

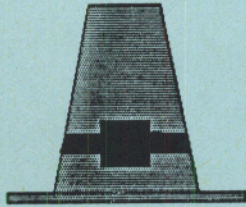
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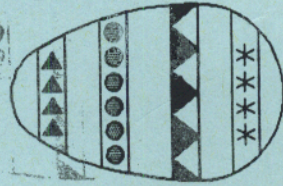
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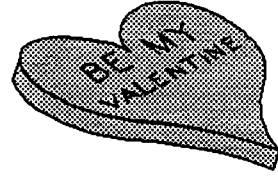


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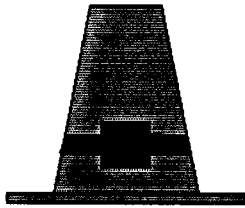
Holiday Medley

Atlantic & Southern New Jersey Councils

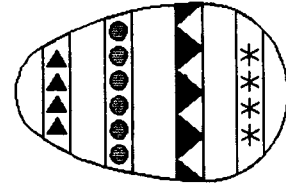


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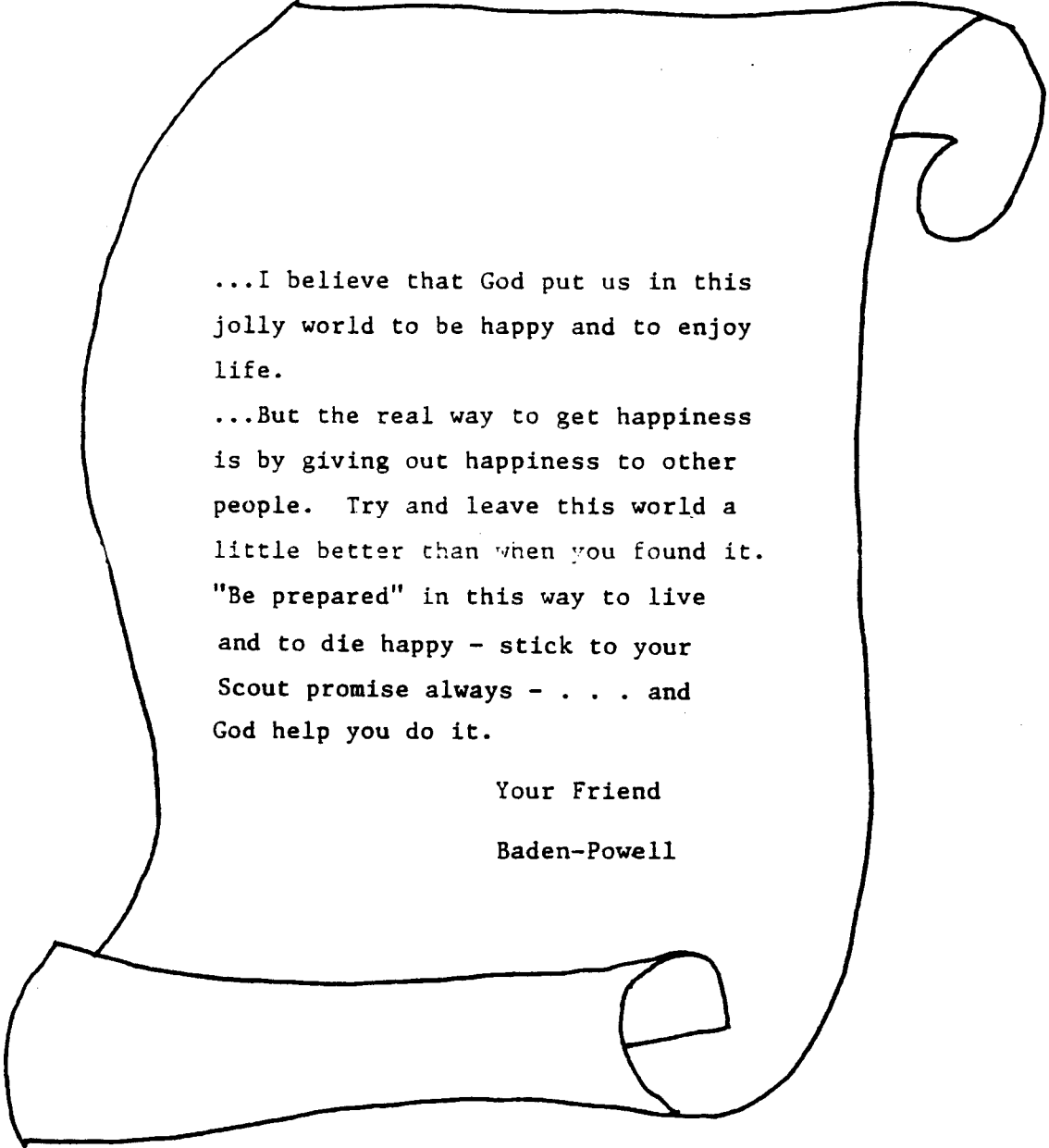


BOOK



# Holiday Medley

Atlantic & Southern New Jersey Councils

A hand-drawn scroll with a wavy, irregular border. The scroll is unrolled in the middle, with the top and bottom edges curling inward. The text is centered within the scroll.

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

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

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

Your Friend

Baden-Powell

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

**1990 POW-WOW BOOK - HOLIDAY MEDLEY**

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**POW WOW BOOK PRODUCED BY ED RUSH AND PSE&G**

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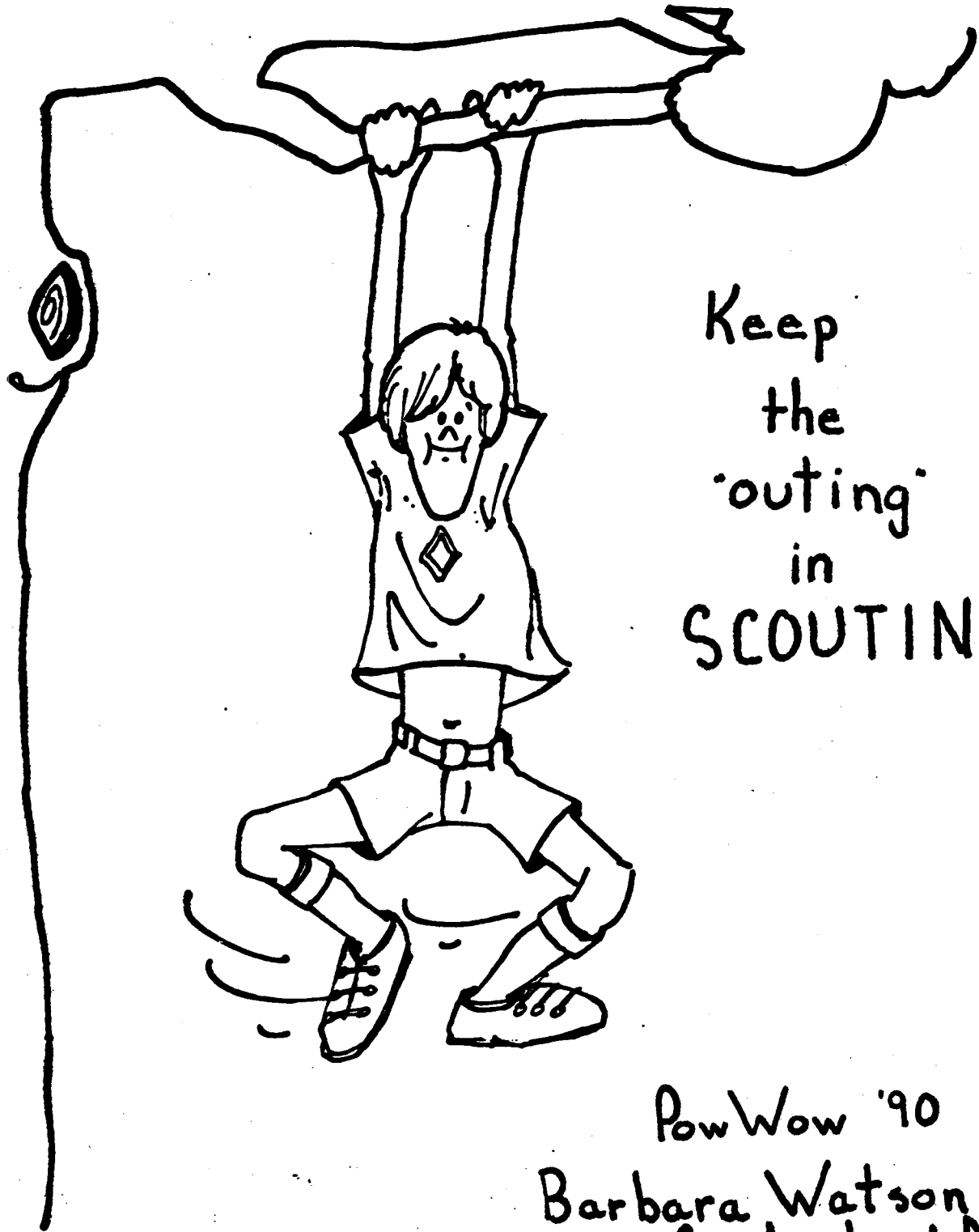
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# Cub Scout Outdoor Programs



Keep  
the  
'outing'  
in  
SCOUTING

PowWow '90  
Barbara Watson  
Cumberland District  
Karen Sparks  
Beaver District

# ADVENTURE WITH A PURPOSE

## Cub Scout Outdoor Program Opportunities

**Purpose:** To help Cub Scout leaders better understand the outdoor program opportunities offered by the local council.

**References:** *Highlights of Cub Scouting*, No. 13-513  
*Resident Camping Promotion Tools*, No. 13-585  
*Cub Scout Day Camp*, No. 3815A  
*Resident Camping for Cub Scouts, Webelos Scouts, and Parents*, No. 3814  
*Webelos Woods*, No. 3838A  
*Cub Scout Leader Book*, No. 3220A

### Day camp:

- ◆ Provides 3- to 5-day experience (participants go home at night)
- ◆ Teaches new skills
- ◆ Strengthens pack summer program
- ◆ Encourages advancement
- ◆ Introduces youth to the outdoors

### Family camping:

- ◆ Family involvement (entire family can enjoy each other in a stressless environment)
- ◆ An inexpensive family vacation
- ◆ Household chores become fun
- ◆ Family can learn to work and play together
- ◆ A fun way to see our country in its natural beauty

### Webelos Woods:

- ◆ Overnight experience for 10-year-old boys
- ◆ Youth learn Scouting skills
- ◆ Introduces youth to Boy Scout camping skills

### Resident camping:

- ◆ Provides opportunity for parent/son camping
- ◆ Introduces parent to council camps
- ◆ Encourages family service
- ◆ Strengthens the family (members of the family work together for recognition)

### Webelos overnighter:

- ◆ Overnight camping experience for Webelos Scout/adult at pack level

### Mom and Me:

- ◆ A 1-day outdoor experience or overnighter
- ◆ Moms and sons enjoy a camping experience together
- ◆ Gives sons an opportunity to see and get to know their moms in a different context

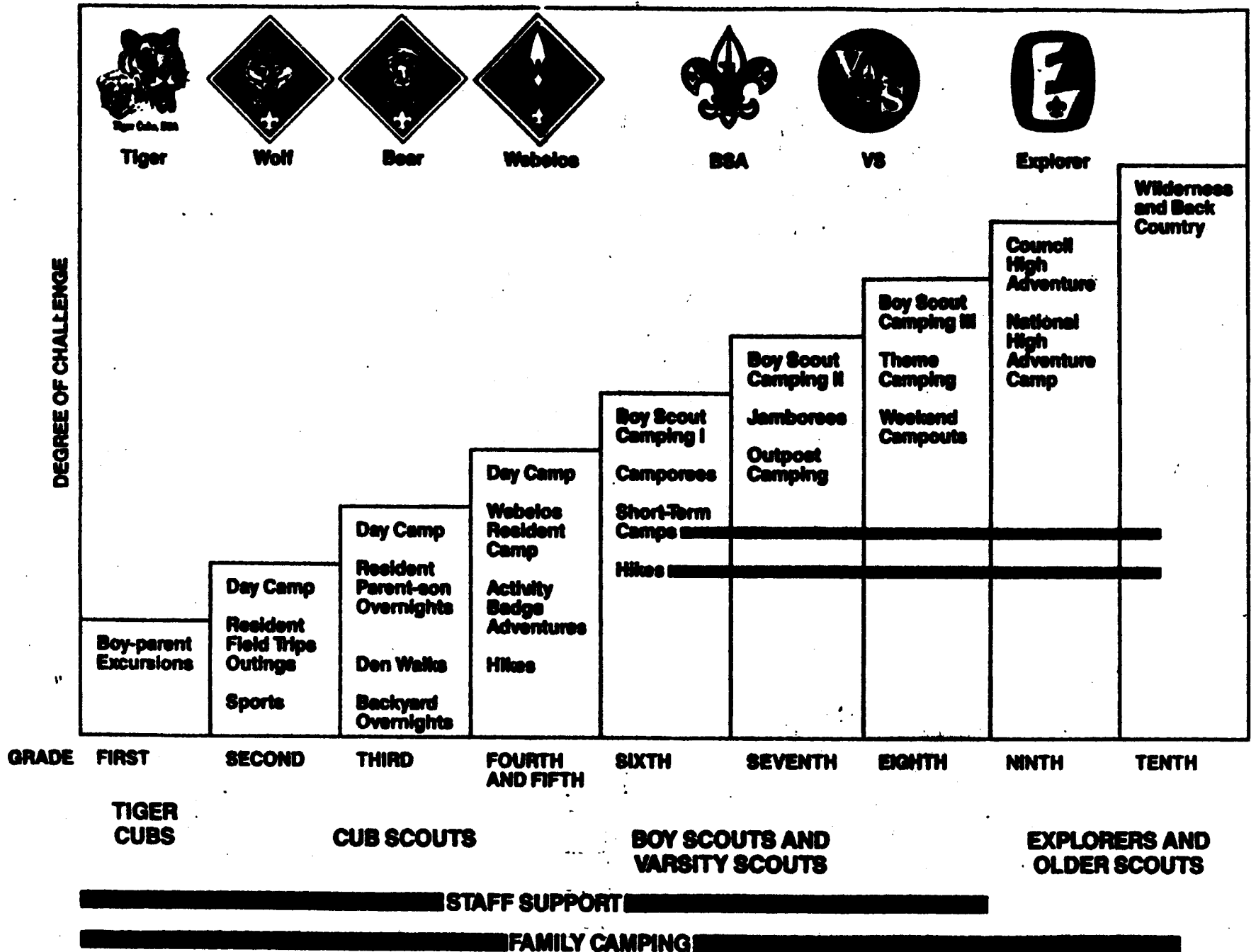
### Dad and Lad:

- ◆ An overnight experience
- ◆ Dad and son have a quality, one-on-one experience
- ◆ Dads can share their skills with sons
- ◆ Sons have an opportunity to show off for dad

### Summary:

All phases of Cub Scout camping help introduce Cub Scouts to outdoor fun and develop attitudes that help make them more self-reliant in the outdoors.

# SCOUTING'S OUTDOOR PROGRAM—EVER-INCREASING CHALLENGE OUT-OF-DOORS





## CUB SCOUT OUTDOOR PROGRAM IDEAS

Compiled in this booklet are some places of interest for Cub Scouts and their families, whether it is a Pack or a Den activity. Also included are some planning thoughts and helpful hints to make your outdoor adventures run more smoothly.

### PLAN AHEAD

Get a coordinator for the trip. Inform Cubmaster and Pack committee about den trips. Permission needed from facility? How long of a trip to get there? Meeting time and place? Costs from pack funds or from participants? Restroom facilities available? Food needed? Bag lunches, group preparation, or boys bring money to purchase?

### PERMISSION SLIPS

Recommended for short in-area den or pack trips. Should list all important information (sample enclosed).

### LOCAL TOUR PERMIT APPLICATION

Necessary for trips in excess of 50 miles and less than 500 miles and/or overnight. File with council office at least two weeks in advance to obtain clearance.

### SAFE TRANSPORTATION

Use of seat belts mandatory. No riding in back of station wagons or trucks. Drivers must be adequately insured. For group transportation or car pools, obtain insurance information. Consider hiring a bus - drivers usually know the territory that you want to cover, can get you there faster, no delay in hunting for parking space, no chance of losing someone at a wrong turn, in traffic, etc.

### UNIFORMS

Cub Scouts and Leaders should be in uniform. If no uniform, carry registration form.

### BEHAVIOR

Use buddy system. Brief boys on expected behavior: They are expected to be attentive, courteous, and observe regulations and safety factors.

### ADULT SUPERVISION

Remember two deep leadership. Supervision should be proportionate to the number of Cub Scouts. Cub Scout training and conduct should be evident, so that other Scout groups will be welcome later.

### EMERGENCY CARE

Where can it be obtained? Find out any special medical concerns of Scouts. Always have with you health history form for each boy.

### OVERNIGHT CAMPING

For Webelos only - Parent-son or backyard campouts. Overnight camping is not authorized for Tiger cubs, Wolves or Bears, except as a part of family camping.

### THANK YOU

Scouts and/or Leaders should always write thank-you's after visit.

## NATIONAL SUMMERTIME AWARD

Need to schedule at least one activity or trip for each of the three summer months.

## MONTHLY THEMES

Plan outings to go along with themes, or time of year, such as a trip to the historical sights in Philadelphia for President's Day or Fourth of July.

## COMPETITION

Find out where your school(s) is taking the children on field trips to avoid duplication. Find out if there are other activities scheduled for the same time and, if so, consider rescheduling.

## TO BE SUCCESSFUL

Don't schedule too many events close together. Don't plan more than one outing a month. Plan trips that your Scouts, parents, and leaders will want to go on and support.

## KEEP IN MIND:

1. Plan your trip thoroughly and well in advance, so there will not be any wasted time when you arrive. If you know just what you want to see and how much time you want to spend there, everyone will enjoy the trip.
2. Admission prices and hours of operation change. Brochures are usually available—write for them. They will give you all the information you need to help plan the trip. Group rates are usually available, but many places require advance arrangements to do this.
3. On longer trips, it's a good idea to take a bagged lunch and have 3 or 4 leaders be responsible to bring a beverage. Also recommended is a short stop for a brief break on the ride to your destination. Dinner arrangements can be made at a restaurant on your way and a menu decided on and approximate time of arrival to stop on the way home. A certain amount of money, agreed upon in advance, should be collected from each boy before the start of the trip to make sure he does not spend his dinner money.
4. Plan on the amount of money each boy should take with him, as there are gifts and souvenirs he will want to bring home, as well as soda or candy along the way.
5. Leave and return to designated place on time. Make sure parents are there to pick up boys. If detained, have one parent available to receive your telephone call so that he can then notify the other parents of the delay, or at least start a phone chain prepared in advance.
6. Have a good time!!

## **OUTDOOR PROGRAM ACTIVITIES**

"Outing" is an important part of the word "Scouting." One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts." Cub Scout leaders have an exciting opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.

### **Scouting Is Outing**

The outdoor program runs like a thread through the three parts of Scouting:

- Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper methods and safety procedures for hikes, cookouts, conservation projects. They enjoy backyard camping and family camping.
- 10-year-old Webelos Scouts take the second step in outdoor adventure by participating in father (or adult male)-son overnight campouts. They develop some basic camping and outdoor skills which help prepare them for the troop experience.
- In Boy Scouting, the skills of long-term camping are developed and polished. A boy uses the basics he learned as a Webelos Scout and adds to them more complex skills, self-reliance and greater responsibility.
- Explorers (and older Boy Scouts) have opportunities for high adventure, backpacking, canoe trips, etc., with more excitement and greater challenges. They use and expand on the skills learned in Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Cub Scouts are explorers by nature, so the outdoor program helps open up the world around them. As boys hike, explore, run, and romp, they are learning about God's beautiful world and the importance of conserving natural resources. As they take part in competitive sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.

Outdoor den meetings can be family adventures in backyards or community parks. Cub Scouts can make their own outdoor games, improvise sleeping equipment for backyard camping, and make nature collections. They learn to help plan and prepare for family camping experiences, picnics, and trips.

Outdoor pack functions should be adapted to the facilities available. Make good use of rural facilities, Scout and church camps, as well as city parks and recreation areas.

### **Enjoy the Seasons**

Cub Scouting in the outdoors happens all year long, as you can see from these examples:

Winter is a fine time for bird-watching. Follow and identify bird tracks, look for nests, set out bird feeders. It's a time to identify trees without their leaves. And in some parts of the country it's a time to play in the snow, build snowmen, forts, and ice igloos, go ice-skating, sledding and sleigh riding, and to help shovel sidewalks.

Spring is a time to look for new buds on trees and enjoy an array of blooming flowers and shrubs. It's a time to watch for returning birds, and search for the first signs of life in the dead leaves on a woodland floor, marsh, or pond.

Spring is one of the best times for bird-watching, when the birds in full spring plumage are migrating to their nesting grounds. Later, the woods are splashed with blue, yellow, pink, and white, and the air is alive with sound.

Spring is also a good time to clean out flower beds and gardens, to plant vegetable gardens, to plant seeds and spring bulbs, or to visit a greenhouse. It's a good time to hold antilitter campaigns, kite derbies, bicycle safety programs, to go on hikes and fishing trips, to have marble contests, and build a tree house.

Summer is a busy time outdoors. Everywhere there is color and life. Now is the time for insects. Observe a caterpillar, watch an ant colony, study life under a rock or log, spy on a spider, lie on your stomach with a magnifying glass and be a giant in a miniature jungle. Be a nature snooper: go slowly, watch, listen, touch, smell.

Summer also brings an endless variety of outdoor activities such as swimming parties, picnics, ice-cream socials, fishing derbies, physical fitness competitions, treasure hunts, obstacle courses, and Cub Scout day camp.

Fall is a time of preparation for the cold to come. The countryside is ablaze with color. Birds are flying south, the air is crisper, and sunsets are more spectacular. Look for nuts and berries. This is a good time for leaf collections and planting bulbs.

Fall, with its cooler weather calls for activities such as attending football games, hayrides, wiener roasts. Have a top-spinning contest, a Halloween party, go to a fair, go on an apple-picking hike, or rake leaves.

The outdoors is an ideal environment to develop resourcefulness, ingenuity, self-reliance, team spirit, and an awareness of God's beautiful world. The study of nature in its natural surroundings is an ideal way to encourage an appreciation of beauty, a capacity for simple pleasures, and a consideration for all living things.

With increased awareness of pollution danger and of need for better environmental education, we should help the boys have a deeper understanding and appreciation of nature, so they will know how to do their best to protect and conserve our natural heritage.

Whenever Cub Scout activities take place in the outdoors, the boys should be reminded that as Cub Scouts, they are obligated to follow the Outdoor Code:

"As an American, I will do my best to  
be clean in my outdoor manners,  
be careful with fire,  
be considerate in the outdoors,  
and be conservation-minded."

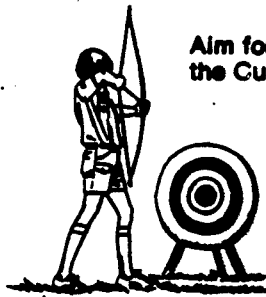
All Cub Scout leaders should also understand and follow this BSA Outdoor Program Policy. The following examples will keep you on the right track.

### Cub Scout Day Camp

Cub Scout day camp is part of the camping program of the Boy Scouts of America. Most councils or districts conduct day camp programs during the summer as an experience in outdoor living. Cub Scout day camp helps individual boys grow, and at the same time helps strengthen the den and pack program.

Cub Scout day camping is fun and adventure with a purpose. A typical day camp program could include simple outdoor cooking, team and individual sports, nature, environmental conservation, and aquatics. Day camps are conducted according to national health and safety standards and are an exciting and rewarding experience for both boys and adults.

Check with your council office for information on Cub Scout day camps in your area.



Aim for adventure in  
the Cub Scout day camp.

### Cub Scout Physical Fitness Championships

This national program is designed to test Cub Scouts' physical strength, agility, and speed, and to encourage them to improve their physical skills. It begins in the den with practice of the five tests: standing long jump, softball throw, push-ups, sit-ups, and 50-yard dash.

The pack holds a physical fitness competition to test all members and choose a three-boy winning team (one each 8, 9, and 10 years old) who are the pack champion team.

Councils may hold a competition for pack championship teams or may simply compare your team's scores with those of other packs to select a council championship team.

The council's best pack scores are sent to the

are named. Finally, a national champion team is chosen by comparing scores of regional winners.

Information on deadlines, the five-event requirements, and scoresheets can be obtained at your monthly roundtable or council office.

### Cub Scout Olympics

Cub Scout Olympics' contests are aimed at developing and testing physical skills. Events include such things as a discus throw, shot put, javelin throw, and others. Some packs combine the Cub Scout Olympics with the Cub Scout Physical Fitness Championships, and other packs hold two separate activities.

The Olympics can be an exciting day, complete with a burning Olympic torch, flags flying, parade of athletes, and medals for winners. You might want to close with a family picnic supper and campfire. Reference: *Cub Scout Activities*, No. 3837.

### Cubmobile Derby

The Cubmobile derby is a colorful, thrilling pack activity that is fun for the whole family. Boys and dads build their own den Cubmobile, a pint-size racing car. The race is held on a smooth-surface street with a gradual slope, in cooperation with local authorities.

The derby is run in heats. Each den has one racer and each boy in the den races in the car once. Usually a ramp is used to help start the cars downhill, and they are propelled to the finish line by force of gravity. Reference: *Cub Scout Activities*, No. 3837.

### Cub Scout Bicycle Safety Program

This national program is designed to help offset the rising accident rate, improve knowledge, establish good bike-driving habits and show that Scouting is a leader in the youth safety field.

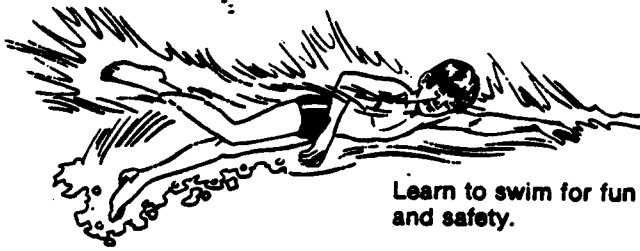
The pack program has two parts: (1) a bicycle inspection clinic and (2) a bike rodeo which might be combined with the regular pack meeting.

More information can be obtained at your monthly roundtable or council service center.

### Cub Scout Learn-To-Swim Program

This national program was designed to provide an opportunity through packs for every Cub Scout to learn to swim. If there are a number of boys in your den or pack who cannot swim, this is a chance for them to learn. There are probably several adults in the pack who are good swimmers and will help teach nonswimmers during den or pack outings.

Swimming is a fine body-builder and can be enjoyed for most of a person's active life. A learn-to-swim program should have high priority as a den or pack activity.



Learn to swim for fun and safety.

The learn-to-swim program is a cooperative effort between Scouting, the American Red Cross, the National Interscholastic Swimming Coaches Association, and local recreation departments. Check with your council office to see if a program is in operation in your area.

Our first concern when Cub Scouts are in or near the water is safety. To ensure it, use the Safe Swim Defense on pages 92-93.

### Outdoor Ceremonies

Ceremonies are important, even in the outdoors. Outdoor pack activities usually call for an opening and closing ceremony (or closing campfire). Any outdoor pack activities which take the place of regular pack meetings should also include advancement ceremonies so awards can be presented promptly.

The outdoors is a good place to hold the Webelos "Crossing the Bridge" graduation ceremony.

Remember these things when planning outdoor ceremonies:

- **Weather.** It is difficult to keep candles lit in winds or light rain. Have a backup plan, with some type of protection.
- **Acoustics.** The wind sometimes carries voices in the wrong direction. Make sure the speaker can be heard.
- **Natural Surroundings.** Make the most of the surroundings to furnish background. Lakefronts or open areas in the woods make good ceremony sites.
- **Length.** Make ceremonies short, especially if the audience is standing.
- **Flag.** Be certain the U.S. flag is secure. A normal flag holder will not be adequate in winds. Insist on respect for the flag, indoors or outdoors.

### Campfires

Campfires can be an exciting and inspirational part of the Cub Scout outdoor program. There is no better way to end an evening pack outdoor activity than with a well-planned campfire.

Select a scenic spot, with good drainage, so ground will be dry for seating. Provide protection

from the wind and insects. Check out the firewood supply—you may need to bring wood with you. And check for firesafety. Check with local authorities for any necessary permission. Can the fire be built and extinguished safely? Listen for outside noises which may be distracting. It is much better to have waves lapping against the shore or wind blowing through the trees than highway or airplane sounds.

Successful campfires have four important ingredients. They are:

1. Songs—fun, action, patriotic, inspirational.
2. Stunts/ceremonies:
  - Firelighting.
  - Opening, to set tone of whole program.
  - Advancement, if needed.
  - Stunts or skits.
  - Closing, quiet or inspirational.
3. Stories.
4. Showmanship. Dress up the setting, encourage enthusiasm, get everyone involved. There should be lots of pep as the fire leaps high, quiet and inspiration as the embers die.

Remember that Scouts leave no trace when they are gone, particularly fire scars and litter. Enlist the help of den chiefs in laying, lighting, and putting out campfires.

Use Campfire Program Planner, No. 3696, as a guide for planning.

### Hikes

A hike is a journey on foot, usually with a purpose, a route, and a destination. Cub Scout dens will enjoy short hikes, and Webelos dens will have several opportunities for hikes related to activity badge requirements.

Boys should be properly clothed, depending on the season. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important. Use the buddy system when hiking, with a leader at the front and end of the line.

Some suggestions for different types of hikes are shown below:

**Homes Hike.** Look for spider webs, nests, holes, and other nature homes. Make a list.

**Stop, Look, and Listen Hike.** Hike for 5 minutes or for a certain number of steps. Stop and write down all that you see and hear. Make several different stops.

**Puddle Hike.** Hike in a gentle rain or just after a rain, with boys wearing appropriate rain gear. See how animals and insects take cover from the weather.

**Crafts Hike.** Collect nature items to be used in crafts—leaves, rocks, shells. make leaf rubbings, leaf prints, or other projects later.

**Penny Hike.** Flip a coin to see which direction you will go. Flip the coin at each intersection or fork in the road.

**Color Hike.** Look for objects of a preselected color. Make a list.

**Historical Hike.** Hike to a historical spot. Know the history before going.

**City Hike.** Look for scraps of nature between cracks in the sidewalk. Look at buildings—carvings, cornices. A vacant lot can provide a lot of interest; even one overturned rock can reveal surprises. Look for birds and trees.

### Webelos Dad-Son Overnight Campout

Webelos dens are encouraged to have several dad-and-son overnight campouts. This is an important step in the transition period from Cub Scouting to Boy Scouting.

The Webelos den leader has the main responsibility for the overnight campouts; however, he enlists the help of dads and substitute dads, the Webelos den chief, and troop leaders, as needed.

One of the important things to remember is that every Webelos Scout should have a dad, other adult male relative or friend, accompanying him on the overnight. Each dad—real or substitute—has a share of responsibility for the campout, helping to plan and carry it out.

A Boy Scout troop can be called upon to provide additional leadership, and will often loan tents and other camping equipment needed by the Webelos den. The campout could be a joint Webelos Scout-Boy Scout activity.

Dads and sons bring their own equipment and food. They team up to prepare and eat meals together. The campout includes a planned program of activities—some just for fun and others to help boys with advancement requirements.

Good planning is essential for a successful Webelos dad-and-son overnight experience.

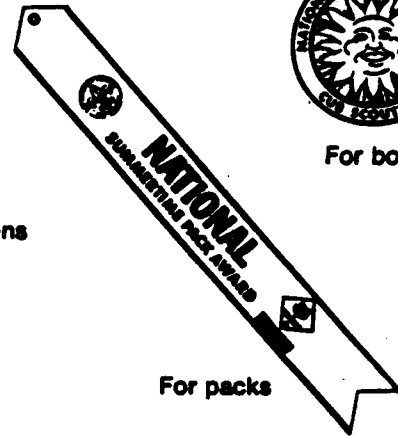
### National Summertime Pack Award

Your pack can qualify for the National Summertime Pack Award certificate and streamer by planning and conducting three pack activities—one each in June, July, and August.

Dens averaging at least half their members at the three summer pack events will be eligible for a colorful den participation ribbon. Boys in packs earning the award who participate in all three pack events are eligible to receive the National Summertime Award pin which is worn on the right pocket flap of the uniform. This is an individual recognition for boys, not adults.



For dens



For packs



For boys

These awards may be an incentive for greater attendance at your summer pack activities.

### Cub Scout World Conservation Award

Cub Scouts and Webelos Scouts who have participated in either a den or pack conservation project and have completed certain requirements can earn the World Conservation Award. This is an international award which also can be earned by Boy Scouts and Explorers who complete different requirements. The colorful temporary patch is worn centered on the right shirt pocket of the uniform.



Cub Scout World Conservation Award

Wolf Cub Scouts do the Wolf Conservation achievement and complete all arrow points in two of the following: elective 13 (Birds), elective 15 (Gardening) or elective 19 (Fishing); and take part in a den or pack conservation project.

Bear Cub Scouts do the Bear Wildlife Conservation achievement and complete all arrow points in two of the following: Bear elective 2 (Weather), elective 12 (Nature Craft) or elective 19 (Water and Soil Conservation); and take part in a den or pack conservation project.

Webelos Scouts earn the Forester, Naturalist, and Outdoorsman activity badges in addition to taking part in a den or pack conservation project.

Application forms are available at your council office.

### Backyard Camping

The Boy Scouts of America does not permit overnight camping by dens or packs for 7-, 8-, and 9-year-old Cub Scouts. There are reasons for this.

Backyard camping and family camping are encouraged for younger Cub Scouts. A boy is not likely to run into problems beyond his depth when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two, either under the stars or in homemade tents. The boys may try to cook their meals outdoors, too. But, Mom should be ready with emergency chow. It's almost certain they'll need it.

Backyard camping can be a great adventure for younger Cub Scouts, and may help interest them in family camping.

### Family Camping

Family camping can be rewarding and fun for Cub Scout families. You can't camp without equipment and equipment can be expensive. Many beginners rent the larger items the first year from a dealer who will apply the rental fee to the purchase price if they decide to buy.

Some families try a practice camping weekend before taking a camping vacation. This helps ensure that the equipment is complete and in working order. Check with an experienced camper to determine what equipment is needed. This will probably include a tent, a good sleeping bag for a good night's rest, cooking and eating equipment, food and food containers, some tools, and personal equipment.

There are many places to camp. State and national parks offer some of the nation's most beautiful scenery, with rangers and other park personnel there to help you enjoy it. Some council Scout camps have family camping facilities. And there are many campgrounds which have running water, sanitary facilities, and outdoor fireplaces. It's your choice whether you camp at a campground or an undeveloped area.

Cub Scouts will be able to pass some of their advancement requirements while on a family camping trip. The whole family will have a lot of fun.

### Camping and Outdoor Activities

Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the boy and his family an introduction to

the outdoors and an appreciation of nature and its conservation.

Backyard Camping is encouraged.

Family Camping is an excellent Cub Scout outdoor activity. Overnight or extended camping is good so long as it is done as a family experience; it is not authorized for 7-, 8-, or 9-year-old Cub Scouts except as a part of family camping.

Webelos Dad-and-Son Overnight Camping is an important part of the Cub Scout's outdoor experience. It is the final step to Boy Scouting, a bridge with dad and son together, and may be done on a den, pack, district, or council basis. It provides a good opportunity for a nearby troop to assist and, therefore, helps strengthen the tie between the pack and troop. Since this is a dad-and-son outing, fathers or approved adult father substitutes must be present. Webelos dens are encouraged to conduct several dad-and-son overnight campouts during the year.

Webelos Long-Term Camping is not authorized, except where authorized by the region under experimental conditions.

Den and Pack Field Trips are an important part of the Cub Scout outdoor program. Under proper leadership, they are encouraged.

Cub Scout Day Camp is part of the camping program of the BSA and is conducted according to national health and safety standards.

### Tour Permits

A Local Tour Permit Application, No. 4426, must be filed with the local council office 2 weeks in advance of a pack trip of less than 500 miles. (If the destination is 500 miles or more, the National Tour Permit Application is used.) Tour permits are issued to packs traveling with adequate leadership under the following conditions:

- There will be no camping on the trip.
- Cub Scout trips are normally 1-day excursions. On occasion, 1-night stopovers are permitted, though not encouraged. On such occasions, participants will stay in private homes, hotels, or motels.
- If travel is by motor vehicle, drivers must have proper licenses, adequate insurance (see page 128), be 21 years of age or older, and be approved by the pack committee.
- Cub Scout packs are encouraged to visit military installations for 1-day trips only. Use of overnight facilities at military bases is not permitted for Cub Scouts.
- Trucks are approved only for transporting equipment—no passengers, except in cab.

The Local Tour Permit is required for these reasons:

1. Your council is always concerned with the health, safety, and success of Scouting groups wherever they are. This application and permit is designed to help you plan a safe, interesting, and enjoyable trip.
2. In case of emergency, calls may come to your council service center, so the office should know the whereabouts of your pack.
3. Your council would like to have a more accurate record of local tours and short-term camps in order to give each pack proper credit in the records and in news releases.
4. Leaders of tours take satisfaction in the fact that their tours are officially recognized and that they are responsible Scouting groups.
5. Local officials in state and federal parks and forests can be assured that touring and camping groups have official status.
6. Certain courtesies—not privileges—often are extended Scouting groups when official status has been determined.

Leaders should carefully read "Our Pledge of Performance" found on the back of the Local Tour Permit so they will be familiar with the requirements. Packs should file tour permits for any pack trips. Webelos dens should file tour permits for Webelos dad-and-son overnight campouts. Most short, in-town den trips of a few hours do not require a tour permit, however dens should obtain permission slips from parents.

## **Competitive Activities and Sports**

Athletic activity and a properly balanced program of sports can help achieve Cub Scouting's purposes. Individual and team sports can be included in your den and pack programs, along with many other activities boys enjoy doing.

Pack or interpack team sports may be conducted on a friendly and informal basis. Be careful to avoid any overorganization and overemphasis on winning. Make them part of your normal Cub Scout program.

Informal competition can help achieve the goals of Cub Scouting. Competitive games can strengthen a boy's self-confidence, help him improve his skills, develop him mentally and physically, and teach him the importance of good sportsmanship—win or lose.



# PLANNING DEN AND PACK TRIPS

Good planning contributes to fun-filled and worthwhile den and pack trips. Both boys and leaders should be properly prepared. There are certain guidelines which should be followed:

1. File Local Tour Permit Application with your council office 2 weeks prior to any pack trip of less than 500 miles to provide clearance. Webelos dens should file tour permits for Webelos dad-and-son overnight campouts.
2. Short in-town den trips during den meeting hours do not require tour permits, however it is recommended that permission slips be obtained. (See sample.) The pack committee and Cubmaster should be informed about den trips. Den families should be notified any time the den is away from the regular meeting place. File the Tour Permit Application for longer den trips. Check with your council service center for policy on trips.
3. Secure adequate, responsible, and safe transportation. More accidents occur within a few miles of home than anywhere else. Use passenger cars or station wagons, making certain that boys and adults use safety belts. Boys should not ride in the back of station wagons. Transporting passengers in trucks is not permitted. Drivers of motor vehicles must be licensed, at least 21 years of age, and be adequately insured. (See page 129.) Ask

families to help provide transportation for den and pack trips.

4. Cub Scouts and leaders should be in proper uniform.
5. Good behavior is important so other Scout groups will be welcome later.
6. Provide plenty of adult supervision. Enlist the help of adult family members.
7. Consider distance—how much travel time is involved?
8. Make arrangements in advance with the place you plan to visit. Be on time.
9. Tell the boys in advance the highlights of what they expect to see and do.
10. Coach the boys so they are attentive, courteous, and observe all necessary rules.
11. Establish the buddy system before starting the trip. Explain that boys remain together at all times.
12. Locate restrooms immediately upon your arrival.
13. Decide on rendezvous points, gathering times, and plans for eating.
14. Know where emergency care can be obtained.
15. See that each boy has enough money for an emergency phone call.
16. Know how many boys are with you, and have a list of them. Be sure each has an identification card.
17. Upon your return, have the boys write your hosts to thank them for a pleasant visit.
18. If destination is state or national park, show your tour permit on arrival.

## DEN PERMISSION SLIP

I give permission for my son, \_\_\_\_\_, to go on a den/pack outing with

Pack \_\_\_\_\_, Den \_\_\_\_\_ on \_\_\_\_\_.

I understand they will be going to \_\_\_\_\_.

I understand my son will be riding with/on \_\_\_\_\_.

I understand they will be leaving from \_\_\_\_\_ at \_\_\_\_\_

and returning to \_\_\_\_\_ at \_\_\_\_\_.

In case of emergency, I can be reached by phone at \_\_\_\_\_.

If I cannot be reached, please contact \_\_\_\_\_.

at \_\_\_\_\_.

Signed \_\_\_\_\_ (Parent or Guardian) Date \_\_\_\_\_

# PLANNING THE WEBELOS DAD-SON OVERNIGHT CAMPOUT



Dad and son enjoy the outdoor program.

## Purpose

The Webelos dad-son overnight campout helps to strengthen relationships between a boy and his dad or other male adult. It offers opportunities for the boys to complete requirements for the Outdoorsman activity badge. It helps prepare Webelos Scouts for their camping experience in Boy Scouting. It is an important step in the total outdoor program of the Boy Scouts of America.

## How Often Is It Held?

Most Webelos dens have two or more dad-son overnight campouts each year.

## Who Attends?

These are dad-son events, under the direction of the Webelos den leader and assisted by the assistant Webelos den leader, Webelos den chief, and sometimes additional leadership from the Boy Scout troop. Obviously, it is desirable to have each boy under the supervision of his own father. However, if a boy has no father or his father can't attend, then arrangements must be made for one of the other fathers, another male adult relative or friend to be a substitute father for the campout. The essential point is that each Webelos Scout should be under the supervision of an adult male or responsible older boy. And every dad—real or substitute—has a share of the responsibility for the campout.

Sometimes the Webelos den may hold a joint overnight campout with a Boy Scout troop, but the dads still must be in attendance.

## Where Is It Held?

One of the Webelos den families may have a cottage or cabin where you'll find water, space for pitching tents, and an area for indoor activity in case it rains. Or perhaps a dad has a contact with a farmer, rancher, or other landowner who would be willing to let the den use a corner of his property for the weekend. Another possibility is a public campground—these are usually in a good location, with water, toilets, and cooking facilities.

Some councils have facilities for Webelos dad-son overnight use. If the Scout camps are located so far away that it would be necessary to travel a considerable distance to reach them, they would not be suitable for this activity.

In selecting the location, it is important to remember that Webelos Scouts should not experience Boy Scout-type camping on the dad-and-son overnights. If you use a Scout camp, be sure the Webelos campsite is away from regular Scout camping areas.

The campsite should be located near a parking area since the family-type equipment which will be used probably will be heavy and difficult to carry any distance. Webelos dad-and-son overnights do not include backpacking.

Water for drinking must be tested if it is not from a known, safe supply. If water has not been tested, dads and sons should bring water from home.

If toilet facilities are not available at the campsite, a proper latrine must be dug.

## How Do We Get There?

Since the dads are going along, this should not be a problem. Just line up the cars and fit the passengers into the vehicles. Cars are best for transportation to the campsite. Hauling boys in trucks is unsafe and forbidden. Buses are not recommended because this may make fathers feel less responsible for the trip.

## What Equipment Is Needed?

An overnight campout requires protection from the weather, equipment for the preparation of food, and program items to suit the area where the campout is being held. Tentage, campers, or camp trailers will be required for protection. It doesn't make sense for a Webelos den or a pack to purchase tents. The responsibility for tentage can be put on the dads—many will have tents used for family camping or can borrow from a neighbor. Or, borrow tents from a nearby Boy Scout troop.

Both dad and son will need some personal equipment. (See Outdoorsman activity badge, *Webelos Scout Book*, and equipment checklist in this chapter.)

Food, cooking equipment, and utensils are brought from home by each dad-and-son team.

## WEBELOS CAMPOUT PREPARATION

### Prepare Yourself

1. Select date and camping location. This should be done several weeks in advance. If it is a joint Webelos den-troop campout, meet with the Scoutmaster to work out details.
2. Make reservations. Regardless of whether you use a privately owned campsite, public campground, or Scout camp, reservations will need to be made. In all cases, turn in a local Tour Permit Application, No. 4426, to the council service center at least 2 weeks prior to the campout.
3. Take Webelos den leader basic training to get a good foundation for the overnight experience. If you are not a seasoned camper, be sure to take along an adult or older Boy Scout who is experienced. More than likely, some of the dads will be campers. If not, there are lots of Scouters who will be willing to help.

4. Enlist the help of others—assistant Webelos den leader, Webelos den chief, troop Webelos resource person, activity badge counselor, dads—in planning the details of the campout.

### Prepare the Boys

Preparing the boys goes beyond just informing them that a campout has been planned. The period of preparation for the campout offers many opportunities to introduce materials and develop skills that will be helpful in their Webelos training. Some examples are listed below:

1. Discussing the campout with the den will help satisfy one of the requirements for the Outdoorsman activity badge.
2. Teach the boys the rules of firesafety. This will help satisfy another Outdoorsman badge requirement. An excellent set of firesafety rules is found in the *Webelos Scout Book*.
3. A review of the Outdoor Code will not only help prepare Webelos Scouts to be good campers, but will introduce them to Boy Scout requirements as well.

4. Teach the boys the taut-line hitch. (See *The Official Boy Scout Handbook*.) They will need to know this knot in setting up their tents and it will help them in learning one or more of their Scout knots. The Webelos den chief can help here.
5. Teach the boys basic first aid.
6. Plan ahead for campfire program activities. If the den is taking part in a campout where other dens will be in attendance, or with a troop, you probably will be called upon to participate in the campfire program. If you are camping alone, you will still need a planned campfire program. The Webelos den chief will help provide suitable ideas.
7. At least a week before the campout, send home with each Webelos Scout an individual equipment checklist and a letter giving the final details about the campout.

### SUGGESTED WEBELOS CAMPOUT CHECKLIST

Our Webelos den is going camping on \_\_\_\_\_ at \_\_\_\_\_ We will meet at \_\_\_\_\_ at \_\_\_\_\_. We will return at \_\_\_\_\_ on \_\_\_\_\_.

Tents: Will be furnished  Bring your own   
 Cooking Equipment: Will be furnished  Bring your own

Each boy will share a tent with his dad. Those boys who will be sharing a "dad" will occupy the same tent.

A full Webelos uniform is required for the campout. Sturdy shoes, suitable for hiking, will be useful.

During the campout we will be working on the requirements for the  Forester,  Geologist,  Naturalist,  Outdoorsman,  \_\_\_\_\_, activity badges. The material in the *Webelos Scout Book* related to this badge should be read and carefully studied in advance. Bring your *Webelos Scout Book* to camp.

The following is a list of optional equipment which will be useful on the campout. Make a check mark in pencil by each item as you lay out your equipment to pack:

- Blankets (2 or 3) or sleeping bag
- Waterproof ground sheet, plastic
- Sweater or jacket
- Pair of moccasins or sneakers

- Clothesbag containing:**
- Swim trunks
  - Extra handkerchiefs
  - Set of extra clothing
  - Extra socks or stockings

- Toilet kit containing:**
- Soap in container
  - Washcloth
  - Hand towels
  - Toothbrush  Toothpaste
  - Comb
  - Toilet paper

- Eating kit containing:**
- Knife  Fork  Spoon
  - Plate  Cup

- Repair kit containing:**
- Safety pins
  - Shoelaces
  - Flashlight
  - Mosquito repellent
  - Webelos Scout Book

## PERSONAL CAMPING EQUIPMENT LIST

### PERSONAL CLOTHING

- PANTS (2 PAIR)
- SHIRTS (2)
- UNDERWEAR (2 SETS)
- JACKET
- SHOES OR SNEAKERS

- SOCKS (3 PAIR)
- PAJAMAS OR SWEAT SUIT
- THERMAL UNDERWEAR
- HAT & GLOVES
- RAINGEAR

### PERSONAL GROOMING ARTICLES

- SOAP
- COMB
- TOOTHBRUSH

- WASHCLOTH
- TOWEL
- TOOTHPASTE

- SLEEPING BAG OR BLANKETS
- GROUND CLOTH
- INSECT REPELLANT
- FLASHLIGHTS
- EXTRA BATTERIES
- TOILET PAPER
- SEWING KIT
- TRAVEL ALARM CLOCK
- CORD OR ROPE
- FIRST AID KIT
- AIR MATTRESSES, FOAM PADS OR COTS
- DRINKING CUP
- LAUNDRY BAG
- HIKE BAG
- CANTEEN
- POCKET KNIFE (ONLY WITH TOTE-N-CHIP CARD)

SAMPLE SCHEDULE

**BEAVER DISTRICT PARENT / SON OVERNIGHTER OCT.**

**Friday - 6:15-8:15 Registration and campsite assignment  
(Front of Shobe Lodge)**

**8:30-9:30 Greeting Cracker Barrel at Mess Hall**

**10:00 Taps**

**Saturday- 7:00 A.M. Rise and Shine**

**7:30-8:30 Breakfast in Mess Hall**

**8:30-9:15 Activity Period 1**

**9:25-10:10 Period 2**

**10:20-11:05 Period 3**

**11:15-12:00 Period 4**

**12:00-1:00 Lunch - Mess Hall**

**1:00-1:45 Activity Period 5**

**2:00-4:00 Hike: Carlton & Diller Trail - Meet at  
Water Front to start hike.**

**4:05-5:00 GAME - Meet at the Sports Field - Meal  
supplies dropped off at sites. Adults  
start charcoal fires.**

**5:00-6:45 Dinner in sites, clean up, pack up, and  
load gear in cars**

**6:45-7:00 Campsites Inspected for Departure**

**7:00 Wait, in campsites, for Snake trail**

**7:15-8:15 Closing Camp Fire - Campfire Area**

**8:30 Depart From Camp - Thanks for coming,  
have safe trip home**

MONDAY

## SAMPLE DAY CAMP SCHEDULE AND PROGRAM LISTING

8:45 9:10	OPENING			OPENING			OPENING			
9:15 10:00	Sports & Games	Sports & Games	Camp Skills	First Aid	Fishing	Nature	Swimming	Boating	BB	Archery
10:05 10:50	Crafts	Cooking	Sports & Games	Sports & Games	Camp Skills	First Aid	Fishing	Nature	Swimming	Boating
10:55 11:40	BB	Archery	Crafts	Cooking	Sports & Games	Sports & Games	Camp Skills	First Aid	Fishing	Nature
11:45 12:15	LUNCH			LUNCH			LUNCH			
12:20 1:05	DEN TIME			DEN TIME			DEN TIME			
1:10 1:55	Swimming	Boating	BB	Archery	Crafts	Cooking	Sports & Games	Sports & Games	Camp Skills	First Aid
2:00 2:45	Fishing	Nature	Swimming	Boating	BB	Archery	Crafts	Cooking	Sports & Games	Sports & Games
2:50 3:30	Camp Skills	First Aid	Fishing	Nature	Swimming	Boating	BB	Archery	Crafts	Cooking
3:35 3:45	CLOSING			CLOSING			CLOSING			

## WHY CUB SCOUT DAY CAMPING?

The day camp program provides an opportunity for continuation of the Cub Scout program throughout the summer (and acquisition of the National Summer-time Pack Award). The program of the camp is designed to meet the needs and interests of the individual boys so preparation for achievements, electives, and activity badges should be continuous and consistent with the program in their packs.

Cub Scout day camping can and should help individual boys maintain the interest generated the rest

of the year and also strengthen den and pack organization for better year-round operation.

All of Scouting is an educational program, and since education is mainly determining the individual's needs and then proceeding to satisfy those needs, we have every reason to promote a meaningful and educational summer program for the Cub Scouting segment of the Boy Scouts of America membership.

## WHY OUR OWN CUB SCOUT DAY CAMP PROGRAM?

The Cub Scout day camp program is an excellent medium for attaining the purposes of the Boy Scouts of America: character development, citizenship training, and personal fitness.

Cub Scout day camping assists in the progression from Cub Scouting to Boy Scouting, as well as recruiting new boys in the den and pack throughout the summer.

Cub Scout day camping can assist in recruiting, training, and inspiring present and future Cub Scout leadership.

Cub Scout day camping is fun and adventure with a purpose. This is one of the reasons why Cub Scouts join and why they remain in the Scouts.

The need for a summer program of this type is evident. In many communities facilities for 8- to 10-year-old boy activities seemingly do not exist. By

establishing a day camp program, the Boy Scouts of America can lead the way in meeting this need.

Councils can find areas that can be adapted to meet the requirements for a worthwhile day camp program. The program is flexible enough to serve boys whether activities are conducted in an open field, industrial property, parking lot, neighborhood, city, county, or state park, large church or school grounds, shopping center, roped off street area, or on a nearby camp property. What's needed is a dedicated group of planners with some imagination. A Scouter's farm or backyard, even properly protected city rooftops, can be used to provide space and facilities for Cub Scout day camping.

Many councils own "close-in" camp properties which get little or no use in the summer months, hence they are ideal settings for Cub Scout day camp activities.

## FAMILY CAMPING

"Thousands of tired, nerve-shaken, over-civilized people are beginning to find out that going to the mountains is going home; that wildness is a necessity; and that mountain parks and reservations are useful not only as fountains of timber and irrigating rivers, but as fountains of life.

Climb the mountains and get their good tidings. Nature's peace will flow into you as the sunshine into the trees. The winds will blow their freshness into you, and the storms their energy, while cares will drop off like autumn leaves."

John Muir

### WHY GO FAMILY CAMPING?

Parental quality time

Economics

The outdoor atmosphere

Sharing Family responsibilities

New skills

Lifetime activities

Fun

Memories

"Camping is the art of living as comfortable as possible in the out-of-doors."

Daniel Carter Beard

"You ought to have some time to sit and dream. A campsite with a view of a beautiful lake, mountain, waterfall, or forest helps a camper to appreciate the wonders of God's great plan. Sit with your back against a stump and look across the land. Watch cloud shadows playing tag as they race across hills and valleys. You'll see things and think thoughts you didn't have time for before."

Fieldbook, BSA

"Collect memories as a miser collects gold for that's what they'll be when your heart wants to borrow them." Fritz Hines

BSA's Introduction to Family Camping has information on gear, health, safety, first aid, cooking, planning the trip, activities, and other interesting and useful ideas.

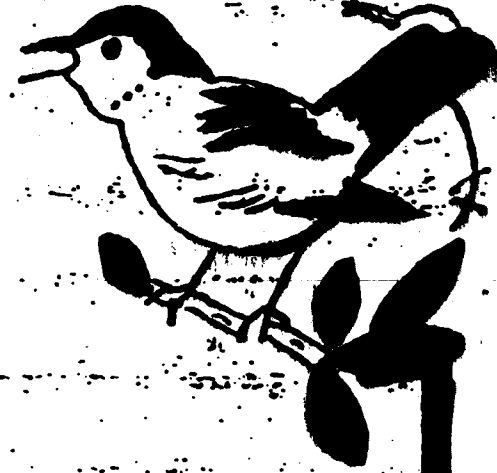
The memories of shared activities, hardships overcome, and joyous times forge lasting bonds that hold family members one to another. The family camp is a great place to build these memories. Encourage your cubs and their families to try it if they have not experienced it already.

HAPPY CAMPING !!!





# OUTDOOR CODE



AS AN AMERICAN , I WILL DO MY  
BEST TO -  
BE CLEAN IN MY OUTDOOR MANNERS,  
BE CAREFUL WITH FIRE,  
BE CONSIDERATE IN THE OUTDOORS,  
AND  
BE CONSERVATION - MINDED .

