out a design on heavy paper, glue it on and decoupage.

MEDALS - Small plaques can be made into medals by drilling two small holes to lace through for a neck ornament.

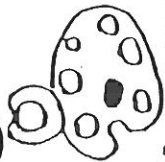
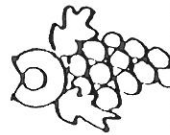
One very nifty way to concoct an infinite number of exciting and punny awards is with a medal. This is easily made from any wide cloth ribbon, using an appropriate plastic or metal charm or even sticker. It makes a fast, easy and very effective award. Here are a few examples. Try your hand at creating your own version.

WIDE CLOTH RIBBON 3 1/2" L (OR LONGER)



SAFETY PIN

ANY APPROPRIATE CHARM PLASTIC / METAL / ETC.



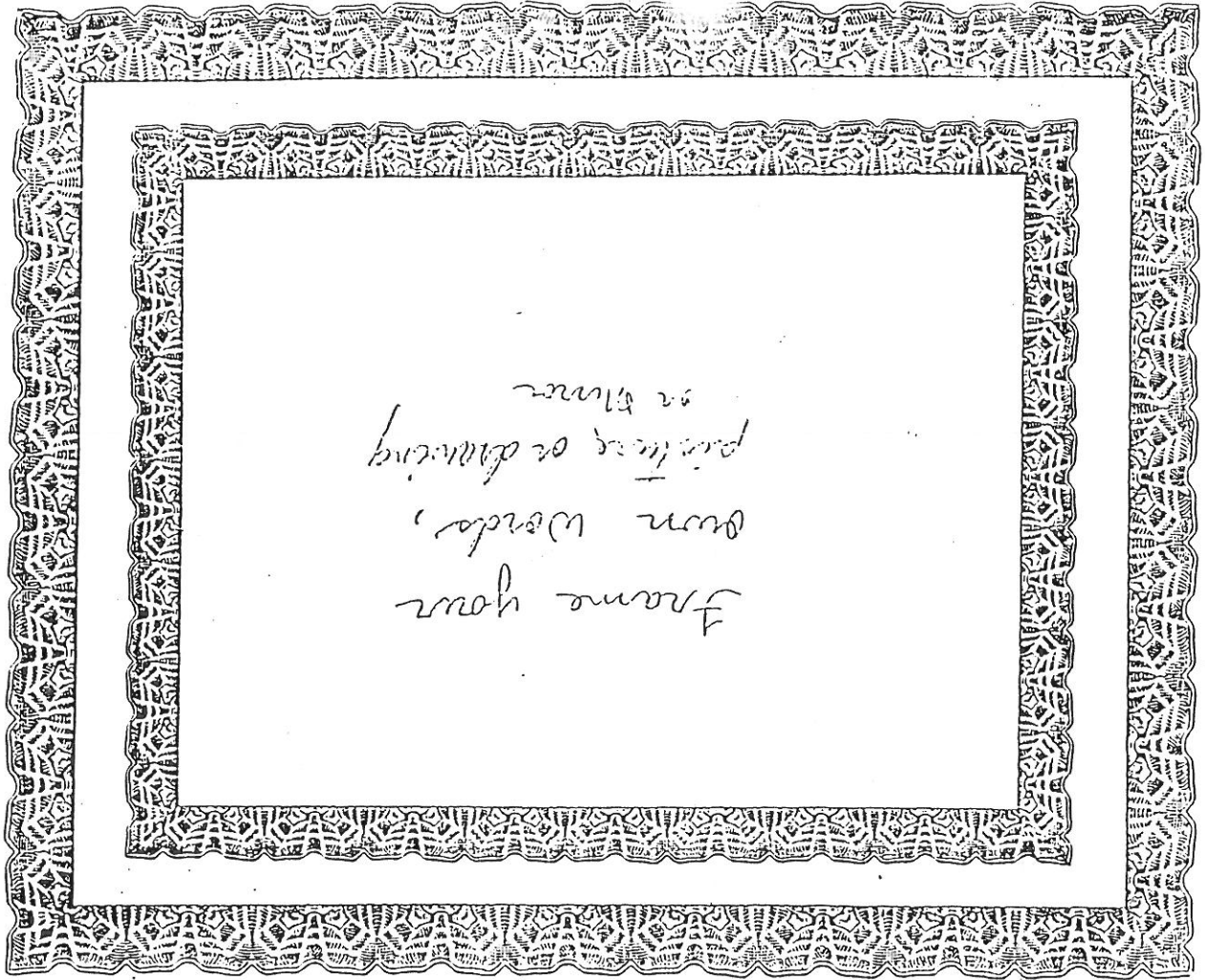
TOP BANANA FOR A "GRAPE" JOB FOR A GREAT SWIMMER FOR THE ARTIST

SPECIAL FLAGS - Are made of felt and glued together, or regular fabric and sewn. Crepe paper can also be used by gluing together to create an unending array of possibilities. Size can be from desktop to wallhanging. The person it is for and the occasion dictates this. Fringe is optional. You can even stencil the lettering or even spray paint the whole thing.