# Going to camp...



"This is what he expected"



"This is what he got"



GATHERING TIME

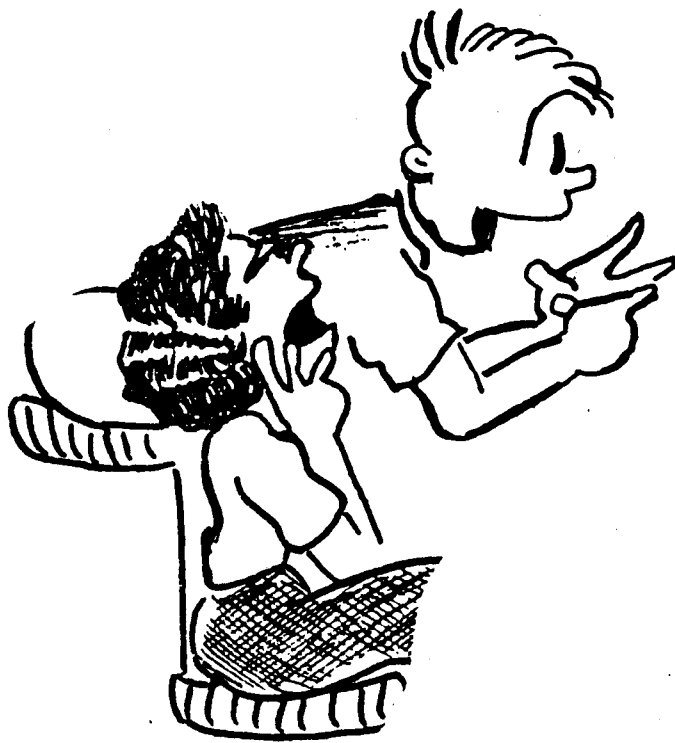
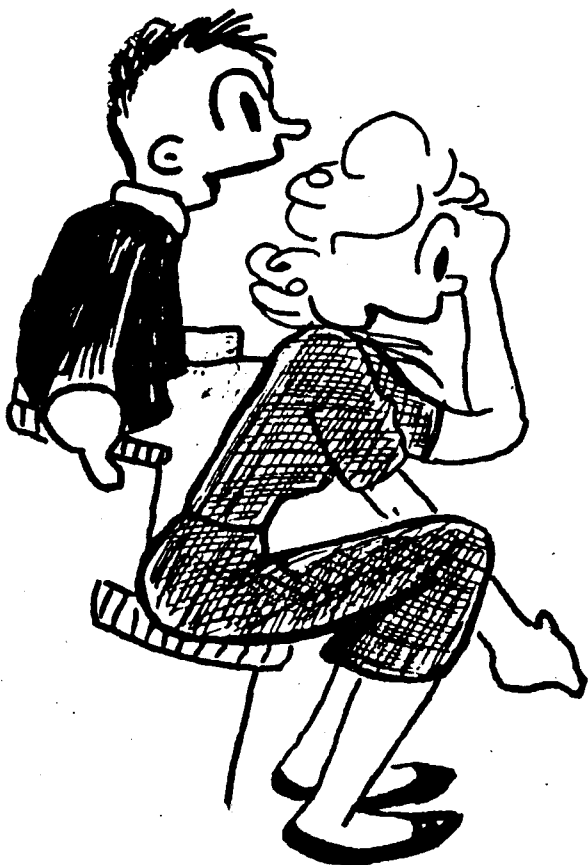
GATHERING TIME

## GATHERING TIME



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

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



HUNT AND SEARCH GAME FOR CHRISTMAS

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

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

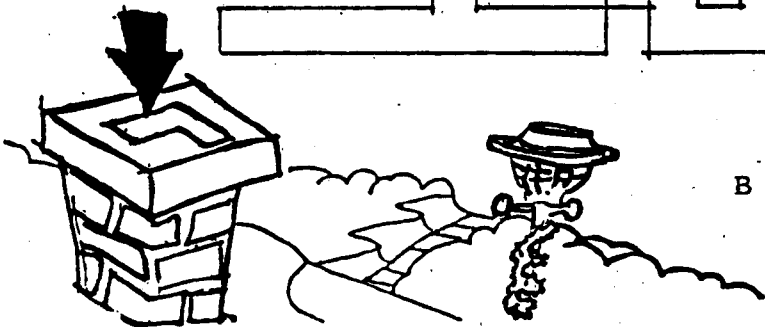
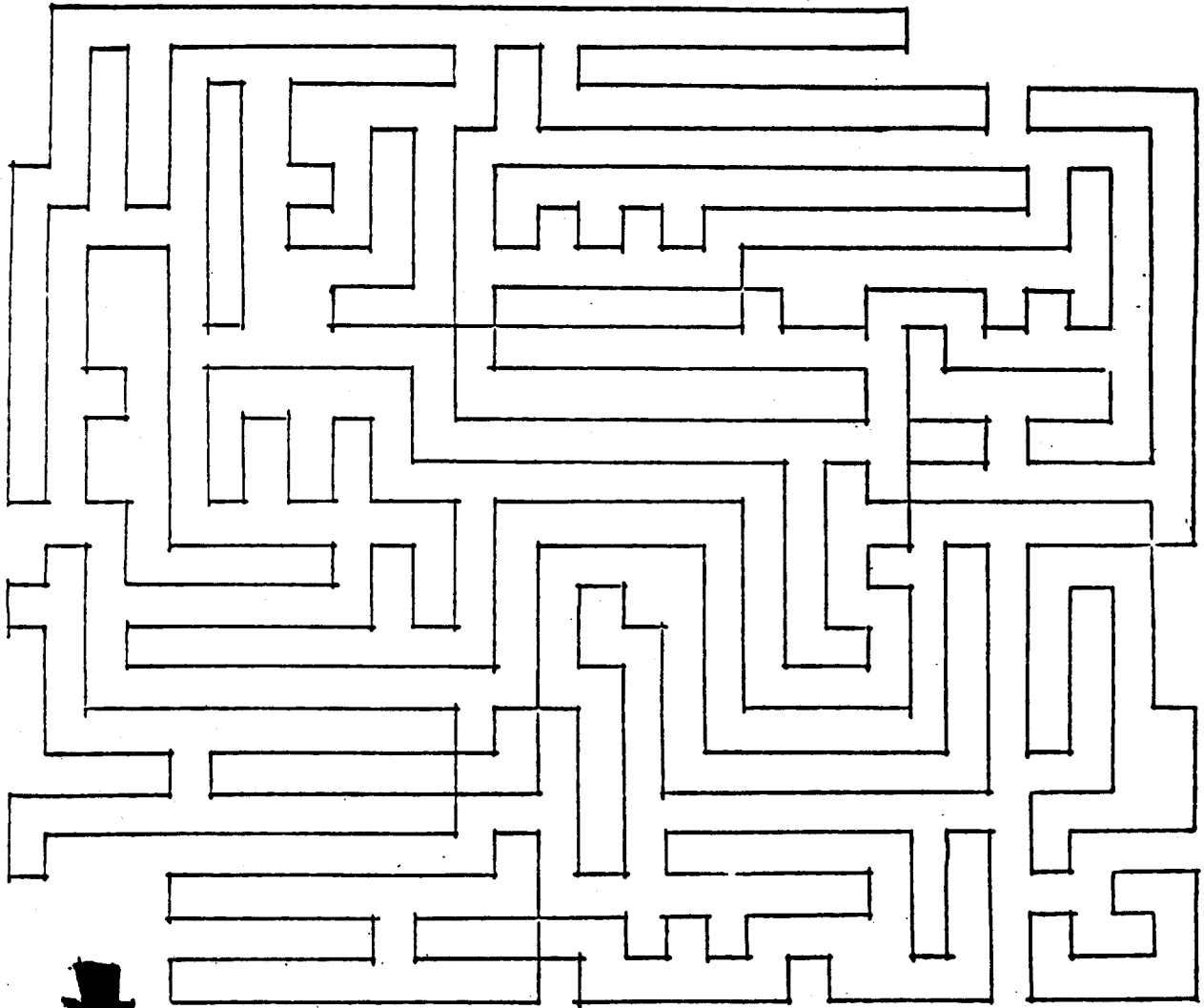
MERRY CHRISTMAS  
SANTA  
SLEIGH  
RUDOLPH  
DASHER  
TOY  
BELLS  
TREE  
PRANCER

ELVES  
NOEL  
SHOP  
GIFT  
PACK  
HOLIDAY  
DANCER  
EVE

CUPID  
BLIXEN  
WREATH  
CHEER  
ORNAMENT  
STOCKINGS  
SEASONS  
GREETINGS

## SANTA'S ROUTE

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



### MIX AND MATCH ME!

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

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

### TEST YOUR KNOWLEDGE

When a horse lies down, which end of him gets up first?	(front)
Which end of a dog gets up first?	(either)
With which hand does the Statue of Liberty hold her torch?	(right)
What does she hold in her other hand?	(book)
Did Abe Lincoln part his hair in the middle?	(no)
How many keys are there on an ordinary piano?	(88)
On which side does a policeman wear his badge?	(left)
On which side does a Cub Scout wear a recruiter badge?	(right)
When we chew, does the upper jaw move?	(no)

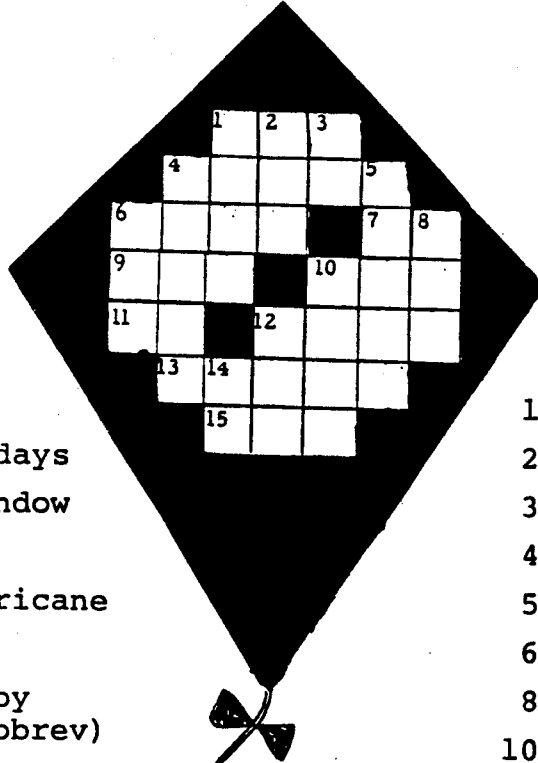
## HALLOWEEN HYSTERIA

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

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



# KITE CROSSWORD PUZZLE

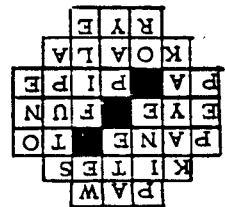
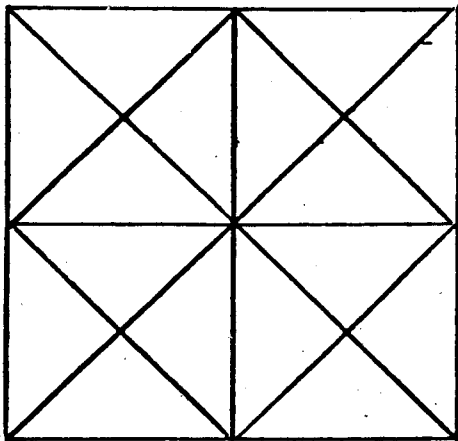


## Across

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

## Down

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



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

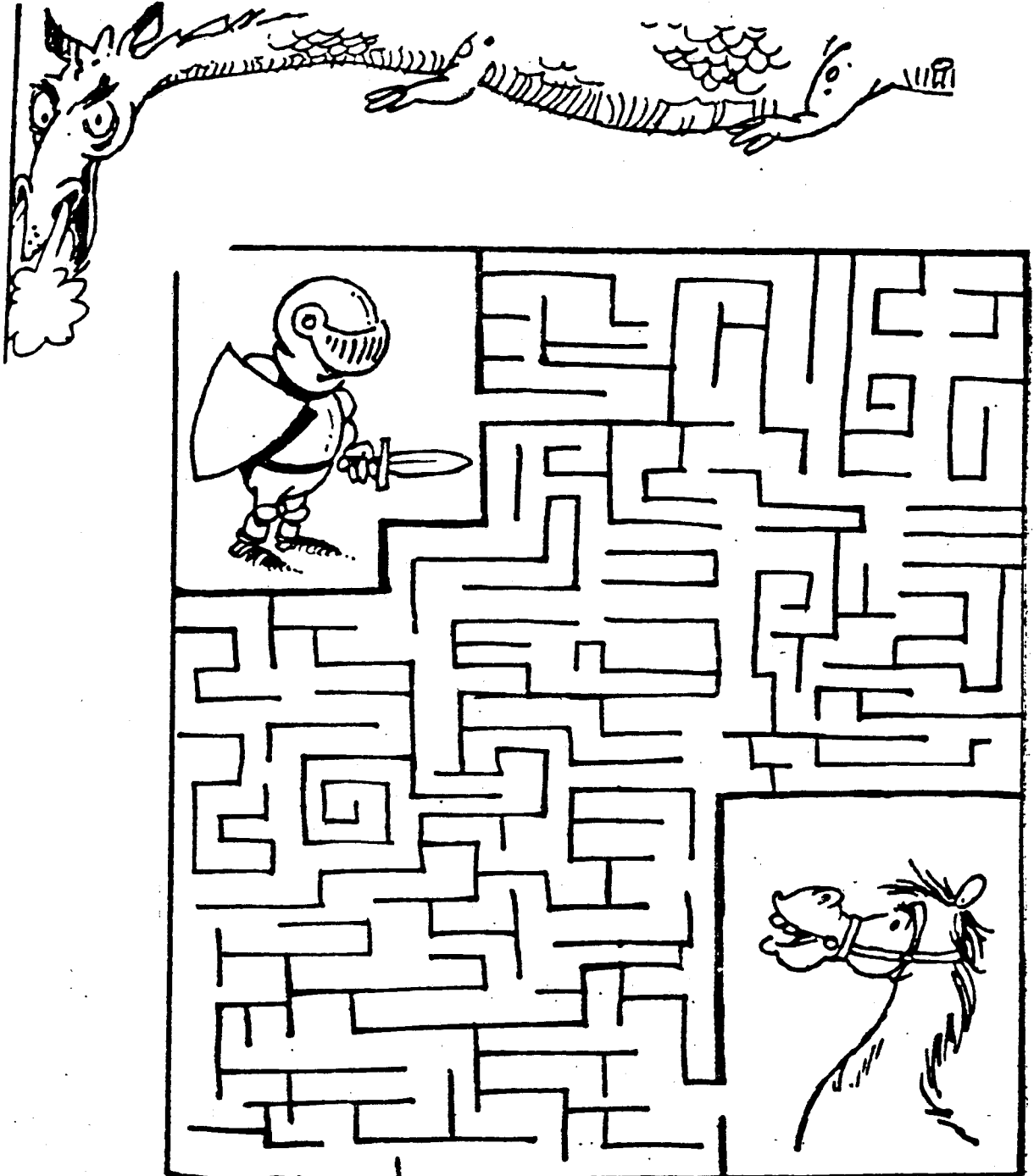
## LOVELY CONFUSION

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

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

# ESCAPE FROM THE DRAGON

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



### NATURE GUGGENHEIM

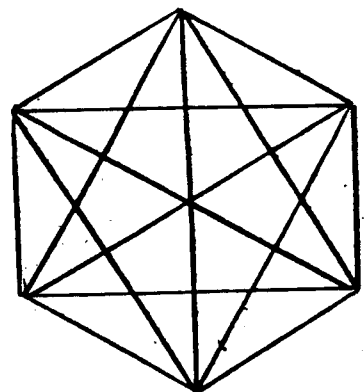
The purpose of the game is to fill in all the empty category squares with words beginning with the letter for that line. If you cannot think of a name, leave the square blank and go on to the next. Then come back and fill in as many of the skipped blanks as you can. When time is called, the game ends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

	<i>ANIMALS</i>	<i>FLOWERS</i>	<i>TREES</i>	<i>BIRDS</i>	<i>FISH</i>
<i>F</i>					
<i>I</i>					
<i>E</i>					
<i>L</i>					
<i>D</i>					
<i>D</i>					
<i>A</i>					
<i>Y</i>					

## TRY THIS

Can you find 90 triangles in this figure?

It takes work, but it can be done.



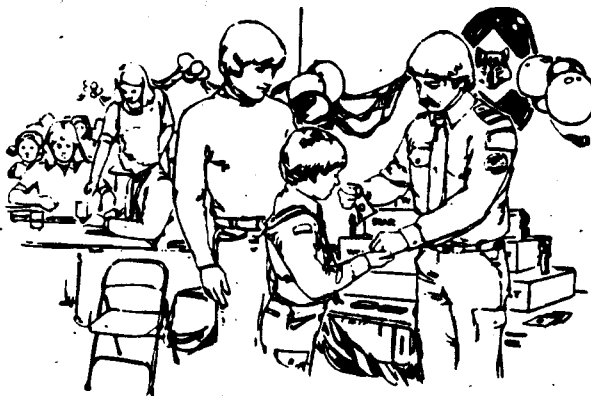
## BANQUET QUIZ

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

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

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

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



UNITED STATES JIG SAW QUIZ ON CUB SCOUTING

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

INSTRUCTIONS:

1. Duplicate this in 5 to 8 different colors of paper.
2. Cut map into sections according to # of dens to be used in meeting.
3. Put each set of colored pieces in separate envelope.
4. As people register in distribute one piece to each person, alternating colors.
5. On signal, people with similar colors assemble as dens, put their puzzle together & answer questions.
6. Recognize the first den to complete project-check answers.
7. Give a blank quiz sheet as a sample for use at home.
8. To assure more Cub Scouts graduating into troops, packs must organize \_\_\_\_\_
9. More and more Cub Scouts and Webelos Scouts are finding program ideas in \_\_\_\_\_?
10. The \_\_\_\_\_ tries to condition parents as well as boys for Scouting.
11. When a man leads a den for 8 & 9 yr. olds he is called a \_\_\_\_\_.
12. For "Big Medicine", a boost in morale, new ideas in games, crafts, ceremonies, etc attend a \_\_\_\_\_?
13. A boy may join when he is \_\_\_\_\_ yrs of age or when \_\_\_\_\_.
14. Does a boy join a den or pack?
15. To avoid pack organization problems in the Fall, plan an active summertime program using ideas in Cub Scout Program Helps and what key booklet?
16. More than any other, what meeting assures a well balanced appealing program to our Cub Scouts?

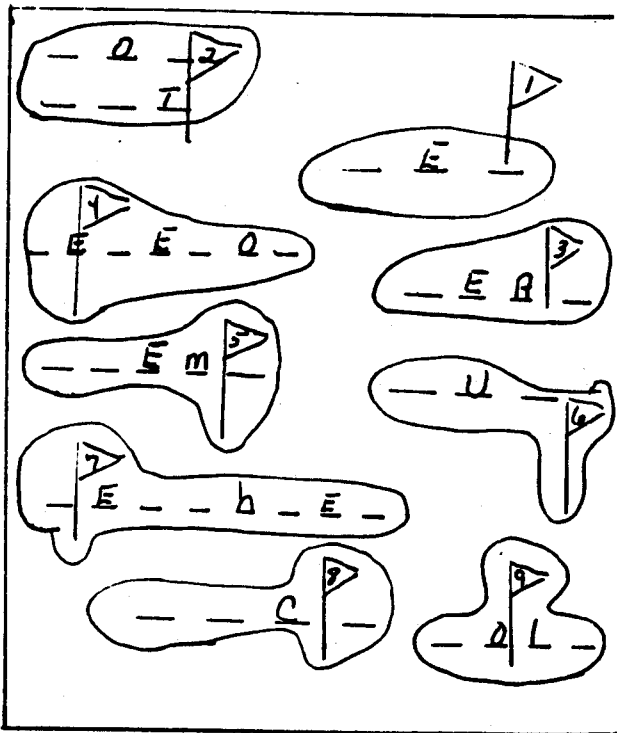
Note: Having separate sheet for answers will keep your game set clear for use again.

KEY TO ANSWERS

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

SCUB

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



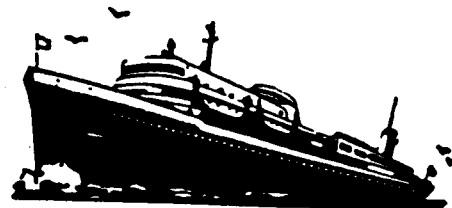
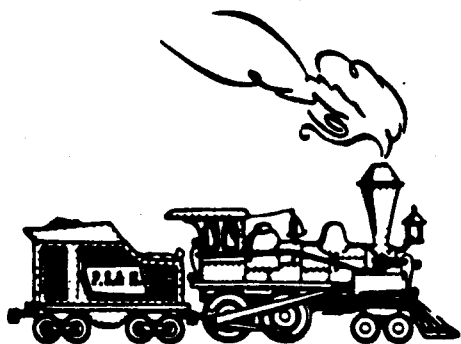
PLAYER		
Hole	Par	Score
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
Total		

KEY

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

Word Search Puzzle

# THINGS THAT GO



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

BALLOON  
BICYCLE  
BOAT  
BUS  
CAB  
CAMPER  
CANOE  
CAR  
ELEVATOR  
FERRIS WHEEL

GLIDER  
JET  
KITE  
MOTORCYCLE  
PARACHUTE  
PLANE  
ROCKET  
SATELLITE  
SHIP  
SKATES

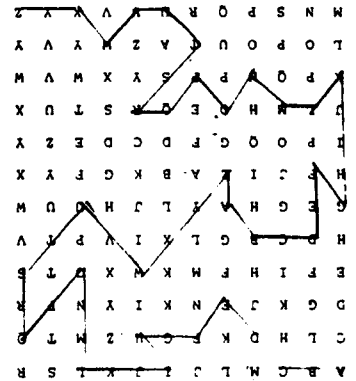
SLED  
SUBWAY  
TRACTOR  
TRAIN  
TRICYCLE  
TROLLEY  
TRUCK  
UNICYCLE  
VAN  
WAGON  
WHEEL



A-TO-Z MAZE

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

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



LITTLE WORDS FROM BIG WORDS

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

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

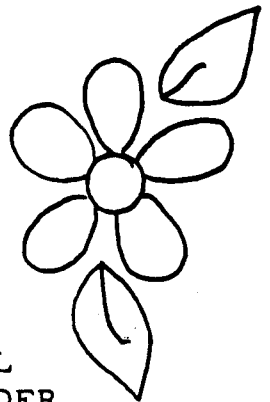
# NATURALIST

## WORD SEARCH PUZZLE

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



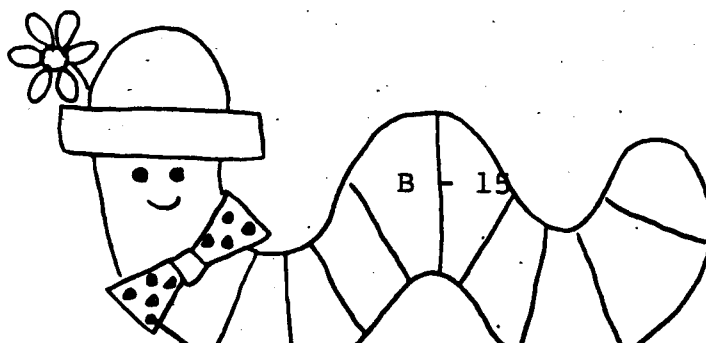
T M O S Q U R P O H S S A R G S N D  
 D I A P O I S O N I V Y F A N S I A  
 A C M O S Q U I T O Y S I A D A Y R  
 R E P P O N S S A R G A S S H R U B  
 U Q H G O R F E N G E E H P O G Y M  
 S O I L K R S R I T R E E I B H S R  
 I N B C H O D E M Q A B C D I Y N O  
 E T I M R E T W A U N K R E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





ANIMAL  
 AMPHIBIAN  
 ANT  
 BEE  
 BIRD  
 CRAB  
 DAISY  
 FLY  
 FISH  
 FLOWER

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

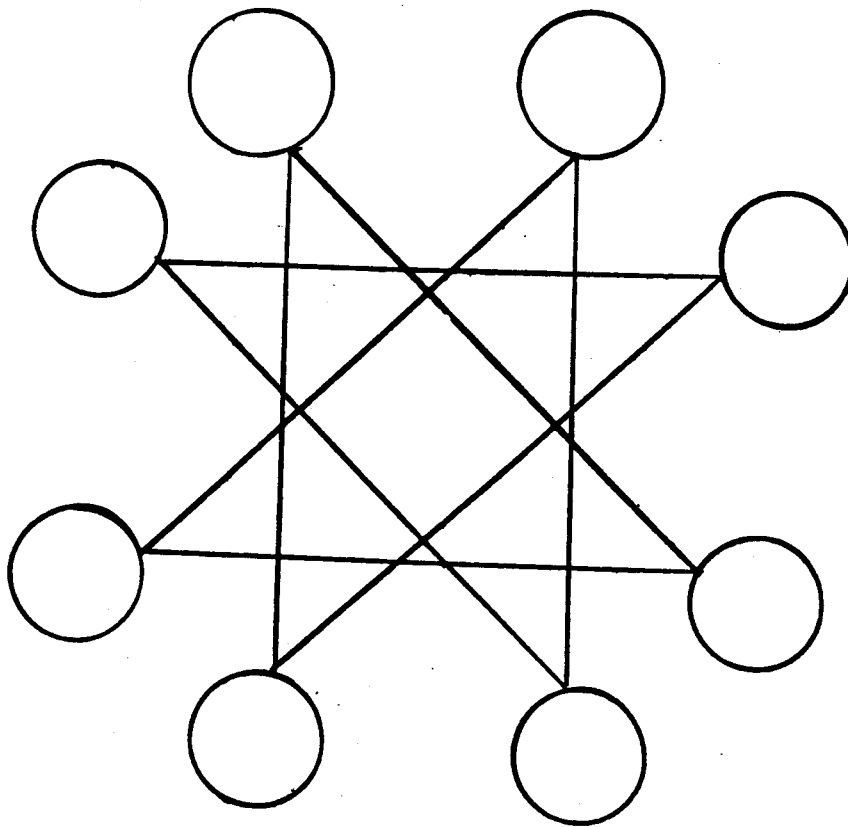
SOIL  
 SPIDER  
 SNAIL  
 SNAKE  
 TERMITE  
 TICK  
 TREE  
 TURTLE  
 WASP  
 WEED  
 WORM



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

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

# PUZZLE

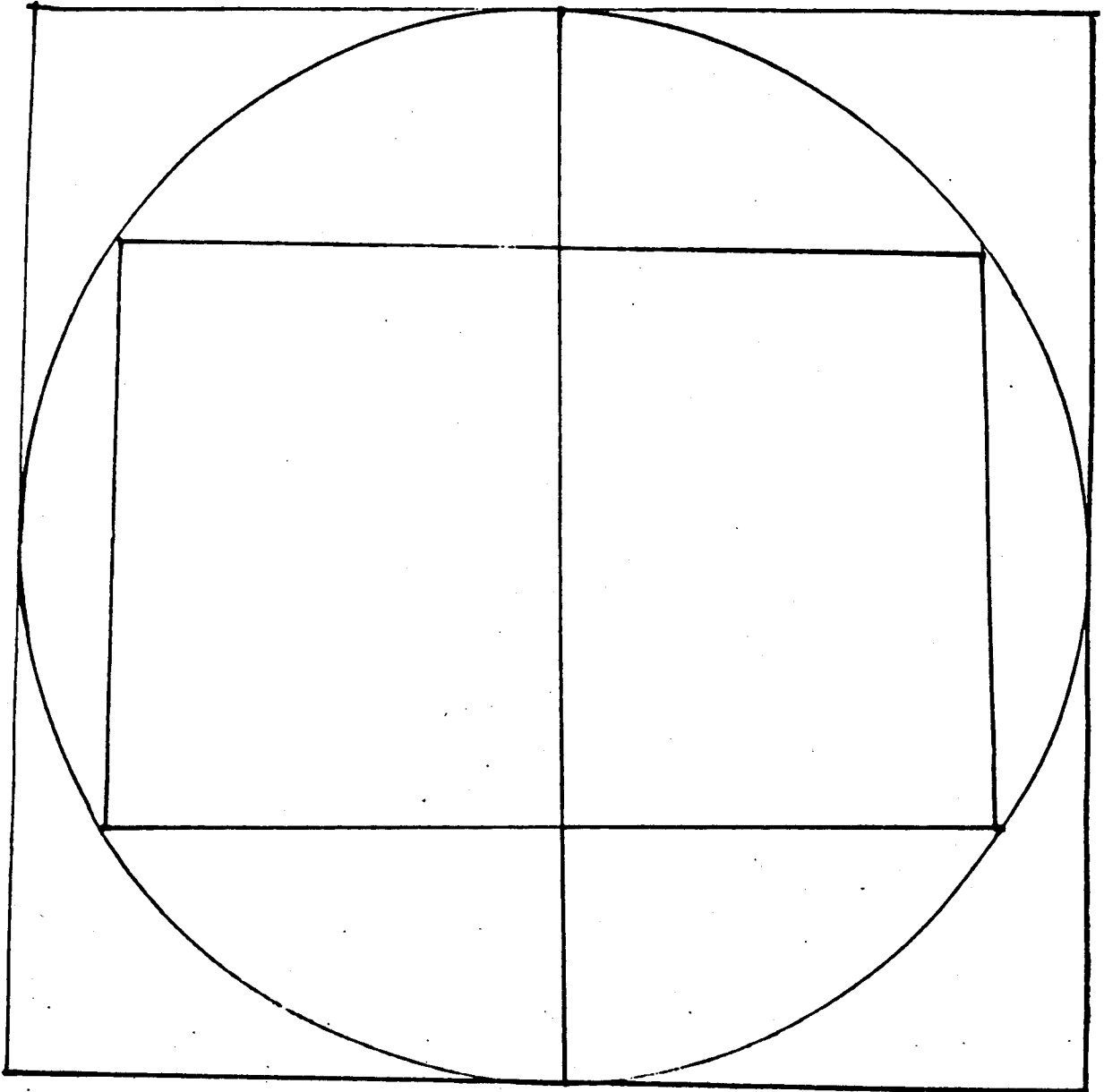


Make eight markers of paper or cardboard (square or round) of a size less than the circles.

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

RUFF AND TUFFERS

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



THANKSGIVING SCRAMBLE

Unscramble these words pertaining to Thanksgiving

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

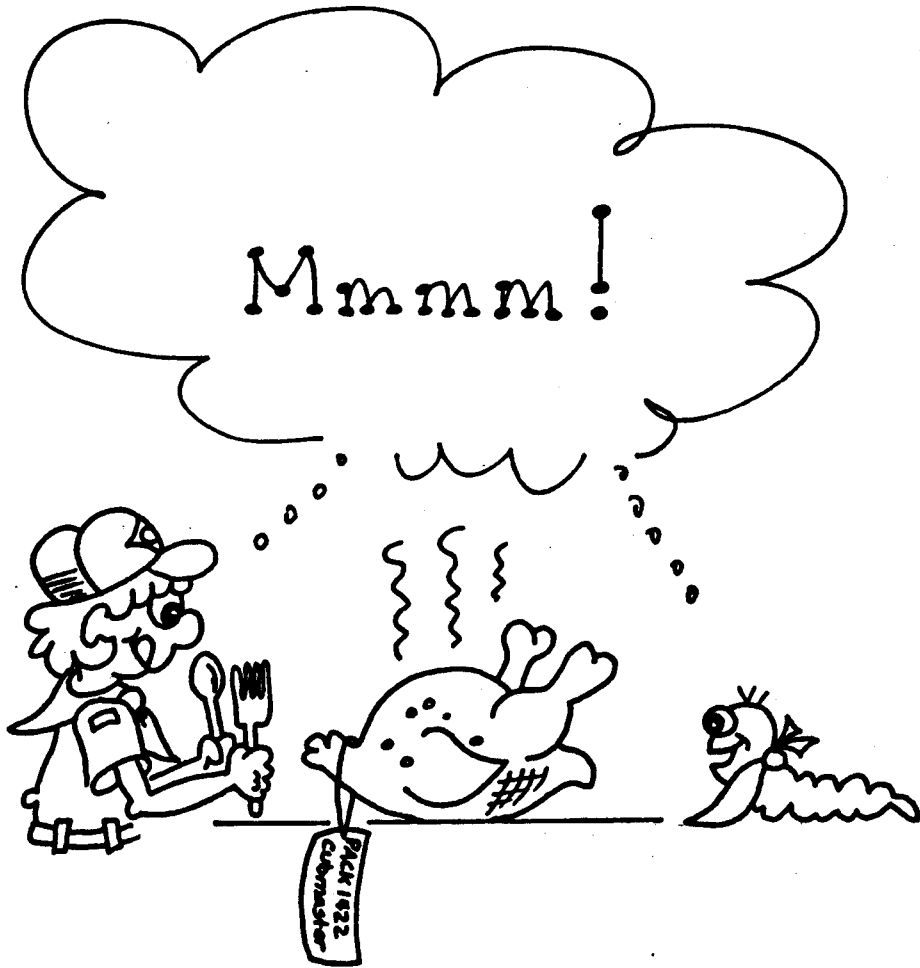
Answers to JUST FOR FUN

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

Answers to Thanksgiving Scramble

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







## BLUE AND GOLD BANQUET

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

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

There are three important things to remember:

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

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

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

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

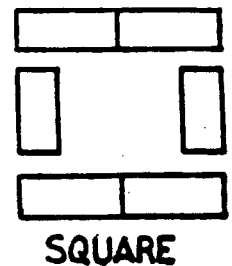
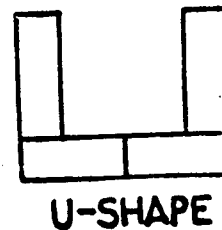
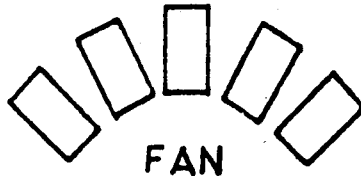
- b. Let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them help make each item.

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

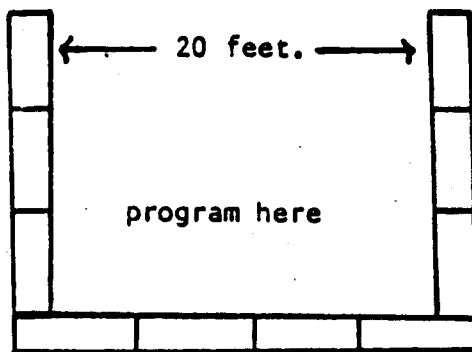
Be sure to provide exhibits at the banquet to spark interest in the younger boys as well as provide information for the parents. After all this is a Scouting event - display your exhibits proudly.



SAMPLE BANQUET SET-UPS



8 ft. tables



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

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

## BLUE AND GOLD OPENING OR CLOSING CEREMONY

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

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

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

## BLUE AND GOLD OPENING CEREMONY

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

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

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

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

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

## BLUE AND GOLD OPENING CEREMONY

Equipment: 4 candles (2 blue and 2 gold), candleholders, U.S. flag, 5 Scouts, 4 cards (each bearing one letter of the word CUBS)

Scout #1: Friends, we welcome you to our blue and gold banquet. Behind the candles are the letters C-U-B-S.

Scout #2: C stands for courtesy. A Cub Scout is courteous to his elders, his friends, his teachers, and especially his parents. He is courteous in all that he says and does.

Scout #3: U stands for unity. When a boy joins a pack, he becomes a member of a den. He works and plays with other boys. He learns to get along with others.

Scout #4: B stands for bravery. The Cub Scout is courageous enough to stand up for what he thinks is right, honest and fair, thereby making the world a better place in which to live.

Scout #5: S is for service. When a Cub Scout learns to serve others, God, and his country, he helps spread goodwill.

Scout #1: Now, will everyone rise and join in the pledge of allegiance.

## CLOSING THOUGHT

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

BLUE AND GOLD CLOSING CEREMONY

Equipment: Candles, one on each table.

Personnel: Cubmaster and Cub Scout poem reader.

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

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

Pack : Do Your Best!

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

Pack : All stand and repeat the Cub Scout Promise.

Cubmaster: Thanks to everyone for your assistance tonight. We will say good night after Cub Scout (name) reads Edgar A. Guest's "A Creed."

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

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

## BLUE AND GOLD CLOSINGS

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

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

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

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

## CLOSING THOUGHT

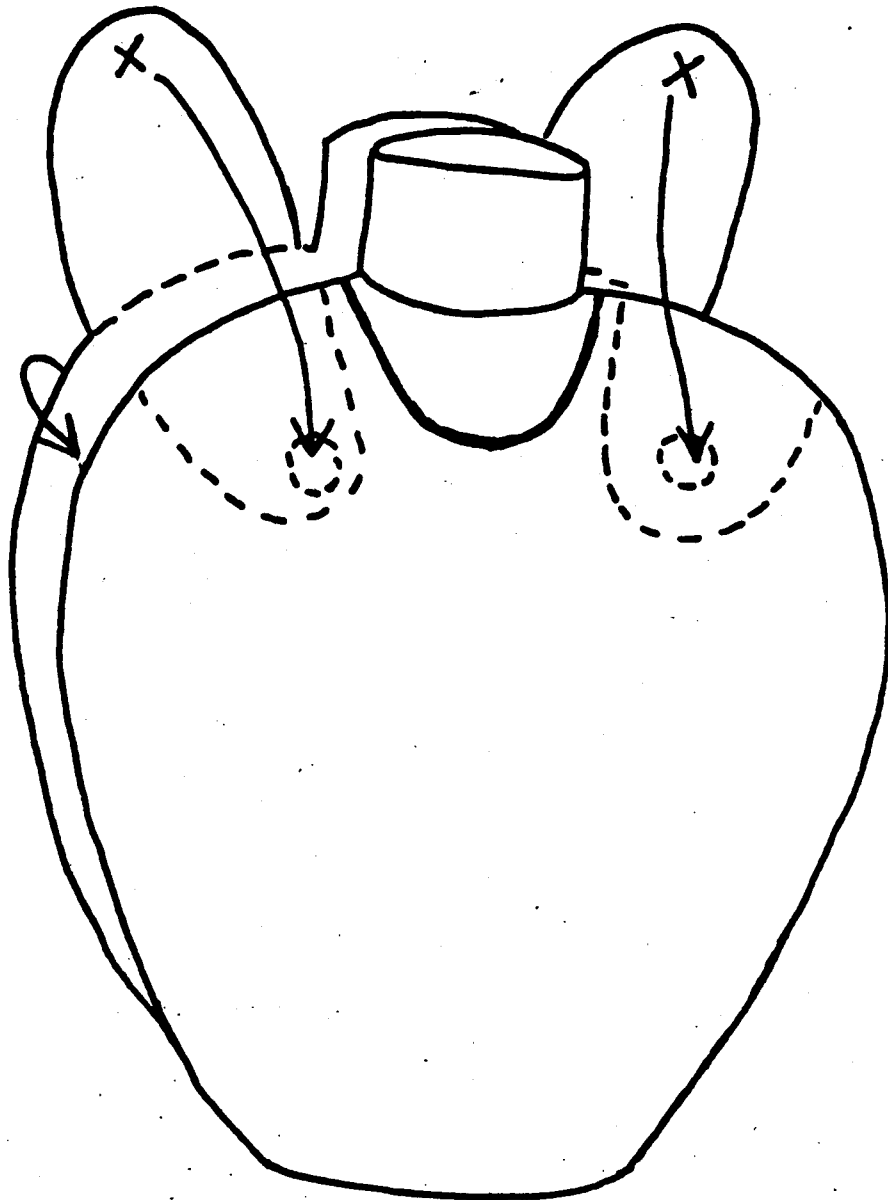
You've heard the T.V. commercial which says: "You're not growing older, you're getting better". That's the way it is with Scouting. It's getting better all the time. Scouting is improved and updated to keep pace with a changing world and to make it relevant to today's boys. So even though some of you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

Good night!!

## INVITATIONS

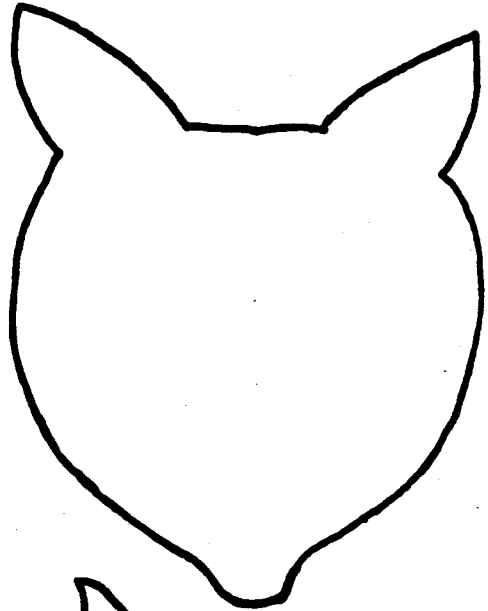
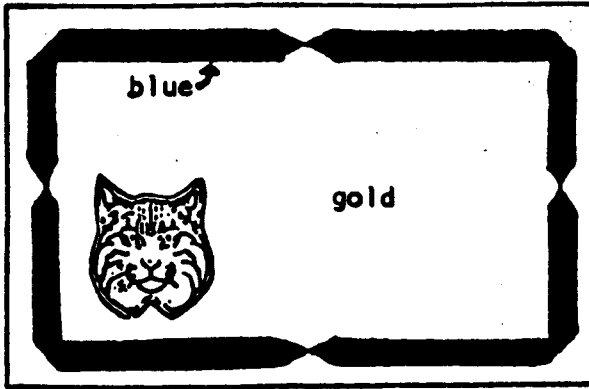
### Canteen Invitation

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



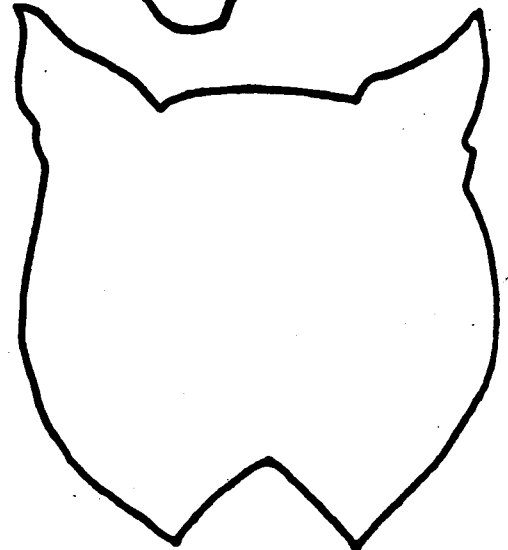
INSIGNIA TABLE DECORATIONS

Insignia Placemat

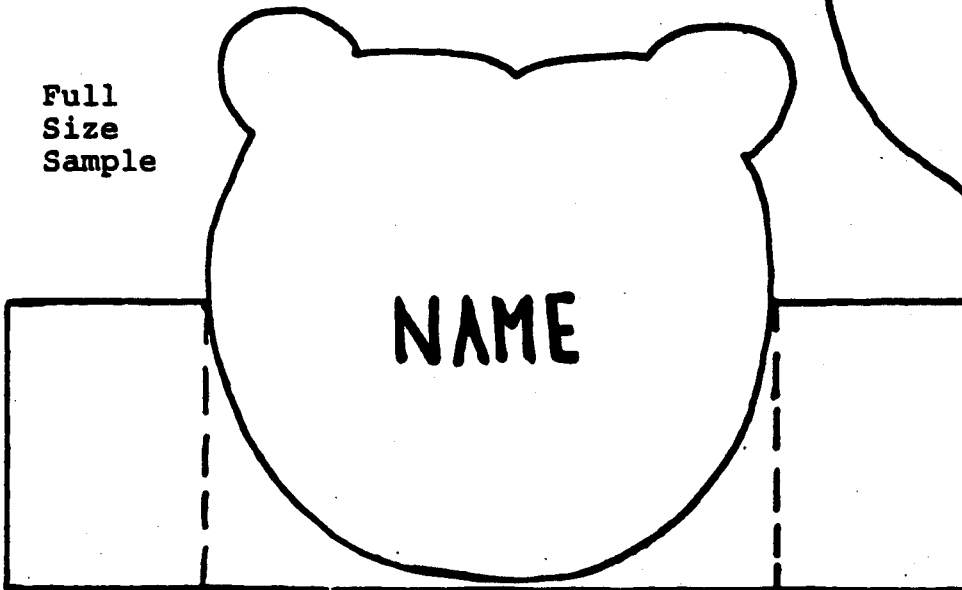


Insignia Placecards

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



Full  
Size  
Sample



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



### Insignia Centerpieces

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

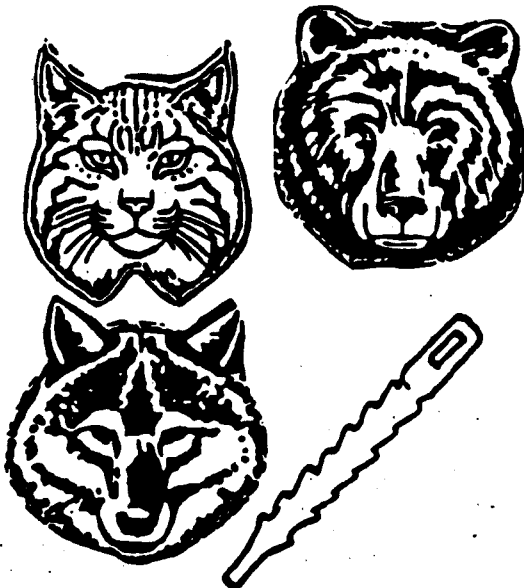
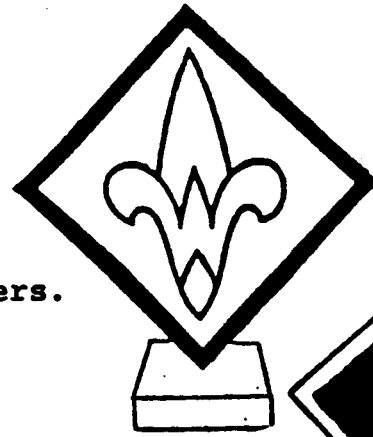
Cut a square 1" base for each.

Paint wood, affix stickers on both sides.

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

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

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



### Insignia Napkin Rings

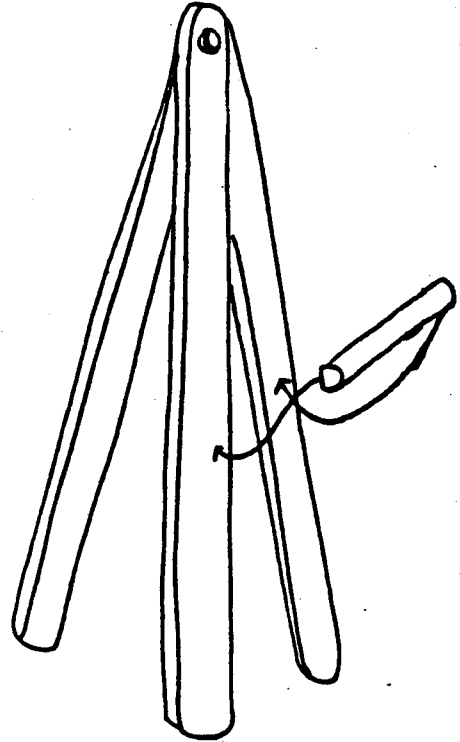
Cut design from styro-foam meat tray. Cut it quite a bit larger than desired finished size. Place in warm oven (like shrink art).

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

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

### Placecards

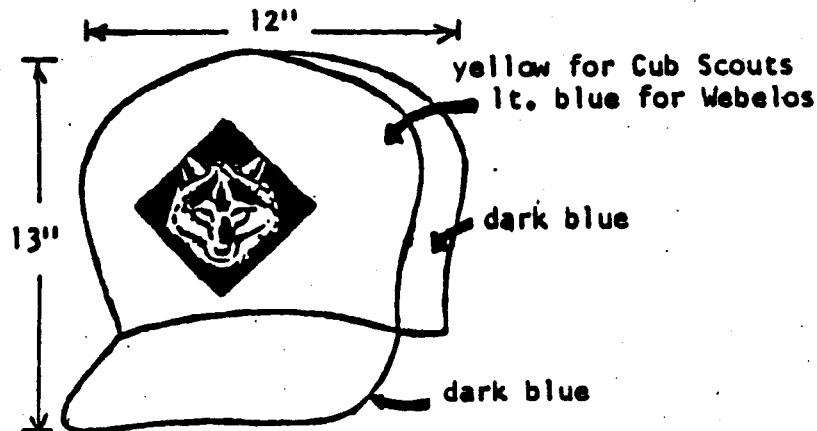
Place three pieces of wood together and drill one hole thru all three pieces, approximately one inch from the end. Paint with brown paint. Push small dowel into the hole, attaching the three pieces of wood. Push the center piece of wood back and glue a fourth piece of wood to front two pieces as shown.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



### Hat Placemat

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

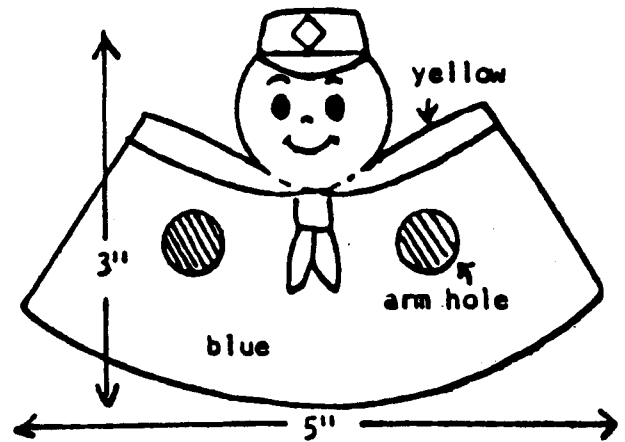
Hat can be made in different sizes for name card, nut cup or invitation.



## Placecards

### Cub Scout

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



### Cub Scout

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

## MY VERY FAVORITE RECIPE

1 elephant (medium size)  
salt and pepper

2 rabbits (optional)

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

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

## BLUE AND GOLD TABLE DECORATIONS

### Clothespin Akela Nut Cup

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



### Indian Headband Nut Cup

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



### Feather Nut Cup

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



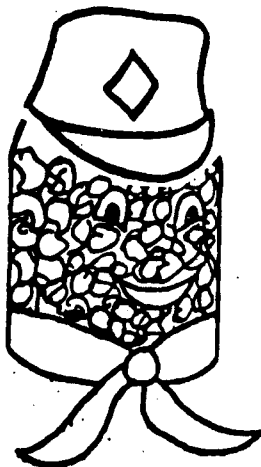
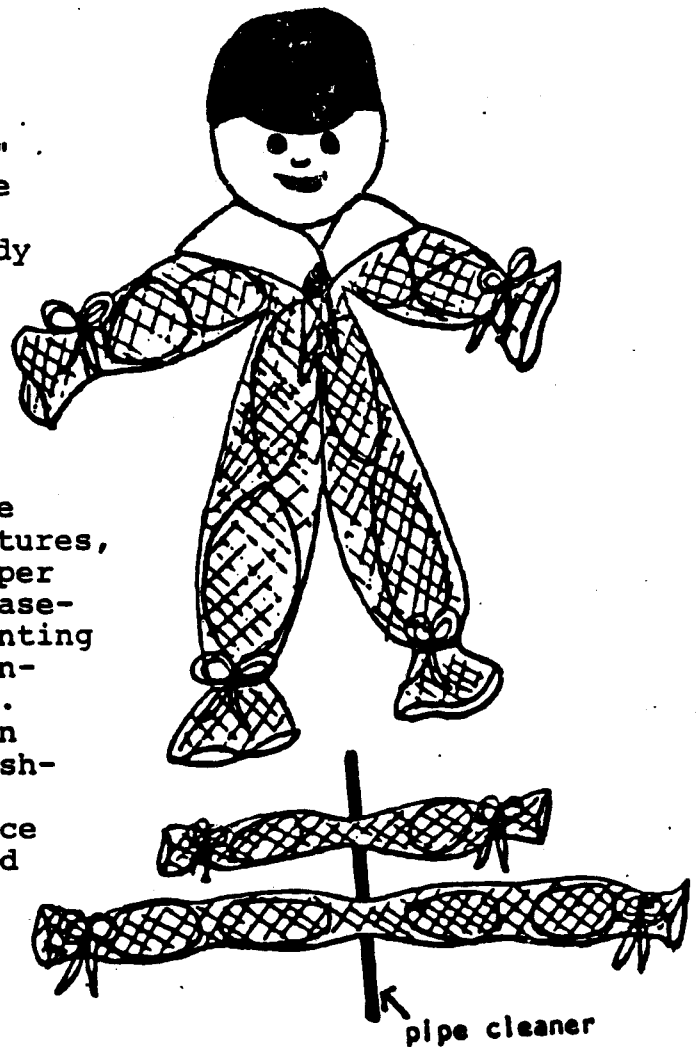
### Indian Name Card

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



### CUB SCOUT FAVOR

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



### BABYFOOD JAR CUB

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

## SONGS FOR BLUE AND GOLD BANQUETS

### Baden-Powell

(Tune: Found a Peanut)

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

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

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

### THE BANQUET

(Tune: On Top of Old Smokey)

Our Blue and Gold banquet's  
The best one in town  
We celebrate Scouting  
While gulping food down.

Cub Scouting's a pleasure,  
And eating is too!  
So pass the fried chicken,  
Yea, Gold and Blue!

### BLUE AND GOLD

(Tune: Jingle Bells)

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

## BLUE AND GOLD BANQUET - FATHER-SON CAKE BAKE

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

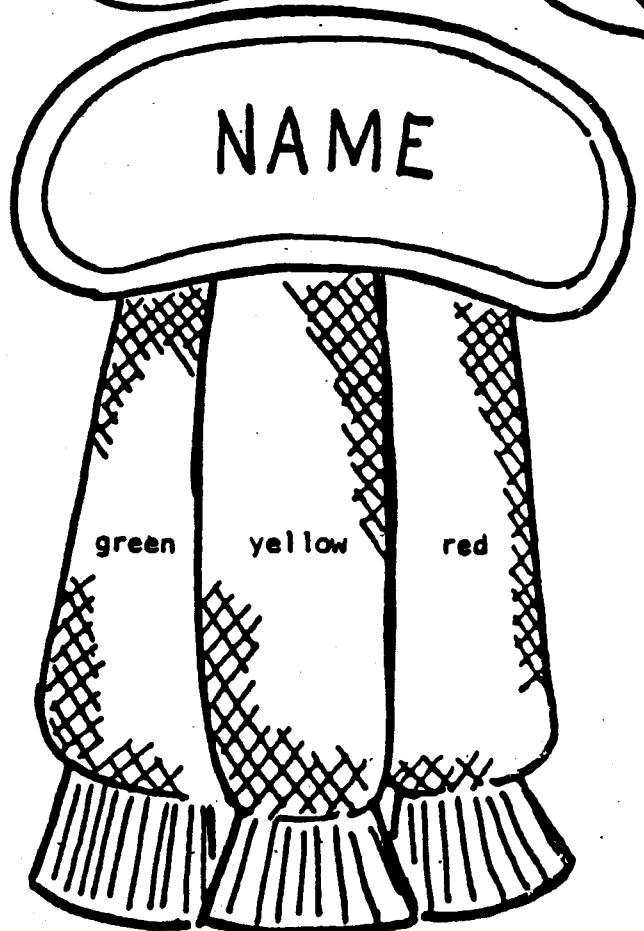
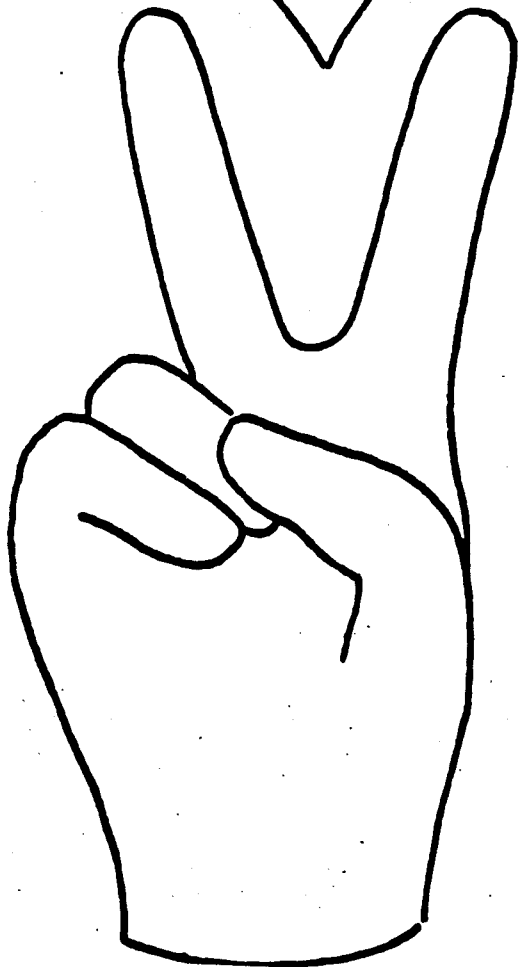
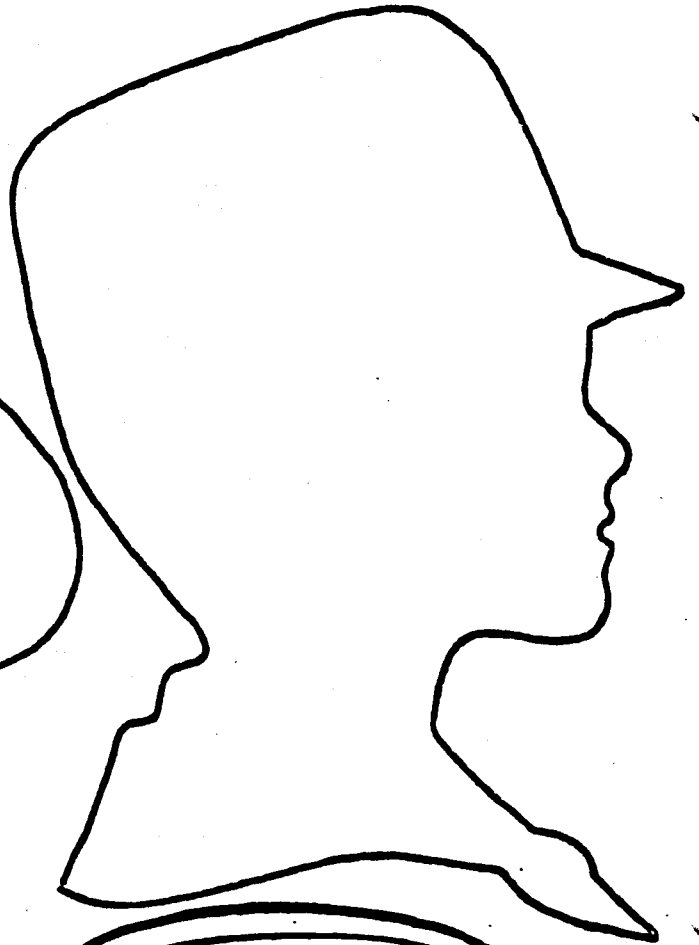
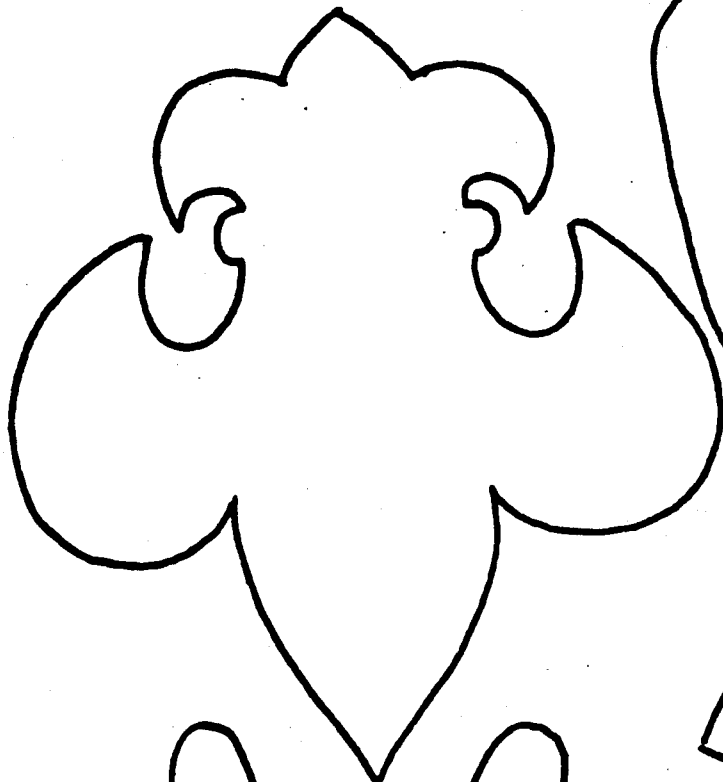
### Suggested rules:

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

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

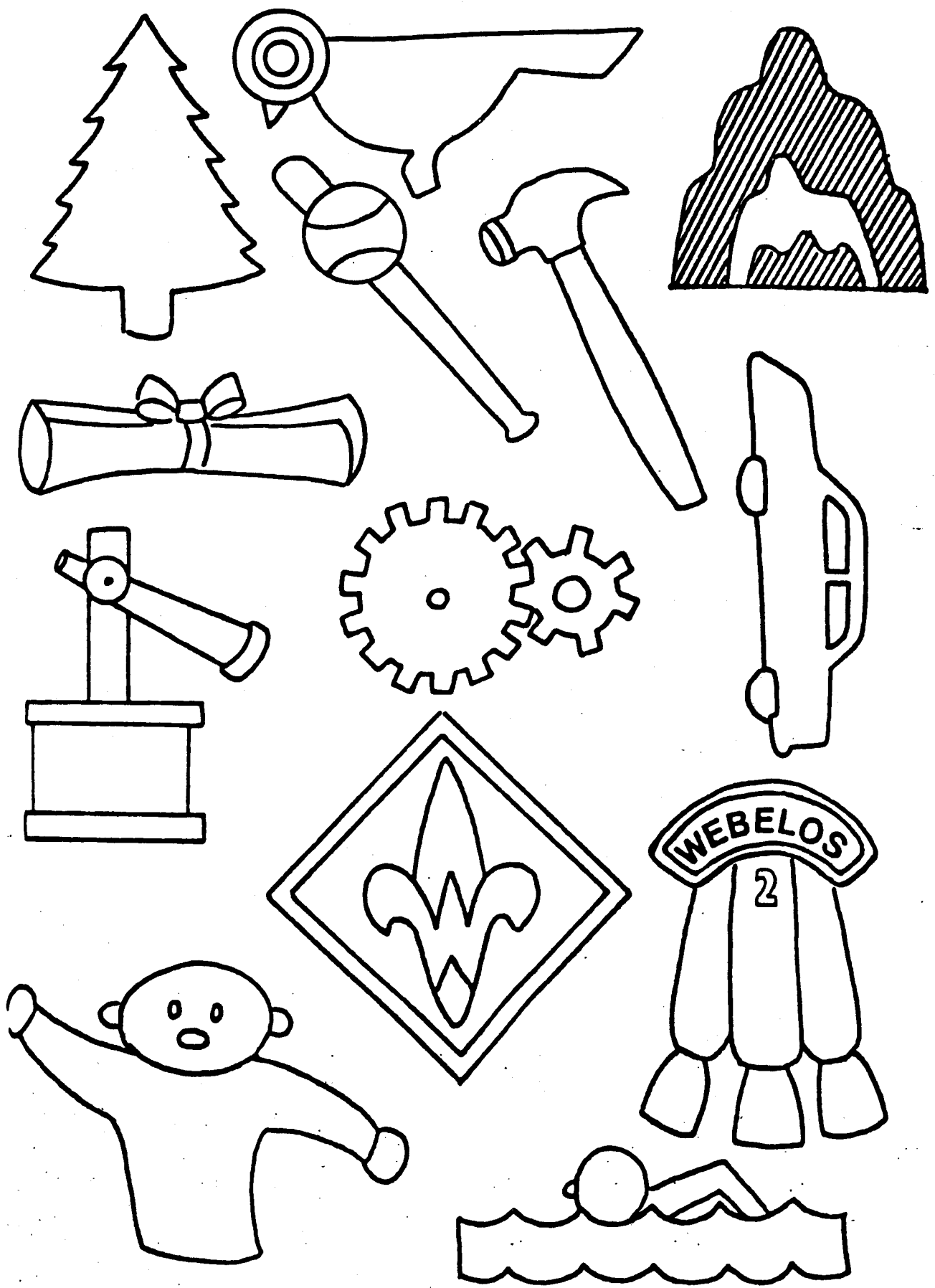
Or, rather than auction the cakes, charge an entry fee and let the boys draw for the cakes they will take home.

PATTERNS

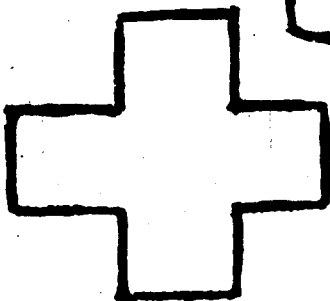
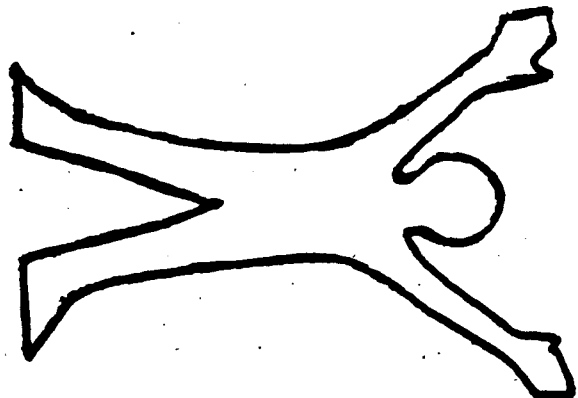
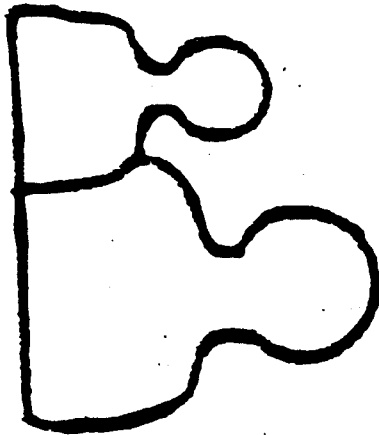
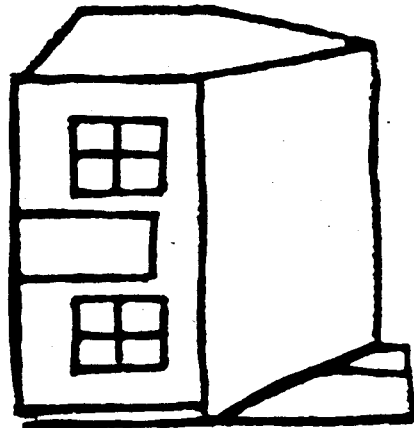
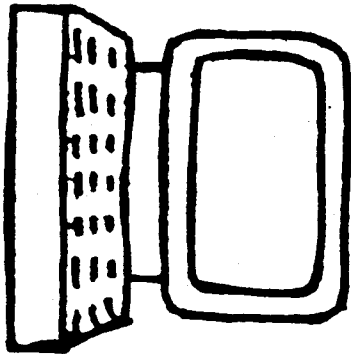
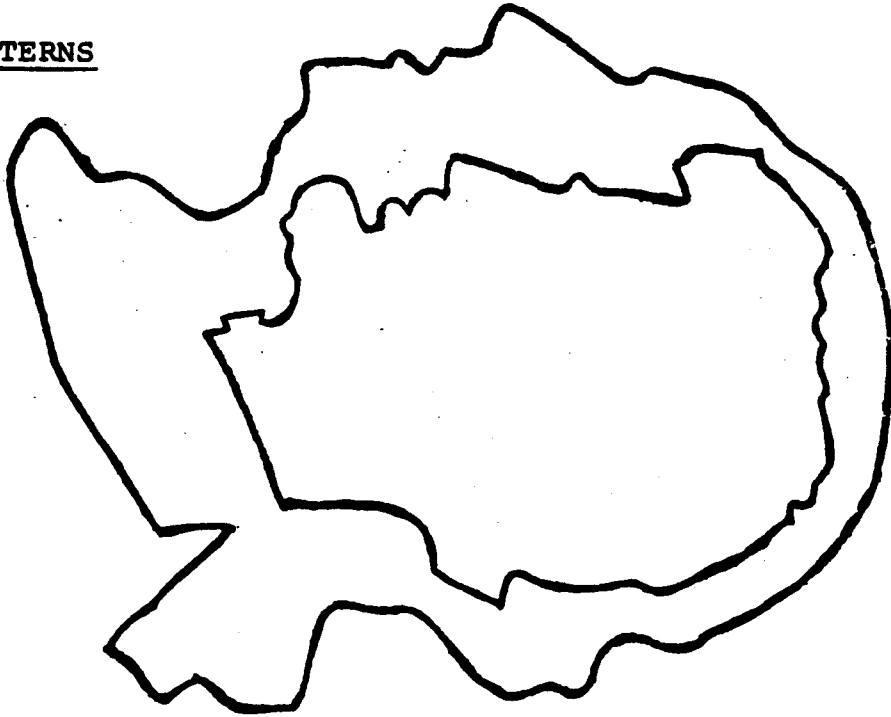




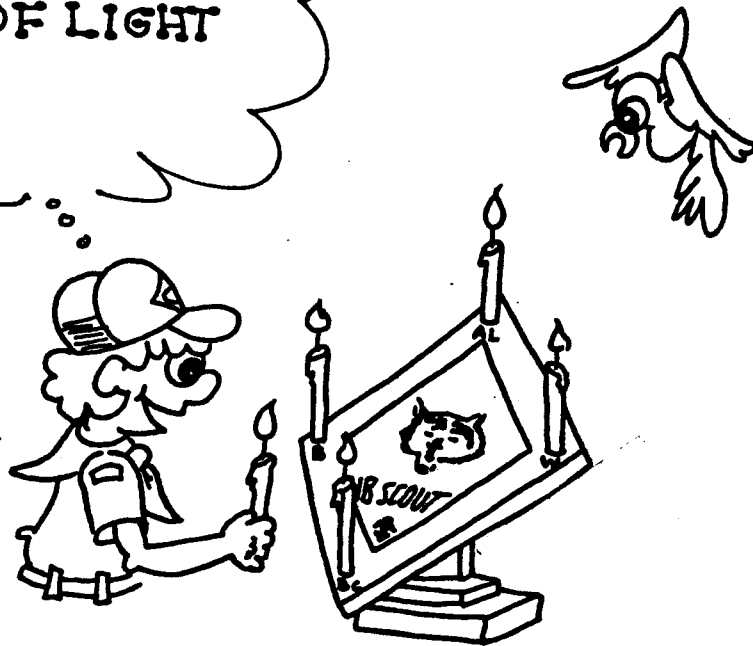
PATTERNS



PATTERNS



NOW ON TO  
ARROW OF LIGHT



CEREMONIES

CEREMONIES

## CEREMONIES

NOVEMBER 1990

HEROES IN BOOKS

### OPENING CEREMONY

Boys prepare signs with the six letters in 'HEROES' on them. On the back, glue the following scripts for them to read.

- H - H is for the happiness that books bring us.
- E - E is for the enjoyment stories give us.
- R - R is for the reading about our friends in books.
- O - O is for the opportunities to learn about people.
- E - E is for everything we can learn in books.
- S - S is for Scouting and the heroes we know, our leaders!

Please join us in saying the Cub Scout Promise.

### CLOSING CEREMONY

This month we have learned about Heroes in Books. We read about famous people, real and imaginary. We often forget the real heroes that we see and talk to every day. Our parents, our friends, our teachers and our ministers. These heroes give us the help and encouragement we need, and most importantly, the love that we share.

### ADVANCEMENT CEREMONY

Cubmaster - Cub Scouting is based upon the story of Mowgli in the Jungle Book. He had enemies and heroes of his own. Our heroes here are the boys who have earned badges and arrow points last month.

Will the following boys and their parents come forward to receive their Bobcat badge.

Mowgli lived with the wolves. We have a number of boys who have earned their Wolf badge. Will they and their parents please come forward as their name is called.

After Mowgli became one of the Wolf pack, he learned many things. The following boys have earned arrow points for their Wolf badge by learning many new things too.

Baloo was Mowgli's bear buddy. Our new Bears will now come forward with their parents to receive their awards.

Baloo taught Mowgli to work hard to learn new things. Many boys have earned arrow points for their Bear badge. Will they please come forward when their name is called, with their parents.

Activity badges allow our Webelos to learn and have fun at the same time. The following boys have earned activity badges.

The Webelos book hero is Lord Baden-Powell, the founder of the Scouting movement. It was he who developed this wonderful program for boys. We salute his memory by asking all of the boys who have earned their Webelos badge to come forward with their Den Leaders.

Those boys who have earned their Arrow of Light deserve a special ceremony. Be creative or look in the Staging Den and Pack Ceremonies Book for ideas.

DECEMBER 1990

GIVING GIFTS

#### PACK MEETING OPENING

Each boy is asked in advance to bring an ornament for the pack Christmas tree. The tree is to be donated afterwards to a needy family or adopted grandparent. The ornaments are placed on the tree as the boys arrive.

Cubmaster asks everyone to be seated. Suddenly an angel appears and says: "It's a beautiful tree, but something is missing. What could it be?" Someone says, "It's the star!" The angel agrees and explains that he brought a star from Heaven to place at the top of the tree. As he puts the star in place, he explains, "The star was a signal for the Wise Men to start on their journey many years ago, and it guided them along the way. Let this star signal the start of our pack meeting tonight, and guide us in the Spirit of Scouting." Angel disappears.

Cubmaster leads the Pledge of Allegiance.

ADVANCEMENT

Personnel - Cubmaster - 3 Cub Scouts dressed as Charlie Brown, Snoopy and Woodstock

Cubmaster - I am pleased to announce that we have some very special guests this evening to help present our advancement awards. We have Mr. Charlie Brown, with his friends, Snoopy and Woodstock. (the 3 enter, each carrying a sack)

Charlie has our well-earned, well-deserved advancement awards. Will Bobcat \_\_\_\_\_ please come forward with his parents? Congratulations on earning the Bobcat rank. (Continue in similar manner with other ranks, as Charlie hands out awards).

Now Snoopy has a special treat for us all. (Snoopy hands out Christmas neckerchief slides from Santa to all boys and uniformed adults).

Last, but not least, Woodstock has a gift that we all can work on before the Pinewood Derby coming up in \_\_\_\_\_. (Woodstock passes out gift-wrapped pinewood derby car kits to boys, to be completed for the race).

Thanks for coming Charlie, Snoopy, and Woodstock. Have a safe trip home. (The three exit) Giving gifts is really a great feeling!!!!

CLOSING

Cubmaster - God gave us memories so that we might have roses in December. May the happy times we've had during the past year and the spirit of this holiday season and giving gifts remain with us through the coming year. Good night.

OPENING

Narrator - Buenos noches, Amigos! (Good evening, friends!)  
 Bienvenitos a la Fiesta. (Welcome to the Fiesta.)  
 This month we share in the thrill of learning something about the many millions of Mexican-Americans, Puerto Ricans, Cubans and other Latin Americans who reside in the United States. The word Fiesta in the Spanish speaking parts of our country means party and so our pack meeting for this month will be a festive party, giving us a chance to learn about our many amigos.

(The Cub Scouts may make a grand entrance to recorded joyful Spanish music. After the Cub Scouts have been seated, have one of the den leaders lead the Cub Scout promise and/or the Law of the Pack in Spanish. Or teach it to a den of Cub Scouts to recite before the group.

CUB SCOUT PROMISE

I \_\_\_\_\_, promise to do my best to do my duty to God and my Country, to help other people, and to obey the Law of the Pack.

Yo \_\_\_\_\_, prometo hacer cuanto pueda por cumplir mis deberes para con Dios y mi Patria, ser honrado y obedecer la Ley de la Manada.

CUB SCOUT LAW OF THE PACK

The Cub Scout follows Akela. The Cub Scout helps the pack go.  
 The pack helps the Cub Scout grow. The Cub Scout gives goodwill.

El Cub Scout sigue a Akela  
 El Cub Scout ayude a la Manada  
 La Manada ayude al Cub Scout a crecer  
 El Cub Scout inspire confianza

Narrator - Let our Fiesta begin.

## AWARDS CEREMONY

Have a few sample awards placed inside a pinata and have the denner from each den come forward forming a circle around the pinata. Then let them try to break it. After the pinata has been broken return the sample awards to the awards chairman and proceed with the real award presentations. If your pack is large you may want to have more than one pinata and separate the awards by categories like all Webelos badges together in one pinata etc...

FEBRUARY 1991

BLUE & GOLD TRADITIONS

## OPENING

Narrator - We are gathered here tonight to celebrate the 61st year of American Cub Scouting in the Blue and Gold Tradition. Here are a few Cub Scout facts that have seen this program grow over the years.

(The Cub Scout silhouette with the facts on the back may be used as a prop for this ceremony.)

C.S. #1 - In 1916 Wolf Cubbing became an official part of British Scouting with the publication of The Wolf Cub's Handbook.

C.S. #2 - The special program for younger boys developed by Lord Baden-Powell, used symbols and stories from Rudyard Kipling's Jungle Book.

C.S. #3 - The first ranks of Wolf Cubs were Tenderpad, One-Star-Cub, and Two-Star Cub.

C.S. #4 - On April 1, 1930, the Cub Scouting program became official in the United States and the first charters were issued by the Boy Scouts of America.

C.S. #5 - When Cub Scouting started there were five thousand Cub Scouts in the United States.

C.S. #6 - Cub Scouting in America has a strong emphasis on Indian lore.

C.S. #7 - The first program was called "Cubs of America" with a Bear cub as the symbol.

C.S. #8 - The first Cub Scout motto was "We do our best"--not too different from our current motto.

Narrator - As we look about us this evening, we can see the fun and adventure Baden-Powell has brought to us through Cub Scouting. Please stand and join me in another tradition, the pledge of allegiance.



## BADEN-POWELL CLOSING

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

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

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

May you strive for Truth and Spirituality  
In the warm Sunlight under the Sky above.  
May you bring Good Cheer and Happiness  
To others and have steadfast Loyalty and Love.

MARCH 1991

SEA ADVENTURES

## OPENING

Arrangement - 8 Cub Scouts dressed in pirate costume speak the lines below.

- #1 - Captain Woodes Rogers' the name. I'm the  
scourge of the Spanish Main.
- #2 - When they speak of Sir Francis Drake,  
The good people quiver and quake.
- #3 - Sir Henry Morgan, I be. I'm the terror  
of every sea.
- #4 - They call me 'Peter the Great' I'll  
take all your pieces of eight.
- #5 - The scurviest bunch, they all know,  
Sails with me...I'm Edward Low.
- #6 - I'm Captain Bartholomew Sharp, My victims  
all play the harp.
- #7 - When the Jolly Roger they spy, All know  
that Blackbeard is nigh.
- #8 - 'Tis said Captain Kidd's crew is mееean, The  
worst in the whole Carribean.

ALL-----Yo Ho!

D - 6

Mekuska  
1978-1990

CUBMASTER RECOGNITION - THE TREASURE CHEST

This is a simple ceremony yet has some humor and could provide a good opportunity to thank the Cubmaster and give him a little recognition. It would be fun to pull this one as a surprise on your Cubmaster. As curtain opens a den of Cub Scouts dressed as pirates is studying a treasure map looking and scratching their heads.

- 1st Pirate - I think we're looking in the wrong place.
- 2nd Pirate - I think we're looking for the wrong thing.
- 3rd Pirate - What do you mean the wrong thing?
- 4th Pirate - We're looking for a chest of gold aren't we?
- 5th Pirate - Of course, we are but where's the best place to look for a chest of gold?
- 6th Pirate - Probably at the end of the rainbow but I don't see one.
- 7th Pirate - Let's look out there in that sea of faces. (points to audience)
- 8th Pirate - I've found it!! (Walks to Cubmaster and asks him to come with him to center stage) All pirates look puzzled. This by far is the best chest of gold, for in that chest (points to Cubmaster's chest) beats a heart of gold! Otherwise why would he spend so much time being our Cubmaster?

All Pirates - That's Right!

At this point if desired, the Pirates could present the Cubmaster with a small token of their appreciation for all the hours he donates to their pack. Hint: A plaster model of an open treasure chest could be painted up with different colored gems glued in or carve one out of a scrap of wood etc. You could even use a small heart shaped button for lock on chest. Or make the chest into a neckerchief slide for the Cubmaster. Or glue the chest on a wooden or plaster background and carve in the plaster or burn in the wood something such as:

Presented to our Cubmaster \_\_\_\_\_  
Who has a heart of gold.  
From Pack \_\_\_\_\_ Date \_\_\_\_\_

OPENING

Personnel - A den of uniformed Cub Scouts, each with an octopus puppet.

Equipment - A narrator or cards printed for each Cub Scout.

Arrangement - Den stands in front of pack. As each Cub Scout says his part, he steps forward and wiggles his

1st Octopus - In tying knots, I am a champ,  
With the bowline or clove hitch,  
But when my eight arms get in the way,  
I can't tell which is which.

2nd Octopus - Being an octopus, I like to hike  
Over underwater hills,  
But, when I "left" and "right"  
with two legs,  
Six others give me spills.

3rd Octopus - I'm patriotic and salute the flag,  
Of America, that I'll fight for,  
But since we must salute with our  
right hand,  
I can't tell which are my "right"  
four.

4th Octopus - Now, in a row boat, I'm a speedy one  
With eight arms to move me fast,  
For, no matter how hard the others  
use their oars,  
They'll row into shore - tired and LAST!

5th Octopus - I have two arms to gather firewood,  
Two arms for starting the fire's flame,  
And two arms to cook my tasty meal,  
And two arms left to shoot fresh game.

6th Octopus - I can pass all swimming tests,  
The dog-paddle, breast stroke, or crawl,  
'Cause when we octopuses get in the water,  
We really have ourselves a ball!

All Octopuses - We may be Cub Scout Octopuses now,  
But soon, it will surely be neat,  
'Cause we'll be special Tenderfoot Boy Scouts,  
As we octopuses have Eight Tender Feet.

APRIL 1991

CANADA, OUR NEIGHBOR

### CANADIAN OPENING

Canada, our neighbor to the north, a friendly giant, the second largest country in the world. Let us tell you about a few of Canada's provinces.

(Cub Scouts hold large pieces of cardboard in the shape of their provinces with the province's name on the front and the information on the back. They speak in turn.)

Alberta has more year-round sunshine than any other part of Canada. It's a land of snowcapped mountains, golden prairies and unsoiled forest wilderness.

Ontario means "shining water" in Iroquois and holds one-fourth the world's fresh water supply.

Newfoundland and Labrador - This land was once a settlement for the ancient Vikings with it's rocky cliffs and windswept moors.

Quebec, Canada's largest province is twice as large as Texas and three times as large as France from which many of it's people are descended.

In British Columbia you will find ranches with buffalo herds, a continuation of our Rocky Mountains, and a rugged coastline along the Pacific Ocean.

Manitoba has thousands of crystal clear lakes with white sandy beaches, but it also has one of the coldest climates in North America.

Nova Scotia, where you are met by the skirl of bagpipes or greeted in Gaelic by descendants of Scottish settlers who gave this province it's name, New Scotland.

The Yukon, Canada's last frontier with it's Eskimos, dog sleds, endless horizon and famous gold rush.

Saskatchewan has almost one million acres of the world's finest wheat growing land not to mention uranium, oil and coal among its natural gifts.

New Brunswick is a place for hunters and fishermen and a seaside summer place.

Narrator - Now that we have explored our neighbor to the north will you please stand and join me in the pledge of allegiance to our flag.

## CLOSING

United States President John F. Kennedy said of Canada, "Geography has made us neighbors. History has made us friends. Economics has made us partners." Just as the things President Kennedy spoke of made us neighbors, friends and partners with Canada let us not forget that Scouting has made us one in world brotherhood.

## O CANADA CLOSING

O Canada! Where pines and maples grow, great prairies spread and lordly rivers flow, how dear to us thy broad domain...O Canada! Beneath thy shining skies...From East to Western sea, ...beloved land...North strong and free. Oh Canada! Our neighbor and our friend.

MAY 1991

WORKING WITH WOOD

## ADVANCEMENT

Equipment - Tool chest with large samples of the tools to be used during the ceremony. Badge of ranks that the Cub Scouts have earned attached to smaller samples of the tools - either 'play' tools or some made out of cardboard and painted. Cubmaster dressed as a carpenter with hat and apron.

Cubmaster - We have with us tonight some Cub Scouts who have learned to use the tools of Cub Scouting and have advanced a rank. From my tool chest I will take the screwdrivers which are the first tool these Cub Scouts learned to use. Will the following Cub Scouts come forward as the Assistant Cubmaster reads their names. The Bobcat candidates' parents will please join us here.

I ask you Cub Scouts to repeat the Cub Scout Promise together. Also the Law of the Pack, tell what Webelos means, and give the Cub Scout sign, handshake and salute.

Very well done. I now ask that your parents present to you your Bobcat badges. Congratulations and welcome to our pack. (He gives each a Cub Scout handshake. They return to dens)

(Cubmaster proceeds in the same manner with the following tools: hammer for the Wolf rank; saw, because they have begun to sharpen their skills for the Bear rank; pliers for the Webelos Badge as the boys are getting-down to the 'nuts and bolts'; a T-square for the activity badges and the plane for the Arrow of Light, as they are finishing their project and Cub Scouting.)

We are proud of all of the Cub Scouts that progressed this evening. They have learned the safe and proper use of hand tools during the month. They have learned, too, that working with wood can be fun as they make things for their home and den meeting place with the help of their leaders and families.

### ADVANCEMENT

Use the Pinewood Derby track and the awards actually to be presented to the boys. If available attach a symbol of the various ranks to the side rails of the track. These should be attached in ascending order...Bobcat, near the bottom...Wolf, Bear, Webelos, and Arrow of Light. If a boy is graduating into a Scout troop, have a Scout Badge at the top.

At appropriate places on the track, have the badges the boys will actually receive taped to the track. (Note: equipment must be prepared immediately after the pinewood derby, while the derby chairman is making the awards presentations.)

Cubmaster - We've all had a great time tonight watching the Pinewood derby cars race down this track. They really speed downhill, don't they?

Well, you can go uphill on this track, too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelos and the Arrow of Light.

Some of our Cub Scouts have been climbing this course, and now we're going to show how far they've gotten. Will the following Cub Scouts who have made the climb as far as the Wolf please come forward with their parents.

(When boys and their parents have assembled, remove their awards from the track and have the parents pin the badges on. Do the same for Bear badges and arrow points.)

Have the Webelos den leaders take over for activity badges and Webelos badges. The Cubmaster should be involved in the Arrow of Light and troop graduation.

CAMPFIRE OPENING

This would be good for a pack picnic or Webelos parent-son overnight.

- Cub #1 - (as fire is started) The early caveman used fire to protect himself from wild beasts and to warm his body.
- Cub #2 - In ancient times the phoenicians used fire on mountain-tops or high pillars as beacons for their ships.
- Cub #3 - The American Indian used fire to hollow logs for his boats, to fire pottery, and for ceremonial purposes.
- Cub #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.
- Cub #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.
- Cub #6 - Fire today makes the wheels of commerce and industry turn. In essence, fire is putting men on the moon.
- Cub #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, too. 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.

CLOSING THOUGHT

As this campfire comes to a close we pause to listen to the world that surrounds us. pause! Those sounds are not a noise to be put up with when out in the night like this. Those sounds are the sounds of life. Those sounds symbolize the one great miracle that God gave to this earth. God gave this world life.

Each of us, all too often forget the value of life. Just as those creatures whose sounds we hear don't know when their lives will end, so too are we. We must live each day as if it were our last; we must take the time to say thanks for the things we appreciate. Thank You!

#### ADVANCEMENT

For a pack picnic

Cubmaster - We have several Cub Scouts to honor today for the hard work they have done since our last pack meeting. With the tablecloth, we have the Bobcats. (Call parents and boys forward. Pull Bobcat badges attached to a tablecloth from a picnic basket.) Present awards, congratulate the boys and give Cub Scout handshake to each.

(Present other badges in same manner: Wolf - plates; Bear - paper cups; Webelos Badge - napkins; Arrow points (gold) - knives; Arrow points (silver) - forks; Activity badges - spoons. Ask Webelos den leader to present his Webelos their Activity badges. Cubmaster congratulates each boy, and gives a Cub Scout handshake.

We have seen all of the things that help make a picnic meal fun - except the food. These young men and their parents represent the thing that makes the pack grow and thrive. They are as important to a pack as food is to a picnic.

Let's wish them well as they continue on their trail to Boy Scouting.

JULY 1991

HIGH COUNTRY, USA

#### CLOSING PRAYER

Dear God, who made the forest and the trees, help me as a child to grow as straight as the fir; as tall as the redwood, and as protective as the elms. Help me hear your voice in the whispering of the wind. Help me to comfort others so that when I become a man, I too, may look up to You and hear You say, "Well done!"



## CLOSING

An original by Pack 1351, Woodbridge, Virginia

The Pack is gathered around the Cubmaster and Assistant Cubmaster in three rings.

The first ring is made up of those who have advanced in rank or earned a Webelos Activity badge during the month (awarded at this meeting.)

The second ring is made up of all the parents, family members and friends in attendance.

Cubmaster - As we bring this meeting to a close, this gathering is like our attempts to climb a mountain. The first group is made up of those who have climbed and have achieved. They have succeeded through their efforts and now can look out upon the group with pride in their success.

1st Assistant - This second group is made up of Scouts who have climbed and achieved in the past, and others who have watched and learned and are soon going to climb.

2nd Assistant - The third group is made up of those who offer support to the climbers, those who have already climbed to the top, and those who will climb in the future. Without their support; without their encouragement; even the strongest climbers would falter.

Cubmaster - (Leads first circle) We have climbed the high road of the Cub Scout achievement trail. With the help of our families and friends we will continue to the highest point.

1st Assistant - (Leads second circle) We have seen the example of those who have been recognized today. We are proud of them for their accomplishments. We are working on our requirements and electives and in coming months we will share the inner circle with them.

2nd Assistant - (Leads Parent's circle) We see clearly that the path is hard but we will continue to support our Cub Scouts and to encourage them in every way to always look upward and to take the high road every day.

Cubmaster - Goodnight Cub Scouts and Cub Scout families. May you always continue to "Do Your Best".

OPENING

Cubmaster - Magic is a word that has been used for thousands of years. Magic to one person, is reality to others.

To me magic is the growth of a boy. I see this boy come into my life, he is but half grown, ruffled hair, chocolate milk on his upper lip, his shirt is half buttoned, his trousers have a rip at the knee and his shoes are untied. I have but a short time with this boy before he becomes a young man. Magic? Yes, Magic. When that boy grows, a great transformation takes place. He leaves my side a young man, standing tall and straight. The only thing that I have not seen change is the little twinkle in his eye. And now, on with the show. Den \_\_\_\_\_ will begin our program tonight with their extraordinary illusions. (Props: Cubmaster dressed in top hat, cape, and wand. Have the boys in the den demonstrate simple magic tricks they have practiced. Be sure you introduce each boy with a flowery language: Fantastic, Super-colossal, Enchanting feats, World Famous and Stupendous are a few suggestions.)

ADVANCEMENT

Make a top hat or use a black plastic kettle. Put a tin can inside with a small amount of dry ice. Have two small vials of water, gold and blue (colored with food dye). Put the advancements in the hat or pot beside the tin can. The Cubmaster pours the water onto the dry ice producing a "magic" cloud of steam. He then takes out the badges presenting them to the boys.

Cubmaster - There's nothing really magical about the Cub Scout advancement. It requires the boy to team up with his parents to achieve the next step on the Cub Scout trail.

CLOSING

Narrator - Tonight we have seen many mysterious feats of magic demonstrated here. The greatest magical feat of all of course is the transforming of a group of boys in the second through the fifth grades who are full of energy, curious, friendly, adventurous and who have a desire to be a Cub Scout. The Cub Scouts from Den \_\_\_\_\_ will show you how it's done. (Boys have poster board cards spelling out the word MAGIC on the front and their speaking parts on the back.)

CLOSING

- M - Methods.- Cub Scout methods such as family involvement in all activities and advancement opportunities to recognize growth and achievement.
- A - Activities can help the boy grow strong in mind and body. And help build pride, loyalty, and self-respect.
- G - Games teach the boys how to get along with others, sportsmanship and new skills.
- I - Ideals. The Cub Scout Promise and the Law of the Pack help remind the boy to do his best.
- C - Ceremonies help the boy learn good citizenship, and respect for his flag and country.

Narrator - This is Cub Scout Magic!! Good Night Cub Scouts!

SEPTEMBER 1991

COMMUNICATIONS

ADVANCEMENT

When you set up the room, tape under some of the chairs the awards, taped on telegrams.

Cubmaster - Our theme this month is communications. Under some of the chairs are taped telegrams. Please get them at this time. For those children who have one please give it to the nearest adult. When I ask for the number of your telegram, please read it.

WESTERN REGION B.S.A.

TELEGRAM  
from Pack # \_\_\_\_\_

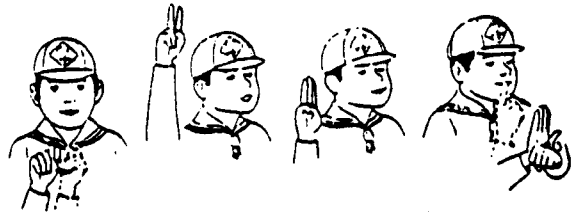
You are hereby awarded the rank of \_\_\_\_\_  
Do not stop  
Keep working  
Parents and Pack proud of you

Or you can make up messages to fit the awards such as:

We could hardly bear it. Waiting for you to receive this bear.  
We're thrilled you came Please come forward and your  
Cubmaster will present it to you.

Webelos: We'll be loyal scouts it's true and so have you been.  
This is to notify you, that you are now to receive your  
Webelos Award.

THE CUB SCOUT PROMISE



THE CUB SCOUT PROMISE



I

PROMISE

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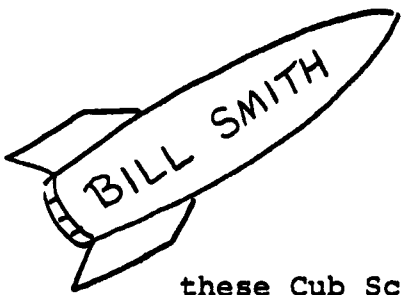
OF

THE

PACK

ADVANCEMENT

Ceremony board resembles chart of sun and planets with Scout as sun and Cub ranks as planets. A small blue and yellow cardboard rocket should be made for each boy getting a badge and placed on or under his new rank. If a loop of masking tape is placed on the back of each rocket, rocket can be moved by Cubmaster to new rank as parent is presenting badge. (Use Cub Scout insignia stickers)



Cubmaster - Will the den chiefs please bring forward the Cub Scouts who are ready for advancement?

Den chiefs bring forward boys and give their names.

Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout galaxy. Please face your fellow Cub Scouts and Den Chief name will lead them in the rocket cheer.

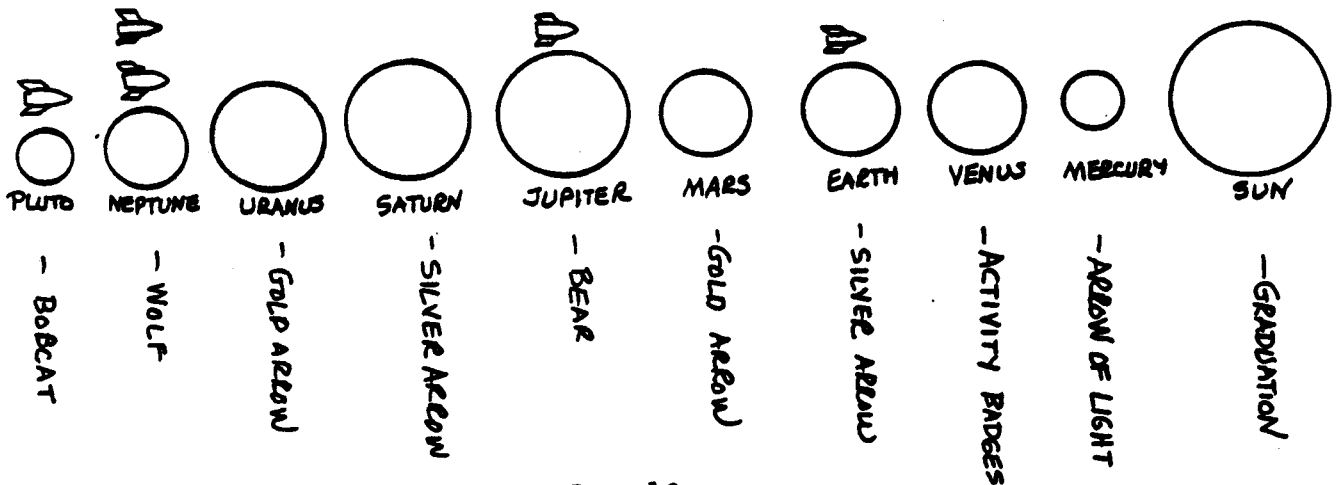
Den chief leads rocket cheer.

Den chiefs, will you please bring the parents of these Cub Scouts forward?

Den chiefs bring parents forward, placing each Cub Scout between his parents.

These Cub Scouts have done a fine job in our pack. They are progressing through our Cub Scout galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our pack. As I move your rocket forward on our galaxy, your parent will present you with your badge.

Cubmaster calls off names as he moves rockets to appropriate ranks on ceremony board while parents present badges. Cubmaster congratulates boys and parents with Cub Scout handshake.



## OPENING

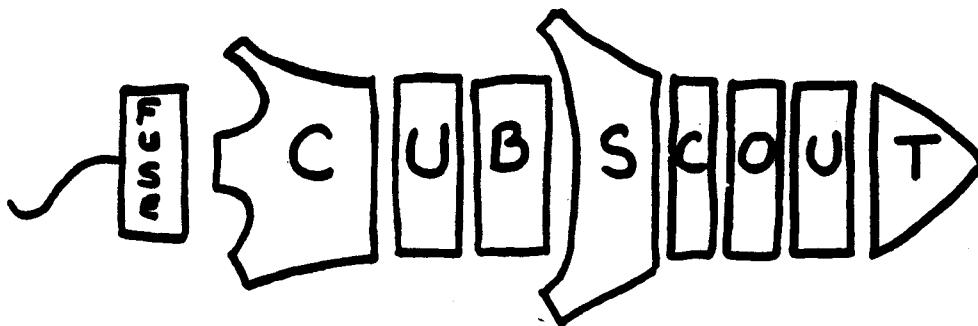
Draw a large cardboard rocket ship into 8 parts plus a fuse (as shown). Each boy's lines are written on the back of his card.

Den Leader - The Cub Scouts of Den \_\_\_\_\_ drew up plans for a missile so they could take a safe trip into space. Now they are going to build the missile for you in case you want to go along with them on this journey into outer space. Here they come with their parts! Let's all sit quietly and watch.

Boys enter one at a time and say their lines.

- Cub #1 C is the part we build on, and it stands for courtesy in Cub Scouting and all through life.
- Cub #2 U is next. This part stands for unity, because united we are strong.
- Cub #3 B is then added. That stands for bravery in all our thoughts and all our deeds.
- Cub #4 S is next and that stands for safety. We learn it and use it.
- Cub #5 C adds some more and it stands for church - the one of your choice.
- Cub #6 O is building it stronger, and it stands for outdoor life which is full of fun and is healthful.
- Cub #7 U is near the finish and stands for usefulness to ourselves and to others.
- CUB #8 T is the nose that guides us. It stands for truth in all things.

Den Leader - Anyone knows the fuse is necessary to light and send this missile on its way. (Den leader puts the fuse to the first Cub) We are on our way. Everything's A-OK. Ready for lift-off! Fire! (Cub Scout #8 leads and they walk off stage, still keeping the parts in the proper order)



## TIGER CUBS

### GRADUATION

- Materials - White candle for each boy with a guard to protect his hands from the hot wax. Candle log or a Tiger Cub silhouette with blue candle, yellow candle and white candle. Tiger Cub pins, patches and certificates.
- Setting - Lights are dimmed. Head table with candle log with candles on it. Parent is given the candle for each boy.
- Cubmaster - We have a special graduation tonight. Will these boys and their parents please come forward. (Call boys and their parents by name). They will stand in front of the table.

Our Tiger Cub group is graduating tonight into Cub Scouts. As Tigers they have Searched, Discovered and Shared together in their homes, community and country. Now it is time to move along the Scouting trail. In Cub Scouting you will wear blue and gold.

Blue (light the blue candle) like that of your uniform, stands for truth, love of God and loyalty and the blue sky.

The Gold (light the yellow candle) like that of your neckerchief stands for sunlight, good cheer and happiness.

The White candle (light the white candle) in the center represents the parents and the important part they plan in the Cub Scouting program.

Parents please light the candle for your son as a symbol of the encouragement and support you will be giving him as he moves along the Cub Scouting trail.

Will you accept the responsibility to participate in Den and Pack activities, help your son with advancement and support the Pack as much as possible? Parents respond "I will".

Please give the candle to your son. This candle represents the Scouting Spirit that we have lighted within your hearts and homes. (Present their pins, patches and certificates to them).

On behalf of Pack \_\_\_\_\_, I would like to welcome you into our Pack. How about a big HOW! HOW! for our new Cub Scouts.

## GRADUATION

Dim the lights. Cubmaster lights a candle --

Cubmaster - This is a Scouting light. It represents what I know and what I can do. If I pass this light on to another... (he turns and lights the Den Leaders light)

Den Leader- You will see there is greater light, and two of us to serve others. And if that light is passed on to another... (turns and lights the candle of the Den Chief)

Den Chief - There is warmth and fellowship we didn't have before. And if that Scouting light is passed on to another... (he lights the candle of the Cub Scout)

Cub Scout - The whole room is much brighter, and you will notice though each of us gives our light to another... (he lights the candle of the Tiger Cubs and the group coach - if there are more than five have the Den Chief help)

Tiger Cub Group Coach - Our own light burns just as brightly.

Cubmaster - As we now welcome these Tiger Cubs into Pack \_\_\_\_\_  
Let each of us share our Scouting light. (blow out the candles)

Hand out Tiger Cub Graduation Certificates and one year pins.

(All persons in the ceremony should be uniformed to have an effective ceremony)

## GRADUATION

Materials - Fluorescent painted rocks, red or orange, black light

Setting - Place rocks together in rows to represent a bed of hot rocks to walk on. When Cubmaster has lights turned off, the rocks will glow like hot rocks in a fire.

Cubmaster - "I call upon the great Shere Kahn to bring forth the Tigers of our Pack and with them their Group Coach."



Shere Kahn brings the Tiger and adult team, and says: Have these adults and boys completed the requirements of the Tigers?

Group Coach - Yes

Shere Kahn presents the Tiger patches to the adults and says - Here is the symbol of the Tiger, who has completed the challenge. (Places it on his pocket). This is the token for having helped your Tiger to complete the challenge. Tigers, pin them on the collar. Adults, I give you charge of the written proof. Be proud of your team efforts which made this possible. Because each rank in Cubbing provides a greater challenge than the last.

Lights are turned off as Shere Kahn says - This bed of hot rocks represents the greatness of the challenges to come. The rocks will not burn you unless you fear them. No harm will come unless you doubt your ability. Are you ready to cross the bed of hot rocks into Cub Scouting? Then go and meet your new leaders.

Cubmaster greets and welcomes the Tigers and adults to the Pack. He announces the time, day and meeting place for each den. He introduces the den leader and den chief.

### GRADUATION

- Materials - 8 pieces of construction paper, certificate, pin, patch and Wolf Book  
7 candles - 1 white (tall) - 3 black, 3 orange  
Rope, string, or crepe paper to make a bridge or, use pack bridge - candle holders
- Setting - The taller white candle is centered on the ceremonial table with 3 black on one side and 3 orange candles on the other. Place the 8 pieces of paper on floor of bridge in such a way as to make walking on them difficult. On each piece write one of the following - sign, handshake, motto, salute, promise, law, the symbol of the Arrow of Light and Webelos.

Cubmaster - Tonight, we honor our Tiger Cubs. Will name, our Tiger Cub Group Coach please come and introduce them. (Tigers and adults come to the front)

Group Coach lights the candles saying -

White is for the Purity of Living,  
Black is for the unknown, the fear and doubts,  
Orange is for knowledge, joy and confidence.

These are the colors of the Tigers. You have completed the tenure of the Tiger Cub program. Adults here is the patch for your Tigers. Please place it on his right pocket. Tigers, here is the pin for your adult partner who worked with you through your deeds as Tigers. Place their pin on their collar. Here, too, is the certificate for all to see. As your Group Coach, I bid you farewell and show you the path of a new challenge. The challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the bridge of Cub Scouts and meet your new leaders.

Across the bridge stand the Cubmaster, Den Leader and Den Chief.

Cubmaster - Welcome to Pack \_\_\_\_\_. This is your den leader and den chief of den \_\_\_\_\_. Your meetings are on \_\_\_\_\_, at \_\_\_\_\_ p.m., at location.

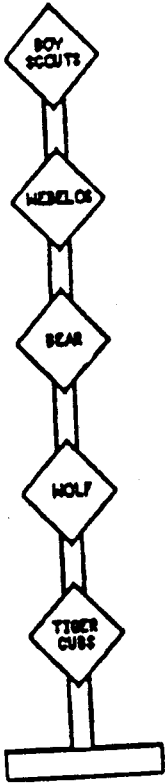
The den leader puts the Cub Scout (Wolf-yellow) neckerchief on the Tigers. (Optional, each pack or leader decide)

Den chief hands each boy the Wolf Book and says - This is your next challenge. Read and do each requirement of the Bobcat. When you are done, you will earn the Bobcat rank patch.

The cubmaster asks each boy and adult team to sit with the pack.

Ceremony ends with a "Round of applause".

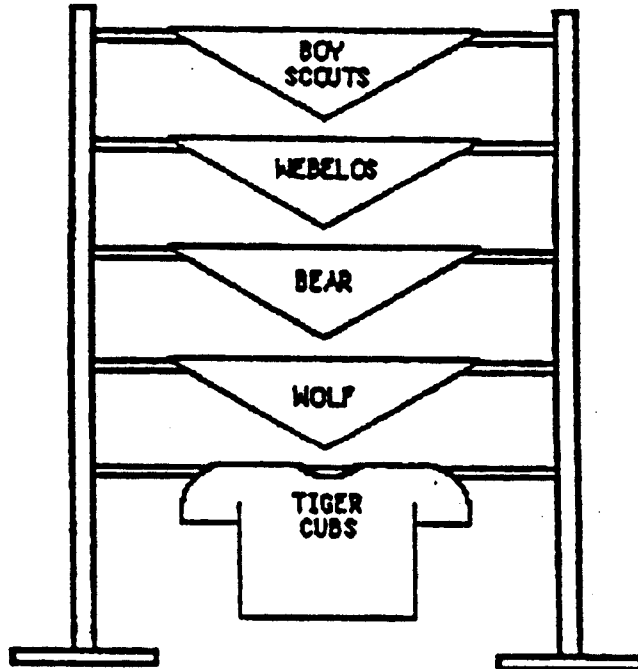
CEREMONY BOARDS FOR ADVANCEMENT IN ALL RANKS



On a wooden stand, attach placards for each rank to be advanced.

Alternate way - The rank can be put on each sign after the sign is painted per the color of the rank (Tiger Cub orange, Wolf yellow, etc.)

Display the Tiger Cub shirt and the neckerchiefs that the boy wears as he advances.



At one ceremony, graduate boys to Scouts - use their Webelos neckerchiefs to advance Bears to Webelos - use the Bear neckerchiefs to advance the Wolves to work on Bear - use the Wolf neckerchiefs to advance the Tiger Cubs into Cub Scouting.



**CRAFTS**

**CRAFTS**

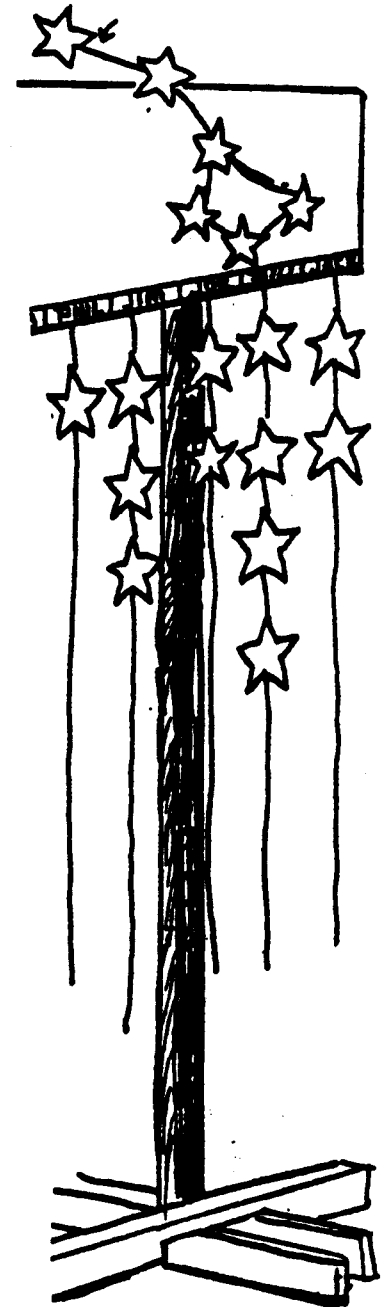
## DEN DOODLES

Cub Scouts began making den doodles during the middle 1930's and before long most packs had them. A den doodle is an emblem, a figure chosen by the den and placed on a stick or standard or hung on a wall to show the boys' advancement status. From this emblem or totem there may be suspended by a leather thong, string or shoelace circles of cardboard, wood, tin, spools, or other devices as the various achievements are earned. The doodle stick's ancestors are the Indian coup stick and the totem pole.