SERIOUS AWARDS

The last area of awards is for those "extra special awards." Many can come directly from the Boy Scouts of America - Special Edition Scouting Collector's plates, paperweights, pins, plaques, medals, cups, etc. But also to be considered is the enormous flexibility that can come from certificates.

Always remember to give "Participant Certificates" to ALL Cubs in any activity where they all have expended a special effort. Consider all of the other people and areas that deserve "Special Recognition or Thanks" - the Pack Sponsor, Blue and Gold Banquet helpers, Photographers, the super-communicator/telephone caller, car pool drivers and field trip organizers - anyone that helps with either a single event or the operation of the pack as a whole.



RECOGNITION

"The Art of Saying Thanks"

Say "thank you" and mean it. Take the time to say it properly. Say it with warmth, a smile, and meaning. Make it a "thank you" that will be remembered. Some ways to say thank you might be:

Thank You Notes - For drivers who have helped transport Cub Scouts, drop them a line (by mail) and let them know they are appreciated. A single piece of paper, an envelope, a stamp, and a real heart-felt message can, not only make the person feel good, but will usually assure some help the next time.

Phone Call - Take time to call someone up and say, "Thanks for the good job you did. The pack really appreciates your efforts."

Acknowledgement - Announce to the pack that a certain person has done something special with a round of applause.

Pins - The Scout Shop has a special "Thank You" pin that can be purchased for that special person who has gone out of his or her way to help.

Certificates - These can be used when several people have helped with an activity. These can be framed or mounted. They can be printed or hand drawn.

Gag Awards - Fun thank you items can mean more than any others. Make these out of a variety of scrap material from around the house:

Helping Hand - For someone who is always around right when he is needed, he should earn the "helping hand" award. Cut a hand from wood or take an inexpensive pair of plastic gloves and attach each to a dowel rod. If the plastic gloves are used, two can be made for the price of one.

Wet Sponge - This is a good award for a new den leader. The idea being that he can soak up all the ideas and energies of the many people with whom he comes in contact.

Go-Getter Award - This is an inflated balloon full of hot air for "go power for the go-getter". This could be an award for a den chief from the troop that has helped a lot with the pack.

Good Egg Award - The "good egg" award should go to someone who always helps or is especially good about helping on certain projects. Use a piece of white felt and cut a yolk from yellow felt. If you happen to have a couple that fit this award, make it a double yolk award.

Old Fossil Award - This should go to the person who has been active in the Scouting program the longest. This could be an old rock or arrowhead.

On the Ball Award - Is there a den leader or other person who always seems to have everything together? Take a board and glue half a ball to it. Glue a small doll to the top of that to show others that this person is "on the ball".

Bounce Award - A sheet of "Bounce" clothes softener for the den leaders, will give them bounce and soften their hearts.

Big Heart Award - Is there someone in the pack who never fails to help someone else when there are problems? Give him/her a special award by gluing a felt heart on a piece of wood and printing a special message on it.

Remember -- If a person gets a little recognition for a job well done, he is more apt to help again the next time he is asked. Everyone likes a pat on the back once in a while. Praise is necessary for a healthy concept of oneself.

A THANK YOU TO THE WIFE OF A SCOUTER - Golden Empire Council - Galaxies '75

This Thank you is given to _____, a Scouter's wife for:
Ironing his uniform so that he is always neat at meetings.

Taking messages for him when he is gone.

Encouraging him to go on when he wants to give up.

Helping with refreshments when needed.

Going places where you may not want to go.

Helping him get ready to go on overnights and doing up dirty clothes when he gets back.

For being a good listener.

Don't forget that there a lot of wives that give support to their husbands. If it were not for their understanding and patience, a lot of husbands couldn't give as much of themselves. (A carnation would be nice to go along with the thank you message)

* * * * *

Here are some other easy and inexpensive ideas for recognizing leaders and parents that have helped your pack and den:

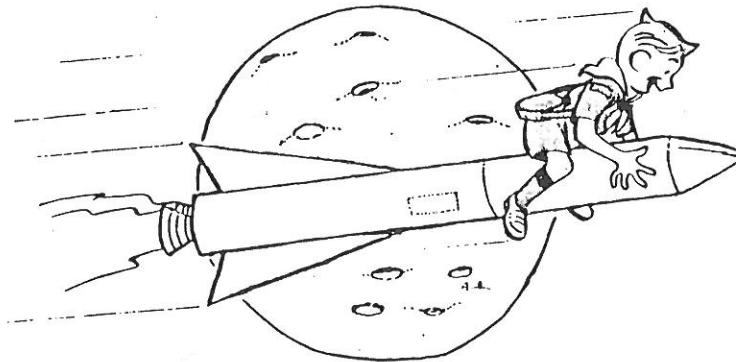
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| Hanger | "Thanks for hanging in there." | Trained Leader Patch |
| Hook | "Glad you're hooked on Cub Scouting." | Cub Scouter Award |
| Plant | "Thanks for helping our Pack grow." | Cubmaster Award |
| Cup with tea bag | "Cub Scouting must be your cup of tea." | Den Leader Coach Award |
| Candle | "Cub Scouts will light up your life." | Den Leader Award |
| Mirror | "You're a nice reflection on our Pack." | Webelos Den Leader Award |
| Stick of gum | "We're glad your stuck on Cub Scouting." | Veteran Pin |
| Pickle | "We'd be in a pickle without people like you." | Religious Awards |
| Apple | "You're the apple of our eye. Thanks for helping with our pack." | Whitney M. Young, Jr., Service Award |
| Box of crayons | "You make our pack meetings more colorful." | George Meany Award |
| Musk beauty soap | "We 'musk' have you at pack meetings." | District Award of Merit (District) |