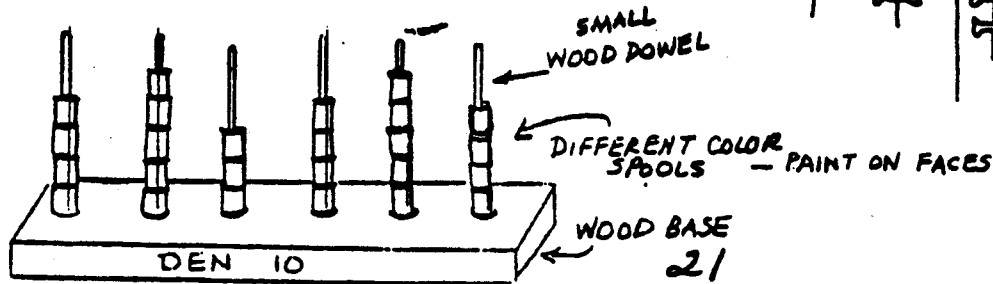
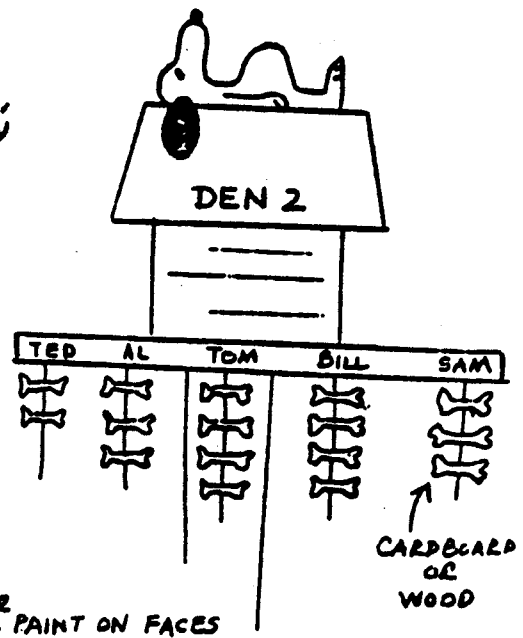
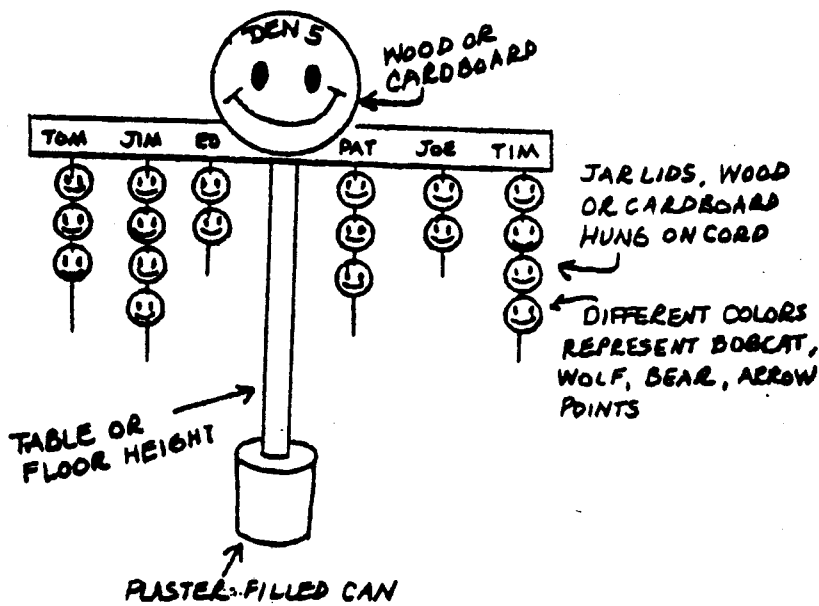
A den doodle can proudly take its place beside the den flag at the pack meeting. If it's a good den doodle, its distinctive. No two den doodles should look alike, but every den doodle should have the den's number and totem, a place for each member's name, and a cord or thong for each Cub Scouts string of achievements. Spools, bottle tops, and popsicle sticks are a few of the usual trophies used to show the completion of an achievement. Whatever the den chooses from then on all members use the same trophy to mark their triumphs--each one should be marked with the achievement number and the date.

Den doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing. There are some ideas for doodles shown on the following pages, but there are many other ways to make them. You and your boys will have some good ideas of your own. The main thing to remember is to use some object to recognize each boy's advancement.

When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each boy the opportunity to color or paint his own additions to the doodle. Be sure to take your doodle to pack meetings for display. This will give the parents an idea of where their boy stands advancement-wise in the den and pack.



Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel. The base can be a large can filled with plaster. If you wrap the stick with foil or grease it with petroleum jelly and insert it when the plaster is soft, then you can remove the stick after the plaster is hard. This makes for easier handling and transporting from place to place. The plaster-filled can serves as a weight so the doodle won't topple over.



## BREAD DOUGH ORNAMENTS

Materials: 4 cups flour - 1 cup plain salt -  $1\frac{1}{2}$  cups warm water  
wire - cookie cutters - clear fixitive - paints  
or paste food colors

Combine the flour, salt, and water. Mix and knead until smooth-  
about 20 to 30 minutes.

Bake 300 degrees for one hour for each  $\frac{1}{4}$ " of thickness.

Hints: 1 tsp. of instant coffee or tea may be added for color.  
Dough may be dyed with paste food colors. However, for boys  
this is messy as it dyes the hands also.

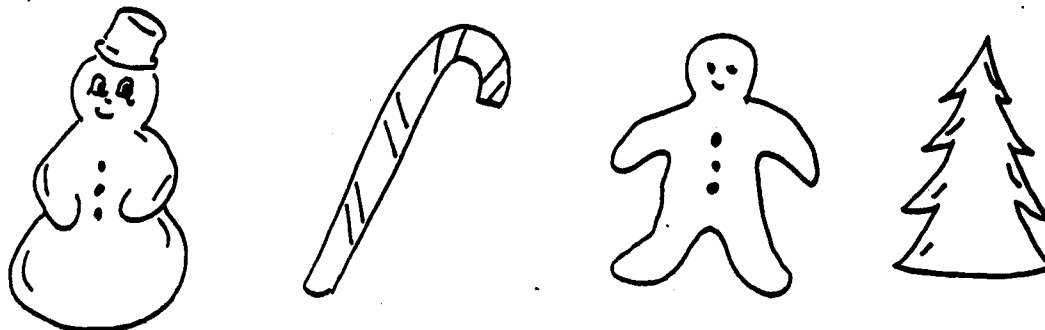
Mix before the meeting and store in an air tight container, do not  
keep for over a week. If this is done in a meeting have each  
boy put his ornament on a square of tin foil and cover it tightly  
with saran wrap or sandwich bag until baked. The air will dry  
the dough and cause it to be rough. To make the ornament brown  
more in the oven, brush with milk while it is baking. Before  
baking cut a small piece of wire and stick the ends into the  
dough for a hanger.

Use cookie cutters or be creative. Dust plastic cutters well  
by dipping in flour and shaking well each time they are used.  
A garlic press may be used to make hair or beards. A straw  
makes a neat holly berry. A tracing wheel may be used to make  
designs. Those tools that come with commercial playdough are  
very useful.

When attaching two pieces of dough brush one with water.

Take a sharp pin or needle and prick the ornaments made from  
cutouts while they are baking to keep them from swelling up.

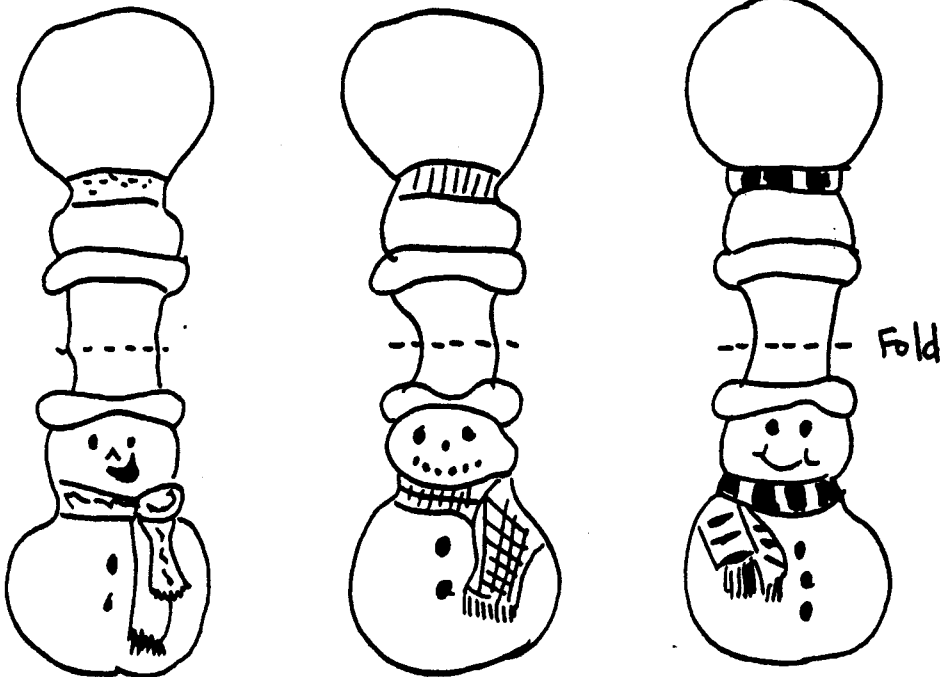
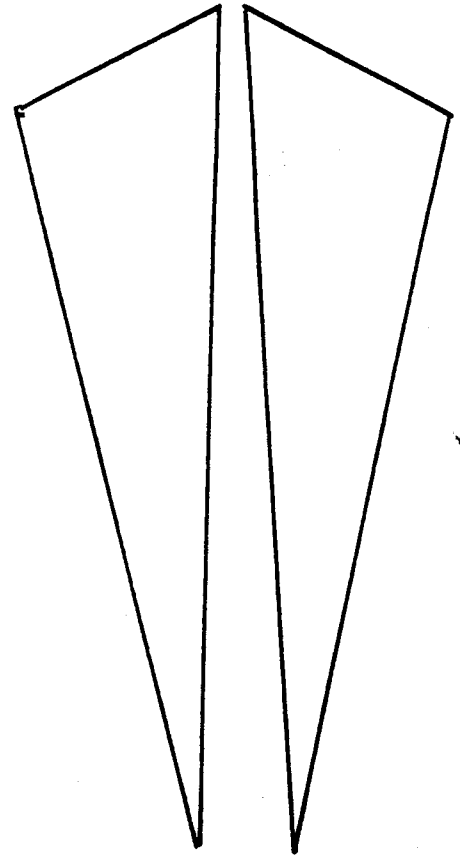
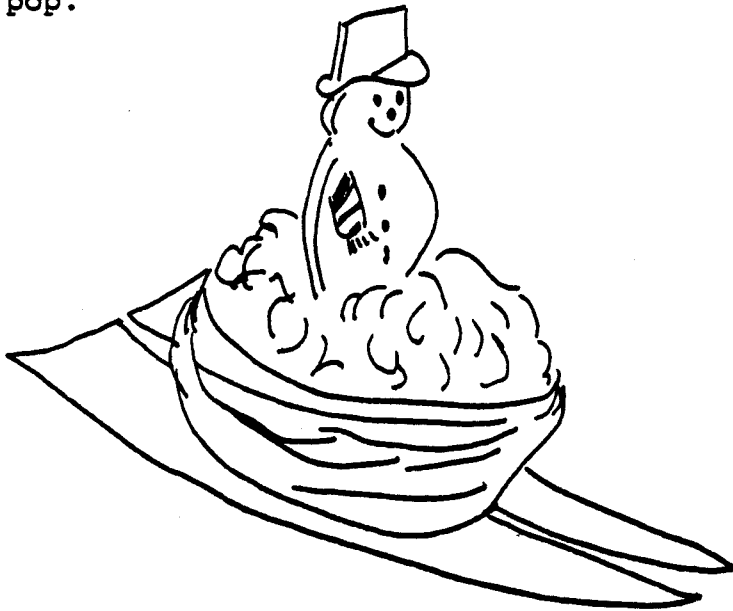
After the ornaments cool, spray with a clear fixitive on top,  
bottom and sides, making sure the entire ornament is sealed.  
Then paint with acrylics or water color. Spraying before paint-  
ing keeps paint from soaking in. Make sure paint is fairly thin  
so it goes on smooth. Spray again when finished painting.



SNOWMAN SLED FROM WALNUT SHELL

Use empty half-walnut shells. Stuff with cotton. Using pattern, cut sled runners out of heavy colored cardboard. Glue runners to the shell. Cut one of the snowmen out and fold. Glue a toothpick between. Insert toothpick into cotton, and your snowman decoration is finished.

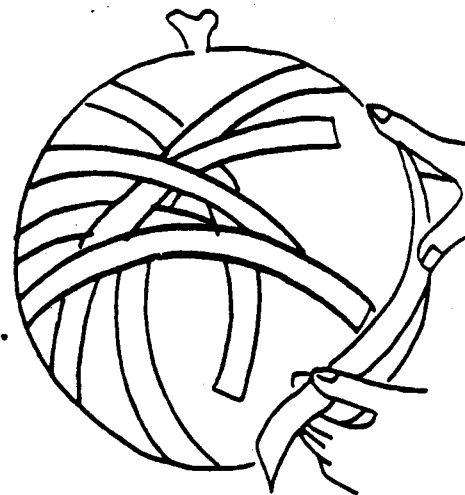
Note - to open walnut shells, place in cake pan and put in oven at 250 degrees. Check them every so often until they pop.





## PINATA

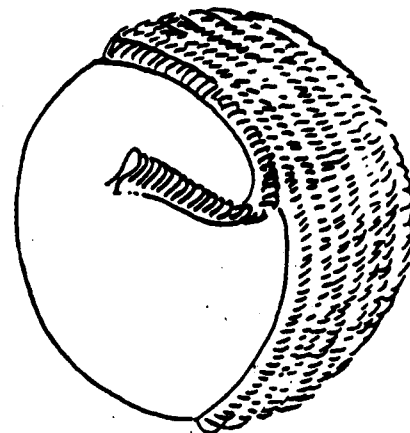
Pinatas are fun whether they're elaborate animal shapes or just paper sacks full of goodies. To get basic shapes, cover blown-up balloons with paper mache. Use 2 or 3 layers of mache, letting it dry between coats. The size of balloons you use and their shape will be determined by the type of animal or figure you are making. Let dry overnight.



Puncture balloon through a hole cut in the back of the finished shape, and remove it.

Attach balloons together with additional strips of paper mache and let dry. (see illustrations). Use cardboard rolls for legs and necks. Use cardboard cut-outs for wings, ears, etc.

After the pinata is the desired shape and is completely dry, cut a hole in the back for inserting candy or favors. Fill the pinata. Fasten a cord for hanging.

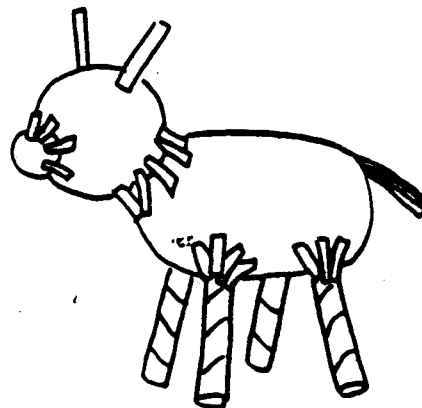
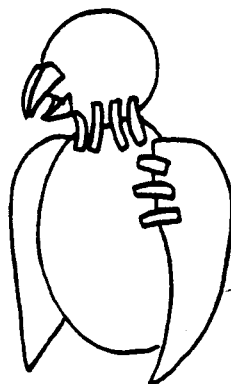
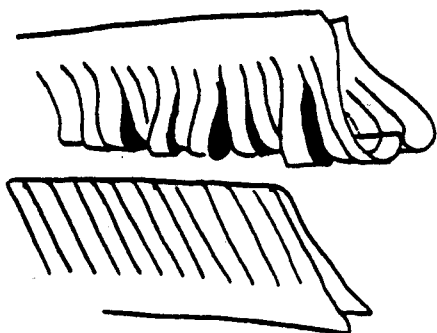


Then add a finishing touch of tissue paper curls, which cover typical Mexican pinatas.

Fold 3-inch strips of color tissue paper lengthwise, and fringe as shown in illustration. Then turn the strips wrong side out and they will fluff up. Fold several strips together and cut all at once to save time. Wrap these strips around the pinata, overlapping each row.

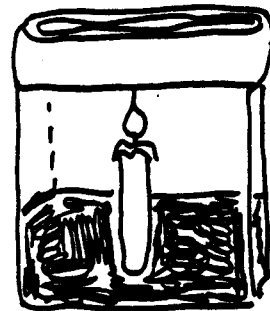
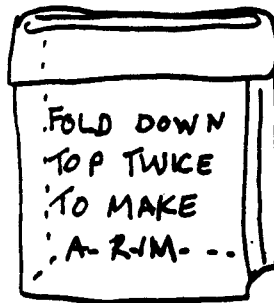
You can finish off the decorations with crepe paper, colored foil and anything else you can think of to make it attractive. The more color the better!

Then hang up the pinata and let the blindfolded boys take turns hitting at it with a stick until it breaks and the goodies fall out.



## MEXICAN LUMINARIOS

The Spanish word 'luminario' means 'lantern'. These are made from grocery bags and can be decorated on the outside with seasonal designs. The bag is filled 1/3 full of sand and a candle set firmly in the sand. The luminarios can be used to border a sidewalk or driveway. They make an attractive lighting arrangement at night when the candles are lighted. It's a good idea to keep a few pails of water handy and to watch them while the candles are lighted to avoid fire hazards.

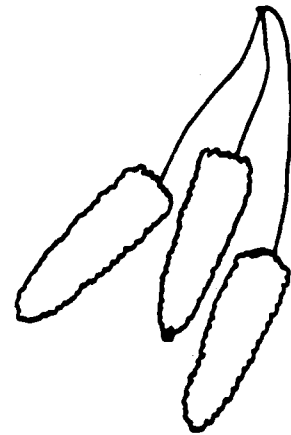


## STUFFED CONES

A tasty treat for Nuthatches, Cardinals Woodpeckers and Blue Jays

Materials - 1 lg pine cone - suet  
peanut butter - 18" long  
piece of string

Tie one end of the string around the top scales of the pine cone. Stuff peanut butter and suet between the scales of the entire cone. Make several cones and hang them from tree branches.

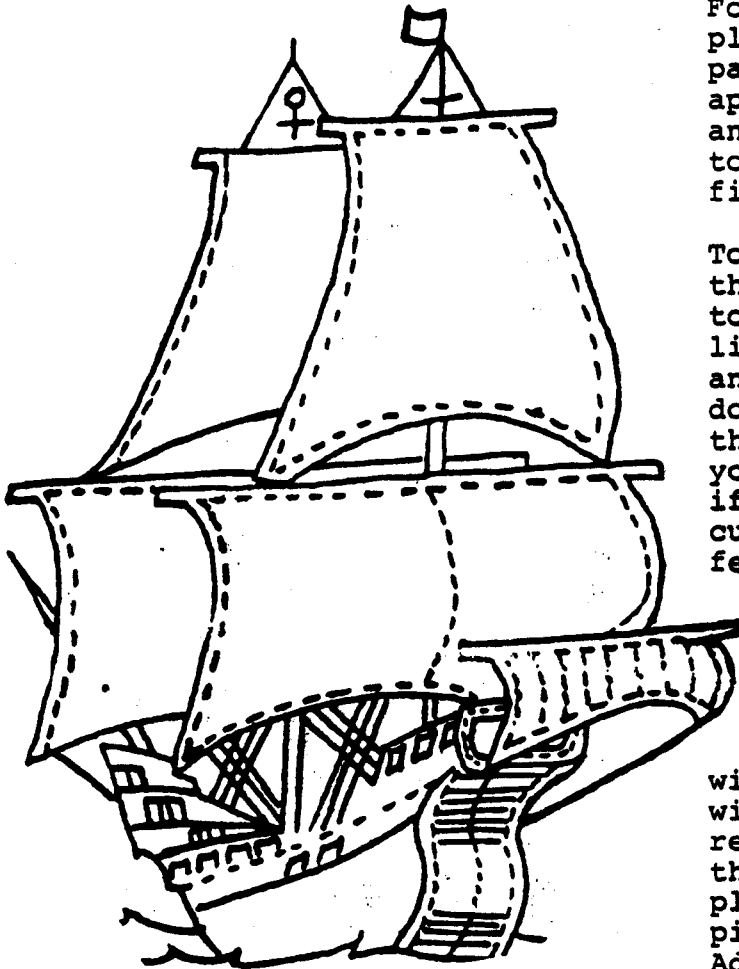
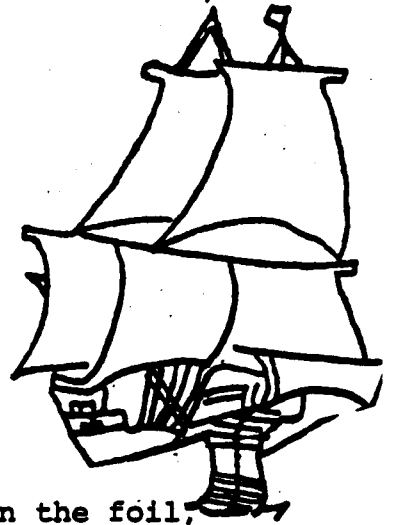


## TOOLED FOIL BOAT

To make this boat, use a 6" circle of foil (a foil pizza pan or cake pan works great). To remove any printed indentations, rub over the foil with the back of a spoon.

Make a paper pattern of the ship. To transfer the pattern to the foil, lay the foil pan on several layers of newspaper. Tape the paper pattern on top of the foil. With the pointed end of a pencil, trace all the lines on the pattern; this should make an indentation on the foil that can be seen on both sides. Remove the pattern.

For all tooling, use a pencil with a blunt point (the broader the point and the harder you push, the more depth your tooling will have).



For the background on the foil, place the foil on layers of newspaper and tool horizontal lines,  $\frac{1}{4}$ " apart, up to the edge of the boat and waves. Turn the foil over and tool additional lines between the first ones.

To tool the ship and waves, follow the pattern and use the pencils, tooling from the front on the solid lines and then turning the foil over and tooling from the back on the dotted lines. Start your tooling with the small sail on the bow and work your way back. Do not be concerned if your lines are not totally accurate, as it will not make any difference in the overall effect. Go

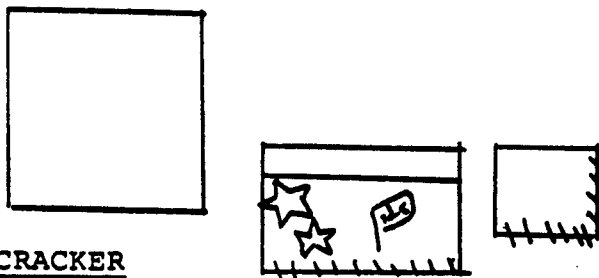
back & forth with the pencil over the lines for added depth. After you have finished tooling the picture, you may give it an antiqued effect by brushing black paint across entire surface and wiping off the excess immediately with a soft cloth. Enough paint will remain in the tooled areas to give the antiqued effect. Cut frame and place it over the picture, taping the picture to the frame around the back. Add a hanger to the back. Black construction paper can be used to cover frame instead of painting.

OVEN PULL :

Materials - paint stick - sandpaper - "C" clamp  
Copping saw - school ruler -  
stain or varnish - paint brush

Sand stick to remove names. Saw stick  $\frac{1}{2}$  inch down from top as shown. Saw  $2\frac{1}{2}$  inches down one side as shown, a straight cut about  $\frac{1}{2}$  inch into stick and second cut at an angle about 1 inch from first cut. Use C clamp to hold stick as you saw. Stain desired color.

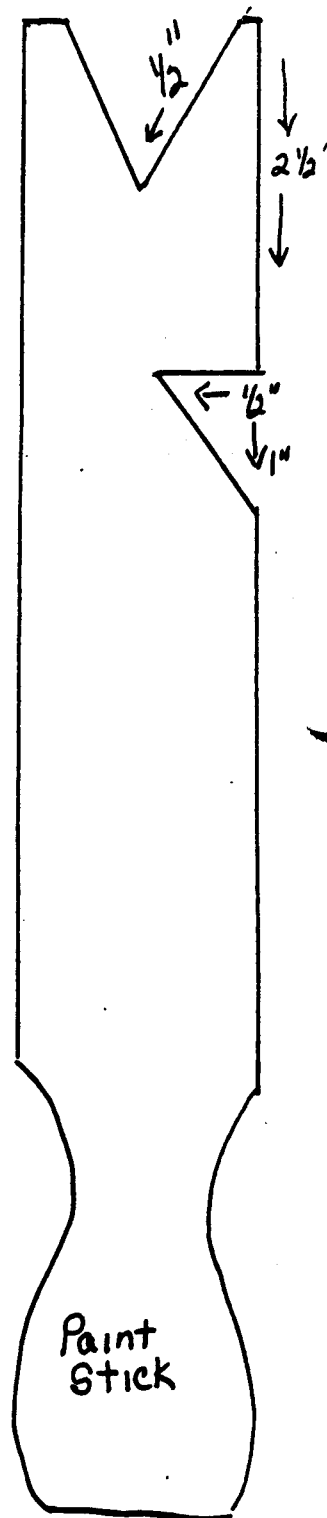
This is a handy gadget for mom or grandmom. It will save numerous unnecessary burns on hands and arms. They are so simple to make Cubs might want to make two or more.

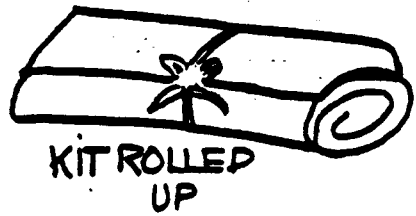


JULY 4TH PAPER CRACKER

Use heavy wrapping paper (grocery bag) cut eight inches square. Fold one edge up to within  $1\frac{1}{2}$ " of opposite edge. Then fold in half (short end inside). To decorate the inside fold, paint or magic marker a red, white, and blue design on the short inside fold.

Grasp the paper between thumb and forefinger at the point where 2 single corners of the paper are side by side. Then with a sharp downward swing of your forearm, cause the rush of air to open the inside fold of the paper making a loud bang.





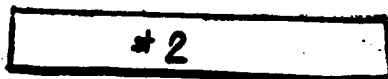
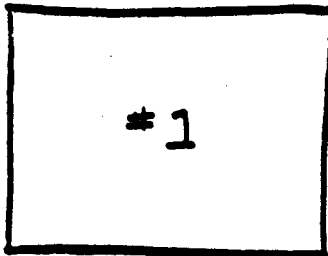
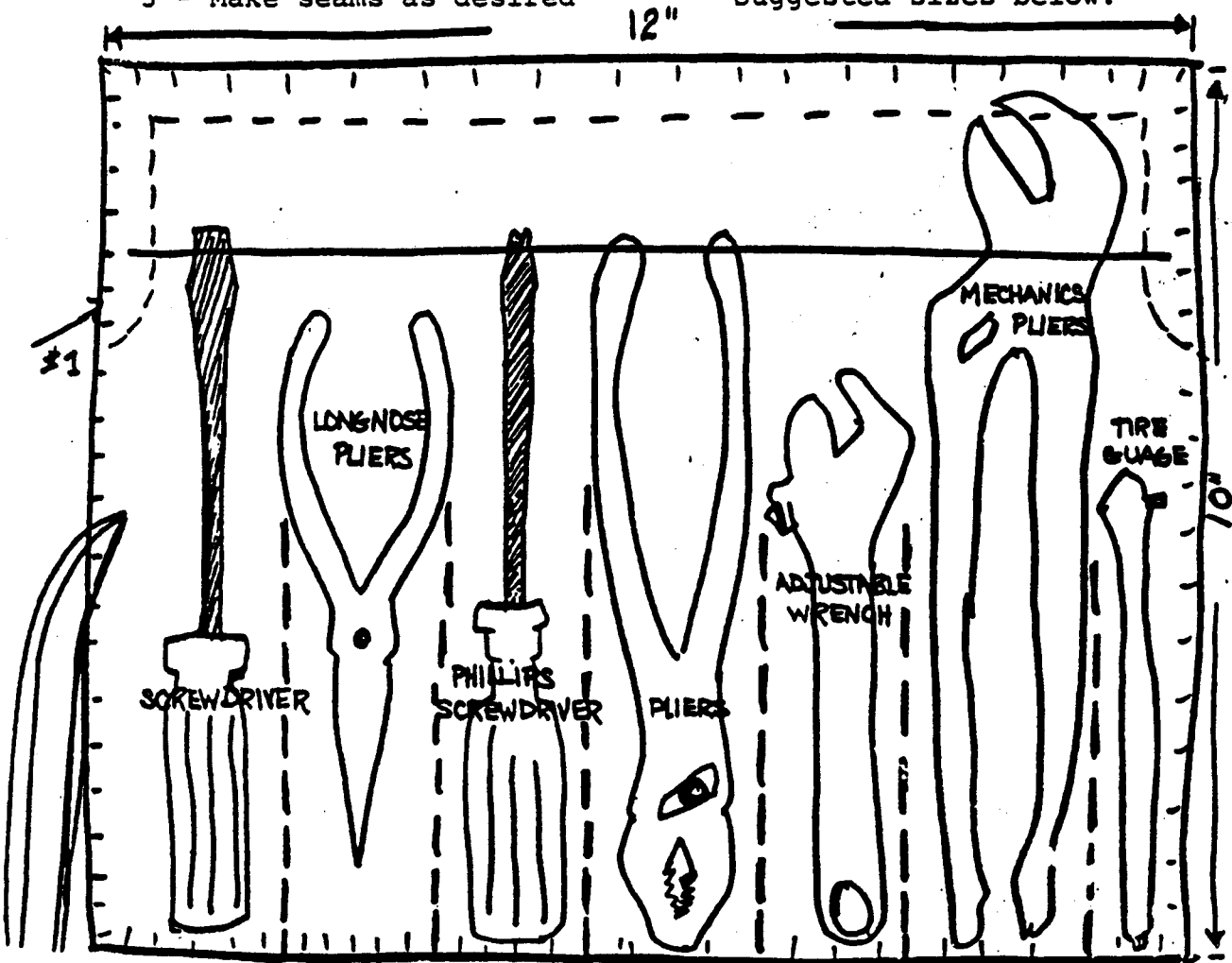
KIT ROLLED UP

FOLD UP TOOL KIT

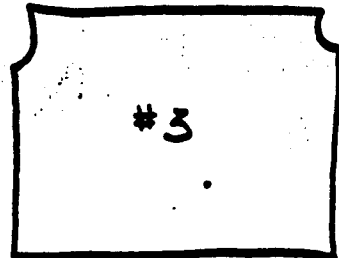
This handy carrier will fold up small but still carry a great many things useful for making any kind of project. Can be easily carried on trip for easy repair of an auto. Tools can be changed to make a bicycle kit or boat kit. Make from denim or canvas. Mom may have to help with the stitching but Cubs can sew by hand.

- 1 - Sew #2 to #1
- 2 - Sew #3 to #1
- 3 - Make seams as desired

Cut pieces #1, 2 & 3 to size desired  
Suggested sizes below.



Cut pieces #1, 2, & 3 to size desired



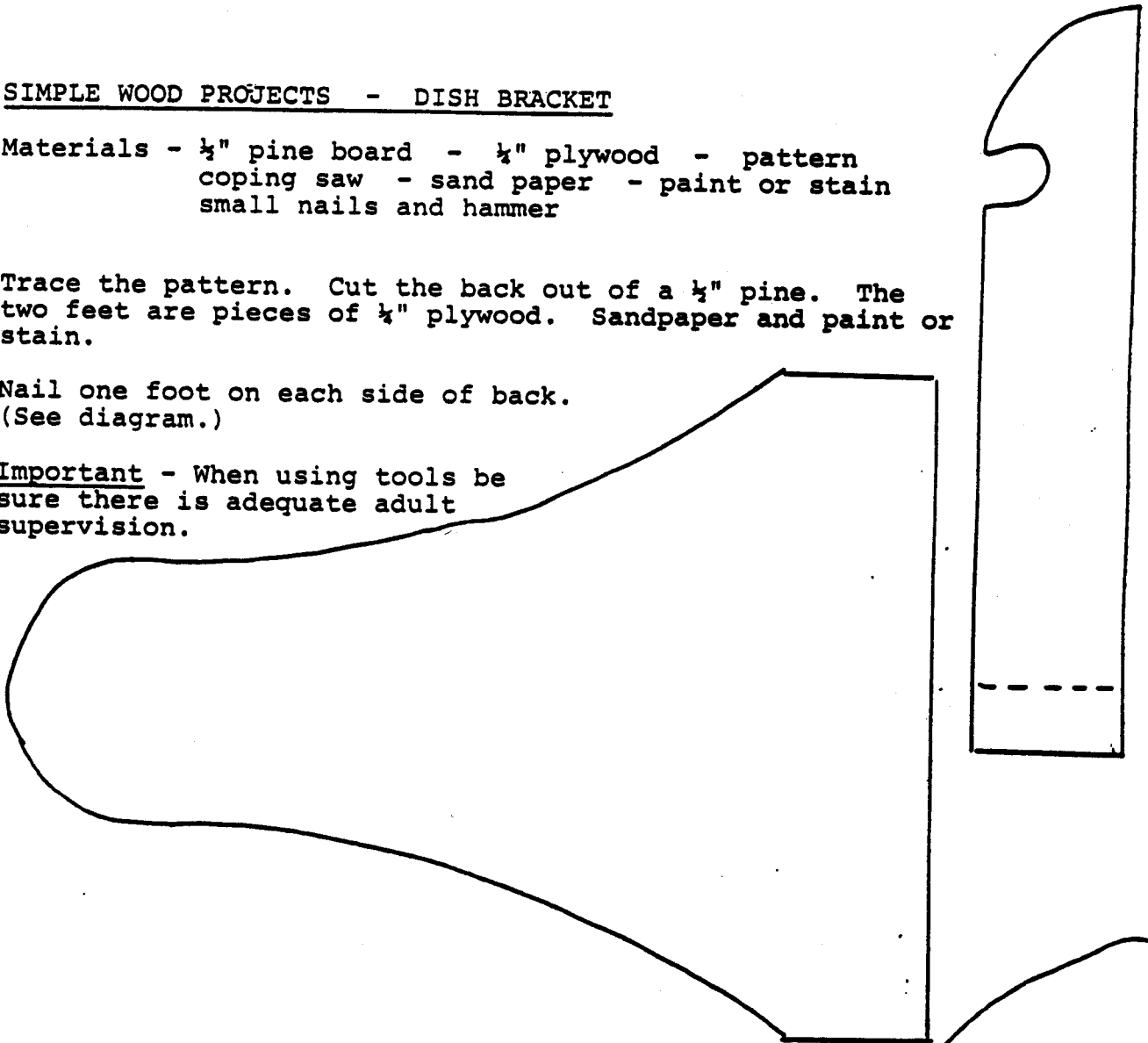
### SIMPLE WOOD PROJECTS - DISH BRACKET

Materials -  $\frac{1}{2}$ " pine board -  $\frac{1}{4}$ " plywood - pattern  
coping saw - sand paper - paint or stain  
small nails and hammer

Trace the pattern. Cut the back out of a  $\frac{1}{2}$ " pine. The two feet are pieces of  $\frac{1}{4}$ " plywood. Sandpaper and paint or stain.

Nail one foot on each side of back.  
(See diagram.)

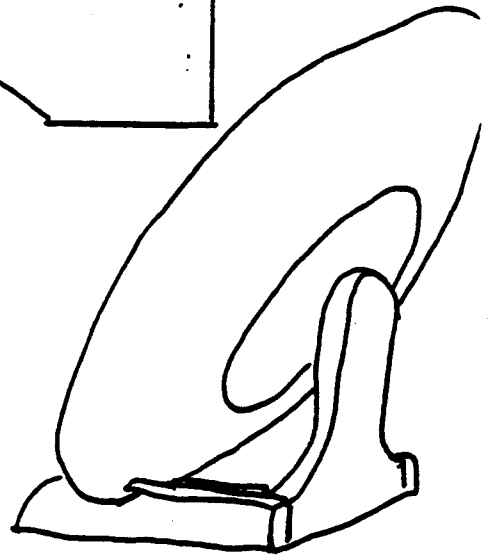
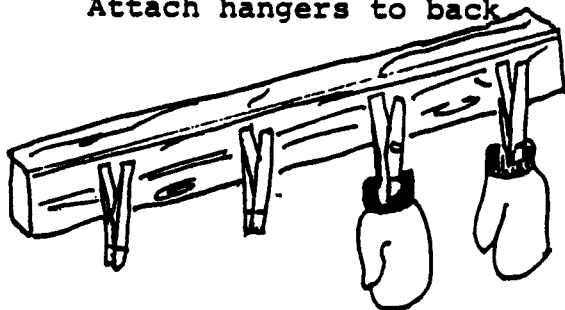
Important - When using tools be sure there is adequate adult supervision.



### MITTEN DRYING RACK

Materials - 1 piece of 2x4 lumber 2 ft long  
4 clip type clothespins  
hammer - 4 small nails -  
2 hangers

Space clothespins equally on board and carefully nail clothespins to board. Attach hangers to back.



## DARREN DRAGONFLY

Use a cardboard tube (from paper towel rolls) to make the body.

Glue a small foam ball to one end of the tube - this is the head. Paint the head and body. When dry add strip of tape to the body for stripes.

Cut a very small foam ball in half. Glue the halves to the head for eyes. Paint red or black dots in the centers of his eyes.

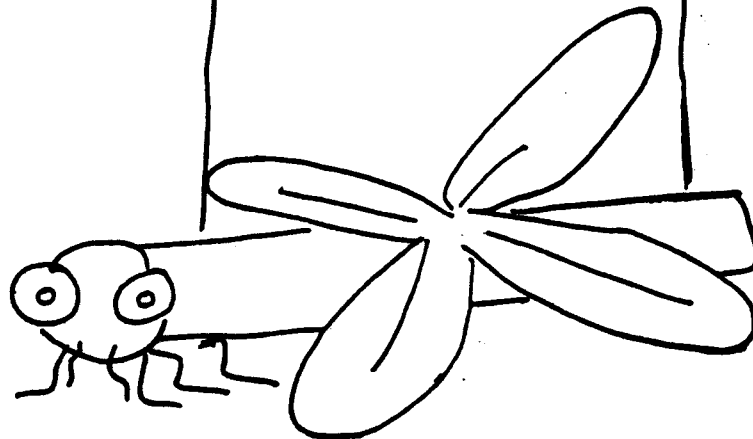
Cut a fat X from light colored construction paper or plastic bubble wrap for the wings. If the wings are too floppy, glue clear plastic straws to the underside of the wings.

Glue wings to the body.

Stick 2 short pieces of white pipe cleaner into the head for feelers. Add 6 more pieces to his body for legs.

Glue a long loop of thread to the front and back of his body, hang and watch him fly!

Could also be made into a neat puppet for a skit!!



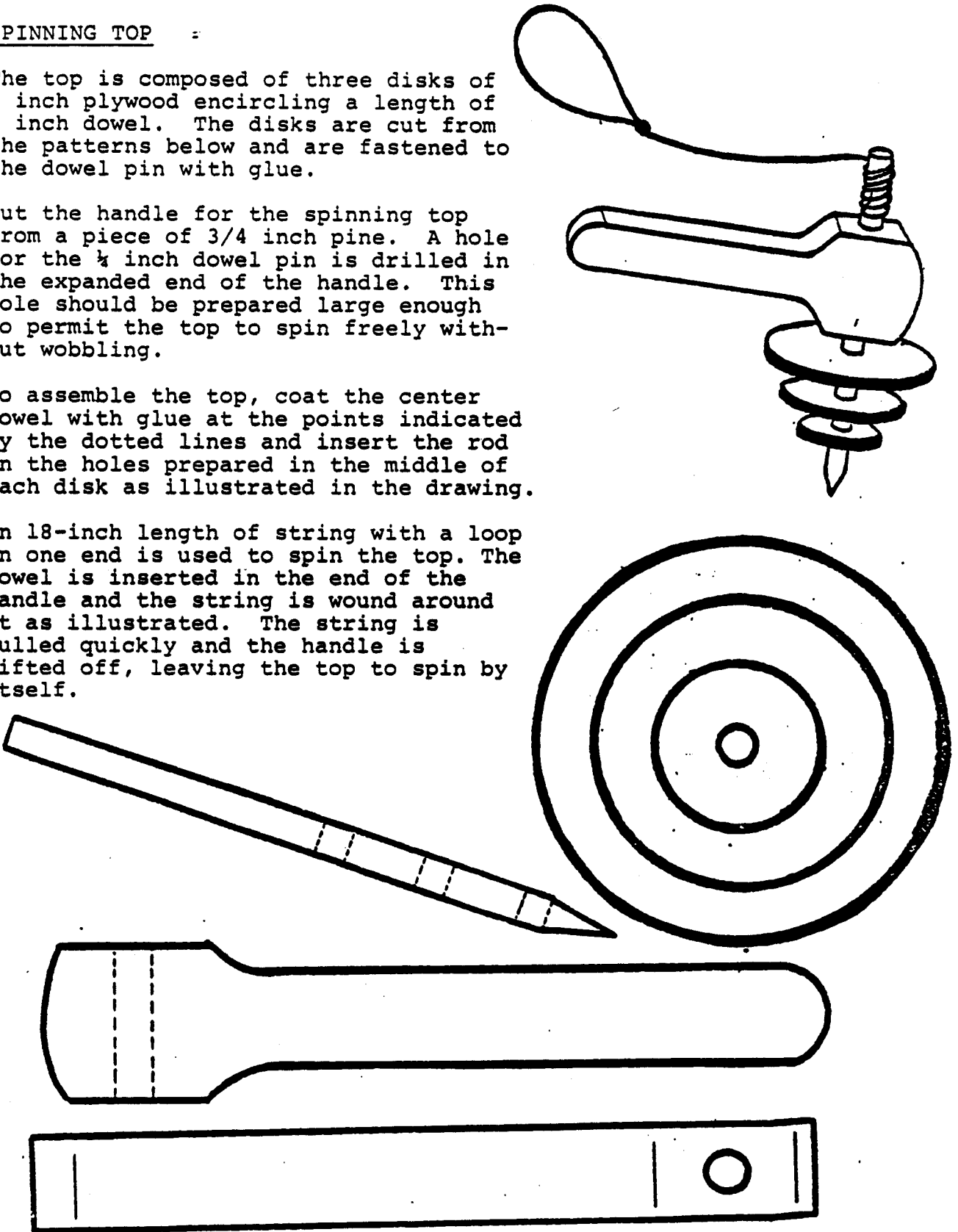
SPINNING TOP :

The top is composed of three disks of  $\frac{1}{4}$  inch plywood encircling a length of  $\frac{1}{4}$  inch dowel. The disks are cut from the patterns below and are fastened to the dowel pin with glue.

Cut the handle for the spinning top from a piece of  $\frac{3}{4}$  inch pine. A hole for the  $\frac{1}{4}$  inch dowel pin is drilled in the expanded end of the handle. This hole should be prepared large enough to permit the top to spin freely without wobbling.

To assemble the top, coat the center dowel with glue at the points indicated by the dotted lines and insert the rod in the holes prepared in the middle of each disk as illustrated in the drawing.

An 18-inch length of string with a loop in one end is used to spin the top. The dowel is inserted in the end of the handle and the string is wound around it as illustrated. The string is pulled quickly and the handle is lifted off, leaving the top to spin by itself.



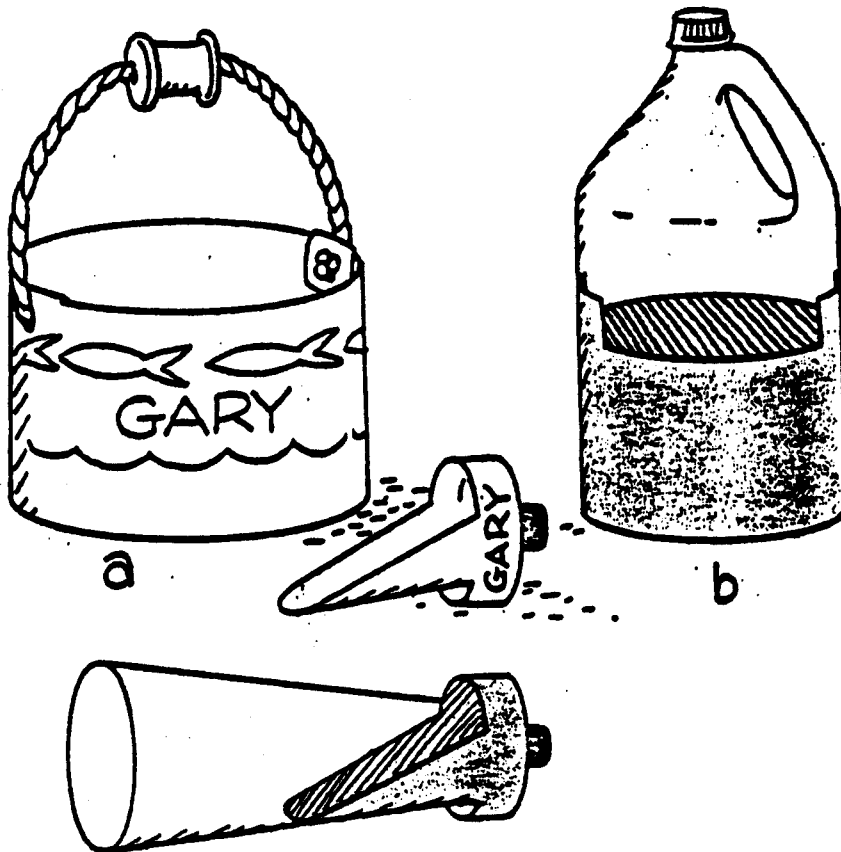


BEACH-TIME BUCKET AND SCOOP

Materials - large round plastic jug - round or flat-type detergent bottle - rope (approximately 16 inches long) - decorating material - large empty spool (optional)

Cut jug at desired height (b), making certain tab is left at each side. Fold tabs to inside of bucket. Punch hole thru tab and side of bucket. Tab acts as a reinforcement. Attach rope for handle (a) knotting ends on inside of bucket to hold in place. To make bucket easier for child to carry, a large spool may be attached to middle of rope handle. Secure spool in position by knotting rope before and after. Decorate as desired. Colored plastic jugs also make attractive beach buckets.

Scoop - Cut detergent bottle (c). Use cap as handle. Decorate scoop with child's name. This will be a great project for your Cub Scout to make for a younger brother or sister.



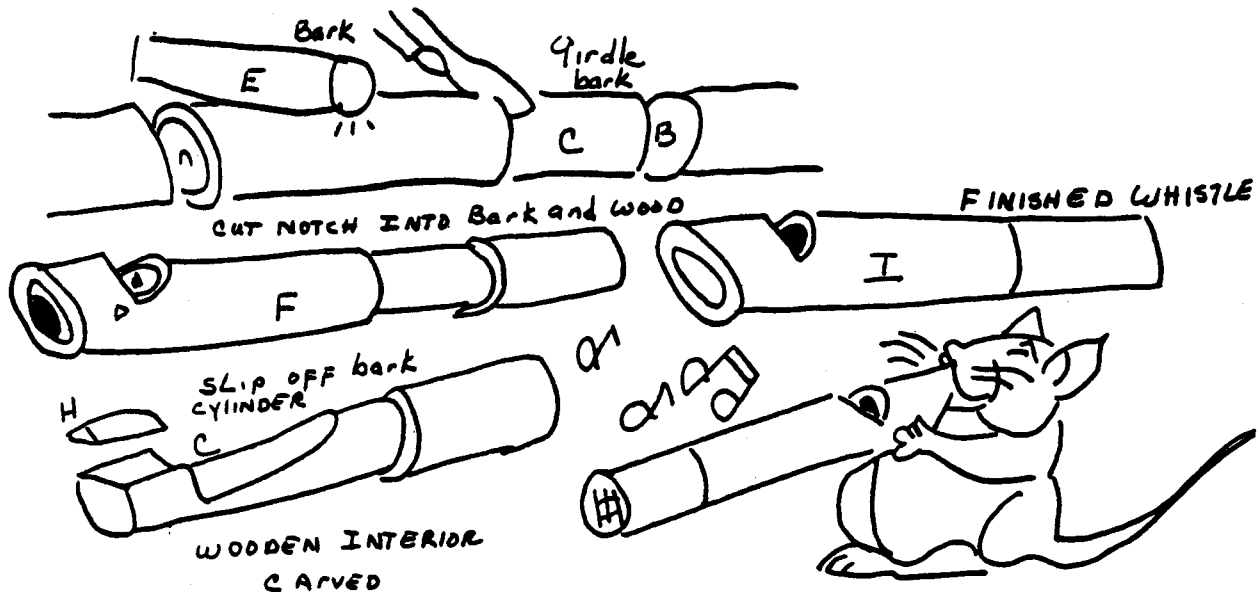
## MAKING A WOODS WHISTLE

Cubs of a generation ago did not have our modern day entertainment selection. Their pleasures were derived from simpler forms of amusement, such as a woods whistle. There were few children of yesterday who could not make a whistle from a tree branch or twig.

Whistle making is a backyard stunt for early spring, when the sap is rising in the trees, for it is then that twigs and branches are most easily utilized. To make a whistle, cut a branch preferably of willow or basswood. (A) Slice it diagonally through on one side and (B) straight through on the other. (C) about an inch from the squarely cut end, girdle the bark. Next cut a notch (D) about an inch from the diagonal end. (E) Then gently pound bark all around the twig from the girdling to the diagonal end, to separate the bark from the wood. Be careful, however, not to crack open the bark.

When pounded enough, the bark can be twisted so that it slides off like a cylinder (F). The exposed wood core is then whittled around the notch. (G) and a small sliver (H) is cut from the upper end. The bark cylinder (I) is then slipped back on the wood core, and the whistle is ready to make some noise.

Whistles both large and small can be made in this way with a great variety of toots. A good sharp pocketknife is the only tool needed, and in addition perhaps a stick for pounding the bark loose. The pressure of rising sap in the spring tends to loosen the bark even before the pounding is done. Smaller twigs and branches with smooth bark are preferred in whistle making. Indians also made whistles from turkey and eagle wing bones, as well as from clay.



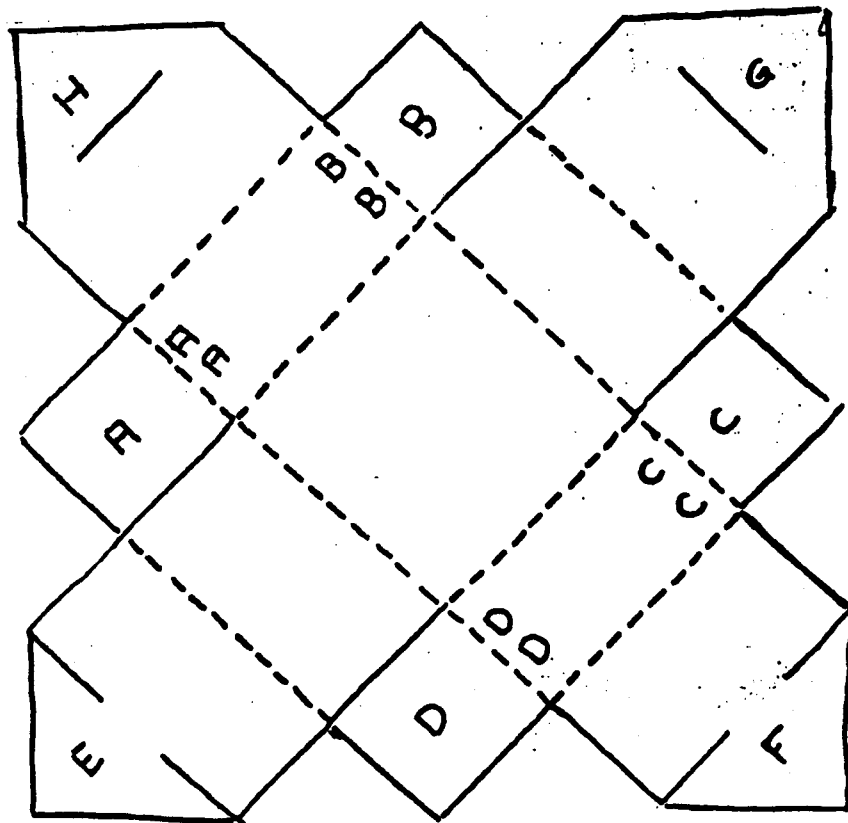
## THE CRAZY BOX

Kids love this. Its fun and mystifying to all who handle it. It does not require any expense as all of the material can be found at home.

Materials - typing paper - one marble - pencil -  
scissors - white glue

Trace the pattern and cut it out. Cut on all of the heavy lines and fold on the dotted lines. All of the folds should be folded one way. You will notice that you now have a box. Take tab A and glue it to AA. Take tab B and glue it to BB. Continue with tabs C and D. Fold tabs E over and into slot on tab G. This will hide the point inside. Do the same with F tab into the H slot after inserting the marble.

Place the CRAZY BOX in the palm of your hand and with a slight motion of the hand the CRAZY BOX will do all kinds of funny things. Make another one and put it in the other hand.



## TELEGRAPH SET

Building this set is simple and it is adaptable to the Morse code. You may want to enlist the help of your den dad. If the connecting wires from the key to the battery and from the box to the key are long enough, the key can be placed in one room and the set in another. This would make for lots of den games teaching the Cub Scouts a fun way to learn the Morse code.

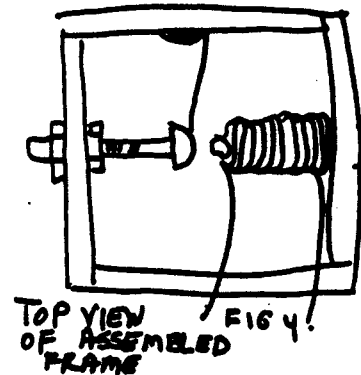
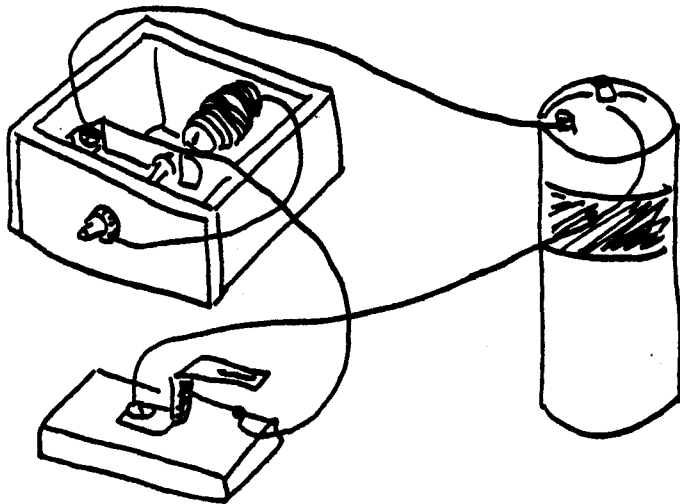
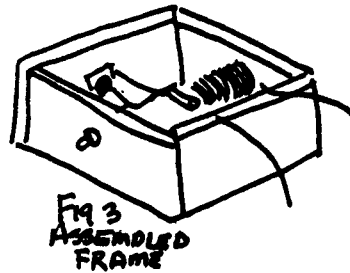
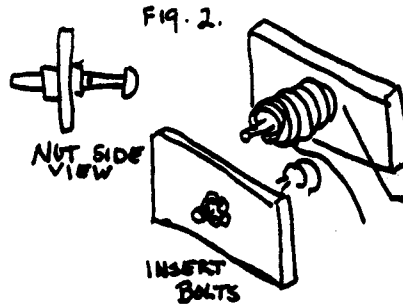
You will need - 25 ft. of thinly insulated copper wire  
1½ volt dry cell  
2 bolts and nuts  
2 small screws  
8 1" nails  
1 longer nail with flat head  
5 pieces of wood 1½ x 3 - @ ½" thick  
2 metal strips (½ x 3) cut from a tin can

To assemble the set, first bend 1" at the end of one of the metal strips to form a sharp angle. Place short end of angle against center of one wood piece and screw in place thru hole drilled in metal. (fig 1). Drill holes for bolts at center of two other pieces of wood. Insert bolts and wrap wire around one bolt about 85 times to form electromagnet. Wrap wire as tightly as possible and let ends extend (fig.2).

Next, assemble the wood pieces to form frame, with the head of the wrapped bolt on the outside of the frame and the head of the unwrapped bolt on the inside of frame, touching the end of the angled metal strip. To hold securely in position, screw a nut on unwrapped bolt on inside and outside of frame (fig.3). Now all three pieces, the two bolts and the metal strip, should be touching. Adjust the length of the unwrapped bolt so it is about 1/8" away from the wrapped bolt. The spring tension in the metal strip must press it against the unwrapped bolt (fig.4). For the switch or key, hammer flat-headed nail in place. Bend the second metal strip, as shown, and screw to fifth piece of wood (fig.5) Finally connect the wires to the various parts (fig.6). Scrape insulation from wire at all points of connection. Now carefully adjust the unwrapped bolt back toward the center until there is a buzzing sound when the key is pressed down.

To understand the operation of your set, remember that as the key is pressed down, the circuit is completed and the wrapped

attracts the metal strip. This breaks the circuit and the electromagnet then loses power, causing the metal strip to fall back to the unwrapped bolt. It, thereby, completes the circuit again so that the wrapped bolt attracts the metal strip. This process is continuous as long as the key is pressed down and results in rapid vibration which causes a buzzing sound.



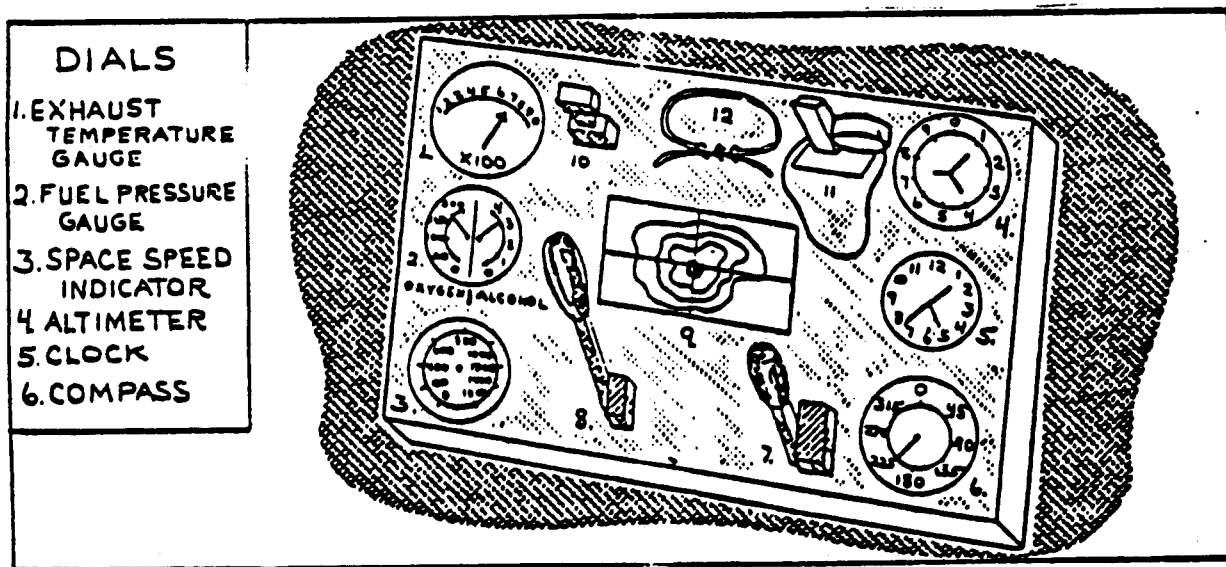
## SPACE CONTROL PANEL

Can be used for your den skit at the pack meeting or let each of the Cub Scouts make one for their own fun.

Paint a large board and nail instruments to it so it can be moved around.

- 1-6 - Copy dials as shown.
- 7-8 - For engine throttle (7) and control stick (8), nail a small stick 12" long to a block of wood. Add bicycle grips for handles.
- 9 - Radarscope consists of piece of paper marked, as shown, with red tape for cross lines.
- 10 - For rocket release, make a T-shaped stick and nail to panel.
- 11 - The intercom phone is a small tin can with hook screwed into one side. Attach bell wire. Hang hook over nail at top of stand.
- 12 - For the loop antenna, bend a wire coat hanger into a circle.

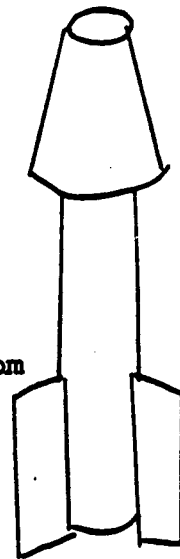
With a little imagination, you can add many other instruments, dials and controls to your panel.



## ROCKET PENCIL BOX

For the body, use a cardboard roll, 11" long. Seal the bottom with a circle of cardboard. Make three cardboard fins, allowing a tab for gluing. Fold tabs and glue fins to bottom of rocket, with fins as a stand for rocket.

For the nose of the rocket, glue a paper drinking cone over an inverted nut cup. Place pencils in rocket and cap rocket with nut cup.

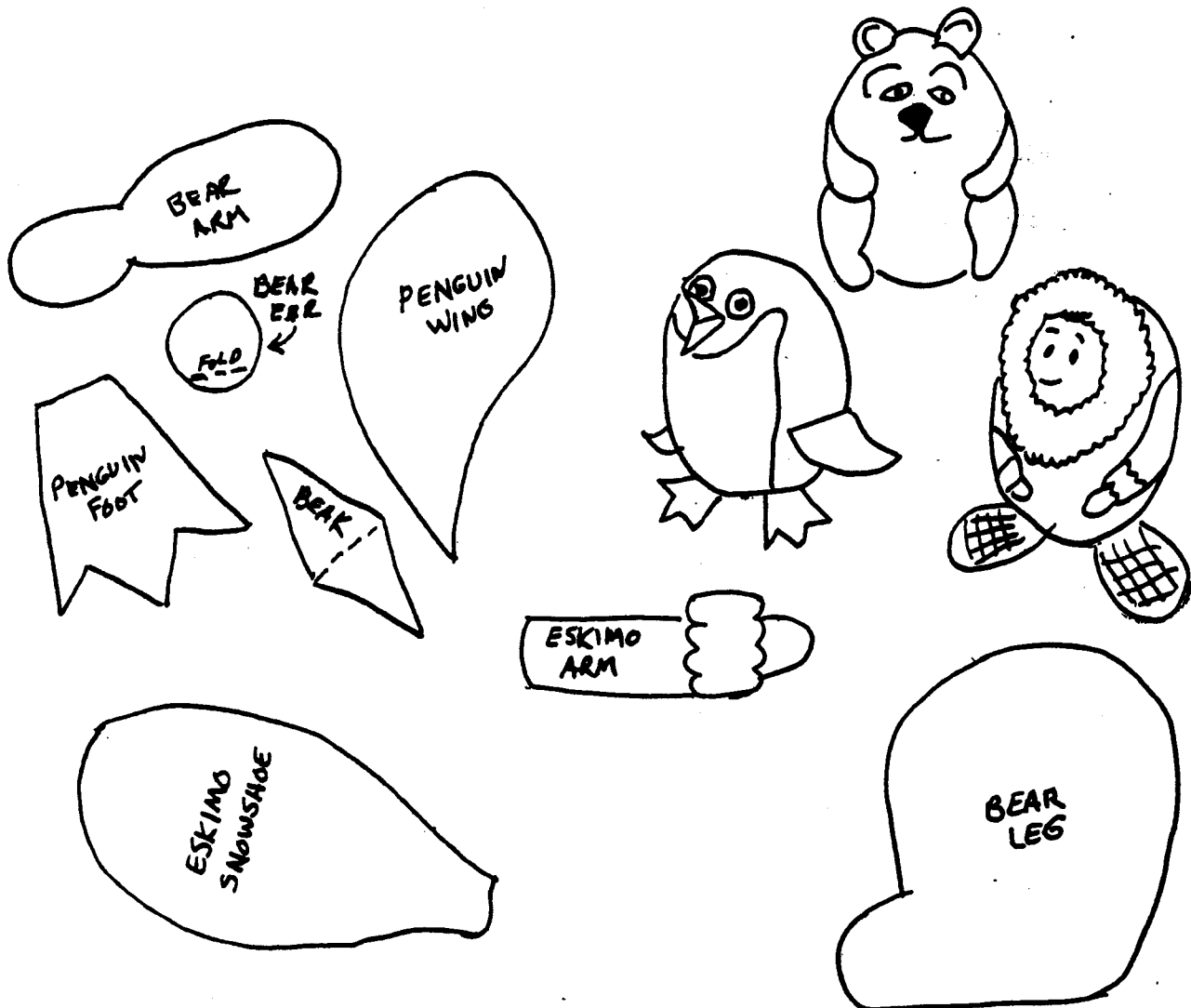


### REFRIGERATOR FRESHENERS

Use a plastic hosiery egg for each freshener, along with felt and acrylic paint. Glue a heavy washer or several marbles in wide end of egg to keep it upright. Let dry.

Poke small holes in top (pointed end) half of egg. Paint features. Cut body parts from felt and glue in place.

Fill bottom half of egg with baking soda or crushed charcoal. Replace top.







**WIND DECORATIONS  
(or FLOWER HANGER)**

**MATERIALS NEEDED:**

SOS Pad  
Plastic Soda Bottle (1 or 2 Liter) with cap  
Sharp Cutting Tool (e.g. XACTO Knife, Single edge razor blade knife)  
Paring knife or sharp scissors  
Gloss Enamel Paint - Spray for one color bottles  
Can for multi-color bottles  
Small artist type paint brush  
Crayon or Marker  
Masking Tape (or similar)  
Ornament hanger (or bent paper clip or similar)

**BOTTLE PREPARATION:**

Remove label from bottle  
To facilitate this, fill bottle with hot water for a few minutes. This will warm the inside and loosen the glue. **DON'T LET THE BOTTLE GET TOO HOT OR SOFT!!**  
Peel label, scrape any remaining paper off.  
Clean bottle with SOS pad to remove any remaining glue.  
Dry bottle.

**PATTERN PLACEMENT:**

Find seam on bottle and mark in two places:  
1. Near the top of the black bottom  
2. where the top of the label was.  
Place a piece of tape on each mark and go around the circumference of the bottle. This will give you two bands around the bottle, one at the bottom, one near the top.  
Place marks on the tape 1" apart.  
There will be 14 marks - the circumference of the bottle is 14".  
Make ~~a pattern~~ or choose an attached pattern.  
Place ~~pattern~~ against bottle and mark with crayon or marker.  
Pattern will go from top mark to bottom mark.  
Pattern will be repeated 14 times.

**CUTTING THE BOTTLE:**

Using the sharp knife, go around the bottle and cut the first 3/4 inch or so of each line of the pattern.  
If your pattern has two sections per line, be sure to start both parts.  
Finishing cutting of the lines may be done with the sharp knife, a sharp pair of scissors, or a paring knife.  
When doing this in your den, the leader may wish to start all the lines with the sharp knife and have the Cubs finish the cuts.  
**DO NOT SEPARATE/ SPREAD/UNFOLD THE CUTS/ FLAPS/ SHAPES !!!!**

**PAINTING:**

**SOLID COLOR:**

If you wish the bottom of the bottle to remain black - cover it with masking tape.

If you wish the bottom of the bottle to be the same as the top, leave it uncovered.

Using spray paint, spray the entire bottle.

Wait for paint to dry (overnight or next den meeting).

Remove tape if applied.

**MULTI-COLOR:**

For multi-color bottles, paint each stripe individually with the artist's brush.

Allow to dry. (see above)

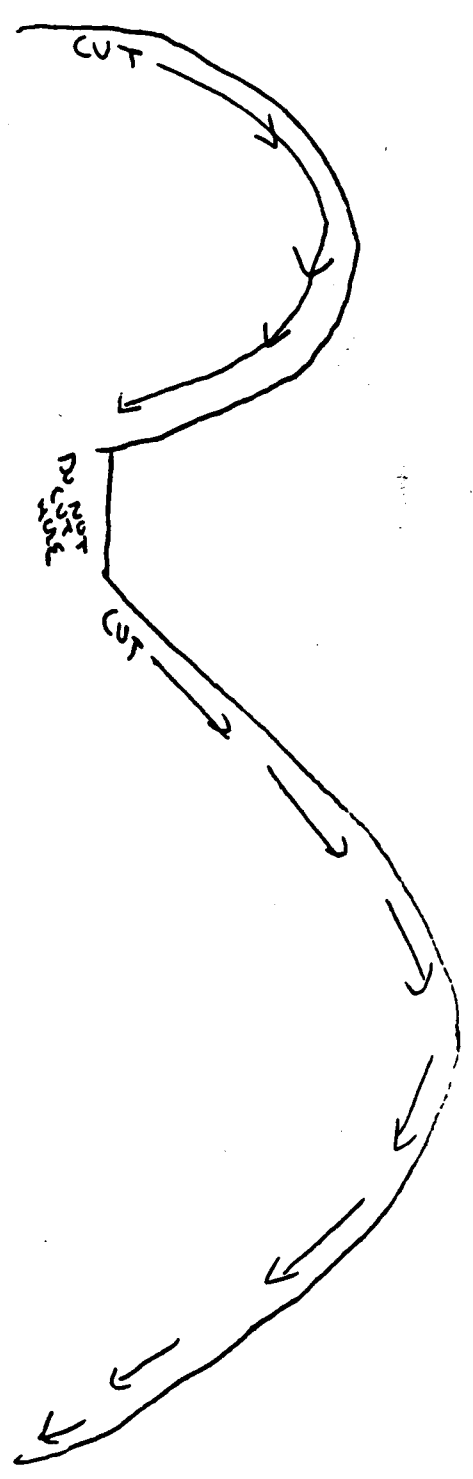
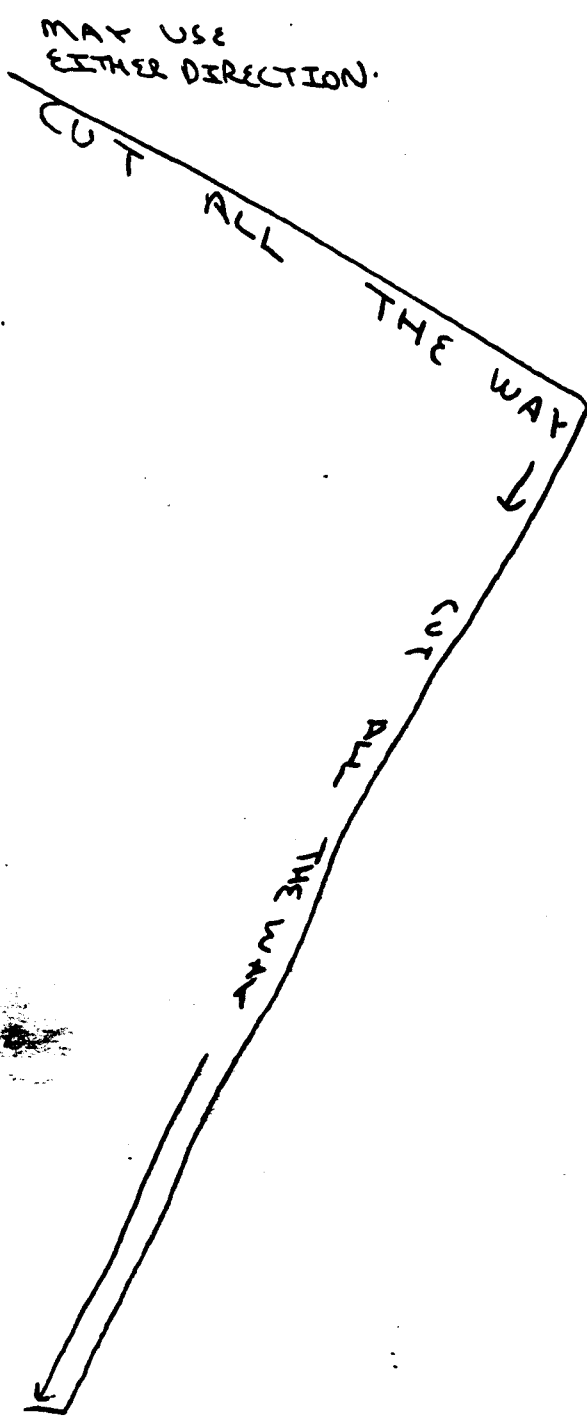
**FINISHING:**

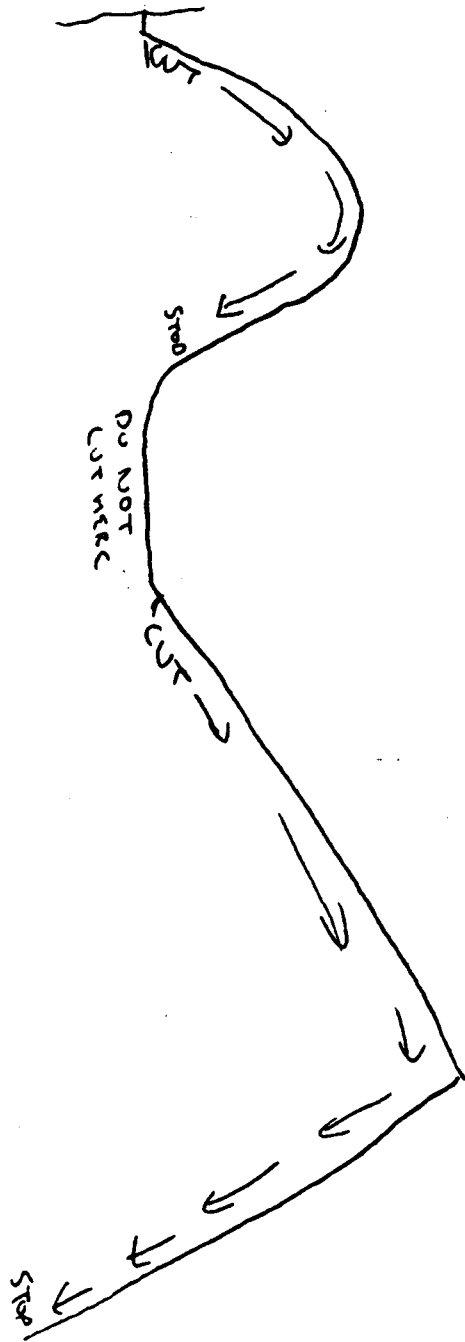
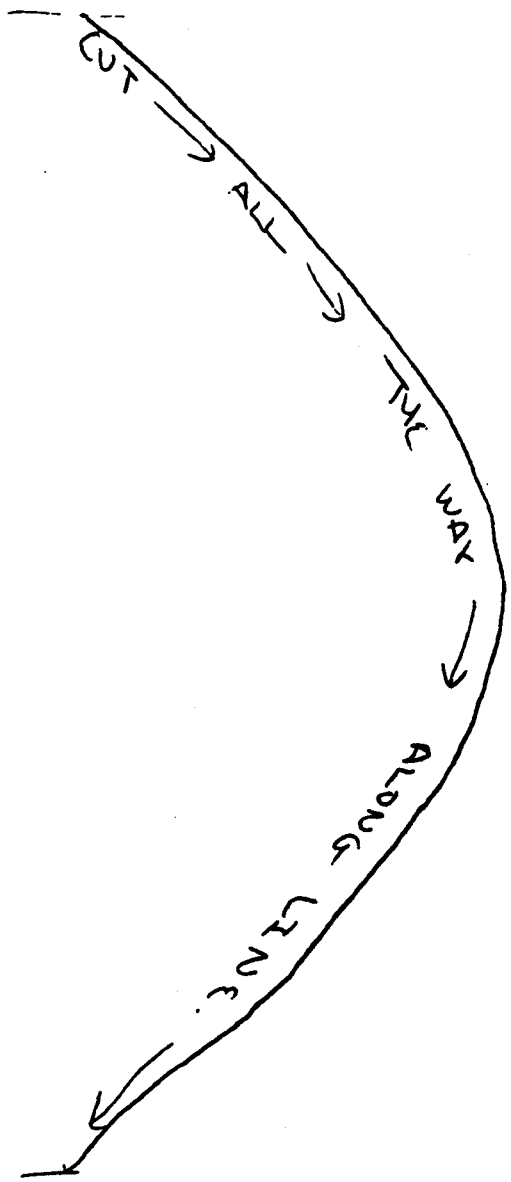
After the bottle is thoroughly dried, you may apply any desired decorations. (e.g. spots, sparkles, markings)

Now you may fold out the flaps, shapes.

Drill or punch a hole in the cap.

Insert the ornament hanger (or wire). Use a bead or knot inside the cap to keep the wire from pulling out.







**GAMES**

**GAMES**

WHO AM I?

Any number of Cub Scouts - played indoors

Equipment - slips of paper with names of famous people written on them - 1 for each Cub Scout - and pins.

One judge is appointed and writes the names of several famous people (living or dead) upon separate slips of paper. Then each player has one of the names pinned to his back. Each player can then see what name everyone else has, but not his own. The object of the game is for each player to find out what name he carries on his back...and to do this he can ask any questions he likes of other players. Only "YES" or "NO" answers may be given. When each player thinks he knows who he is, he goes to the judge and makes a guess. He is allowed only three guesses.

One special point: Before playing this game, all mirrors should be covered up or removed.

GIANT'S TREASURE

Any number of Cub Scouts - Indoors or outdoors

Equipment - a pile of cookies and candy

One Cub Scout takes the part of the 'giant' who lies guarding a pile of cookies and candy. The 'giant' pretends to be asleep and the other Cub Scouts try to steal the treasure. If he sits up they must stand completely still. If someone is caught moving after the 'giant' has sat up, he is out of the game. The first Cub Scout to reach the treasure uncaught becomes the new 'giant'.

WHO ARE THEY?

Two teams of equal numbers of Cub Scouts - Indoors

The players are divided into two teams, and each player adopts the name of a famous person from the world of sport, the theatre, rock, or politics. Then two of one team conduct a conversation (in character), without mentioning the name of their identity. They can discuss their vocation, age, successes, achievements etc. Then the other team must guess who they are. If the guessers are correct they collect a point, and then two of their team perform. The team with the highest score wins.

MUSICAL PARCEL

Any number of Cub Scouts - indoors or outdoors  
 Equipment - small prize in many wrappings, and music

Before the den meeting, choose a small prize - such as a bar of chocolate, or a small toy - and wrap it in many different layers of paper. The parcel is passed round from Cub Scout to Cub Scout while music is playing. Each time the music stops, whoever is holding the parcel takes off one of the layers of wrapping paper. The lucky player who takes off the last wrapping keeps the prize.

MUSICAL CHARGE

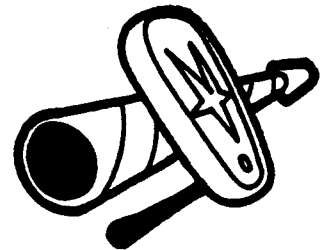
Any number of Cub Scouts - indoors or outdoors  
 Equipment - small objects (one less than the number of players),  
 music

Place a pile of objects - one fewer than the number of Cub Scouts taking part - in the centre of the room. The Cub Scouts circle the objects, accompanied by some music. When the music stops, they must each dive and pick up an object. The unlucky Cub Scout without an object drops out - so does another object before the game starts all over again.

PANDORA'S BOX

Any number of Cub Scouts - indoors  
 Equipment - 3 small objects per Cub Scout,  
 wrapping paper, large box

Take a series of three objects, wrap them up together, and place them in a large cardboard box. Ask the first competitor to take a parcel from the box, untie it and look at his three articles. Then ask him to tell a story for two minutes involving all the three articles. The best story wins a prize.



MATADOR

2 or 4 Cub Scouts - indoors

Equipment - a set of dominoes (remember to have a set for each set of 2 or 4 Cub Scouts)

The object here is not to match dominoes but to make a total of seven. Thus if a 4-2 started the game, the next player would need either a three or a five on one of his pieces. There are 'four matadors'...the double blank, the 6-1, the 5-2 and the 4-3. These can be laid at any time even if the pips at either end do not add up to seven. When a player cannot go he draws from stock. First man out claims the total of points represented by all unplayed pieces.

BUZZBUZZ

Any number of Cub Scouts - indoors or outdoors

Equipment - 2 old hats and 2 blindfolds

Blindfold two Cub Scouts, give them old hats to wear and stand them at arms' length apart. Neither must move away from this position, but they can duck down at any time. One Cub Scout says 'Buzz'...and the second Cub Scout must immediately answer with another "Buzz". Each Cub Scout must try to knock the hat off the head of his opponent by a sweeping motion with the flat of his hand. This game is as much fun to watch as it is to play, but everyone should get a turn.

LEMON ROLL

An even number of Cub Scouts - indoors

Equipment - 2 lemons and 2 pencils (plus a few spares - just in case)

Ever tried to roll a lemon across the floor using the pointed end of a pencil? Well, this game gives your Cub Scouts a chance to see how difficult it can be. Form two teams with the Cub Scouts lined up behind one another. On the starting signal the first Cub Scout of each team tries to poke his lemon across the room and back with a pencil. Then the second team member repeats the procedure and the relay game goes on until one complete team has finished the course.



CUB SCOUT SHOPPING

Any number of Cub Scouts - indoors  
Equipment - large variety of Cub Scout articles

Hide a variety of Cub Scout articles, hat, scarf, belt, etc., around the room. Give the Cub Scouts a list of the hidden items and at the word "GO" let them go off to find them. The Cub Scout who finds the most is, of course, the winner.

SLING

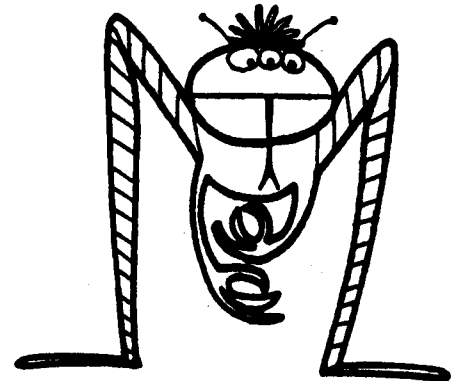
Any number of Cub Scouts - indoors or outdoors  
Equipment - a very large salad bowl and 3 pennies per Cub Scout

Stand Cub Scouts about six feet away from the salad bowl armed with three pennies. On the word "GO" the players must try to throw the coins into the bowl. This is not as easy as it would seem, so you should find the winner fairly easily.

CUP CAPERS

Any number of Cub Scouts  
Indoors  
Equipment - papercups and plates

Place a row of paper plates at one end of the room and line the Cub Scouts up about six feet away from the plates. Each player is given a paper cup which he balances on one of his feet. He must then try to walk to a plate and put the cup on it. It helps to take your shoes off for this one!



BUN BITING

Any number of Cub Scouts - a few at a time  
Indoors  
Equipment - a bun on a string for each Cub Scout

Suspend some buns on pieces of string from the top of a door. Cub Scouts then race to be the first to eat a bun, without touching it with their hands.

MUSICAL ISLANDS

Any number of Cub Scouts - indoors

Equipment - strong, old place mats (about half as many as there are Cub Scouts, music

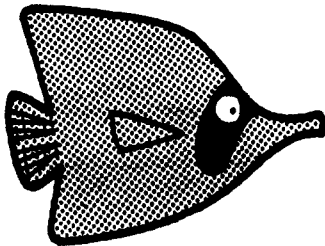
Place small mats or 'islands' on the floor around the room - about half as many islands as there are Cub Scouts. Music should be playing in the background, and when it stops the Cub Scouts must jump for the safety of the islands. Those getting themselves "Wet Feet" - those with only one foot on the mat - leave the game. Last Cub Scout standing on a mat wins.

FANNING THE KIPPER

Any number of Cub Scouts - indoors

Equipment - tissue paper 'fishes', a magazine for each Cub Scout

Cut out a number of fish shapes from tissue paper, and place them along a starting line. Give each Cub Scout a magazine and stand them behind a fish. On the word "GO" the Cub Scouts start fanning the fish to make them 'flap' to the finish at the other end of the room. Anyone touching the fish with the paper is disqualified and the first player to get his fish 'home' wins.

SLOSHY

Any number of Cub Scouts - indoors

Equipment - a cup, an ice cube and a pair of drinking straws for each Cub Scout, some warm water and a plate for the ice

A lump of ice is dropped into a cup of warm water. This has to be retrieved, using only the drinking straws as chopsticks, before it melts. The person who fishes out the biggest lump is the winner. Sticks made out of tightly-rolled cardboard may be used instead of drinking straws.



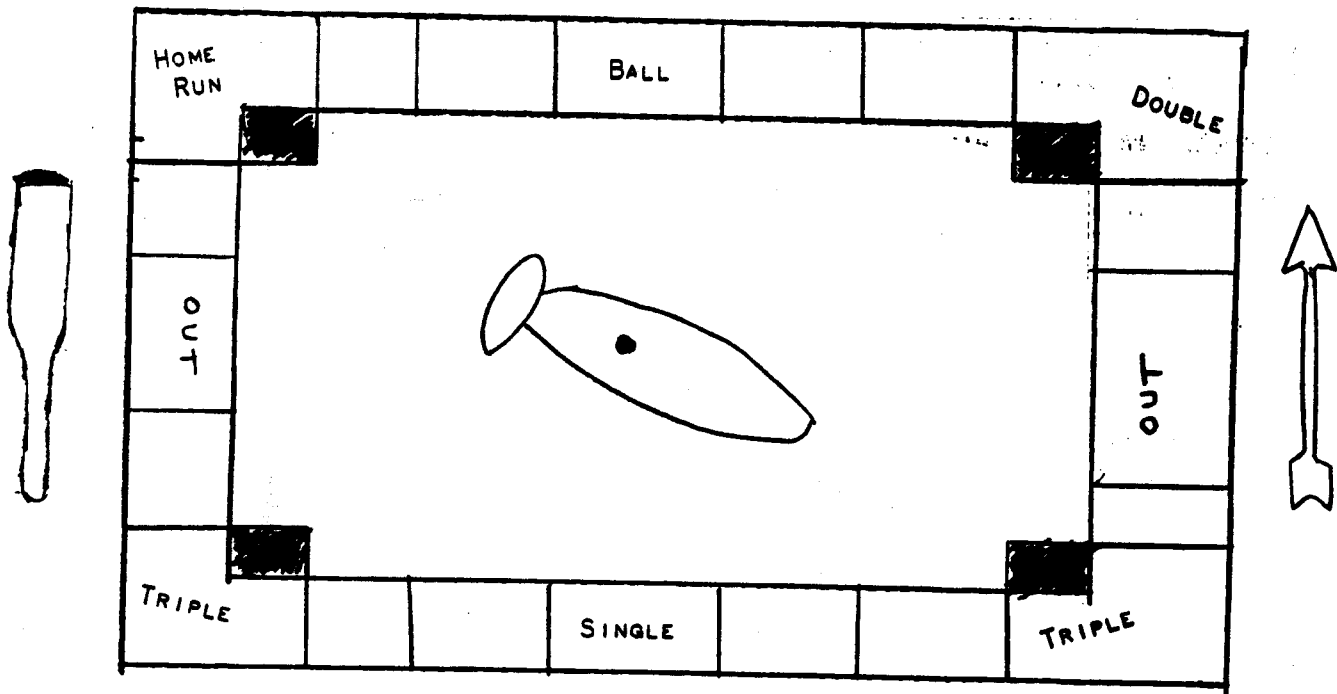
SPIN BASEBALL GAME

Materials - Large sheet of cardboard - crayon - paper fastener.

Cut a large square from a sheet of cardboard. With crayons or magic marker draw a baseball diamond on it like the one below. Mark the home plate and the three bases. Outside the baselines print home run, ball, double, out, triple, strike, single, as shown. In the center of the diamond draw a pitchers mound. From the left-over cardboard cut a spinner shaped like a baseball bat or like an arrow.

Poke a hole thru the center of the spinner and thru the pitchers mound. Attach the spinner to the pitchers mound with a fastener. Be sure it can spin easily.

Follow regular baseball rules when you play. This would be a good game for a gathering time activity for your den.



THE PANCAKE TOSS

Two equal teams of Cub Scouts - any number

Equipment - Two ping pong paddles - two leather 'pancakes'

Take several old ping pong paddles or make paddles out of scraps of wood. The first boy on each team takes a paddle and flips a leather pancake to a finish line and back. The next boy takes the paddle and does the same till everyone has had his turn. First team finished wins.

CLOTHESPIN MIXER

Any number of Cub Scouts

Equipment - 3 or 4 clothespins for everyone

Give each Cub Scout 3 or 4 clothespins. Tell them that the object of the game is to get rid of their clothespins without having any one else pin THEIR clothespin on them. With everybody trying to get rid of their clothespins at same time, as fast as possible, this is a rowdy and fun way to start a meeting.

WOOD TAG

Any number of Cub Scouts

Equipment - wood for desired number of bases

Choose a Cub to be 'it'. Play tag using anything as a base that is made of wood. Any new runner touching base forces the present base holder to run to another base.

CLOTHESPIN RELAY

Any number of Cub Scouts making 2 equal teams

Equipment - Clothespin for each player - wire or rope suspended across the playing area - 2 Cubs could hold up wire or rope

Divide the Cub Scouts into 2 relay teams. String a clothesline from one end of the area to the other, shoulder high to the average player. Clip all the clothespins to the line. On the signal, the first team player must run to the line, remove a pin with his teeth (no hands), and bring it back to the team. First team done wins.

JUMPING JACKS

Any number of Cub Scouts - especially good for the older Webelos Scouts

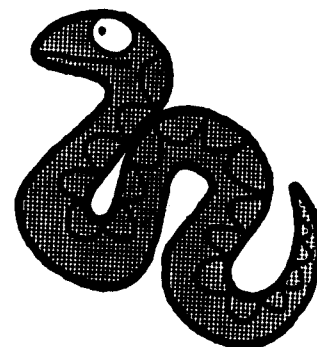
Equipment - children's hats and maybe some books

One Cub Scout makes a back for leapfrog, placing his feet wide apart, his hands on his knees, and the other Cub Scouts take turns springing over, straddle-legged, each placing a hat on the back as they go. As the pile of hats grows higher and the jumping more difficult, you will find Cub Scouts knocking over the pile. When this happens, the Cub Scout drops out. If there is more than one Cub Scout left when all the hats have been placed, then balance two or three books on top of the hats...a winner will soon be found.

SNAKE BY THE TAIL

Any number of Cub Scouts - outdoors if possible or in a very large room

This game is best played outdoors, but if you have plenty of room, it can be played indoors. Players line up behind one another and grasp the waist of the person in front. The object of the game is for the Cub Scout at the front end of the 'snake' to touch the Cub Scout at the tail. To do this, the leader has to drag everyone else with him, and anyone who lets go and breaks the 'snake' is out of the game. When the first Cub Scout manages to touch the tail, he or she goes to the back of the line and the next person becomes the 'snake's' head.

BALL BOUNCING RELAY

2 teams of 4 to 8 Cub Scouts - Outdoors

Equipment - 2 beach balls

Line up two teams of between four to eight players and give the first Cub Scout in each team a beach ball. He bounces the ball to the Cub Scout on his left the next Cub Scout does the same, and so on, until the ball reaches the end of the line. When the last person in the line receives the ball, he then bounces it back to the Cub Scout on his right and so on back to the start. The first team to bounce the ball up and down the line are the winners. If a ball is grounded then the team must start all over again.

SNOWY MOUNTAIN

Any number of Cub Scouts - Indoors  
 Equipment - a deep pie pan - a plate - a bag of flour  
 a chocolate kiss - a table knife

Fill the pie pan with flour, hold the plate over the top of the pan, and turn plate and pan upside down together. Carefully remove the pan, so that you are left with a moulded dome of flour on the plate. Gently place the chocolate drop on top of this, in the very center, and you are then ready to begin the game. Using the table knife, each Cub Scout in turn must slice away a portion of the flour. The object is to keep the chocolate kiss on top of the snowy mountain for as long as possible, so it pays each Cub Scout to cut the very smallest slice that he can. The unlucky Cub Scout who finally causes the mountain to collapse and the chocolate kiss to fall has to place both hands behind his back, bend over the plate, pick the chocolate up with his teeth and then eat it. Rather messy, but fun!

GEOGRAPHY

Any number of Cub Scouts - Indoors  
 Equipment - a matchbox

Cub Scouts sit in a circle and a matchbox is given to the first Cub Scout. He calls out the name of a city somewhere in the United States, and throws the box to any other Cub Scout. The person catching the box must give the state in which the town is placed. If he fails to give an answer in ten seconds, he loses a point. He can challenge the first player if he chooses, but if the right answer is given, he loses another point. The game continues as each player challenges others to place the town. When a Cub Scout has lost ten points he drops out of the game.

REACHING THE HIGH COUNTRY

Any number of Cub Scouts - Indoors

One Cub Scout stands with his back to the others, who go to the other end of the room. Everyone creeps towards him, with the intention of touching him before he catches them moving. Whenever he feels inspired the odd Cub Scout twirls round, and whoever he sees moving drops out. The Cub Scout who succeeds in touching odd man out takes his place.

THE MAD MONSTERS

Any number of Cub Scouts - Indoors  
Equipment - pencils and paper

Give a pencil and strips of paper about six inches long to each Cub Scout. Tell everyone to draw the head of a person, an animal or a bird, leaving a couple of small lines for the next player to join on to before folding the paper so that the drawing of the head is hidden. The slips are then passed round clockwise and the next Cub Scout draws a body. One more fold, and the slips are passed on again for the next Cub Scout to draw legs. When the slips are unfolded, there will be some pretty strange monsters.

PAPER PUZZLE

Any number of Cub Scouts - Indoors  
Equipment - one newspaper for each Cub Scout

Sit your Cub Scouts closely together in a circle. Give each Cub a well-mixed-up newspaper and be prepared for a ripping time. On the word "GO" the Cub Scouts must reassemble the pages of the paper in the correct order. The tighter you sit the Cub Scouts, the more difficult it becomes.

ACES HIGH

An equal number of Cub Scouts - Indoors  
Equipment - 12 Aces from 3 packs of cards  
12 additional cards

Hide twelve aces from three packs of playing cards around the room, together with twelve other cards. Divide the players into two or more teams. The Den Leader then calls out a clue - for example, if a card is hidden under a clock, she might say: "What is the time?". It is then up to the Cub Scouts to find the card. The team with the most aces is declared the winner.

\*\*\*It's hard luck if a team guesses the twelve clues correctly, and picks up twelve playing cards that are not aces..but it's all in the game and helps to develop good sportsmanship.

AD GUESSING

Any number of Cub Scouts - works well with Webelos Scouts  
 Indoors  
 Equipment - 36 well-known advertisements

Place around the room thirty-six advertisements cut out from various papers and magazines with the product name removed. Divide the Cub Scouts into teams and stand them all together in the center of the room. The Den Leader then calls out the name of a product, and it is up to the Cub Scouts of each team to find the corresponding advertisement. The winning team will be the one which has collected most advertisements.

A similar competition is for the Den Leader to call out a clue; and the Cub Scouts should automatically look for the appropriate advertisement. Again the winning team is the one with the most advertisements collected.

MISSING VOWEL

Any number of Cub Scouts - Indoors  
 Equipment - a sheet of paper for each Cub Scout, each containing the same clues, envelopes, and a pencil each

Prepare fifteen to twenty words that the Cub Scout age boy would know. Using words frequently used in the Cub Scout program would be a good way to introduce this game, moving to more difficult words at a later date. For example. C-B S-C-T (CUB SCOUT); W-L-F (WOLF); W-B-L-S (WEBELOS). Write the clues on a piece of paper, one sheet for each Cub Scout, and seal them in envelopes. When you are ready to start, give each Cub Scout an envelope and a pencil. On the word "GO" let them start to fill in the missing vowels, thus making up the complete words. After a designated time, stop, and the Cub Scout with the most correct answers wins.

MARKET

Any number of Cub Scouts - Indoors - No equipment

This is a word game which is a test of memory as well. The first Cub Scout says: "Farmer Jones went to market and bought a pig". The second Cub Scout says: "Farmer Jones went to market and bought a pig and a bunch of grapes". The third says: "Farmer Jones went to market and bought a pig, a bunch of grapes and a toy trumpet". Each Cub Scout must repeat everything his fellow Scouts have said plus add another object. If a Cub Scout misses he is out of the game and the game continues until everyone has missed but one, making him the winner.



AROUND THE WORLD

Any number of Cub Scouts - Indoors  
Equipment - a chair for each Cub Scout (except one)

You need a chair for each Cub Scout in this game except one. Arrange them in a circle, facing inwards. Every Cub Scout takes a seat and is given a piece of paper bearing the name of a city - and the extra player stands in the middle. He then calls out that he is making a journey from one city to another. For instance, he might say: "I am going from London to Paris". As he speaks, the players who represent the cities mentioned must exchange seats quickly. The player in the middle must try to occupy one of the empty seats first - and if he does, the player left standing takes his place in the middle. From time to time, the player in the middle can also call out that he is "Taking a trip around the world"...when ALL seated players must get up and change seats. The trick of the game is for the player in the middle to remember which of the other Cub Scouts have which city names.

FIRE ALARM

Any number of Cub Scouts - Indoors  
Equipment - 1 alarm clock

While all the Cub Scouts go out of the room, the Den Leader hides an alarm clock somewhere - having already set it to go off in exactly five minutes. When the clock is hidden, the Cub Scouts enter the room and try to find it.

When someone finds the clock, he pretends not to notice it - because he doesn't want anyone else to know his secret. Instead, he play-acts for a few seconds, then just walks out of the room again. When the alarm goes off, any players still looking for the clock are out of the game. The whole den area can be used for this game, and the clock re-wound until one last winner is found.



## MISCELLANEOUS GAMES

The following games can be adapted to use with most any theme. With a little imagination and a few materials 'game time' can be lots of fun for everyone.

### FIND THE RATTLE

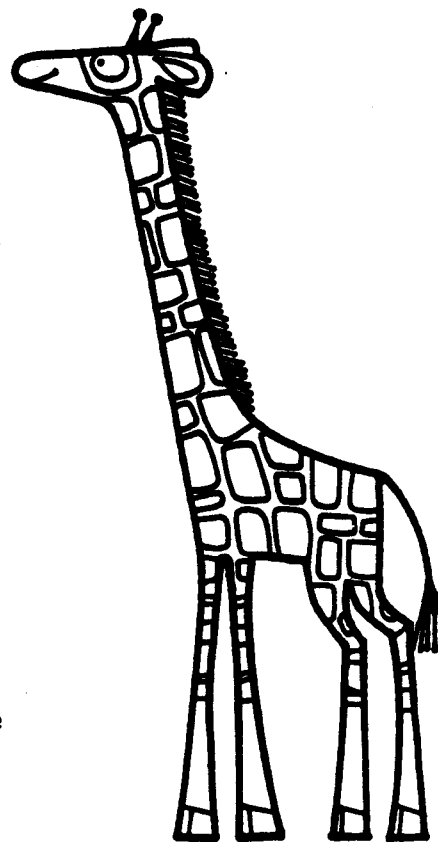
Any number of Cub Scouts - Indoors or outdoors  
Equipment - a tin box containing paper clips or buttons  
blindfold

For this game you will need a small tin box, containing a few buttons or paper clips to make the box rattle. Then one player is chosen to be "it" and stands in the middle of the circle formed by all the other Cub Scouts. He is blindfolded and pointed towards the person holding the rattle. The rattle is then thrown (not passed) to any other Cub Scout. As soon as the Cub Scout catches it, he must shake it quickly to make a noise and then throw it quickly to another Cub Scout. "It" has to point out the person holding the rattle. When he does so, he joins the circle and the caught Cub Scout becomes "It".

### PAIR THE SOCKS

Any number of Cub Scouts - Indoors  
Equipment - lots of socks

Get as many old clean men's socks as possible, of different colors and patterns, and mix them up. Each team is timed in turn pairing them with their backs to the pile - no turning around allowed. Each seated (and the floor is best) team member may reach for only one sock at a time and hold it in front to see if it makes a pair with anyone else's. If it does not it must be returned, without turning, to the pile. If it pairs it is put together with its partner in front of the team. The other team meanwhile helps or hinders by keeping the pile (which the pairing team cannot see) well mixed up and maybe adding an odd sock or two. The captain of the pairing team may choose to call out "NOW" to get his team reaching for extra socks together so that the chance of pairing will be greater. Quickest team wins.



### FRENCH CRICKET

At least two teams of four Cub Scouts each - Outdoors  
Equipment - Cricket bat and tennis ball

All you need for this game is a cricket bat, a tennis ball, and two teams of four Cub Scouts. The side batting must place their players in batting order and the opening batsman takes his stance, standing with his feet together and the cricket bat in front of his legs. The opposition must then try to "bowl him out" by hitting his legs with the ball. If successful, then the next opposing batsman comes in. Everytime the batsman deflects the ball his team scores one run. When all the batsmen are "out", the teams change over. The four totals of each team are added together for the final score.

### KNOCKOUT

Any number of Cub Scouts - Indoors or Outdoors  
Equipment - 1 softball



Stand the Cub Scouts in a circle and let them throw a softball to each other, catching it with two hands. If a player drops a ball he must then pay a penalty:

- 1st time: Kneels on one knee but uses both hands.
- 2nd time: Kneels on both knees but uses both hands.
- 3rd time: Kneels on both knees and uses right hand.
- 4th time: Kneels on both knees and uses left hand.
- 5th time: He is out.

Each time a player catches a ball while paying a penalty he regains one place. It sometimes takes hours to find the eventual winner -- so you may want to break this up between several den meetings.

### TARGET BOUNCE

Any number of Cub Scouts - Indoors  
Equipment - egg carton(s), ping pong balls

Place an egg carton on the floor, stand the Cub Scouts about six feet away, and give them ping pong balls to bounce off the floor and into one of the egg compartments.

### PENNY DROPPING

Any number of Cub Scouts - Indoors

Equipment - A bucket - water - a dime - 6 pennies for each child

This is a good game for the den meeting. In a bucket, place a dime and cover it with about six inches of water. Each Cub Scout is then given six pennies and takes a turn dropping them into the bucket. The object is to cover the dime with the pennies. First lucky player to do this wins the dime.

### HOP AND TIP

Any number of Cub Scouts - Indoors or Outdoors

Equipment - none

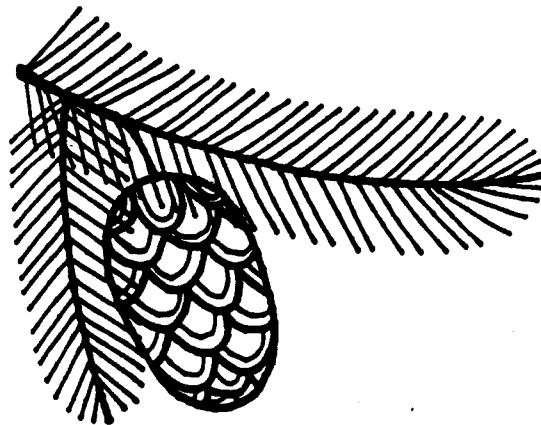
Cub Scouts arrange themselves into two teams, facing each other. The first players of each team stand on one leg and hop towards each other. Then, by no more than slapping hands together, each Cub Scout must force his opponent to lose balance and place the other foot on the ground. The winner goes back to stand in his team and the loser leaves the game completely. When each player has had a turn, the team with the most members remaining wins the game.

### TREASURE HUNT

2 teams of 10 or more Cub Scouts - Indoors

Equipment - 30 pieces of white and 30 pieces of colored paper

Form two teams and give one team thirty pieces of white paper and the other team thirty pieces of colored paper. Send the teams one at a time into a room to hide their pieces of paper. (If time allows, the Den Leader can hide the pieces of paper). Once the paper has been hidden, let the two teams begin the hunt. The first to find the thirty pieces of the opposing team's paper become the winners. For smaller numbers, reduce the number of pieces of paper.



## ANIMALS

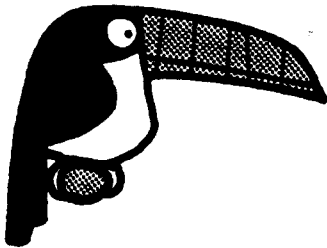
Any even number of Cub Scouts - Indoors or Outdoors  
Equipment - pencils and paper for each player

Players are sorted out into two teams and everyone is given a pencil and a piece of paper. Then the first team decides upon a type of animal for every member in the team. When they have chosen their animals, both teams walk up to each other and the opposing members ask six questions of their opposite number.



Nobody may ask a direct question, such as: "What animal are you?" They can, for example, ask: "Are you big or small?", "Are you furry or smooth?", "Do you eat meat or do you eat grass?" and so on.

When the six questions have been asked, the opposing team must write down all the animals they think they have guessed. Then it is their turn to be animals and give the first team six guesses. The team with the most right answers win the game. Lots of fun is added to this game by having all the Cub Scouts close together in two lines. Everyone is talking at once, and the situation can become very mixed up.



## CHINESE CHICKEN RACE

Any number of Cub Scouts - Indoors  
or Outdoors  
Equipment - some old books

This can be played as a team relay or as a fun game for any number of Cub Scouts. Place a line of old books on the floor, about a foot apart. Players squat down with

hands crossed on their chest and hop over the books until they reach the end of the line. Then they turn round and hop back. Anyone touching a book or losing his balance is out.

## RICE PICKING

Any number of Cub Scouts - Indoors  
Equipment - 12 grains of rice on a plate for each player  
2 unsharpened pencils for each player

Using only the pencils, the players must lift the grains of rice out of the plates. The first one to clear his plate wins.

### BALLOON BASKETBALL

Two teams of 5 to 10 players - large room  
Equipment - 2 chairs and 2 balloons for each round

You need plenty of room for this game...and it can become a little boisterous, so keep it in a room which is fairly clear.

Two teams of between five and ten players are chosen. The pitch is marked out by two chairs at opposite ends of the room. Each team chooses one player to stand on one of the chairs.

Each team is then given a balloon and the object of the game is to get the opposing team's balloon to the man on the chair so that he can burst it. Balloons must be kept in the air at all times, either by hitting or blowing, and no one is allowed to hold on to a balloon or to pass it to another player. The players on the chairs are not allowed to move off them. The game gets quite hectic when each player is trying to protect his own team's balloon and destroy that of his opponents at the same time.

### DROP AND GUESS

Any number of Cub Scouts - Indoors  
Equipment - a collection of small, different objects

Players sit with their backs to the leader, who drops any number of small articles on to a table from a height of about six inches. Players must guess what article was dropped from the sound it makes. Some suggestions for objects to be dropped: coins, buttons, a thimble, boxes of matches, paper clips.



### CHARLIE CHAPLIN RACE

Teams of equal numbers - indoors or outdoors  
Equipment - a balloon - walking stick - cushion for each team

This would be a great pack meeting game for the parents. Played as a team relay, each player has to waddle across the room with a balloon held firmly between the knees, a soft cushion balanced on the head, and twirling a walking stick. If the cushion, stick or balloon is dropped, it must be picked up and put back into place before continuing.

### MYSTERY WHISTLE

Any number of Cub Scouts - Indoors  
Equipment - blindfold - whistle tied to a length of string  
safety pin

Halfway between a trick and a game. Mystery whistle only works once, but you can spin it out by choosing three or four victims who are sent out of the room. One victim comes in at a time and is blindfolded. While the blindfold is being placed on the victim, something else is going on behind his back. An ordinary whistle, tied to a long piece of string, is being pinned to his back.

The victim is now told that he has to find the person with the whistle. The blindfold is removed, and players gather round the victim in a circle. One of the players reaches forward gently and lifts the whistle tied to the victim's back. He blows it and then quickly but gently lets it dangle back. The victim whirls round to confront the whistle-blower. Now the player who is nearest to the whistle repeats the performance-- and the victim hears the whistle blow on the other side of the circle.

It can be quite a long time before the luckless victim realizes that the whistle is on his own back.

### MUSICAL FLASHLIGHT

Any number of Cub Scouts - Indoors  
Equipment - one flashlight

As this game is played with the lights out, it is ideal for Halloween parties. A leader takes charge of the music (with a radio or record player) and the Cub Scouts stand in a circle. A flashlight is handed round from scout to scout, each person holding it just under his chin for a moment to light up his face in a rather eerie manner. Whoever is holding the flashlight when the music stops is out.

### SHADOWS

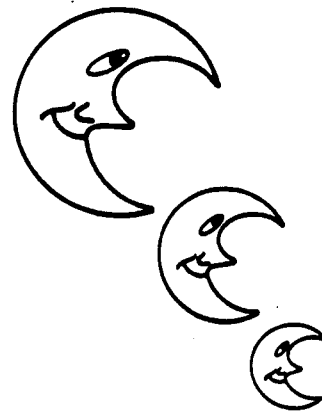
Two teams of any number Cub Scouts - Indoors  
Equipment - a sheet and a strong lamp

Hang a sheet across the room in front of a strong lamp. Turn off all other lights. Divide the players into two teams. Each team passes behind the sheet, one at a time, disguising their appearance as much as they can, by wobbling, wiggling, and so on-- while the second team must guess who the shadow belongs to. The light is only turned on when the person is behind the sheet.

### ANKLE SHOW

Any number of Cub Scouts - Indoors  
Equipment - an old sheet

This guessing game is good for a laugh. A large screen is improvised from an old sheet and a chair is placed behind it. Then one team of Cub Scouts go behind the screen and take off their shoes. Then, one at a time, the Cub Scouts sit on the chair and poke their feet and ankles underneath the sheet. The other Cub Scouts have to guess who the ankles belong to. Then the other team of Cub Scouts take their turn behind the screen, with the first team guessing which ankles belong to which Cub Scout.



### TRY A TRICK

#### EGG IN A BOTTLE

Equipment - a hard-boiled egg (shelled) and an empty milk bottle

Shell a hard-boiled egg and stand it on the open neck of an empty milk bottle. Tell the Cub Scouts that you can get the egg into the bottle without damaging it. AND that you can do the trick without even touching the egg. Then prove it. Take a match, light it, and drop it quickly into the milk bottle. Very quickly, push the sharp end of the egg into the neck of the bottle. The flame of the match burns away all the oxygen inside the bottle and creates a vacuum. The egg is sucked into the bottle automatically.

#### EGG OUT OF THE BOTTLE

Equipment - same egg - same bottle

Having performed this amazing feat, tell the Cub Scouts that you can also get the egg out again without breaking the bottle. Hold the bottle upside down, so the egg falls into the neck. Now hold the bottle to your mouth and blow in hard. Remove the bottle from your lips and the pressure inside blows the egg out.



## A FEW HOLIDAY GAMES

Any number of Cub Scouts divided into groups of two  
Equipment - Nine small construction paper trees for every two people

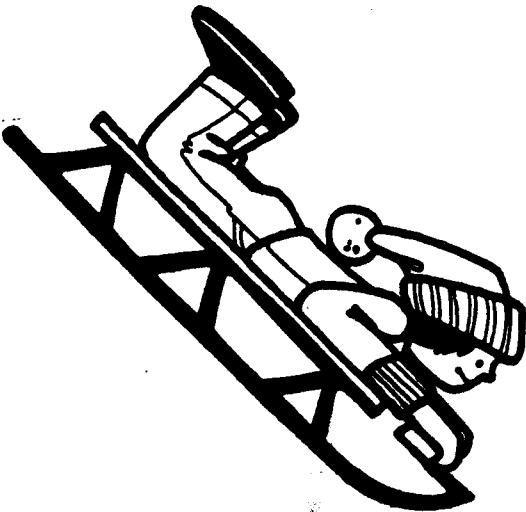
Print one letter from the word "Christmas" on each tree. Mix up the letters. Divide the players into teams of two. Give every team nine trees. By trading, the teams try to get all of the letters to spell "Christmas." The game continues until one team can spell "Christmas."

The symbols and wording for this game can be changed to fit any religion, holiday, etc.

## SNOW MOVING RELAY

Two equal teams of Cub Scouts  
Equipment - 2 bowls of 'snow' (popped popcorn or miniature marshmallows - 2 empty bowls, 2 tablespoons

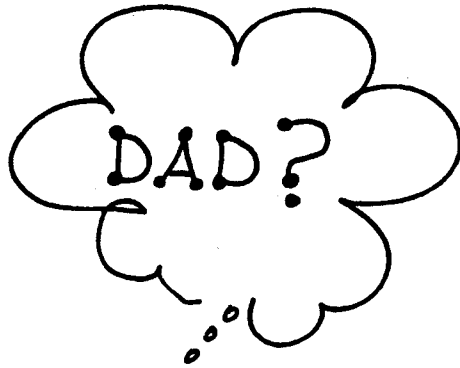
Divide the group into two teams. Have each team line up in a row, one player behind the other. Place a bowl of 'snow' in front of each team. Place two other empty bowls on a table across the room. Give the first one in each line a tablespoon. The players are to move as much of the 'snow' as possible to the bowls across the room. With one hand holding the spoon and the other hand behind his back, a player picks up as much 'snow' as he can with the spoon. If he loses any 'snow' on his way across the room, he must stop where it fell off, pick it up and return it to the spoon, and proceed. After putting his 'snow' in the bowl, he runs back to the next person in line and gives him the spoon. The game continues until every player on both teams has had a turn. The winning team is the one moving the most 'snow'. You may need to count kernels of popcorn or marshmallows.