These are just a few ideas to start you thinking, now come up with some of your own.

Cub Scout Training Awards

- | |
|--------------------------------------|
| Trained Leader Patch |
| Cub Scouter Award |
| Cubmaster Award |
| Den Leader Coach Award |
| Den Leader Award |
| Webelos Den Leader Award |
| Veteran Pin |
| Religious Awards |
| Whitney M. Young, Jr., Service Award |
| George Meany Award |
| District Award of Merit (District) |
| Silver Beaver (Council) |
| Silver Antelope (Region) |
| Silver Buffalo (National) |
| Silver Wolf (International) |
| Woodbadge Beads |

Pack Rocket Derby



Certificate

_____ Has participated in the Pack Rocket Derby

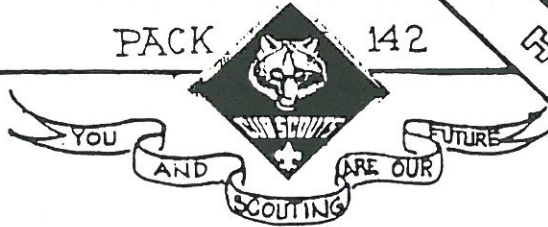
_____ CUBMASTER



Cub Scout _____
did his best in the 19 _____ Pinewood
Derby of _____

_____ District Chairman

PACK 142



"HEAVY DUTY"
AWARD

HEAP-HOW!

RECOGNITION

TO

FOR OUTSTANDING SERVICE AND SUPPORT AS

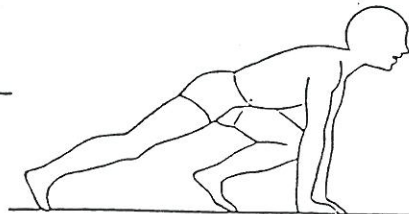
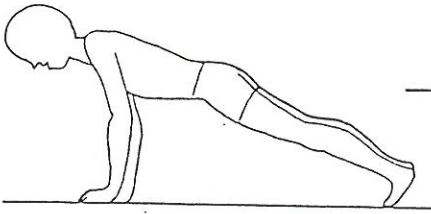
HELPING THE PACK "GO" DURING
19

COMMITTEE

DATE

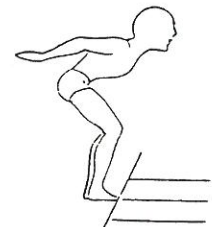
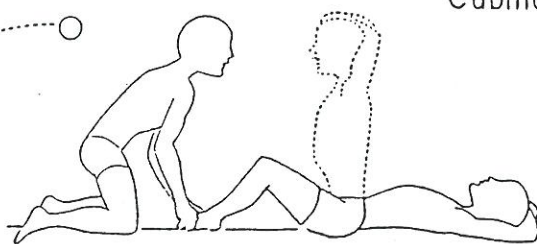
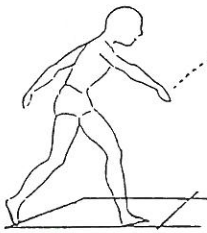
(CUBMASTER) ARELA

CUB SCOUT PHYSICAL FITNESS CHAMPIONSHIP PACK



He did his best in the Pack's 19 Physical Fitness Championships. During the competition he performed well in the Standing Long Jump, Softball Throw, Push-ups, Set-ups and 50-yard Dash.

Cubmaster



Attendance Award

For regular attendance at Den and Pack Meetings and Events during the year.

_____ Cubmaster

_____ Den Leader

_____, 19

You Gave Your
Most Valuable
Resource ~ Your
Free Time ~ Thanks



EAGER BEAVER AWARD

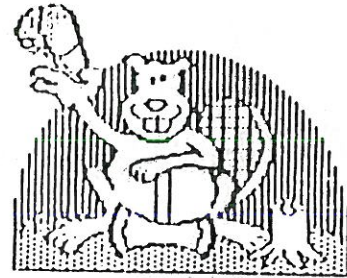
ISSUED TO

for

Beyond the Call of Duty

_____ Packer _____ Committee

date



JOB WELL DONE

THANK YOU

for Your Help & Hospitality
1988 BLUE & GOLD BANQUET

_____ Packer _____ Committee

date