## SNOWBALL TOSS

Any number of Cub Scouts  
Equipment - 3 styrofoam balls and a small Christmas wreath

Have one Cub Scout hold the wreath while the others try to toss the ball through the opening of the wreath. Let each one have three tries. The one with the highest score wins. If there is a tie, you may want to move the wreath back a little and have a play-off.



## MAGIC MUD

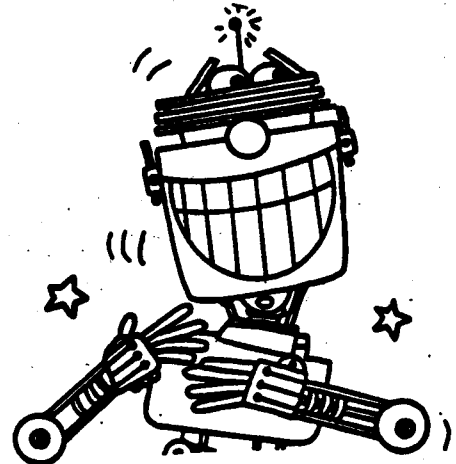
- Characters: Six Cub Scouts in summer uniform or Cub Scout T-shirts
- Setting : Sign in center is marked "Mud Puddle". Boys are gathered around this sign as the curtain opens.
- All : Did you ever wonder as you pass a little stretch of mud and grass, what nature may be hiding there, within this spot a few feet square? Let's gather round and take a look, and like the pages in a book, we'll study it with open eyes. Can soil like this hold a surprise?
- (Boys kneel down in a circle around mud puddle)
- Cub #1 : Here's a freshly patterned animal track where a rabbit hopped across and back.
- Cub #2 : I see a stream of busy ants, carry tidbits as they dance.
- Cub #3 : Look, a feather blue and gray dropped by a screaming jay.
- Cub #4 : Sprinkled here are sprouting seeds from lofty elms and sprawling weeds.
- Cub #5 : A pebble smoothed by action slow, formed a million years ago.
- Cub #6 : In a puddle spot not yet dried out, a water beetle swims about.
- Cub #1 : And here an eager plant is set - an early blooming Violet.
- Cub #2 : A wiggly worm comes up to twitch, no one knows which end is which.
- Cub #3 : The mud itself, with food storage vast, from life that grew in ages past.
- Cub #4 : It's not all nature mud reveals, here's a candy wrapper and two toy wheels.
- Cub #5 : There's something moving - what's that now? I'll pick it up - a bee - wow!
- Cub #6 : Quick here's some mud upon the spot, to take away the soreness hot.
- All : In mud there's stone and living things; healing power for bitter stings. Through it flows the earth's life blood. Our soil is really Magic Mud.

## HOW TO PROGRAM A ROBOT

Cub Scout den in uniform and a boy dressed as a robot

Robot is in the center of the stage with Cub Scouts gathered around him. As each boy programs the robot, he puts his card in a slot in the front of the robot's chest.

- Cub #1: How should we program our robot? We've spent a lot of time building him. We certainly want him to know things we think are important.
- Cub #2: Let's give him a sense of appreciation. He's got to be grateful for more than just material things.
- Cub #3: And let's not forget plain old fashioned curiosity. The more curious he is the more he will learn.
- Cub #4: How about persistence. He has to have confidence and not get discouraged.
- Cub #5: We won't have to teach him tolerance, he already knows that; but we won't want to let him learn intolerance.
- Cub #6: Love of country...yes...everyone needs to know that!
- Cub #7: I want him to have a sense of humor. Everyone needs a dose of that.
- Cub #8: I think he should be respectful and obedient..reverent!
- Cub #1: Anything else? (pause) Well, let's see what we have here!
- Boys all begin to turn knobs and make him work. Robot begins to walk mechanically around stage.
- Robot : (In a mechanical sounding voice) I want to be a good Cub Scout...I want to be a good Cub Scout...I want to be a good Cub Scout
- All : You know, I think these things might just make a pretty good Cub Scout, too!



## THE GIFT OF GOOD WILL

Characters: 8 Cub Scouts

As curtain opens, Cub Scouts are gathered around, wrapping Christmas gifts. Each boy is wrapping a gift. Den Chief enters....

Den Chief : Hey guys, let me see what each one of you is wrapping.

1st Cub : Gloves for my dad.

2nd Cub : An owl plaque for my mom.

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

4th Cub : A doll for my sister.

5th Cub : I'm wrapping wind chimes for my mom.

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

7th Cub : I have a lamp for my mom.

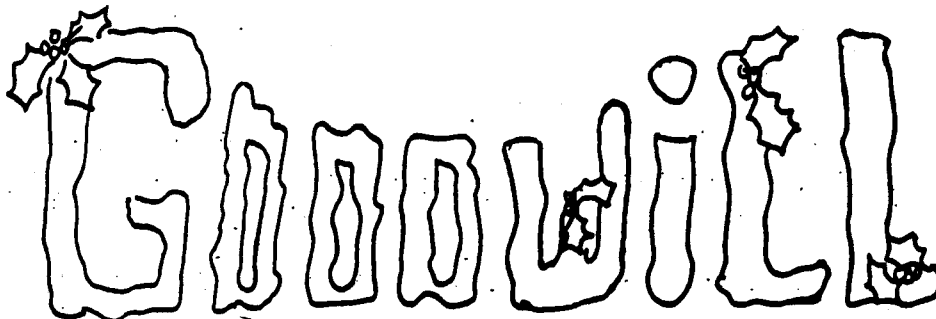
8th Cub : And I have a lacy handkerchief for my grandmother. She likes to wave them good-bye.

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

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

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

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



## TEN LITTLE FIRECRACKERS

Characters: 10 Cub Scouts

Setting : Cub Scouts with a paper cracker, repeat the following lines that they have learned, or written down.

1st Cub : 10 little firecrackers standing in a line,  
One thought he'd light a match, then - there were nine.

2nd Cub : 9 little firecrackers walking very straight,  
One caught an engine spark, then - there were eight.

3rd Cub : 8 little firecrackers dancing on an oven,  
One went too near the gas, then - there were seven.

4th Cub : 7 little firecrackers cutting up tricks,  
1 played with lighted punk, then - there were six.

5th Cub : 6 little firecrackers glad they were alive,  
1 went to have a smoke, then - there were five.

6th Cub : Five little firecrackers wishing there were more,  
1 went to find a friend, then - there were four.

7th Cub : 4 little firecrackers merry as could be,  
1 played upon the hearth, then - there were three.

8th Cub : 3 little firecrackers puzzled what to do,  
1 stirred the kitchen fire, then - there were two.

9th Cub : 2 little firecrackers looking for some fun,  
1 met a little boy, then - there was one.

10th Cub : 1 little firecracker sat down to cry,  
"Tis such a risky thing to live in July!

At the end of the poem, each Cub Scout cracks his paper cracker. -- found in the craft section of this book.

THE MARCH OF THE TOOLS

**Characters:** 8 Cub Scouts saying their lines in a syncopated rhythm. Fingers are snapped in a steady beat; knees bent.

**Costumes :** Cub Scouts wear large paper sacks with a picture of their tool on the front.

**All :** With a rat a tat tat and a boom boom boom.  
We'll march the tools around the room.

**1st Cub :** I'm a hammer, ready to go  
Hit my head with a blow, blow, blow.

**2nd Cub :** Do you know me? Well, you should, I'm  
a plane to smooth your wood.

**3rd Cub :** I'm a ruler straight and stout  
One you couldn't be without.

**4th Cub :** I have teeth that dig and gnaw  
I am what they call a saw.

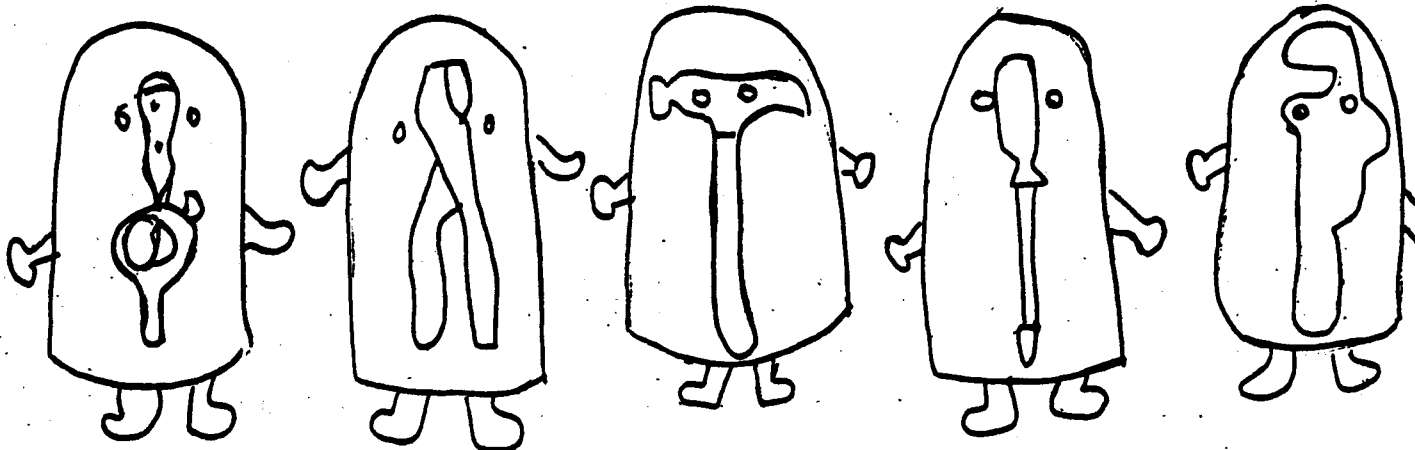
**5th Cub :** I will give each boy a thrill  
They all like to use a drill.

**6th Cub :** I can help when you fix tires  
I am called a pair of pliers.

**7th Cub :** You will find me at your work bench  
I am what they call a wrench.

**8th Cub :** A screw driver is what I am called  
I'll help out if something is stalled.

**All :** We have jigged with a dum, dum, dum  
And we hope you have had some fun!



## OUT FEATHERED FRIENDS

- Characters** - Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Wood Thrush, Cardinal. (All birds wear plastic bottle masks - Any characters can be eliminated to fit the number of boys in the den.
- Setting** - Outdoor scene, with trees and bushes. Birds enter one by one, flitting around, waving arms. Each boy can speak his own lines, or a narrator can read the script. Be sure boys can be understood behind masks. Audience can be asked to identify birds, or boys can hold signs with their names to be revealed at the appropriate time.
- Robin** - Before the spring has time to wake, and daffodils are yellow, my black and russet red appears. I'm quite a cheerful fellow. Who am I?
- Blue Jay** - I make a sound like tinkling bells or raise my crest and scold; my blue coat's trimmed with black and white, I'm a handsome robber bold. Who am I?
- Mockingbird** - Demurely dressed in grey and white, my nature's one of fun; I love to tease my feathered friends, and mimic them one by one. Who am I?
- Sparrow** - My cousins chirp in city streets, but I dislike the town; in spring you hear me sing, and see my dark breast streaked with brown. Who am I?
- Woodpecker** - Rat-tat-tat. Rat-tat-tat. I beat a loud tattoo. My back is black, my front is white, my red cap's in full view. Who am I?
- Goldfinch** - For me, no cage inside the house, as I dart there and back; I wear the tint of precious ore, smartly trimmed in black. Who am I?
- Thrush** - I hide among the shrubbery, with spice-brown colored coat; and poets praise my evening song, that springs from spotted throat. Who am I?
- Cardinal** - My name suggests great dignity, my colors the brightest hue, in summer or in winter, I bring Christmas red to you. Who am I?



## DON DIEGO AND THE SUPER JUMPING BEANS

This skit has three main characters: Amigo, Pancho and Don Diego. In addition, you will need other characters for Jumping Beans. You can have as many jumping beans as you wish.

Amigo, Pancho and Don Diego are dressed in Mexican costumes. As the scene opens, Don Diego is on stage sleeping, siesta style. He has one leg all wrapped up in a bulky bandage. The Jumping Beans, enter wearing burlap sacks, or old pillowcases over their heads and arms. Amigo and Pancho enter.

- Amigo - Pancho, eet is very sad. Eet is terr-eeble.
- Pancho - Amigo, tell me, what ees zee matter?
- Amigo - Oh, Pancho, eet is worse than you theenk.
- Pancho - You bring zee great sorrow to my heart, Amigo.
- Amigo - Pancho, look. (points to Don Diego) Don Diego, he has lumbago. He ees very cross. Hees leg, eet weel not work. He cannot dance at the fiesta, so instead he ees taking a siesta.
- Pancho - Oh, zat is verree bad, Amigo. Don Diego, he always dance at zee fiesta. Thees must bring much trouble to Don Diego.
- Amigo - Si, Si, Pancho. (holds and shakes head sadly)
- Pancho - Amigo, wait, wait! Eet ees great idea I have!
- Amigo - Tell me queeck, Pancho.
- Pancho - Eet looks like a job for Super Beans!
- Amigo - (excitedly) Ole, Ole, Pancho. Zee famous Super Beans! Zey are zee greatest Jumping Beans in all Mexico.
- Pancho - We weel call them now, Amigo. (holds hand to mouth and shouts towards side of stage) Oh, Super Beans, our poor Don Diego, he has zee lumbago. Help Beans, queeck!

Super Beans enter. They do not walk, but jump up and down as they move on stage. This will be funnier if the beans jump alternately so there is an up and down motion at the same time.

Amigo - Oh, great Super Beans, have peety on poor Don Diego.

Super Beans jump about over to Don Diego

Beans - (All together) Don Diego with the Lumbago. No more siesta. Come, follow us and dance at zee fiesta.

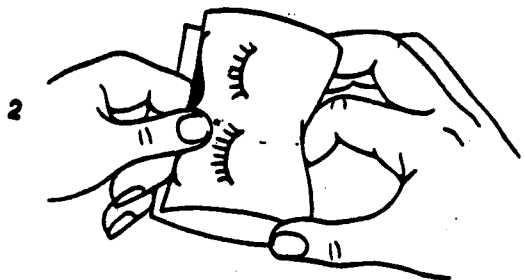
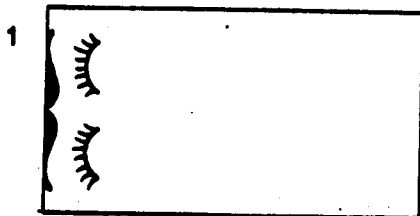
Don Diego awakens slowly. He gazes intently as super beans jump about. Little by little he begins to move. He rises, forgetting about his leg. He begins to jump up and down behind the beans.

Don Diego- Come! Amigo, come Pancho. We no longer need siesta, we go to the fiesta. (Amigo and Pancho join Don Diego and all jump off stage.)

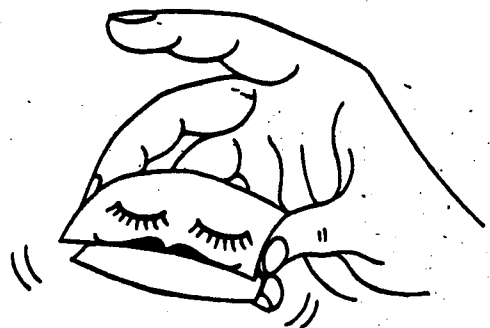
### SIMPLE SUE

Materials - A business card or any small, rather stiff, paper rectangle - pencil - crayon - pen

Draw two eyes and a nose near one end of the card. Bend, but do not fold, the rectangle in half with your left thumb on top, middle finger on the bottom, and your pointer finger sandwiched between the two layers. Place your right thumb and middle finger on opposite sides at the bend of the paper. Press the knuckle of your right pointer finger against this bend until you create a slight indentation.



Now lift this right pointer finger and take away your left hand. Simply press your right thumb and middle finger together slightly and Simple Sue will speak for herself.

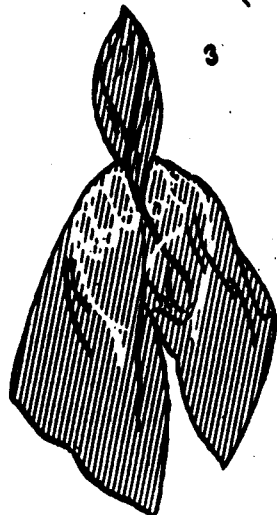
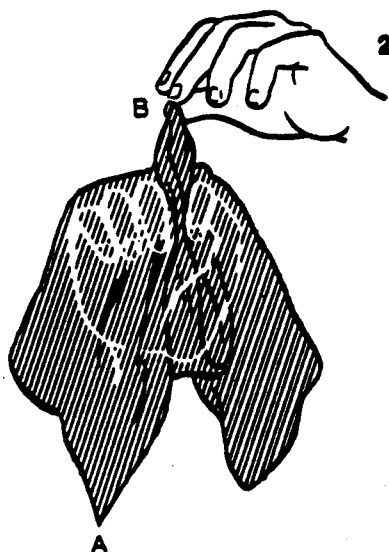
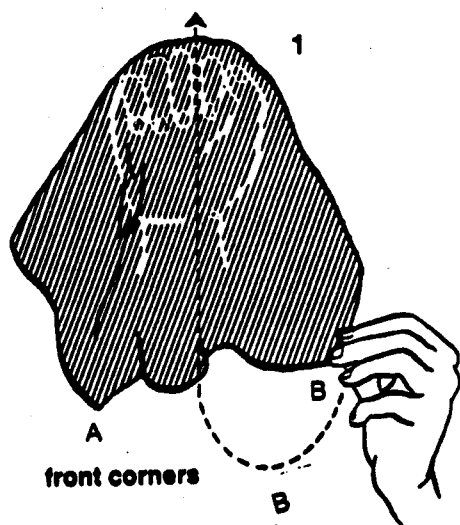


## HANKY PANKY

Any magician can pull a rabbit out of a hat, but can you pull a rabbit out of a handkerchief?

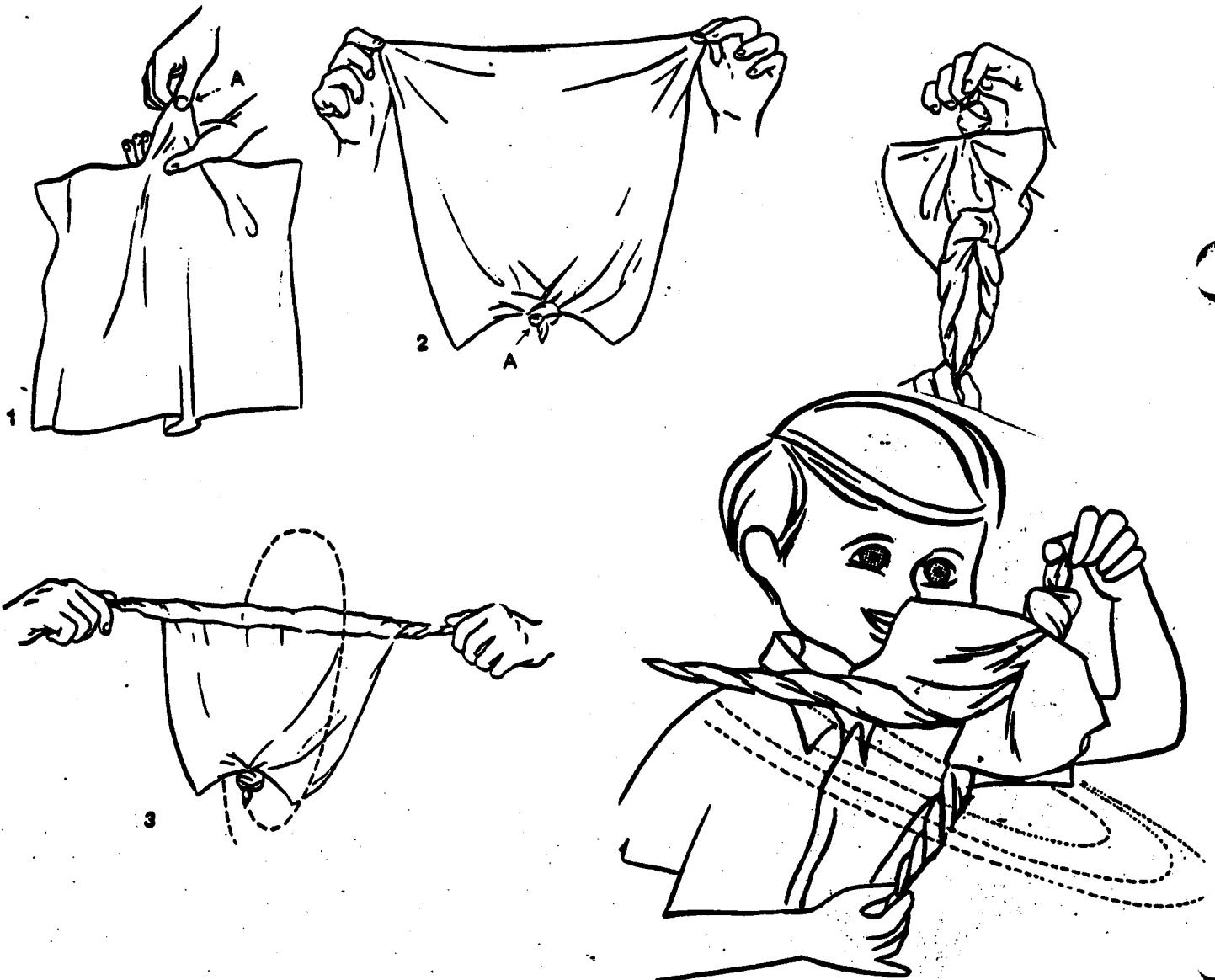
Make a loose wiggly fist with the fingers of your fist facing front, away from you. Drape a handkerchief over the entire fist. Now, with the other hand, grasp one of the corners of the handkerchief hanging in front of your fist (corner B) in the diagram) and pull that corner up between the pointer finger and the middle finger of your fist. Hold the corner in place with those fingers as you do the same thing with the other corner hanging in front of the fist (corner A). Bring it up and hold it in place between the middle and the ring finger of your fist. Your bunny now has two ears. Complete him by wrapping your wrists as firmly as you can.

By gently moving your fingers inside the handkerchief, you can make your bunny wiggle his nose and flap his ears. Perhaps he'll even nibble at a carrot and whisper in your ear. Your Cub Scouts should love the show you could put on with this novel creature.



## COPPELIA, THE DANCING HANDKERCHIEF

Make a knot in a handkerchief at point A along the edge and right in between two adjacent corners. Now hold the handkerchief upside down so that the knot is hanging as in the second picture. Holding those two corners firmly, twirl the handkerchief away from you, around and around, over and over again until all that remains is a twirled rope of hanky, with two loose ends and a knot in the center. Grasp the two twirled ends of the hanky rope in one hand and hold your hands as shown in picture 4. If you bring your hands together and apart slightly, the ballet dancer will bend her knees and bow. To make her twirl and kick her legs high in the air, pull your hands rather sharply apart and let go of one leg. (But hold onto the other!) Whee! You can make her go through her whirling dance over and over again by retwirling the hanky as in picture 3.



## SPUNKY MONKEY GLOVE PUPPET

If you have a single unwanted glove (quite useless without its mate), you can turn it into a puppet that will be more fun than a barrel full of monkeys.

**Materials** - tracing paper - scissors - light-colored felt or construction paper - soft pencil - any broken bits of jewelry (a single earring, a sequin, a broken strand of beads, etc.) - glue or rubber cement - a dark glove

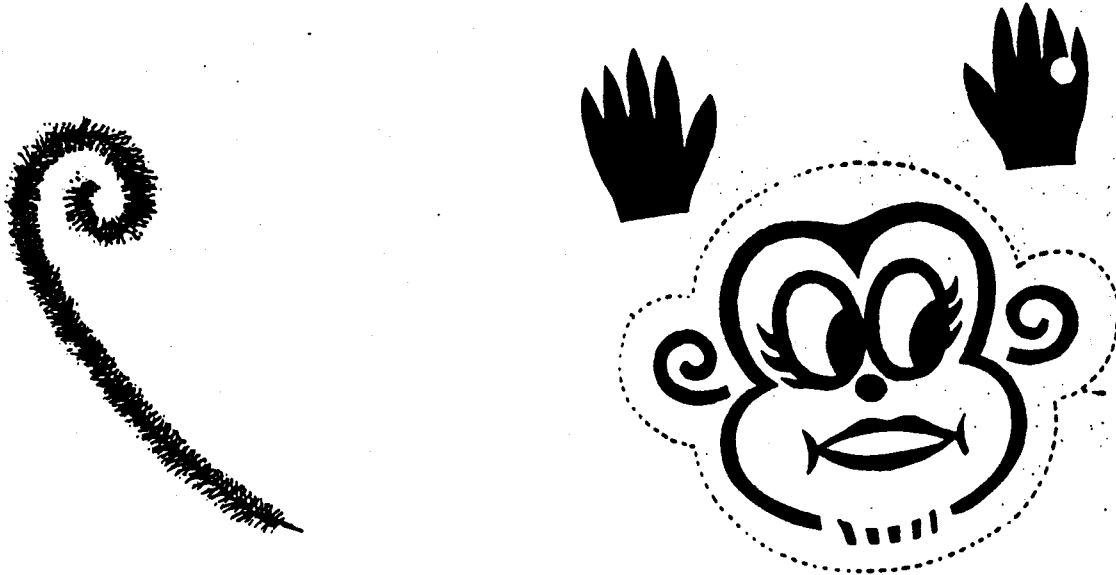
Placing tracing paper over the hands, face, and tail patterns and trace the shapes and features. Cut out along the outlines, and transfer these shapes to the light-colored felt or construction paper. Cut out the felt or paper shapes. Draw the monkey's features on the felt or paper with a soft pencil.

Onto the monkey's head and hands, attach little bits of jewelry. Sew the drop part of pearl drop earrings to the monkey's ear or paste a fake diamond as an earring or attach a jeweled button. On his tiny fingers, try gluing sequin "rings". Now fasten the felt or paper face and hands to the glove. Place a dab of glue on the back of the little hand cutouts. Put the glove on your hand, and press the two felt or paper hands to the tips of your pointer and middle fingers. Dab a drop of glue onto the straight - not curled - end of the monkey's tail, and press it onto the glove, right above the back of your wrist. Now put glue on the reverse side of the monkey's face and fasten it, upside down, on the back of your hand. Turn your hand over and bend your wrist so that your fingers point down; hold your pinkie and ring fingers somewhat behind your pointer and middle fingers (on which you have pasted the monkey's hands). The tail, attached near your wrist, will perk up as you bend your wrist, and if you move your pointer and middle fingers, your little monkey will walk. He'll sit on your head, too.

You can put two monkeys on one hand if you like. See illustration.



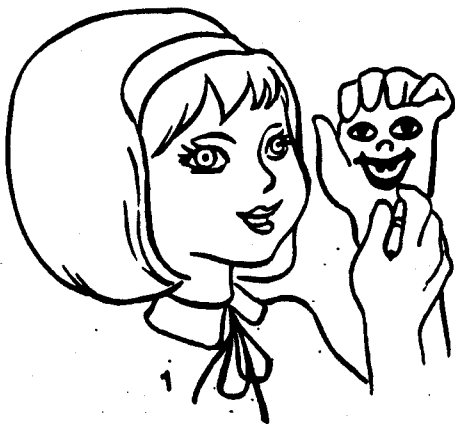
PATTERN FOR SPUNKY GLOVE MONKEY



WINKY

Here is a handy little friend to have around.

Draw a face in the palm of your hand. Make sure that one eye straddles the fold in your palm directly under your pinkie. Hold your hand up next to your face and curl your fingers down halfway (see picture). Now press down just your pinkie and quickly straighten it back to starting position (second picture). See how Winky will wink and flirt with you? You've got him in the palm of your hand!

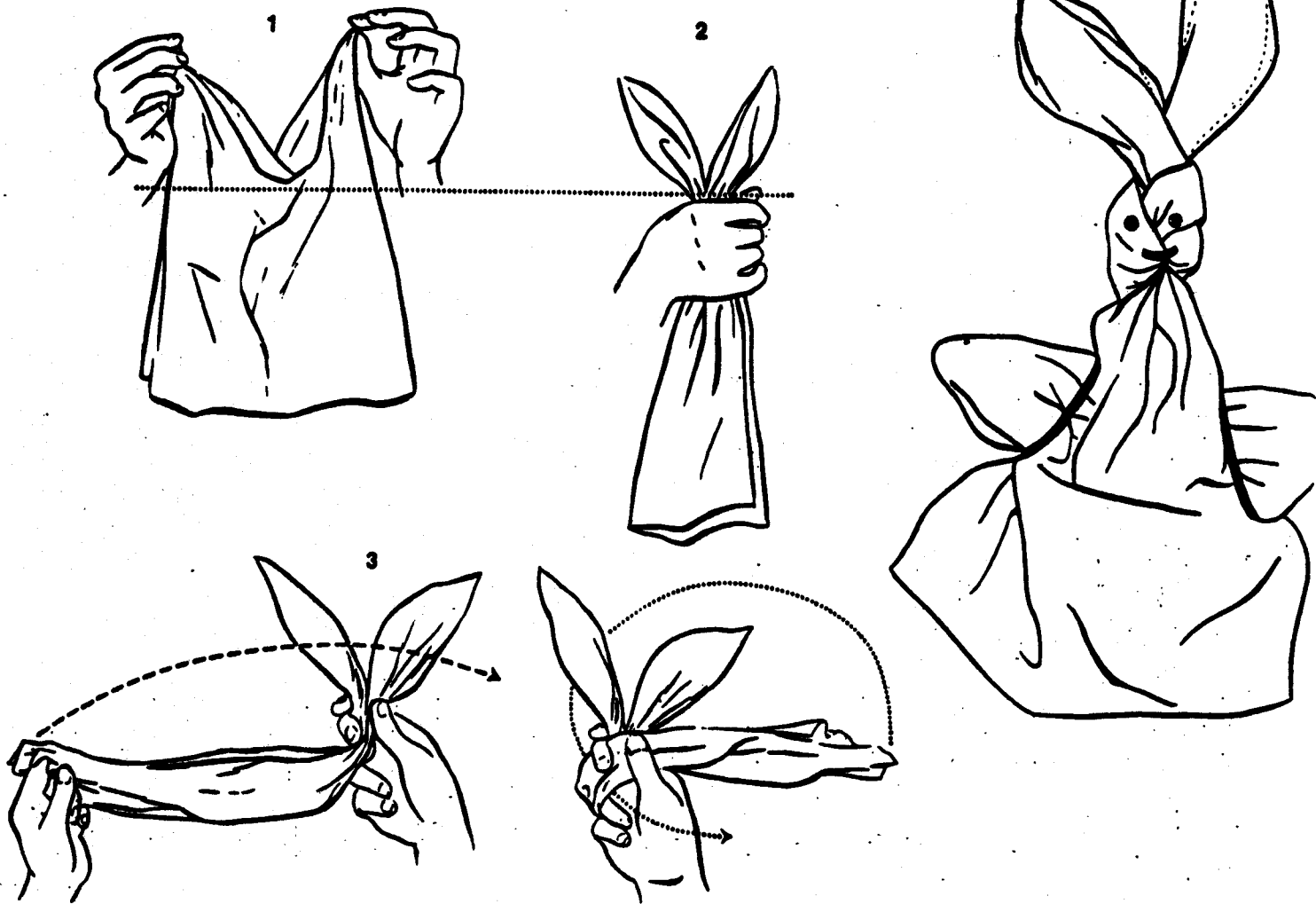


## THE FUNNY BUNNY

Here's a rabbit you can pull out of your pocket anytime.

All you need is a handkerchief and a rubber band. Hold the handkerchief by two adjacent corners as in the first picture. Place both corners in the same hand and grab the handkerchief (see illustration) with the two corners sticking above your fist. Now bring the bottom end of the handkerchief above your fist. Now keep them together as you make a knot in the very same spot where you were holding the handkerchief

You now have a knot forming the Bunny's face, and two ends sticking up above it, becoming the ears. Shove your pointer finger deep into the knot (behind the face) and drape the rest of the handkerchief around your thumb and middle finger, which are extended in opposite directions. To complete the body, drape the rest of the handkerchief over your hand and wrist. Your pointer finger inside the knot will move the head, your thumb and middle finger will become hands.



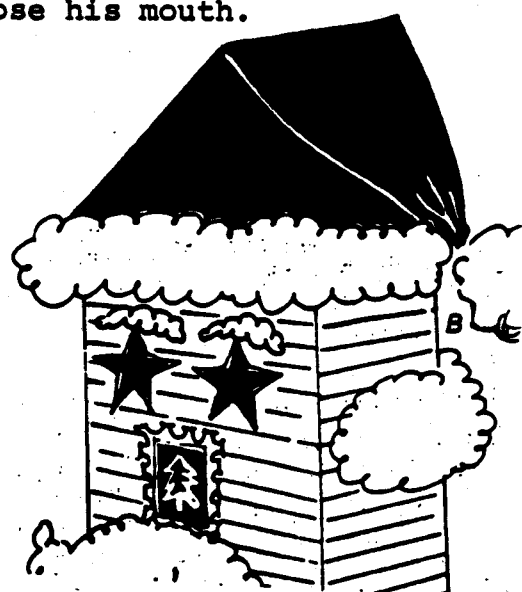
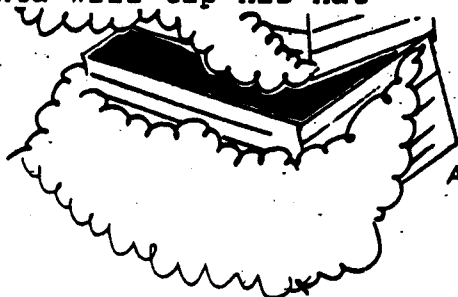
## SMOKEY THE SANTA

Here's a Santa puppet who will stand on his head to become a candy container for your Christmas party!

Materials - a flip-top cigarette box - white crepe paper or construction paper - glue or rubber cement - scissors  
red crepe paper - red thread - cotton - 2 gummed stars  
1 Christmas seal or a small circle of red paper - pencil

Cover the entire cigarette box with white paper., but make sure that the flip-top lid can still open and close. Stand the box upright on a table, with the flip-top opening on the bottom, facing you. To make Santa's hat, cut a strip of red crepe paper (approximately five by ten inches). Apply a band of rubber cement along the edge of one of the ten-inch sides of the paper. Wrap this sticky edge of the paper around what is now the very top of the box. Most of the crepe paper will be standing up above the box. Carefully gather the top of the crepe paper together and, with a small piece of red thread, tie the paper in this position so the hat comes to a point. Now cover the point of the hat with a ball of cotton. Next conceal the spot where the hat is attached to the box with a band of cotton, rubber-cementing in place. Under this "furry" hatband, glue a pair of small cotton eyebrows. Beneath the eyebrows, fasten two gummed stars. (Yes, Santa will have stars in his eyes!) A Christmas seal or a small red circle will provide him with a nose. The flip-top lid is his mouth, so, around the opening, rubber-cement a cotton mustache and beard. If you wish, add a wispy fringe of cotton hair (on the side of the box and extending around the back). To attach the puppet to your tree, make a hole in the back of the box by pressing the point of a pencil thru the cardboard. Then insert a firm (not droopy) branch of the tree. To make his mouth move, hold Santa so that your thumb is at point A, the rest of your fingers at point B. You'll find that gentle pressure of your hand will open and close his mouth.

This same little Santa can become a candy container for those cellophane-wrapped Christmas hard candies, at the party table or on the tree. Instead of standing the box on the table so that the flip-top lid is on the bottom, place it with the lid on top, and with the opening facing you. Make the hat as indicated above, but wrap the crepe paper around the lid itself. Now when you flip the lid to get the candy, Santa will tip his hat to you!



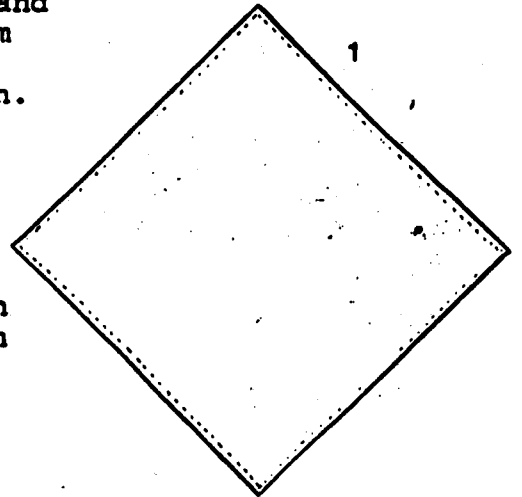


## JACK B NIMBLE

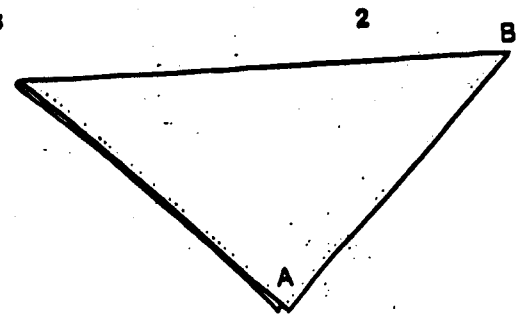
With the drop of a handkerchief, you can produce a puppet showman who is a show in himself. Jack B. Nimble can skate, dance, walk sit, hop or jump over a candlestick.

Materials - a large man's handkerchief - pencil - nail polish

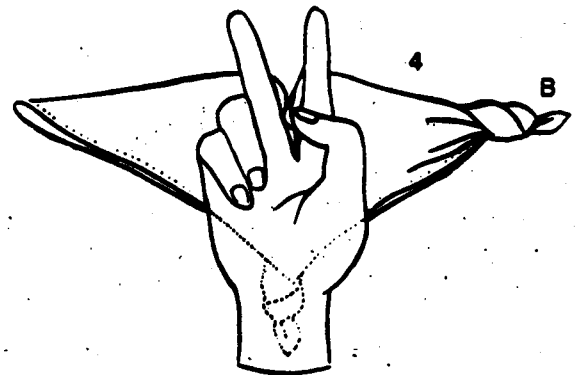
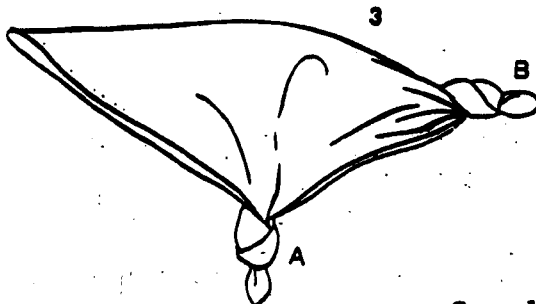
Spread the handkerchief on a flat surface and fold the top corner down to meet the bottom corner. Make a knot right at that bottom point (A), then open the triangle once again. Tie a knot (a tiny one this time) in the corner of the handkerchief that is to your right (B). Place the back of your right wrist over the first knot you tied, and, with your left hand, pull down the bit of the fabric that you will see peeking thru your right pointer and middle fingers. With your right thumb, press this piece of cloth firmly into your right palm. Now fold down the pinkie and ring fingers of your right hand.



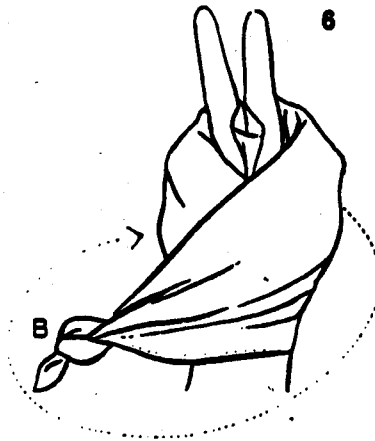
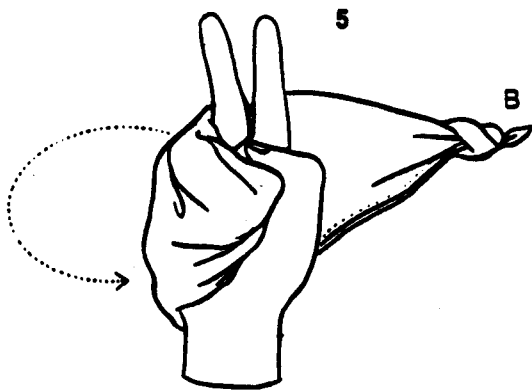
Grasp the unknotted corner of the handkerchief (which is to your left) with your left hand, and wrap it over the two folded fingers, and tuck it securely under the tips of these fingers. Tuck the knot (which is to your right) and any excess fabric into the bottom of the cloth at the wrist. This will keep Jack B. Nimble from falling apart during his performance.



Turn your hand around and stand Jack on his twinkly toes (which are, of course, your finger tips) and as you move your fingers, watch him walk away from the show. You can pencil in features on his face (which is the big knot), and if you want to give him shoes, color your nails with bright nail polish.



JACK B. NIMBLE DIAGRAMS



BOUNCER THE BALL CLOWN

This is the granddaddy of all easy puppets. You should have a ball with him and your Cub Scouts.

Materials - a hollow or soft rubber ball - cotton - rubber cement  
party horn - old glove - crayons, markers or paint  
scissors - paper or felt

Cut a large enough hole for your pointer finger in a rubber ball. Paint a face on the ball and rubber cement a neat frill of cotton around the finger hole. A party horn turned upside down is an ideal clown hat, or you can make a cone out of paper, color it, and rubber-cement it to the top of the ball. If you prefer, make the cone out of felt. Make a glove body and add little buttons of cotton glued to the glove. Place the ball clown head on the glove body, and he's ready to start clowning!



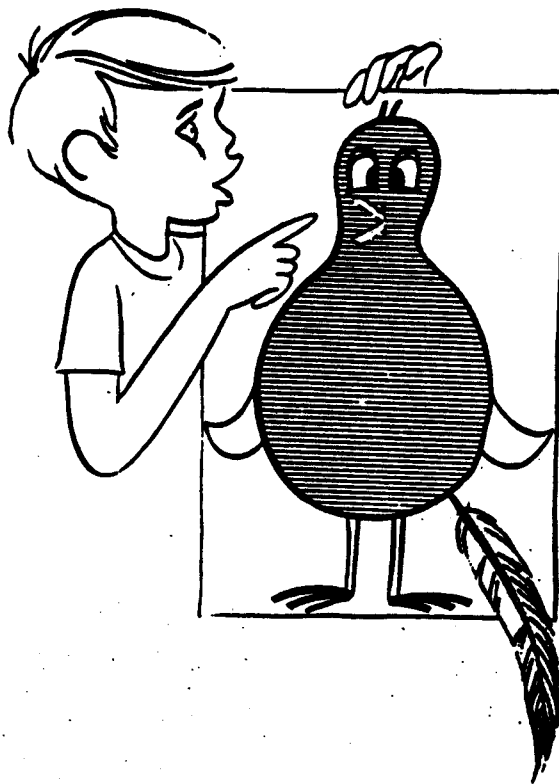
## THE SCISSOR BIRD

For a puppet figure you will need a sheet of construction paper or other stiff paper - crayons or markers - blunt pair of scissors

Draw a silly - looking bird, front or side view. Perhaps you'd like to add a real feather tail. Next, draw two funny eyes, but instead of drawing the beak, stick the blades of a blunt pair of scissors thru the paper at the spot where the beak should be. Now you can open or close your bird's beak by opening and closing the pair of scissors from behind the paper (which will cover your hand). If your bird becomes hungry, feed him scraps of paper and watch him chew them to pieces.

You can make the same bird using a pair of pliers for the beak. Your bird will become a hook-beaked parrot. Spring clothespins, or mothers's hair clips form odd beaks too.

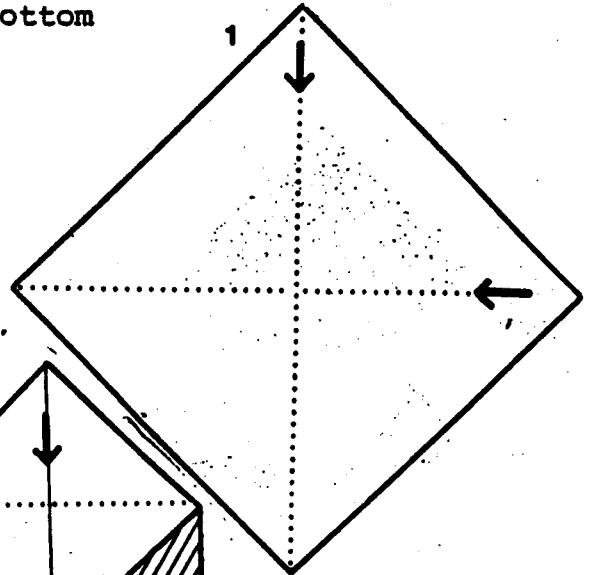
Picture this, in a larger model, as the center of a skit. The Cub Scouts could write their own skit and have a ball with this one.



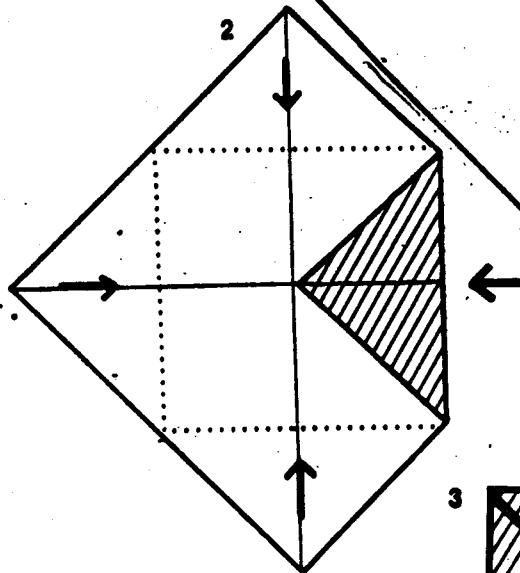
BILLY BEAK

You will need only a square piece of paper for this and a pencil

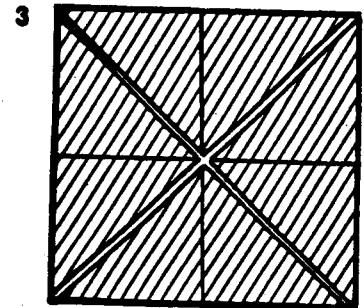
Bring the top point down to meet the bottom point, crease, and open it again.



Now fold all four points to the center.

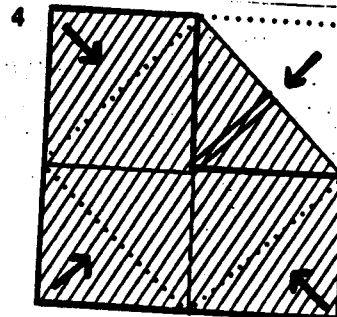
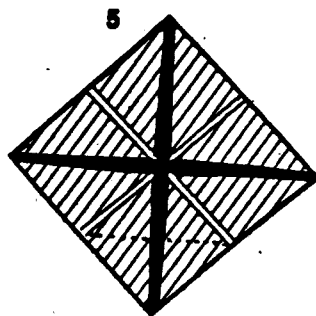


Turn the folded paper over.

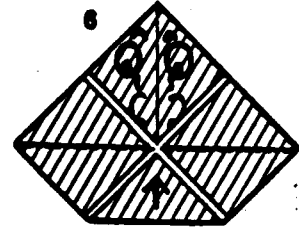


Fold each of these new points to the center.

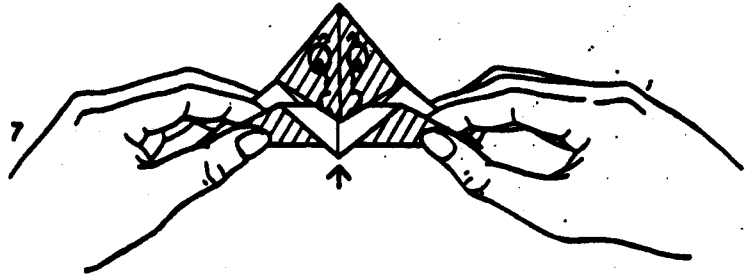
Fold the bottom point up to the mid-point of the square.



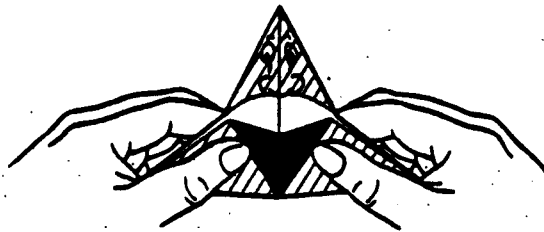
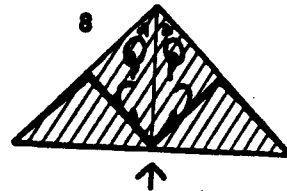
old the lower part of the figure up along the center crease...and slip it under the bottom part of the top point. This forms a little pocket under the point. Now is a good time to draw Billy's face.



Fold the model back on itself through the center crease and open.



Press your hands gently together at the mid-point of the slanting sides and pull out the little pocket to form the lower part of Billy's beak. By moving your hands together and apart, Billy Beak will speak.



AN EGG-CITING SANTA (Although he's but a shell of his former self)

Eggzamine this puppet. Only an eggspert could tell what it is made of. Can you guess? Eggzactly?

Materials - bowl - raw egg - needle - cotton - rubber cement  
construction paper or felt - scissors - handkerchief  
rubber band

With a large needle, prick a hole in each end of an egg. Holding it over a bowl, blow gently into the hole at one end and the insides of the egg will plop out of the shell through the hole at the other end. Enlarge just one of these holes gently, until your pointer finger can fit in. Apply rubber cement to the spot where you think Santa's beard should be, and then stick cotton right onto the cement to form a big bushy beard. Do the same for the mustache, eyebrows, and hair. A tiny paper or felt cone will become his nose, and two other tiny pieces of paper or fabric his eyes. Make a larger cone of the same material - paper or felt - for a hat, and trim it with cotton. Then cement the hat to the top of the egg. Now follow the instructions for Jack B. Nimble and give Santa a drape body. Place Santa's head on top of the drape body and your puppet is ready to play.



SONGS

SONGS

SONGS

SONGS

NOVEMBER 1990

HEROES IN BOOKS

LINCOLN SONG (Tune: Found a Peanut)

Found a poor boy,  
Found an honest boy,  
And Abe Lincoln was his name.  
He worked hard and studied law.  
It's how he earned his claim to fame.

Went to Washington,  
Became our President;  
Honest Abe so strong and tall;  
Freed the slaves as we all know,  
Won the peace for one and all.

When he died,  
It was so sad,  
But his bravery lives on;  
A memorial we can see,  
When we visit Washington.

COLUMBUS ROUND (Tune: Mary Had a Little Lamb)

Columbus proved the world was round,  
World was round, world was round,  
Columbus proved the world was round,  
And a brand new land he found.

Columbus sailed in a little ship,  
Little ship, little ship,  
Columbus sailed in a little ship,  
And off the edge he didn't slip.

Columbus sailed for the Queen & King,  
Queen and King, Queen and King,  
Columbus sailed for the Queen & King  
So he got to do "His Thing".

CUB SCOUT CITIZEN (Yankee Doodle)

Honest Abe was President,  
He stood for truth and justice,  
He knew that loyal citizens  
Make this country what it is.

Chorus:

Here's to all the citizens,  
Scattered through our land;  
For each makes America  
A nation that is grand.

Here's to men in uniform,  
Our country they defend.  
And each one is a citizen,  
Their duty never bends.

Chorus

The rich, the poor, the young,  
the old,  
As citizens are equal,  
America still stands as one,  
A country of the people.

Chorus

And I am but a young Cub Scout,  
But I have learned this lesson.  
I'll be a U.S. citizen,  
I'll try to be the best one.

Chorus



HANUKKAH FUN SONG

Tune: I've Been Working  
on the Railroad)

I've been waiting for dear  
Hanukkah  
All the long year through  
I've been dreaming of the  
Maccabees  
And potato latkes, too!  
Can't you see the candles  
glowing  
And Shammash nice and tall?  
I can vision Judah Maccabee  
Marching down the hall.

I've been waiting for dear  
Hanukkah  
Impatient as can be;  
I've been dreaming of some  
presents  
For a good little Jew like me  
I want to sing the blessings  
In English and Hebrew,  
And to kindle the menorah,  
'Cause I'm proud to be a Jew!

I'M GETTING NUTTIN' FOR CHRISTMAS

I broke my bat on Johnny's head; somebody snitched on me.  
I hid my frog in sister's bed; somebody snitched on me.  
I spilled some ink on mommy's rug; I made Tommy eat a bug;  
Bought some gum with a penny slug; somebody snitched on me.

Chorus

Oh, I'm getting nuttin' for Christmas; mommy and daddy are mad,  
I'm getting nuttin' for Christmas, cause I ain't been nuttin' but bad.

I put a tack on teacher's chair; somebody snitched on me.  
I tied a knot in Susie's hair; somebody snitched on me.  
I did a dance on mommy's plants; climbed a tree and tore my pants;  
Filled the sugar bowl with ants, somebody snitched on me.

Chorus

I won't be seeing Santa Claus; somebody snitched on me.  
He won't come visit me because somebody snitched on me.  
Next year I'll be going straight; next year I'll be good, just wait.  
I'd start now, but it's too late, somebody snitched on me.

ChorusCHRISTMAS SONG

Tune: Rudolph the Red-nosed  
Reindeer)

Here's to the Cubs in our den,  
As they follow, help and give;  
All of the boys in our den  
Know just how a Cub should live.

Now that it's time for Christmas,  
We've been very helpful boys,  
We've gathered lots of old things,  
Fixed them up like brand new toys.

Saved our pennies every meeting,  
Bought a lovely Christmas tree,  
Trimmed it up to take to our  
Den adopted family.

Bright and early Christmas morning,  
When they see our shiny toys,  
We'll be happy that we shared  
Our Christmas joy with other boys.

JANUARY 1991

FIESTA

FIESTA

Tune: Clementine

Come and join us  
At our Fiesta  
Lots of fun is planned for all  
Bring the family and march  
with us  
As we parade around the hall.

Bright pinatas hang above us  
Waiting for our leaders call  
Cub Scouts line up, stay in order  
For your chance to swat the bull.

Swat - Pow - Bang see our Cub  
Scouts  
Hit the swaying, bouncing bull  
Our pinata soon'll be broken  
And its contents on the floor.

See the goodies as they drop down  
There's enough for everyone.  
See the pleasure on the faces  
Of the Cub Scouts - a job well  
done!

OLE

Tune: Reuben Reuben

Ole, Ole, Ole, Ole  
welcome to our Fiesta  
Moms and dads and all the  
family  
Help us sing our Ole song!

Ole, Ole, Ole, Ole  
See our bright piniatas  
Each of us will have our  
chance  
To try to make the candy  
fall.

FIESTA PACK MEETING

Tune: Down by the Station

We are glad you came along  
to our Pack meeting  
You will help to make our  
Fiesta more fun

Songs and games and contests  
Are on our agenda  
Opening with our grand parade  
Come join us - shout OLE!!

THE BACKWARDS SONG

Have the Cub Scouts sing a  
short song, then announce that  
they will sing the same song  
backwards. The Cub Scouts then  
make a big show of turning  
around with their backs to the  
audience and sing the song  
again.

GRACE

(Tune: Michael Row your Boat Ashore)

Thank you for the food we eat - Halleluyah,  
 Thank you for the friends we meet - Halleluyah,  
 Thank you for the birds that sing - Halleluyah,  
 Thank you Lord for everything - Halleluyah.



HURRAH FOR THE CUB SCOUTS

(Tune: Bell Bottom Trousers)

Once there was a little boy, he was only nine,  
 He didn't comb his hair, and shoes he'd never shine;  
 Then he joined our Cub Scout Pack, and he learned to do his best;  
 Now he's neat and shiny, just like all the rest.

Short pants or long, shirt of Cubbing blue,  
 We are the Cub Scouts, sturdy and true.  
 Wolves, Bears, and Webelos, we all do our best;  
 Even the Bobcats strive to pass their tests.

Hurrah! for the Bobcat, Akela, Wolf and Bear,  
 And for the Webelos, happy game and fair;  
 Soon they'll be Boy Scouts, loyal and true;  
 Hurrah for the Cub Scouts, the gold and the blue.

BLESS THESE SCOUTS

(Tune: Edelweiss)

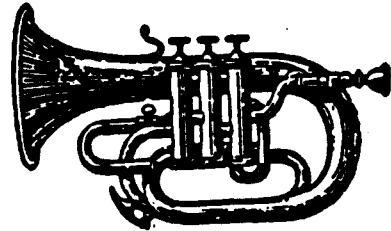
Bless these scouts Lord we pray.  
 Come, oh Lord and sit with us.  
 Make our hearts grow in peace,  
 Bring your love to surround us.  
 Friendship and peace may you bloom and grow,  
 Bloom and grow forever.  
 Bless our home, bless our friends,  
 Bless our dens together.



BLESS OUR CUB SCOUTS

(Tune: Bless this House)

Bless our Cub Scouts, Lord we pray,  
Keep them healthy, all the day.  
Let them know their Cub Scout sign,  
Have it always in their mind.  
If they do, we promise them,  
They'll become good future men.  
Hear their prayers at night and day,  
Guide them, Lord, along their way.



TAPS

Day is done, gone the sun,  
From the lakes, from the hills, from the skies.  
All is well, safely rest,  
God is nigh.

Fading light, dims the sight,  
And the stars, gems the skies, gleaming bright.  
From afar, drawing nigh,  
Falls the night.

TAPS

(Tune: Taps)

Sun of Gold,  
Sky of Blue,  
Both are gone,  
From our sight,  
Day is through.  
Do your best,  
Then to rest,  
Peace to you.

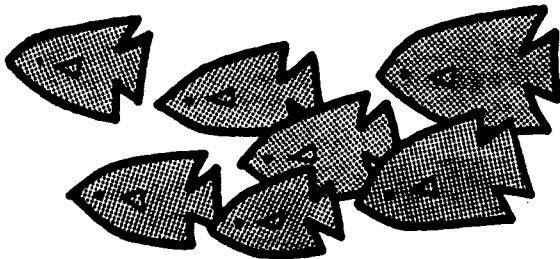


A FISH STORY

Tune: Battle Hymn of the Republic

I went fishing at the lake one day  
 With worms and pole and pail,  
 To catch a fish for supper,  
 But instead I caught a whale  
 I crawled upon his slippery back,  
 And took myself a ride,  
 But he swam fast and I slipped off  
 And landed right inside.

Glory, glory hallelujah,  
 That's a fish tale I'll told to ya.  
 Aren't you glad that I am through ya?  
 (spoken - THANK GOODNESS!)



SAILING, SAILING

Sailing, sailing,  
 Over the bounding main,  
 For many a stormy wind shall blow  
 Ere Jack comes home again!  
 Sailing, sailing,  
 Over the bounding main,  
 For many a stormy wind shall blow  
 Ere Jack comes home again.

THE SEAMEN SAILED OUT TO SEA

Tune: "The Bear Went Over the Mountain"

The seamen sailed out to sea,  
 The seamen sailed out to sea,  
 The seamen sailed out to sea,  
 To see what they could see.  
 To see what they could see,  
 To see what they could see,  
 The seamen sailed out to sea,  
 To see what they could see.

The sea is all they saw,  
 The sea is all they saw,  
 The sea is all they saw,  
 See, all they saw was sea.

The sea surged over the seamen,  
 The sea surged over the seamen,  
 The sea surged over the seamen,  
 So all they saw was sea.  
 So all they saw was sea,  
 So all they saw was sea,  
 Since the sea surged over the seamen,  
 All they saw was sea.

See saw seamen,  
 See saw seamen,  
 See saw seamen,  
 See sawing on the sea.

See sawing on the sea,  
 See sawing on the sea,  
 See sawing on the sea,  
 Sea sick seamen,  
 Sea sick seamen,  
 Sea sick seamen,  
 We saw the sea sick seamen,  
 See sawing on the sea.

Sea sick seamen,  
 Sea sick seamen,  
 Sea sick seamen,  
 So now it's sea sick me!

APRIL 1993

CANADA, OUR NEIGHBOR

CANADA

Tune: Over the River and  
Through the Woods

Over the river and down the pike  
To Canada we will go  
We'll make new friends  
and learn new ways  
And as Cub Scouts we will  
grow.

Canada our friendly neighbor  
Is larger than the U.S.  
It has more lakes than any-  
one else  
And their fishing is the best!

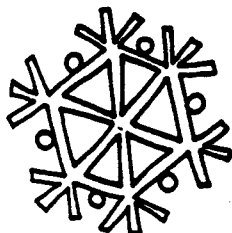


WE KNOW CANADA

Tune: Reuben Reuben

Manitoba, Alberta and Quebec  
Calgary, Ottawa and Ontario  
Are all located in Canada  
Our friendly neighbors to the  
North.

Hockey, fishing and lacrosse,  
Football, rugby and softball  
All are favorite sports in  
Canada  
Shows they are very much like  
us.



THE CANADIAN NATIONAL ANTHEM

O CANADA

O Canada!  
Our home and native land!  
True patriot love  
In all thy sons command.  
With glowing hearts  
We see thee rise,  
The True North  
Strong and free!  
From far and wide,  
O Canada,  
We stand on guard  
For thee.  
God keep our land  
Glorious and free!  
O Canada,  
We stand on guard for thee  
O Canada,  
We stand on Guard for thee.

MAY 1991

WORKING WITH WOOD

PINEWOOD DERBY SONG

Tune: Old Suzanna

(Compliments of Pack 425  
Southern Maryland District)

Did you craft it so carefully?  
Do you have a fancy car?  
Does it look the very, very  
best?  
Or is it just bizarre?

Chorus: Hey there Cub Scout  
Won't you race with me,  
I'm going to the Pinewood  
Derby  
With my race car on my knee!

Did you try it out, oh, will  
it run,  
Is your car so very fast?  
Let's go and race right down  
the track!  
We're going to have a blast!

Chorus

And if I win, or if I lose  
I'm sure to have some fun!  
Come on let's race our derby  
cars,  
Until the day is done!

Chorus

MY DAD AND I

Tune: Down by the Station

Down in the work shop  
Early in the morning,  
Dad and I are busily  
Laying out our plans

MY CUB SCOUTMOBILE

Tune: On Top of Old Smokey

One Saturday morning  
My granddad and I  
Went down to the woodpile  
To get some supplys

Some long boards,  
Some short boards,  
A few thin ones too  
Four wheels and a gear shift  
We're practically through.

Some paint and a good seat  
Completes our fine car  
Now on to the race track  
Where the Cub Scouts compete.

Zoom! down the roped off street  
Cub Scouts dressed in blue  
All had a real great time  
We hope you did too!

DAD & I (Continued)

First we need a pattern  
Than we need some wood,  
Pencil, saw, hammer and nails  
Are necessary tools.

Measure, measure, saw, saw  
We work so well together  
Hammer, hammer, bang, bang,  
Our shoe box is complete.

Hang up the tools,  
Put away the nails  
Sweep up all the sawdust  
A good Cub Scout am I.

JUNE 1991

BACKYARD FUN

MY DOG LIMA

My dog Lima likes to roam,  
The other night he wandered home,  
A little bit dirty, a little unclean  
Where the heck has Lima been (pronounced bean).



All YOU ETTA

(Tune: Allouetta)

(fill in blanks with all the boys' favorite foods)

All you etta, think of all you etta,

All you etta, think of all you et.

Think of all the \_\_\_\_\_ you et,

Think of all the \_\_\_\_\_ you et,

\_\_\_\_\_ you et,

\_\_\_\_\_ you et,

Ohhhhhhhhh,

KOOKA BERRA

(Sung as a round)

Kooka Berra sits in the old gum tree.  
Merry, merry king of the bush is he.  
Laugh Kooka Berra, laugh Kooka Berra  
Gay your life must be.





SOAP AND TOWEL

(Tune: Row, Row, Row, Your Boat, a round)

Soap, soap, soap and towel,  
Towel and water please!  
Merrily, merrily, merrily, merrily,  
Scrub your dirty knees.

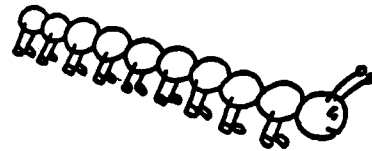
A WORM'S EYE VIEW

(Tune: Home on the Range)

Oh come see my home  
Where I live all alone  
Munching onions and spinach all day,  
Now you may think a worm, doesn't deserve his turn,  
But without me the gardner would play.

CHORUS:

Home, home on the squash,  
Where I live and I snooze and I eat,  
The gardner may try to blow me sky high,  
But I'll hide safely inside a beet.



THEY GO WILD

They go wild, simply wild over me;  
They go mad, just as mad as they can be;  
No matter where I'm at,  
All the chiggers, lean and fat,  
The tall ones, the small ones...  
I scratch them off like that!

Every night, how they fight over me,  
They just run from my head down to my knees;  
Though I use some salty grease,  
I can never rest in peace...  
They go wild, simply wild over me.

JULY 1991

HIGH COUNTRY, USA

AIN'T GONNA RAIN NO MORE

Rich girl drives a Cadillac,  
Poor girl drives a Ford.  
My girl drives the old gray mare  
And beats it with a board, OHHH

CHORUS (Sung between stanzas)  
It ain't gonna rain no more no more,  
It ain't gonna rain no more.  
How the heck can I wash my neck,  
If it ain't gonna rain no more?

Rich girl uses cold cream,  
Poor girl uses lard.  
My girl uses axle grease  
And rubs it twice as hard, OHHH

Rich girl bathes in a bath tub,  
Poor girl bathes in a sink.  
My girl she don't bathe at all,  
And, Oh can she --- think, OHHH

Peanut sittin' on a railroad track,  
Its heart was all a flutter.  
Round the bend came number nine,  
Toot! Toot! Peanut butter, OHHH

Old man lived by the sewer,  
And by the sewer he did die.  
They couldn't call it murder,  
So they called it sewer-side, OHHH

Thirty days have September,  
April June and no wonder.  
All the rest have peanut butter  
Except grandma - she has a tricycle, OHHH

STRIPED SKUNK

I'm a little stripe-ped skunk,  
Sleeping under someone's bunk.  
Nobody else will sleep with me,  
I'm as smelly as can be.

Same song - second verse,  
A little bit louder and little bit worse.

(Repeat the song five times each time louder than the last)



JULY 1991

HIGH COUNTRY, USA

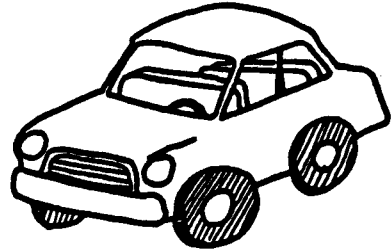
MY SISTER

(Tune: My Bonnie Lies Over the Ocean)

My sister leaned over the gas tank  
The height of its contents to see,  
I lighted a match to assist her,  
Oh, bring back my sister to me.

CHORUS: (sung between each stanza)  
Bring back, bring back,  
Bring back my sister to me, to me.  
Bring back, bring back,  
Oh, bring back my sister to me.

My sister lies under the auto,  
My sister lies under the car,  
Oh, please send someone to help her,  
Cause it's lonesome out here where I are.



AUGUST 1991

CUB SCOUT MAGIC

CUB SCOUT MARCHING SONG

(Tune: This Old Man)

This young Cub, number one, he sure likes to get things done.

CHORUS: (Repeated after each verse)  
With a knick knack paddy wack, give the Cub a chore;  
This he'll do and ask for more.

This young Cub, number two, he will do odd jobs for you.

This young Cub, number three, full of humor, full of glee.

This young Cub, number four, follows rules and knows the score.

This young Cub, number five, he has courage, he has drive.

This young Cub, number six, he'll make things with ropes and sticks.

This young Cub, number seven, becomes a Boy Scout at eleven.

This young Cub, number eight, gives good will that sure will rate.

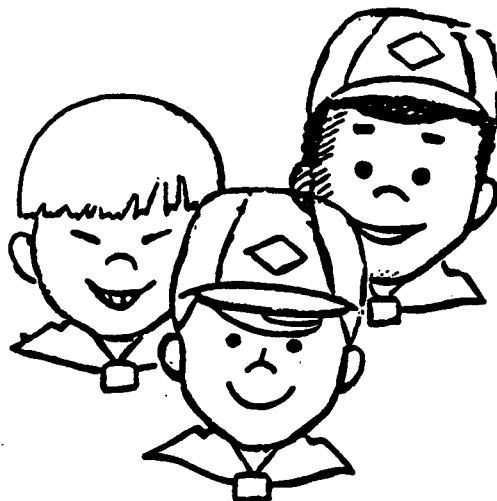
This young Cub, number nine, he's so pleasant all the time.

This young Cub, number ten, sings the chorus once again.

PASS IT ON

It only takes a little spark  
 To get a fire going.  
 And soon all those around  
 Can warm up in its glowing.  
 That's how it is with Scouting  
 Once you've experienced it.  
 You spread the word to everyone;  
 And want to pass it on.

We wish for you our friends,  
 This happiness that we have found.  
 You can depend on it,  
 It matters not where you're bound.  
 We'll shout it from the mountain top,  
 We want our world to know;  
 The Scouting life has come to us;  
 And we want to pass it on.

DONUTS

(Tune: Turkey in the Straw)

Oh, I went to Cincinnatti and I walked around the block,  
 And I walked right in to a bakery shop.  
 And I picked up a donut and I wiped off the grease,  
 And I handed the man a five cent piece.

Oh, he looked at the nickel and he looked at me,  
 And he said "kind sir can't you plainly see,  
 There's a hole in the nickel and it goes right through."  
 Said I, "there's a hole in the donut too."

Thanks for the donut, ta ta.

CUB SCOUT SMILE

(Tune: When Irish Eyes Are Smiling)

When Cub Scout eyes are smiling, sure it's like a morn in spring,  
 For amid their joy and laughter, you can hear the music ring.  
 When all the Pack is happy, and the night seems bright and gay,  
 With that fine Cub Scouting spirit, sure it wins you right away.

WE'RE GLAD

Tune: Auld Lang Syne

We're glad this week has come  
 around,  
 For boys like you and me  
 Are closer drawn, and ties  
 made clear,  
 That not forgot shall be.  
 So, here's my hand, my  
 friend, my pal,  
 My heart you've filled with  
 cheer.  
 Let's make each day a time  
 like this  
 Throughout the livelong year.

I LOVE TO HEAR THAT WORLD "HELLO"

Tune: Auld Lang Syne

I love to hear that world "hello",  
 Wherever I may go  
 It's full of friendship and good  
 cheer,  
 And warms the heart up so.  
 Hello, hello, hello, hello,  
 Hello, hello, hello;  
 Where e'er we meet,  
 Like friends let's greet  
 Each other with "hello".



COMMUNICATIONS ROUND

Tune: Are You Sleeping

Are you sleeping, are you  
 sleeping?  
 Billy Smith, Billy Smith,  
 The telephone is ringing,  
 The telephone is ringing,  
 Answer it, answer it.

Roll the presses, print  
 the paper  
 Read the news, read the  
 news.  
 Delivery on schedule, de-  
 livery on schedule,  
 Worn out shoes, worn out  
 shoes.

See a movie, see a movie,  
 See a show, see a show.  
 Have a bag of popcorn,  
 Have a bag of popcorn  
 It helps you grow, it helps  
 you grow. (Boy Scout  
 Popcorn, that is!!!)

LOOK UP TO ALL OUR LEADERS

Tune: Tom Dooley

Look up to all our leaders  
 Look up to them and say  
 Thanks to our Akela  
 For showing us the way.

Met them in Cub Scouting  
 From them we learn a lot  
 From Bobcat to the Webelos  
 Many things were taught.

Now and in the future,  
 I know what I will be  
 A more well rounded person  
 Cub Scouting is the key.

Look up to all our leaders  
 Look up to them and say  
 Thanks to our Akela  
 For showing us the way.

OCTOBER 1991

LIVING IN THE 21ST CENTURY

LIFE ON OTHER PLANET

Tune: Yankee Doodle

As I was zooming into space  
Heading for the planet  
A comet whizzed by me so fast  
I blinked and almost panicked.

Chorus: Up and up I soared  
away

On and on I traveled,  
Hoping in some little way  
this mystery I'd unravel.

Big Dipper offered me a drink  
Its contents were inviting,  
I grabbed the handle to accept,  
O boy, this is exciting.

Chorus

I feel the urge for something  
sweet  
As I do everyday  
And right before my eyes ap-  
peared  
A juicy Milky Way.

Chorus

Stay with me, don't leave me  
now  
I begged my little space craft  
If you slip out from under me  
I'll feel a mighty draft.

Chorus

3 GREAT GHOSTS

Tune: 3 Blind Mice

2 great ghosts  
Hear how they moan.  
They're clammy and cold  
and out of date.  
They'll catch us all  
if we're out late.  
3 great ghosts.

ROCKETS AWAY

Tune: Anchor's Aweigh

Rockets away, my boys,  
Rockets away,

We're off to see the stars,  
The planets and more.

Blast off to meet new friends,  
Learn their ways and soon,

When we return we'll be  
Smarter for sure

WHEN YOU TRAVEL

Tune: Clementine

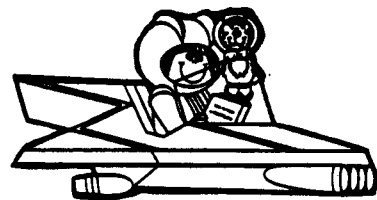
When you travel, don't unravel!  
Plan your trip ahead of time.  
Those who go around in circles,  
Never leave and stay behind.

HALLOWEEN SONG

Tune: Yankee Doodle

I'll carve a fearful pumpkin face,  
As well as I am able,  
And when it's done I'll light it up,  
And set it on the table.

I'll fix it so that passers-by  
Will see and get the quiv-vers,  
For Halloween's the time to play  
You have the shakes and shiv-vers.



HERE ARE SOME SONGS FOR OUR YOUNGER BOYS -- THE TIGERS!!!!

TIGER TIGER

Tune: 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.

ORANGE TIGER

Tune: Did You Ever See A  
Lassie?

Oh, I saw an orange Tiger,  
A tiger, a tiger;  
Oh, I saw an orange tiger  
With lots of black stripes.

With stripes all in black  
In the front and the back;  
Oh, I saw an orange tiger  
With lots of black stripes.

WELCOME TIGER CUBS

Tune: Yankee Doodle

As Tiger Cubs, you joined our  
pack  
When you were in 1st grade.  
You'll graduate into a den;  
Good Cub Scouts you will make!

Welcome now our Tiger Cubs  
Who want to have some fun.  
Shout three cheers so all may  
hear  
Us welcome everyone.

Hip-Hip-Hooray! Hip-Hip-Hooray!  
Hip-Hip-Hooray H-16

TIGER TRANSITION SONG

Tune: Camptown Races

Cub Scouting here we come,  
We'll have more fun.  
Tiger Cubbing helped us grow  
Now we're ready for more.

Wolv and Bear and Webelos  
Up the ladder,  
Arrow of Light I'll proudly wear  
If I work real hard.

Chorus: Going to earn my Bobcat  
Going to learn a lot.  
Den meetings once a week,  
Pack meetings once a month.

WE'RE NEW TIGER CUBS

Tune: Jingle Bells

We're new Tiger Cubs, Tiger Cubs,  
Tigers all the way.  
We search, discover and share  
New things every day-ay!

We're new Tiger Cubs, Tiger Cubs,  
And you'll hear us say.  
We'll do out best like all the  
rest  
And be Cub Scouts some day.

THIS YOUNG TIGER

Tune: This Old Man

This young Tiger,  
He's number one!  
With his partner,  
He'll have lots of fun.

Chorus: With a Search,  
Discover and Share,  
As a Cub Scout  
He'll be prepared!

TIGER CUBS ARE #1

Tune: Caisson Song

Tiger Cubs are number one,  
Tiger Cubs have more fun,  
With their partner they'll  
Search, Discover, Share  
In doing so they'll  
Be prepared!  
For on to Cub Scouts  
They will go,  
Tiger Cubs can help them grow!

TEN LITTLE TIGERS

Tune: Ten Little Indians

One, little, two little,  
Three little Tigers,  
Four little, five little,  
Six little Tigers, Seven  
Little, eight little, Nine  
Little Tigers, Ten little  
Tiger Cub Boys.

Sing song thru once and then  
reverse the words on the next  
time thru - ten little, nine  
little, eight little Tigers,  
and so on to one little Tiger  
Cub boy. For extra excite-  
ment, you can give a Tiger  
roar after the 2nd verse.

HAIL TO TIGERS

Tune: On Wisconsin

Hail to Tigers! Hail to Tigers!  
Best game of them all.  
We're a bunch of jolly Tiger Cubs,  
Listen to our call--  
Rah! Rah! Rah!  
Ever onward, ever forward--  
Bringing fun to all!  
Here's to the game of Tiger Cubs,  
Best of all!

GOOD BYE, TIGER CUBS

Tune: Good Night, Ladies

Good bye, Tigers  
Good bye, Tigers  
Good bye, Tigers  
We're going to leave you now.

Chorus: Merrily, we search,  
discover & share  
Search, Discover, and Share  
Search, Discover, and Share  
Merrily, we have fun  
Up the Tiger Cub Trail.

Have fun, Tigers,  
Have fun, Tigers,  
Have fun, Tigers  
Our group is leaving now.





## MISCELLANEOUS SONGS

### TRUE BLUE BILL

I grew up in the mountains  
Out where the snakes have legs.  
Where the hoot-owls speak in  
English  
And the roosters lay flat eggs.

I shaved my beard and mustache  
The morning I was born.  
That night beat up a cyclops  
And tore off his big horn.

Chorus: Now I'm a truthful  
fellow.

They call me True Blue Bill.  
I never told a falsehood.  
You can bet I never will.

I've had some great adventures.  
I've sailed the seven seas.  
I've tamed man eating monsters  
From lions down on to fleas.

I've swam the great Pacific.  
I've walked around the moon.  
I've waded in forty feet of  
snow  
The thirty-first of June.

### Chorus

Now I'm a truthful fellow.  
They call me True Blue Bill.  
I've never told a falsehood.  
You can bet I never will.

I use to be a flier  
And in my air-o-plane,  
I flew across the ocean  
And started home again.

When I got half way over,  
The doggone motor balked,  
So I left the old thing sit up  
there  
And I got out and walked.

### Chorus

Once when I was shipwrecked,  
On an island in the sea,  
By cannibals I was captured  
And tied up to a tree.

They danced and beat their pom-  
poms  
And they got rather rough.  
But they said I wouldn't make  
good steak,  
I was too dog-gone tough.

### Chorus

Now the father of our country,  
He never told a lie.  
And he was my great uncle.  
So I ask you: "Wh should I?"

### THE OLD MAN

It's raining,  
It's pouring,  
The old man is snoring,  
Bumped his head,  
And he went to bed,  
And he couldn't get up  
in the morning.

OLD MCDUFF

Tune: Old McDonald Had a Far

Old McDuff had a used car lot.  
Lemons Yo, Ho, Ho.  
And on his lot he had a Nash.  
Lemons Yo, Ho, Ho.  
With a putt-putt here.  
And a putt-putt there.  
Here a putt.  
There a putt.  
Everywhere a putt-putt.  
Old McDuff had a used car lot.  
Lemons Yo, Ho, Ho.

And on his lot he had a truck.  
Lemons Yo, Ho, Ho.  
With a sputter-sputter here,  
And a sputter-sputter there.  
Here a sputter.  
There a sputter.  
Everywhere a sputter-sputter.

With a putt-putt here  
And a putt-putt there.  
Here a putt.  
There a putt.  
Everywhere a putt-putt.  
Old McDuff had a used car lot.  
Lemons Yo, Ho, Ho.

Model-T (cough-cough)  
Tractor (rrrr-rrrr)  
Hot Rod (vroom-vroom)

LITTLE WHITE DUCK

There's a little white duck  
sittin' in the water;  
A little white duck doin' what  
he oughter;  
He took a bite of a lily pad;  
flapped his wings,  
And he said "I'm glad I'm a  
little white duck  
Sittin' in the water. Quack,  
Quack, Quack."

There's a little green frog  
swimming in the water;  
A little green frog, doing what  
he oughter.  
He jumped right off the lily pad;  
that little duck bit  
And he said "I'm glad I'm a  
little green frog  
Swimmin' in the water. Glump,  
Glump, Glump."

There's a little black bug float-  
ing on the water;  
A little black bug doin' what he  
oughter.  
He tickled the frog on the lily  
pad that the little duck bit  
And he said "I'm glad I'm a little  
black bug  
Floating on the water. Chirp,  
Chirp, Chirp."

There's a little red snake lying  
in the water;  
A little red snake doin' what he  
oughter.  
He frightened the duck and the  
frog so bad  
He ate the little bug and he said  
"I'm glad I'm a little red snake  
lying in the water. Wriggle, s-s-s,  
wriggle, s-s-s, wriggle."

MAKE YOUR OWN SONGS

Choose a familiar tune and change the words to fit your need:

EXAMPLE #1:

Row, row, row your boat  
Gently down the stream.  
Merrily, merrily, merrily  
Life is but a dream.

Hike, hike, hike along  
Hike along all day.  
Hiking, hiking, hiking,  
We're hiking---- miles today.

EXAMPLE #2:

There was a farmer had a dog,  
And Bingo was his name, oh!  
B-I-N-G-O!  
B-I-N-G-O  
B-I-N-G-O  
And Bingo was his name, oh!

There was a boy who had a den,  
And Scout was his name, oh!  
S C O U T  
S C O U T  
S C O U T  
And Scout was his name, oh!

(Repeat 5 times dropping one letter each time for both songs.)

EXAMPLE #3:

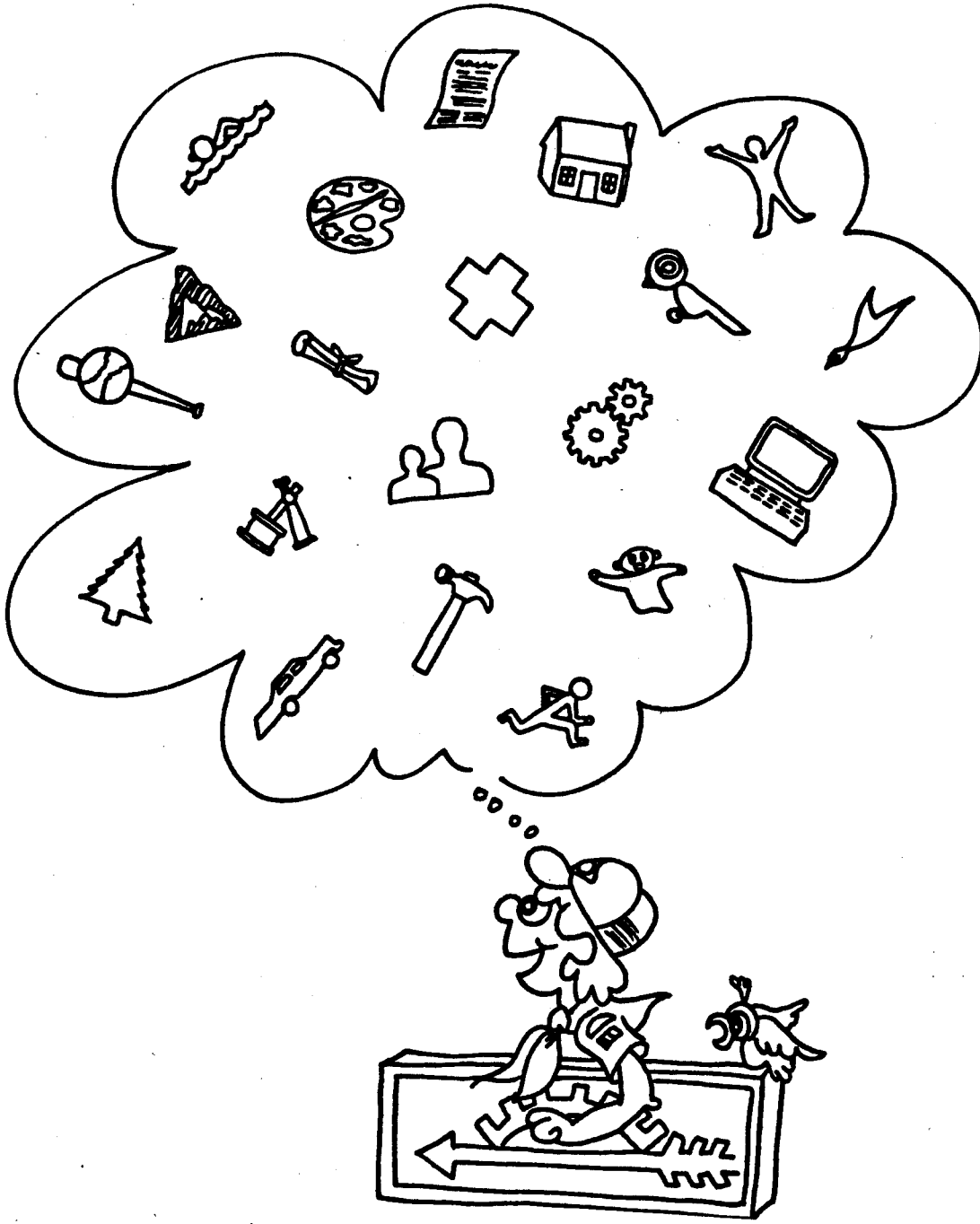
The farmer in the dell.  
The farmer in the dell.  
Hi-ho the derry-o  
The farmer in the dell.

The family in the pack.  
The family in the pack.  
Hi-ho the derry-o  
The family in the pack.

The farmer takes a wife..etc.  
The wife takes a child..etc.  
The child takes a nurse..etc.  
The nurse takes a dog..etc.  
The dog takes a cat..etc.  
The cat takes a rat..etc.  
The rat takes the cheese..etc.  
The cheese stands alone..etc.

The family has a boy..etc.  
The boy chooses a den..etc.  
The den has a new cub..etc.  
The Cub becomes a Bobcat..etc.  
The Bobcat joins the Wolfs..etc.  
The Wolf grows into a Bear..etc.  
The Bear matures into a Webelos..etc.  
The Webelos becomes a Scout..etc

REMEMBER-----WE ARE ALWAYS LOOKING FOR NEW AND ORIGINAL SONGS  
TO MATCH THE THEMES IN OUR POW WOW BOOK. IF YOU HAVE A SONG  
THAT YOU WOULD LIKE TO SEE IN OUR BOOK PLEASE SEND IT TO THE  
COUNCIL OFFICE AND MARK IT FOR THE POW WOW BOOK. ANY DONATIONS  
WILL BE GREATLY APPRECIATED.



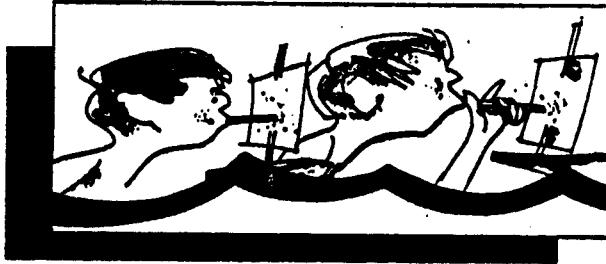
WEBELOS

WEBELOS

# AQUANAUT



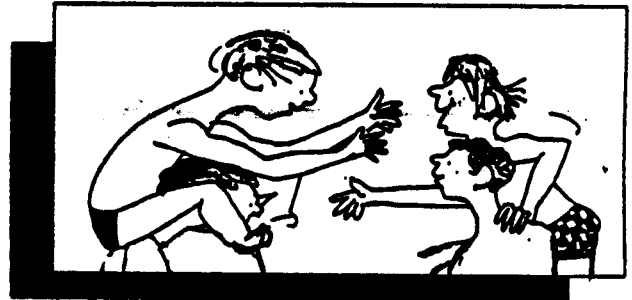
**YACHT RACE** - Line up your gang at one end of the swimming area, giving each racer a soda straw and a small sailboat made of a flat piece of board, an upright stick and paper sail. Make the "sailboats" as much alike as possible so that everyone has the same chance of winning. On a signal, the swimmers must begin to blow their craft forward by puffing through their soda straws. The use of hands to put the boat back on course is forbidden. Whoever blows his boat across the finish line first is the winner.



**SKUNK TAG** - This game may be played in shallow or deep water, depending on the swimming skill of each player. It is played like regular tag, except for the rule that a swimmer who is holding his ankle with one hand and his nose with the other is "safe" and may not be tagged. As soon as either ankle or nose is released, "it" may tag the swimmer. This is good fun while you are getting the feel of the water. Other tag games: team tag where there are two "its", and foot tag where players may only be tagged below the knee.

**LOW BRIDGE** - This is a kind of reverse leapfrog game, played in shallow water. Players line up as for leapfrog, with their legs straddled wide apart. The last man in line must duck and swim or crawl through the legs of each player in line. Try to line up the players about three to five feet apart. Upon reaching the front of the line, the player also straddles his legs for the others. The game continues until each player has gone through the line at least once. It is fair to come up for air as often as necessary.

**NUTS AND BOLTS** - Toss a large bolt with a nut on it into waist-deep water. Bend down to find the bolt and unscrew the nut while you are underwater. If you can't finish the job, you must drop the bolt, come up for air and go down again until you have separated the two. When they are separated, straighten up and show them to the judge, then throw them back in the water and go back down to put the nut back on the bolt. This may be played individually or as a team.



**HORSE AND RIDER** - The riders may be up on the horses' shoulders or riding "piggyback", but all teams should use the same style to make things fair. A team loses when the rider falls off his horse or the horse falls down. If more than two teams play, the last upright team wins the toumey. Your best chance of winning is to make the more rugged player the "horse".



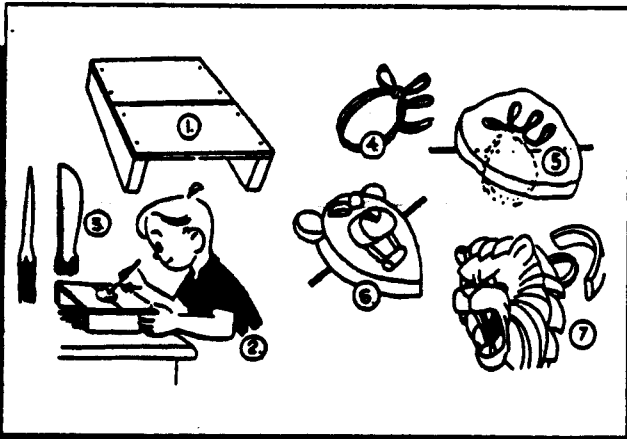
**CORK RETRIEVE** - Assign a small area of the poolside to each player. Scatter a dozen or more small corks or blocks of wood on the water close to the far side of the pool. On signal, each player dives into the pool and brings back corks one at a time and places them in his assigned area. The player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

# ARTIST



## CLAY NECKERCHIEF SLIDE-

Make a neckerchief slide from self-hardening clay. Build a wood work frame like the one shown below. Make your frame out of scrap wood. Leave a 1/8-inch crack in the top of the frame. Figure 4 shows a wire loop that fits into the crack; two loops will be ears, the lower loops will be jaws. Make the bottom loop bigger than needed to hold your neckerchief since part of it will be covered with clay. Next, push the big loop through the clay so it hangs down in the crack in your wood frame and the smaller loops stick up from the clay. Build up your slide by adding clay as shown in the drawing. Use tools whittled from sticks (Fig. 3) to model the head. When it dries, remove the slide from the wood frame and cover the big loop with clay. Allow to dry thoroughly. When it is hard, add paint.



## MAKE AN ARTIST'S SMOCK-

When doing any art work accidents will happen. To protect Cub Scout uniforms and other clothes from spills, stains and spots try making this usefull cover-up. Start with one of Dad's old shirts or one bought at a second-hand clothing store. Have the boys wear the shirt backwards. Button a couple of buttons in the back. To add pockets to hold brushes and tools, cut a swatch of cloth from a sheet and use fabric glue to attach this "pocket" to your smock. If you like, decorate your smock with fabric paint.

**ARTIFICIAL RAINBOW-** Get a prism from your local hardware store or hobby shop. You will also need a small piece of cardboard, a sheet of white paper and a flashlight. Punch a pinhole in the cardboard. Set the cardboard upright on a table. Turn off the lights. Shine the flashlight beam through the pinhole. Place the prism in the beam on the opposite side of the cardboard. Place the sheet of white paper in the beam coming through the prism. Move the paper backwards and forwards until you see a rainbow. What happens when you turn the prism?

**MIXING COLORS -** You will need three flashlights and one sheet each of blue, green and red tissue paper. Fasten a sheet of tissue paper to each flashlight. In a darkened room, shine the different colors onto a sheet of white paper. What happens when you overlap two of the beams? What happens when all three beams are shined on the same spot?

**MAKE A KALEIDOSCOPE -** You will need 3 small, rectangular mirrors, scotch tape, a sheet of white paper and bits of colored tissue paper. Tape the long edges of the three mirrors together, reflective side facing in. The three mirrors should form a triangle. Stand the mirrors on a piece of white paper and trace its outline. Cut the outline out of the paper and tape it to one end of the mirror arrangement. Drop the bits of colored tissue paper into the kaleidoscope's top. Then look into the open end. Shake it to see the colors and pattern change.

**MIXING COLORS ON YOUR T.V. -** Did you know that your TV picture is made of just three different colored lights - red, green and blue. With just these three colors, every other color can be made by careful mixing and matching. Try it with your watercolor paints!

# ARTIST



**MAKE A PANTOGRAPH** - When an artist needs to trace a design in different sizes, he uses a pantograph.

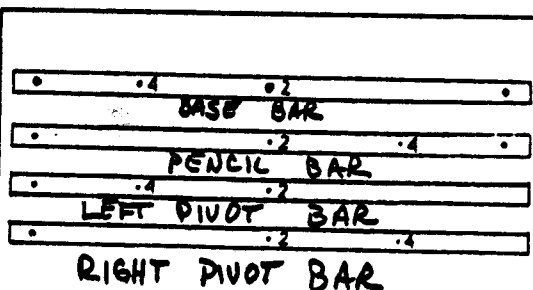
To make a drawing larger, place the original drawing under the scribe and clean paper under the pencil. Hold the pencil down on the paper. With your other hand trace the lines of the original drawing with the scribe. To make a tracing smaller than the original, put the pencil in the scribe hole (with clean paper under it) and the scribe in the pencil hole (with the original drawing under it).

Get your dad or Webelos Den Leader to help. You will need: Four bars (Base, Pencil, Left Pivot, Right Pivot) use four 18-inch lengths of 1/4-inch hardwood, either 3/4-inch or 1 inch wide; A drawing board - use one Masonite sheet, about 18 inches by 30 inches; a pencil; a scribe - use one 2 inch concrete nail, the same thickness (1/4 inch) as the pencil; 2 roundhead bolts, 1 1/2 inches long, and five nuts to fit; 2 1/2-inch shank screweyes; one rubber band; electric drill with bits the same size as your bolts, pencil and screweyes.

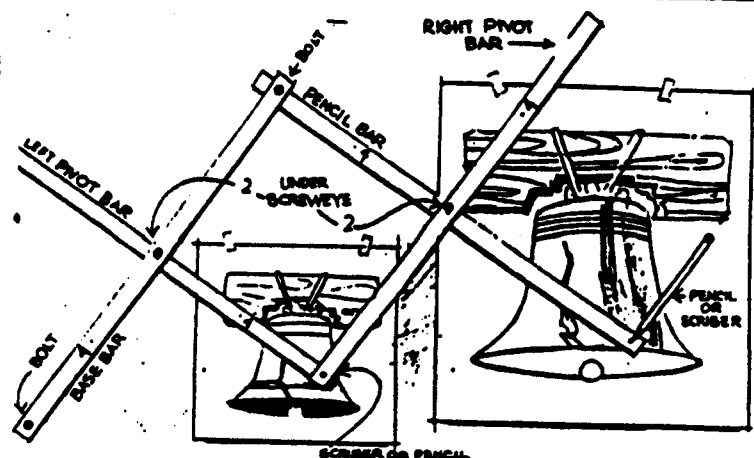
Start by drilling all the holes (get an adult to help). Bolt holes: one should be in the bottom left corner of the drawing board. Also drill them in both ends of the base bar and the top end of the pencil bar, all 3/4 inch from the ends. Pencil holes: Drill them in the bottom ends of the pencil and both pivot bars, all 3/4 inch from the ends.

Screweye holes to be marked "2" should be drilled in the exact centers of all four bars. Screweye holes to be marked "4" should be drilled in the base bar, centered between the "2" and the bottom bolt hole. In the pencil bar, center the hole between the "2" and the bolt hole (at top). In the left pivot bar, center it between the "2" and the pencil hole. In the right pivot bar, locate it exactly 8 1/2 inches above the "2" (toward the end with no hole.)

Here's how you put your pantograph together: (1) Thread a nut one inch down on a bolt. Place the base bar with its top bolt hole over the top bolt hole in the pencil bar. Insert the bolt up from the bottom. Thread a second nut tight on the bolt, then loosen it one quarter-turn. (2) Place the left pivot bar under the base bar. Insert a screweye through the "2" holes in both. (3) Place the bottom of the right pivot bar over the bottom of the left pivot bar. Push scribe down through both pencil holes. (4) Center the right pivot bar over the pencil bar. Insert a screweye through the "2" holes in both. (5) Push the pencil into the hole in the pencil bar until the point is down as far as the scribe point. Wrap a rubber band around the pencil above and below the pencil bar. (6) Insert a bolt up through the hole in the Masonite. Thread one nut on tight. Thread on a second nut down 1/2 inch. Fit the bolt hole of the base bar onto the bolt. Thread on the third nut, tighten, then loosen the nut one quarter-turn.



Ask Mom or Dad for help with this one. You will need four bars marked as indicated. Drill all holes before beginning the assembly. This pantograph can make copies two or four times larger, or one-half or one-fourth the size of the original.



# ATHLETE

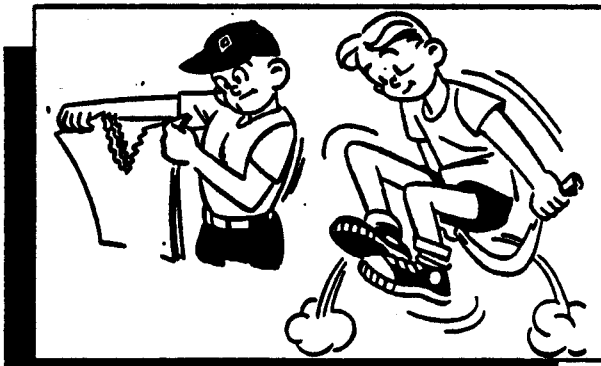


## NEWSPAPER EXERCISES

1. Hold a sheet of newspaper in your hand and crumple it into a tight ball one-handed. Wad it as tightly as you can right from the start.
2. Roll up a double thick sheet of newspaper. Then try to pull it apart while holding it in front of your chest.
3. Roll up a double sheet. Then twist it with both hands as tightly as you can.

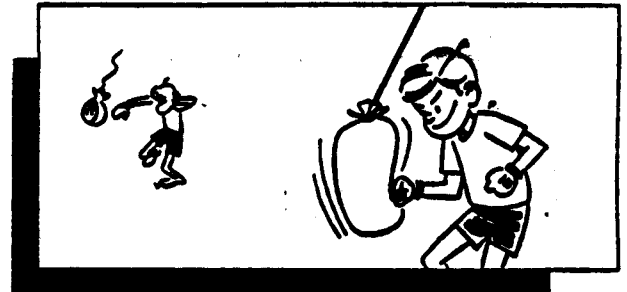


4. Tear a double sheet in half; bring the halves together and tear in half again. Continue tearing until the stack gets too thick to tear.
5. Roll a double sheet into a wand as you did in number 2. Then try jumping over it. First jump forward, then back.
6. "Skin the Cat" - Grasp a rolled up sheet of newspaper in both hands. Then step over the wand and bring it up your back and over your head without releasing the ends.



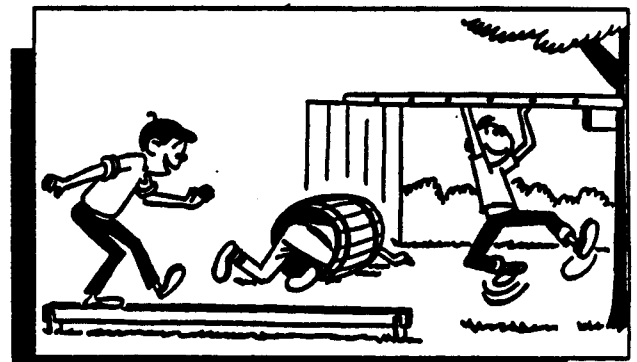
## MAKE YOUR OWN PUNCHING BAG

Check with restaurants or bakeries and ask if you can have some empty cloth flour sacks. Fill one flour sack with sand. Then place that bag inside two others. Hang your "punching bag" from a strong tree limb or garage rafter. Be sure to use a strong rope, too. For hard punching wear an old pair of gloves.



## OBSTACLE COURSE

Put a long "2 X 4" board into notched supports and nail it securely for a balance beam. Add a barrel to crawl through. A ladder suspended securely overhead can serve as "monkey bars". Hang a rubber tire from a tree limb so the boys can jump through. Add any other obstacle you can think of. Lay out a regular course and time the boys as they run the course. Each boy should run the course several times competing against the clock trying to beat their own best time. Remember improvement is the goal not finding the fastest runner in the den.





# CITIZEN



## OH, GRAND OLD FLAG TUNE: MARYLAND, MY MARYLAND

Oh Grand old Flag  
You make us proud  
That we are all Americans  
For all our rights  
and freedoms too  
We owe a duty back to you  
We see you wave  
up in the air  
the symbol of the free and fair  
Stars and Stripes  
Red White and Blue  
We offer this salute to you.

## CITIZEN REMOTE CONTROL

You may have seen the game show "Remote Control" on MTV. If not, don't worry your kids have! In this off-the-wall game contestants sit in lazy-boys and select categories by choosing channels on a giant TV set. Our game is played along the same lines. But, instead of categories about Sitcoms and "The Brady Bunch" our questions all relate to the requirements for the Citizen Activity Badge.

Before we begin with the questions lets gather a few props to make our game a little more fun. Instead of lazy-boy recliners we use folding lawn chairs. To make remote control "clickers", use small candy boxes like "Junior Mints" or "Good 'n' Plenty" (or use any small box of this size). Cover the box with brown paper and decorate with magic markers so it looks like a TV remote control. Be sure to add lots of buttons. For our giant TV screen draw a picture of a TV set on a piece of poster and hang on the wall. On the screen draw the words "Remote Control". Now, we're ready to play!

Our categories are: Leaders, Flag History, Duties, Flag Etiquette, Rights, and Grab Bag. Now, make up five questions for each category or use the ones that follow.

### LEADERS

- 1.) Who is the President of the United States?
- 2.) Who is the Vice-President of the United States?
- 3.) Who is the Governor of your state?
- 4.) Name one of your state's U.S. Senators.
- 5.) Name your town's mayor.

## FLAG HISTORY

- 1.) What's the nickname of the 1st official U.S. flag?
- 2.) How many stars did "Old Glory" have?
- 3.) How many stars did "The Star Spangled Banner" have?
- 4.) How many stripes did "The Star Spangled Banner" have?
- 5.) In what year was the flag last changed?

### DUTIES

- 1.) Name 1 law you obeyed this week.
- 2.) Name one way you can help the police.
- 3.) Name one civic duty your parents have.
- 4.) Name one way we pay for government.
- 5.) Name one non-elected community leadership position.

### FLAG ETIQUETTE

- 1.) Show how to salute the flag when not in uniform.
- 2.) When folded, what part of the flag shows?
- 3.) When on a stage, where does the U.S. flag go?
- 4.) Name one time when you should salute the flag.
- 5.) How many people does it take to raise the flag?

### RIGHTS

- 1.) Name one thing you can do because we have Freedom of Religion.
- 2.) Name one thing you can do because we have Freedom of the Press.
- 3.) Name one right that ensures you won't be punished unfairly.
- 4.) Who determines if a law violates the constitution?
- 5.) Name one right included in the Bill of Rights.

### GRAB BAG

- 1.) Describe a conservation project.
- 2.) Name one way our country helps another country.
- 3.) In the pledge of Allegiance, what do you pledge allegiance to?
- 4.) Where was Patrick Henry when he wrote "The Star Spangled Banner".
- 5.) Where was Francis Scott Key when he wrote "The Star Spangled Banner".

### FLAGS

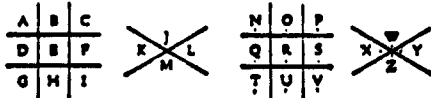
Need a flag for your Pack? U.S. flags can be requested from your congressman, State flags can often be obtained from your State Reps. and often city or county flags are available, too. Don't hesitate to ask. These flags are often free.

# COMMUNICATOR



**SECRET CODE** - This position code is an oldie but a goodie. Start by drawing two vertical lines and two horizontal lines across them. This forms a tic-tac-toe pattern. Then fill in the alphabet, one letter in each box of the pattern. This takes care of nine letters. To continue the alphabet, next draw an "x" and place the next four letters in each of the four spaces formed by the crossed lines. Next, draw another tic-tac-toe pattern and place the next nine letters in this pattern, but, add a dot to each space to distinguish it from the first pattern. Finish your code with one more "X", placing the final letters in this pattern along with dots to distinguish them from those in the second diagram.

To use your code, rather than writing the letter, instead draw the "box" in which that letter is found in your code diagram. See the example.



For example, using this code our Cub Scout Motto "Do Your Best" becomes.

Do Your Best  
□□ □□□□ □□□□

## SIGN LANGUAGE GAME

Divide the group into teams of two. Give one member of each team a "secret message". The message can be a slogan, a motto, famous saying, etc., anything familiar to the boys. On a signal the boy who has been given the secret message tries to communicate that message to his partner using body language and sign language.

**WEBELOS PICTONARY** - Try a Webelos version of this familiar game. One boy is selected to draw. He is given a secret message to communicate to the rest of his team. He must accomplish this goal by drawing on a tablet or flip chart.

**DEN FIELD TRIPS** - Some suggestions for den outings:

- \* Visit a TV or Radio station
- \* Visit a CB React club
- \* Tour a newspaper office
- \* Visit a police dispatch station
- \* Visit a data processing center



## DEN ACTIVITIES

- \* Publish your own den newsletter
- \* Invite a deaf person to speak to the den
- \* Teach the boys some sign language
- \* Invite a railroad official to discuss train signals
- \* Invite a sports referee to demonstrate signals
- \* Invite a Scout or Scout leader to demonstrate Morse Code or Semaphore signalling
- \* Make a den slide show using pictures taken during a den outing



## KITCHEN ORGANIZER

Your mom will enjoy using this organizer almost as much as you enjoy making it.

BY MARTY CLARK

**I**F FINDING RECIPES and cookbooks in your kitchen is a chore, build this organizer. It's made with basic hand tools and looks great on a counter or a wall.

You'll need:

$\frac{3}{4}$ -inch pine, all pieces, with these dimensions:

*Sides:* two pieces  $9\frac{1}{4}$  inches by 16 inches.

*Shelf:*  $9\frac{1}{4}$  inches by 14 inches.

*Bottom:*  $8\frac{1}{2}$  inches by 14 inches.

*Brace:* 2 inches by  $15\frac{1}{2}$  inches.

*Drawer front:*  $5\frac{1}{2}$  inches by  $13\frac{1}{2}$  inches.

*Drawer bottom:* 7 inches by  $12\frac{3}{8}$  inches.

*Drawer sides:* two pieces  $4\frac{1}{2}$  inches by  $7\frac{3}{4}$  inches.

*Drawer divider:* 2 inches by 7 inches.

Two drawer knobs, two #10 by 2-inch wood screws, 3d finishing nails, sandpaper, wood putty, wood glue and varnish.

Hammer, combination square, handsaw, tape measure, center punch, coping saw, compass, C-clamp, drill with  $\frac{1}{8}$ -inch and  $\frac{3}{8}$ -inch diameter bits, putty knife.

1. Cut each piece to the required size with your handsaw.

2. Use a small diameter can or a compass to draw a side's rounded corners. Cut-out the side's contour and brace notch with a coping saw. Then use this cut side as a guide for cutting the second side.

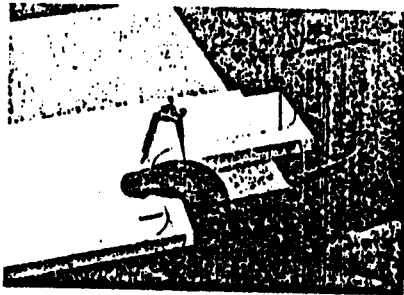
3. Assemble the organizer with glue and

nails: Square the unit with a combination square. Countersink all nails with a center punch and fill in the nail's recessed holes with wood putty.

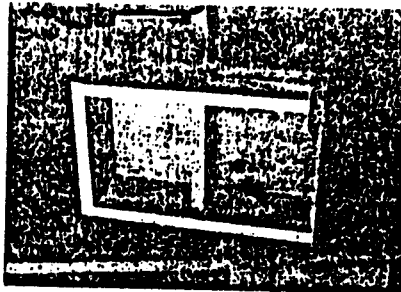
4. Assemble the drawer with glue and nails. Then drill two holes for the knobs.

5. Sand the entire unit with a fine grit sandpaper and stain or varnish the project.

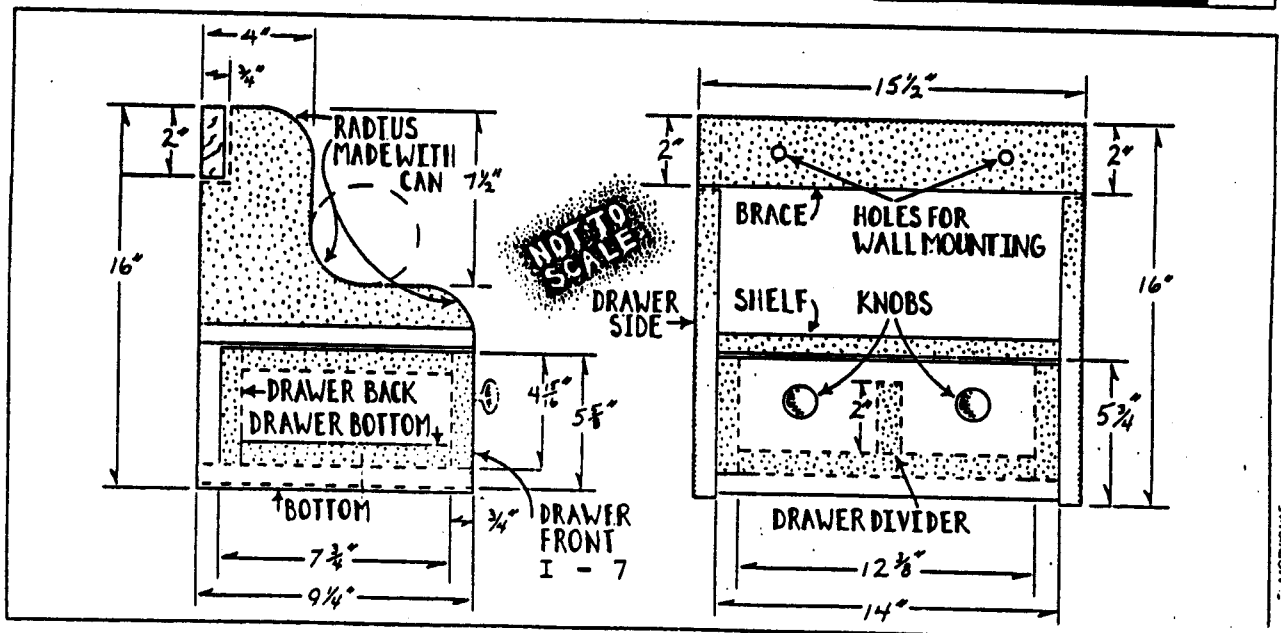
6. If you're going to hang the organizer, you must drill screw holes in the brace. First counterbore with a  $\frac{3}{8}$ -inch diameter drill and then drill all the way through with a  $\frac{1}{8}$ -inch drill. For a special touch, cover these screw holes with  $\frac{3}{8}$ -inch diameter dowels cut to  $\frac{1}{4}$ -inch lengths. Now hang up the project and enjoy. ♣



Use a compass to lay out the curved side pieces. Cut sides out with a coping saw.



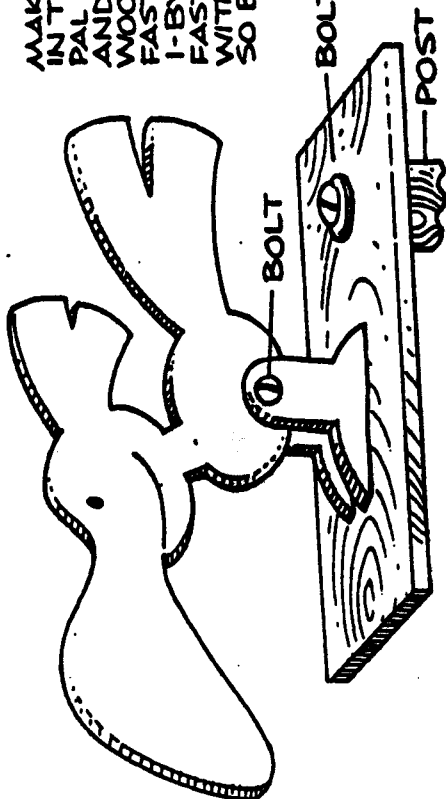
Assemble the project with glue and nails. Fill in nail holes with wood putty.





## MAKE A JAKE VANE

MAKE A WEATHER VANE IN THE SHAPE OF WOODY'S PAL JAKE. CUT JAKE'S BODY AND LEGS OUT OF THIN WOOD. BOLT ON LEGS. FASTEN JAKE TO A 1-BY-6-BY-12-INCH BOARD. FASTEN BOARD TO POST WITH WASHERS AND BOLT SO BOARD CAN TURN.



## Pedro's Perfect Paper Packer

It all started when our troop was packing newspapers as part of a Project SOAR recycling effort in our town. Pedro watched us struggle with the papers for a while, then his ingenious hurro-logic got to working. He suggested we use a box to hold the papers while we tied them in bundles. "Better yet," he said, "why don't you make a box in the shape of my stall so you can slip the papers in endwise, then tie them in bundles? It sounded like a good idea, so we made this packer in the shape of a horse stall. It works perfectly. We think you'll like it too.

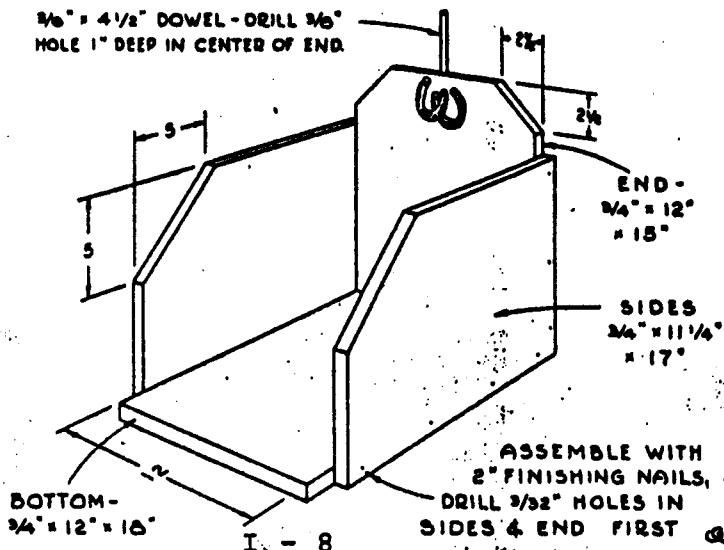
The drawing gives finished sizes for the parts. The sides, end, and bottom can be cut from a six-foot length of 1"x12" pine. Since a 12" board is now only

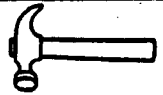
11 1/4" or 11 1/2" wide, nail or glue a strip of wood on one side of the bottom and end to make them 12" wide.

To avoid splitting the wood, drill 3/32" holes in the sides and end before assembly.

When our paper packer was finished, Pedro smiled his approval, then implanted his famous signature near the top of the end. Using the picture of the burro shoes, sketch your own on tissue. Transfer the sketch to the back of the packer, using carbon paper. Give the wood a coat or two of clear, satin-finish Vinaloid to protect it.

The box holds folded newspapers in piles about 10" high. A ball of twine is kept handy on the dowel, where it's always ready to do another job for SOAR.

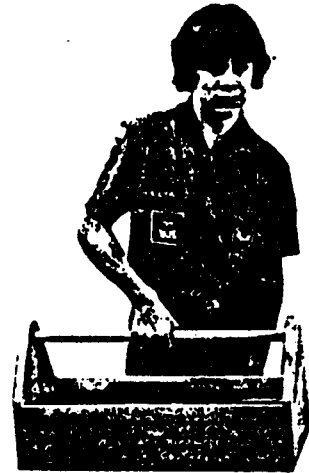




## A TOOLBOX YOU CAN BUILD

Every woodworker needs a toolbox. And just like with most things, making your own is more fun than buying one from a store.

BY MARTY CLARK



**T**HIS HANDY TOOLBOX has room for hand tools and loose items.

You will need:

$\frac{3}{4}$ -inch pine, all pieces. Use these dimensions:

- sides, two pieces 9-inches by 12-inches.
- back, one piece 5 $\frac{1}{4}$ -inches by 22-inches.
- front, one piece 2 $\frac{3}{4}$ -inches by 22-inches.
- door, one piece 2 $\frac{3}{4}$ -inches by 21 $\frac{1}{2}$ -inches.
- tray bottom, one piece 7 $\frac{1}{2}$ -inches by 22-inches.
- bottom, one piece 9-inches by 22-inches.
- handle, one dowel 1-inch diameter by 23-inches.

-glue, 3d finishing nails, a drawer knob, a magnetic latch, two hinges, sandpaper and varnish.

-drill and 1-inch diameter spade bit, hammer, combination square, handsaw, tape measure, nail set, coping saw, C-clamp, compass and rule.

1. Lay out (outline on the wood) the tool box side with a rule and compass.

2. Drill a 1-inch diameter hole for the handle into the sides with a spade bit. To make sure the drill point does not go all the way through the material, mark the cutting depth on the bit with tape.

3. Clamp the side piece to the work-

bench and cut out the design with a coping saw.

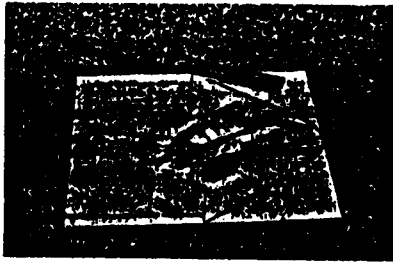
4. Saw the door. File a taper along one of its long edges (see diagram), so the door will open easily.

5. Cut the remaining pieces to size with a handsaw.

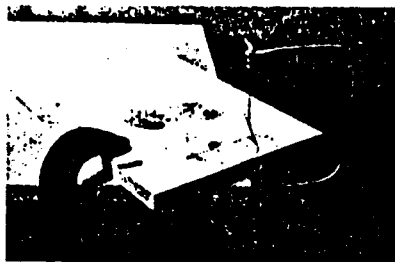
6. Assemble the toolbox with glue and 3d finishing nails. Countersink all nails with a nail set and cover the recesses with wood putty.

7. Sand and varnish the entire unit.

8. Mount the door with two hinges and install the knob and door latch. Now you're ready to put in your tools. ♦



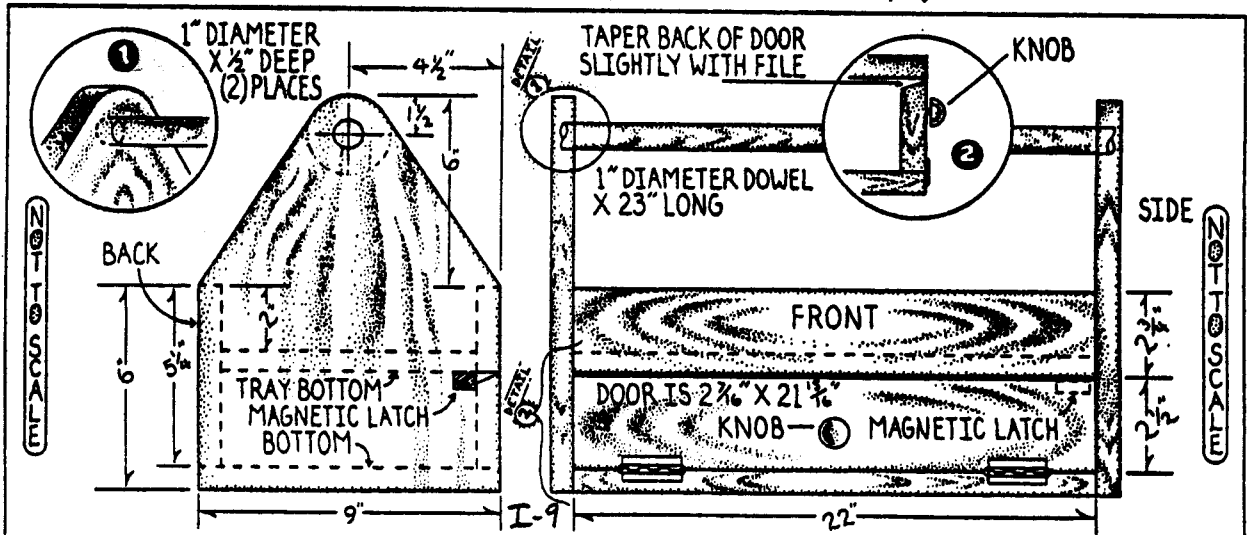
To draw the sides, use a rule for the straight edges and a compass for the curves.

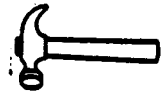


Drill a hole for the handle in each side, then cut out the sides with a coping saw.



Glue and nail all pieces together. Fill in nail holes with putty.





## PORTABLE OFFICE



By JOHN TAYLOR



Use decals or painted design to decorate the top of your portable desk.

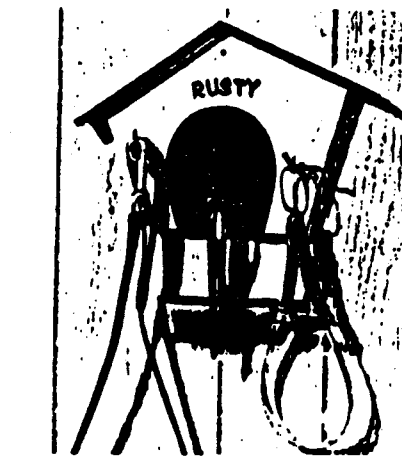


This attractive colonial-style desk and-office combination will make the troop scribe's work easier and more pleasant. Measuring only 18" x 15" x 3½", it is large enough to hold all the scribe's equipment, yet small enough to hold in his lap. There's room inside for a troop record book, paper and an 8½" x 11" notebook in one compartment. The other has lots of room for felt marking pens, a small stapler, pens, pencils, rubber bands and paper clips. Any small items can be stored in plastic boxes or bottles.

To make the desk you will need three pieces of ½" pine 3" x 13" for the ends and partition, one piece 3" x 17" for the back, and one piece 2" x 17" for the front; and three pieces of ¼"

plywood: one piece 15" x 18" for the bottom, one piece 3" x 18" for the top, and one piece 12" x 18" for the lid. Two small brass hinges and wire brads for fastenings complete the list.

Follow the dimensions on the photo plan, beginning construction by tapering the three pieces of pine for the frame. Sand all parts before assembly. Assemble the frame with white glue and two 1½"-17 wire brads at each joint. Fasten the bottom panel to the frame next with ¾"-18 wire brads on three-inch centers. Fasten the top and lid together with the hinges, then glue and brad the top to the frame. Soften all edges with sandpaper before applying a finish paint, lacquer or decal the deck to suit your fancy. ☐



## Doghouse Accessory Rack

By Pete Edwards

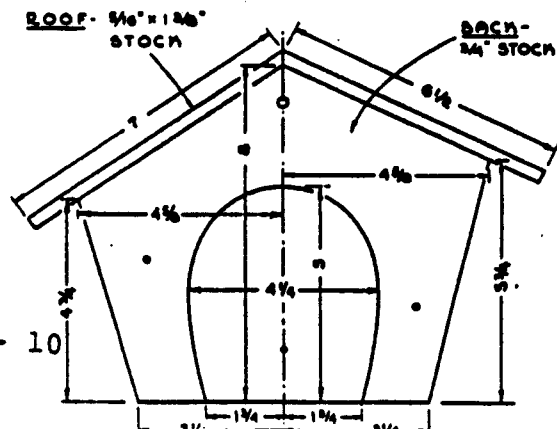
You won't have to hunt for your pet's leash or grooming tools if you hang them on this doghouse accessory rack. It measures only 11½" wide by 8¾" high.

Make it with scrap-size materials: you'll need one ¾" x 8¼" x 9½" piece of white pine for the back; two ¾" x 1¾" x 7" pieces of white pine lattice stock for the roof, three 1¾" "L" screw hooks for holding gear, and four 1"-17 wire brads for fastening the roof pieces.

Following the dimensions on the drawing, lay out the doghouse outline on the back piece, then cut and finish to size. Drill a ⅝" mounting hole near the top. Sketch the outline of the doorway for painting.

Bevel one end of each roof piece to 81° (with sandpaper or a file if you don't have a bevel) to form the proper peak. Then cut the parts to length. Note that the two roof pieces are not the same length, which gives our doghouse an interesting lopsided effect. Sand all parts, then attach the roof pieces to the back with the wire brads. Locate and temporarily install the three "L" hooks (drill pilot holes first), then remove while you are painting your doghouse.

We painted ours white with a red roof and black doorway area. Add the name of your pet with a permanent-type felt pen and your doghouse is complete. ♦



# ENGINEER



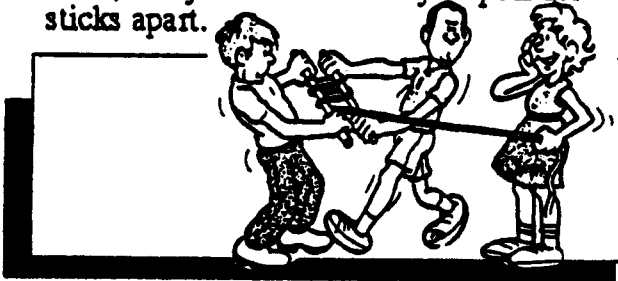
## PULLING IT APART

You will need:

- \* 2 Friends to help you
- \* 2 broomsticks
- \* a 36" piece of cord, (clothes line)

### FOLLOW THESE STEPS

1. Ask your friends to stand about 2 feet apart.
2. Have them each hold a broomstick in front of them.
3. Tie one end of the cord to one of the sticks.
4. Wrap the cord back and forth around both sticks, as shown, so it forms a pulley.
5. Holding the other end of the cord, try to pull the two broomsticks together.
6. Now, ask your friends to try to pull the sticks apart.



## BUILD A SPRING SCALE

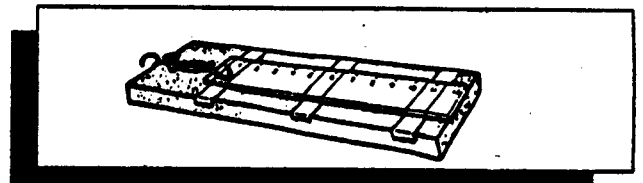
You will need:

- \* A piece of wood  
3" X 15" X 1/2"
- \* A ruler
- \* A paper clip
- \* A 1 and 1/2" long nail with a large head
- \* A rubber band
- \* A cup hook
- \* A hammer

### FOLLOW THESE STEPS

1. Tape the ruler to the piece of wood as shown. Make sure the ruler won't slip around.
2. Screw the cup hook into the top edge of the wood.
3. Hammer the nail 2 and 1/2" above the 1" end of the ruler. Hammer the nail half-way in.
4. Put the rubber band onto the nail as shown.

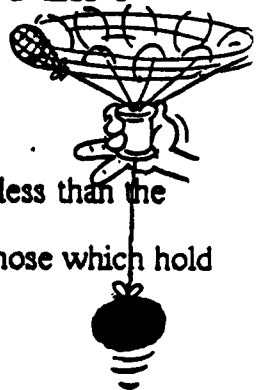
5. Unbend the paper clip so that it looks like an "S". Twist it tightly around the rubber band as shown. The bottom curve of the clip should touch the 1" mark.
6. Use the spring scale to measure the amount of force required to do work by first lifting a weight with the scale alone.
7. Next try lifting the weight using a pulley and the scale.
8. Try your scale on other pulley arrangements.



## THE GREAT POTATO LIFT

You will need:

- \* An empty thread spool
- \* A 2' piece of string
- \* A potato
- \* A small ball weighing less than the potato
- \* A small net bag, like those which hold oranges or onions



### FOLLOW THESE STEPS

1. Place the ball in the net bag, and attach it firmly to one end of the string. (see picture.)
2. Thread the other end of the string through the spool.
3. Tie the free end of the string tightly around the potato.
4. Hold the potato in one hand. Move the spool halfway up the string and hold it in your other hand.
5. Twirl the ball in small circles around the spool.
6. Slowly let go of the potato.
7. Experiment with twirling the ball at different speeds. What happens when you twirl the ball very fast.

#### Fun Facts

In *The Potato Lift* you were working with two forces, inertia, and the centripetal force provided by the string. The inertia of

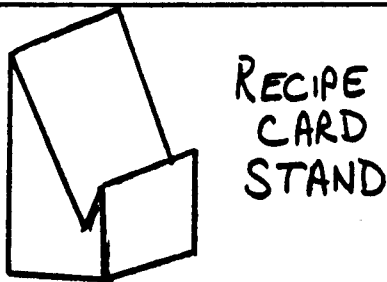
the ball made it move outward, pulling the potato upward. The centripetal force of the string pulled inward on the ball, causing the potato to move down.

# FAMILY MEMBER



## DEN/HOME ACTIVITIES

1. **RECIPE CARD STAND** - Cut the top off of a single serving box of cereal. Then make a diagonal cut in both sides. Cut down two corners to meet the bottom of the diagonal cut. Then cut the wide panel nearest the base of the diagonal cut to leave a short lip, which will hold the base of the recipe card. Finally, line the cereal box with a plastic baggie. Fill the baggie with plaster to weight the box and keep it upright. (See diagram)



2. **MAKE A FAMILY FUN KIT** - Decorate the outside of a shoe box or other box by covering it with paper. Then, color it with crayons and markers. Fill the box with decks of cards, crossword puzzles, word-search games, anything your family likes to do together. Store the box until needed for a rainy day or any family fun time.

3. **CLOTHES FOLDING RELAY** - After showing boys how to properly fold different types of clothes, divide the den into two lines for a relay race. On a signal the first boy runs up to a laundry basket full of clean clothes. He selects one item, folds it, properly, places it in a basket for his group, then returns to the line and tags the next boy. Race continues until time expires. Team with the most clothes in their basket wins.

4. **DEVELOP A HOME ENERGY SAVER CHECKLIST** - Boys brainstorm ways to save energy and/or places where energy is frequently wasted. Each boy writes the list down as the den agrees on it. Then, when at home, working with mom or dad, each boy checks his home for energy efficiency. At the next meeting each boy reports on what he found.

5. **MAKE A SET OF RECIPE CARDS FOR MOM** - Start with 5 x 7 index cards (or another size if you prefer). Give each boy ten cards and supplies to decorate them. Suggestions for decorations include Webelos stickers, markers, crayons and colored tapes for borders. Remind the boys to leave lots of white space for mom to write down her favorite recipe. Do not over-decorate. This idea works well with the recipe stand featured above.

6. **ANOTHER RECIPE CARD HOLDER** - To make this handy holder you'll need 2 small suction cup hooks, 2 miniature clothes pins and 2 six-inch lengths of yarn or other colorful ribbon or string. All of these items are available at most craft stores. Tie one end of the yarn to the hook of each suction cup. Tie the other end to the mini clothes pin, or hot glue the yarn to the clothes pin. To use these holders, press the suction cups onto the exhaust hood over the stove, about four-inches apart. Now the clothes pins should hang at eye level above the stove. Clip a recipe card into the clothes pins so that hangs where you can read it without taking up any counter space.





## FITNESS GAMES

**BELT TUG** - Two contestants, on their hands and knees. Take two belts and buckle them together to form one large loop. Slip this loop around the back of both boy's heads. Boys pull backwards trying to pull their opponent across a line drawn between them. To vary the game boys try to pull the loop off their opponent's head without rising from all fours or touching the loop with their hands. This test improves neck, shoulder and upper back strength.

**DUCK FIGHT** - Two players squat with their hands holding their ankles. Each tries to knock his opponent over or make him let go of his ankles. This test helps boys improve balance and coordination.

**THE STRUGGLE** - Two boys face each other with their arms out sideways away from their body. They lock hands, then push chest against chest. The winner is the first to push the other contestant back 10 feet. This test calls for leg strength, balance and stamina.

**KNEEL TO YOUR SUPERIOR** - Two boys stand facing each other. They lock fingers of both hands. Each tries to make the other kneel by pressing his wrists downward. This test builds forearm strength and calls for a good bit of balance as well.

**HAND WRESTLING** - Each contestant places the outside of his right foot against the outside of the other's right foot. They grasp hands as if shaking hands. The first to move his feet or lose his balance loses.

**"IT'S FUN  
KEEPING STRONG"**



## FAMILY TALK ABOUT DRINKING

A couple of free booklets are available from Anheuser-Busch, Inc. on the subject of talking to your children about drinking. Some interesting facts on this subject:

- \* Prime time to start talking to your kids about drinking is age 9 to 11.
- \* Six important guidelines for talking to your kids:
  1. Set an Example
  2. Be Factual
  3. State Your Position
  4. Practice Good Parenting
  5. Friends Are Important
  6. Get Help If You Need It

For more information and to order these helpful, informative booklets write to:

**'Family Talk About Drinking'**  
**Anheuser-Busch, Inc.**  
**Department of Consumer**  
**Awareness and Education**  
**One Busch Place**  
**St. Louis, MO 63118**

## MORE FITNESS GAMES

**FOX RUNNING** - Get into a four point stance like a sprinter's crouch. Keeping your hands on the ground, move your legs in a running motion while you remain anchored in one spot. Vary this by running sideways in a complete circle, first one way then the other, with hands still in position.

**SCISSORS KICK** - Lie on your right side and do a stiff-legged scissoring action. Motion must be very rapid. The upper body is kept as relaxed as possible while the legs are rigid and swinging in a wide arc. Repeat the exercise lying on your left side.

# FORESTER



## BUILD A DEN COLD

**FRAME** - Set an old storm window over a wooden box. Place your cold frame in a sunny spot. The frame will keep cold winds off of young plants until the last frost has passed. Each member of your den fills a cigar box with good soil mixed with humus. Then he can plant a few seeds in the bed. Place the seed beds in the cold frame until the weather is right for transplanting your seedlings.

## MAKE A HYPSONETER

A hypsoneter is used by foresters to measure a tree's height. To make your own, you need a piece of wood about 1 and 1/2" X 16", a 3" bolt, and a rubber band. On a piece of heavy paper, the size of your stick, mark the scale shown below in ink. Be sure 100 is two inches from the end, and 20 is eight inches from the other end of the stick. Then glue the paper to the stick. Drive a nail into each end of the stick as indicated below. Drill a hole about 3" from the zero and insert the bolt. Wrap the rubber band around the 100 line so it slides up and down easily.

To measure a tree, place a 10' pole up against it, and walk back 30'. Hold your hypsoneter up by the bolt. walk to or from the tree until you see the top of the tree on the same line with the top nail and the bottom of the tree on the same line with the bottom nail. Now move the rubber band until you see it in line with the top of the 10' pole. This marks the height of the tree on your hypsoneter.

## PLANTING TREE SEEDLINGS - USING A MATTOCK

A mattock is a special tool that's ideally suited to tree planting. If you're not familiar with a mattock, it looks a lot like a single bladed pick. To use it for planting trees, follow these steps:



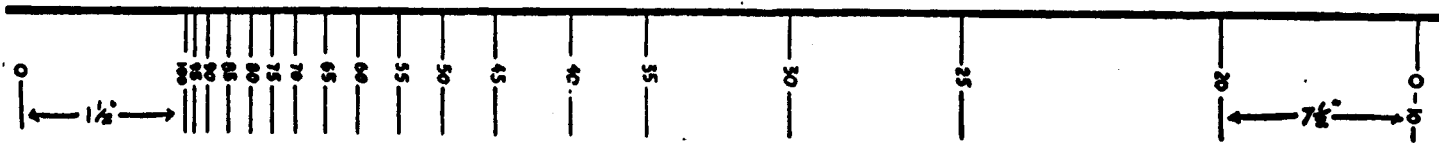
1. Drive the mattock blade straight down into the earth.
2. Open a slit in the ground by raising the mattock handle.



3. Open the top of the slit by pulling back on the mattock and insert the seedling.
4. Close the slit using the mattock blade.



5. Tamp the soil down with your foot.
6. When you're finished planting, give the soil around your plant a good soaking.



# GEOLOGIST



I'VE BEEN WORKING LIKE A  
ROCKHOUND  
TUNE: I'VE BEEN WORKING ON  
THE RAILROAD

I've been working like a rockhound  
all the live-long day  
I've been working like a rockhound  
just to pass the time away

First I tested them for hardness  
Scratched them with my knife  
Then I polished them so shiny  
Put them on display

Momma can I go,  
Daddy can go  
Can I go collect some rocks and stones  
Momma I gotta be  
Daddy don't you see  
Rockhounding's the life for me.

## ROCK TUMBLER

This simple tumbler will grind and  
polish agates or other semi-precious  
stones that you collect on a field trip.

The tumbler barrel is a quart glass jar.  
It rolls on four ordinary nylon furniture  
casters. The key to its simplicity is a  
small, geared-down motor. (A rock  
tumbler must turn very slowly). The  
motor used here is a gear-drive 22.8 rpm  
110 volt AC.

Mount the motor with metal brackets on  
a sufficiently large piece of scrap  
lumber. Attach the jar lid to the motor  
shaft, and lastly, attach the casters.  
Place them where the jar rests and turns  
easily on them. The electrical  
connections of the motor should be  
covered and taped to prevent shocks.

Tip(s): For an excellent, free pamphlet *Careers in  
Geology*, write to: American Geological Institute, 4220  
King Street, Alexandria, VA 22302. Information provided  
gives qualifications needed to become a geologist.

I-15

## GEOLOGIST DAY HIKE IDEAS

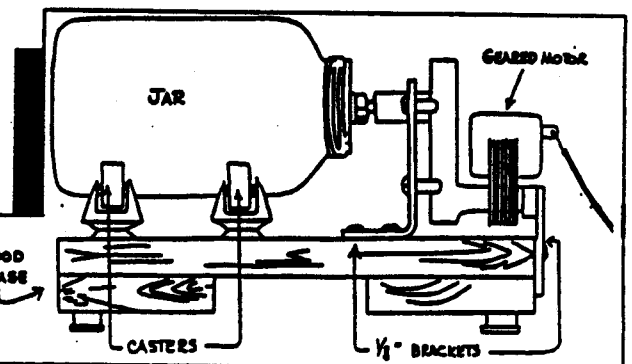
### 1. TAKE A DOWNTOWN HIKE.

Have each boy bring a notepad and  
pencil. As you hike, have the boys  
write down some of the different stones  
and other rocks they see used in  
building construction. Have each boy  
write down the name of each building;  
its age; name of stone spotted; its color;  
natural or man-made; is it used for  
decoration or structure. Boys can also  
compete to see who can find the oldest,  
or the most, cornerstones.



### 2. TAKE A TRIP TO THE

**CEMETERY** - Supply each boy with  
several large sheets of newspaper and a  
crayon. After getting permission from  
the cemetery caretaker, allow the boys  
to find a headstone that interests them.  
Tape the sheet of newspaper to the stone  
over the etching or epitaph. Rub the  
crayon over the stone so the imprint can  
be seen on the newspaper. Complete  
your "stone" with the names and dates  
and take back to display at the pack  
meeting.



# HANDYMAN



## HANDYMAN SONG TUNE: JINGLE BELLS

### VERSE:

Working 'round the house  
Makes me feel real proud  
Knowing what to do  
to fix up things that break

Beautify our lawn  
Shine up our ol' car  
What fun it is when you know how  
to get the job done right - oh!

### Chorus:

Mow the lawn; Wash the car,  
clean up all the tools  
Oh what fun it is to fix  
flat tires on your bike  
Change a bulb, check the oil,  
lubricate a chain  
I can be a handyman and  
help my family

### VERSE 2:

Labelling the tools  
Clean them after use  
Store them properly  
and they'll be there for you

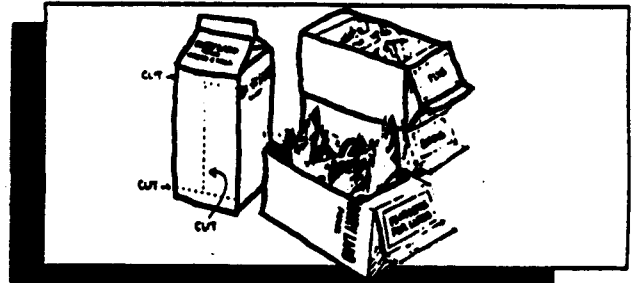
Maintain your bike for fun  
Saddle, chain and brakes  
Then you'll be the family  
handyman for life

## FIND THOSE PARTS AND TOOLS

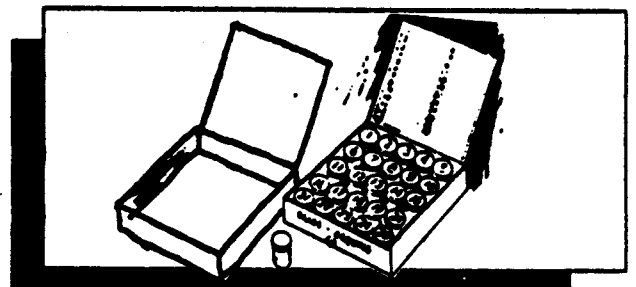
A good handyman learns not to waste a lot of time looking for small parts and tools. Remember a place for everything and everything in its place. You can store and find a lot of things on one shelf if you learn how to store them efficiently. You can store a lot in labelled boxes. Here are some suggestions.

**MILK CARTONS** - Wash the inside of each carton thoroughly with cold water. Let dry, then staple the open end of the carton shut. Cut along the lines as shown. I - 16

Leave an inch at the top and bottom. Next, fold the flap you just made into the carton and staple them to the sides of the carton. Lay the carton with the opening up and label the front peak. Stack the cartons on top of each other and use them to hold all kinds of things.



**35mm FILM CANISTERS** - Ask someone at a camera store or film processing drop off shop to save some film canisters for you. These are perfect for storing tiny fasteners and parts. Place the canisters into a larger box that has a lid. Cut a sheet of ruled paper to fit inside the box lid. Number each line from top to bottom. Then paint a number on the lid of each film canister. Record the contents of each can on the paper beside the number found on its lid.

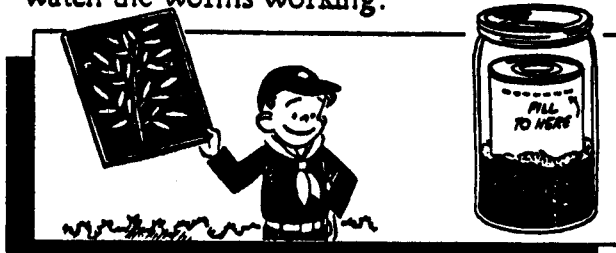


**OVERHEAD STORAGE** - If your work area has a wooden shelf overhead, you can store small parts in baby food jars so they are always in sight and easy to find. First, soak the jars in water to loosen the labels. After removing the labels, nail the jar lids to the underside of the overhead shelf. Space the lids about 3" apart. Now you can hang the jar from its lid. Fill the jars with small nails, screws or any other tiny parts you need to find quickly.



## EARTHWORM TERRARIUM

- Set a small tin can upside down inside a quart glass jar. Fill the space between the can and the jar with rich, black soil, pressing it down until only an inch of the bottom of the tin can shows. Add light colored sand to cover the rest of the tin can. Add a few earthworms and then wrap a sleeve of black paper around the jar. Remove the paper whenever you want to watch the worms working.



**FLOWER BLUEPRINTS** - Buy some blueprint paper. Be careful to keep the paper covered and in a dark place until ready to use it! Then, in a dark place, arrange flowers on a picture frame. Cut a sheet of the blueprint paper to fit the frame and lay it (green side down) on the flowers. Fit the frame back together. Take the frame outside and expose to sunlight for a count of 60. Go back inside, remove the paper from the frame and dip the paper into a pan of water to wash off chemicals. Then put the paper into another pan of water with a large spoonful of peroxide added. Finally, dry your picture flat.

## MINIATURE GARDEN

**LANDSCAPE** - Place a layer of gravel over the bottom of a large cake tin. Cover this layer with a layer of dirt. Add seeds, rocks and any other decorations you like set in a sunny spot and watch it grow.

## POISON IVY / POISON OAK

**MEMORY AID** - Teach your Webelos Scouts this simple rhyme to help them identify poisonous plants. "Leaflets three, let it be. Berries white, poisonous sight."

**CATCH A SPIDER WEB** - Find a perfectly smooth piece of cardboard and paint it black with India ink. After the ink dries, cover the cardboard with a thin layer of glue. Carefully lift the spider web away from where it's attached by using the card. Be sure the spider's not at home! Then, cut away any excess webbing and frame your masterpiece.

**FERTILIZER EFFECTS** - Find an old wooden soft drink crate and remove the dividers. Replace them with boards that separate the box into four sections. Or, just build a box with large sections. Fill each section with a two-inch deep layer of the identical soil. Plant grass in each section of your box. Treat three of the sections each with a different plant food or fertilizer. Leave one section untreated. It's your control so you'll know how the grass grew without any chemical help. Then, compare the results!

**TOPOGRAPHIC MAPS** can be ordered by sending a postcard to:

MAP INFORMATION OFFICE  
U.S. GEOLOGICAL SURVEY  
GENERAL SERVICES  
BUILDING  
18 AND F STREETS N.W.  
WASHINGTON, D.C. 20405

Ask for a free Topographical Map Index Circular for the state you need. Also ask for a free folder describing topographic maps. These pamphlets will tell you how to order the map you need.

**QUIET GAME** - Boys lie on their backs and raise both fists in the air. Every time someone hears a new bird song he raises one finger. First to 10 wins.



## GOURMET COOKING IN CAMP

We all know that foil pack dinners are ideally suited to Webelos Scouts. But making a successful foil dinner could mean the difference between a fond memory and disaster. There's nothing worse than a foil dinner gone wrong! So, in the hope of avoiding heartburn, here are the three common ways to wrap a foil dinner properly.

### THE DRUGSTORE WRAP -

Put the food in the center of a square, oblong piece of heavy-duty foil large enough for folding at the top and sides. Bring the two long edges together above the food. Fold down loosely in a series of locked folds allowing for heat expansion and circulation. Then, fold the short ends up and over. Crimp to seal.

### THE BUNDLE WRAP -

Put food in the center of a square of foil large enough to permit adequate wrapping. Bring the four corners together in a pyramid shape. Twist the ends together to seal, but allow room for heat circulation and expansion.

### THE TWO-HANDLED WRAP

Follow directions for the drugstore wrap to fasten the long ends together. Then, twist each of the ends together to seal and provide handles. This wrap is especially handy when a recipe calls for burying the package in coals.

**SPECIAL FOIL DINNER** - Try a big slice of precooked ham, spread with mustard and topped with sweet potatoes or apples. Season with salt and pepper, brown sugar and cloves. Cooks in 15 minutes.

**HOBO POPCORN** - What can you cook in a foil pouch besides dinner? Try this: Place one teaspoon of cooking oil and one tablespoon of popcorn in the center of a 6" X 6" square of foil. Seal using the bundle wrap. Be sure to leave plenty of room for the popcorn to expand. Tie the bundle to a long stick and hold the bundle over hot coals. Shake constantly until popping stops. Serve with butter and salt.

**BAKING IN CAMP** - Try something different on your next camp out, bring along an oven. To make a simple reflector oven, use a square cardboard box. Cut the box in half diagonally. Cover the inside with foil, shiny side out. Place two wires from side to side in the middle of the box to support a shelf, also covered with foil. Place a large rock at the back of the oven and a smaller in front to brace the oven. Set in front of your fire and use it to bake whatever you like. One simple treat - camp pizza. Top an English muffin with pizza sauce, shredded cheese and your favorite toppings. Bake in reflector oven 10-15 minutes or until cheese melts thoroughly.

**CAMP DO-NUTS** - Make donuts out of canned biscuits by poking a hole in the center of each biscuit. Fry in hot oil over hot coals. (Adults only near the hot oil!) Turn the donut once with tongs or a stick. Watch closely, they cook fast. Remove to drain on paper towels. Then, roll in powdered sugar.



# READYMAN



## READYMAN SONG TUNE: ROW, ROW, ROW YOUR BOAT

Plan, plan plan you way  
to escape a fire  
know exactly what to do  
and you'll come out alive.

## FAMILY INSTRUCTIONS FOR FIRE ESCAPE

1. Always sleep with bedroom or hall doors closed. It can keep out fire long enough to allow escape through your emergency exit.
2. Agree on a way everyone can sound a family fire alarm. Keep in mind that fire may block a hallway, preventing you from reaching other bedrooms. You can pound on walls, holler, use a whistle, strike a pan, etc.
3. Don't waste time getting dressed or gathering valuables. Precious seconds can count in a fire.
4. Test doors before opening. Intense heat and deadly smoke may be on the other side...use caution.
5. Have an outside meeting place. Check quickly to see if everyone is out safely. But, once you're outside, stay outside.
6. Notify the Fire Department quickly, as soon as everyone is out. Use a neighbors phone or pay phone or a nearby alarm box. Speak slowly and distinctly and tell them exactly where the fire is.

## EMERGENCY PHONE

**NUMBERS** - To make a useful reminder of all of the emergency phone numbers for your area, just look up all the numbers you need in the phone book. Then neatly write the names of all the emergency agencies and their phone numbers on a small piece of white card board. Seal the card in between two pieces of adhesive plastic laminate material. This protects the card from spills. The final step is to attach a couple of strips of magnetic tape to the back of the card. Now, your ready to hang your emergency reminder card on the refrigerator in your kitchen.

**FIRST AID KIT** - You can custom-make your own first aid kit out of a plastic fishing tackle box, the kind with many compartments in assorted sizes. For a list of some things recommended for a family camping first aid kit see "An Introduction to Family Camping".

## OPENING A DOOR DURING A FIRE

First test the door to see if its safe. Touch the door panels to see if they are hot. If they are don't open the door. Is smoke leaking around the edges? If so leave it closed. If you are not sure about whether or not there's fire on the other side, open the door carefully. Brace your shoulder against the door. Keep your head to one side. Open the door just slightly...ready to slam it if any heat or smoke rush into the room.

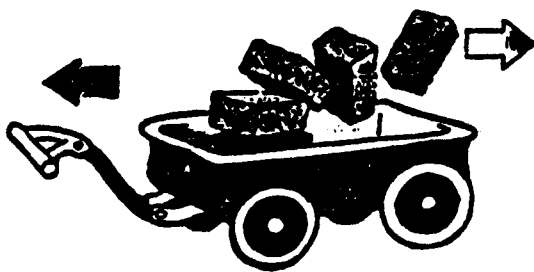
# SCIENTIST



**BALANCE** - Wedge a quarter between the crossed tines of 2 forks. Then balance the quarter's edge on the sharpened point of a pencil. It seems impossible, but it really works.



**STATIC ELECTRICITY** - Bend a metal paper clip into an "S" shape. Hang the open paper clip inside a glass jar. Cut a short piece of silver tinsel, (like those used to decorate Christmas trees). Hang the piece of tinsel over the paper clip inside the jar. Next, rub a plastic pen briskly against your sweater. Then touch the pen to the part of the paper clip that is hanging outside the jar. Watch what happens to the tinsel.



## INERTIA

1. Stack several bricks on top of a skateboard.
2. Give the skateboard a quick push. What happens to the bricks? Which way do they fall?
3. Now restack the bricks on the skateboard. This time give the skateboard a gentle push towards a wall or curb. Push the skateboard gently so the bricks stay stacked, but hard enough that they tumble off when it hits the wall. Which way do the bricks fall?

## SAIL WITH SCIENCE

You will need:  
an empty cigar tube  
a foil pie pan  
2 pipe cleaners  
3 short candles  
matches  
scotch tape  
a small nail  
a knife

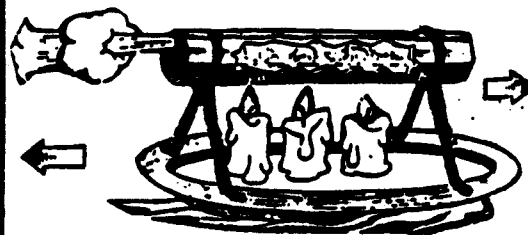
1. Remove the cap from the cigar tube and make a small hole toward one edge of the cap with the nail. Half fill the tube with hot water and replace the cap.

2. Twist a pipe cleaner around each end of the tube and shape each into a stand for the tube. Place the tube and its stand on the pie plate and tape it in place. You should now have the tube attached to the pie plate with the tube several inches above the plate.

3. Cut the candles short enough to sit in the plate under the tube.

4. Float your "boat" in the bathtub. Light the candles and watch the boat motor around the tub.

Why it works: the steam creates a force pushing backwards out of the hole in the tube. The reaction to this backwards motion pushes the plate forward in the water.





# SCHOLAR



## FUN WITH WORDS

Word games are fun. You don't need anything to play except pencil and paper. You don't have to be a scholar; either. But, if you become good at word games, your vocabulary and your scholarship will improve.

In this quiz you fill in the missing words. Part of every answer is the name of the same animal. But after you discover that animal, you may still have to work harder on some of the more difficult answers.

- 1.) Any fly is a pest. A bigger pest is the \_\_\_\_\_.
- 2.) In a backyard game you pitch \_\_\_\_\_ . (But not if they're being worn at the time.)
- 3.) A creature still found at the seashore after 450 million years is the \_\_\_\_\_.
- 4.) The bigger the engine in your car, the more \_\_\_\_\_ it has.
- 5.) Critics often call a western movie a \_\_\_\_\_.
- 6.) Some pillows have feathers. Most birds have feathers. But even though you sometimes hear this word, there is no such thing as \_\_\_\_\_.
- 7.) To have good sense is fine. But you can always get along if you have \_\_\_\_\_.
- 8.) You know you are hearing the truth when you are told the facts come right from the \_\_\_\_\_.
- 9.) If you rush to do something before you are ready to do it, you may be told to \_\_\_\_\_.
- 10.) If you goof and somebody laughs loud and long, he is giving you the \_\_\_\_\_.

## ANSWERS :

- 1.) HORSE FLY
- 2.) HORSESHOES
- 3.) HORSESHOE CRAB
- 4.) HORSEPOWER
- 5.) HORSE OPERA
- 6.) HORSEFEATHERS
- 7.) HORSE SENSE
- 8.) HORSE'S MOUTH
- 9.) HOLD YOUR HORSES
- 10.) HORSE LAUGH

## LOOK IT UP RELAY

Ask each boy to bring a dictionary from home. Divide the group into two groups. Line up teams relay style. On a signal, the first boy from each team runs up to a judge who gives them the first word from a prepared list. Each team gets the same word. When he's found the word the Scout shows it to the judge. If the judge says it is right the boy races back to his team and tags the next player. Game finishes until one team has completed its list of words.

## CARD CATALOG

Ask a librarian for some old cards out of their card catalog. Be sure the card is for a children's book. Use these samples to teach the boys how to use the card catalog. Ask the boys to bring a favorite book from home. Then, for a den project, make a card like the one's in the library for their book. Use an index card and be sure to include all of the information found on the sample. Then attach the card to the inside of the front cover of the book.

**NOTE:** For the scholar Activity Badge several requirements call for the boys to talk with a teacher or the school principal. It is OK for teachers or other educators to sign the boys book approving these requirements. In fact, a teacher would make a perfect Activity Badge Counselor for the Scholar Badge.

# SHOWMAN



## TELEVISION BROADCASTS

Cut a "TV screen" shaped hole in a large carton. Paint the carton, add knobs, dials and other decorations. Then you can sit inside and give news broadcasts or do a show with puppets or miniature animals.

## RADIO BROADCASTING

If you have an old radio cabinet, a six-foot length of garden hose, and a funnel, you can sound like a real radio broadcaster. Insert the funnel into one end of the garden hose and fasten the funnel to the inside of the radio cabinet against the opening where the speaker used to be. Stand behind a curtain and talk into the other end of the hose and your voice will sound as if it is coming from the radio.

## MAKE YOUR OWN PUPPET STAGE

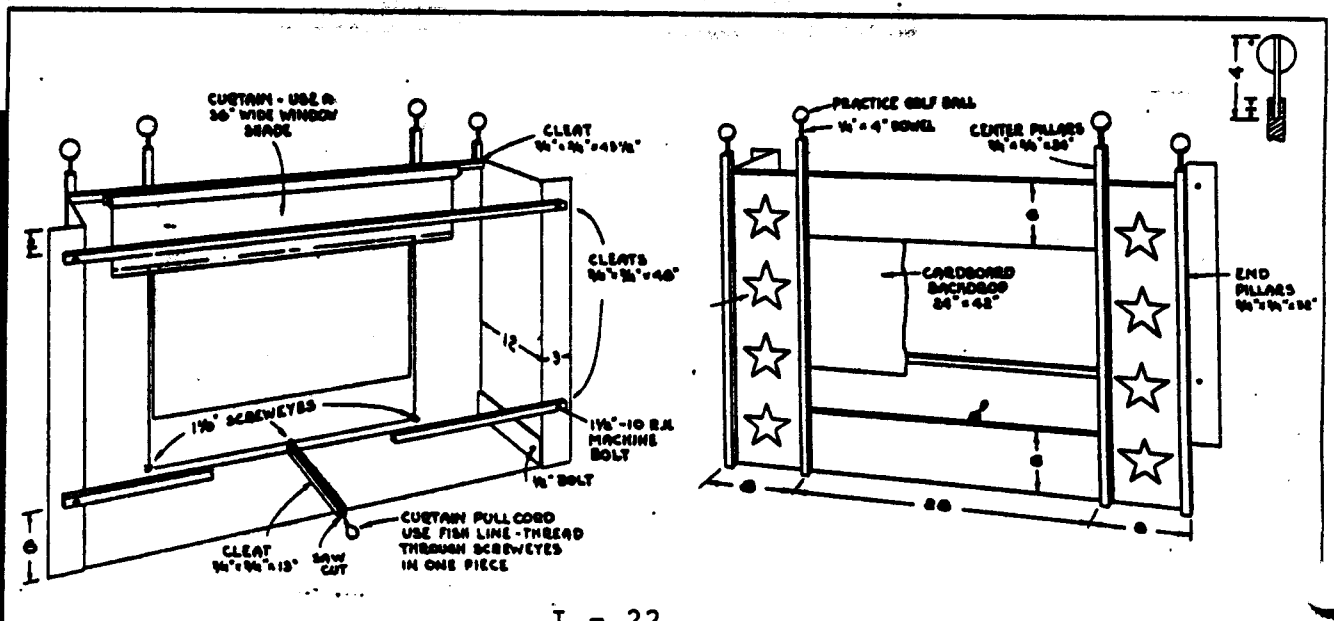
This cardboard-carton puppet stage is wide enough for two people to perform with their hand puppets at one time, yet it can be disassembled and stored flat.

The basic ingredient for the stage is a large cardboard carton about 15" wide (the box is cut 12" deep). For the cleats and pillars,

you'll need eight pieces of 3/4"-square stock in the following lengths: Two pieces 48", one piece 43 and 1/2", one piece 13" two pieces 32", and two pieces 34". For the pillar ornaments use four practice golf balls and four 4" lengths of 1/4" wood dowel. One 36"-wide window shade is the curtain; poster stock can be used for the stars. For fastenings, you need (4) 1 and 1/2"-10 and (2) 1/2"-10 round head machine screws and nuts for the box and (3) 1 and 1/8"-long screweyes and some fishing line for the curtain pull cord. For the backdrop, use a 24" X 42" piece of cardboard-carton stock or poster board, or a cloth curtain. Two 1" wire nails driven into the top rear cleat 4" from each end (before assembly) will make serviceable hooks for hanging the backdrop in place (punch holes in the backdrop to match).

Use white glue to fasten the pillars on the front of the stage; the top front panel cleat to the inside of the box; the curtain pull cleat to the bottom; and the stars to the front panel.

For a finish, give the front a primer coat of white latex paint. Then paint the center top and bottom panels with red poster paint and the end panels with blue. Attach the stars after painting.



# SPORTSMAN



## TAKE ME OUT TO THE BALLGAME (WITH A FEW SPORTSMAN VERSES ADDED)

### VERSE 1: (THE ORIGINAL)

Take me out to the ballgame  
Take me out with the crowd  
Buy me some peanuts  
and Cracker Jacks  
I don't care if we never get back.  
For its root, root, root  
for the home team  
If they don't win it's a shame  
For it's one, two, three  
strikes you're out  
At the old Ballgame

### VERSE 2:

Take me out for some football  
I'll watch down after down  
We'll see the kicker and passer, too  
Blocking, tackling and running the ball  
Oh, we'll yell and scream for a touchdown  
A field goal, too would be swell  
For it's rah! rah! rah! for our team  
At the football game

### VERSE 3:

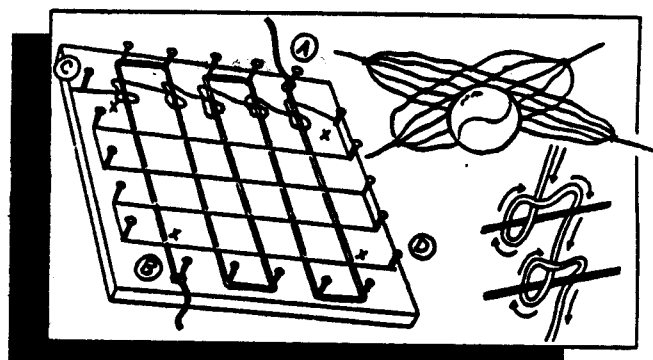
Draw me a ring for some marbles  
Knuckle down and get tough  
Bring out your shooters and glassies, too  
Listen to everyone cheering for you  
Well we'll lag up real close  
for the first shot  
Then on to the circle we go  
Well it's ooh! ahh! that came real close  
At the marbles shoot

### VERSE 4:

Let's go down to the alleys  
Let's go bowling today  
We'll roll some fast ones and knock 'em  
down  
Set them up and we'll do it again  
We'll go strike, strike, strike  
down the alley  
and if we should miss we'll just spare  
For it's roll, roll, roll that ol' ball  
at the bowling lanes

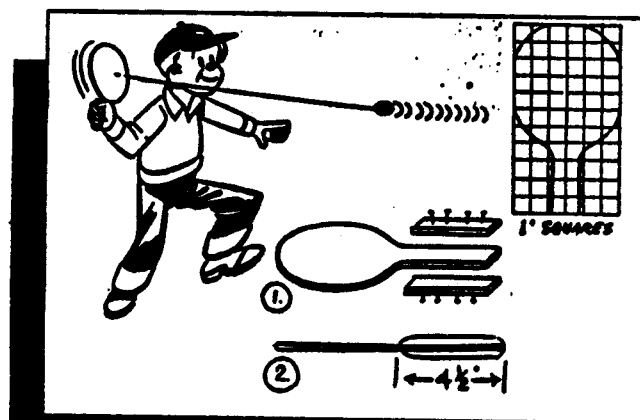
## MAKE A TETHERBALL NET

Drive nails on each side of a 1' X 1' board. Slip an overhand knot on the nail at A, weave the string as shown and tie off at B. Do the same with another cord starting at C and tying off at D. Weave cord as shown, with extra loops at corners marked X. Slip net off nails, place a ball in the center, gather the ends together, and tie to rope from top of pole.



## PADDLE BALL

Details for making a rubber paddle ball set are shown below. Cut your paddle out of plywood. Fasten additional pieces to the handle as shown in 1 and 2. You can glue sandpaper to it to get a better "cut" on the ball for Table Tennis, or add a ball on a long rubber band for some solo practice workouts.



# TRAVELER



## SOME GAMES TO PLAY ENROUTE

**FIND ALL THE STATES** - This game can be played from departure to return. Give each player a list of all fifty states. As you travel players write down the first license tag they see from each state. The first person to see the tag gets to write it down. The winner is whoever sees the most different tags. Score two points if a player sees a tag from somewhere outside the fifty states (another country or territory).

**CAR BINGO** - Using graph paper, mark off a grid of boxes. Make your grid five columns and five rows, just like a Bingo card. Inside each box put the name of something you might see along your trip. Some examples: a rest area sign, a horse, a school, a convertible, a car-top cargo carrier, etc. Be inventive and try to avoid objects that are too common. Don't forget the free square in the middle. As you travel, players mark off the items as they are spotted. Winner is determined just like regular Bingo.

**CAR BINGO II** - Make the same grid as above, but in the boxes, write down specific road signs you might see along the way. Some examples: gas, food, lodging signs, do not pass, railroad crossing, yield, picnic area, etc. Again be creative and include several "unusual" signs.

**STORIES ON CASSETTE** - If your car has a cassette tape player, you can borrow books on tape from the library to make your trip seem a little shorter. Everything from classics to action-adventure to current bestsellers is available. Perhaps for a den activity you could read some books into a tape recorder and make copies for each boy to put in his travel kit. This activity can also be used to fill requirements for the Showman activity badge.

**COLORING TIP** - If you travel a lot, you know how much fun coloring and drawing can be on a long trip. But crayons left in the car will melt in the heat. Felt markers can ruin upholstery. So, when you travel, try packing some colored pencils instead. They color well, don't melt and are much less likely to stain the car interior. They're also great for writing and using in other travel games. But don't forget to pack a small pencil sharpener.

**MAKE A WORD OUT OF LICENSE TAGS** - Give each player a pad of paper and a pencil. As cars pass the car you are travelling in, write down the letters in their license tag. Ignore the numbers. The goal of the game is to form as many words as possible from the letters found on the license tags. As you play, continue to add more tags to your list. When you use a letter in a word, cross it off your list. Score 1 point for each letter used in a word. Set a goal in advance. The winner is the first to reach the goal.

**TRAVEL CHECKERS** - We all know how much fun checkers can be. But, in the car, checkers slide, fall off the board and get lost. So, make a non-slip version for play on the road. Start with a 10" X 10" piece of corrugated cardboard or corkboard. Using red and black permanent markers, draw a checkerboard on the board. Allow the markings to dry thoroughly. For checkers use two sets of different color thumbtacks or push pins. Be sure to pack a couple of extra "checkers" of each color just in case.

**MAP FUN** - Ask friends or relatives if they have an old road atlas that you can borrow for your trip. In addition to just being fun to trace your route, you can also have some fun with old maps. Ask an adult who is not driving to serve as judge. The judge names a map symbol which you are to find on your map. The first player to find the named symbol scores one point. The

# POW WOW NOTES

# POW WOW NOTES